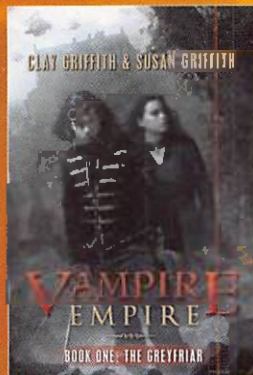
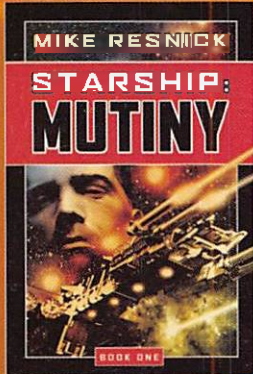
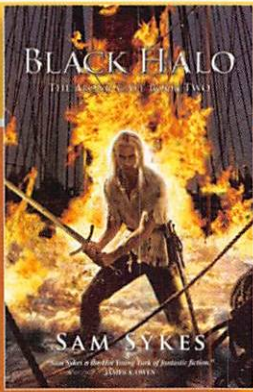


NORWESCON 34

THE NORTHWEST SCIENCE FICTION SOCIETY PROUDLY PRESENTS
NORWESCON 34 APRIL 21-24 | ANNUAL NORTHWEST SCIENCE FICTION & FANTASY CONVENTION

PYR IS ...

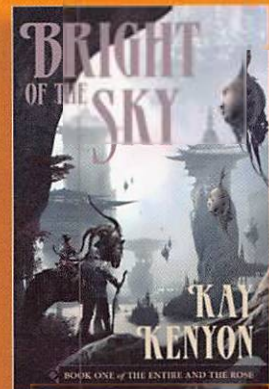
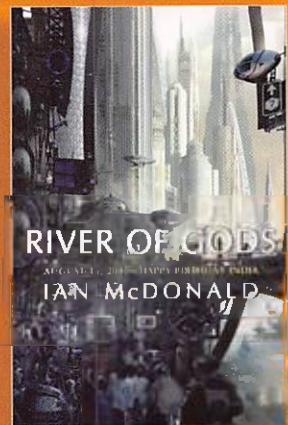
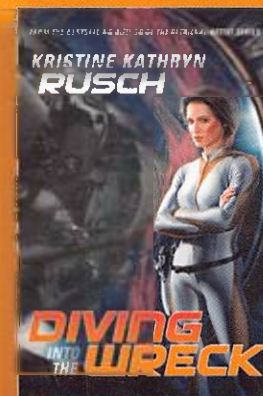


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PHILIP K. DICK AWARD 2010

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

Yarn by Jon Armstrong (Night Shade Books)

Chill by Elizabeth Bear (Ballantine Books/Spectra)

The Reapers Are the Angels by Alden Bell (Henry Holt & Co.)

Song of Scarabaeus by Sara Creasy (Eos)

The Strange Affair of Spring Heeled Jack by Mark Hodder (Pyr)

Harmony By Project Itoh, Translated by Alexander O. Smith (Haikasoru)

State of Decay by James Knapp (Roc)

We hope that you will join us Friday night in Grand 2 at 7:00 p.m. and be among the first to know who the winners are! There is no fee to attend and there are always a few nominated authors and special guests from the science fiction and fantasy community in attendance.

past winners

2009 — WINNER: *Bitter Angels* by C. L. Anderson (Ballantine Books/Spectra) SPECIAL CITATION: *Cyberabad Days* by Ian McDonald (Pyr)

2008 — WINNERS (TIE): *Emissaries from the Dead* by Adam-Troy Castro (Eos Books) and *Terminal Mind* by David Walton (Meadowhawk Press)

2007 — WINNER: *Nova Swing* by M. John Harrison (Bantam Spectra) SPECIAL CITATION: *From the Notebooks of Dr. Brain* by Minister Faust (Del Rey)

2006 — WINNER: *Spin Control* by Chris Moriarty (Bantam Spectra) SPECIAL CITATION: *Carnival* by Elizabeth Bear (Bantam Spectra)

2005 — WINNER: *War Surf* by M. M. Buckner (Ace Books) SPECIAL CITATION: *Natural History* by Justina Robson (Bantam Spectra)

2004 — WINNER: *Life* by Gwyneth Jones (Aqueduct Press) SPECIAL CITATION: *Apocalypse Array* by Lyda Morehouse (Roc)

2003 — WINNER: *Altered Carbon* by Richard Morgan (Del Rey Books) SPECIAL CITATION: *Dante's Equation* by Jane Jensen (Del Rey Books)

2002 — WINNER: *Mount* by Carol Emshwiller (Small Beer Press) SPECIAL CITATION: *The Scar* by China MiÉville (Del Rey Books)

2001 — WINNER: *Ship of Fools* by Richard Paul Russo (Ace Books) SPECIAL CITATION: *Divine Intervention* by Ken Wharton (Ace Books)

2000 — WINNER: *Only Forward* by Michael Marshall Smith (Bantam Books) SPECIAL CITATION: *Evolution's Darling* by Scott Westerfeld (Four Walls Eight Windows)

1999 — WINNER: *Vacuum Diagrams* by Stephen Baxter (HarperPrism) SPECIAL CITATION: *Tower of Dreams* by Jamil Nasir (Bantam Spectra)

1998 — WINNER: *253: The Print Remix* by Geoff Ryman (St. Martin's Griffin) SPECIAL CITATION: *Lost Pages* by Paul Di Filippo (Four Walls Eight Windows)

1997 — WINNER: *The Troika* by Stepan Chapman
SPECIAL CITATION: *Acts of Conscience* by William Barton

1996 — WINNER: *The Time Ships* by Stephen Baxter
SPECIAL CITATION: *At the City Limits of Fate* by Michael Bishop

1995 — WINNER: *Headcrash* by Bruce Bethke
SPECIAL CITATION: *Carlucci's Edge* by Richard Paul Russo

1994 — WINNER: *Mysterium* by Robert Charles Wilson
SPECIAL CITATION: *Inagehi* by Jack Cady (Ace)

1993 — WINNERS (TIE): *Growing Up Weightless* by John M. Ford (Bantam Spectra) and *Elvissey* by Jack Womack (Tor Books)

1992 — WINNER: *Through the Heart* by Richard Grant (Avon)
SPECIAL CITATION: *In the Mothers' Land* by Elisabeth Vonarburg (Bantam Spectra)

1991 — WINNER: *King of Morning, Queen of Day* by Ian McDonald (Bantam Spectra)
SPECIAL CITATION: *Bone Dance* by Emma Bull (Ace)

1990 — WINNER: *Points of Departure* by Pat Murphy (Bantam Spectra)
SPECIAL CITATION: *The Schizogenic Man* by Raymond Harris (Ace)

1989 — WINNER: *Subterranean Gallery* by Richard Paul Russo (Tor Books)
SPECIAL CITATION: *On My Way to Paradise* by Dave Wolverton (Bantam Spectra)

