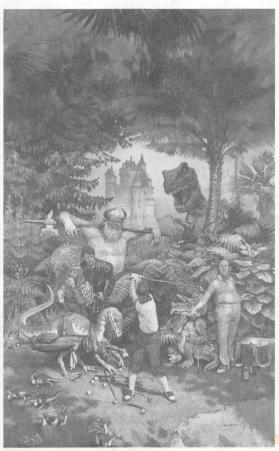
The Northwest Science Fiction Society proudly presents

NORWESCON 18 April 6-9, 1995

Annual Northwest Science Fiction Convention



Castle Perilous © 1995 by James Gurney. Cover for the book by John DeChancie, published by Berkley/Ace.

Before you do anything else, scan the headings in this booklet and read the articles that pertain to you. Some things have changed and others have been updated.

IMPORTANT NOTICE

Welcome to Norwescon 18! What follows in this pocket program is important information, rules, and services provided to you by Norwescon and the Red Lion Hotel. We suggest you read these before you start your weekend so you'll have a more enjoyable time.

See ya around. Don't forget to come to Olympic Room 2 and 7110 and join the team by volunteering for a shift or two!

Thanks.

DRINKING

If you plan to drink, PLEASE, PLEASE, do not drive. If you must drive, please let others know so that they can help you stay away from alcohol (whatever form it takes) and stay so-

ber so that you arrive at your destination safely.

There is another topic under the heading of responsible drinking which is a touchy subject... persons under 21 indulging in alcohol and other drugs. We, the Norwescon Committee, are realistic enough to know that if a young adult is determined to drink, it is not always possible to stop them. We do require that all parties serving alcohol check ID. Washington law forbids serving alcohol to minors with the exception of your own children and then only in your own home. Drinking in the halls will not be tolerated. Responsible imbibing by those over 21 (that means not getting falling down drunk or becoming a menace to yourself and others) will not be noticed as much, and the heavy hand of the hotel detective and/or our Site Services director may not be felt. We want all of our members to have a good time at Norwescon, and we want you all to return home safely.



PARTIES

Room and Hall Parties are established traditions of SF conventions. Here are a few things that you need to know to make your party more enjoyable and safe for everyone. Persons planning a room party must register the party with the Security Office in room 7108. A host or hostess (someone who will not be drinking) must be listed as the person responsible for the party and any incidents that occur there. Any open party not registered will be subject to closure. Room and Hall Parties are restricted to the party floors. No alcohol is allowed to leave these floors. If you are planning to have a room party, it must be located in a room on one of the party floors. If you do not want to be anywhere near the parties, request a quiet floor. A warning to party hosts: keep watch on who is drinking. We require that all parties serving alcohol check ID and not leave alcohol where anyone can grab it. The laws in Washington State say that if you are the supplier of alcohol to minors or to someone who is already drunk and they hurt themselves or others, YOU TOO are responsible for THEIR actions. There are also heavy fines for contributing to the delinquency of a minor if you are found to have supplied them with alcohol or drugs.

SMOKING

Please note that all public areas of the hotel are nonsmoking (The exceptions are the hotel restaurants and bars. They have their own smoking rules.) This is due to the growing demand for smoke-free environments. Ash cans are placed outside the hotel entrances if you wish to step outside to smoke.

Many hotels are making more and more rooms nonsmoking, so if you are still puffing, make sure you let the hotel know you need a smoking room when you make reservations for next year.

POSTING OF FLYERS

The posting of flyers may only be done in designated areas. Four areas have been provided. Please ask at the Information Table for instructions. Any flyers placed in unauthorized areas will be removed by convention or hotel staff.

WE ARE ADA AWARE

If all of the handicapped parking stalls are filled, please come to the Convention Office in room 7106 to obtain a special parking permit which will allow you to park legally where you might not be allowed to otherwise.

Passes for handicapped access inside the hotel may be obtained at the Information Table or at the Convention Office. Handicapped access is reserved for those with passes and cer-

tain convention staff.

If you have further questions or need additional assistance please contact the Convention Office.

SLEEPING IN HALLS AND STAIRWAYS

One word to say on this subject. . . Don't.

WEE HOURS AREA

For those fans who just can't get enough, late night areas are set up with you in mind. Talking, filking, gaming... it's up to you. If you want to gather late at night with other fans, the Wee Hours Area is the place to do it. Late night activities are located in Evergreen Room 4 after the end of programming. (This area will close from 6am-10am for cleaning) This area is not for sleeping.

INFORMATION

The Information Table is an easily accessible center of upto-date information on programming changes, eateries and places to shop. This is the area to display or collect flyers for various organizations and cons. If you have any questions after the Information Table closes you can go to the Convention Office in room 7106.

OFFICE

The nerve center of the convention is the Convention Office. The main Con Office is located in room 7106, Security is in room 7108, and the Volunteer Lounge is in Olympic Room 2. One of these offices is open 24 hours a day to help iron out any wrinkles you may encounter.

VOLUNTEERING

Everybody is encouraged to volunteer at the convention for a few hours. There are may things that you can volunteer for that still let you attend certain events while helping the convention. 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 to meet with our Guests of Honor; are invited to a post-con party during the summer;

may be entered in drawings for special gifts; receive tokens to show our appreciation; and have a chance to become the Volunteer Guest of Honor for the next Norwescon. Go to Olympic Room 2 or room 7110 and sign up for a shift (or two, or three, or four, or five) right now.



