



Norwescon 39
Pocket Program

Thursday
& Friday

norwescon 39

The Northwest Science Fiction Society

proudly presents

Norwescon 39: Remembering the Future

The Thirty Ninth Annual Northwest Regional
Science Fiction & Fantasy Convention

Except where noted, contents

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cover art © janny wurts

Writer Guest of Honor

Tanya Huff

Artist Guest of Honor

Janny Wurts

Science Guest of Honor

William Hartmann

Publisher

Daw

Your pocket program contains all kinds of cool stuff. It has Norwescon's policy for attendance, including our harrasment policy. There are schedules for events, information on those events, services available, maps, and convention hours.

For further information about the convention go to the **Information Table** located in the convention space lobby.

Remember to check out the **daily zine**, which has any changes or updates to the programming schedule.

Your pocket program and event descriptions are broken up into three books for easy transportation.

Norwescon Member's Guide, harrasment policy, and panels by subject, make up the planning guide.

The second book contains Thursday and Friday event programming.

The third book contains Saturday and Sunday event programming.

Registration

Thursday	Noon – 10 p.m.
Friday	9 a.m. – 10 p.m.
Saturday	9 a.m. – 10 p.m.
Sunday	9 a.m. – 5 p.m.

Convention Office (wing 7 – 7106)

Thursday	9 a.m. – 9 p.m.
Friday	9 a.m. – 9 p.m.
Saturday	9 a.m. – 9 p.m.
Sunday	9 a.m. – Noon

Cloak Room (wing 7 – 7101)

Thurs noon – Sun 6 p.m.

Volunteer's Lounge

Thursday	Noon – 9:00 p.m.
Friday	8:30 a.m. – 9:00 p.m.
Saturday	8:30 a.m. – 9:00 p.m.
Sunday	8:30 a.m. – Noon

Hospitality

Thursday	Noon – 5 p.m., 6 p.m. – 11 p.m.
Friday	9 a.m. – 5 p.m., 6 p.m. – 11 p.m.
Saturday	9 a.m. – 5 p.m., 6 p.m. – 11 p.m.
Sunday	9 a.m. – 2 p.m.

Dealers' Room

Thursday	4 p.m. – 8 p.m.
Friday	10 a.m. – 7 p.m.
Saturday	10 a.m. – 6 p.m.
Sunday	10 a.m. – 4 p.m.

Art Show

Friday	10 a.m. – 8 p.m.
Saturday	10 a.m. – 7 p.m.
Sunday	10 a.m. – 2:30 p.m.

Art in Action

Thursday	3:30 p.m. – 6:30 p.m.
Friday	9:30 a.m. – 6:30 p.m.
Saturday	9:30 a.m. – 6:30 p.m.
Sunday	9:30 a.m. – 1:30 p.m.

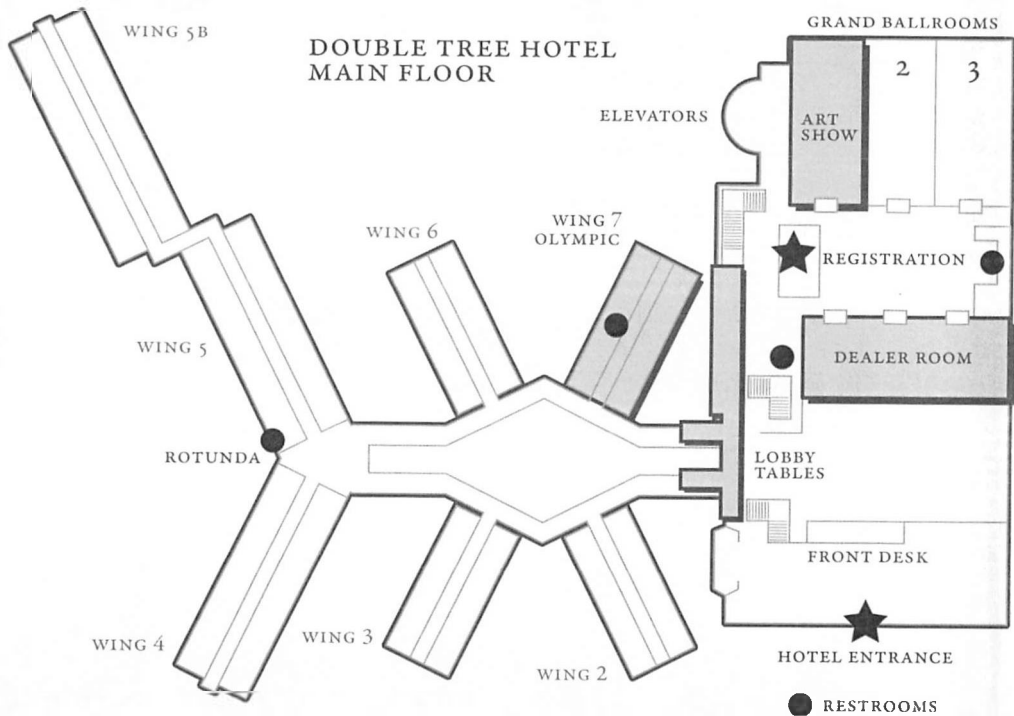
Security, lost & found and con office

Thurs 9 a.m. – Sun 12 p.m.

Convention Security Office is closed
between the hours of 3 a.m. and 7 a.m.
Friday, Saturday, and Sunday.

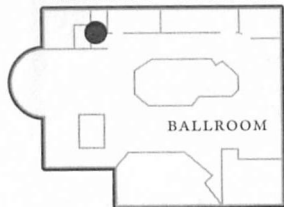
Security is always available by dialing 77108
from any hotel phone.

DOUBLE TREE HOTEL MAIN FLOOR



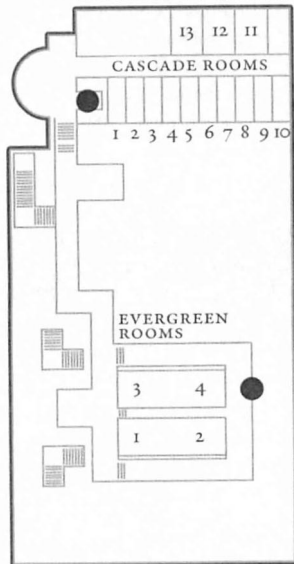
MAXI'S - TOP FLOOR OF TOWER

MT BAKER MT RAINER



SECOND FLOOR

ELEVATORS



RESTROOMS

WING 7

HOSPITALITY
OLYMPIC 2

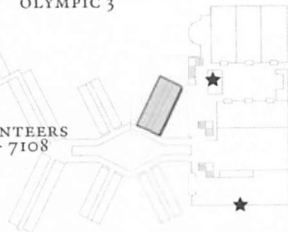
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GYM

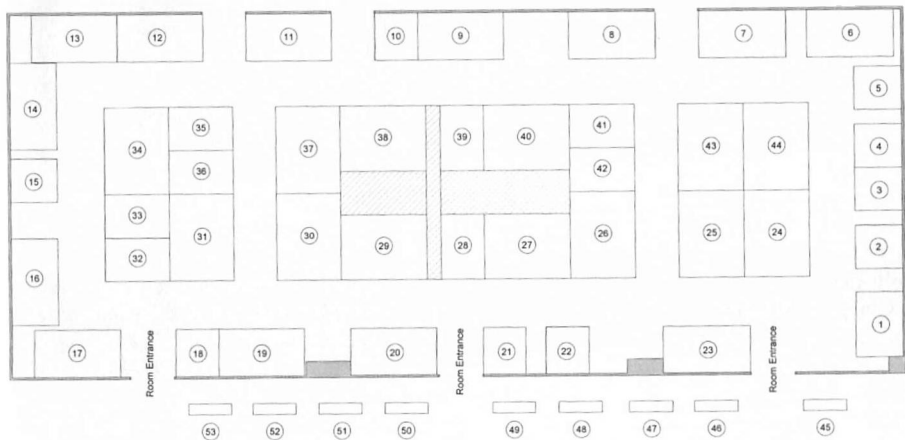
CLOAK
ROOM
7101

SECURITY,
LOST &
FOUND,
CON OFFICE
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VOLUNTEERS
7106 - 7108



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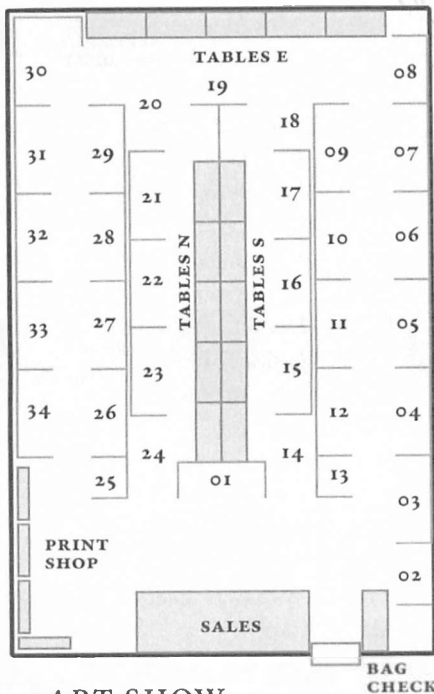


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National Space Society-Seattle & Mars Soc Puget Sound
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Anglicon: The Regeneration
Pacific Northwest Writers Association (PNWA)
Sherlock Seattle
Northwest Science Fiction Society
Foolscap
Beyond Reality Costumers Guild
OrcaCon
Westercon 69
EMP Museum
Living Computer Museum
Stardust Entertainment Services
Seattle UFO Network
Imperial Starbase Society
Time Wars
Primitive Festival Alliance
Hands That Heal Center For The Healing Arts, The
10th Fleet - The Royal Manticoran Navy
Althea the Face Painter

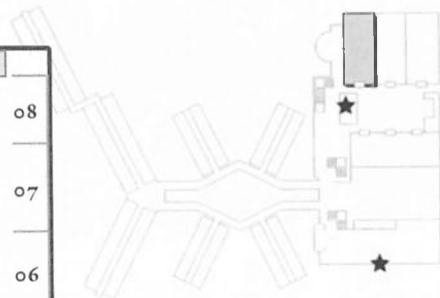
Table 01 chapters.nss.org/wa/seattle
Table 02 facebook.com/WeAreALLSF
Table 03 crypticonseattle.com
Table 04 anglicon.com
Table 05 pnwa.org
Table 06 sherlock-seattle.org
Table 07 nwsfs.com
Table 08 foolscap.org
Table 09 brcg.org
Table 10 orcacon.org
Table 11 westercon69.org
Table 12 empmuseum.org
Table 13 livingcomputermuseum.org
Table 14 starkane.com
Table 15 meetup.com/seattleufo
Table 16 impstar.org
Table 17 TimeWarsUniverse.com
Table 18 summerstar.org
Table 19 handsthathealcenter.com
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Lobby [party.com/vendor/
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LOBBY TABLES



ART SHOW

BAG CHECK



ART SHOW

Panel 1 Janny Wurts
Panel 2 David Ketcherside
Panel 2 Laura Grover
Panel 2 Laurie Noel
Panel 3 Don Maitz
Panel 4 Ellen Eades
Panel 4 Julie Dillon
Panel 4 Peter Pan
Panel 5 Liv Rainey-Smith
Panel 6 Belsac
Panel 6 Vandy Hall
Panel 7 Mark Ferrari
Panel 8 Sandra Ackley
Panel 8 Sandra Buskirk
Panel 8 Shelley George
Panel 9 Eric Vargas
Panel 9 Mad Bee
Panel 10 Andy Vanoverberghe
Panel 11 Camille Meehan
Panel 11 John R. Gray Iii
Panel 12 Katie Croonenberghs

Panel 12 Nick Alexander
Panel 12 Susan Stejskal Alexander
Panel 13 Diana Levin
Panel 13 Theresa Mather
Panel 14 Julie Baroh
Panel 14 Shaughnessy
Panel 15 Krab Jab Studio
Panel 16 Jeff Sturgeon
Panel 17 Meg Lyman
Panel 18 David Lee Pancake
Panel 18 Jessica Te Lee
Panel 19 Arlin Robins
Panel 19 Mark Brill
Panel 19 Patricia Smith
Panel 19 Robyn Emlen
Panel 20 Braden Duncan
Panel 20 Keira Lozeau
Panel 20 Michael Duquette
Panel 21 Cat Grey
Panel 21 Marisa Erven
Panel 21 Stopped Motion Photography

Panel 22 Jeliza Patterson
Panel 22 Theresa Halbert
Panel 23 Lee Moyer
Panel 24 Cynthia Radthorne
Panel 24 John Alexander
Panel 25 Betsy Mott
Panel 25 Diana Levin
Panel 25 Eden Hopkins
Panel 26 Durlyn
Panel 26 Mark Sutton
Panel 27 Rob Carlos
Panel 28 Stephen Lestat
Panel 29 Laura Tempest Zakroff
Panel 30 Sarah Clemens
Panel 30 The Gorgonist
Panel 31 Brass & Steam Productions
Panel 32 M. Scott Hammond
Panel 33 Coriander Dezotell
Panel 33 La Wilson
Panel 34 William K. Hartmann

Table E

Butch Honeck, Josh Foreman,
Keith Amarak Waters, Mike Rerick,
Sandra Ackley, Sarah Alexander, Tm
Originals

Table N

Aimee Stewart, Arlin Robins, As-
starte, Cat Grey, Crystal Taggart,
John Alexander, Joyce Tatro, Saffron
Yolanda Bridget, Stopped Motion
Photography

Table S

David Lee Pancake, Designs By
Victoria, Krab Jab Studio, Marjorie
Stratton, Peri Charlifu, Shaughnessy

NORWESCON PUBLIC ACCESS CHANNEL 46

THURSDAY

3:00 p.m.	Shadow of Chinatown
7:40 p.m.	Things To Come
9:15 p.m.	Gammera the Invincible
10:40 p.m.	Beast of Hollow Mountain

FRIDAY

12:00 a.m.	Embryo
1:45 a.m.	In The Year 2889
3:05 a.m.	End of the World
4:30 a.m.	Zontar the Thing from Venus
5:50 a.m.	Bela Lugosi Meets a Brooklyn Gorilla
7:05 a.m.	Jesse James Meets Frankenstein's Daughter

8:30 a.m.	Night of the Blood Beast
9:30 a.m.	The Disappearance of Flight
10:40 a.m.	Destroy All Planets
12:10 p.m.	The Monster Maker
1:15 p.m.	The Ape Man
2:20 p.m.	Ghost Patrol
3:15 p.m.	The Wasp Woman
4:25 p.m.	The Phantom Creeps
8:30 p.m.	Creature of Destruction
9:50 p.m.	Battle Beyond The Sun
10:55 p.m.	Planet of Dinosaurs

SATURDAY

12:20 a.m.	Battle of the Worlds
1:45 a.m.	Incredible Petrified World
2:45 a.m.	Crash of Moons
4:00 a.m.	The Mad Monster
5:15 a.m.	Killers from Space
6:25 a.m.	The Phantom Planet
7:50 a.m.	The Alpha Incident
9:20 a.m.	Attack of the Giant Leeches

10:25 a.m.	The Corpse Vanishes	9:50 a.m.	Things To Come
11:25 a.m.	The Magic Sword	11:25 a.m.	Gammera the Invincible
12:45 p.m.	The Cosmonaut	12:50 p.m.	The Beast of Hollow Mountain
2:30 p.m.	The Brain That Wouldn't Die		
3:50 p.m.	Thor And The Amazon Women		
5:20 p.m.	Plan 9 from Outer Space		
6:35 p.m.	Menace from Outer Space		
7:50 p.m.	Cat-Women of the Moon		
8:55 p.m.	Attack of the Monsters		
10:15 p.m.	Phantom From Space		
11:25 p.m.	Unknown World		