1988 — WINNERS (TIE): *400 Billion Stars* by Paul J. McAuley (Del Rey) and *Wetware* by Rudy Rucker (Avon)

1987 — WINNER: *Strange Toys* by Patricia Geary (Bantam Spectra)
SPECIAL CITATION: *Memories* by Mike McQuay (Bantam Spectra)

1986 — WINNER: *Homunculus* by James P. Blaylock (Ace Books)
SPECIAL CITATION: *The Hercules Text* by Jack McDevitt (Ace Books)

1985 — WINNER: *Dinner at Deviant's Palace* by Tim Powers (Ace Books)
SPECIAL CITATION: *Saraband of Lost Time* by Richard Grant (Avon)

1984 — WINNER: *Neuromancer* by William Gibson (Ace Books)
SPECIAL CITATION: *The Wild Shore* by Kim Stanley Robinson (Ace Books)

1983 — WINNER: *The Anubis Gates* by Tim Powers (Ace Books)
SPECIAL CITATION: *Tea with the Black Dragon* by R. A. MacAvoy (Bantam Spectra)





NORWESCON 34



FANTASY OF THE MIND



My Good Luck Deserves Another! The Frog Prince
Meets The Sleeping Beauty



PATRICIA A. MCKILLIP
KINUKO Y. CRAFT
MARIE D. JONES JIM BUTCHER



SHANNON K. BUTCHER
LOU ANDERS

WRITER GUEST OF HONOR PATRICIA A. MCKILLIP

Patricia A. McKillip was born on a leap year in Salem, Oregon, on February 29th. Her father was an Air Force officer who moved his family with him wherever he was stationed. This led to the young, impressionable McKillip living in various locations in the US, Germany and England, where, at age 14, she wrote her first fairytale. The rich landscapes and history of Europe seem to have informed her imagination ever since. Her family returned to the US and settled in San Jose, California, where she attended both high school and graduate school. She graduated from San Jose State University with a Master's Degree in English Literature in 1973 and published two novels that year, *The Throne of the Erril of Sherrill* and *The House on Parchment Street*.

Her next novel, *The Forgotten Beasts of Eld*, won the first World Fantasy Award in 1975. In 1980, she won the Locus Award for *Harpist in the Wind*, and the Balrog award in 1985 in the short fiction category for "A Troll and Two Roses."

After living for over twenty years in the San Francisco Bay Area where she wrote and published a number of critically acclaimed novels, including the well-loved *Riddle-Master Trilogy*, and *The Changeling Sea*, McKillip was ready for a change. She moved to the Catskills in New York where she wrote a series of works that cemented her stellar reputation for lyrical prose, descriptive excellence, and rich and compelling worlds. These novels include *The Book of Atrix Wolfe*, *Song for the Basilisk*, *Winter Rose*, and *Ombria in Shadow*, which won both the World Fantasy and the Mythopoeic Awards for Best Novel 2003. *Od Magic* was published in 2005 and the Mythopoeic Award winner *Solstice Wood* followed in 2007.

Some of McKillip's best short fiction can be found in her 2005 collection *Harrowing the Dragon*. Each of these tales is a gem of storytelling with the same quality of lushly textured writing and exquisite plots that make her novels so compelling.

In 2008, 33 years after receiving the very first World Fantasy Award for *The Forgotten Beasts of Eld*, Patricia A. McKillip received a well-deserved World Fantasy Life Achievement Award. Her well-crafted storytelling, poetic use of language, skillfully drawn characters, and exquisite grasp of the fantasist's craft have made her one of fantasy's most gifted and lyrical writers. McKillip has the power to make the ordinary seem strange until at the last, the strange seems ordinary, and the reader sees the world through the eyes of magic.

McKillip married the poet David Lunde, and in 2001 moved with him back to Oregon. They live and work in the Coos Bay Area, near North Bend. Some of the descriptions in her latest novel, *The Bell at Sealey Head*, reflect the beauty of the area where they live. A talented musician and pianist, McKillip enjoys music, cooking, and time spent with her close-knit family.

Leslie Howle

Patricia McKillip is approaching the fortieth anniversary of her first novel, and she just keeps getting better. Little prone to repeating herself, she nevertheless has fashioned a body of work that exhibits an overarching consistency and uniformity of tone and approach. Her novels have the force of primal fairy tales akin to those collected by the Grimm brothers or Andersen, with a modern sensibility that never becomes intrusive. She exhibits the same delicacy and deftness and connectedness to the Ur-storytellers as did Lord Dunsany. To borrow Dunsany's famous phrase, she is joyfully at play "beyond the fields we know."

McKillip knows and shows the rigors and challenges, traps and rewards of the creative life. By establishing a dialogue between the "purer" past of her world and its oh-so-slightly over-civilized present, McKillip speaks to our own era's ultra-commodification of storytelling, and, in one of the signature moves of good fantasy, highlights a path toward reinvigoration of that which has grown stale.

Paul Di Filippo

ARTIST GUEST OF HONOR KINUKO Y. CRAFT

Kinuko Y. Craft is one of the most widely respected and well known fantasy artists in the United States today. She considers herself a story teller. Past commissions have included paintings for book covers of many well known fantasy authors, opera posters, fairy tale books, and covers for many national magazines. During her career she has become known for meticulous attention to detail, a passionate love of fine art, and a deep knowledge of art history. Her fairy tale books are currently distributed in the USA, other English language countries, Europe, Greece, China, and Korea. Her art is also widely licensed on calendars, posters, greeting cards, and other consumer goods. Her work has been widely exhibited and is now in private collections in New York City, Connecticut, Atlanta, Dallas, Santa Barbara, San Francisco, Italy, Japan, and Greece. It can also be found in public collections at The National Portrait Gallery at the Smithsonian, The Cornish Colony Museum in Windsor, Vermont, The Museum of American Illustration in New York City, The National Geographic Society, and other corporate collections.

Ms. Craft is a graduate, BFA, 1962, of The Kanazawa Municipal College of Fine and Industrial Art (known in Japan as The Kanazawa Bidai). She was born in Japan and came to the United States in the early sixties where she continued her studies in design and illustration at the School of the Art Institute of Chicago for a year and a half. She worked for several years in well known Chicago art studios. By the end of the decade, her work was in wide demand and she had begun her long and successful career as a free-lance illustrator. For most of this time, she worked in editorial and advertising markets where her work regularly appeared in national magazines and newspapers. Since the mid 1990's, she has concentrated on children's picture books, fantasy book jackets, and poster designs. Her original work and fine art prints are currently represented by Borsini-Burr Gallery in Montara, California. Kinuko Craft's work has been recognized repeatedly by professional art and design publications, competitions, and shows, garnering numerous awards over the years including

being multi-time winner of the Chesley Award. Her art has appeared on books by Shakespeare, Stephen King, Isaac Asimov, Ray Bradbury, Glenn Cook, Andre Norton, Juliet Marillier, our Writer GoH Patricia A. McKillip, and many more. Kinuko Y. Craft resides in Connecticut with her husband Mahlon.