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FIRST AID

A limited supply of first aid equipment is available in the Convention Office. We have bandages for cut fingers and wrapping for sprains. There is also a supply of various medications for your headache or upset stomach. None of our staff can administer medication. If you have a genuine medical emergency, you need to go to an emergency room. We can call 911 for you.

PEACEBONDING

Peacebonding rules for Norwescon are available at both the Information and Peacebonding tables in the convention lobby. All weapons and staffs must be peacebonded. Remember: if it's drawn, it's gone. Ignorance is no excuse.

YOUNG AND FUTURE FANS

Norwescon welcomes its young and future fans. We have programming throughout the convention that is geared for different age groups. Also, for a nominal fee, we have daytime programming for children under 12 in our KidKon room. This allows Mom and Dad to attend portions of the con without taking children everywhere. KidKon has limited hours and is limited to 35 children at a time, so check the schedule and plan accordingly.

Norwescon also provides a quiet room for the purpose of feeding, changing, or resting a child. When using this room,

parents must stay with their children.

Children attending Norwescon must be registered (even though there is no charge for kids 12 and under). Parents must have a permission slip on file at registration. Children 12 and under must be accompanied by a parent or adult guardian at all times, except when in the KidKon room. Children 10 and under are not allowed in Hospitality or programming after midnight. Unattended children found in public areas of the hotel will be taken to KidKon until they are picked up by their parents, and the parents will then be charged for the time they have been there. Repeated incidents will result in membership

to the con of both parent and child being revoked. Please have your child stay close to you when in public areas of the hotel, as it is often hard to distinguish that the parent is at hand and the child is not lost.

If parents believe that their convention activities will be constrained too much by their responsibilities, they are encouraged to arrange for proper child care at home.

TEENS

Teens 13 to 17 years of age must have a parent or adult guardian over the age of 21 who is also a Norwescon member. The parent or guardian must be on the premises at all times, and parents must sign a permission slip for a minor to attend the convention. Permission slips should have been filled out and returned when registering. If this has not yet been done, please do so now.

All persons ages 13 to 17 must be out of the public (and

convention) areas of the hotel by 2am.

Remember, parents are responsible for the safety and actions of their children at all times. These rules are to foster enjoyment for all convention members, but are primarily for the safety and well-being of the children. Young fans are welcome at Norwescon but are expected to behave and be cared for in a responsible manner.

If parents believe that their convention activities will be constrained too much by their responsibilities, they are encour-

aged to arrange for proper child care at home.

Norwescon is hosting a new **Teen Room** this year. This room is designed to provide teens with a space to gather, snack, play video games, watch TV, and talk. Teens can also sign up in this room to volunteer as runners. The Teen Room is located in room 7117.

KIDKON

Located in rooms 7116, 7118, 7119, and 7120, KidKon is open to children from 3 to 12 years of age. The younger ones must be potty-trained and have had preschool or nursery school experience (your child needs to know how to play with others and be able to separate from you with a minimum of shrieking). This facility is a place where you can leave your children (for a fee) so that you may enjoy some time at the convention without them.

Because of the large number of children we serve (and the very limited staff), our hours are limited, as is the maxi-

mum number of children at any one time.

There are several tracks of programming that run constantly in these rooms. This includes video programming for separate age groups, crafts, and special projects. Storytellers and artists will drop by to entertain our small guests.

Once again, parents who participate will receive care at a lesser cost than parents who don't participate. If you provide

goods or service to our group, it will also cost less.

QUIET ROOM

Since there are so many babies and toddlers in our group, an unsupervised room is provided where you and your little one can go to rest. You *must* stay with your child in this room. This room (7116) is located near KidKon and can be used for changing, napping, or getting away from the crowd. There is a limited supply of baby food, diapers and accessories available for a fee through KidKon. The daycare staff CANNOT devote the time finding baby-sitters for children that do not meet our age requirements. If at all possible, find a sitter for your wee one, and leave him or her at home. You will both be happier.

CLOAK ROOM/LOST & FOUND

The Cloak Room is located behind registration, across from the Dealers Room. This is a free service provided by the convention for the use of convention members. It is meant to

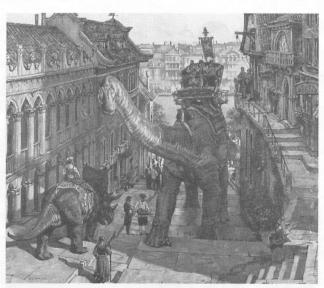
be used for temporary storage of parcels, coats, and bags; not as a substitute room or food locker. Please make other arrangements for inappropriate items. We reserve the right to refuse any article.

Norwescon is not responsible for items left in the Cloak Room. Use of the room is at your own risk. Make certain that the room will be open during the hours you wish to retrieve your belongings BEFORE you put them in. There is a 25¢

charge for lost claim tags.

The Lost & Found hours are the same as the Cloak Room. (Hours are listed elsewhere in this program.) During the time the room is closed, lost items should be taken to the Convention Services office in room 7106, or to the Red Lion front desk. Lost ID badges should go to Registration or to room 7106.

After the convention, inquiries about lost items can be made to P.O. Box 24207, Seattle, WA 98124 or call (206) 248-2010. Lost items will be kept until June 1, 1995. After that date, any unclaimed items will be auctioned at the Volunteers Picnic in the summer.