SUNDAY

12:40 a.m.	The Yesterday Machine
2:00 a.m.	Teenagers From Outer Space
3:25 a.m.	Indestructible Man
4:35 a.m.	The Killer Shrews
5:45 a.m.	Planet Outlaws
6:55 a.m.	Frankenstein's Daughter
8:20 a.m.	Monster From a Prehistoric Planet

Room	1:00	1:30	2:00	2:30	3:00	3:30	4:00
Cascade 1							
Cascade 2					Hellbender Film Workshop: Intro!		
Cascade 3&4					Internal Warfare		Finding Inspiration
Cascade 5&6							What If?
Cascade 7&8					Closet Raid!		Intro to Health At Every Size
Cascade 9					Mars & The Martian		The Tumblr Effect
Cascade 10					Your Story is a Problem & That's Good		Costuming in the Honorverse
Cascade 12					Bamboo		Make a Gaming Night Recipe Book
Cascade 13							Cyberwar: Are We in One?
Evergreen 1&2							You Must Write Every Day & Other Lies
Evergreen 3&4							Alien Communication
Grand 2							
Grand 3							
Olympic 1	Build-A-Jaeger Workshop						

5:00	5:30	6:00	6:30	7:00	8:00
		R: Jeremy Zimmerman	R: Marta Murvosh		R: Frances Pauli
		Hellbender Film Workshop: The Magic of Special Effects			Scavenger Hunt Thursday
		Thursday Afternoon Poetry			Iconic Characters
	Any Tool is a Weapon	Color Your World			Convention Membership 101
	Costume Foundations I: Where To Start?	Fat Acceptance: Shaming Not Allowed			Costuming for Those Who Don't Sew
	Rejection Dejection	Only in Fandom			Crowdfunding Fiction
	Horror's Fantasy Roots	Is This a Technical Manual?			How a Writer's Workshop Changed My Life
	Home Recording	Creating with Glass & Metal			
	Flying Wind Power	Failure of Imagination: The Crash of Spaceship II			Doctor Who: Annual Review & Preview
		Patterns of Success, Patterns of Failure			
	Medieval Weapons: Hands On	Survey of Medieval Armor: A Hands-On Experience			Thursday Night: Sounds of Future Past
	GOH Banquet		Doors Open for Opening Ceremonies	Opening Ceremonies	
	Bacteria Abound, Part 1				

Room	8:30	9:00	9:30	10:00	10:30	11:00
Cascade 1	R: Brenda Carre	R: Cheryce Clayton	R: Arinn Dembo	R: Sienna Saint-Cyr		
Cascade 2	SubGenius: Praising, Killing, Selling "Bob"					
Cascade 3&4	The Future of Accessibility		Friends of Bill W.			
Cascade 5&6	Peering through a Clear Lens		Invasion From Space			
Cascade 7&8				That Wasn't His Knee		Enthusiastic Consent
Cascade 9	The Shame of Fanfic					
Cascade 10	Space & the Movies		Let's Do Some Comics Fancasting		Son of Terror in Space	
Cascade 12						
Cascade 13						
Evergreen 1&2	How to Get Laid at a Con					
Evergreen 3&4						
Grand 2	Lazer Tag/Nerf Thursday				Mad Libs Filk	
Grand 3	Thursday Concerts					
Olympic 1						

Midnight

Maxi's Ballroom: All ages Scheduled Gaming 2 p.m. – 2 p.m.

Salon: All Ages Game Demos 2 p.m. – 2 p.m.

Rotunda 1: Open Gaming Noon- 2 p.m.

Rotunda 2: Open Gaming Noon- 2 p.m.

Thursday Night Open Filk

Midnight Movie Thursday:
Strange Aeons

Build-a-Jaeger Workshop

1-3 p.m. Olympic 1

The first Kaiju has made landfall and it's up to you to build a Jaeger to defend humanity! Come craft your own robot warrior out of junk, scraps, foil, and duct tape!

Berlynn Wohl (M), BelladonnaQ

Open Gaming

2 p.m.-2 a.m. Rotunda 1&2

Come bring a game and play it with friends!

All-Ages Game Demos Thursday

2 p.m.-2 a.m. Salon

All weekend there are dealers and game developers running demos of games in Maxi's Salon. Come up and see the latest and greatest games and talk to game developers.

All-Ages Scheduled Gaming Thursday

2 p.m.-2 a.m. Maxi's Ballroom

Come sign up for a game run by our DMs or check out games from our lending library. We have RPGs, computer games, LARPs, card games, board games, and so much more! Need ADA access for a game? Please speak to our staff when you sign up so we can be sure to meet your needs.

Hellbender Film Workshop: Intro!

3-5 p.m. Cascade 2

Since 2000, as the Let's Make a Movie workshop, we make a movie every year like a terrifying clockwork monkey. But now it's time to up our game. Introducing the Hellbender Filmmaking Workshop where we (us and you) make a movie right here at Norwescon, from beginning to end. Come watch a few choice movies from previous workshops, have a bunch of laughs, and en-

joy yourself. Although this is a multipart workshop, you don't have to attend every part to enjoy it—although you should if you want the best filmmaking experience possible!

Edward Martin III (M), Amber Bariaktari, Ryan K. Johnson

Internal Warfare

3–4 p.m. Cascade 3&4

The human immune system is an amazingly complex system of interlocking parts. How does it all fit together, and what happens when it goes wrong?

Dr. Misty Marshall (M), Caroline Pate, Dr. Ricky, Gregory Gadow

Closet Raid!

3–4 p.m. Cascade 7&8

Old clothes from the back of your closet or from the racks at your favorite thrift

store are a great way to build a foundation for costumes and cosplay. Repurposing that leisure suit or ruffled shirt into components for a superhero or supervillain is not only an inexpensive alternative, but also requires little to no sewing skills. Thanks to the wonder of modern no-sew components, fabric paint, glue, and other readily available items, even a novice costumer can create a great look.

Kat Marier (M), Kathryn Brant, Alicia Faires, Holly L. Forbis

Mars and *The Martian*

3–4 p.m. Cascade 9

With the wild success of both the book *The Martian*, and the movie of the same name, will there be renewed interest in doing a human mission to Mars? Is it

worth the cost? Is the engineering ready or do we still have to science the @#%! out of it to make the mission a reality?

Dr. Dana Andrews (M), Dave Davis, Arthur Bozlee, Peter N. Glaskowsky

Your Story is a Problem and That's Good 3-4 p.m. Cascade 10

A story is about a problem. Your hero has to solve that problem. If your hero is too big, the resolution comes too easily. If the problem is too big, the resolution feels like a cheat. How do you balance the two? Listen as our pros share how they scale their crises and heroes with a fit that's dramatically plausible and satisfying.

Dean Wells (M), Peter Orullian, Frog Jones, Dave Bara, Nina Post

Bamboo

3-4 p.m. Cascade 12

If bamboo wasn't real, some SF author would make it up. It is just that cool. It can be food, fuel, containers, weapons, structural material, fiber, and pipes. Come see a demo of some of the cool things you can do with bamboo.

Mike Brennan (M)

Finding Inspiration

4-5 p.m. Cascade 3&4

The creative process can often be a tricky one and it is easy to fall into ruts or hit a blank wall. Our panelists will discuss how to develop ideas, create compelling subject matter, and what to do when you find yourself stuck not knowing what to do for your next piece of art.

Janny Wurts (M), Jeff Sturgeon, Shubzilla, Joy Day

What If?**4-5 p.m. Cascade 5&6**

Historical fantasy's magical sandbox of looking at real world events and making alterations is discussed. Join our pros as they unpack the tools, methods, and topics that reside in historical fantasy.

Django Wexler (M), S. A. Bolich, Nina Post, Renee Stern

Intro to Health at Every Size**4-5 p.m. Cascade 7&8**

HAES is not about diets or losing weight - it's about exercising and eating well with the goal of health, not size. It's about learning: How to work out without hurting yourself; what foods your body wants and needs to keep you going; how to avoid sacrificing your mental health for an arbitrary definition of fitness; and how to be comfortable in

your skin instead of living by a number on a scale. Come share your stories and discover how this health movement is the opposite of giving up.

Jen K (M), GregRobin Smith, Jeliza Patterson-McGuire

The Tumblr Effect**4-5 p.m. Cascade 9**

Fandoms like Steven Universe and Dragon Age inspire passionate online communities and fan art that will take your breath away. The podcast *Welcome to Night Vale* doesn't even have a visual component, yet somehow there are instantly-recognizable Cecils and Carloses roaming the halls at every con. Let's discuss how social media is changing the way we interact with the things we love,

and the people who love them with us.

Nicole Dieker (M), Dr. Ricky, Berlynn Wohl, Dara Korra'ti

Costuming in the Honorverse

4–5 p.m. Cascade 10

The Royal Manticoran Navy's 10th Fleet fan group presents a discussion on costuming in the Honorverse, including military uniforms, court garb, how to incorporate a stuffed treecat into your costume, and the origin and rationale behind the designs.

Camin Bradbury (M), Patrick McKinnion

Make a Gaming Night Recipe Book

4–5 p.m. Cascade 12

A good thing to have for gaming nights is a recipe book with quick recipes that can be dished up away from the table, including good meals that are friendly to all participants and don't get in the way of

the evening's games. For bonus nerd points you can give the recipes nerd themed names, which we'll definitely be doing ... because nerds.

Elizabeth Guizzetti (M), Lilith Whitewolf, Ogre Whiteside, SunnyJim Morgan, Donna Prior

Cyberwar: Are We in One?

4–5 p.m. Cascade 13

From hacks that compromise tens of thousands of credit card numbers to attempts to compromise defense and governmental computers, cyberspace has become a new battlefield. How serious is the threat?

What can you do to protect your data and systems?

Peter N. Glaskowsky (M), Greg Hallock, V Whitlock, Joseph Malik

You Must Write Every Day & Other Lies
4–5 p.m. Evergreen 1&2

There are a lot of myths about what it means to be a “real writer.” You must be some kind of pedantic grammar police officer, you have to write every day no matter what, and adverbs are tools of the hack—just to name a few! Our panel of pros talks about bad writing advice and debunk myths about what it takes to be a writer.

Tori Centanni (M), Raven Oak, Esther Jones, Logan L. Masterson, Robert J. Sawyer

Alien Communication
4–5 p.m. Evergreen 3&4

Humans cannot engage in meaningful conversation with other Earth life, despite centuries of trying. How can we possibly communicate with intelligent

beings from a different planet?

Pat MacEwen (M), Lawrence M. Schoen, Caroline Pate, Arthur Bozlee

Hellbender Film Workshop: The Magic of Special Effects

5–7 p.m. Cascade 2

The sad truth is that none of us won Powerball, so we must do special effects on what a shoestring would be embarrassed to call a shoestring budget. Learn from our intrepid filmmakers how we’ve solved a wide variety of tricky effects problems. Even better—bring us your own puzzlers and problems and let’s see if we can help you with your next movie project. Although this is a multipart workshop, you don’t have to attend every part to enjoy it—although you should if

you want the best filmmaking experience possible!

Edward Martin III (M), Amber Bariaktari, Ryan K. Johnson, Brian D. Oberquell

Any Tool is a Weapon

5–6 p.m. Cascade 5&6

Tools are used to focus and multiply forces, and military types love force multipliers. What tools make the best weapons, to be used against individuals or civilizations? Which weapons have made the best tools once the shooting pauses (because it never really stops)?

Alan Andrist (M), Bart Kemper, Alan Paulsen, Norman K. Moss

Costume Foundations I: Where to Start?

5–6 p.m. Cascade 7&8

What do you look for when thinking

about making a costume? Where do you start? Sometimes a blank canvas can be the most daunting hurdle to overcome when planning a new costume. Come listen to our panel of costumers as they talk about how to get started, what they look for when they look at costumes and sources, and how to get a successful start on that new addition to the wardrobe.

Jonna Hayden (M), Anita Taylor, Tammie L. Dupuis, Alicia Faires, Victoria Shaffer

Rejection Dejection

5–6 p.m. Cascade 9

How do you handle the agony of Nope? Denial and rejection are an inevitable part of the writing life, along with its friends Meh Sales, 1–Star Reviews, Crickets, and Never-Seem-to-Get-Invited Disease. Pros offer perspective on staying (relatively) sane and even gleaning lessons from rejec-

tion, instead of letting it silence you.
*Elizabeth Guizzetti (M), H.M. Jones,
 Jude-Marie Green, Annie Bellet, Frances
 Pauli*

Horror Fantasy's Roots

5-6 p.m. Cascade 10

Join us for a look back at when the darkness was fought back with swords and sorcery as we explore the roots and the muddy, muddy line between fantasy and horror.

Logan L. Masterson (M), K. M. Alexander, Jason Vanbee, Nathan Crowder

Home Recording

5-6 p.m. Cascade 12

Everybody wants to make a demo. What can you do with what you've got? If that won't do (and it probably won't) what do you really need to create a good

demo? How little can you get away with? And once you have it, what do you do with it? How do you set it up? How do you use it to capture or create the best sounds you can? We'll discuss both software and hardware solutions.

Dana Korra'ti (M), Jonny Nero Action Hero

Flying Wind Power

5-6 p.m. Cascade 13

For wind power to reach its potential, it has to reach high. How much higher can it reach than to actually fly? Come see some of the schemes people have come up with for getting wind power off the ground (literally).

Dr. Dana Andrews (M), Mike Brennan

Medieval Weapons: Hands On

5–6 p.m. Evergreen 3&4

See and feel how hand weapons changed and developed from late Roman times until the Renaissance. All weapons will be explained and presented for safe handling by the participants. This experience will be like a museum where you can touch the artifacts. Handouts will be available.

Bill Gruner (M), Joseph Malik, Adrienne Carlson, Ann Shilling, Michael 'Tinker' Pearce

Bacteria Abound, Part 1

5–7 p.m. Olympic 1

Your body is home to about 100 trillion bacteria and other microbes; Norwescon 39 is hosting over 3,000 con goers this year. So how many bacteria do you think are attending con, and what are the favorite hang-out spots for our accidental guests?

Are they lurking in the bathrooms? Lollygagging around the stairways? Attending the masquerade? Let's find out! This two part program begins with an audience designed and executed experiment swabbing and culturing bacterial samples from throughout con on Thursday evening and ends with data crunching and exploration of our results on Sunday. Con science at its best! This panel is family friendly.

Annie Morton (M)

GOH Banquet

5–6:30 p.m. Grand 2

The Guest of Honor Banquet joins great food with epic company. Seated among our Guests of Honor, attendees receive the opportunity to experience the best of food and fandom favorites.

Betsy Wollheim, Sheila Gilbert, Tanya Huff, Janny Wurts, William Hartmann, Brenda

*Cooper, Ramez Naam, Marguerite Reed,
Adam Rakunas, PJ Manney*

Reading: Jeremy Zimmerman

6-6:30 p.m. Cascade 1

Come enjoy a reading from *Kensei Tales: Offensive Driving*. This is part of a serialized story. Rated PG.

Jeremy Zimmerman (M)

Thursday Afternoon Poetry

6-7 p.m. Cascade 3&4

You've seen it on the program for years. Why not give it a try? We'll do some poems, have some laughs, eat some cookies, and get you out in time for the Opening Ceremonies. And yes, the cookies are real.