"Kinuko Craft is a Renaissance woman. By this I mean not that she paints like the Renaissance painters, but that she is an artist for all seasons, for all kinds of subjects, and in all kinds of styles. If you will survey her works, you will find little duplication in form, color or texture. She fits herself to her subject with charming ease and yet leaves herself free to remain herself. There is an air about all of her illustrations of one who is a true connoisseur of art, wide-ranging through all the countries of the world. One cannot help but think how delightful it would be to walk into gallery of her kaleidoscopic talents."

-Ray Bradbury



PSIENCE GUEST OF HONOR MARIE D. JONES REGRETS SHE CANNOT ATTEND

Marie D. Jones is the best-selling author of books on the cutting edge of science, consciousness, noetics, the paranormal, and metaphysics. These works include *PSience: How New Discoveries In Quantum Physics and New Science May Explain the Existence of Paranormal Phenomena*, 2013: *End of Days or a New Beginning – Envisioning the World After the Events of 2012*, and *11:11 : The Time Prompt Phenomenon* co-authored with me. Our other books written together include *The Trinity Secret: The Power of Three and the Code of Creation*, *The Deja Vu Enigma: A Journey Through the Anomalies of Mind, Memory and Time*, and *The Resonance Key: Exploring the Links Between Vibration, Consciousness and the Zero Point Grid*. Our next project is tentatively titled *Time Voyagers: The Past, Present and Future of Time Travel*. Marie co-authored a fascinating book with her father, geophysicist Dr. John Savino, *Supervolcano: The Catastrophic Event That Changed the Course of Human History*. Beyond our collaborative time travel book, Marie also has been working on *Destiny vs. Choice: The Scientific and Spiritual Evidence Behind Fate and Free Will*. If you can't already tell, Marie stays really busy! No time for vacations it seems!

Marie is hugely popular, widely known, and respected for taking difficult scientific concepts and presenting them to the general public in a way that not only informs, but entertains. I have had the amazing pleasure of working with her on five books so far as her co-author and partner in ParaExplorers. I met Marie just over three short years ago after reading *PSience*. Reading that book was a seminal point in my life, and I was completely and utterly blown away by her ability to take complex quantum and theoretical physics and find incredible links with paranormal phenomena, human consciousness, and noetics. I contacted her to praise her book and her razor sharp intellect; and our friendship and working relationship began instantly, blossoming into a full partnership that is now branching out into motion pictures and TV.

Little did we know how quickly that that our empire would expand! In addition to our books, we have a film in development called *19 Hz* with Bruce Lucas Films, and we

are both staff writers for a number of magazines, including *Intrepid*, *New Dawn*, and *TAPS ParaMagazine*. Our future potential is limitless because of her drive, talent, and ambition.

Marie's long history in the paranormal field includes 15 years as a field investigator for MUFON (Mutual UFO Network) and she currently serves as director of special projects for ARPAST – The Arkansas Paranormal and Anomalous Studies Team, my own research organization, where her cutting edge ideas are put to use out in the field on live investigations.

Writing non-fiction books is only one aspect of her amazing multifaceted talents. She is also a screenwriter and producer, with several film and TV projects in various stages of development, a popular public speaker, a radio co-host for *Dreamland Radio*, and a respected researcher who can tackle any subject presented to her. Her writing credits are too numerous to mention, but include hundreds of short stories, essays, book reviews, articles, and over 50 inspirational books. In addition, she has written and produced a line of videos, worked for over fifteen years in the entertainment industry in Los Angeles, and headed several large political and activist organizations.

In her capacity as an author and researcher, Marie has appeared at several major conferences and has been interviewed on hundreds of radio talk shows including *Coast to Coast AM*, NPR, KPBS Radio, *Dreamland*, and *Independent Expression*, and on television, including the History Channel's *Nostradamus Effect*. She lives in San Marcos, California, with her son, Max. Her websites are mariedjones.com, and paraexplorers.com.

Larry Flaxman is Co-Founder of ParaExplorers and the Founder of ARPAST, the Arkansas Paranormal and Anomalous Studies Team. He is also a best selling author, speaker, researcher and screenwriter currently working on his fifth book with Marie D. Jones.

Fantasy of the Mind
Norwescon 34 | II

SPECIAL GUEST OF HONOR JIM & SHANNON K. BUTCHER

JIM BUTCHER

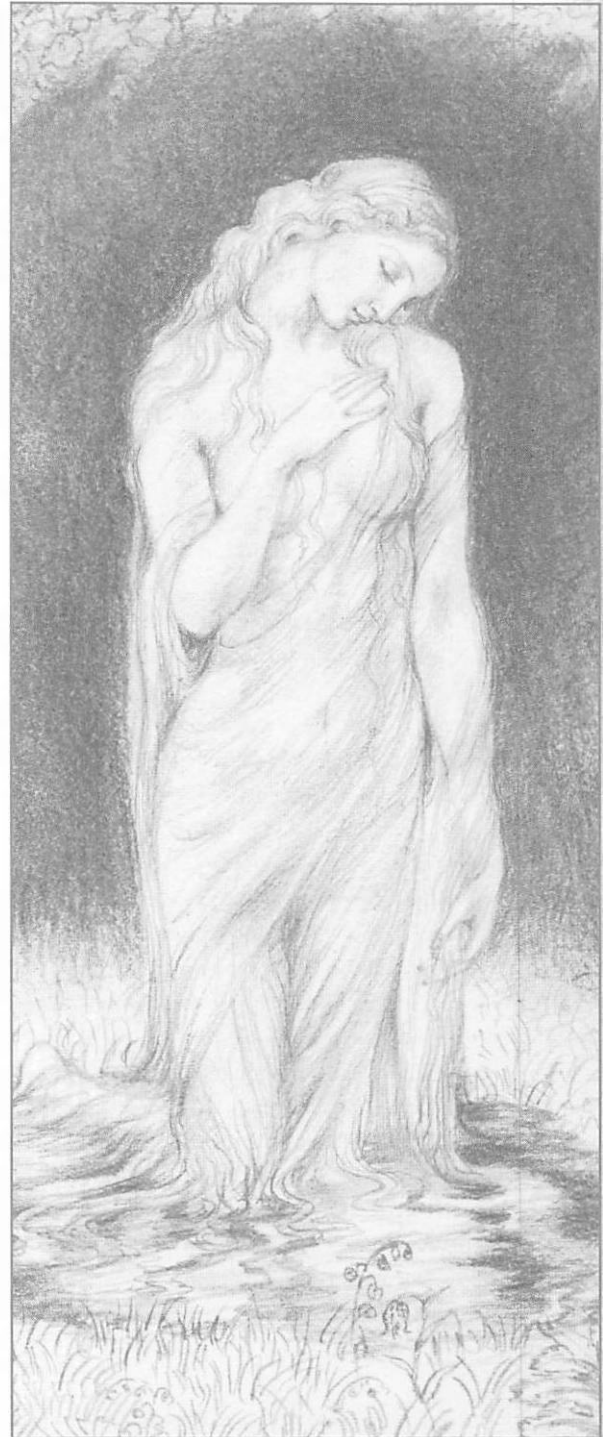
Jim Butcher is a martial arts enthusiast with 15 years of experience in various styles including Ryukyu Kempo, Tae Kwan Do, Gojo Shorei Ryu, and a sprinkling of Kung Fu. He is a skilled rider and has worked as a summer camp horse wrangler and performed in front of large audiences in both drill riding and stunt riding exhibitions.