Steep Street © 1995 by James Gurney. Originally published by The Greenwich Workshop.

RESTAURANTS

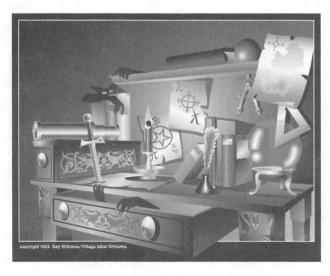
The hotel has three restaurants. The Coffee Garden is open 6am-midnight. For that special meal, Maxi's Dining Room (on the 14th floor) is open 5:30-10pm Monday-Thursday, 5:30-10:30pm Friday and Saturday, and 5:30-9pm Sunday. Sunday brunch is served between 10am and 2pm. Seaports Dining Room is open for lunch 11:30am-2pm Monday through Sunday, and dinner 5:30-10pm Monday through Saturday.

Room service is available 24 hours a day.

Expresso is available from the expresso cart 5am-9pm.

The hotel also has two bars. Maxi's Lounge is open 5pm-lam Monday-Thursday, 5pm-1:30am Friday and Saturday, and 5-10pm Sunday. Happy Hour is 5-8pm. Seaports Lounge is open 9am-1:30am every day. Seaports lounge offers Happy Hour 5-7pm.

Costumes, especially those which obscure the face and preclude identification, may be denied alcohol and/or entrance to either lounge, Maxi's Dining Room, and Seaports Dining Room



HOTEL POOL AND JACUZZI

The pool and jacuzzi hours are open to hotel guests and can be accessed with a hotel room key. Please read the jacuzzi and pool rules posted in that area. The rules must be obeyed if we want to keep this area open for the weekend and available in future years.

HOTEL SHUTTLES

The hotel shuttle can transport you to Sea-Tac International Airport and Southcenter Shopping Center. Check for availability, and departure and return times.

PARKING

Parking is always limited at every Norwescon. Please do not park in fire lanes. Please do not park in spaces marked for those with disabilities unless you have a valid handicap permit. Vehicles parked in unauthorized areas (including that which is set aside for con staff) will be towed. Please park legally and walk the distance rather than parking where you shouldn't. Many area parking lots provide transport to the airport and may deliver you to the hotel.

BLOOD DRIVE and FOOD DRIVE

The King County Blood Bank will happily take donations during our "Vincent Price Memorial Blood Drive." They are located in Cascade Room 13 and will be here *Friday only*. They

will take blood between 10am and 5pm.

Again this year, we are collecting for Northwest Harvest. Bins for the collection of food can be found in the convention lobby. Please do not use these for trash. We can also take donations of money to Northwest Harvest anytime during the convention. We'll even give you a receipt for your taxes. Monetary donations can be made at the convention Registration desk.

ART SHOW

Grand Ballroom 1

Friday Noon-6:30pm (Printshop opens, written

bidding on art with white tags, art with pink tags available for direct sale)

Saturday 9am-6:30pm (Direct sales on white tags

begins at 2pm)

Sunday 9am-Noon, (Written bidding closes at

1-4pm noon. Voice auction at 1pm.

Pick up/purchase successful written bids, direct sales and print shop items, Post auction

sales of eligible art 1-4pm.)

DEALERS

Northwest Ballrooms 1, 2, & 3

Friday Noon-7pm Saturday 10am-6:30pm Sunday 11am-5pm

REGISTRATION

Convention Lobby

Thursday Noon-10pm Friday 9am-11pm Saturday 9am-11pm Sunday 9am-4pm

INFORMATION TABLE

Convention Lobby

Thursday 3-8pm
Friday 9am-7pm
Saturday 9am-7pm
Sunday 9am-2pm

CLOAK ROOM/LOST & FOUND

Behind Registration, across from Dealers Room

Friday 9:30am-3pm, 4-7pm, 8pm-1am Saturday 9:30am-6pm, 7:30pm-1am Sunday 10:30am-4:30pm, 5:30-10pm

loom	6	7	8	9	10	11	Midnight	1	2
Grand Ballroom 2		Ope Ceren	ning nonies	Movie Previews	Space Invaders	Las Ta	ser		
Grand Ballroom 3				Ki	Thursday m Valentine's Sizzlin		rtv		
Cascade 1				Reading: Taylor					
Cascade 2				Outlines	Find the 1	Time			
Cascade 3				So	Corner cial	Vampyre _Lore			
Cascade 4				Open Forum: Right vs. Wrong	Shammanism Today	Dragons of Middle Earth			
Cascade 5				Gaming: What's Next?	New Books	Pen & Ink Demo			
Cascade 6			RELEASE SHE	A Conversation w/P&K Foglio	Care and Feeding of SF Art	Human Concerns of Gene Splicing			
Cascade 9&10			Producing Right Costume for RPG	Shopping!	Propmaking for Little or Nothing	When Opportunity Knocks			
Cascade 11			W. Warship	ar: Design	Urban Awareness	Invasion			
Cascade 12			Painting Jackets, Leather & Denim	Printmaking Workshop	Stained Glass Demo	How I Got to be a Magic Artist			
Cascade 13	B. Calif			What's New	gon: in Hollywood				
Evergreen 1				Buck Rogers and the Spotted Owl	We Scie			day Nite Movies	
Evergreen 3&4				of Adve	rsics enturing		Filks Hosted Oper	singing Programs	mino
Olympic 1		Basic Convention Etiquette		Costumes and Characters					
Other									
Art Show Dealers									
KidKon								-	
Hospitality		SHOW THE RESIDENCE OF THE PERSON NAMED IN						-	-
aming (Evergreen ()	THE PARTY.		STREET, STREET				Name and Address of the Owner, where the Owner, which the Owner, where the Owner, where the Owner, which the Owner, where the Owner, which the		

