



Norwescon 40
Pocket Program

Planning &
Membership
Guide

Norwescon 40

The Northwest Science Fiction Society
proudly presents
Norwescon 40: Over the Hills and Far Away
The Fortieth Annual Northwest Regional
Science Fiction & Fantasy Convention

Except where noted, contents

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Artist Guests of Honor

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Science Guest of Honor

Ethan Siegel

Publisher

Angry Robot

cover art © cory & catska ench

Member's Guide

Your pocket programs contains all kinds of cool stuff. It has Norwescon's policy for attendance, including our harrassment 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.

The most up-to-date information can be found in the Guidebook app, as updates are made frequently during the convention. Feel free to download the app on your phone or other mobile device.

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

Norwescon Member's Guide, harrassment 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	10:00 a.m. – 9:00 p.m.
Friday	9:00 a.m. – 9:00 p.m.
Saturday	9:00 a.m. – 9:00 p.m.
Sunday	9:00 a.m. – 5:00 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)

Friday	9:00 a.m. – 11:00 a.m. 3:00 p.m. – 5:00 p.m. 8:00 p.m. – 12:00 a.m.
Saturday	9:00 a.m. – 11:00 a.m. 3:00 p.m. – 5:00 p.m. 8:00 p.m. – 12:00 a.m.
Sunday	10:00 a.m. – Noon

Volunteer Lounge

Thursday	Noon – 7:00 p.m.
Friday	8:30 a.m. – 7:00 p.m.
Saturday	8:30 a.m. – 7:00 p.m.
Sunday	8:30 a.m. – Noon

Convention Lounge

Thursday	Noon – 5:00 p.m. 6:00 p.m. – 11:00 p.m.
Friday	9:00 a.m. – 5:00 p.m. 6:00 p.m. – 11:00 p.m.
Saturday	9:00 a.m. – 5:00 p.m. 6:00 p.m. – 11:00 p.m.
Sunday	9:00 a.m. – 2:00 p.m.

Dealers' Room

Thursday	4:00 p.m. – 8:00 p.m.
Friday	10:00 a.m. – 7:00 p.m.
Saturday	10:00 a.m. – 6:00 p.m.
Sunday	10:00 a.m. – 4:00 p.m.

Art Show

Friday	10:00 a.m. – 8:00 p.m.
Saturday	10:00 a.m. – 7:00 p.m.
Sunday	10:00 a.m. – 2:30 p.m.

Art in Action

Thursday	12:30 p.m. – 8:00 p.m.
Friday	9:30 a.m. – 6:00 p.m.
Saturday	9:30 a.m. – 6:00 p.m.
Sunday	10:00 a.m. – 4:00 p.m.

Security & Lost and Found

Thurs 9:00 a.m. – Sun 12:00 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.

Scheduled Gaming

Maxi's Ballroom:

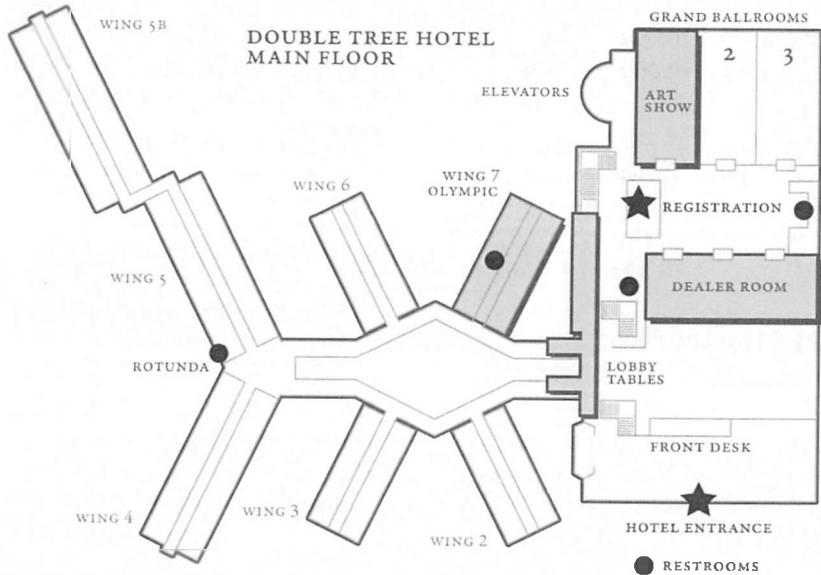
Thursday (all ages)	2:00 p.m.-2:00 a.m.
Friday (all ages)	9:00 a.m.-8:00 p.m.
Friday (21+)	9:00 p.m. 2:00 a.m.
Saturday (all ages)	9:00 a.m.-8:00 p.m.
Saturday (21+)	9:00 p.m. 2:00 a.m.

Evergreen 1&2:

Friday (all ages)	9:00 p.m. 2:00 a.m.
Saturday (all ages)	9:00 p.m. 2:00 a.m.

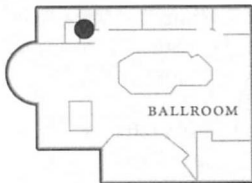
Pro Check-in, Stage Management, Workshop, and Koffee Klatch Sign-ups (Cascade 1)

Thursday	Noon - 10:00 p.m.
Friday	9:00 a.m. - 10:00 p.m.
Saturday	9:00 a.m. - 10:00 p.m.
Sunday	10:00 a.m. - 4:00 p.m.



MAXI'S - TOP FLOOR OF TOWER

MT BAKER MT RAINIER



ELEVATORS

BALLROOM

SECOND FLOOR



ELEVATORS

CASCADE ROOMS

1 2 3 4 5 6 7 8 9 10

EVERGREEN ROOMS

3 4

1 2

RESTROOMS

WING 7

HOSPITALITY
OLYMPIC 2

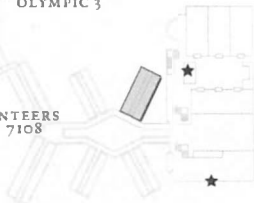
OLYMPIC 1

CLOAK ROOM
7101

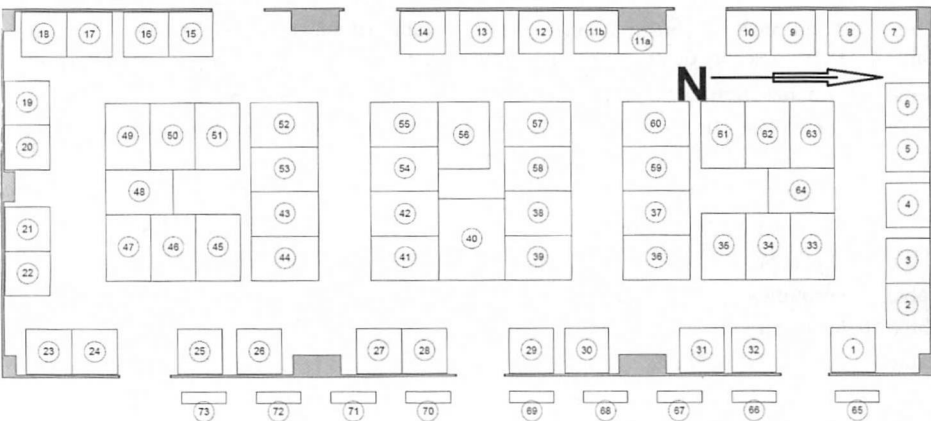
GYM

VOLUNTEERS
7106 - 7108

SECURITY,
LOST &
FOUND,
CON OFFICE
OLYMPIC 3



Dealer / Location			
Angelwear	62-63	Humanoid Games LLC	Gaming Sal
Atomic Soap Works	32	Hundeliebe Press	
Brian Dorsey, Author	73	Janine A. Southard	
Broken Eye Books	30	LittleCLUUs	
Cargo Cult Books & Notions	54-55	Michael G. Munz/Red Muse Press	
Celtic Moonlighting	52-53	Nemesis Gear/Steampunked Out	57-
Chibi Yeti	9	Offworld Designs	Lob
Chooseomatic Books	30	Optimystical Studios	36-
Chronos Gifts	23-24	Pandora House Crafts LLC	
Clockwork Dragon	49	Pavel's Puzzles	59-
Clover Creek	47	Pegasus Publishing	19-
Collageorama, LLC	64	Phil Davis Books and Treasures	5
DefCon One Publishing	48	Pixelosis	
Dragonfyne Publishing	12	Purple Top Hat: the Art of Celine Chapus	
Dragon's Hoard Games	40	Quicksilver Fantasies	50-
Dragon Storm Sports	11	Quinn and Bloom	
Elizabeth Guizzetti	67	Randall P. Fitzgerald	
Elysium Books	71	Rob & June Edwards	45-
Firefox Fashion (The Fur Connection)	33-34	Scary White Girl Designs	
Games Plus	7-8	SewCherie	
Geek Girls Collectibles	22	Sinister Metalworks	27-
Geek Lolita/Brass Bobbin	38-39	Skydragons	
GeekStar Costuming	10	Springtime Creations	43-
Girl Genius	41-42	SteelCraft/Legends of Camelot	17-
		Studio Catawampus	

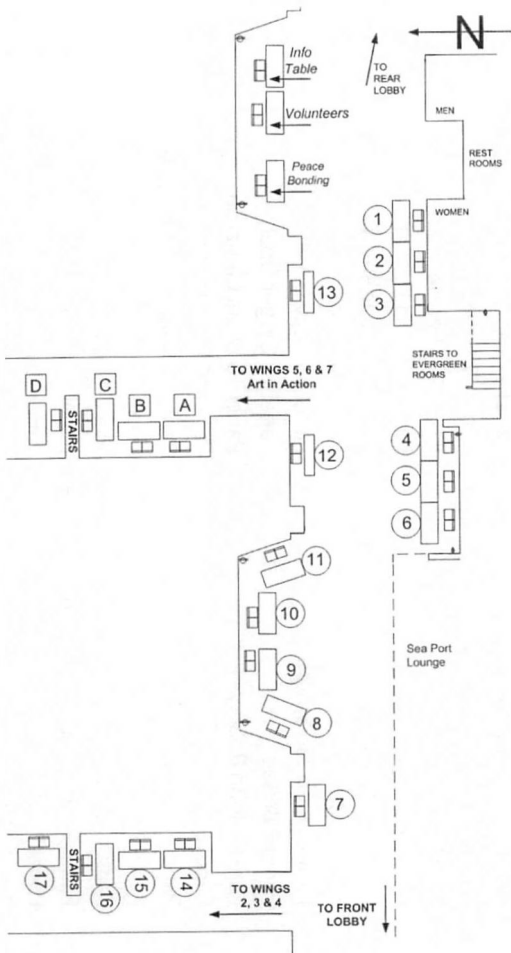


TANSTAAFL Press	26
The Dreadfuls	1
University of Washington Book Store	2-3
Van Zee Magic Dragon Pets	25
Varida Publishing & Resources	70
Yellow Rocket Collectibles	15-16