*Mike Brennan (M), Aimee Stewart,
Wednesday Phoenix*

Color Your World

6-7 p.m. Cascade 5&6

Changing the color of a costume can totally change its perception by those who see it. We'll discuss how certain colors are viewed and how to twist the envelope in your costume just by changing its color. Darth Maul in pastels? Or perhaps Cinderella in red?

*Richard Stephens (M), Margo Loes,
Bethany Roullett, Lori M. Edwards*

Fat Acceptance: Shaming Not Allowed

6-7 p.m. Cascade 7&8

Why is fat acceptance important? Come hear why fat shaming isn't really about health. What is concern trolling and why does it matter? Let's talk about the stigmas and realities of being fat in

today's society and how that affects all of us negatively. How can we move forward positively?

Jen K (M), Shyee Anne Blaze, Ogre Whiteside, Mickey Schulz

Only in Fandom

6-7 p.m. Cascade 9

A discussion of storytelling tropes and techniques that are common in fanfiction/fan creations, but not in mainstream media. Why do some forms of storytelling (fusions and crossovers, AUs, prompt fics/challenge fics, collaborative storytelling, roleplay stories, drabbles, etc.) and some tropes and themes (hurt/comfort, friends to lovers, fluff) show up more in fandom than in mainstream media? What's easier, harder, or different about storytelling in fandom versus non-fannish channels?

Berlynn Wohl (M), Minim Calibre, Dee Wright

Is This a Technical Manual?

6-7 p.m. Cascade 10

The desire for hard science fiction and the balance of still having a story is discussed. What details are useful? Just how far into the equation do you go? We'll find out.

John Lovett (M), Bart Kemper, Cynthia Radthorne

Creating with Glass and Metal

6-7 p.m. Cascade 12

Let's talk about science fiction and fantasy art that isn't from the land of paint or pixels!

Jeff Sturgeon (M), Matthew 'Fish' Dockrey, Joy Day

Failure of Imagination: The Crash of Spaceship II

6-7 p.m. Cascade 13

In October of 2014, the Virgin Galactic

SpaceshipTwo crashed during a test flight killing one pilot and seriously injuring the other. At Norwescon last year, many folks wanted to know what happened and why. Then we could only give the what. Now we know the why.
Arthur Bozlee (M), Dave Davis

Patterns of Success, Patterns of Failure

6-7 p.m. Evergreen 1&2

Rituals of productivity: every writer has them. The things we think we need in order to be creative. Share with our panelists what works, what does not, and what might be outright destructive.
Nicole Dieker (M), Gregory A. Wilson, Caroline M. Yoachim, Annie Bellet, Dean Wells

Survey of Medieval Armor: A Hands-On Experience

6-7 p.m. Evergreen 3&4

See and feel how body armor evolved and developed from late Roman times until the Renaissance. Various types of armor will be displayed and described. Participants will be able to freely handle real pieces of armor and modern replicas. This experience will be like a museum where you can try on the artifacts. Hand-outs will be available.

Bill Gruner (M), Mark Chapman, Norman K. Moss

Reading: Marta Murvosh

6:30-7 p.m. Cascade 1

A recent work. Rated R.
Marta Murvosh (M)

Doors Open for Opening Ceremonies

6:30-7 p.m. Grand 2

Opening Ceremonies

7–8 p.m. Grand 2

Every epic journey has a beginning, and Norwescon's opening ceremonies start four days of Norwescon adventure. Exclusive interviews with our Guests of Honor intersect with fun for all. Make the start of your con official—come partake in the fanfare of opening ceremonies!

Betsy Wollheim, Sheila Gilbert, Tanya Huff, William Hartmann, Janny Wurts

Reading: Frances Pauli

8–8:30 p.m. Cascade 1

Blame the Bearer. A chapter excerpt from the fairy tale fantasy series, Kingdoms Gone. Rated PG.

Frances Pauli (M)

Scavenger Hunt Thursday

8–9 p.m. Cascade 2

The first chance to become a search engine of your own. **Come pick up the Scavenger Hunt List. Go get photos. Attempt to win prizes.**

Iconic Characters

8–9 p.m. Cascade 3&4

What makes a comic book character truly iconic? Is it the writing? The gimmick? Or merely the amount of promotion that goes into it? Also, can iconic characters fade? Come listen to our panel talk about iconic characters and what we think makes them truly iconic!

Jeff Harris (M), Matt Youngmark, Logan L. Masterson, Minim Calibre

Convention Membership 101

8–9 p.m. Cascade 5&6

Congratulations on your first steps into fandom! This may be a scary yet exciting

adventure and we want to make you feel welcome. This panel is about all the benefits as a member of a convention and how your continued support and/or volunteering can ensure the success for future new members.

Jennifer Baker (M)

Costuming for Those Who Don't Sew 8–9 p.m. Cascade 7&8

Can't tell a sewing machine from a Dalek? Break out in hives at the thought of threading a needle? Come talk with our panelists and see some costumes that don't require more than an imagination, some time, and the willingness to experiment. Minimal sewing, assembling found items, and some judicious gluing can make some great costumes.

Kat Marier (M), Carmen Beaudry, Kathryn Brant, Holly L. Forbis

Crowdfunding Fiction

8–9 p.m. Cascade 9

Kickstarter. Patreon. Donation Buttons. How can writers and publishers use crowdfunding platforms to make more and better art? What are some of the challenges and risks involved? How do you create a reward system that makes it worth it for readers and consumers to fund your project? Our panel of pros discuss their own experiences, offer advice, and break down the pros and cons of various crowdfunding methods.

Nicole Dieker (M), Jeremy Zimmerman, Gregory A. Wilson

How a Writer's Workshop Changed My Life

8–9 p.m. Cascade 10

Writer's workshops can be positive fo-

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runs for young creativity in development. But for some they can lead to false expectations and disappointment. Hear panelists share their experiences with writer's workshops, and perhaps share your own as well. *James C. Glass (M), Leslie Howle, Frog Jones, Sienna Saint-Cyr, Dean Wells, Adam Rakunas*

Doctor Who: Annual Review & Preview
8-10 p.m. Cascade 13

Join Dan as he takes you once again through the highlights of the past year in the Whoniverse. Video clips and answers to your questions await on this latest journey through time and space.

Dan Murphy (M)

Thursday Dance: Sounds of Future Past
8 p.m.-2 a.m. Evergreen 3&4

Doc and Marty traveled to 2015. Snake

Plissken escaped LA in 2013 and NY in 1997. The world ended in 2012. We traveled to Jupiter in 2010 (and 2001). Cloverfield destroyed New York, and the freejack Alex ran from Victor in 2009. Terminators menaced or protected us from the 1980s through the 2000s. Films and their soundtracks are a great way to remember the future. Come join DJ Wüdi on Thursday for a night of dance, club, and science fiction sounds from our past, future, and future past!

Reading: Brenda Carre
8:30-9 p.m. Cascade 1
A recent work. Rated G.
Brenda Carre (M)

Lazer Tag/Nerf Thursday
8:30-11 p.m. Grand 2

Lazer Tag and Nerf are live action games.

They are played only in the provided area. All underage players must have a parent present to play. Equipment is provided at the play area. Lazer Tag free play until 10 p.m. Nerf free play from 10–11 p.m.

Thursday Concerts

8:30–11:30 p.m. Grand 3

8:30 - Wandering Hands

9:20 - Celt Check

10:10 - Jackson's Oddities

Greg Robin Smith (M)

Reading: Cheryce Clayton

9–9:30 p.m. Cascade 1

The Quiet Ones. There are some things worse than marines on a bughunt.... The Choctaw emigration planet of Rex Tyrol, called Coyote's Winter Home by the newly landed immigrants, has a prob-

lem. Set in The Transition Series, after the sea level rose and the ice returned. A future Supreme Court ruling gives Native Americans back their land. All of it. Just not the ability to claim it. And old Japanese families offering to buy a person's rights in exchange for cash and a one-way ticket to a colony planet. "We're Still Here!" is the battle cry of desperate Nations as young people sell out and move away, and slowly the people are lost to a new colonialism.

Cheryce Clayton (M)

SubGenius: Praising, Killing, Selling "Bob"

9–10 p.m. Cascade 2

Local Church of the SubGenius author, minister, and guerrilla ontologist Popess Lilith von Fraumench presents a forum

to bring slack to Norwescon. But what is slack, anyway? Who is "Bob," and what is this conspiracy he's fighting? And what does this have to do with UFOs and the Elder Gods anyhow? No answers are guaranteed, but hilarity and sublime weirdness for Superior Mutants shall be had! Be prepared to testify, trance-spout, knuckle-walk all the way to Dobbstown, and of course, to PRAISE "BOB."

Lilith von Fraumench (M)

The Future of Accessibility

9–10 p.m. Cascade 3&4

As much as we might want a future where every injury can be healed, chances are there will always be some things beyond our ability to fix, and situations where tried-and-true will remain the best course. So how might one navigate micro gravity with a leg cast? Would a paraplegic still

use a wheelchair, or would exoskeletons or bionic legs be standard practice? Could robots replace service animals? Let's talk.

Pat MacEwen (M), Sar Surnick, Dr. Ricky, Luna Lindsey

Peering through a Clear Lens

9–10 p.m. Cascade 5&6

A discussion about balancing worldbuilding elements in fantasy (such as unique names, races, and terms) with keeping a clear perspective for the reader.

Carol Berg (M), Christopher Bodan, Jason Vanbee

The Shame of Fanfic

9–10 p.m. Cascade 9

Within the fandom fanfic writers receive acclaim and praise and the quality of some of the work is extraordinary. But admitting you write fanfic to the world at large is

often an awkward and embarrassing confession, requiring you to either explain what fanfic is or defend why it's a worthy endeavor that can result in quality work. Why is there such a stigma against fanfiction and how can we change that? *Rachael Sabotini (M), Dee Wright, Minim Calibre, Victoria Shaffer*

Space and the Movies

9–10 p.m. Cascade 10

From *Destination Moon* to *The Martian*, space has been a fertile field for filmmakers. Some of the films were quite good, classics in fact. *2001: A Space Odyssey* comes to mind. But some were classics only in how bad they were, *Plan 9 From Outer Space* comes to mind. The panelists will explore what went right and what was not so right in what will be a fun panel. Audience participation

strongly encouraged!

Jude-Marie Green (M), John Lovett, Greg Hallock

How to Get Laid at a Con

9–10 p.m. Evergreen 1&2

Discussion will include how to hook up and be safe, tips on enhancing your communication skills, safer sex advice, grooming tips, and etiquette suggestions of things to NEVER EVER do or say to keep you from being that creep others avoid. And who knows—today's hook-up might be tomorrow's happily ever after. Funny stories and serious advice. 18+ only, please.

Mickey Schulz (M), Ogre Whiteside, Burton Gamble, AnneM

Reading: Arinn Dembo

9:30–10 p.m. Cascade 1

The Great Art of Light and Shadow. A brief passage from a novel set in a gaslight fantasy universe. Rated R.

Arinn Dembo (M)

Reading: Sienna Saint-Cyr

10–10:30 p.m. Cascade 1

“Ask and You Shall Receive.” Amelia Austin has a problem. She wants to be a public speaker, but she’s shy, introverted, and feels like she needs to take Being a Weirdo 101. When her professor, Mr. Mathers, pairs her with her nemesis for a class demonstration on listening and speaking, she wants nothing more than to crawl into a hole. Pushed to face her anxiety, her newfound ability to communicate opens new doors, and her deepest desires about public speaking, and her delicious professor, suddenly become

possible. Rated R.

Sienna Saint-Cyr (M)

Friends of Bill W.

10–11 p.m. Cascade 3&4

Invasion From Space

10–11 p.m. Cascade 5&6

Oh, sure, it sounds easy. But there’s a reason authors writing about space invasion almost always take the defender. Join our panel as they examine what it takes to take a world.

Greg Hallock (M), Elliott Kay, Jason Vanbee

That Wasn’t His Knee

10–11 p.m. Cascade 7&8

Every alien race has its own unique and interesting attributes. Listen to our panelists discuss alien biology and how to integrate

that into a science fiction narrative.

Pat MacEwen (M), Vickie Bligh, Jude-Marie Green

Let's Do Some Comics Fancasting

10–11 p.m. Cascade 10

Fancasting is when a group of fans sits around and talks about who their ultimate cast for various properties might be. Maybe you thought a young Glenn Danzig would have made a perfect Wolverine. Or Angela Bassett would be a perfect Storm. Come share your fancasts with the rest of us.

Mickey Schulz (M), Logan L. Masterson, Nathan Crowder

Enthusiastic Consent

11 p.m.–midnight Cascade 7&8

We're all here to have a good time, right? Let's make sure we're ALL having a good

time. Tips and tricks to avoid miscommunication and accidentally hurting someone. 18+ only, please.

Ogre Whiteside (M), Sar Surnick, Sienna Saint-Cyr, Sheye Anne Blaze, Kevin Mathews

Son of Terror in Space

11 p.m.–midnight Cascade 10

The inevitable sequel to last year's popular Terror in Space panel hopes to shed even more light on the squicky intersection of science fiction and horror. Come for the discussion, stay for the chestbursters!

Jason Bourget (M), Burton Gamble, Nathan Crowder

Mad Libs Filk

11 p.m.–midnight Grand 2

Filk in the blanks. Our pros will take words from the audience and plug them into existing filk songs. The results are sure to be as far flung as the imaginations of the participants.

Jen K (M)

Thursday Night Open Filk

midnight–2 a.m. Grand 2

Come to sing a few songs or just listen!

Midnight Movie Thursday

midnight–2 a.m. Grand 3

While most people are familiar with the works of H. P. Lovecraft through his Cthulhu mythos, he wrote quite a few tales of chilling weirdness on his own, including the short story “The Thing on the Doorstep.” *Strange Aeons* spins that story into

the present and introduces us to one of literature’s most fatal femmes fatale.

Edward Martin III (M)

PROGRAMMING: THURSDAY

Room	09:00	10:00	10:30	11:00	11:30	Noon	12:30
Cascade 1		R: Kim Ritchie	R: Caroline M. Yoachim	R: Tina Connolly	R: Kristi Charish	R: Marguerite Reed	R: PJ Manney
Cascade 2		Scavenger Hunt Friday				Honorverse Trivia	
Cascade 3&4		Checks & Balances: Magic in a Fantasy Setting		So You've Finished a First Draft		The Language of Gender	
Cascade 5&6		Hellbender Film Workshop: Plan it!					
Cascade 7&8		Intersectionality in Comics: Representation Matters!		Catching Readers, Hook, Line, & Sinker		The Gentle Art of Ripping Things Apart	
Cascade 9		Preparing For Disaster		Beta Better		Horror Influences	
Cascade 10		Science & Religion in Space		The Furiosa Test		Invisible Disabilities	
Cascade 12		Face Painting		The Reader & Writer Pact		Figure Drawing Workshop: Models in Costume	
Cascade 13				Escher Girls, Striking a Pose & the Hawkeye Initiative		The Rest of the World in Space	
Evergreen 1&2						Carol Corps: What it Means to Comics Fandom	
Evergreen 3&4		Polyamorous & Other Non-Monogamous Households		Haute Horror: A Fashion Show & Tell		Writing a Series	
Grand 2		The Universal Rules of the Fight		Single Combat for Writers: Creating Believable Violence			
Grand 3		Keith and Alan's Movie News & Previews - This Is It!				DAW Books Live	
Olympic 1	Friday Shake & Dance Hour			Sci-fi Improv for Kids			

1:00

R: Renee Stern

1:30

R: James C. Glass

2:00

R: Gregory A. Wilson

2:30

R: GregRobin Smith

Notes in a Song: Fundamentals of Space Opera

Filk? You Mean Folk?