Room	10	11	Noon	1	2	3	4	5
Grand	Movie	Magic Rules	Dr. Jane	James Gurney		gon:		Banque
Ballroom 2	Previews	Q&A	in Concert	Behind Scenes		n Hollywood	STATE OF THE STATE	5:30-7:3
Grand	Tai	TFA	So	und	Laser		THE PERSON NAMED IN	
Baliroom 3	Chi	Sword Demo	Demon	stration	Tag		F1-12-12-12-12-12-12-12-12-12-12-12-12-12	1 1 1 1 1 1 1 1 1 1 1 1
	Reading:	Reading:	Reading:	Parke Godwin	Reading:	Reading:	Reading:	Reading:
Cascade 1	Harvey	McQuinn	Neason	Reads	Elliott	Hartman	Barnes	Goldin
	Short	Editing	Marketing		fect	The	Street	Smarts
Cascade 2	Stories	for Content	Books		unctuation	Precis		inters
	Rhyme	Dream	Reference	Publication	Horror	Art	Found	The Loveable
Cascade 3	and Reason	Poetry	for Poets	Sources for Poets	Without Gore	Collecting	Poetry	Villian
	Censorship	Death Penalty:	Chi	Finding	Herbal	The Purpose	The	Vegetarian
Cascade 4	in Art	Pro	Energy	Joy	Healing	of Life	Animators	Alternatives
	Teen Origami	Death Penalty:	An Interview	Teen Drawing:	Were	ewolf	SF Kid in a	Music Video
Cascade 5	Workshop	Con	w/Danny Rudesill	Dragons	10		Mundane World	5-7pm
	SFTV	Future	Puppet	Making		Pattern-Making		A Conversation
Cascade 6	Literary Roots	of Fanzines		shop		Year 2		with Larry Nive
	A Costume	Men's	How Did You Get		-Limited space,	Fitting	Costume	Costuming w/o
Cascade 9&10	is a Costume	Costuming	All That Here?	sign up at	Information	a Costume	Interpretation	Sewing Machin
	W	ar:	Contact: Stellar	Death Penalty	Contact: Planetary	History as		tact:
Cascade 11	Tactics of St	pace Combat	System Design	on Trial	Design	Alien Contact	Ecosphere, Fl	ora, and Fauna
	Oil	Water	colors in	Colored Pencil	Anatomy Fantasy	How to Sell to an	Steampunk	The
Cascade 12	vs. Acrylic	SF and F	antasy Art	Demo	Creatures	Art Director	in the Comics	Buddy Bank
				Vincent Price Mer	norial Blood Drive			
Cascade 13				10an	1-5pm			
	Silks	creen	Build a Spaceship	Infonet	Com	outer	History /Materials	Encrypted
Evergreen 1	Worl	shop	in Your Garage	Overview	Art D	emo	of Stained Glass	E-mail
-	What	s Next	Womhole	Dino	Extin	ction	Hubble Looks at	Old
Evergreen 3&4	in S	SF?	Physics	DNA	Theo	ories	the Big Bang	Bones
		i	Your First		How to Talk	Orientation	Basic Convention	Convention
Olympic 1		Orientation	Costume		to the Pros	Orientation	Etiquette	Services
,	Pro Re	ception						
Other	in Art	Show						
Art Show								
Dealera								
KidKon								
Hospitality						_		
aming (Evergreen 2)							-	

Room	6	7	8	9	10	11	Midnight	1	2
Grand Ballroom 2 Grand	Banquet and Philip Award 5:30-7:				Dance—				
Ballroom 3	NEED LIVE								
Cascade 1	Reading: DeBrandt	Reading: Rhodes	Reading: Ball	Reading: Cady	Reading: Giambastiani	Reading: Foreman			
Cascade 2	Workshop closed	Beginnings	Ide	ting eas		rites			
Cascade 3	Poetry Workshop: Dragons	Buckets of Blood	Poet's Corner	Worl	nnett (shop	Avoid Being a Horror Hack	Ghosts and Supernatural	(38,4)	
Cascade 4	Open Forum: Evolution	Healing Energy		wis	SF TV The Early Years				
Cascade 5	Music Video 101 5-7pm	Teen Magic Deck Building	Buil	del ding	Dragons of Middle Earth				
Cascade 6	The Creative Process	Beading	The Metaphysics of Magic	Masquerade Meeting	Plotting a	Book nd Writing			
Cascade 9&10	A Bolt of Cloth, a Bodysuit & Thou	Hair!	Dragon Sculpting		Crittering Your Time Away		So You Want to be a Barbarian?		
Cascade 11	Strategy of In	terstellar War	The Family and Justice	How to Put on a Musical	Contact: Overview and Recap		narila me!		
Cascade 12	Getting in Ac	rylics	Pastels and Other Colored Dust	Costume F	The Art of ostume Presentation				
Cascade 13		The Editor Relationship	Women in the Gaming Industry	How to Pose for Masg Photos	Art vs. Craft				
Evergreen 1	Wor to Wo	oman	Conjuring	On-line Ethics	Filksi	Night inging			
Evergreen 3&4	New Satellite Technology	Computer Hardware	Fitting the Sword to the Man			e Movies Programming			
Olympic 1		Orientation	How to Win at the Drinking Game	Convention Mating Calls					
Other									
Art Show Dealers									
KidKon Hospitality									
Gaming (Evergreen 2)									