Dealer Tables

- Table 1 Museum of Pop Culture
- Table 2 Northwest Science Fiction Society (NWSFS)
- Table 3 Anglicon 2017: Christmas in Whoville
- Table 4 Beyond Reality Costumer's Guild (BRCG)
- Table 5 Imperial Starbase Society (I.S.S.)
- Table 6 Tenth Fleet - The Royal Manticoran Navy
- Table 7A OzCon International: The 53rd Annual Winkie Convention
- Table 7B The Emerald City Androgums
- Table 8 Crypticon
- Table 9 OrcaCon
- Table 10 Rustycon
- Table 11 Jet City Comic Show
- Table 12 Songwriters in Seattle
- Table 13 Cascade Writers
- Table 14 The Finch Foundation
- Table 15 Realm of Chivalry
- Table 16A The Cult of Scott Bakula
- Table 16B All's Faire 2017
- Table 17 Primitive Festival Alliance
- Table 18 Consent Academy
- Table 19 Alliance LARP Seattle
- Table 20 The Hands That Heal Center for the Healing Arts
- Table 21 Costumed Characters for Causes

Club/ Fan Tables



Panel 1 Cory & Catska Ench
Panel 2 Amber Clark
Panel 2 Crystal Smith
Panel 2 Shelley George-Solaris
Panel 3 Lee Moyer
Panel 4 Douglas Herring
Panel 4 Laurie Noel
Panel 4 Marisa Erven
Panel 5 Krab Jab Studio
Panel 6 Belsac
Panel 6 John R. Gray III
Panel 6 Rebecca Flaum
Panel 7 Elizabeth Fellows
Panel 7 L. Pierce Ludke
Panel 8 Sarah Clemens
Panel 9 Susan Stejskal Alexander
Panel 9 Nick Alexander
Panel 9 Peter Pan
Panel 10 Liv Rainey-Smith

Panel 11 Cynthia Radthorne
Panel 11 Jon Axlen
Panel 11 Laura Tempest Zakroff
Panel 12 Ed Matuskey
Panel 13 Theresa Mather
Panel 13 Maia BW Sanders
Panel 14 Shaughnessy
Panel 14 Belsac
Panel 15 Lizzy D. Hill
Panel 15 Ginger Opal
Panel 16 Laura Cameron
Panel 16 Mark Sutton
Panel 16 Miriam Keith-Stanley
Panel 17 Betsy Mott
Panel 17 Jo Brown
Panel 18 Goldenwolf
Panel 19 Meg Lyman
Panel 19 Richard Hescocx
Panel 19 Vandy Hall

Panel 20 Patricia Smith
Panel 20 Aimee Stewart
Panel 20 Audre Schutte
Panel 21 Brittany Torres
Panel 21 Katie Croonenberghs
Panel 22 Braden Duncan
Panel 23 Rob Carlos
Panel 24 Actaphasia Grey
Panel 24 Camille Meehan
Panel 25 Diana Levin
Panel 25 Alan F. Beck
Panel 25 Wade Chitwood
Panel 26 Jeff Sturgeon
Panel 27 Heather Gamble
Panel 27 LA Wilson
Panel 28 Andy Vanoverberghe
Panel 29 Faina Lorah
Panel 29 John Alexander
Panel 30 Mark Roland

Panel 30 Sandra SanTara
Panel 31 Mark Ferrari
Panel 32 Eric Vargas
Panel 32 Michael Brugger
Panel 33 Julie Dillon
Panel 34 Theresa Halbert
Panel 34 Christopher M. Creath
Panel 35 Emerging Artist
Winners

Art Show Participants

East Tables

Diana Daniels, Debbie Hoover, Katherine Howes, Lynn Pacione-Holman, Lynne Taylor Fahnestalk, Keith Amarak Waters, Mike Rerick, Josh Foreman (floor)

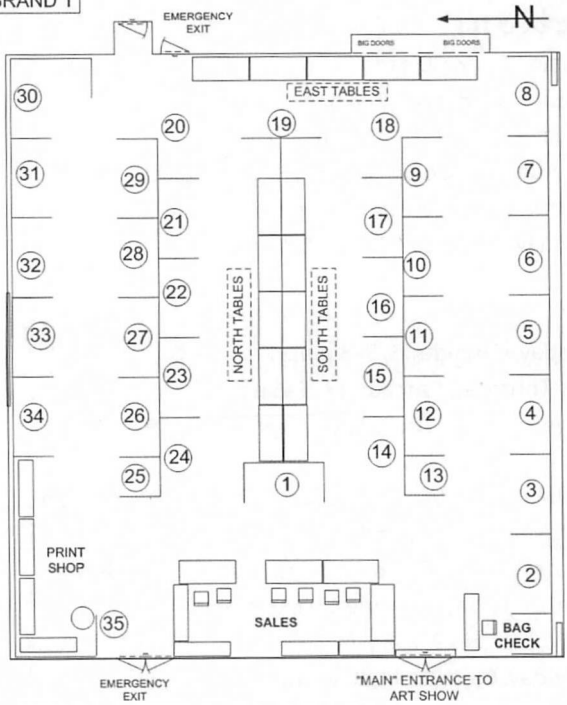
North Tables

Elizabeth Adams, Jeliza, Joyce Tatro, Kate Kelsey, Lynne Magie, Mark Chapman, Ruth Peterson, Tamera Mickelson

South Tables

BenJamin Armstrong, Diana Daniels, Jo Brown, Miriam Keith-Stanley, Patty A. Watson, Ruth Cohen, Shaughnessy, Vandy Hall

GRAND 1



Special Functions

GOH Banquet Thursday Grand 2, 5–6:30 p.m.

Opening Ceremonies Thursday, Grand 2, 7–8 p.m.

Philip K. Dick Awards Friday, Grand 2, 7–8:30 p.m.

Norwescon Art & Charity Auction Sunday, Grand 2, 11:30–2 p.m.

Closing Ceremonies Sunday, Evergreen 3&4, 4–5 p.m.

NWC Onions & Roses Sunday, Evergreen 3&4, 5–6 p.m.

Art

The Business of Art Thursday, Cascade 13, 2–3 p.m.

Printmaking: Ink & Blocks Thursday, Cascade 13, 5–6 p.m.

Escher Girls & the Hawkeye Initiative Thursday, Evergreen 1&2, 9–10 p.m.

Art Show Tour with Cat Grey Friday, Grand 1, 11–noon

Monster Mash for Mature Mad Scientists Friday, Cascade 13, 1:30–3:30 p.m.

Art Show Tour with Lee Moyer Friday, Grand 1, 3–4 p.m.

Figure Drawing Workshop: Models in Costume Friday, Cascade 13, 4–6 p.m.

Glass Fusing Workshop Part 1 Friday, Cascade 13, 6–8 p.m.

How to Critique Art Friday, Cascade 9, 7–8 p.m.

Alien & Fantasy Biology Friday, Cascade 11, 8–9 p.m.

Creativity & Disabilities Saturday, Cascade 11, 10–11 a.m.
Monster Mash for the Budding Bioengineer Saturday, Cascade 13, 11:30 a.m.–1:30 p.m.
Artists' Jam Saturday, Cascade 11, noon–1 p.m.
Bad Book Cover Art Hall of Fame Saturday, Evergreen 1&2, 3–4 p.m.
Art Show Tour with Vandy Hall Saturday, Grand 1, 3–4 p.m.
Dueling Easels Saturday, Cascade 9, 4–5 p.m.
Over the Hills: SFF Landscapes Saturday, Cascade 10, 6–7 p.m.
Jeff Sturgeon Painting Demo Saturday, Cascade 13, 7–8 p.m.
Glass Fusing Workshop Part 2 Sunday, Cascade 13, 10–11 a.m.
Your Online Image As An Artist Sunday, Cascade 11, noon–1 p.m.
Video Game Art Sunday Cascade 13, 1–2 p.m.
Should You Go To Art School? Sunday, Cascade 13, 2–3 p.m.

Biology

Con Crud Thursday, Cascade 10, 2–3 p.m.
Alien Harvest Thursday, Cascade 11, 3–4 p.m.
The Biology of Warfare Thursday, Cascade 5&6, 6–7 p.m.
Adapting to Climate Change Thursday, Cascade 11, 8–9 p.m.
Cyborg by Choice Thursday, Cascade 10, 9–10 p.m.
Paging Dr. Doolittle Friday, Cascade 3&4, 11–noon

Bread, Cheese, and Microbrews Friday, Evergreen 1&2, 11–noon
Designer Humans Friday, Cascade 9, noon–1 p.m.
How Being an Engaged Patient Can Save Your Life Friday, Cascade 9, 2–3 p.m.
Citizen Science Friday, Cascade 9, 4–5 p.m.
Hive Minds and the Unary Consciousness Friday, Cascade 9, 6–7 p.m.
Generation Ships and Star Arks Saturday, Evergreen 1&2, 10–11 a.m.
Ask the Experts: Biology Saturday, Evergreen 3&4, 1–2 p.m.
Plants and Animals of the Pacific Northwest Saturday, Cascade 11, 5–6 p.m.
The Language of Gender Saturday, Cascade 9, 9–10 p.m.
The Languages of Speculative Fiction Sunday, Cascade 10, 10–11 a.m.
The Future of Farming Sunday, Cascade 3&4, 11–noon

Comics

Adult Comics vs. Mature Comics Thursday, Cascade 10, 8–9 p.m.
Comics and Kids' Real Lives Friday, Cascade 3&4, 10–11 a.m.
Self-Publishing Comics: Online and On Paper Friday, Cascade 3&4, 1–2 p.m.
Standing Up to the Mob Friday, Cascade 3&4, 4–5 p.m.
Collecting vs. COLLECTING Friday, Cascade 3&4, 9–10 p.m.
Comics for Younger Readers Saturday, Cascade 5&6, 11–noon
White Comics Creators, You're Embarrassing Us Saturday, Cascade 7&8, 2–3 p.m.

- Why Do Villains Look Like That? Saturday, Cascade 5&6, 6–7 p.m.
Creating the Socially Conscious Comic Saturday, Cascade 12, 8–9 p.m.
What Makes You a Fan? Sunday, Cascade 7&8, noon–1 p.m.

Costuming

- Costume Draping: Demo Thursday Cascade 13, 4–5 p.m.
Creating a Budget for Your Masquerade Entry or Cosplay Thursday, Cascade 13, 6–7 p.m.
History with a Twist Thursday, Cascade 3&4, 8–9 p.m.
Wigging Out: The Art of Wigs Thursday, Cascade 12, 8–9 p.m.
Minions (and we don't mean the little yellow guys). Friday Cascade 11, 11–noon
Fashion of the Future: 50 Years of Trek Friday, Cascade 10, noon–1 p.m.
I Could Never Cosplay That! Friday, Evergreen 3&4, 1–2 p.m.
The Glossary Fashion Show and Tell: Hosted by Beyond Reality Costumers Guild Friday,
Evergreen 3&4, 4–5 p.m.
Worldbuilding: Clothes and Costumes Friday, Cascade 3&4, 6–7 p.m.
Intro to Leather Tooling: Demo Friday, Cascade 12, 7–8 p.m.
Going Rogue Friday, Cascade 13, 8–9 p.m.
Stitch & Bitch and Costume 911[†] Friday, Olympic 1, 9 p.m.–midnight
Victorian Ribbon Flowers—Workshop Saturday, Cascade 13, 10–11 a.m.
Court Couture Saturday, Cascade 11, 11–noon

Tribute? Celebration? Cultural Appropriation? Saturday, Evergreen 3&4, 2–3 p.m.
Fantastic Clothes and Where to Find Them Saturday, Cascade 3&4, 3–4 p.m.
Advanced Beading and Appliqué Saturday, Cascade 12, 5–6 p.m.
All About the Base, Bout the Base! Sunday, Cascade 13, 11–noon
Make Your Own Buttons Workshop Sunday, Cascade 13, noon–1 p.m.
Superhero Costumes from Page to Screen Sunday, Cascade 12, 1–2 p.m.
Costuming for the Non-Sewer Sunday, Cascade 12, 2–3 p.m.