Cosplay is Not Consent

Fanfic Fears

Guns vs. Bows

Monster Mash for
Mature Mad Scientists

Geek Geek -- Don't Tell Me!

Non-Traditional Gamers Speak

Comics on TV

GOH Q&A: Janny Wurts

Friday Baby Lounge & Quiet Hour

You Sunk My Battleship! Spaceship Battle Royale

Tabletop to Electronic & Back Again: Borrowing Design

Hellbender Film Workshop: Break It Down!

Finding Your Voice

Fighting Through the 20k Slump

Once Upon a Future: Historical Clothing with a Future Twist

Mystery Tech: Forensics

Fake It 'Til You Make It

Feminism in Fandom

GOH Q&A: Tanya Huff

Decorate a T-Shirt

PROGRAM GRID: FRIDAY

Room	3:00	3:30	4:00	4:30	5:00	5:30
Cascade 1	R: Carol Berg	R: Russell Ervin	R: Lawrence M. Schoen	R: Raven Oak	R: Frog Jones	R: Robert J. Sawyer
Cascade 2	The Incantation of Helium 3		Esperanto: Language of Hope & Sci-Fi!			
Cascade 3&4	The Languages of Speculative Fiction		Collecting & Playing Retro Video Games		Magic Rumble	
Cascade 5&6	Hellbender Film Workshop: What's My Motivation?		The Art of Writing It Again		Tomorrow's Car	
Cascade 7&8	That's Not What My Teacher Said		Size Acceptance Is For Everybody		Transphobia: A Panel for Allies of Transgender Folk	
Cascade 9	Why Editors Pass		You Are What You Eat: Cannibal Horror		Finishing Your Fiction	
Cascade 10	Costume Foundations II: Building the Base		Diversity, Society, Military, & SF		Romantic Horror	
Cascade 12			Visual Storytelling		Alien & Fantasy Biology	
Cascade 13	More Than Just Scorned Victims		Blasts from the Past			
Evergreen 1&2			From the Moon to Mars with William Hartmann		The Art of Julie Dillon	
Evergreen 3&4			Nerf Shooting Gallery			
Grand 2						
Grand 3	GOH Q&A: Dr. William Hartmann					
Olympic 1			Make Superhero Masks & Accessories			

6:00	6:30	7:00	8:00	8:30	9:00
R: S. A. Bolich	R: Katie Cord			R: Catherine Cooke Montrose	R: H.M. Jones
10th Fleet Meeting, Summit & Awards			Masquerade Meeting Friday		
Blinded by Pseudoscience		Groupstorm a Game: Co-op Board/Card Games	Cold Exobiology		Starkane: A PNW Star Trek Convention
Hellbender Film Workshop: Lights & Sound!			Real Radiation for Writers & Readers		Indie Comics -v- the Big Two
Big, Bad, & Beautiful		Adding Realistic Details to Your Fantasy Writing	Flirting 101		
Writing Is a Long Con		Body Horror	Handling Your Online Image As An Artist		Writing Sex: The Elements of Slash
Creativity & Disabilities		Chiptunes: It's Video Game Dance Music	Young Fans & the Military		Print Me a Future
Collecting & Playing Old Board Games		Beginning Leatherworking Workshop			All-Ages Scheduled Gaming Friday PM
Mercenaries		Cutting-Edge Military Hardware	Anatomy of a Shoe		
Writing the Unlikeable Female Protagonist		Consensual Non-Monogamy 101	Find Your Instrument		
			Friday Dance: Gallifrey Night Fever and Tribute to David Bowie		
		Philip K. Dick Awards			FANGS, Burlesque with Bite
					Stitch & Bitch

PROGRAM GRID: FRIDAY

Room	9:30	10:00	10:30	11:00	11:30	Midnight
Cascade 1	R: Adam Rakunas	R: Erik Scott de Bie				
Cascade 2						
Cascade 3&4		Friends of Bill W.				
Cascade 5&6						
Cascade 7&8						
Cascade 9		Fanfic Meet & Greet				
Cascade 10						
Cascade 12						
Cascade 13						
Evergreen 1&2						
Evergreen 3&4						
Grand 2						Friday Night Filk
Grand 3						Midnight Movie Friday: The Big Bad
Olympic 1						

Maxi's Ballroom: All ages Scheduled Gaming 2 p.m. – 2 p.m.

Salon: All Ages Game Demos 2 p.m. – 2 p.m.

Rotunda 1: Open Gaming Noon- 2 p.m.

Rotunda 2: Open Gaming Noon- 2 p.m.

Friday Shake & Dance Hour

9–10 a.m. Olympic 1

Get your heart pumping by dancing and moving to kid-friendly music.

Camin Bradbury (M)

Open Gaming Friday

9 a.m.–2 a.m. Rotunda 1&2

Come bring a game and play it with friends!

All-Ages Game Demos Friday

9 a.m.–8 p.m. Salon

All weekend there are dealers and game developers running demos of games in Maxi's Salon. Come up and see the latest and greatest games and talk to game developers.

All-Ages Scheduled Gaming Friday AM

9 a.m.–8 p.m. Maxi's Ballroom

Come sign up for a game run by our DMs or check out games from our lending library. We

have RPGs, computer games, LARPs, card games, board games, and so much more! Need ADA access for a game? Please speak to our staff when you sign up so we can be sure to meet your needs.

Reading: Kim Ritchie

10–10:30 a.m. Cascade 1

A piece to be determined. Rated G.

Kim Ritchie (M)

Scavenger Hunt Friday

10–11 a.m. Cascade 2

You may have a 24 hour delay, but there are still chances to get the photos necessary to win prizes. Come get the list.

Checks & Balances: Magic in a Fantasy Setting

10–11 a.m. Cascade 3&4

Every great spell or power has a disclaimer attached. Join our pros as they address the

balance of having compelling and powerful magic in fantasy while avoiding making it a panacea or Deus ex Machina.

Grant T. Riddell (M), Peter Orullian, Esther Jones, Cynthia Radthorne

Hellbender Film Workshop: Plan it!

10–noon Cascade 5&6

Welcome to the real brainstorming part of the Hellbender Filmmaking Workshop (formerly Let's Make a Movie but now with sharper teeth!). We start off with the nickel tour of filmmaking bullet points, and then... We Start Creating! Bring your ideas, suggestions, and talent to bear, as we all come up with a plan, a story, a script, and worldwide domination! Although this is a multi-part workshop, you don't have to attend every part to enjoy it -- although you should if you want the best filmmaking experience possible!

Edward Martin III (M), Amber Bariaktari, Ryan K. Johnson, Brian D. Oberquell, dQniel Kaufman

Intersectionality in Comics: Representation Matters!

10–11 a.m. Cascade 7&8

Why does representation matter? People read comics for escapism, but escapism is so much easier when characters that look like you inhabit the story already. Not to mention in a multi-ethnic world like our own, when your heroes don't represent the greater population, something is off.

G. Willow Wilson (M), J. Rachel Edidin, Minim Calibre, Mickey Schulz, Brenna Clarke Gray

Preparing For Disaster

10–11 a.m. Cascade 9

Earthquake, flood, wind and rain. All can cut off normal resources and sources of assistance.

What can you do to prepare?

Peter N. Glaskowsky (M), Greg Hallock, Russell Ervin, Dave Davis

Science & Religion in Space

10–11 a.m. Cascade 10

Often thought to be competing dogmas, some of the most compelling stories involve not the conflict between science and religion but the integration of those themes. Listen to our panelists as they discuss the story elements of having science and religion occupying the same... well... space.

Jeremy Zimmerman (M), William Hartmann, Arinn Dembo, Elizabeth Guizzetti

Face Painting

10–11 a.m. Cascade 12

Alethea the Face Painter has many years of experience creating fantastical designs for faces. She returns to Norwescon again this year to create a design for you. While she is generally located in the lobby, this panel is an opportunity to observe her in action and ask questions as she creates some basic designs for our young attendees. Be sure to show up on time to enter our drawing—free small face painting for the winners! Drawing open to ages 17 and under, must have parent/guardian permission.

Polyamorous & Other Non-Monogamous Households

10–11 a.m. Evergreen 3&4

What about blending households, finances, and lives? And just when you think that blending households and finances was complicated, what happens when children come into the mix?

How do you cope with three or more parenting styles under the same roof? How do you explain things at school? What are your legal options for protecting your other adult family members? What are your legal options about custody arrangements and guardians? Our panelists and parents may be able to point you in the right direction.

Sheye Anne Blaze (M), Jeliza Patterson-McGuire, Lilith von Fraumench, Sar Surmick

The Universal Rules of the Fight

10–11 a.m. Grand 2

Hand-to-hand combat forms vary with time, culture, and weapons. However, certain universal rules apply to all close-in combat due to the limitations of human biomechanics, neurology, and endurance. These will be presented, discussed, debated, and SLOWLY, CAREFULLY, and SAFELY demonstrated by experts. Learn how to describe

the mechanics of the fight, just how people fight one another. Few things are as irritating as inept descriptions of a fight that even the novice knows can't be accurate.

Michael "Tinker" Pearce (M), Joseph Malik, Greg Robin Smith, Mark Chapman, Ann Shilling, V Whitlock, Norman K. Moss, Bill Gruner

Keith and Alan's Movie News and Previews—This Is It!

10 a.m.–noon Grand 3

Keith and Alan are BACK—for one show only! Get up early and join us for the latest previews, news, and rumors—the hot topics and the latest trends—out of Hollywood. We highlight the latest info, innovations, and challenges as well as the wider entertainment culture: TV shows, home video, theme parks

– the whole gamut! Grab your seat early for all the latest and sit on the side farthest from the door – it’s closer to the SWAG!

Reading: Caroline M. Yoachim

10:30–11 a.m. Cascade 1

“Flash” and “Chocolate!” Two stories for the price of one! Something serious and something light. Also: free chocolate! Rated PG.

Caroline M. Yoachim (M)

Reading: Tina Connolly

11–11:30 a.m. Cascade 1

Tina Connolly reads something. Probably funny. Maybe with marshmallows. Rated PG.

Tina Connolly (M)

So You’ve Finished a First Draft

11 a.m.–noon Cascade 3&4

Writing a first draft is a huge accomplishment, but it’s also just the beginning. What do you

do next? How do you revise it? How do you even know where to start? Learn how to take your messy draft and turn it into a completed, polished manuscript.

Django Wexler (M), Rhiannon Held, Randy Henderson, Frances Pauli, Laura Anne Gilman

Catching Readers, Hook, Line, & Sinker

11 a.m.–noon Cascade 7&8

It doesn’t matter how great your book is if your reader gets bored before the end of page 1. You need a good first line, a great first paragraph, and just the right balance of information with mystery. Writers will talk about what works, what doesn’t, and how to find your own hook. *Cat Rambo (M), Gregory A. Wilson, Leslie Howle, Jude-Marie Green, Tori Centanni*

Beta Better

11 a.m.–noon Cascade 9

How can you be the best beta possible for the

writers you want to support? What are writers looking for and how can you give them what you need? How do you straddle the line between giving constructive criticism without being too harsh or discouraging? Writers and betas will talk about the experiences they've had, good and bad, and how communication is key to having the best results between a writer and a beta.

Minim Calibre (M), DameRuth, Aibhinn (EEF-vynn), BelladonnaQ

The Furiosa Test

11 a.m.–noon Cascade 10

The new benchmark for diversity in popular media: your book, movie, or TV show passes if it inspires Internet trolls to boycott and/or froth at the mouth. Our panelists discuss dragging genre media into a more diverse future, kicking and screaming if necessary.

Sienna Saint-Cyr (M), Amber Clark, Lisa Bolekaja

The Reader & Writer Pact

11 a.m.–noon Cascade 12

Epic fantasy is huge investment for everyone involved. It's one of the elements that makes it a draw for so many. Join our pros as they discuss what that means for them as they create long and involved series, and how they handle those expectations from fans.

Peter Orullian (M), S. A. Bolich, Raven Oak, Esther Jones

Escher Girls, Striking a Pose, & the Hawkeye Initiative

11 a.m.–noon Cascade 13

Heroines are too often subjected to hypersexualized poses and crimes against anatomy - for reasons irrelevant to their character or kickassitude. Jim Hines' book cover project, the Escher Girls, and the Hawkeye Initiative are just three of a number of projects humor-

ously deconstructing these problematic images. Let's point and laugh and talk about how to fix things.

Jeliza Patterson-McGuire (M), Mickey Schulz, Lee Moyer, Brenna Clarke Gray, Torrey Stenmark

Haute Horror: A Fashion Show & Tell

11 a.m.–noon Evergreen 3&4

Display your scary best on our Runway of Terror where horror meets high fashion.

Richard Stephens (M), Carmen Beaudry, Margo Loes, Lori M. Edwards, Bethany Roulett, Arinn Dembo

Sci-fi Improv for Kids

11 a.m.–noon Olympic 1

Unleash your inner actor by acting out specific scenes drawn from a hat and using an assortment of props.

Cheryl Dyson (M)

Single Combat for Writers: Creating Believable Violence

11 a.m.–noon Grand 2

Two warriors armed with swords face each other. One moves, the other counters. So begins the combat scene, one of the most difficult of writing tasks. Now you can watch two fighters move thru the dance of combat and write as they move. You can direct their moves in real time while watching from different angles. Then, share your description of the action with other participants and the fighters. This is an action demo based on audience input and practical exercises.

Bill Gruner (M), GregRobin Smith, Mark Chapman, V Whitlock, Ann Shilling, Joseph Malik, Norman K. Moss, Michael 'Tinker' Pearce, Bart Kemper

Reading: Kristi Charish

11:30 a.m.-noon Cascade 1

The Voodoo Killings. Kincaid Strange isn't your average voodoo practitioner. With raising zombies outlawed throughout the continental USA, Kincaid has to eke out a living running séances for university students with more money than sense and desperate for guitar lessons with the ghost of a Seattle grunge rocker—who happens to be Kincaid's on-again, off-again roommate. Then, a stray zombie turns up outside her neighborhood bar, an up-and-coming visual artist with no recollection of how he died or who raised him. Not only is it dangerous to be caught with an unauthorized zombie, someone is targeting the zombies and voodoo practitioners in Seattle's infamous Underground City, and the police refuse to investigate. Raising ghosts and zombies is one thing, but finding a murderer? She's broke, not stupid. And then she becomes the target... As the saying goes, when it rains it pours, especially in

Seattle. Rated G.
Kristi Charish (M)

Reading: Marguerite Reed

noon–12:30 p.m. Cascade 1

Chosen as a finalist for the 2016 Philip K Dick award, *Archangel* is a novel about a single mother trying to protect her planet and the memories of her child's father. She has a rifle, a toddler, and an unshakable belief in the power of nature.

Marguerite Reed (M)

Honorverse Trivia

noon–1 p.m. Cascade 2

Do you know the difference between a Solly and a Silly? A Medusan from a Mesan? Now's the time to show your knowledge for fun and prizes!

Patrick McKinnion (M)

The Language of Gender

noon–1 p.m. Cascade 3&4

English is one of many languages that use pronouns that distinguish between male and female persons. In the last couple of decades, a number of non-gendered replacements have been proposed, from singular “they” to entirely new words. Our panelists will discuss these pronouns and why they matter.