Room	10	11	Noon	1	2	3	4	5
Grand	Dinotopia: The		Autogra	aph Party	Ba	ttle		
Ballroom 2	New Adventure		Session 1	Session 2		ess		A
Grand	Tai	Sword Der	nonstration	Laser		Name and Address of the Owner, where the Owner, which is the Owner, which		
Ballroom 3	Chi		Dragon	Tag			100000000000000000000000000000000000000	
	Reading:	Historical	Reading:	An Hour with	Reading:	Reading:		Poetry
Cascade 1	Gilden	Norwescon	Glass	Parke Godwin	Mitchell	Bunch		Readings
	Finding	Beginnir	g Writers	05 1	Whe	re do	Editing	Sentence Varie
Cascade 2	the Time	Worl	shop	Chapters	Stories	Begin?	Proofs	5-7pm
	Alien	Poetry Workshop:	Live Poets	Where Poets	Six Basic	War	Poetry	Serial
Cascade 3	Love Poetry	Dinosaurs	Society Reads	Get Ideas	Terror Plots	Poetry	Free for All	Killers
	Media Control	Herbal	How Should	Healing and	The Diety	Polarity	Healing	P.K. Dick Awar
Cascade 4	of Info: Pro	Healing #2	We Live Life?	Hypnotherapy	in SF	Therapy	Books	Winners
	Media Control	Japanimation	Workshop	Electronic	Modern Tech/	The Great	Designing	A Conversation
Cascade 5	of Info: Con	for Kids	closed	Publishing	Ancient Mysteries	Dalmuti	Computer Games	w/Betty Bigelo
	WotC Past.	Changes in	WotC Talks	WotC Artist	SF Museum's 1st		What	Functions
Cascade 6	Present, & Future	Copyright Laws	About Books	Portfolio Review	Annual Anthology	Newszines	Art Directors Do	of the Fantasti
	Hazards	Latex		From Sta	rt to Finish		"Second Hand Rose"	
Cascade 9&10	for Costumers	2	Vest Making Wor	kshop-Noon-4pm-	-Limited space, sign	up at Information	Fashio	n Show
	Filmmaking	Mailing	Single Panel	I Co	ored Ink and Watero	olor	Brush	Colored
Cascade 11	on a Budget	Your Artwork	Cartooning		Workshop		and lnk	Pencil Demo
	Cont		W	lar:	I Con	tact:	W	ar:
Cascade 12	Alien Mo	rphology	Interstella	terstellar Logistics Mythology and Culture		Interstellar Intelligence		
	Idea	The Query	Media		Life Writing	1		TV:
Cascade 13	into Reality	Process	on Trial		1-4pm			-1989
	Economics	Business	Planning	Age	Didi	Self	Seven Paths	Didi
Evergreen 1	of Star Trek		One	of Magic	Workshop #1	Defense	to Immortality	Workshop #2
	Dinosaur	Manakaskastas	The A	rtemis	Juggling	New Research		otics
Evergreen 3&4	Intelligence	Nanotechnology	Pro	piect	with James	in Paleontology	Worl	shop
		0	Your		Personna		Convention	Convention
Olympic 1		Orientation	First Costume		vs. Reality	Orientation	Etiquette	Survival
						Robert Silverb	erg and Karen Habe	r Autographs.
Other							Interviews-Shuttle	
Art Show				-				
Dealers								
KidKon								
Hospitality								
aming (Evergreen 2)								
					1			

Room	6	7	8	9	10	11	Midnight	1	2
Grand Bailroom 2 Grand		Masq	Masquerade		Saturday Dance— Mastermix Cate and Radio Show Dance Club				
Ballroom 3				Sales and Fladio Silon Ballos Olds					
Cascade 1	Reading: Griffith	Newsletters	Reading: Hashman	Reading: J & M Scanlon	Reading: Doering				
Cascade 2	Sentence Variety 5-7pm	Editing Non-fiction	Organ		Endings				
Cascade 3	Ahythm and Blues	Vampyre as Hero	Poetry Slam	Poets Corner Social	Loup Garou: Den and Pack	Victims!			
Cascade 4	Work	ealing shop	Bible Q&A	Healing Modalities	Christian Fans				
Cascade 5	So What do You do Now? closed	Animation Software	Workshop closed	A Conversation w/Amy Thomson	Workshop closed				
Cascade 6	Punching it Up	Bargain Books	Revita American		Oral Storytelling Traditions				
Cascade 9&10	Comic Book Plotting & Inking	Microphone Techniques	Clos for Ju	dging	Camarilla Onclave				
Cascade 11	Acid Etching	Where the Artist Gets Inspiration	Oil Demo by James Gumey	Why Not the Bob Ross Technique?	Model and Miniature Making				
Cascade 12	Juries and the Public	Gene Dispersed via Violence?	Arthurian Dragons	Worldweb	Invasion #2				
Cascade 13	and the	Violence, System	Mas: Work			Regency Dancing			
Evergreen 1	Costume Slide Show	You Want to be a Game Designer?	1125		Saturday Nig Filksinging				
Evergreen 3&4	Virtual Reality			La Part	Magic Tournamen	1			Movie
Olympic 1		Orientation	How to Win at the Drinking Game	Convention Mating Calls			EMASON		
Other									
Art Show					The second second	Company of the last of the las			a maria
Dealers KidKon								1	-
Hospitality							-		-
Gaming (Evergreen 2)							-		-