Culture

Cosplay Is Not Consent Thursday, Cascade 11, 4–5 p.m.
Enthusiastic Consent Thursday, Cascade 11, 6–7 p.m.
Identities and Terminology Are Important Thursday, Cascade 11, 9–10 p.m.
BDSM 101 Thursday, Cascade 7&8, 10–11 p.m.
Geek Identity and Geek Policing Friday, Cascade 9, 10–11 a.m.
Internet and Real Life Trolls Friday, Cascade 7&8, noon–1 p.m.
Fandom In Daily Life Friday, Cascade 7&8, 3–4 p.m.
Diversity in Media: Why is it important? Friday, Evergreen 3&4, 5–6 p.m.
Diversity 101 Friday, Cascade 7&8, 8–9 p.m.
Flirting 101 Friday, Cascade 11, 9–11 p.m.
Consensual Non-Monogamy Friday, Cascade 5&6, 10–11 p.m.

Feminism in Fandom Saturday, Cascade 7&8, 10–11 a.m.
Cosplay for Real Bodies Saturday, Cascade 10, 11–noon
Is Fandom More Diverse & Accepting? Saturday, Cascade 10, 3–4 p.m.
Fandom in Academia Saturday, Cascade 3&4, 6–7 p.m.
Flirting 201: Advanced Flirting Saturday, Cascade 10, 7–9 p.m.
Check your Writer Privilege Saturday, Cascade 10, 9–10 p.m.
Advanced BDSM Saturday Cascade, 10, 10–11 p.m.
Bullies Suck: Raising Compassionate Children Sunday, Cascade 5&6, 10–11 a.m.
Getting it Wrong: A Panel for Allies Sunday, Cascade 5&6, noon–1 p.m.
Size Acceptance Is For Everybody Sunday, Cascade 5&6, 1–2 p.m.
Invisible Disabilities Sunday, Cascade 5&6, 3–4 p.m.

Editing/Publishing

Write Your Elevator Pitch Workshop Thursday, Cascade 12, 2–3 p.m.
Navigating the New Publishing Landscape Thursday, Cascade 7&8, 4–5 p.m.
Writing to Market Thursday, Cascade 7&8, 6–7 p.m.
Beginner's Guide to Self-Publishing Friday, Cascade 5&6, 10–11 a.m.
Failing Upward Friday, Cascade 5&6, 1–2 p.m.
Advanced Self-Publishing Friday, Cascade 5&6, 4–5 p.m.

Outlining for Pantsers (And Everyone Else) Friday, Cascade 5&6, 7–8 p.m.

How to Tackle a Revision Friday, Cascade 7&8, 9–10 p.m.

How to Get an Agent Saturday, Cascade 5&6, 10–11 a.m.

Why Editors Pass Saturday, Evergreen 3&4, 11–noon

Running Your Author Business Saturday, Cascade 5&6, 3–4 p.m.

First Page Idol Saturday, Cascade 9, 5–6 p.m.

How to Be an Author on the Internet Saturday, Cascade 9, 6–7 p.m.

Book Marketing Masterclass Sunday, Cascade 11, 11–noon

The Art of Critique Sunday, Cascade 11, 2–3 p.m.

Fandom

An Epic Process Thursday, Cascade 3&4, 3–4 p.m.

Make A Villain: Fantasy Edition Thursday, Cascade 3&4, 9–10 p.m.

Worldbuilding: Geography Meets Story Friday, Cascade 5&6, 11–noon

A Call to Action by Any Other Name Remains the Same Friday, Cascade 5&6, 2–3 p.m.

Face Off: Magic Rumble Friday, Cascade 5&6, 3–4 p.m.

Alternative History Friday, Cascade 5&6, 5–6 p.m.

Conflict and Cost: Fantasy Edition Friday, Cascade 5&6, 8–9 p.m.

Worldbuilding: Gods, Religion, and Mythos Saturday, Cascade 7&8, 11–noon

The Pen Is Mightier Saturday, Cascade 3&4, 2–3 p.m.

Have You Seen My Pager? Saturday, Cascade 7&8, 6–7 p.m.

More than a Stimpack Saturday, Cascade 7&8, 9–10 p.m.

Urban Renewal Sunday, Cascade 3&4, 10–11 a.m.

The Fantasy Videogame Sunday, Cascade 5&6, 2–3 p.m.

Filmmaking

NWC Filmmaking Workshop: Introduction! Thursday, Cascade 12, 5–6 p.m.

NWC Filmmaking Workshop: Practical Special Effects! Thursday, Cascade 12, 6–7 p.m.

NWC Filmmaking Workshop: Make a Movie With Us! Friday, Cascade 3&4, noon–1 p.m.

NWC Filmmaking Workshop: Pre-Production Planning! Friday, Cascade 3&4, 2–3 p.m.

Norwescon Filmmaking Workshop: Production! Friday, Cascade 3&4, 3–4 p.m.

Norwescon Filmmaking Workshop: Lights and Sound! Friday, Cascade 12, 5–7 p.m.

Screenwriting 101 Friday, Cascade 12, 9–10 p.m.

Norwescon Filmmaking Workshop: Film It! Saturday, Cascade 3&4, 10–noon

Norwescon Filmmaking Workshop: Editing! Saturday, Cascade 12, 6–7 p.m.

Norwescon Filmmaking Workshop: Post-Production! Saturday, Cascade 12, 7–8 p.m.

Screenwriting 102 Saturday, Cascade 13, 9–10 p.m.

Norwescon Film Festival Sunday, Evergreen 1&2, 2–4 p.m.

Gaming

Let's Design a Monster Thursday, Cascade 5&6, 5–6 p.m.

Dealing with Problem Players Thursday, Cascade 9, 6–7 p.m.

The GameMaster's Manifesto Podcast: Put Your Phone Down!

Thursday, Cascade 11, 10–11 p.m.

Choosing the Right Game for My Group Friday, Cascade 7&8, 11–noon

Video Game Genres: Room For More? Friday, Cascade 10, 4–5 p.m.

Let's Build a Dungeon Friday, Cascade 9, 5–6 p.m.

The GameMaster's Manifesto Podcast: GMing From the Hip Friday, Cascade 3&4, 7–8 p.m.

Card, Board, and RPG's: Prototyping Your Game Friday, Cascade 7&8, 7–8 p.m.

Hosting a Game Event Saturday, Cascade 7&8, 1–2 p.m.

Storytelling in Electronic Gaming Saturday, Cascade 7&8, 4–5 p.m.

Games as Art Saturday, Cascade 7&8, 5–6 p.m.

Miniatures: Paint & Take Saturday, Cascade 13, 5–7 p.m.

Building Better Maps Saturday, Cascade 12, 9–10 p.m.

Buying, Selling, and Playing Old Games Sunday, Cascade 5&6, 11–noon

The GameMaster's Manifesto Podcast: Fonzie's Razor Sunday, Cascade 7&8, 2–3 p.m.

Tabletop RPG's: What's a Story Game? Sunday, Cascade 7&8, 3–4 p.m.

GoH Events

Guest of Honor Reading: Ian McDonald Friday, Grand 2, 11–noon

Interview and Q&A with Angry Robot Friday, Grand 2, 1–2 p.m.

The Art of Cory and Catska Ench Friday, Evergreen 1&2, 2–3 p.m.

Guest of Honor Reading: Nancy Kress Friday, Evergreen 1&2, 3–4 p.m.

Interview and Q&A with Cory and Catska Ench Saturday, Evergreen 1&2, 11–noon

Interview and Q&A with Ian McDonald Saturday, Evergreen 1&2, noon–1 p.m.

Interview and Q&A with Ethan Siegel Saturday, Evergreen 1&2, 1–2 p.m.

Interview and Q&A with Nancy Kress Saturday, Evergreen 1&2, 4–5 p.m.

What's New at Angry Robot Saturday, Evergreen 1&2, 5–6 p.m.

History

Food for the Fantasy Thursday, Cascade 5&6, 2–3 p.m.

Mining in Ancient and Medieval Times Thursday, Cascade 7&8, 5–6 p.m.

Weapons and Armour of the Middle Ages Friday, Evergreen 3&4, 10–noon

Small Pox: The Great Devastator Friday, Cascade 7&8, 1–2 p.m.

What-Ifs of Ancient and Medieval History Friday, Evergreen 3&4, 2–4 p.m.

The Psychology of Single Combat Friday, Cascade 9, 3–4 p.m.

The Evolution of the Secret State Police Friday, Cascade 11, 7–8 p.m.
Norse Sword, Shield, & Spear Tactical Combat Saturday, Grand 2, 10–11:30 a.m.
Roman Legionary Gladius and Scutum Tactical Combat
Saturday, Grand 2, 11:30 a.m.–1 p.m.
Ready, Aim, Release! Make a Bow Saturday, Cascade 13, 2–3:30 p.m.
Behind the Stereotypes of Women: Ancient & Medieval Times
Saturday, Cascade 5&6, 4–5 p.m.
Slavery in the Ancient and Medieval Times Saturday, Cascade 7&8, 7–8 p.m.
Fermented Beverages of the Middle Ages Sunday, Cascade 7&8, 10–11 a.m.
The Stirrup Revolution Sunday, Cascade 7&8, 11–noon

Horror

Paranoia (Will Destroy Ya) Thursday Cascade 5&6, 9–10 p.m.
Horror's Role in Perpetuating Fear of the Other Friday, Cascade 9, 1–2 p.m.
Inclusive Voices in Horror Friday, Cascade 7&8, 4–5 p.m.
The Kids Aren't All Right Friday, Cascade 5&6, 6–7 p.m.
Mass Hysteria: The Social Responsibility of Horror Friday, Cascade 7&8, 10–11 p.m.
The Fear of God(s) Saturday, Cascade 5&6, 2–3 p.m.
Wolf in the Fold: Enduring Allure of Shapechangers Saturday, Cascade 7&8, 3–4 p.m.

The Problem with Horror Movie Endings Saturday, Cascade 5&6, 8–9 p.m.

Location, Location, Location: Horror's Unsung Character Saturday
Cascade 5&6, 9–10 p.m.

Get 'Em While They're Young: YA Horror Sunday, Cascade 10, 1–2 p.m.

Military

Cyber Warfare Thursday, Cascade 5&6, 3–4 p.m.

U.S. Military Overview Thursday, Evergreen 1&2, 8–9 p.m.

The Military of Tomorrow... And the Day After Friday, Cascade 5&6, noon–1 p.m.