Cat Rambo (M), Jason Bourget, Sar Surmick, Amber Clark, David J. Peterson

The Gentle Art of Ripping Things Apart

noon–1 p.m. Cascade 7&8

When and how to tackle the failed project and when to let it go. At whatever point a project fails, every costumer has to face the question -- finish it anyway, rip it up and re-use it, or chuck it in the bin? Join our panel of costumers as they discuss how each of them approaches these catastrophes and what can be done to deal with

them. And, sometimes, what wonderful thing can come of such a disaster.

Anita Taylor (M), Kat Marier, Deborah Strub, Lori M. Edwards

Horror Influences

noon–1 p.m. Cascade 9

We talk with our expert panel on who inspired them to write/create horror and on what scares them.

Nina Post (M), K. M. Alexander, Morgue Anne, Alex C. Renwick, Lisa Bolekaja

Invisible Disabilities

noon–1 p.m. Cascade 10

Not every disability is apparent at a glance, nor is anyone’s personal health anyone else’s business. From mental illness to chronic disease to a variety of syndromes and impairments too lengthy to list, we’ll discuss the difficulties of living with chronic health conditions, the stig-

mas associated, what progress has (or hasn't) been made in reforming public perception, and strategies on getting other people to mind their own blasted business.

Gregory Gadow (M), Luna Lindsey, Cheryce Clayton, Michael 'Tinker' Pearce

Figure Drawing Workshop: Models in Costume

noon-1 p.m. Cascade 12

Models in costume will do a variety of short and medium length poses (3 to 10 minutes). Everyone is welcome to come and sketch or paint. Please bring your own drawing and painting supplies. An excellent follow-up panel to the Figure Drawing Workshop.
Lee Moyer (M), Margo Loes, GregRobin Smith, Don Maitz

The Rest of the World in Space

noon-1 p.m. Cascade 13

Highlights of what the rest of the world is doing in space for the past year. A perennial Norwescon favorite!

Dan Dubrick (M)

Carol Corps: What it Means to Comics Fandom

noon-1 p.m. Evergreen 1&2

The Carol Corp are the devoted female fans of Captain Marvel, Carol Danvers. The Corp cropped up when Kelly Sue DeConnick was writing the comic. What do female comics fan groups like The Carol Corps mean for the future of comics?

Torrey Stenmark (M), G. Willow Wilson, Mickey Schulz, Minim Calibre, Brenna Clarke Gray

Writing a Series

noon–1 p.m. Evergreen 3&4

Many of the most commercially successful speculative novels are series. Authors talk about how (and whether) they planned to write a series. How do you avoid repetition while keeping the setting and characters consistent from book to book?

Dave Bara (M), Janny Wurts, Tanya Huff, S. A. Bolich, Annie Bellet

DAW Books Live

noon–1 p.m. Grand 3

Interview and Q&A with Spotlight Publisher DAW, represented by Sheila Gilbert and Betsy Wollheim.

Lillian Cohen-Moore, Sheila Gilbert, Betsy Wollheim

Reading: PJ Manney

12:30–1 p.m. Cascade 1

(R)evolution by 2016 Philip K. Dick Award nominee PJ Manney. Prologue: The greatest mass murder in history happens, and the world is watching.

PJ Manney (M)

Reading: Renee Stern

1–1:30 p.m. Cascade 1

Saved Them All. A familiar phrase hidden in comms traffic tests Patril's loyalties in the war between Sol Defense Force and outer-system rebels. Rated PG.

Renee Stern (M)

Notes in a Song: Fundamentals of Space Opera

1–2 p.m. Cascade 3&4

The space opera stands as one of the pillars of the genre. Join our pros as they delve into what makes space operas work, what elements resonate with us, and how they balance all the

notes of the song.

Dave Bara (M), Jason Bourget, Raven Oak

Filk? You Mean Folk?

1–2 p.m. Cascade 5&6

The oldest form of geekmusic at SF conventions is a branch-off from folk called “filk.” It has an intentionally open and deeply participatory culture and has branched into many other musical forms. This panel is your introduction to fandom’s oldest tradition of participatory geekmusic. Come on out and play!

Jen K (M), Wednesday Phoenix

Cosplay is Not Consent

1–2 p.m. Cascade 7&8

Cosplayers have become increasingly vocal about the abuse they endure from fans and media at conventions. From “news crews” for vlogs posing insulting and sexually aggressive

questions, to being groped, having their bodies rudely commented on, the slut and size shaming, not to mention the constant cries of “Fake Nerd Girl!” What is a cosplayer to do? How you should act toward cosplayers, and why it isn’t okay to treat them poorly?

Torrey Stenmark (M), Kat Marier, Kevin Mathews, Victoria Shaffer

Fanfic Fears

1–2 p.m. Cascade 9

Writing fanfic is not as easy as it might seem. Our panel of writers will talk about a number of different fears that one faces when writing fanfiction and how you can work your way past them. Am I good enough? Can I capture the voices of the characters? Is this too racy/corny/over the top? Can I commit to writing something this long? What do I do if I run out of inspiration?

We'll also talk about the stigmas that exist against fanfic and why fanfic is a valid form of creative expression.

Minim Calibre (M), DameRuth, Dee Wright, Laura Anne Gilman

Guns vs. Bows

1-2 p.m. Cascade 10

Sure, guns are better than bows now, but how about back at the beginning? Were guns really that much easier to use? Were there other factors? What might have made a difference and kept archers on the battlefield until guns got really good?

Michael McSwiney (M), Joseph Malik, Alan Paulsen, Norman K. Moss

Geek Geck -- Don't Tell Me!

1-2 p.m. Cascade 13

If you enjoy NPR's weekly quiz show "Wait Wait... Don't Tell Me!" you'll enjoy our version

of this popular show. We will test audience members' knowledge against a panel of pros as Science Fiction Museum curator Brooks Peck and Clarion West workshop director Leslie Howle exhibit books, 'zines, film/TV screen shots, and art from the 1940s 'til now and ask contestants to answer our questions. Prizes for the winners!

Leslie Howle (M), Brooks Peck, Todd Lockwood, Tina Connolly

Non-Traditional Gamers Speak

1-2 p.m. Evergreen 1&2

Come hear how gaming is and be an even more inclusive environment.

Donna Prior (M), J. F. High, Burton Gamble, Mickey Schulz

Comics on TV

1-2 p.m. Evergreen 3&4

DC's television universe continues to expand,

and Marvel is utilizing Netflix and ABC to explore very different ideas of what superheroes can look like on the small screen. Shows like *iZombie* and *the Walking Dead* are bringing lesser-known comic properties to the masses. The serialized storytelling and shared worlds that work so well in print are a perfect fit for television -- why did Hollywood take so long to realize it, and what's in the pipeline for the coming years?

Nina Post (M), Spencer Ellsworth, Lilith Whitewolf, J. Rachel Edidin

Friday Baby Lounge & Quiet Hour

1-2 p.m. Olympic 1

Need a place where you can release your babies from confinement and let them socialize while you relax? Drop in and let your little ones roam in the room. Comfortable chairs are available for nursing as is a changing table.

GOH Q&A: Janny Wurts

1-2 p.m. Grand 3

An interview and Q&A session with Norwescon 39 Artist Guest of Honor Janny Wurts.

Marta Murvosh, Janny Wurts

Reading: James C. Glass

1:30-2 p.m. Cascade 1

Evolution. A.I.s save humanity. Rated G.
James C. Glass (M)

Monster Mash for Mature Mad Scientists

1:30-3:30 p.m. Cascade 12

Don your best mad scientist outfit and come create marvelous monsters and creative chimera! We will take cute fluffy stuffed animals and hack them into pieces only to reassemble them in wholly unnatural ways.

WARNING! Not for the easily distressed or children! We will be working with scissors and needles, and as such, only mature mad scientists will be allowed to participate. The only skills required are rudimentary sewing skills (plush is very forgiving) and a sick sense of humor. There will be a \$5 materials fee per participant to cover the cost of DNA splitters, splicers, and experimental specimens.

Mimi Noyes (M), Caroline Pate, Liv Rainey-Smith

Reading: Gregory A. Wilson

2-2:30 p.m. Cascade 1

A new short story to be published in the 2016 *Origins* anthology. Rated PG.

Gregory A. Wilson (M)

You Sunk My Battleship! Spaceship Battle Royale

2-3 p.m. Cascade 2

We each have our favorite(s). Join our pros as they debate which space ship they feel is best to transverse a hostile universe. Will you agree?

Grant T. Riddell (M), Dave Bara, Jason Bourget

Tabletop to Electronic & Back Again: Borrowing Design

2-3 p.m. Cascade 3&4

Lots of electronic games borrowed design elements from tabletop games, and now tabletop games are borrowing ideas back. D&D 4th edition had some elements borrowed from various mmorpgs, and Kingdom Death took the crowdfunding world by storm with its various borrowed elements like crafting and random drops, which were borrowed from tabletop games in the first place. Join our panelists in a discussion of the cycle of borrowing and refinement.

Michael McSwiney (M), Burton Gamble, Dylan S., Barry Wilson, Lilith Whitewolf

Hellbender Film Workshop: Break It Down!

2-3 p.m. Cascade 5&6

It's one thing to read a script filled with epic space battles, seven historical periods, and an underground lizard-man lair. It's quite another to break that script down and figure out exactly what needs to happen to go from paper to "Okay, roll camera!" Our experts walk you through the process using examples from their own movies and maybe something we make up just for this event! Although this is a multi-part workshop, you don't have to attend every part to enjoy it -- although you should if you want the best filmmaking experience possible!

Eric Morgret (M), Brian D. Oberquell, dQuiel Kaufman

Finding Your Voice

2-3 p.m. Cascade 7&8

"I knew you wrote that. It sounds like you." Words to live for. Your writing style is the voice of your story. But how to make you sound like you? How do you find your voice as a writer, and can you have more than one? *Phoebe Kitanidis (M), Steven Barnes, Tina Connolly, Frances Pauli, Leslie Howle*

Fighting Through the 20k Slump

2-3 p.m. Cascade 9

Or the 30k, 50k, 75k slump. Wherever you get stuck in the middle of your draft, you need to push through to reach the end. What are some techniques for getting yourself unstuck even when the going gets rough? Our pros discuss how they've gotten through their own slumps and suggest ways you can do it, too.

Rhiannon Held (M), Django Wexler, Lawrence M. Schoen, John (J.A.) Pitts, Carol Berg

Once Upon a Future: Historical Clothing with a Future Twist

2-3 p.m. Cascade 10

How would Star Trek have looked if the uniforms were made by an Elizabethan? Would Battlestar Galactica be the same if everyone was wearing breezy linen layers? How can 'historic' details be 'modernized' and then used to define an entire future culture's clothing choices? Join our panel of costuming experts for a fun discussion romp through some of our favorite futures re-imagined in historical clothing concepts.

Tammie L. Dupuis (M), Deborah Strub, Kathryn Brant, Richard Stephens

Mystery Tech: Forensics

2-3 p.m. Cascade 13

The evidence says people like forensics; just look at the 15 years of CSI, plus its spin-offs. What is real in the field and the lab, and are there clues of what the future holds?

Bart Kemper (M), Pat MacEwen, Dave Davis

Fake It 'Til You Make It

2-3 p.m. Evergreen 1&2

Thanks to ebook readers and the internet, writers are just beginning to discover what musicians started figuring out a decade ago: you don't have to deal with the gatekeepers between you and an audience anymore. What does it take to launch an independent writing or music career? How do you become your own label or imprint? Talk to some of our writers and musicians who are figuring this out themselves.

Morgue Anne (M), Mark Chapman, Raven Oak, Cheryce Clayton

Feminism in Fandom

2-3 p.m. Evergreen 3&4

The face of feminism has changed over the decades, from the suffrage struggles of the first wave, the women's liberation movement of the

second wave, and the intersectionality of the third wave. Women are well-represented in local fandom, but a lot of fan media is still a boys' club. Then, there are comic book heroines with improbable poses and battle lingerie. What does this say about the future of feminism? How do we inspire the next generation of girls to love the same genres we do? How do we overcome representation issues?

Sheye Anne Blaze (M), Mickey Schulz, Brenna Clarke Gray, Amber Clark

Decorate a T-Shirt

2-3 p.m. Olympic 1

Paint, glue, and glitter a shirt! Bring your own or grab one of ours to embellish!

Dave Todd (M), Cheryl Dyson, Camin Bradbury

GOH Q&A: Tanya Huff

2-3 p.m. Grand 3

An interview and Q&A session with Norwegian 39 Writer Guest of Honor Tanya Huff.

Lillian Cohen-Moore, Tanya Huff

Reading: GregRobin Smith

2:30-3 p.m. Cascade 1

Tiny Exo Tales. A selection of short short fiction and poetry from an off-world perspective. Rated PG.

GregRobin Smith (M)

Reading: Carol Berg

3-3:30 p.m. Cascade 1

Ash and Silver. Rated G.

Carol Berg (M)

The Incantation of Helium 3

3-4 p.m. Cascade 2

Mining the Moon for Helium 3 has been proposed in a number of stories, films, and even some serious technical journals. But is it all that easy to mine the Moon? How common is Helium 3 on the Moon? And once you have it, what do you do with it? The answers are not obvious and surprising.

*Stephen L. Gillett (M), Arthur Bozlee, Jeff Grea-
son, Dan Dubrick*

The Languages of Speculative Fiction

3-4 p.m. Cascade 3&4

As a part of their world building, some SFF writers create new languages. Most are used as naming languages or to flavor insults and courtesies; a small few become entities themselves, with thousands of speakers and an impressive body of translated and original literature. Join us as we discuss what is involved in creating

your own language, and how much work is needed to get the results you want.

*Jason Bourget (M), Lawrence M. Schoen, David
J. Peterson, Nina Post, Sean Hagle*

Hellbender Film Workshop: What's My Motivation?

3-4 p.m. Cascade 5&6

Actors. They are the heart and soul of your production, and yet, they also have feelings and desires and needs to make their own mark. In between tyranny and chaos lies the perfect balance of working well with your actors, and our panel of experienced Directors will walk you through how they went from a character on paper to a Terrifying Screen Presence. Although this is a multi-part workshop, you don't have to attend every part to enjoy it -- although you should if you want the best filmmaking experience possible!

dQuiel Kaufman (M), Eric Morgret

That's Not What My Teacher Said**3-4 p.m. Cascade 7&8**

There is no singular way to craft a story. Listen to our pros share personal techniques that fly in the face of conventional wisdom yet still get the job done.

Cat Rambo (M), Robert J. Sawyer, Tori Centanni

Why Editors Pass**3-4 p.m. Cascade 9**

What makes an editor pass on a story instead of buying it? What are common writing mistakes that make editors lose interest? And what can you do to improve your chances of selling your work?

Phoebe Kitanidis (M), Jennifer Brozek, Betsy Wollheim, Sheila Gilbert

Costume Foundations II: Building the Base**3-4 p.m. Cascade 10**

What does it take to make that bustle bustle? Why does Thor's cape look so heroic? More often than not, the foundation of a costume is just as important as the costume itself.

Carmen Beaudry (M), Julie Zetterberg, Margot Loes, Jonna Hayden, Tammie L. Dupuis

More Than Just Scorned Victims**3-4 p.m. Cascade 13**

Listen to our pros discuss ways to motivate, impede, and address change in female characters that move beyond rape.