Room	10	11	Noon	1	2	3	4	5
Grand		Tai		Art			Dragon:	Space
Ballroom 2		Chi		Auction			What's Next	Invadors
Grand		THE RESERVE OF THE PARTY OF THE	SCA	Fair				
Ballroom 3			Noor	-6pm				
			How to Read Yo	ur Own Writings	Reading:	Readings: Dino &	Workshop	Workshop
Cascade 1			with Park	e Godwin	Dalmas	Dragon Workshop	closed	closed
			Deadlines	Editing	Marketing	Editing	Camarilla	Polishing
Cascade 2	A POY OF SALES		Deadlines	Fiction	Yourself	Сору	Postmortem	3
			Space Opera	Cheap Horror:	SF	Vampino	Formula	Paetry
Cascade 3	ALL REPORTS AND ADDRESS OF THE PARTY OF THE		Poetry	Before You Buy	Poetry	Myth	Writing in Horror	Wrap-Up
			Right to Know vs.	Ethics, the Law &	Masquerade	Forum: Entrance	ASFA	Healing
Cascade 4			Privacy: Pro	New Technology	Wrap-Up	Reg for Heaven	Meeting	Energy #2
			SF Clubs	Seattle	Con League	Workshop	When Money	Infonet Archive
Cascade 5			League Meeting	Knights	Meeting	closed	is No Object	Searches
			Right to Know vs.	Workshop	Prozines	Surviving Your	Past Life Energy	Workshop
Cascade 6			Privacy: Con	closed		Parent's Con Prep		closed
	NI OF THE PARTY	TO THE REAL PROPERTY.	Costume Con		and Textural	Paint	lt's a	Fabric
Cascade 9&10			in Seattle		or Costumes	Sampler	Guy Thing	Dyeing
	THE RESERVED			ving	Scratchboard	Stained	How Artists	Comic Books:
Cascade 11			a Sign		Demonstration	Glass	Get Ideas	Not Just for Kic
	Con	tact:	W		Contact:		War:	
Cascade 12	Science and	Technology				TACT!	Planetary Seizure and Contre	
	St. Chiros	St. Chiros	The Media	Finding	Film	Right to Know vs.	MARE.	Law
Cascade 13	Church Service	Social Hour	of Art	an Agent	Contest	Privacy on Trial		vs. Justice
			Fear	Science	Internet:	Avoiding		men:
Evergreen 1			of the Future	for Fun	Gopher	Human Extinction		nt and Future
	NAME OF THE PARTY			nteer	Is Nessie	Onions		ovie
Evergreen 3&4				ent	a Plesiosaur?	and Roses		riews
	TO THE REAL PROPERTY.	Orientation	Convention		Genre Differences	1,1000000	Remember for	
Olympic 1		Offernation	Survival		and Fan Groups	The transfer	Next Time	
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Other	The Control of the Control of the							
Art Show								
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KidKon			STATE OF THE PERSON NAMED IN					
Hospitality								
Gaming (Evergreen 2)	11 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1			Awards				

Midnight	
BOOK STATE OF THE PARTY OF THE	THE RESERVE
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From the Home Office in Castle Rock, WA

TOP TEN REASONS DINOSAURS DIED OUT

- 10. No bad music trends to bring relativly unattactive dinosaurs together to get married and have kids
- 9. Wet hacking cough
- 8. Meteor showers brained each and every one
- 7. Too many mid-managers
- 6. Smoking (but you knew it had to be in here)
- 5. Never really understood the concept of "poisonous"
- 4. Earth stopped suddenly and they all went flying off
- 3. No Heimlich Manuveur
- 2. Richard Simmons
- 1. Not enough chocolate

HOSPITALITY & FANZINE LOUNGE

Olympic Rooms 3 & 4

Thursday

Friday and Saturday Sunday 9pm-3am 8am-3am 8am-8pm

NEOFAN ROOM

Olympic Room I

Hosted by the Klingon Diplomatic Corp.

KIDKON

Rooms 7118, 7119 & 7120

Friday Saturday Noon-4pm, 7-11pm Noon-4pm, 7-11pm

QUIET ROOM

Room 7116

Thursday Friday and Saturday Sunday 3pm-11pm 10am-11pm 10am-4pm

TEEN ROOM

Room 7117

GAMING

Evergreen Room 2

Thursday
Friday and Saturday
Sunday

9pm-midnight 10am-midnight 10am-6pm

Award Ceremony Ipm

Newcomers and gamers of all skill levels are welcome. Open gaming tables will be available.

BLOOD DRIVE

Cascade Room 13

Friday 10am-5pm

VIDEO ROOMS

Rooms 2102, 2104 & 2106

MASQUERADE

Once again there have been significant modifications made to the Masquerade rules and procedures from last year. Even if you participated in the Norwescon 17 Masquerade, please read the following information. BE SURE TO GET A COPY OF THE COMPLETE RULES. COPIES ARE AVAILABLE AT THE INFORMATION TABLE AND AT THE MASQUERADE MEETINGS. The meeting locations and times are listed below. Thank you.