Future Weapons Systems: Physics and Engineering Friday, Cascade 10, 2–3 p.m.

Future Propulsion Systems: Physics and Engineering Friday, Cascade 3&4, 5–6 p.m.

Researching the Military Friday, Cascade 7&8, 6–7 p.m.

Today's Warfighting Platforms Saturday, Cascade 9, 1–2 p.m.

Great Military Leaders: Non-combatant Military Commanders
Saturday, Cascade 10, 2–3 p.m.

The Art and Science of Writing Operational Orders (OPORDs)
Saturday, Cascade 10, 4–6 p.m.

War and Gender Saturday, Cascade 7&8, 8–9 p.m.

Asymmetric Warfare Sunday, Cascade 9, 11–noon

Worldbuilding: The Military Element Sunday, Cascade 9, 3–4 p.m.

Miscellaneous Events

TThursday Afternoon Poetry Thursday, Cascade 10, 4–5 p.m.

Professional Mers Thursday, Cascade 9, 4–5 p.m.

Coral on Top Thursday, Cascade 9, 5–6 p.m.

Friends of Bill W. Thursday, Cascade 3&4, 10–11 p.m.

New Con Member 101 Friday, Cascade 11, 10–11 a.m.

Bead Embroidery Workshop Friday, Cascade 13, 10–11:30 a.m.

Koffee Klatch: Cathy Plesko Friday, Pro Suite, 10–11 a.m.

Koffee Klatch: Jonnalyhn Wolfcat Friday, Pro Suite, 10–11 a.m.

Koffee Klatch: Mark Teppo Friday, Pro Suite, 11–noon

Koffee Klatch: PJ Manney Friday, Pro Suite, 11–noon

Philip K. Dick Award: What It Is, What It Means Friday, Grand 2, noon–1 p.m.

Bamboo! Friday, Cascade 10, 1–2 p.m.

Mer-ing 101 Friday, Poolside, 1–2 p.m.

The "No"-ers Just Be Jelly Friday, Poolside, 2–3 p.m.

Mer-ing 102 Friday, Poolside, 4–5 p.m.

Koffee Klatch: Mark Ferrari Friday, Pro Suite, 4–5 p.m.
Koffee Klatch: Sonia Orin Lyris Friday, Pro Suite, 4–5 p.m.
Koffee Klatch: Tod McCoy Friday, Pro Suite, 5–6 p.m.
Koffee Klatch: Wendy N. Wagner Friday, Pro Suite, 5–6 p.m.
Friends of Bill W. Friday, Cascade 3&4, 10–11 p.m.
SFWA Meeting Saturday, Pro Suite, 10–11 a.m.
Koffee Klatch: Cat Rambo Saturday Pro Suite, 11–noon
Koffee Klatch: David Fooden Saturday, Pro Suite, 11–noon
Fen Eye for the Mundane Guy Saturday, Cascade 5&6, noon–1 p.m.
Mer-ing 103 Saturday, Poolside, noon–1 p.m.
Koffee Klatch: Lisa Mantchev Saturday, Pro Suite, noon–1 p.m.
Koffee Klatch: Randy Henderson Saturday, Pro Suite, noon–1 p.m.
How do Mermaids Walk? Saturday, Poolside, 1–2 p.m.
Autograph Session 1 Saturday, Grand 2, 2–3 p.m.
Autograph Session 2 Saturday, Grand 2, 3–4 p.m.
Koffee Klatch: Alexander James Adams Saturday, Pro Suite, 4–5 p.m.
Koffee Klatch: Laura Anne Gilman Saturday, Pro Suite, 4–5 p.m.
Koffee Klatch: Brenda Cooper Saturday, Pro Suite, 5–6 p.m.
Koffee Klatch: Adam Rakunus Saturday, Pro Suite, 5–6 p.m.

Friends of Bill W. Saturday, Cascade 3&4, 10–11 p.m.

Mermaniacs in Media Sunday, Cascade 12, 11–noon

Crowd-Funding: The End of Capitalism? Sunday, Cascade 3&4, noon–1 p.m.

The Undiscovered Country: In Memorium Sunday, Cascade 7&8, 1–2 p.m.

Meetups

LGBTQ Meet & Greet Thursday, Olympic 2, 11 a.m.–noon

Book Addicts Anonymous Meetup Thursday, Olympic 2, 2–3 p.m.

Movie Trends Meetup Friday, Olympic 2, 1–2 p.m.

Time Travel Star Trek Costume Meetup Friday, Olympic 2, 3–4 p.m.

Puget Sound Star Trekkers Meetup Saturday, Olympic 2, 11–noon

Mini-fig Enthusiasts Swap Saturday, Olympic 2, 1–2 p.m.

Evolution for Kids Meetup Saturday, Olympic 2, 3–4 p.m.

Harry Potter Meetup Saturday, Olympic 2, 3–4 p.m.

Music

Home Recording I Thursday, Cascade 13, 3–4 p.m.

What the Frak Is Filk? Thursday, Cascade 11, 5–6 p.m.

Thursday Night Open Filk Thursday, Evergreen 3&4, 11 p.m.–2 a.m.

Mad Libs Filk Friday, Evergreen 3&4, noon–1 p.m.

It's All About You (Without It Being At All About You) Friday, Cascade 7&8, 5–6 p.m.
Fake It 'Til You Make It Friday, Cascade 10, 7–8 p.m.
Friday Night Open Filk Friday, Grand 2, 11:30 p.m.–2 a.m.
Saturday Night Open Filk Saturday, Grand 3, midnight–3 a.m.
Sea Shanties Sing-A-Long Saturday, Evergreen 3&4, noon–1 p.m.
How Big a Fish Do You Need to Be? Saturday, Cascade 9, 2–3 p.m.
Songwriting 101 Saturday, Cascade 11, 4–5 p.m.
Find Your Instrument Saturday, Evergreen 1&2, 6–7 p.m.
Geekmusic in the Wild Sunday, Cascade 9, 1–2 p.m.
Home Recording II Sunday, Cascade 9, 2–3 p.m.

Pop Culture

From Ink to Celluloid Thursday, Cascade 5&6, 4–5 p.m.
Fan Culture and the New Meta Thursday, Cascade 10, 6–7 p.m.
The Geek Life Friday, Cascade 9, 11–noon
I Am A Teenage Geek Friday, Cascade 7&8, 2–3 p.m.
Pop Culture and the Facebook Phenomenon Friday, Cascade 9, 8–9 p.m.
Hated It! Friday, Cascade 9, 9–10 p.m.
Video Games Saturday, Cascade 10, 10–11 a.m.
Star Trek Turns 50 Saturday, Cascade 10, 1–2 p.m.

SF/Fantasy Battle Royale Saturday, Evergreen 3&4, 3–4 p.m.

The Evolution of Star Wars Saturday, Cascade 9, 7–8 p.m.

Dungeons & Dragons and Pop Culture Saturday, Cascade 9, 8–9 p.m.

Genre TV is Everywhere! Sunday, Cascade 10, 11–noon

Flashback to Norwescon 1 Sunday, Cascade 10, 3–4 p.m.

Readings

Reading: Hayley Stone Thursday, Cascade 2, 4:30–5 p.m.

Reading: Brenda Carre Thursday, Cascade 2, 5–5:30 p.m.

Reading: Dale Ivan Smith Thursday, Cascade 2, 5:30–6 p.m.

Reading: Kurt Cagle Thursday, Cascade 2, 6–6:30 p.m.

Reading: Dean Wells Thursday, Cascade 2, 6:30–7 p.m.

Reading: Lilith Dawn Thursday, Cascade 2, 8–8:30 p.m.

Reading: Christopher Bodan Thursday, Cascade 2, 8:30–9 p.m.

Reading: Alex Irvine Friday, Cascade 2, 10–10:30 a.m.

Reading: David D. Levine Friday, Cascade 2, 10:30–11 a.m.

Reading: Matt Youngmark Friday, Cascade 2, 11–11:30 a.m.

Reading: Randy Henderson Friday, Cascade 2, 11:30–noon

Reading: Spencer Ellsworth Friday, Cascade 2, noon–12:30 p.m.

Reading: PJ Manney Friday, Cascade 2, 12:30–1 p.m.

Reading: Cat Rambo Friday, Cascade 2, 2–2:30 p.m.
Reading: Sonia Orin Lyris Friday, Cascade 2, 2:30–3 p.m.
Reading: Susan diRende Friday, Cascade 2, 3:30–4 p.m.
Reading: Adam Rakunas Friday, Cascade 2, 4–4:30 p.m.
Reading: Curtis C. Chen Friday, Cascade 2, 5–5:30 p.m.
Reading: Caroline M. Yoachim Friday, Cascade 2, 5:30–6 p.m.
Reading: Kristi Charish Friday, Cascade 2, 6–6:30 p.m.
Reading: Tina Connolly Friday, Cascade 2, 6:30–7 p.m.
Reading: Julie McGalliard Friday, Cascade 2, 7–7:30 p.m.
Reading: John Lovett, Friday, Cascade 2, 7:30–8 p.m.
Reading: Manny Frishberg Friday, Cascade 2, 8–8:30 p.m.
Reading: Marta Murvosh Friday, Cascade 2, 8:30–9 p.m.
Reading: J. F. High Friday, Cascade 2, 9–9:30 p.m.
Reading: Frog Jones Friday, Cascade 2, 9:30–10 p.m.
Reading: Carol Berg Saturday, Cascade 2, 10–10:30 a.m.
Reading: Dr. Rob Hoyt Saturday, Cascade 2, 10:30–11 a.m.
Reading: Greg Bear Saturday, Cascade 2, 11–11:30 a.m.
Reading: Brenda Cooper Saturday, Cascade 2, 11:30–noon
Reading: Kay Kenyon Saturday, Cascade 2, noon–12:30 p.m.
Reading: Wendy N. Wagner Saturday, Cascade 2, 12:30–1 p.m.

Reading: Todd Lockwood Saturday, Cascade 2, 1–1:30 p.m.
Reading: Patrick Swenson Saturday, Cascade 2, 1:30–2 p.m.
Reading: Mark J. Ferrari Saturday, Cascade 2, 2–2:30 p.m.
Reading: Laura Anne Gilman Saturday, Cascade 2, 2:30–3 p.m.
Reading: Joseph Brassey Saturday, Cascade 2, 3–3:30 p.m.
Reading: Scott James Magner Saturday, Cascade 2, 3:30–4 p.m.
Reading: Tod McCoy Saturday, Cascade 2, 4–4:30 p.m.
Reading: Nisi Shawl Saturday, Cascade 2, 4:30–5 p.m.
Reading: Evan J. Peterson Saturday, Cascade 2, 5–5:30 p.m.
Reading: Kat Richardson Saturday, Cascade 2, 5:30–6 p.m.
Reading: Crystal Connor Saturday, Cascade 2, 6:30–7 p.m.
Reading: Erin Wagner Tidwell Saturday, Cascade 2, 7–7:30 p.m.
Reading: Renee Stern Saturday, Cascade 2, 7:30–8 p.m.
Reading: Sienna Saint-Cyr Saturday, Cascade 2, 8–8:30 p.m.
Broad Universe Rapid-Fire Reading Saturday, Cascade 3&4, 8–10 p.m.
Reading: Raven Oak Saturday, Cascade 2, 8:30–9 p.m.
Reading: Kim Ritchie Saturday, Cascade 2, 9–9:30 p.m.
Reading: Erik Scott de Bie Saturday, Cascade 2, 9:30–10 p.m.
Reading: Raven J. Demers Sunday, Cascade 2, 10:30–11 a.m.
Reading: Jeremy Zimmerman Sunday, Cascade 2, 11–11:30 a.m.