Jim enjoys fencing, singing, bad science-fiction movies, and live-action gaming. He lives in Missouri with his wife, son, and a vicious guard dog.

Jim goes by the moniker Longshot in a number of online locales. He came by this name in the early 1990s when he decided he would become a published author. Usually only 3 in 1,000 who make such an attempt actually manage to become published; of those, only 1 in 10 make enough money to call it a living. The sale of a second series was the breakthrough that let him beat the long odds against attaining a career as a novelist.

All the same, he refuses to change his nickname.

Jim is best known for his Dresden Files series, *Storm Front*, *Fool Moon*, *Grave Peril*, *Summer Knight*, *Death Masks*, *Blood Rites*, *Dead Beat*, *Proven Guilty*, *White Night*, *Small Favor*, *Turn Coat*, *Changes*, *Side Jobs*, and *Ghost Story*. He also wrote the Codex Alera series, *Furies of Calderon*, *Academ's Fury*, *Cursor's Fury*, *Captain's Fury*, *Princeps's Fury*, *First Lord's Fury* and the novel *Spider-Man: The Darkest Hours*.



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SPECIAL GUEST OF HONOR JIM & SHANNON K. BUTCHER

SHANNON K. BUTCHER

A lot of authors knew they wanted to write books from the time they were little. Their heads were full of fanciful stories that they yearned to commit to paper with a passion that only grew as they did. They spent hours reading fiction, voraciously absorbing every kind of story they could get their hands on.

I'm not one of them.

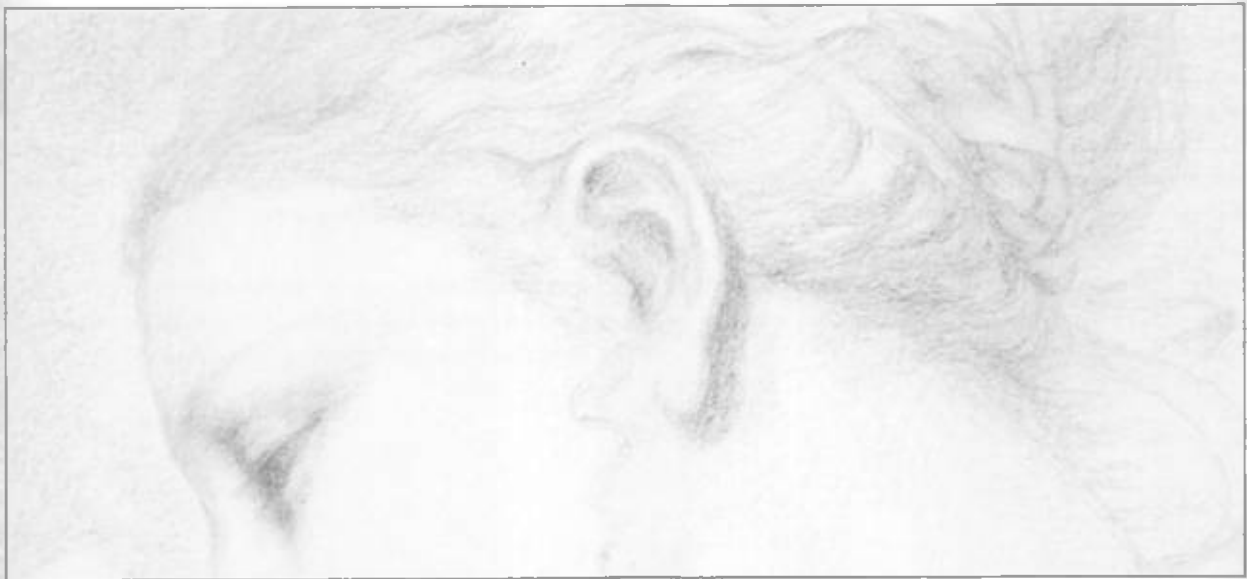
When I was little, I wanted to be a daddy. When I learned the anatomical improbability of that happening, I decided instead to become what my dad was, an industrial engineer. So that's what I did. I never once changed majors or veered from my path. After I graduated, I went to work for a big telecom company earning a steady paycheck while my husband pursued his dream of becoming a published author.

For those of you who might not know, my husband is Jim Butcher, fantasy and sci-fi author extraordinaire. I learned to write in an effort to help him improve his own work, and as soon as I discovered that writing was more a learned skill than a natural talent, I knew I had to give it a try. I couldn't resist the challenge of taking the pieces of a story

apart and putting them back together again. It's the kind of puzzle that made me want to be an engineer to begin with—to learn how things work and why. I thought I'd write the same kind of thing Jim did, but then I picked up my first romance in 1998 and was hooked. Somehow, stories about how two people come to love each other made everything else seem shallow in comparison. Maybe it was just my hormones talking, but whatever it was, it was loud, so I listened and I started writing romances. I wrote great heaping piles of suckfulness—like most new writers—but eventually my work sucked less and hopefully that trend will continue as I learn more. Heaven knows I have a great teacher. Thanks, Jim.

A family of geeks to the core, we live in Independence, Missouri with our teenage son and a dog who is only one four-foot stick away from being a dust mop.

Shannon is the author of many books including, *Living on the Edge*, the *Delta Force Trilogy*, *Love You to Death*, the Sentinel Wars series, as well as short stories in *The Mammoth Book of Special Ops Romance*, *Dark and Stormy Knights*, *On the Hunt*.



SPOTLIGHT PUBLISHER PYR: LOU ANDERS

Lou Anders is the four-time Hugo nominated Editorial Director of Pyr books, a Chesley-award winning art director, and a Philip K. Dick and World Fantasy award nominated anthologist.

His most recent anthologies are *Swords & Dark Magic*, published by Eos in 2010, with Jonathan Strahan, and *Masked*, published by Gallery Books in 2010. He is the author of *The Making of Star Trek: First Contact*, published by Titan Books in 1996, and has published over 500 articles in such magazines as *The Believer*, *Publishers Weekly*, *Dreamwatch*, *DeathRay*, *Free Inquiry*, *Star Trek Monthly*, *Star Wars Monthly*, *Babylon 5 Magazine*, *Sci Fi Universe*, *Doctor Who Magazine*, and *Manga Max*. His articles and stories have been translated into Danish, Greek, German, Italian and French.