H.M. Jones (M), Laura Anne Gilman, John (J.A.) Pitts, Spencer Ellsworth

GOH Q&A: Dr. William Hartmann**3-4 p.m. Grand 3**

An interview and Q&A session with

Norwescon 39 Science Guest of Honor, Dr.
William Hartmann.

William Hartmann, Marta Murvosh

Reading: Russell Ervin

3:30–4 p.m. Cascade 1

Fired. Keegan Northland, former Black Ops RECON Marine and bearer of Wall Street's secrets, is confronted by Atarah, the mysterious and powerful woman who saved his life on an unsanctioned covert mission in Southern Russia. Will he accept her challenge and change his life forever? Rated G.

Russell Ervin (M)

Reading: Lawrence M. Schoen

4–4:30 p.m. Cascade 1

Barsk: The Elephants' Graveyard. Prophecy. Intolerance. Loyalty. Conspiracy. Friendship. A drug for speaking to the dead. Also elephants, in SPACE. Rated PG.

Lawrence M. Schoen (M)

Esperanto: Language of Hope & Sci-Fi!

4–6 p.m. Cascade 2

Cxu vi volas paroli Esperanton? You might have heard of Esperanto reading Harry Harrison, or caught a few words here and there in *Red Dwarf* or the movie *Gattaca*. It's actually real, and serving an estimated two million speakers worldwide. Designed to be a bridge language more than 150 years ago, Esperanto is easy to learn, to understand, and is considered "the language of people who want to be friends." Come pick up a few words, a few phrases, and a fascinating glimpse into a peculiar piece of history that's still alive and thriving today!

Edward Martin III (M), Beverly Wobl, Matthew 'Fish' Dockrey

Collecting & Playing Retro Video Games

4–5 p.m. Cascade 3&4

Where do you find old consoles for sale? How do you set up older machines to play older

games? What do you do when you find an older game without any instructions? Are there resources and lists online? Are emulators as good as the real thing? For those of us who want to remember or explore the days gone by of electronic games.

Burton Gamble (M), Lilith Whitewolf, Jonny Nero Action Hero

The Art of Writing It Again

4–5 p.m. Cascade 5&6

Your editor orders a major rewrite of your masterpiece. How exactly do you go about doing it? Discuss with our panelists how to best cope with revision while still keeping true to the story you wanted to tell in the first place.

Dean Wells (M), Peter Orullian, Randy Henderson, Brenda Carre, Brenda Cooper

Size Acceptance Is For Everybody

4–5 p.m. Cascade 7&8

In one corner is the medical establishment and popular media with their obsession with thinness at any cost. In the other corner is the size-acceptance movement and its grass-roots rebellion against the diet industry. We'll discuss the works of fat-positive authors, the origins of the BMI table, the definition of an epidemic, and why it isn't any more polite to tell a small person to eat a sandwich than it is to tell a large person they'd be so attractive if only they lost a few pounds.

Jen K (M), Ogre Whiteside, Frog Jones, Jonna Hayden

You Are What You Eat: Cannibal Horror

4–5 p.m. Cascade 9

From *Sawney Bean* and *Sweeney Todd* to *The*

Hills Have Eyes and *Hannibal*, we explore the role of cannibalism in horror literature and film and its historical/anthropological roots.

Arinn Dembo (M), Lisa Bolekaja, Nathan Crowder

Diversity, Society, Military & SF

4-5 p.m. Cascade 10

Societies change, military organizations change: which leads and which follows? And for our society, does Science Fiction factor in?

Kevin Mathews (M), Mike Brennan, Cheryce Clayton, Jennifer Brozek

Visual Storytelling

4-5 p.m. Cascade 12

Making art that tells a story on its own, rather than just illustrating a written tale.

Vandy H. Hall (M), Don Maitz, Aimee Stewart, Todd Lockwood

Blasts from the Past

4-6 p.m. Cascade 13

2016 is the 10th anniversary of *Pan's Labyrinth*, the 15th anniversary of *The Fellowship of the Ring*, the 25th anniversary of *Terminator 2*, the 30th anniversary of *Aliens*, and the 35th anniversary of *Raiders of the Lost Ark*. Come celebrate the milestones of popular and award-winning films that helped shape our geek lives.

Dan Murphy (M), John Lovett, Brian D. Oberquell

From the Moon to Mars with William Hartmann

4-5 p.m. Evergreen 1&2

William Hartmann is credited with originating the current theory of the moon's origin, and developed much of the current system for estimating the ages of landscape features on Mars from counts of impact craters. His most recent work on a region of Martian glaciers verifies

that the global climate models that predict terrestrial climate change actually work on Mars (contrary to being “junk science” as some would have us believe). Bill will describe some of this work and host a Q&A session on current planetary science.

William Hartmann (M)

Nerf Shooting Gallery

4–7 p.m. Evergreen 3&4

First of its kind event at Norwescon! Come test out your favorite Nerf blasters in our Shooting Gallery!

Make Superhero Masks & Accessories

4–6 p.m. Olympic 1

Batman has a mask and Wonder Woman has bracelets, but you can do better! Create your own superhero masks and embellishments!

Dave Todd (M), Cheryl Dyson, Bethany Roulett

Reading: Raven Oak

4:30–5 p.m. Cascade 1

The Eldest Silence. Captain Kris Berstenfin preferred to be alone. But piloting a ship through ECLPS space required more: it required a crew. She didn't choose to side with the Xersians, but that wasn't how ECLPS saw it. They put one dot next to another and called it a line leading straight towards treason and the loss of everything Kris called home. So when she found herself adrift in space, her crew dead, her ship in pieces, and five hours of air left in the space suit, she knew it was going to be a bad day. Rated PG.
Raven Oak (M)

Reading: Frog Jones

5–5:30 p.m. Cascade 1

Falling From Grace. An excerpt from the

third book of the Gift of Grace urban fantasy series. Rated PG.

Frog Jones (M)

Magic Rumble

5–6 p.m. Cascade 3&4

Join our pros as they each are given a magic system and debate which would reign supreme.

Grant T. Riddell (M), Peter Orullian, Luna Lindsey, Logan L. Masterson

Tomorrow's Car

5–6 p.m. Cascade 5&6

Still no flying cars. But cars that drive themselves, and electric cars that recharge as fast as you can fill a gas tank are almost here. What will be here in the next couple of years, and what will be available after that?

Dr. Dana Andrews (M), Daniel P. Lynde, Arthur Bozlee, Michael McSwiney

Transphobia: A Panel for Allies of Transgender Folk

5–6 p.m. Cascade 7&8

An entry-level discussion on some of the facets of transgender identities. We'll discuss terminology, pronoun usage, whether there's a difference between sex and gender, and when it's best to remain silent and be thought a fool than to open your mouth and remove all doubt. Suggested pre-panel Googling: Not Your Mother's Trans 101, Gender Binary, Silencing Tactics. *Lilith von Fraumench (M), Cynthia Radthorne, Cheryce Clayton, Jeliza Patterson-McGuire*

Finishing Your Fiction

5–6 p.m. Cascade 9

You don't write fan fiction for money, you write it for fun. So what do you do when your creative well runs dry, when you get too busy with work, when that WIP becomes a WTF? How do you break through writer's block and carve

a niche in your life for your writing? How can you keep yourself inspired? What do you do when the love is gone, but the story isn't done and you have fans eagerly awaiting your next chapter? Panelists will discuss how to get through the hard times and what you can do when it's time to move on to something new.

Mimi Noyes (M), Minim Calibre, Victoria Shaffer

Romantic Horror

5–6 p.m. Cascade 10

Horror has made a stylish come back: from Penny Dreadful to Crimson Peak and Victor Frankenstein, terrifying monsters and ghosts mingle with elegant lace and stylish vests.

These beautiful looks are to die for—but you don't have to. Our clever pros will show you how to go from ghastly to ghostly gorgeous.

Lori M. Edwards (M), Richard Stephens,

Lillian Cohen-Moore, Margo Loes, Carmen Beaudry

Alien & Fantasy Biology

5–6 p.m. Cascade 12

What can artists do to create new and unusual life forms? How does our understanding of human biology and animal biology help us take the known and twist it to create the unknown? Come meet some artists who excel in making realistic creatures that do not actually exist and make us believe that they could.

Elizabeth Guizzetti (M), Dr. Ricky, Rob Carlos

The Art of Julie Dillon

5–6 p.m. Evergreen 1&2

Hugo Award winning artist (and Norwescon

38 Artist Guest of Honor) Julie Dillon presents a slideshow and Q&A featuring recent artwork and the creative processes, decisions, and inspirations that made them.

Julie Dillon (M)

Reading: Robert J. Sawyer

5:30–6 p.m. Cascade 1

Quantum Night. Hugo and Nebula Award-winner Sawyer's 23rd hard-SF novel, published March 1, 2016, by Ace: As a rising tide of violence and hate sweeps across the globe, an experimental psychologist and a quantum physicist combine forces in a race against time to see if they can do the impossible—change human nature—before the entire world descends into darkness. Rated PG.

Robert J. Sawyer (M)

Reading: S. A. Bolich

6–6:30 p.m. Cascade 1

Something new. Rated G.

S. A. Bolich (M)

10th Fleet Meeting, Summit & Awards

6–8 p.m. Cascade 2

The Royal Manticorean Navy's 10th Fleet fan group meets to discuss issues and projects for the fleet, and recognize fleet members' achievements.

Patrick McKinnion (M)

Blinded by Pseudoscience

6–7 p.m. Cascade 3&4

From miraculous cures being suppressed by Big Pharma to proof that the earth is flat, charlatans and con artists have been pushing nonsense for centuries in the hope of parting the credulous from their cash. Join our panelists as they discuss pseudoscience, its impact on society and how you can tell good science from bad.

Gregory Gadow (M), Janet Freeman-Daily, Caroline Pate, Dr. Misty Marshall, Jake McKinzie

Hellbender Film Workshop: Lights & Sound!

6–8 p.m. Cascade 5&6

If there's anything that marks out an amateur movie production as amateur, it's the lighting and the sound. A simple lighting setup done right can do more for a mood than all the scary music in the world. Come join our filmmakers for a hands-on demonstration of lighting tricks, a chat about good sound versus bad sound, and answers to almost every question you might have. Although this is a multi-part workshop, you don't have to attend every part to enjoy it—although you should if you want the best film-making experience possible!

Ryan K. Johnson (M), Eric Morgret, dQuiel Kaufman

Big, Bad, & Beautiful

6–7 p.m. Cascade 7&8

Join our panel of experts while we discuss taking your plus-size fan curves and shapes and creating your own larger than life villain! *Richard Stephens (M), Margo Loes, Lori M. Edwards, Bethany Roulett*

Writing Is a Long Con

6–7 p.m. Cascade 9

Most overnight successes take ten years. In order to have a long, lucrative writing career, you have to think big-picture, write for the long-haul, and understand that it's a long game. You probably won't find lasting success with Book One. Professionals will talk about strategizing long-term and how to give yourself every advantage for enduring success. *Elizabeth Guizzetti (M), Annie Bellet, Gregory A. Wilson, Jennifer Brozek, Dean Wells*

Creativity & Disabilities

6–7 p.m. Cascade 10

Whether your problems are physical or psychological, there's no denying that being creative and creating art is difficult to almost impossible when a disability stands in your way. Come learn how different artists and writers work with, past, or through their personal disabilities and limitations to create their art.

Kevin Mathews (M), Liv Rainey-Smith, Mark Chapman, Luna Lindsey, Spencer Ellsworth

Collecting & Playing Old Board Games

6–7 p.m. Cascade 12

Ever played Fireball Island? Is there a copy of Big Foot in your basement? Is this copy of 4,000 AD even worth picking up? Our panelists have a lot of old, weird games—come hear which ones they actually play, and which ones they just use to threaten unruly party guests with.

Barry Wilson (M), David Fooden, Dylan S.

Mercenaries

6–7 p.m. Cascade 13

Science Fiction generally treats mercenaries pretty well; why? What is the reality of mercenaries in the past and in the present? What is the likely trend in the future?

Greg Robin Smith (M), Isaac Meyer, Bart Kemper, Dave Davis

Writing the Unlikeable Female Protagonist

6–7 p.m. Evergreen 1&2

Oftentimes female protagonists who share the same traits and attitudes as their male counterparts are slapped with an “unlikable” label rather than be admired for their proactivity. Pros who write awesome women discuss why their characters are given flak for the same things male characters are celebrated for.

Tori Centanni (M), Peter Orullian, Kristi Char-

ish, *H.M. Jones, Alex C. Renwick*

Reading: Katie Cord

6:30–7 p.m. Cascade 1

Maxine. In the post-apocalyptic community of McCarthy, Colorado, shy, chubby misfit Maxine Massachusetts struggles to fit into a uniform society based on patriotism and perfectionism. If being socially awkward and physically imperfect weren't enough, she has the highest intellectual rank in school, which garners the unwanted attention of teachers and administrators. When one of the most popular girls in school disappears and everyone, including her best friends, pretend she didn't exist, Maxine wants answers. To make matters worse, one swift smack across the face in gym class starts a transformation for Maxine from punching bag to beautiful monster. McCarthy will never be the same as Maxine struggles to unlock hidden truths

while controlling her desire to devour everyone in her path. Rated PG.

Katie Cord (M)

Groupstorm, a Game: Co-op Board/Card Games

7–8 p.m. Cascade 3&4

Come join our panelists in creating a draft of a cooperative board or card game.

Ogre Whiteside (M), Ryan Macklin, David Fooden, David J. Peterson

Adding Realistic Details to Your Fantasy Writing

7–8 p.m. Cascade 7&8

Anachronisms and incorrect details are sure ways to ruin the reading or viewing of otherwise immersive fantasy tale. It is the writer's responsibility to "get it right." We will focus on finding and placing accurate

medieval/historical details into fantasy settings to keep the reader engaged and fully immersed in story. We will work on writing rich texture while avoiding common clichés and faux pas, showing rather than telling, and avoiding the dreaded info-dump in order to make the reader's experience smooth and compelling. *Adrienne Carlson (M), Alan Paulsen, Nina Post, Laura Anne Gilman*

Body Horror

7–8 p.m. Cascade 9

Farewell to the flesh with a one hour discussion on body horror, where our expert panelists will dissect what makes this meaty topic so visceral for some audiences. From mythology, through *Frankenstein* and Cronenberg, up to VanderMeer and beyond.

Ariani Dembo (M), Jeremy Zimmerman, Jason Bourget, Lisa Bolekaja, Kate Jonez

Chiptunes: It's Video Game Dance Music **7–8 p.m. Cascade 10**

Chiptunes. 8-bit electronica. People have been hearing those awesome raw electronic sounds and thinking, I LOVE YOU BEEPY NOISES! HOW I MAKE YOU INTO SOOOOOOONGS?! From the Blip Festival to PAX, chiptunes are the native sounds of electronic gaming. Interested? Come find out more.

Jonny Nero Action Hero (M), Dara Korra'ti

Beginning Leatherworking Workshop

7–8 p.m. Cascade 12

Leather is an incredibly versatile material, with huge potential for costuming and geeky crafting. Learn some basic leatherworking techniques on a leather disc medallion that could be a pendant, hair clip, or belt buckle. Tools provided—workshop limited to 30 people. Please sign up at the Info table in the main

lobby. We will be using very sharp knives—
younger fans are welcome at the discretion of
their parents.