Reading: Susan R. Matthews Sunday, Cascade 2, noon–12:30 p.m.

Reading: Tim McDaniel Sunday, Cascade 2, 12:30–1 p.m.

Reading: Jude-Marie Green Sunday, Cascade 2, 1–1:30 p.m.

Reading: James C. Glass Sunday, Cascade 2, 2–2:30 p.m.

Reading: Stephanie Weippert Sunday, Cascade 2, 2:30–3 p.m.

Scheduled Gaming

Pathfinder and D&D Adventurer's League Thursday, Rotunda 1, 11 a.m.–1 a.m.

All-Ages Scheduled Gaming Thursday, Maxi's Ballroom, 11 a.m.–2 a.m.

All-Ages Game Demos Thursday, Salon, 2–7 p.m.

Pathfinder and D&D Adventurer's League Friday, Rotunda 1, 9 a.m.–2 a.m.

All-Ages Game Demos Friday, Salon, 10 a.m.–8 p.m.

All-Ages Scheduled Gaming Friday, Maxi's Ballroom, 10 a.m.–8 p.m.

All-Ages Scheduled Gaming Friday, Evergreen 1&2, 9 p.m.–2 a.m.

21+ Scheduled Gaming Friday, Maxi's Ballroom, 9 p.m.–2 a.m.

Pathfinder Society and D&D Adventurers League Saturday, Rotunda 1, 9–2 a.m.

All-Ages Game Demos Saturday, Salon, 9 a.m.–8 p.m.

All-Ages Scheduled Gaming Saturday, Maxi's Ballroom, 9 a.m.–8 p.m.

All-Ages Scheduled Gaming Saturday, Evergreen 1&2, 9–2 a.m.

21+ Scheduled Gaming Saturday, Maxi's Ballroom, 9–2 a.m.

Pathfinder Society and D&D Adventurers League Sunday, Rotunda 1, 9 a.m.–3 p.m.

All-Ages Game Demos Sunday, Salon, 9 a.m.–4 p.m.

All-Ages Scheduled Gaming Sunday, Maxi's Ballroom, 9 a.m.–4 p.m.

Science Fiction

Mega Weapons: The Magic of Science Fiction Thursday, Cascade 7&8, 3–4 p.m.

Make A Villain: Sci-Fi Edition Thursday, Cascade 9, 8–9 p.m.

Dystopia / Utopia Friday, Cascade 10, 10–11 a.m.

What's Beautiful on Neptune? Friday, Cascade 11, noon–1 p.m.

The Trauma of Travel Friday, Cascade 11, 3–4 p.m.

Grounded Sci-Fi Friday, Cascade 10, 9–10 p.m.

Hand me the Superwrench ConnectorThingy Saturday, Cascade 10, noon–1 p.m.

Technical Sci-Fi Saturday, Cascade 11, 1–2 p.m.

Singularity Saturday, Evergreen 3&4, 4–5 p.m.

The Year is 2067 Saturday, Evergreen 1&2, 7–8 p.m.

Lost in Time and Space Sunday, Cascade 9, noon–1 p.m.

The Battle for Sector 7 Sunday, Cascade 10, 2–3 p.m.

Special Events

Artemis Thursday, Evergreen 3&4, 11 a.m.–4 p.m.

Norwescon Film Festival Thursday, Evergreen 1&2, 11 a.m.–5 p.m.
GoH Banquet Thursday, Grand 2, 5–6:30 p.m.
Doors Open for Opening Ceremonies Thursday, Grand 2, 6:30–7 p.m.
Opening Ceremonies Thursday, Grand 3, 7–8 p.m.
Karaoke Thursday, Evergreen 3&4, 8–11 p.m.
Pre-Masquerade Meeting Thursday, Cascade 7&8, 9–10 p.m.
Lazer Tag/Nerf Free Play Thursday, Grand 2, 9 p.m.–1:30 a.m.
Keith and Alan's Movie News and Previews: One Eye Open! Friday, Grand 3, 10–noon
Concert: Friday #1 Friday, Grand 3, 2–3 p.m.
Concert: Betsey Tinney Friday, Grand 3, 3–4 p.m.
Concert: Alexander James Adams Friday, Grand 3, 4–5 p.m.
Pre-Masquerade Meeting Friday, Cascade 3&4, 8–9 p.m.
Friday Dance: Stardance Friday, Evergreen 3&4, 8 p.m.–2 a.m.
Burlesque: Intense Fires Friday, Grand 2, 9:30–11 p.m.
The Rocky Horror Picture Show Friday, Grand 3, 11:30 p.m.–1:30 a.m.
Pre-Masquerade Meeting Saturday, Grand 3, 8–9 a.m.
Single Pattern Contest: Judging Saturday, Cascade 3&4, noon–1 p.m.
Single Pattern Contest: Show & Share Saturday, Cascade 3&4, 1–2 p.m.
Concert: PDX BroadSides Saturday, Grand 3, 2–3 p.m.

Concert: Celt Check! Saturday, Grand 3, 3–4 p.m.

Prop-Making Contest: Judging Saturday, Cascade 3&4, 4–5 p.m.

Concert: Vixy & Tony Saturday, Grand 3, 4–5 p.m.

Children's Masquerade Pre-Meeting Saturday, Cascade 3&4, 5–6 p.m.

Doors Open for Masquerade Saturday, Grand 2, 6–6:30 p.m.

Masquerade Saturday, Grand 2 & 3, 6:30–8:30 p.m.

Saturday Dance: Mos Easley Cantina Night Saturday, Evergreen 3&4, 8–2 a.m.

Nerf Zombie Maze Saturday, Grand 2, 9–2 a.m.

Concerts: Nathaniel Johnstone Band and Friends Saturday, Grand 3, 9:30 p.m.–midnight

Masquerade Viewing & Debriefing Sunday, Evergreen 1&2, 10–noon

Herocorps Sunday, Grand 3, 10–noon

AI-U: Digital Scavenger Hunt Awards Sunday, Cascade 12, noon–1 p.m.

Keith and Alan's Movie News and Previews: Double Vision!

Sunday, Evergreen 1&2, noon–2 p.m.

Fannish Olympics Sunday, Grand 3, noon–2 p.m.

Closing Ceremonies Sunday, Evergreen 3&4, 4–5 p.m.

Space

The Status of Private Spaceflight Thursday, Cascade 7&8, 2–3 p.m.

NASA Innovative Advanced Concepts Program Thursday, Cascade 12, 3–4 p.m.

Will Asteroid Mining Ever Happen? Thursday, Evergreen 1&2, 6–7 p.m.

My Favorite Fictional Spacecraft Thursday, Cascade 12, 9–10 p.m.

Model Rocket Construction Workshop (for kids and their parents)

Friday, Cascade 13, 11:30 a.m.–1 p.m.

The Latest View of Pluto Friday, Grand 3, noon–1 p.m.

Secret Space Stations Friday, Evergreen 1&2, 1–2 p.m.

Best Vacation Spots in the Solar System Friday, Evergreen 1&2, 4–5 p.m.

Eye in the Martian Sky Friday, Evergreen 1&2, 5–6 p.m.

Why is Spaceflight So Expensive? Friday, Evergreen 1&2, 7–8 p.m.

Communications After the Disaster Saturday, Evergreen 3&4, 10–11 a.m.

Cooking in Space Saturday, Cascade 9, noon–1 p.m.

The Rest of the World in Space Saturday, Evergreen 1&2, 2–3 p.m.

What Went Wrong with the Space Shuttle? Saturday, Cascade 12, 3–4 p.m.

Model Rocket Construction Workshop (for Adults) Saturday, Cascade 13, 4–5 p.m.

The Changing Face of Space Movies Saturday, Evergreen 3&4, 5–6 p.m.

Space Elevators: Fantasy or a Real Possibility? Saturday, Cascade 11, 6–7 p.m.

Launch Failures: The Oops Factor Sunday, Evergreen 3&4, 11–noon

Tabby's Star: Evidence of an Alien Megastructure? Sunday, Evergreen 3&4, noon–1 p.m.

EMDrive: Fantastic Solution or Experimental Error? Sunday, Evergreen 3&4, 1–2 p.m.

Cold Fusion: Hoax, Curiosity, or World Changer? Sunday, Cascade 11, 3–4 p.m.

Technology

Navigating by the Stars Thursday, Evergreen 1&2, 5–6 p.m.

Getting There: Transportation Tech Thursday, Cascade 5&6, 8–9 p.m.

Nuclear Power—Then, Now, and Beyond Friday, Evergreen 1&2, 10–11 a.m.

The Nature of Artificial Intelligence Friday, Cascade 10, 11–noon

Food Tech For the Future Friday, Cascade 10, 3–4 p.m.

Charismatic Mega-Catastrophes Friday, Evergreen 1&2, 6–7 p.m.

The Reality of Augmented Reality Saturday, Cascade 9, 11–noon

What Is It With Batteries? Saturday, Cascade 9, 3–4 p.m.

Let There Be Light! Saturday, Cascade 3&4, 7–8 p.m.

Hanford, Back in the Day Saturday, Cascade 13, 8–9 p.m.

Tech Careers for Young Fen Sunday, Cascade 11, 10–11 a.m.

Brain Prosthetics and Mind Control Sunday, Cascade 11, 1–2 p.m.

Writing

What is a Story? Thursday, Cascade 9, 3–4 p.m.

Traveling Back in Time: Writing Workshop Thursday, Cascade 12, 4–5 p.m.

Beat Writer's Block Thursday, Cascade 3&4, 5–6 p.m.

SFWA: What Is It, Where Is It Going, and Why Should You Care?

Thursday, Cascade 3&4, 6–7 p.m.

The Rhythm of Fiction Thursday, Cascade 7&8, 8–9 p.m.

Story Form, and the Pros and Cons of Each Friday, Cascade 7&8, 10–11 a.m.

Picture Book Basics for Aspiring Authors: Writing Workshop

Friday, Cascade 12, 10–11 a.m.

Escaping the Cage: Write a Short Story in an Hour: Writing Workshop

Friday, Cascade 12, 11–noon

Fear and Writing in Les Genres: Writing Workshop Friday, Cascade 12, noon–1 p.m.

Character and Transformation Friday, Evergreen 1&2, noon–1 p.m.

Worldbuilding: Coin of the Realm Friday, Cascade 11, 1–2 p.m.

Picking Up the Pace in YA: Writing Workshop Friday, Cascade 12, 1–2 p.m.

Principles of Branding in Publishing Friday, Baker, 1–2 p.m.

Raising the Stakes Friday, Cascade 11, 2–3 p.m.