- 1) There are two Masquerade informational meetings. You MUST attend one or the other if you wish to participate in the Masquerade. The first meeting will be Friday at 9pm in Cascade 6, and the second one will be Saturday at 9am in Grand Ballroom 3, behind the stage. This will be a general informational meeting. MASQUERADE REGISTRATION FORMS MUST BE TURNED IN AT THIS MEETING. You can get Masquerade registration forms at either of these meetings or at the Information Table. Children (age 12 and under) who will enter the main Masquerade and not the KidKon Masquerade need to attend one of these meetings with a responsible adult. A note of warning to parents: Children age 12 and under may enter either Masquerade. If a child enters the main Masquerade they will be judged in the "Juniors" division and might not win an award.
- 2) There will be a run-through starting at 3pm Saturday, in Grand Ballroom 3. All stage performers MUST be present. This will be the rehearsal and the time to talk one-on-one with representatives from each element of the Masquerade production crew. You will also get an opportunity to walk across the stage, turn in your cassette tape (if any), turn in and test your sound, music, & lighting cues. If blocking problems are discovered at this time, you will have an opportunity to work them out.
- 3) Though costumes are optional for the run-through, it is advisable that shoes, alien feet, walking sticks, and anything else that might be cumbersome or hinder your vision or walking be worn to test the stairs, vision, etc.

- 4) No one will be registered after noon on Saturday. Please note that dancing until 2am and partying until dawn are not valid excuses for missing the run-through. Many Masquerade volunteers will also be dancing until 2am and either working or partying until dawn, too.
- 5) There will be a Masquerade Wrap-up meeting Sunday at 2pm in Cascade 4. We will discuss what went right and what went wrong and how to improve for next year.
- 6) A videotape of the Masquerade will be available for purchase. It will be a high-quality VHS video with multi-camera setup and stereo sound. Cost to Masquerade staff, volunteers, and on-stage performers is \$7.50 for the first copy and \$12.50 for any additional copies. Copies will also be available to other conventioneers for \$12.50 each. Orders for videos will be taken during the con and tapes will be mailed out as soon as they are produced.

Videos of previous Masquerades (Norwescon 5-17) are also available. For additional information or to place orders after the convention, please contact Keith Johnson at (206) 839-7033 (before 9pm).



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NORWESCON 18 VIDEO SCHEDULE

THE DRAGONS AND DINOSAURS CHANNEL Dragons and dinosaurs from film and TV. Broadcast on Channel 2 throughout the hotel and in Video Viewing Room 2102. (NOTE: Due to a lack of available dragon and dinosaur orograming, there is lots of other stuff in here as well.)

THE ANIMATION CHANNEL From Bambi to Bubblegum Crisis, some for kids and some for grown-ups, animation from all over the world (not just the US and Japan). Broadcast on Channel 3 throughout the hotel and in Video Viewing Room 2104.

6 SCIENCE FICTION AND FANTASY CHANNEL Some of the classic science fiction and fantasy movies of our times, and some of the not-so-classic bombs. (Phew!) Broadcast on Channel 6 throughout the hotel and in Video Viewing Room 2106.

All show times are tentative. Actual starting times may be different. The listed ratings are not the actual ratings of the movies but are provided as a guideline.

RUNNING NWC

TIME CHANNEL TITLE

	Т	IME F	RATING
	THURSDAY AFTERNOOM	١	
6:00pm	6 2001: A Space Odyssey	2:19	PG
	3 Bambi	1:09	G
	2 Dinosaur! (science fact)	3:04	G
7:15	3 My Neighbor Totoro	1:26	G
8:30	6 2010	1:55	PG
8:45	3 The Making of Beauty and the	e Beast	
		:26	G

9:15	3	Beauty and the Beast	1:24	G
	2	Jurassic Park	2:07	PG
10:30	6	Metropolis	1:23	PG
10:45	3	The Nightmare Before Christmas	1:16	PG
11:30	2	Dragonslayer	1:49	PG
		EARLY FRIDAY		
Midnight			1:57	R
	3	Bubblegum Crisis volumes 1-4	5:33	PG
	2	The Hidden	1:38	R
	6	Aliens	2:34	R
	2	Dragon: The Bruce Lee Story	2:00	PG
4:35	6	Alien ³	1:55	R
	2	The Rocketeer	1:49	PG
5:30	3	Astroboy	1:50	G
		Weds are all adjust by a real of		
		FRIDAY MORNING	Ŋ.	34.1
	6	Star Wars	2:01	PG
	3	Award-Winning Animation	:59	PG
8:00	2	The Wonderful World of the Brother		
0.45	0		2:09	PG
	3	Alladin	1:30	G
8:30	6	The Empire Strikes Back	2:04	PG
	3	Snow White & the 7 Dwarves	1:24	G
	2	On the Air	2:44	PG
	6	Return of the Jedi	2:13	PG
11:30	3	Who Framed Roger Rabbit?	1:44	PG
		FRIDAY AFTERNOON		
1.00mm	6	Dr. Who: The 5 Doctors	4.00	DC
	2	The Flintstones	1:29	PG PG
	Ö	The Rescuers Down Under	1:16	G
	6	Beetlejuice	1:32	PG
	ă	E.T. The Extra-Terrestrial	1:54	PG
2:45	3	Peter Pan	1:17	G
4:00	6	The Abyss	2:51	PG
4:15	ŏ	Fantasia	2:00	PG
4:30	ă	Close Encounters of the Third Kind		PG
7.00	9	SISSE ERICOGRACIS OF THE THIRD KIND	2.14	i u