Sunny Jim Morgan (M), Torrey Stenmark

Cutting-Edge Military Hardware

7–8 p.m. Cascade 13

The future often arrives with a military escort. What are they riding in? What are they carrying? Join our panelists to look over the newest equipment out there, and the stuff that will come out soon.

Mike Brennan (M), Greg Hallock, Joseph Malik

Consensual Non-Monogamy 101

7–8 p.m. Evergreen 1&2

What is consensual non-monogamy? Is it polyamory, or swinging, or polygamy, or relationship anarchy? Why would anyone want more than one partner? What important

advice is there for starting out? How do you do you minimize hurt feelings? Can you? How do more conservative family members react to these plural relationships? Should you, shouldn't you? What are the pros and cons?

Sar Sirmick (M), Sheye Anne Blaze, Wednesday Phoenix, Luna Lindsey, Burton Gamble

Philip K. Dick Awards

7–8:30 p.m. Grand 2

Presented annually at Norwescon with the support of the Philip K. Dick Trust for distinguished science fiction published in paperback original form in the United States. The award is sponsored by the Philadelphia Science Fiction Society and the Philip K. Dick Trust, and the award ceremony is

sponsored by Norwescon and the Northwest Science Fiction Society.

Adam Rakunas, Brenda Cooper, Marguerite Reed, Gordon Van Gelder, Ramez Naam, PJ Manney, Douglas Lain

Masquerade Meeting Friday

8-9 p.m. Cascade 2

This is the first of two meetings. If you are interested in entering the Masquerade, you **MUST** attend one of the pre-meetings. This is the suggested meeting for newbies.

Cold Exobiology

8-9 p.m. Cascade 3&4

With NASA planning a probe to Europa, there is a lot of speculation about what we will find. Could recognizable life exist in the ocean underneath the moon's thick layer of ice? What about Titan's methane lakes, or Enceladus' liquid water core? Join our panelists as they

speculate on what might live on cold, dark, alien worlds.

Pat MacEwen (M), Cathy Plesko, Stephen L. Gillett, Marguerite Reed

Real Radiation for Writers & Readers

8-9 p.m. Cascade 5&6

No super powers from spider bites, or glowing barren wastelands. Just real radiation talk for people who like to be in the know. And cool stories about the crazy things that people have done with rad (the truth is **REALLY** out there!).

Mike Brennan (M), Janet Freeman-Daily, Arthur Bozlee, Daniel P. Lynge

Flirting 101

8-10 p.m. Cascade 7&8

Whether you're married, available, gay, straight, queer, or all that and more, this workshop is for you. We'll explore the rules of social engage-

ment between sentient beings, and how to break them (the rules, not the sentients). Starting with the terror of “hello,” we’ll dive into taking risks, making mistakes, rejection, and how these are all stepping stones to success.

Sonia Orin Lyris (M)

Handling Your Online Image as an Artist 8–9 p.m. Cascade 9

How do you create an effective online presence? How and where should you sell work online? What social networking tools should you be using, and how? What are the best practices for building a fan base, and then interacting with it?

Joy Day (M), Liv Rainey-Smith, Julie Dillon, Aimee Stewart

Young Fans & the Military 8–9 p.m. Cascade 10

This is for the young men and women who wonder if their lives should include some time in uniform. Come ask your questions and our panelists will answer them, as straight as they can.

Elliott Kay (M), Alicia Faires, Jennifer Brozek

Anatomy of a Shoe 8–9 p.m. Cascade 13

Bespoke shoemaker SunnyJim Morgan takes you on a tour of what’s on your feet. Ever wondered what makes an Oxford different from a Derby? How high heels are made? Are elves involved? We’ll cover all that, as well as the parts of a shoe, some methods of construction, materials used, and a few of the places you can go to learn more.

SunnyJim Morgan (M)

Find Your Instrument

8–9 p.m. Evergreen 1&2

Have you ever wondered how people figure out what kind of musical instrument they want to play? Several of our pros have volunteered to bring their instruments and introduce them to people. This is a hands-on workshop. After an introduction of the instruments, participants will be able to try out various instruments, and receive brief introductions on how to play them, by their owners. This panel is aimed at teens and adults. Kids are welcome, but must be of an age and attitude appropriate to handle other peoples' musical instruments!

Jen K (M), Dara Korra'ti, GregRobin Smith, Wednesday Phoenix

Friday Dance: Gallifrey Night Fever and Tribute to David Bowie

8 p.m.–2 a.m. Evergreen 3&4

Dancin' Dan is back, and it's about TIME.

Dan's been travelling with The Doctor, helping him get his groove back. Now he returns to Norwescon with a retro theme, covering the most popular dance beats from all over time. This year, the focus is on the 1970's. So break out those Halston dresses and polyester leisure suits and accessorize to the max for Norwescon's Studio 54. We'll also pay our respects to the Space Oddity himself: Ziggy Stardust, The Man Who Fell to Earth.

Reading: Catherine Cooke Montrose

8:30–9 p.m. Cascade 1

Wayfinders, book two. Old gods of Mexico interfere with a drug lord's plans for a magically talented teen. Violence and intensity, not for younger than 13. Rated PG.

Catherine Cooke Montrose (M)

Reading: H.M. Jones

9–9:30 p.m. Cascade 1

Monochrome. Monochrome is a dark fantasy book about depression and memories. There's some language. The excerpt I usually choose is a scene after an attack on my heroine. She is arguing with her guide, but it turns into a crazy laughing fit. It has some bad words, but no sexuality. Pretty sure the F-bomb is dropped. Rated R.

H.M. Jones (M)

Starkane: A PNW Star Trek Convention
9–10 p.m. Cascade 3&4

Come find out what it is like to build a convention from the ground up. We are a group of fans, this is the 50th anniversary of Trek, and there are no other conventions scheduled in the Pacific Northwest to celebrate this milestone event. It's more than just fun, though. We are supporting Operation: Dog Tag, a local organization that trains and provides service dogs to wounded veterans

at no cost.

Paula Scarborough (M)

Indie Comics vs. The Big Two
9–10 p.m. Cascade 5&6

Who's doing better with diversity and representation, and who's falling behind? Five years ago the answer would have been more straightforward, but with a female Thor and a black Captain America, are the big two catching up with the diversity of indie comics?

Ogre Whiteside (M), Spencer Ellsworth, Brenna Clarke Gray

Writing Sex: The Elements of Slash
9–10 p.m. Cascade 9

Most of us have read slash and loved it, but how exactly does it work? What are the nuts and bolts of writing a good sex scene? This

panel will examine a few pieces to see how writers create their effects, with an eye toward the basic questions. How explicit should you be? What does “explicit” mean, anyway? Is it about how much metaphor you use? How many body parts you describe and how? Several writers will talk about this scariest of writing tasks.

Berlynn Wobl (M), Elliott Kay, BelladonnaQ, Rachael Sabotini

Print Me a Future

9–10 p.m. Cascade 10

3D printing continues to make strides, being used to make everything from tiny machine parts to houses. What has the last year brought us? What is likely in the coming year?

Matthew ‘Fish’ Dockrey (M), Sean Hagle, Ramez Naam

All-Ages Scheduled Gaming Friday PM

9 p.m.–2 a.m.

Cascade 12

Come sign up for a game run by our DMs or check out games from our lending library. We have RPGs, computer games, LARPs, card games, board games, and so much more! Need ADA access for a game? Please speak to our staff when you sign up so we can be sure to meet your needs.

Stitch & Bitch

9 p.m.–midnight Olympic 1

Bring your sewing project and your creativity and join the fun!

Tammie L. Dupuis (M), Joy Day, Jonna Hayden, Deborah Strub, Julie Zetterberg, Camin Bradbury

FANGS: Burlesque with Bite!

9 p.m.–midnight Grand 2

What do cats, vampires, xenomorphs, succubi, mermaids, and a rabbit have in common?

Other than their impressive collection of sharp teeth, they are also the inspiration for Norwescon's sexy and sassy burlesque show, FANGS. Join us Friday night for performances from Bella La Blanc, Anita Johnson, Glitterati LaReaux, Maggie McMuffin, Electra Mourning, Miss Violet DeVille, Momo La Vein, Morgue Anne, Siouxsie Q, Whisper De Corvo, and a very special guest. Stop by for a bite.

Amber Clark (M)

21+ Scheduled Gaming Friday

9 p.m.–2 a.m. Maxi's Ballroom

Come sign up for a game run by our DMs, or check out games from our lending library. We have RPGs, computer games, LARPs, card games, board games, and so much more! Need ADA access for a game? Please speak to our staff when you sign up so we can be

sure to meet your needs. 21+ only with photo ID.

Reading: Adam Rakunas

9:30–10 p.m. Cascade 1

“Chiang Kolodny’s Tomb,” a short story by 2016 Philip K. Dick Award finalist Adam Rakunas.

Adam Rakunas (M)

Reading: Erik Scott de Bie

10–10:30 p.m. Cascade 1

Year the Earth Asunder. Urban fantasy. Magic-wielding Charlie’s Angels with a little Mad Max flair, trying to save humanity in a rapidly eroding world! Rated R.

Erik Scott de Bie (M)

Friends of Bill W.

10–11 p.m. Cascade 3&4

Fanfic Meet & Greet

10 p.m.–midnight Cascade 9

Come by to hang out with other fanfic authors and readers. Hobnob about your favorite stories and fandoms and meet some new people who love to read and write fanfiction, just like you!

Mimi Noyes (M)

Friday Night Filk

midnight–2 a.m. Grand 2

Enjoyed listening to music? Now come and make some of your own! Sing, dance, or just listen. All are welcome.

Midnight Movie Friday: *The Big Bad*

midnight–2 a.m. Grand 3

A roundhouse kick-to-the-side-of-your-head film that starts out seemingly innocent, but then quickly evolves into an eye-popping tale

of horror, revenge, and regret. *The Big Bad* reminds us that the best monster movies aren't always about the monsters.

Edward Martin III (M)

Thursday Scheduled Gaming

Escape From Mos Shutta Kamal Lombardi

2–4 p.m. Maxi's Ballroom

Escape the servants of the Teemo the Hutt as they are looking for you. Can you get out of the desert town of Mos Shuuta on the world of Tatooine?

Star Wars Edge of the Empire Beginner Game.
1 to 4 players.

Firefly

Burton Gamble

2–8 p.m. Maxi's Ballroom

Firefly the board game.
Board game. 1 to 8 players.

Pathfinder **Pathfinder Society**
2 p.m.–2 a.m. **Maxi's Ballroom**

INTRODUCTORY SESSIONS! Pathfinder Society Organized Play is a worldwide fantasy roleplaying campaign that puts YOU in the role of an agent of the Pathfinder Society, a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders of an ancient world beset by magic and evil. In Pathfinder Society Organized Play, you play a member of the Pathfinder Society, seeking fortune and glory all over the face of Golarion. At the same time, your character works for one of the competing factions, all with their own motivations and secret agendas. The Northwest Pathfinder Society will be running games throughout the weekend. Please see the PFS Headquarters for sign up sheets indicating the specific times, with character level range and player experience level expected for each sce-

nario. If you have never played Pathfinder RPG or are unfamiliar with Pathfinder Society, we have introductions and demos available as well. DND Pathfinder. 3 to 6 players.

Pathfinder **Pathfinder Society**
2 p.m.–2 a.m. **Rotunda 1**

EXPERIENCED PLAYER SESSIONS! Pathfinder Society Organized Play is a worldwide fantasy roleplaying campaign that puts YOU in the role of an agent of the Pathfinder Society, a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders of an ancient world beset by magic and evil. In Pathfinder Society Organized Play, you play a member of the Pathfinder Society, seeking fortune and glory all over the face of Golarion. At the same time, your character works for one of the competing factions, all with their own motivations and secret agendas. The Northwest Pathfinder Society will be running games throughout the weekend. Please see the PFS Headquarters for sign up sheets indicating the

specific times, with character level range and player experience level expected for each scenario. If you have never played Pathfinder RPG or are unfamiliar with Pathfinder Society, we have introductions and demos available as well. DND Pathfinder. 3 to 6 players.

Clash of the Elements **Kyle Fassnacht**
2-4:30 p.m. **Maxi's Salon**
PlaytestNW Play with the Creator Session.

Food Truck Frenzy **Luke Turpeinen**
2-4:30 p.m. **Maxi's Salon**
PlaytestNW Play with the Creator Session.

Three Ring Circus **Jason Strong**
2-4:30 p.m. **Maxi's Salon**
PlaytestNW Play with the Creator Session.

Dirty Cops **Sean Epperson**
2-4:30 p.m. **Maxi's Salon**
PlaytestNW Play with the Creator Session.

Kaiju City **Levi Mote**
2-4:30 p.m. **Maxi's Salon**

PlaytestNW Play with the Creator Session.

King of Tokyo **Lisette Scheer**
3-3:30 p.m. **Maxi's Ballroom**
In King of Tokyo, you play mutant monsters, gigantic robots, and strange aliens %oŪ all of whom are destroying Tokyo and whacking each other in order to become the one and only King of Tokyo. Dice Rolling. 2 to 6.

King of Tokyo **Lisette Scheer**
3:30-4 p.m. **Maxi's Ballroom**
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Mass Effect: Incursion **Erik Scott de Bic**
4-6 p.m. **Maxi's Ballroom**
Play with the creator session! Come run

through a demo of my homemade Mass Effect RPG, based on the hilariously awesome CRPG from Bioware!

Homebrewed d6 based system. 2 to 5 players.

Sushi-Go Philip J Schofield

4-5:30 p.m. Maxi's Ballroom

A tasty, fast-paced drafting game for 2-5 players. Carefully fill your plate with decadent combinations of sushi, one pick at a time, in order to rack up the high score.

Multiple Sessions will be run.

Card. 1 to 5.

Clash of the Elements Kyle Fassnacht

4:30-8 p.m. Maxi's Salon

PlaytestNW Play with the Creator Session.

Food Truck Frenzy Luke Turpeinen

4:30-8 p.m. Maxi's Salon

PlaytestNW Play with the Creator Session.

Three Ring Circus Jason Strong

4:30-8 p.m. Maxi's Salon

PlaytestNW Play with the Creator Session.

Merchants of Araby David MacKenzie

4:30-8 p.m. Maxi's Salon

PlaytestNW Play with the Creator Session.

Kaiju City Levi Mote

4:30-8 p.m. Maxi's Salon

PlaytestNW Play with the Creator Session.

Blood and Lightning Kamal Lombardi

5-9 p.m. Maxi's Ballroom

Play in this introductory adventure for the open gaming system 13th Age in which while on a journey to a magical location you must cope with an insane mutating traitor and a crippled dragon.

13th Age. 2 to 8 players.

Qwirkle Nancy Fosberg

6-7:30 pm. Maxi's Ballroom

Quick to learn, slow to master: Qwirkle uses tiles with colored shapes and plays like your favorite word game. A fun game for those new

to modern board games and experienced gamers alike.

Tile laying/set collection. 2 to 4 players.

Ghost Stories **Andrew Purvis**

7-8:30 p.m. **Maxi's Ballroom**

You are a monk who must help prevent the reincarnation of the undead general Wu Feng. Can you and your allies survive until dawn and emerge victorious? Well, maybe.

Ghost Stories. 1 to 4 players.

OGRE Night Maneuvers **Marcus Evenstar**

7 p.m.-midnight **Maxi's Ballroom**

Enlist for an evening of large-scale asymmetrical warfare. Cybernetic tanks and power armored troops battle on the scorched fields of a broken Earth that now spawns monsters from beyond. OGRE Deluxe Edition (SJGames). 2 to 6 players.