Diversity and Narrative Voice: Writing Workshop Friday, Cascade 12, 2–4 p.m.

Shady Characters Friday, Cascade 11, 4–5 p.m.

Writing LGBT Characters in the Post-Patriarchy Friday, Cascade 11, 5–6 p.m.

Shuffling Off the Mortal Coil Friday, Cascade 10, 5–6 p.m.

Dialects in Fiction Friday, Cascade 10, 6–7 p.m.

Sexing Up/Down Your Sex Scenes: Writing Workshop Friday, Cascade 12, 8–9 p.m.

Worldbuilding: Alien Cultures that Don't Dehumanize Friday, Cascade 10, 8–9 p.m.

How to Make and Publish Your Own Ebook: Writing Workshop

Saturday, Cascade 12, 10–11 a.m.

The Fine Art of Description Saturday, Cascade 9, 10–11 a.m.

Making Up Stories—And Making Them Better: Writing Workshop

Saturday, Cascade 12, 11–noon

Names and Created Languages Saturday, Cascade 7&8, noon–1 p.m.

Fantastic Foldies for the Comic Creator or Zine-ster In All of Us: Writing Workshop

Saturday, Cascade 12, noon–1 p.m.

Deconstructing the Hero's Journey Saturday, Cascade 5&6, 1–2 p.m.

Jumpstart Your Novel: Writing Workshop Saturday, Cascade 12, 1–3 p.m.

Toxic Masculinity as Villain Saturday, Cascade 11, 2–3 p.m.

But I'm Too Busy to Write Saturday, Cascade 11, 3–4 p.m.

A Writer's Toolbox for Description: Writing Workshop Saturday, Cascade 12, 4–5 p.m.

Worldbuilding: Layer Like an Onion Writing Workshop Saturday, Cascade 12, 4–5 p.m.

Open Read and Critique Saturday, Baker & Rainier, 6–8 p.m.

The Changing Landscape of Worldbuilding Saturday, Cascade 5&6, 7–8 p.m.

Fighting Through the 20K Slump Sunday, Cascade 9, 10–11 a.m.

Worldbuilding: This is How the World Ends Sunday, Cascade 10, noon–1 p.m.
Collaborating Sunday, Cascade 12, 3–4 p.m.

Youth

Newest Fen Social Thursday, Olympic 1, 2–3 p.m.
Story Time for Kids Thursday, Olympic 1, 3–3:30 p.m.
Care and Feeding of Young Fen Thursday, Cascade 3&4, 4–5 p.m.
Sensory Friendly Open Time Thursday, Olympic 1, 4–5 p.m.
Art and Craft Open Time Thursday, Olympic 1, 5–6 p.m.
Youth Art & Craft Contest Friday, Olympic 1, 8–8:30 a.m.
Sensory Friendly Open Time Friday, Olympic 1, 9–9:30 a.m.
Story Time for Preschoolers Friday, Olympic 1, 9:30–10 a.m.
Build your own Journal Friday, Olympic 1, 10–11 a.m.
Ask A Fae Friday, Olympic 1, 11–noon
Fin-tastical Story Time Friday, Olympic 1, noon–12:30 p.m.
Wands for Wizards Friday, Olympic 1, 12:30–1:30 p.m.
Wizard Dueling Friday, Olympic 1, 1:30–2:30 p.m.
Art and Craft Open Time Friday, Olympic 1, 2:30–3:30 p.m.
Swords and Storytelling Friday, Olympic 1, 3:30–4:30 p.m.

Kookie Klatch with Lisa Mantchev Friday, Olympic 1, 4:30–5 p.m.

Making Plastic from Milk Friday, Olympic 1, 5–6 p.m.

Introduction to Literary Analysis for Young Adults Friday, Cascade 11, 6–7 p.m.

Dress Up Intro to RPG Friday, Olympic 1, 6–7 p.m.

Fandom on an Allowance Friday, Olympic 1, 7–8 p.m.

Saturday Morning Cartoon Pajama Party with Ready Jet Go!

Saturday, Olympic 1, 9–10:30 a.m.

Story Time for our Youngest Fen Saturday, Olympic 1, 10:30–11 a.m.

Kookie Klatch with Bridget Landry Saturday, Olympic 1, 11–11:30 a.m.

Jet Propulsion! Saturday, Olympic 1, 11:30 a.m.–12:30 p.m.

Sensory Friendly Open Time Saturday, Olympic 1, 12:30–1 p.m.

Baby Lounge and Quiet Hour Saturday, Olympic 1, 1–2 p.m.

Pirate Training Saturday, Grand 2, 1–2 p.m.

Kookie Klatch with Cat Rambo Saturday, Olympic 1, 2–2:30 p.m.

Kookie Klatch with Tina Connolly Saturday, Olympic 1, 2:30–3 p.m.

Children's Masquerade Parade Workshop Saturday, Olympic 1, 3–4 p.m.

Stories Under the Sea Saturday, Olympic 1, 4–4:30 p.m.

Art and Craft Open Time Saturday, Olympic 1, 4:30–5:30 p.m.

Comic RPG Smackdown Saturday, Cascade 5&6, 5–6 p.m.

Robot Warm-Down Saturday, Olympic 1, 6–6:30 p.m.

Easter Egg Hunt – Newest Fen (2 & Under) Sunday, Olympic 1, 9–9:30 a.m.
Easter Egg Hunt Pre-Fen (3-5) Sunday, Olympic 1, 9:30–10 a.m.
Easter Egg Hunt Kid Fen (6-8) Sunday, Olympic 1, 10–10:30 a.m.
Easter Egg Mystery Hunt for Young Fen (9-12) Sunday, Olympic 1, 10:30–11 a.m.
Dragon Story Time Sunday, Olympic 1, 11–noon
Secret Messages Sunday, Olympic 1, noon–1 p.m.
How I Fen Sunday, Cascade 3&4, 1–2 p.m.
Sensory Friendly Open Time Sunday, Olympic 1, 1–2 p.m.
Dinosaur Romp Sunday, Olympic 1, 2–3 p.m.



Membership Guide

Everyone attending Norwescon who is 13 years of age and over is required to fill out a membership form before receiving a membership badge. Membership forms are now digital and completed and signed via the Norwescon registration website/database. Signing the membership form indicates that you understand the rules of conduct as listed in this document and posted in our policies manual (available on our website) and agree to abide by them. Children 12 and under receive a free membership when attending with their parent or guardian; their membership is linked to an adult's registration.

Membership includes:

- The right to attend the convention
- Membership badge

- Program/Souvenir Book, Pocket Program, and Member's Guide

- Post-Con Report (for all current members)

Your membership badge must be visibly displayed while in any designated convention space. Anyone who cannot produce a current membership badge upon request will be asked to leave convention space.

MEMBERSHIP OF MINORS

A minor, as defined by the State of Washington, must have a parent or legal guardian/individual designated by the parent or legal guardian who is on-site when the minor is on-site. Minors must have a permission slip on file with Registration signed by a parent or guardian.

BADGE REPLACEMENT FEE

If a membership badge is lost, you are encouraged to search everywhere before a new one is issued. Make sure you check with Lost and Found (both the hotel and

the convention have Lost and Found departments), Registration, and Security before purchasing a replacement badge. The fee for replacement of a lost badge is \$55.

RIGHT OF REFUSAL

Norwescon reserves the right to refuse or withdraw membership for any reason.

RULES AND POLICIES

CHILD AND TEEN RULES

Norwescon welcomes its young and future fans. To do this, we have programs planned throughout the convention geared for different age groups. Please refer to the Pocket Program and online guide for information about programming for children, tweens, and teens.

A minor, as defined by the State of Washington, must have a parent or legal guardian/individual designated by the parent or legal guardian who is on-site when the

minor is on-site. Minors must have a permission slip signed by a parent or guardian on file with Registration. Norwescon does not accept responsibility for supervision of attending minors; that responsibility remains with a minor's parent/guardian/designee. If child care is needed, the Double-Tree by Hilton Seattle Airport has a relationship with Best Sitters, Inc.; for more information on Best Sitters, call (206) 682-2556.

HARASSMENT POLICY

Norwescon strives to provide a safe and welcoming space for persons of all descriptions. Everyone should be able to have a great time, in their own way, at the convention—but not at the expense of others. As a community, we insist on behavior that respects

the autonomy of each individual member. Norwescon members and convention staff have the right to be free from unwanted harassment at the convention and while performing convention-related duties throughout the year. Harassment is behavior that focuses unwelcome attention on a person and either inappropriately crosses reasonable expectations of social boundaries or continues after a clear showing of disinterest or a request to desist. Harassment during the year may be reported to the Personnel executive, the person's immediate supervisor, the chair, or the vice chair. At the convention, harassment reports are handled by convention security or the Personnel executive. Any staff member wearing a convention badge may receive a report of harassment. Each staff member is responsible for treating a

person making such a report with respect and to offer to accompany the person to convention security or the Personnel executive. The Personnel executive may designate a person to receive reports of harassment on his or her behalf. Violations of this policy may lead to a range of consequences based on the circumstances, from a warning to more serious steps, such as revocation of convention membership or banning from future conventions. Convention staff are required to report all incidents brought to their attention. These incidents should be reported to convention security or the Personnel executive as soon as possible.

WEAPONS POLICY

WE RESERVE THE RIGHT TO INSPECT AND REJECT ANY WEAPON AT ANY TIME.

VIOLATION OF THIS POLICY IN PART OR IN WHOLE MAY LEAD TO YOUR REMOVAL FROM THE CONVENTION BY CONVENTION EXECUTIVE STAFF AND FROM THE HOTEL BY HOTEL SECURITY OR LOCAL AUTHORITIES.

This policy includes all real and replicated weapons of any type that may be construed as a projectile weapon or any extension of the human hand.

Peacebonding will be available next to the Information Table during open registration hours and in the Security Office when the Peacebonding table is closed.

Peacebonding is required on all weapons visibly worn/carried on the hotel property, including parking areas and indoor spaces. The only type of peacebonding allowed is

that provided by the convention. Fashion coordinated substitutes are not sufficient. NO unsheathed weapon allowed in ANY public space (unless approved in advance for Masquerade or Programming event in which bonding ties will be removed for such an event and replaced immediately afterward).

All bladed/pointed weapons will be appropriately covered in all public areas and function spaces, including but not limited to daggers, swords, pikes, axes, and polearms, be they made of steel, plastic, or any other hard material.

Polearms, spears, staves, and other such weapons shall be kept upright at all times and have weapon heads sheathed and bonded. The ends of said weapons must never project more than 12 inches from the bearer's body.

Some weapons are never allowed: tasers,

batons, real guns, pepper spray, crossbows, slingshots, pellet guns, water pistols, blowguns, catapults, or any type of functioning projectile weapon.

SPECIAL CONSIDERATIONS FOR THE FOLLOWING:

“Airsoft-style” or “Nerf-style” weapons:

At NO time is ammunition allowed, in weapon or in magazine.

Empty magazines are NOT allowed in the weapon but are allowed in a belt or pouch for costume purposes (again NO ammunition allowed).

Bows (again, crossbows are NOT allowed):

Arrows must be secured (proof required) in such a manner as to be unable to be removed from their container and be secured by Peacebonding, as with all weapons.