Lou Anders grew up reading comic books and collecting Boris Vallejo and Roger Dean art books. These inspired his love for art and story. He came to art direction backwards from editorial, and came to editorial from left field, having first worked as a journalist and screenwriter. His cinematic sensibilities have informed his work as an art director, writer, and editor.

Anders started out writing and directing black box theater in Chicago, and then spent five years in Los Angeles as a journalist, first as a freelancer and then as the LA Liaison for Titan Publishing. As a journalist, he spent time on the sets of shows like *Star Trek: Deep Space Nine*, *Voyager*, *Babylon 5*, and *Crusade*. He wrote over 500 magazine articles in these years, mostly interviews with the cast, crew, and production staff of SF TV. He also co-wrote screenplays with a partner and several of them were optioned for film.

In 2000, he was tapped by an old friend to be the content editor (and then executive editor) of a start-up called Bookface.com. It was a "browser based online reading experience" that worked with publishers to put books online and track ad revenue. They billed it as promotion that paid you, instead of the other way around. In one year, they had 42,000 registered users and titles from all of the major publishers and many good independent houses. By the time the dot-com bubble burst, Anders was left with a great many relationships in the SF&F field. He parlayed these into a series of excellent anthologies and some magazine work as well. Based on his reputation as an anthologist, Prometheus hired Anders to create a SF&F imprint. Anders came on board and named the new imprint Pyr.

Anders has enjoyed wearing many hats at Pyr: editor, art director, and anthologist. He loves being involved in every aspect of a book's production, from selecting the manuscript and working with the author, to selecting the cover artist and designer and working with them on book design and illustration. As editorial director, Anders has the luxury of overseeing all aspects of the books production, from manuscript development, to cover illustration, to interior layout.

Including the 2010 Chesley Award nominations, Pyr has received over 40 Hugo, Chesley, Locis, Sturgeon, PK Dick, Nebula, and other awards/nominations in the six years since they started business. Lou Anders has been central to Pyr's reputation for quality and has great plans for the future of publishing at Pyr.

Lou Anders maintains both personal and professional presences on Facebook and Twitter. Go to louanders.com and pyrsf.com for more information about Lou and Pyr books.

CAMARILLA

NORWESCON

Want to try?

Vampire the Masquerade

Friday and Saturday

Maxi's Ballroom 9 p.m. to 2 a.m.

Werewolf the Apocalypse

Maxi's Ballroom Noon to 5 p.m.

Saturday

This event is 18+ ONLY

Norwescon Badge and Photo ID required

Look into your local domain:

Check the NW regional calendar:

http://wiki.white-wolf.com/forums/index.php?title=NW_Regional_Calendar

<http://wiki.white-wolf.com/forums/index.php?title=Domains%2FWashington>

<http://wiki.white-wolf.com/forums/index.php?title=Domains%2FDragon>

<http://wiki.white-wolf.com/forums/index.php?title=Domains%2Fkiba>

<http://wiki.white-wolf.com/forums/index.php?title=Domains%2Fkiba>

For a game Near You!

NORWESCON 34 PRESENTS

FANNISH FETISH

FASHION SHOW

GRAND BALLROOM 3

FRIDAY 9 PM

DESIGNERS:

TONYA WINTER OF WINTERFETISH.COM

DAMIEN WATSON OF TORMENTED ARTIFACTS

DEIDRA MAYER OF SPIDER BABY DESIGNS

RICHARD ALBRITTON OF MODULAR DVA DESIGNS

PERFORMANCE BY DARK DOLLS PRODUCTIONS

THIS EVENT IS 18+ ONLY | NO PHOTOGRAPHS OR VIDEO

NORWESCON BADGE AND PHOTO ID REQUIRED

QUEER EYE

FOR THE CONGOER

JOIN US FOR AN LGBT MIXER

ENTERTAINMENT PROVIDED BY:



SATURDAY 6:30 PM

MAXI'S BALLROOM

SPEED
DATING
GAMES

HOBO DRAG
QUEEN
CONTEST

THIS EVENT IS 18+ ONLY

NO PHOTOGRAPHS OR VIDEO

NORWESCON BADGE AND PHOTO ID REQUIRED

ARTIST'S ALLEY



THURS 4-6 PM

FRI 9 AM-6 PM

SAT 9 AM-6 PM

SUN 10 AM- 2PM

COMIC ARTISTS

SHOWCASE

SAT 3-6 PM

LOOK, LEARN
EXPERIENCE.



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Welcome to Norwescon 34

Hard to believe that the convention is finally happening. It seems like it was just a few months ago when I was elected chairman. I know you will all have a great time at the convention this year.

We have a great line up of Guests of Honor. I hope you get the chance to meet and talk with them. Then there are all the great panels and events you will have chance to attend. The only problem is that you will not be able to attend all of them.

Just a few weeks prior to the convention, our PSInce Guest of Honor, Marie D. Jones, had a family health crisis come up. She does not believe she will be able to attend this year. The Norwescon family wants to wish her and her family our best. I hope that someday she may be able attend a future Norwescon, so we can all hear her unique spin on PSInce.

Did you know that Norwescon is a 100 percent volunteer-run organization? We have about 150 committee members who volunteer on the convention all year long to make sure that Norwescon is one of the premier science-fiction and fantasy conventions in the world. The committee has become a second family to many of us, and we are always looking for new to people to join us. A good way to do this is to volunteer at this year's convention, and if you like what you see, then let the convention staff know you want to do more and they can give you more information about joining next year's convention committee.

Enjoy your stay at the convention, and if you have any issues, please find me or one of my executive team and let us know. We are always looking for ways we can improve our convention.

Shawn Marier
Norwescon 34 Chairman



LIZ ARGALL

Liz writes strange, poignant, and sometimes silly prose and comics. Her work has been published in a range of journals and anthologies including *The Pedestal Magazine*, *Meanjin*, and *Daily Science Fiction*. In 2011, stories by Liz will

appear in *Coer Du Lion's Anywhere But Earth* anthology, *Strange Horizons*, and on the stage as part of *Pulp Diction*. She's a freelance writer and occasional artists' model. Her previous incarnations include circus manager, refuge worker and research officer for the Order of Australia Awards. She's a lapsed firetwirler, has accidentally started a revolution or two and appeared naked in *The Canberra Times* to support the Parisian Life Models strike of 2008. She has a predilection for trouble and minor injuries.



K.C. BALL

Over the past three years, more than thirty of K.C. Ball's short stories have appeared in various print and online magazines, including *Analog*, *Flash Fiction Online* and *Writers of the Future 26*. She is a 2009 winner of the *Writers of the*

Future contest, a 2010 graduate of Clarion West writers workshop and an active member of SFWA.