Artemis: Spaceship Bridge Simulator
Dave Thaler

7 p.m.-midnight **Maxi's Ballroom**

Drop in session! Artemis is a Spaceship Bridge Simulation where players assume the jobs of Captain, Helm, Science, Communication, Engineering, and Weapons to defend starbases against alien attack.

Artemis. 2 to 6 players

Carcassonne w/ all expansions! **Jake Blackwell**

8 p.m.-1 a.m. **Maxi's Ballroom**

1-hour beginners session followed by 4-hour game. Carcassonne is a tile-based German-style board game, where you score on completed features of the map that is built from the tiles. This will be a Beginners game focusing on the basic rules.

Tile-Based Board Game. 2 to 7 players.

Peril at King's Landing **Kamal Lombardi**

10 p.m.-1 a.m. **Maxi's Ballroom**

Play in this roleplaying game set during events of the first novel in George R. R. Martin's best-selling novel series A Game of Thrones. You will

play characters all part of the same house.
A Song of Ice and Fire Roleplaying: A Game of
Thrones Edition. 1 to 8 players.

The Witches: A Discworld Game Nancy
Fosberg

10 p.m.–midnight **Maxi's Ballroom**

Enter the world of Terry Pratchett as a trainee
witch in the Ramtop Mountains. Spend your
days solving problems and threats to the popu-
lace: sick pigs, broken limbs, elves, vampires,
and more.

Risk management. 2 to 4 players.

Friday Scheduled Gaming

Clash of the Elements **Kyle Fassnacht**
9–11:30 a.m. **Maxi's Salon**

PlaytestNW Play with the Creator Session

Don't Count Your Chickens **Matthew**

Gravelyn

9–11:30 a.m. **Maxi's Salon**

PlaytestNW Play with the Creator Session

Mystic Alliances **Kamal Lombardi**

9 a.m.–noon **Maxi's Ballroom**

Play with the creator session! Teenagers face the
Mythos in Seattle in this stand alone variant for
Call of Cthulu. The Mythos are once again on
the rise. Call of Cthulu 6th edition (Mystic Alli-
ances variant). 2 to 6 players.

Pathfinder **Pathfinder Society**

9 a.m.–8 p.m. **Maxi's Ballroom**

INTRODUCTORY SESSIONS! Pathfinder
Society Organized Play is a worldwide fantasy
roleplaying campaign that puts YOU in the
role of an agent of the Pathfinder Society, a
legendary league of explorers, archaeologists,
and adventurers dedicated to discovering and
chronicling the greatest mysteries and wonders
of an ancient world beset by magic and evil. In
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Pathfinder **Pathfinder Society**
9 a.m.–2 a.m. **Rotunda 1**

EXPERIENCED PLAYER SESSIONS! Pathfinder Society Organized Play is a worldwide fantasy roleplaying campaign that puts YOU in the role of an agent of the Pathfinder Society, a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders of an ancient world beset by magic and evil. In

Pathfinder Society Organized Play, you play a member of the Pathfinder Society, seeking fortune and glory all over the face of Golarion. At the same time, your character works for one of the competing factions, all with their own motivations and secret agendas. The Northwest Pathfinder Society will be running games throughout the weekend. Please see the PFS Headquarters for sign up sheets indicating the specific times, with character level range and player experience level expected for each scenario. If you have never played Pathfinder RPG or are unfamiliar with Pathfinder Society, we have introductions and demos available as well. 3 to 6 Maxi's Ballroom Pathfinder Society Organized Play is a worldwide fantasy roleplaying campaign that puts YOU in the role of an agent of the Pathfinder Society, a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders of an ancient world beset by magic and evil. In Pathfinder Society Organized Play, you play a member

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DND Pathfinder. 3 to 6 players.

Pento **Joe Gravelyn**
9-11:30 a.m. **Maxi's Salon**
PlaytestNW Play with the Creator Session

Kaiju City **Levi Mote**
9-11:30 a.m. **Maxi's Salon**
PlaytestNW Play with the Creator Session

Tokaido **Marcus Evenstar**

10 a.m.-noon **Maxi's Ballroom**
Welcome to the legendary East Sea Road connecting Kyoto to Edo, beginning a journey of a thousand marvels. Contemplate sumptuous vistas, visit tranquil hot springs and enjoy countless delicacies.
Tokaido (Funforge). 2 to 5 players.

Pento **Joe Gravelyn**
11:30-2 p.m. **Maxi's Salon**
PlaytestNW Play with the Creator Session

Dark Forest **Alice Yuan**
11:30-2 p.m. **Maxi's Salon**
PlaytestNW Play with the Creator Session

Food Truck Frenzy **Luke Turpeinen**
11:30-2 p.m. **Maxi's Salon**
PlaytestNW Play with the Creator Session

Don't Count Your Chickens **Matthew Gravelyn**
11:30-2 p.m. **Maxi's Salon**
PlaytestNW Play with the Creator Session

Prime Movers Logan Masterson
noon-3 p.m. Maxi's Ballroom
Superhero Steampunk action, heavy on the PUNK!
Savage Worlds. 3 to 8 players.

Apocalypse the Risen (AtR) Jason
Stolberg and Chad Matson
noon-6 p.m. Maxi's Ballroom
Play with the creator session! AtR presents The Fall and the Rise. Survival for the Osterville colony is at a tipping point. Resources are scarce, risen a constant threat, and demons increasing in numbers. Can your colony survive?
Pathfinder Compatible. 2 to 8 players.

Star Munchkin Marcus Evenstar
noon-2 p.m. Maxi's Ballroom
The munchkins have left the dungeon and now are in orbit, rampaging through the Space Station, killing the monsters, and taking their stuff. Munchkin (SJGames). 3 to 6 players.

The Cardiff Connection Andrew Purvis
1-8 p.m. Maxi's Ballroom
Two government officials have disappeared in Cardiff shortly before their agency is to become private. You are sent to the Home Office to investigate. (We will take a break during the session.)
James Bond 007 RPG. 1 to 5 players.

Ticket to Ride David Peterson
1-2:30 p.m. Maxi's Ballroom
Ticket to Ride is a game where each player places trains down on a map of America (or Europe or what have you) in attempt to connect the most cities to one another. Whoever has the highest score wins.
Turn based board game. 2 to 5 players.

Dixit Philip J Schofield
1-3 p.m. Maxi's Ballroom
It's the ultimate version of Balderdash / Pictionary! Give your opponents a clue, and they'll try to guess which picture is yours from an assortment of strange, fantastical

printed images. Multiple Sessions will be run.

Board. 3 to 6 players.

Knight of the Comet **Kamal Lombardi**

1-4 p.m. **Maxi's Ballroom**

Play Doctor Who and companions as they travel throughout time and space in Doctor Who's TARDIS facing longtime fearsome foes such as Daleks and cybermen in this game based on the BBC TV series.

Doctor Who: Adventures in Time and Space: The Roleplaying Game. 1 to 5 players.

Artemis: Spaceship Bridge Simulator

Dave Thaler

2-6 p.m. **Maxi's Ballroom**

Drop in session! Artemis is a Spaceship Bridge Simulation where players assume the jobs of Captain, Helm, Science, Communication, Engineering, and Weapons to defend starbases against alien attack.

Artemis. 2 to 6 players.

Discworld: Ankh-Morpork

Marcus

Evenstar

2-4 p.m. **Maxi's Ballroom**

Can your cunning & guile fulfill your plan to control the proudest & most pestilent city of the Disc?

Discworld (Mayfair Games). 2 to 5 players.

EuroRails

Nancy Fosberg

2-6 p.m. **Maxi's Ballroom**

Build your railroad across Europe. Pick up goods and deliver for payment. Part of the Empire Builder rail games family. Be the first to connect 7 major cities and earn 250,000 cash. Railroad/Pickup and deliver. 2 to 5 players.

King of Tokyo **Lisette Scheer**

2-2:30 p.m. **Maxi's Ballroom**

In King of Tokyo, you play mutant monsters, gigantic robots, and strange aliens %0ÜO all of whom are destroying Tokyo and whacking each other in order to become the one and only King of Tokyo. Dice Rolling. 2 to 6 players.

Corpselight Eugene Fasano
2-4:30 p.m. Maxi's Salon
PlaytestNW Play with the Creator Session

Dark Forest Alice Yuan
2-4:30 p.m. Maxi's Salon
PlaytestNW Play with the Creator Session

Food Truck Frenzy Luke Turpeinen
2-4:30 p.m. Maxi's Salon
PlaytestNW Play with the Creator Session

Spell Slingers Sarah Sharp
2-4:30 p.m. Maxi's Salon
PlaytestNW Play with the Creator Session

Adventure Time: Card Wars Javion
Smith
2-8 p.m. Maxi's Ballroom
Drop in session!
Adventure Time: Card Wars. 2 to 3 players.

Carcassonne w/ all expansions! Jake

Blackwell

2-7 p.m. Maxi's Ballroom
1 hour beginners session followed by 4 hour game. Carcassonne is a tile-based German-style board game, where you score on completed features of the map that is built from the tiles. This will be a Beginners game focusing on the basic rules.
Tile-Based Board Game. 2 to 7 players.

King of Tokyo Lisette Scheer
2:30-3 p.m. Maxi's Ballroom
In King of Tokyo, you play mutant monsters, gigantic robots, and strange aliens %00 all of whom are destroying Tokyo and whacking each other in order to become the one and only King of Tokyo.
Dice Rolling. 2 to 6 players.

Alibi Lisette Scheer
3-3:45 p.m. Maxi's Ballroom
The Whodunit Card Game: Murder in the big city, and you must solve the crime. Brenda's dead, and foul play is suspected.

Gather clues and evidence to solve the crime.

Deduction. 3 to 10 players.

Serenity: Acts of War **Richard Johnson**

3-7 p.m. Rotunda 2

The job is simple. Just deliver a shipment of "farm equipment" (actually guns and munitions) to an outlying planet for the new Browncoats. Just keep an eye out for the alliance and keep your cargo.

Serenity. 6 players.

Alibi **Lisette Scheer**

3:45-4:30 p.m. Maxi's Ballroom

The Whodunit Card Game: Murder in the big city, and you must solve the crime. Brenda's dead, and foul play is suspected. Gather clues and evidence to solve the crime.

Deduction. 3 to 10 players.

Roborally **Marcus Evenstar**

4-6 p.m. Maxi's Ballroom

Take charge of the factory floor in this classic game of mechanical mayhem.

Roborally (Avalon Hill). 2 to 8 players.

Sushi-Go **Philip J Schofield**

4-5:30 p.m. Maxi's Ballroom

A tasty, fast-paced drafting game for 2-5 players. Carefully fill your plate with decadent combinations of sushi, one pick at a time, in order to rack up the high score. Multiple Sessions will be run.

Card. 1 to 5 players.

Exploding Kittens **David Peterson**

4:30-6 p.m. Cascade 12

Exploding Kittens is a fast-paced, semi-strategic turn-based card game. The goal is to avoid having a kitten randomly destroy the world on your turn.

Turn based card game. 2 to 5 players.

Corspelight **Eugene Fasano**

4:30-8 p.m. Maxi's Salon

PlaytestNW Play with the Creator Session

The Last Garden Chris Rowlands
4:30–8 p.m. Maxi's Salon
PlaytestNW Play with the Creator Session

Dirty Cops Sean Epperson
4:30–8 p.m. Maxi's Salon
PlaytestNW Play with the Creator Session

Merchants of Araby David MacKenzie
4:30–8 p.m. Maxi's Salon
PlaytestNW Play with the Creator Session

Alibi Lisette Scheer
4:30–5:15 p.m. Maxi's Ballroom
The Whodunit Card Game: Murder in the big city, and you must solve the crime. Brenda's dead, and foul play is suspected. Gather clues and evidence to solve the crime.
Deduction. 3 to 10 players.

SPARTACUS Blood & Treachery Bill Gruner

5–8 p.m. Maxi's Ballroom
Become Dominus of a Ludus in ancient Capua. Contend with other gladiatorial schools for wealth and glory in the Games. Do what you need to do: backstab, scheme, betray.
Board with cards & miniatures. 4 to 8 players.

Goin Down to Dunwich Kamal Lombardi
5–8 p.m. Maxi's Ballroom
You have just been contracted to work for an organization known as the Laundry that is a secret division of the British Secret Service which investigates occult and paranormal phenomena. The Laundry. 1 to 7 players.

Ghostbusters Richard Johnson
7–11 p.m. Rotunda 2
"La la la la la." There are small dangerous creatures in the forest that are now attacking humans.
6 players.

The Paranet Papers Kamal Lombardi
9 p.m.–midnight Cascade 12

You are part of an elite group of characters connected to Harry Dresden, a supernatural wizard investigator for hire who operates in the streets of Chicago.

The Dresden Files Roleplaying Game, 1st edition (FUDGE). 2 to 8 players.

Pathfinder **Pathfinder Society**

9 p.m.–2 a.m. **Cascade 12**

INTRODUCTORY SESSIONS! Pathfinder Society Organized Play is a worldwide fantasy roleplaying campaign that puts YOU in the role of an agent of the Pathfinder Society, a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders of an ancient world beset by magic and evil. In Pathfinder Society Organized Play, you play a member of the Pathfinder Society, seeking fortune and glory all over the face of Golarion. At the same time, your character works for one of the competing factions, all with their own motivations and secret agendas. The Northwest Pathfinder Society will be running games

throughout the weekend. Please see the PFS Headquarters for sign up sheets indicating the specific times, with character level range and player experience level expected for each scenario. If you have never played Pathfinder RPG or are unfamiliar with Pathfinder Society, we have introductions and demos available as well. DND Pathfinder. 3 to 6 players.

Tanto Cuore Big Box **Marcus Evenstar**
9 p.m.–midnight **Maxi's Ballroom**

A deck building game of showing affection to the maids in your employ to better assure their services. Now with all four decks to choose from!

Tanto Cuore (Arclight/ Japanese Games). 2 to 6 players.

Artemis: Spaceship Bridge Simulator
Mark Alexander

9 p.m.–2 a.m. **Maxi's Ballroom**

Drop in session! Artemis is a Spaceship Bridge Simulation where players assume the jobs of Captain, Helm, Science, Communication,

Engineering, and Weapons to defend starbases against alien attack.

Artemis on Windows/Linux. 5 to 6 players.

Artemis: Spaceship Bridge Simulator

Dave Thaler

9 p.m.–2 a.m. Maxi's Ballroom

Drop in session! Artemis is a Spaceship Bridge Simulation where players assume the jobs of Captain, Helm, Science, Communication, Engineering, and Weapons to defend starbases against alien attack.

Artemis. 2 to 6 players.

Smash Up Nancy Fosberg

10–11:30 p.m. Cascade 12

Choose from 29 factions to create your deck: Zombie Geeks, Pirate Kitty Cats, Robot Vampires. Use your special skills to earn the most points and win the game.

Shufflebuilding. 2 to 4 players.

Shakespeare Bingo GregRobin Smith

10–11 p.m. Maxi's Ballroom

Play with the creator session! Players roll up numbers and must answer questions about Shakespeare's plays to cover squares towards a bingo!

Knowledge & Discussion. 2 to 8 players.

Zombie Mosh! Nancy Fosberg

midnight–1 a.m. Cascade 12

You and your friends are heavy metal fans... and zombies! See who can keep their head, and limbs, the longest in the mosh pit in this silly, fun game.

Opponent elimination. 2 to 4 players.