Any obvious appearing toy “side arms,” such as disruptors, phasers, laser tag pis-

tols/rifles, laser pointers, or any other item that can project/emit light or sound shall be peacebonded and remain in an appropriate holster at all times or held in an appropriate manner. Exemptions must be authorized by qualified Security personnel. Special consideration will be granted by the Convention Services Executive or a select designee by said Executive to Merchants or Dealers who display or show for the purpose of sale. Any weapons removed from the Dealers’ Room will fall under the above guidelines.

No weapons are allowed in Maxi’s Lounge, Seaport Lounge, or Coffee Garden Restaurant.

This policy complies with hotel policy and local, state, and federal laws.

THERE WILL BE NO APPEAL TO ANY VIOLATION OF THESE RULES.

DRINKING

Norwescon encourages responsible consumption of alcohol by persons over 21. As such, Washington State laws concerning alcohol consumption can and will be enforced by police, hotel security, and convention security. Norwescon also requires all parties serving alcohol to check ID.

PARTIES

Guest rooms in Wing 5b and suites will be available for social events. A “social event” is a reception or open house-type event held in a guest room in Wing 5b or a hotel suite. Food and beverages may be served in compliance with hotel, state, and local regulations. Maximum occupancy guidelines will be enforced. Service of alcohol must be in accordance with Washington State Liquor and Cannabis Board provisions. A special occasion license or banquet permit must be obtained and posted

in the suite. Events that do not qualify for a special license or permit must not serve alcohol. Alcohol service times must be in accordance with state regulations. Complete Social Event guidelines are posted on the Norwescon website.

SMOKING

Washington State law states that smoking is prohibited within a presumptively reasonable minimum distance of 25 feet from entrances, exits, windows that open, and ventilation intakes that serve an enclosed area where smoking is prohibited, so as to ensure that tobacco smoke does not enter the area through entrances, exits, open windows, or other means. Smoking areas at the hotel are clearly marked.

ANIMALS

Only service animals are allowed in Norwescon convention space. Service animals will be issued convention identification

at registration. Contact the hotel for their rules about animals in guest rooms and public hotel areas.

FLYERS

Flyers may be posted only on the paper or cloth covered kiosks provided by Norwescon. Check at the Information Table for locations. Do not attach anything to walls, windows, or doors. The hotel and/or the convention staff will remove any flyers found in unauthorized places.

SLEEPING IN HALLS AND STAIRWAYS

One word on this subject:

Don't.

EVENTS

ART IN ACTION

Come see art in action! Art in Action is a very special area where you can interact directly with artists and makers while they work. See the process unfold and ask questions as several artists, working in multiple

media, show how they do it. There will also be artists and makers hosting create-an-item events (many for a small fee). Come down and take a look! If you like what you see, original works may be available on a limited basis. Art in Action is located on the first floor of corridor two. The schedule of events will be posted on the wall and in the online Guidebook.

ART SHOW

BAG CHECK: For the safety and protection of the artwork, some personal items may need to be checked at the time of entry into the art show, at the bag check station. These items may include, but are not limited to: all bags, large coats or cloaks, and any large costume accessories that may cause safety concerns.

BIDDING: You can use the kiosk in the art show to generate bid stickers that are tied

to your Norwescon account. Then just attach one of the stickers to the bid tag along with the amount of your bid. Remember that a bid is a commitment to buy and you will be held to that commitment should you win. Under no circumstances may you withdraw your bid, so please consider carefully before placing any bids. It is not fair to the artist or other potential bidders if you bid on a piece and then decide you do not want it.

DIRECT SALE: If you purchase a piece at the direct sale price, it belongs to you and will be marked SOLD. For attendees with a full membership, the art must remain on display until Sunday morning. A receipt will be issued at the time of sale and you must present this receipt when picking up your art on Sunday. Attendees with one-day memberships may take their

purchases with them at the time of sale. Pick-up times will be provided by the Art Show Director.

AUCTION: Items with four written bids go to the Sunday Auction for voice bidding. This event is a combined Art Show and charity auction.

PRINT SHOP: Many of our artists bring prints of their work. Watch for a sign in an artist's display area advertising if they have prints for sale. Print Shop items may be purchased at any time during the convention. Additionally, many of our music performers have their CDs available for sale in the Art Show Print Shop.

CLOSING CEREMONIES

The last event of the convention each year, closing ceremonies gives us a chance to say "good bye" and "thank you" to our Guests of Honor.

MASQUERADE

Each year the Norwescon Masquerade showcases the works of many of the best costumers in the Pacific Northwest and beyond. The Masquerade is held Saturday night in Grand Ballrooms 2 and 3 and is open to all Norwescon attendees. If you are interested in participating in the Masquerade, there is still time. Pick up the Masquerade rules and entry form at the Norwescon information table and read them carefully. You must go to ONE of the two Masquerade panels listed in the Pocket Program, as this is where you will get all your questions answered and where you turn in your forms and music. If you have never seen a masquerade, here are a few tidbits as to what to expect. Entries are categorized by SKILL DIVISIONS. The divisions are based on the guidelines of the International Costumers Guild

(www.costume.org). The divisions are: RISING STAR is for any contestant 16 years of age or younger who is not part of an adult group. Rising Star costumes must be made by the entrant with no more than a minimum amount of supervisory help. An adult-made costume may not be entered in this category and should instead be entered in the appropriate skill division of the adult or in the children's masquerade. NOVICE is for any contestant who has not previously won an award for a costume in any masquerade or who has won a maximum of two awards in the Novice division for different costumes at a world-class convention masquerade, such as Worldcon or Costume Con, or at a regional convention masquerade, such as Norwescon or Westercon.

JOURNEYMAN is for any contestant who

has won a maximum of three awards for different costumes in the Journeyman division at a world-class or regional convention masquerade.

MASTER is for any contestant who has won four or more awards for different costumes in the Journeyman or Master division or who has won one or more best in show awards at a regional or world-class convention masquerade. Professional costumers must enter the Master division.

JUDGING FOR THE MASQUERADE has two components: presentation and workmanship.

PRESENTATION JUDGING

Presentation judging evaluates the presentation as it is displayed on stage. It judges the costume's appearance from the audience, how the contestant acts and moves, the effectiveness of the music and voiceovers, and more. The judges give

awards that are divided by skill levels and excellence of performance within each skill level.

WORKMANSHIP JUDGING

Workmanship judging is optional. It takes place in the masquerade backstage area before the show begins. It allows the workmanship judges to consider exceptional accomplishment in crafting costumes, props, and accessories. Here, the exquisite attention to detail is recognized.

During the judging process, there is a halftime presentation. During the halftime there will be an opportunity for taking photos, special announcements, and the announcement of next year's confirmed guests of honor, after which the masquerade awards will be presented. You will miss a lot of great things if you leave early, so please stay until the end and applaud the winners.

ONIONS AND ROSES

Onions and Roses is a panel held immediately following closing ceremonies on Sunday. At this panel, the convention membership provides feedback both positive (roses) and negative (onions) to the Norwescon chair and convention services director.

OPENING CEREMONIES

Opening Ceremonies are held Thursday night of the convention. They are an excellent way to catch a first glimpse of our guests of honor and find out who is on the executive team this year.

PHILIP K. DICK AWARD CEREMONY

The Philip K. (PK) Dick Award is presented annually for distinguished science fiction published in paperback original form in the United States. The Philadelphia Science Fiction Society sponsors the award, and the Northwest Science Fiction Society and

Norwescon sponsor the award ceremony. For more information on the award, see: <http://www.philipkdickaward.org>.

The first time the PK Dick Award was presented at Norwescon was at Norwescon 7 and went to William Gibson for *Neuromancer*. See your pocket program for the location and time of this year's ceremony.

SINGLE PATTERN CONTEST

The single pattern contest focuses on wearable art pieces created from a pre-selected pattern. Each year the contest coordinator selects a pattern, which often ties into the convention's theme. The entrants then create their designs prior to the convention. Entrants show their creations at the Single Pattern Contest Fashion Show. In addition to the Judges' Awards, a Fan Favorite Award is given based on votes received from the audience.

If you would like information on entering future Single Pattern Contests watch the Norwescon website or register for the Norwescon eNewsletter.

SERVICES

NORWESCON PROVIDED

CLOAK ROOM

The Cloak Room is located in Wing 7, room 7101. See the Pocket Program or online Guidebook for hours of operation. This is a free service provided by the convention for the use of convention members. The Cloak Room is for temporary storage of parcels, coats, and bags and is not meant as a substitute hotel room, food locker, or storage of medications or medical supplies. Please make other arrangements for these types of items. We reserve the right to refuse any article.

Norwescon is not responsible for items left in the Cloak Room. Use of the room is at

your own risk. We suggest that before you place your items in the room, you make certain to understand the hours of operation. A 25¢ charge will be assessed for lost claim tags.

CONVENTION AND SECURITY OFFICES

The nerve centers of the convention are the convention offices. The main Convention Office and the Convention Security Office are both located in Olympic 3.

Someone will be available all hours of the day to help iron out any wrinkles you may encounter.

DAILY 'ZINE

Norwescon's official Daily 'Zine contains news of the day from around the con and last minute schedule changes. After 9:00 am, copies of the 'zine can be found in numerous locations throughout the convention.

GUIDEBOOK

In addition to the pocket program, Norwescon provides access to the information online via Guidebook. Guidebook is user-friendly on iPhones, Android phones, Blackberries, and any other devices that you might use. There is a native app for iPhone and Android and a mobile web app for other devices. Access it via guidebook.com/getit.

INFORMATION TABLE

Information about the convention, the hotel, and the local area can be found at the Information Table, which is located in the convention lobby, across from Registration, and where you may recycle pocket programs. If you have questions after the Information Table closes, please go to the Convention Office or the Security Office in Wing 7.

LOST AND FOUND

The Lost and Found is located in Olympic 3, Convention Security. If you lose something during the convention, check both the convention's Lost and Found and with the hotel. If it does not turn up right away, check back on Sunday afternoon, as sometimes a lost item can take a little while to be discovered and filter in.

Unclaimed articles left in the Cloak Room after 4 p.m. on Sunday will either go into the hotel's lost and found or will go home with Norwescon's Lost and Found manager. Determination of which location items will be placed will depend on their nature - luggage and like items will be placed with the hotel's lost and found, and miscellaneous objects and small items with the Norwescon Lost and Found. Again, please check with both the convention and the

hotel lost and found departments for items that you may have misplaced during the convention.

After the convention, inquiries about lost items can be made to info@norwescon.org or 100 Andover Park W Suite 150-165 Tukwila, WA 98188-2828. Inquiries should also be made with the hotel. Lost items will be kept until July 1 of the convention year. After that date, any unclaimed items will be auctioned at the Volunteer Picnic, with the proceeds going to the Northwest Science Fiction Society (NWSFS).