STEVEN BARNES

Steven Barnes has published twenty-three novels and over three million words of science fiction and fantasy. He's been nominated for Hugo, Nebula, and Cable Ace awards. While his television work includes *Twilight Zone*, *Stargate* and *Andromeda*, his *A Stitch In Time* episode of *The Outer Limits* won the Emmy Award, and his alternate history novel *Lion's Blood* won the 2003 Endeavor. His *Great Sky Woman* and *Shadow Valley*, adventures set 30,000 years ago in East Africa, were published by Ballentine/One World

Books in 2006 and 2009. His latest collaboration with Larry Niven, *The Moon MazeE Game*, is due in Spring of 2011.

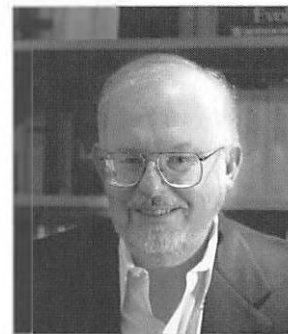


ASTRID ANDERSON BEAR

Astrid Anderson Bear has dabbled in many aspects of SF culture: costuming, con-running, fanzines, and cooking for the multitudes. She recently sold her first short story, a collaboration with Diane Clark, to the mystery anthology *San Diego Noir*, scheduled for publication in May of this year. She has a small business making hand-dyed knitting yarn and spinning fiber, *Damselfly Yarns*.

ERIK BEAR

Erik Bear is somehow a semi-professional writer, having worked on the localization team for the Korean MMORPG *Aion*, and two upcoming comic book projects to be released next year. He is currently a writer on *The Mongoliad*.



GREG BEAR

Greg Bear is the author of more than thirty books of science fiction and fantasy, including *Blood Music*, *The Forge of God*, *Darwin's Radio*, *Quantico* and *City at the End of Time*. Awarded two Hugos and five Nebulas for his fiction, one of two

authors to win a Nebula in every category, Bear has been called the "Best working writer of hard science fiction" by *The Ultimate Encyclopedia of Science Fiction*. His most recent novels are *Hull Zero Three* and *Halo: Cryptum*. He is also part of the writing team for *The Mongoliad*, an online serial novel set in the year 1241.



CARMEN BEAUDRY

Carmen's great-grandmother taught her to sew when she was 4, and she hasn't stopped since. At age 14 she landed a job making costumes for a theater company and

decided costuming was a lot more fun than mundane clothing. She's costumed for the theater, opera, dance, and a local costume company that shall remain unnamed to avoid a libel suit. For the last few years, she's specialized in clothing for historic reenactment, making everything from medieval cotes to Titanic-era tea gowns.



ANINA BENNETT

Writer Anina Bennett is the co-author (with her husband, Paul Guinan) of *Boilerplate: History's Mechanical Marvel*, hailed by The Telegraph UK as "a masterpiece of fictional reality" and by author Tim Powers as "the most fascinat-

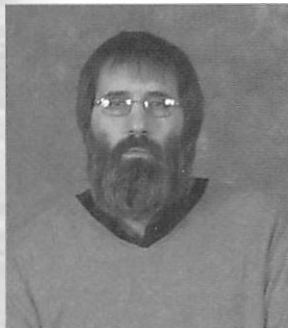
ing history book I've ever read." Producer J.J. Abrams plans to make a feature film based on *Boilerplate*. Anina and Paul also created the groundbreaking science fiction graphic novel series *Heartbreakers* and they're currently working on a new book titled *Frank Reade: Adventures in the Age of Invention*. Anina is a recovering comic book editor, having previously toiled for publishers such as First Comics and Dark Horse Comics.



BETTY BIGELOW

Betty Bigelow, aka Rena Bassilvergoran and Inzar and Serena of Bagulay, works as an artist, a costumer, a dancer and a landscape designer. She has discovered writing as a hobby, doing illustrations for her own fan fiction and still studies

Klingon and Elvish languages, all while trying to figure out how to add ten hours to every day so that she can pursue all her interests. Until then, she is a very tired person.



RANDALL N. BILLS

Randall N. Bills has served as the BattleTech line developer, continuity editor, art director and a primary author/novelist for almost a decade, where he's led the publication of over

seventy-five products for that universe, including the new award-winning core rulebook line. He also served as the MechWarrior: Dark Age continuity editor, working for WizKids to help in the creation of that original universe, including its thirty full-length novels. In addition, he's published fiction and game design in the Eclipse Phase, Shadowrun, Earthdawn, Crimson Skies, and Vor: The Maelstrom universes. Randall is the primary developer for a new alternate history steampunk miniatures game, Leviathans. Check out his regular blogs discussing the development of the game and its universe at www.monstersinthesky.com. He is currently the Managing Developer for Catalyst Game Labs, publishing BattleTech and Shadowrun, as well as a variety of exciting, new games.

CASSIE BLACK

Cassie has been writing fanfiction in the Harry Potter fandom for the last three years -- posting mainly to Live Journal, and smaller, specialist archives, with moderate success (if she does say so herself!) Recently she has been lured in by the shininess of Merlin (BBC), and this year she began creating works in this world as well. Cassie hails from Blighty, where she works as a Customer Services Manager for a large electrical retailer. She has been writing stories since getting her first typewriter at the age of seven, and has no intention of stopping any time soon!

JERRY BLACK

Jerry Black is a retired engineer who worked in the aerospace industry for over 40 years. His educational background includes a bachelor's degree in Aerospace and Mechanical Sciences from Princeton University and a master's degree in Aerospace Engineering from the University of Michigan. In his first job at Bell Aerosystems, he tested various rocket engines, including the engine for the ascent stage of the Apollo lunar module. Later he worked for 39 years at GE Aircraft Engines. Jerry has had a lifelong interest in space travel and is a member of several space related organizations, including the American Institute of Aeronautics and Astronautics, the National Space Society, the Planetary Society and the Mars Society. Jerry was a founding member of the Mars Society and is currently the chair of the Ohio chapter of the Mars Society. He hopes to live to see the first human mission to Mars.



SHEYE ANNE BLAZE

Sheye Blaze grew up reading Roger Zelazny and Piers Anthony books that were left around the house by her uncle. She is a gadgety, geeky, queer, kinky, fat, poly-amorous, activist-type of Native. She has a passion for civil liberties for everyone

including Klingons, Stormtroopers, Drow, and Cylons. She lives in the Seattle-area with her husband, daughter, over 800 Heroscape figures (not including terrain), more than 15,000 Magic cards, The Box of Many Munchkins, hundreds of video games, and more computers than humans.

CHRISTOPHER BODAN

For those of you keeping track (and you know who you are), Chris still lives and works in Seattle with his wife and a number of stuffed animals. He has, of late, observed an increasing deficit of actual, live pets; a situation he hopes to remedy soon.