6:15pm 6:45 7:00 7:30 8:00 8:30 9:30 10:00	3263623623	A Midsummer Night's Dream Highlander Legend (Japanese release) Cool World MST3K - Highlander 2	1:15 1:33 1:00 1:49 1:56 1:31 1:41 1:33 1:51 :44	PG PG PG PG PG PG PG PG
	_	EARLY SATURDAY		
Midnight			1:47	R
	3		2:04	R
	2	The Rocky Horror Picture Show	1:37	R
1:45	2		1:40	PG
1:50	6	Terminator 2	2:37	R
2:00	3	Spike & Mike's Twisted Animation	:57	PG
3:00	3	The Lawnmower Man	2:20	R
3:30	2	The Fly	1:36	R
4:30	6	Labyrinth	1:42	PG
5:15	2	Fire in the Sky	1:41	PG
5:30	3	Animal Farm	1:12	PG
		SATURDAY MORNING		
6:15am	6	Ladyhawke	2:00	PG
6:45	3	Cinderella	1:15	G
7:00	2	Space: 1999	:52	PG
8:00	3	Star Trek Cartoon Festival	8:00	G
		Dinosaur! (science fact)	3:05	G
8:15	6	Star Trek II: The Wrath of Khan	1:54	PG
10:15	6	Star Trek III: The Search for Spock	1:45	PG
11:15	2	Jurassic Park	2:07	PG

BATTLETECH°



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		SATURDAY AFTERNOON		
Noon	6	Star Trek IV: The Voyage Home	1:59	PG
1:30	2	Dragonslayer	1:49	PG
2:00	6	MST3K-Star Trek V	1:50	PG
3:30	2	Claymation	:41	PG
4:00	6	Star Trek VI: The Undiscovered C	ountry	
			1:53	PG
	3	Lensman	1:48	PG
	2	Planet of the Apes	1:52	PG
5:55	2	Beneath the Planet of the Apes	1:35	PG
	_	SATURDAY EVENING		
6:00pm	6	Fan GoH Dragon in Hollywood	:59	
	3	Bubblegum Crash	2:19	PG
7:00	6	Norwescon 18: The Masquerade		
7:30	2	Escape from the Planet of the Ap	es 1:38	PG
8:30	3	Orange Road	1:44	PG
9:10	2	Conquest of the Planet of the Ap	es 1:27	PG
10:00	6	Edward Scissorhands	1:45	PG
10:30	2	The Day the Earth Stood Still	1:32	PG
10:15	3	Vampire Princess Miyu	1:40	PG

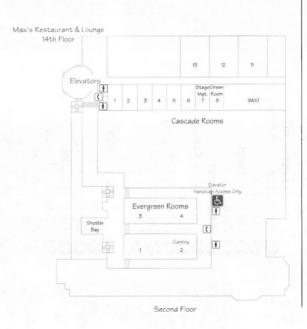


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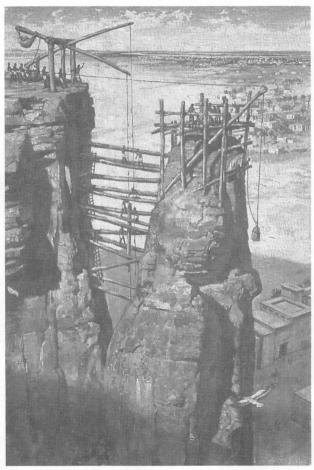
		EARLY SUNDAY		
Midnight	6	Masquerade (recorded earlier)	2:00	
	ŏ		2:40	PG
		Forbidden Planet	1:42	PG
1:45	$\overline{}$	Robocop	1:43	R
2:00		Blade Runner	1:58	PG
2:45	ŏ	The Dagger of Kamui	2:12	PG
3:30		Flatliners	1:51	R
4:00	6	Bram Stoker's Dracula	2:10	R
5:00	Ō	Legend of Arislan	:59	PG
5:30	Ž	Logan's Run	1:59	PG
		SUNDAY MORNING		
	3	Oh My Godess	1:16	PG
		Back to the Future	1:56	PG
8:00		The Jungle Book	1:18	G
		The Neverending Story	1:34	G
8:10		Back to the Future 2	1:48	PG
9:30	_	The Little Mermaid	1:23	G
9:45		The Neverending Story 2	1:30	G
10:00		Back to the Future 3	1:58	PG
		Pinocchio	1:28	G
11:15	2	Pete's Dragon	2:08	G
		SUNDAY AFTERNOON		
Noon	6	Masquerade (recorded Saturday n	ight)	
	_		2:00	
12:30	3	My Neighbor Totoro	1:26	G
1:30	2	Shelly Duvall's Bedtime Stories	1:15	G
2:00		Batman	2:06	PG
		Orange Road II	1:44	PG
2:45		Legend (American release)	1:29	PG
3:45	3	Orange Road III	1:13	PG
4:15	6	Batman Returns	2:06	PG

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Wing 5B







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