PEACEBONDING

SEE RULES AND POLICIES: Weapons Policy
TEENS AND TEEN RUNNERS

Norwescon recognizes that the future of convention attendees and volunteering staff will come from the teens currently attending the convention with their parents. In an effort to give you, our younger mem-

bers, the opportunity to gain firsthand experience and a behind-the-scenes look into the world of conventions, Norwescon implemented the "Teen Runner" program. If you are between the ages of 13 and 17 and are looking for things to do at the convention, stop by Volunteers and try your hand in helping out as a Runner. There are jobs in many areas, such as Registration, Technical Services, Office Service, Volunteers, Masquerade, and Dispatch, which are suitable for teenagers and are vital to the convention.

VOLUNTEERING

Norwescon runs on volunteers, and without them no convention would be possible. As such, everyone is encouraged to volunteer at the convention for a few hours. There are many things that you can volunteer for that allow for attendance at certain events. As a bonus, volunteers who

have helped at any time during the con have early entry into the Masquerade, may attend a special event arranged for them, are invited to a post-con party during the summer, may be entered in drawings for special gifts, and receive tokens to show our appreciation. Go to the volunteer table in the convention lobby or the Volunteer Office and sign up for a shift (or two, or three, or four, or five).

The Volunteer Office does not provide babysitting. Minors may volunteer with permission of their parent/guardian/designee but should not be dropped off at the office without a specific purpose. In the event that child care is needed, the DoubleTree by Hilton Seattle Airport has a relationship with Best Sitters, Inc.; for more information on Best Sitters, call them at (206) 682-2556.

HOTEL PROVIDED

HOTEL SHUTTLE

The hotel shuttle can transport you to and from SeaTac International Airport. Check with the Concierge for availability, departure, and return times.

POOL AND HOT TUB

The pool and hot tub are open to hotel guests 24 hours a day and can be accessed with a hotel room key. The pool and hot tub will be closed for scheduled cleaning and maintenance during part of the day. Please read the pool and hot tub rules posted in that area. The rules must be obeyed if we want to keep this area open for the weekend.

INTERNET ACCESS

High speed internet (DSL) access is available in all guest rooms during Norwescon for a fee. Please call the hotel front desk for access.

PARKING

The Hotel has a monitored parking system. There are four entry gates into the hotel parking lot. Tickets are dispensed at each gate, and payment is made as you leave or in one of the marked kiosks in the hotel lobby. Off-site parking is also available nearby.

HOTEL PARKING RATES

- The first car registered to each hotel room is free.
- Any additional cars registered to the same hotel room are charged \$8.00 per day and receive in/out privileges.
- Attendees who drive to the convention but do not stay at the hotel, will be charged \$8.00 per 24-hour day with NO in/out privileges.
- Motorcycles are charged the same convention rate of \$8.00 per 24-hour day. No special motorcycle parking spaces are

available, and a standard parking space must be used.

- If you are pulling a trailer and use more than one space, the parking fee will be based on the number of parking stalls used.
- Handicapped parking stalls are charged the same convention rate of \$8.00 per day. Parking is always limited at Norwescon. Do not park in fire lanes. Do not park in spaces marked for those with disabilities unless you have a valid handicap permit. Please only park in marked parking spaces. Vehicles parked in unauthorized areas (including those set aside for reserved parking spaces) will be towed. Please park legally and walk the distance rather than parking in unauthorized areas. Many parking lots are available in the area, and some provide transport to and from the airport and hotel.

DOUBLETREE RESTAURANTS AND BARS

Thunderbird Market, open from 5 a.m. to 11 p.m.

Offers an expanded menu with breakfast pastries from Alki Bakery and Macrina Bakery in Seattle, house breakfast sandwiches and wraps, cereals, oatmeal, Greek yogurt, fruit, Beecher's cheese, American salami, Seattle Chocolate truffles, and a wide array of dry snacks, chips, and munchies for your eating pleasure. For lunch and dinner, we are proud to serve locally made samosas, gluten-free cupcakes from Bellevue, house-made individual pizzas, a variety of fresh sandwiches, blackened salmon salad, macaroni and cheese, and a fantastic selection of desserts...but wait, there's more! Featuring a fabulous selection of 22 oz. Northwest micro brews and craft sodas as well a great little selection of Northwest wines in small format. You have to try the

blanc de blanc from Treveri in Walla Walla. Celebrate in style! Come and check out what the chefs have created for your taste buds this year.

Fishbowl Grill

Our chefs will be serving up burgers, bratwurst, and chicken and tofu stir fry for lunch from 11:30 a.m. until 2:30 p.m. on Friday and Saturday. Also featuring great Northwest microbrews to keep your thirst quenched and provide you just the right attitude to enjoy the show!

Coffee Garden

The Coffee Garden will be open from 6 a.m. until 8 p.m. and offers the same fabulous menu that the chefs have created for Seaports. Chowder, nachos, chicken tenders, salads, sandwiches, Pacific salmon, and even buffalo!

Seaports Open from 11 a.m. to 11 p.m.

Come and partake of cocktails, great micro brews on tap, and our fabulous wine list. Seaports will feature draft specials all weekend long, as well as all of your Northwest and comfort food favorites.

Room Service

Room service is available daily from 6 a.m. to midnight. Dial 22 on your hotel room phone to access this hotel service.

New Allergy Procedures

We take food allergies very seriously. So seriously that we created an SOP (Standard Operating Procedure) for handling these very special orders. Each allergy order is handled with care as a hand-written ticket is created by the server, delivered to the chef, and accompanies the dish throughout the execution and delivery of the meal. Ask for a red ticket for your meal. You can rest assured that our team will pay very close attention to handling and expediting

each and every allergy-sensitive order.

WHAT'S IN THE LOCAL AREA

RESTAURANTS

13 Coins - 18000 International Blvd. (206-243-9500). Five minute walk north of the hotel. Serving up hearty fare 24 hours a day, 365 days a year.

Denny's - 18623 International Blvd. (206-248-1558). Across the road from the convention hotel. Open 24 hours.

Dave's Diner and Brew - 2825 S 188th St. (206-277-7196). Two minute walk. Classic diner food. Diner open 6 a.m. - 10 p.m.; Lounge open until midnight.

Jack-In-The-Box - 2840 South 188th (206-244-6293). Across International Blvd. from the convention hotel. Open 24 hours.

L&L Hawaiian Barbecue - 18613 International Blvd., Bldg. B-3 (206-432-9646). Across International Blvd. from the convention hotel. The name says it all: Hawai-

an style BBQ and other Hawaiian staples.

Monday - Saturday 9 a.m. - 11 p.m.;

Sunday 10 a.m. - 9 p.m.

Mango Thai Cuisine & Bar - 18613 International Blvd (206-243-1888). Across International Blvd. from the convention hotel.

Casual, contemporary eatery offering a varied menu of classic Thai dishes and handcrafted cocktails. Monday - Friday 11 a.m. - 10 p.m.; Saturday - Sunday 12 p.m. - 10 p.m.

Masae's Teriyaki - 19021 International Blvd. (206-241-6231). South on International Blvd. from the convention hotel, just past the Days Inn. Japanese food. Thursday - Saturday 11 a.m. - 9 p.m. Closed Sunday.

Sharp's Roaster & Ale House - 18427 International Blvd. (206-241-5744). Across from the convention hotel. Features rotisserie chicken, baby back ribs, smoked meats, and American food. Dining room open un-

til 10 p.m. The Bent Prop Pub is open until 1 a.m. on Friday and Saturday.

Subway - 18613 International Blvd. (206-436-8570). In the WallyPark across from the convention hotel. Sandwiches and salads. Thursday - Saturday 8 a.m. - 12 a.m.; Sunday 9 a.m. - 12 a.m.

Taco Bell - 18812 International Blvd. (206-243-8171). Across 188th St. from the convention hotel. Thursday 7 a.m. - 1 a.m.; Friday - Saturday 7 a.m. - 2 a.m.; Sunday 7 a.m. - 1 a.m.

CONVENIENCE STORES

7-Eleven - 20008 Pacific Hwy S. (206-824-3984). South on International Blvd. from the convention hotel, just past the Day's Inn.

7-Eleven - 3120 S 176th St (206-242-4559). North on International Blvd. from the convention hotel and right on 176th St. Near the Hilton.

7-Eleven - 19023 International Blvd. (206-243-8854). South on International Blvd. from the convention hotel.

GROCERY STORES

Costco – 400 Costco Drive #150 (206-575-9191). Fifteen minute drive east of the convention hotel. Open Monday - Friday 8:00 a.m. - 8:30 p.m.; Saturday 9:30 a.m. - 6:00 p.m.; Sunday 10:00 a.m. - 6:00 p.m. Costco membership required.

Safeway - 4011 S. 164th St. (206-244-2567). Includes a deli, bakery, pharmacy, Starbucks, video, and liquor departments. Open 24 Hours.

Safeway – 21401 International Blvd. S. (206-824-2737). Includes a deli, bakery, pharmacy, Starbucks, video, and liquor departments. Open 24 Hours.

BANKS AND ATMS

There is an ATM in the hotel lobby. There is

a Chase Bank at the north end of the parking lot; it is a full-service bank with an ATM. The Safeway listed above has a Wells Fargo bank and ATM.

TIPS FOR MAKING YOUR CONVENTION EXPERIENCE THE BEST

- Attach your badge to the outside of your outfit. This act saves you from having to fish it out when asked by door guards or convention security.
- Remember to carry your identification (driver's licenses, state identification, etc.) with you at all times. Identification is required at the hotel bars and room parties. Also, remember to bring money or your credit card; you never know when you will see something you want in the Dealers' Room or the Art Show.
- Note: You may be asked to provide your identification for entry into events and panels labeled "A" for adult or 18+ with ID.

Without your ID, you may be refused entry.

- Floor 14 (Maxi's Lounge level) is limited to members 21+ with photo ID from 8:00 p.m. – 3 a.m. on Friday and Saturday; carry your ID or you might have to make the elevator journey twice.
- Carry the Pocket Program with you so that you know what's happening and where to find it.
- Download the Guidebook app and add Norwescon 40. Every year this app is expanded and now contains more than just the daily schedule. Guidebook is updated regularly during the convention to keep you up-to-date on what is happening or what has changed.
- Highlight the panels you want to attend so that you do not miss them.
- Check out the online schedule and calendar; sync the appropriate one with your smart phone.

- Pick up a Daily 'Zine every morning to learn of any changes to the daily schedule.
- Visit the Convention Lounge for a fannish family reunion. Catch up with old friends and share your fannish interests with new friends.
- Please remember to eat! As noted above, the hotel has several options available at a variety of price points, and there are other food options within walking distance. Due to the hotel's corporate policy changes, Norwescon is only able to offer snacks in our new Convention Lounge, but feel free to bring in your own food while catching up with friends.
- Smile and say "Hi" to the people around you! You never know who is standing next to you. They may be the next big author or artist. Then you can say, "I knew them when..."

- Volunteer. It's a great way to get to know people.

7-Elven - 19023 International Blvd. (206-243-8854). South on International Blvd. from the convention hotel.

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Check out the Voodoo Message Board daily to see if you have messages.

Stop by Hospitality to see whom you know and whom you want to know.

Smile and say "Hi" to the people around you! You never know who is standing next to you. They may be the next big author or artist. Then you can say, "I knew them when..."

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Norwescon 40
Pocket Program

Planning &
Membership
Guide