S. A. BOLICH



Words, words! S. A. Bolich has been chased by words since before she even really knew what they were. She won her first short-story contest in the sixth grade, and has been known to scribble on paper plates on camping trips for lack of other writing

materials. After sidetrips into the army as an intelligence officer, corporate world as a project manager, and the classroom teaching web design, she engineered an escape to full-time freelancing a few years ago. A native of Washington State, she has managed to travel over a significant chunk of the world, including nearly every back road in the former West Germany. Having grown up with horses, two now occupy her pasture, her companions in the dressage ring as well as the back country of the Pacific Northwest. She is currently converting a degree in history into a wholesale rewrite of American history in a six-book alternate history series. Her work has appeared thus far in such venues as Beneath Ceaseless Skies, On Spec, Damnation Books, and several ezines, and has earned an Honorable Mention in the Year's Best Fantasy and Horror as well as from Writers of the Future.



M.H. (MAGGIE) BONHAM

Maggie Bonham is the multiple award-winning author of more than 31 books including 7 works of fiction. Her novels include the Kindle Bestseller, Prophecy of Swords, Runestone of Teiwas, Lachlei, The King's

Champion, Howling Dead and Serpent Singer. She practices martial arts (Shotokan and Ninjutsu), is an animal expert, sled dog racer, former rocket scientist, llama owner, podcaster, ebook publisher and general miscreant. Visit her websites at www.shadowhelm.net, www.howlingdead.com and www.lachlei.com.

MOLLY BOONE



I think I was destined to eventually end up somewhere in fandom. I started going to Star Trek conventions and making replica uniform costumes in high school. I was introduced to the Sci-fi cons, then to the Seattle Knights, renfairs,

SCA and bellydance. As my interests grew and diversified, so did my costume closet. After many years of all these activities, I finally decided to try my hand at masquerade. Now bear the rating of Master and I continue to compete on the stage. Now a retired Seattle Knight, I spend most of my time developing new costumes, working with the next generation of costumers, shooting archery in the SCA and teaching bellydance.

JANET BORKOWSKI



Janet Borkowski is a Portland area costumer, professional psychic, and long time science fiction fan. Which means she can whip up a killer costume to wear to a convention and she knows you will like it. She is hoping to produce her own

tarot deck in the coming year.



MARK BOURNE

Mark's fiction has appeared in *F&SF*, *Asimov's*, *Aeon*, *Realms of Fantasy*, and anthologies such as the *Chicks in Chainmail* series, *Sherlock Holmes in Orbit*, and others. His story *What Dreams Are Made On* was reprinted in a college

textbook of world literature. He has also worked with Ray Bradbury on directing and producing two of his plays; coordinated with Paramount Pictures on *Star Trek: Orion Rendezvous* and videos for the *ST:TNG* cast; and seen his byline cited alongside Roger Ebert's at the New York Film Forum. He is married to Elizabeth Bourne, which is the best thing of all. www.markbourne.com

ARTHUR BOZLEE

An aerospace professional for 25 years, Bozlee brings expertise in the history of spaceflight, the current status of private spaceflight programs and is in training to fly into space aboard the *XCOR Lynx* spacecraft in early 2012.

MIKE BRENNAN

Mike Brennan has come to embrace his inner science-nerd. He works as a Radiation Health Physicist for the State of Washington Office of Radiation Protection. He is a former submariner. He listens to filk. He reads, and now writes, science fiction. He is the author of several published pieces, and is currently working on *The Dark Sweetness Between the Stars*, a novel about intrigue, relationships and the interstellar trade in chocolate.

JEFFERY BROWN

Jeffery Brown is an astronomer at Seattle University. A career astronomer (with a time-out in the private sector and then translational medicine), he got his B.S. at UW and his Ph.D. at Texas. He was tech editor for the *Star Date* radio program early in its history, and had a regular astrophysics column in the *McDonald Observatory News* for a few years. His research specialty is determining the chemical composition of stars, mostly for studying stellar evolution and the chemical evolution of the Galaxy. He's been teaching undergraduate classes dealing with the search for extraterrestrial life since the mid 1990's. He was pressed into service as a back-up Science Guest of Honor at *MosCon* in 1997, and he thinks he attended *Norwescon I* in 1978. He has been playing RPGs since 1975, and has playtest and contributor credits in the *Shadowrun* and *TORG* systems.



JENNIFER BROZEK

Jennifer Brozek is a freelance author for many RPG companies including Margaret Weis Productions, *Savage Mojo*, *Rogue Games*, and *Catalyst Game Labs*. Winner of the 2010 *Origins Award* for Best Roleplaying Game Supplement, her contribu-

tions to RPG sourcebooks include *Dragonlance*, *Colonial Gothic*, *Shadowrun*, *Serenity*, *Savage Worlds*, and *White Wolf SAS*. Winner of the 2009 *Australian Shadows Award* for edited publication, Jennifer has edited several anthologies with more on the way. Author of *In a Gilded Light* and *The Little Finance Book That Could*, she has more than 25 published short stories, is the creator and editor of the webzine, *The Edge of Propinquity*, and is an editor for the *Apex Book Company*. She also writes the monthly gaming column *Dice & Deadlines*. Jennifer is a member of *Broad Universe*, *SFWA* and *HWA*. Read more about her at her blog: http://jennifer_brozek.livejournal.com



SATYRPHIL BRUCATO

SatyrPhil Brucato, aka Phil Brucato or just plain Satyr, sold his first professional story to *Marion Zimmer Bradley's Sword & Sorceress IX*. During *White Wolf's* "classic WOD" period, he co-created the *Mage*, *Sorcerers Crusade*,

Werewolf, *Changeling* and *Vampire: Dark Ages* lines, contributing to over 80 books for the *Wolf*. The next decade saw him author *Deliria: Faerie Tales* for a *New Millennium*, *Everyday Heroes*, and a popular column in *NewWitch* magazine. His fiction has appeared in *Weird Tales*, *Steampunk Tales*, a slew of collections, and the *Bad-Ass Fairies* series. Recently, he co-edited the benefit collection *Ravens in the Library*, founded *Silver Satyr Games*, and produced the webcomic series *Arpeggio* (see <http://www.arpeggiothecomix.com/>). Satyr lives in Seattle with his partner Sandra Buskirk and their cats. Visit his blog at satyrblade.livejournal.com.



JASON BULMAHN

Jason Bulmahn is the Lead Designer of Paizo Publishing, LLC. After having coordinated the world's largest organized play D&D campaign for the RPGA (Living Greyhawk), Bulmahn joined Paizo Publishing as the Managing Editor of Dragon magazine in 2004. In 2007, Jason took over as the Lead Designer of the Pathfinder Roleplaying game. His RPG design credits include Dungeonscape, Elder Evils, Expedition to the Ruins of Greyhawk, the Pathfinder Chronicles Gazetteer, Secrets of Xen'drik, the Pathfinder Roleplaying Game Core Rulebook, Bestiary, and the Advanced Player's Guide. His work has earned one Origins Award and seventeen ENnie Awards, including Best Game and Product of the Year.



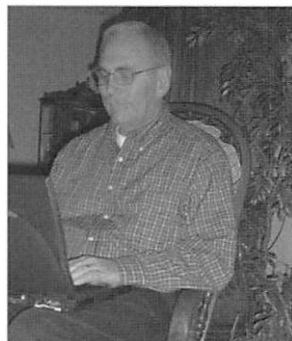
JEFF BURK

Jeff Burk is the author of the bizarre cult favorites Shatnerquake and Super Giant Monster Time! His funny and violent stories have been praised by The Guardian, Boing Boing, Wizard Magazine, Details Magazine and Whil Wheaton. He is also the Editor in Chief of The Magazine of Bizarro Fiction and the Head Editor of Deadite Press.



SANDRA DAMIANA BUSKIRK

Sandra Damiana Buskirk was raised by Coyote and Raven, assorted Greek, Roman and Norse deities, and the faeries in her grandmother's attic. She started creating music and stories before beginning school, and discovered a passion early on for finding exactly the right words and spelling them correctly. She currently lives in Seattle with her partner Satyr, their housemate Inky, three cats and a snake.



TED BUTLER

Ted Butler has written five books in his science fiction Belt Republic series. Book one starts with swimming pool of Jell-O prank gone wrong. Ted has been a computer consultant, a salesman, a teacher, a technician, fought computer viruses, run a dishwasher, worked on a survey crew, helped launch satellites, and tested ballistic missiles. He loves the quote from his extremely biased grandson Keefe about the Belt Republic books. "I never had a favorite author before, but now I do." Ted lives in Washington state and is working on the first book in a new series.

ERIC CAGLE

Eric Cagle is a professional game designer, writer, and editor for the past 15 years. Eric has worked on everything from Dungeons and Dragons, Star Wars RPG, d20 Modern, Pathfinder, Warhammer Fantasy RPG, WARMACHINE/HORDES, and many other game titles. He has also designed and written for video games, including OurWorld, Nanovor and iPhone mobile games. He got his start at Wizards of the Coast and worked for numerous game companies in his career. Eric lives in Seattle where the coffee is as dark and bitter as his goddesses.

KURT CAGLE

Writer, editor, artist and futurist, Kurt Cagle currently works setting web standards with the W3C, building information architectures for the Library of Congress and the US National Archives. He edits XMIToday.org and MetaphoricalWeb.net, and has written or cowritten eighteen books on web technologies. He is working on his first novel, For Eleise (working title), a young adult story about cats, information theory, the nature of the universe, Japanese Shonen, Chess, the boundaries of awareness and the art of drinking tea.



MAIDA 'MAC' CAIN

Raised in a tiny mountain town, Mac was always a little too smart and sarcastic for her own good and read too many books for anyone else's comfort. After running away to the city, she's currently content living a decadent urban life with a spouse, two

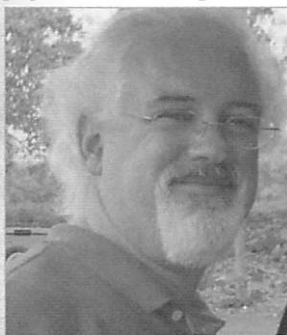
teenage sons, a cat, and a still impressively large reading habit. Through an unfortunate inheritance of genetics, she suffers from a laundry list of autoimmune disorders that have made her a disability activist. In her not-so-spare time, she likes to hike long distances, take photographs, create random acts of art, and knit odd, geeky things, sometimes with LEDs.



THE CAMARILLA

For the last twenty years, fans of White Wolf's "World of Darkness" system have had one official fan club providing a truly global live-action interactive roleplaying experience: The Camarilla. Born right here in the Northwest, this fan-

run organization has been going strong across the US and the world for much of the last two decades. The Camarilla is dedicated to community service and charity work along with roleplaying. We welcome all those age 18 and older who can't get enough of vampires and werewolves, mages and ghosts, live-action, tabletop and CCG - and all the global World of Darkness live-action roleplay (LARP). <http://camarilla.white-wolf.com> <http://darkemerald.org> and http://wiki.white-wolf.com/canwiki/index.php?title=NW_Region#Calendar



RUSSELL D. CAMPBELL

Growing up Russell D. Campbell always liked to doodle and somehow he never stopped being creative. Maybe that means he hasn't "grown up?" He works in pen/ink, color pencil and occasionally acrylic. Lately he's even been fiddling with

some 3-D art ideas. His work is fanciful, often humorous, usually fantasy oriented. Just for good measure he occasionally lets a nightmare escape his mind as well. By day he plies the trade of software engineer. He's interested in green technologies, alternate energy sources, movies, books and a wide variety of other things techies often enjoy. At conventions you may find him in panels, demos, wandering the Dealers room and in the Art Show. And if, in the evening, you see him carrying a large blue-ish drinking horn . . . say "hi!" and join him in the search for truth (or ale..).



ROB CARLOS

Rob has a fairly extensive web site full of dragons, elves, fairies and other fantasy images, and has worked illustrating various fantasy role playing games. Recently, some of his dragons have been turned into beautiful pewter figurines, ceramic

tiles, and polystone ornaments. Rob will continue to draw and breathe life into dragons, monsters, and other fantastical creatures for as long as they keep telling him their stories.

EVA CARLSTROM

Eva Carlstrom is a mother of three and teacher of forty-some. Recently, most of her energy and time is spent on raising two small children, keeping house and planning classes. She enjoys reading aloud, quirky games, wordplay, linguistics and science fiction about people (in preference to machines or principles). She teaches English classes at the Northwest Chinese School on Saturdays, and provides remedial and enrichment math and reading instruction under the name of Teach to Each. She is part of a polyamorous geek family of six, including partner Mickey Phoenix and daughter Deirdre Phoenix, also panelists. She is proud to say that her four-year-old is leveling a dwarven priestess, and has had to be taught not to read people's email over their shoulders, and that her baby plans to eat the world, starting with the books.



FRANK CATALANO

Frank Catalano is an author, executive-level marketing strategy consultant and veteran media commentator. He has consulted a wide variety of technology-related companies including Apple, Pearson, Corbis, McGraw-Hill, the Toy Industry

Association and others. As a writer and broadcaster, Frank co-authored two "Dummies" books on marketing, had regular columns in the Puget Sound Business Journal and Seattle Weekly, and was part of KCPQ-TV 13 Seattle as the station's on-air technology analyst. He also spent more than a dozen years as a radio and TV news director,

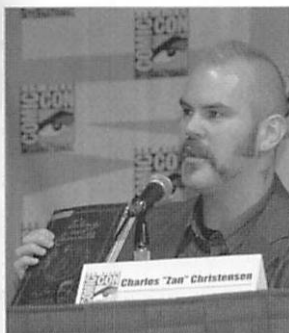
reporter and anchor. He wrote fiction for several magazines, and is a former Secretary of the Science Fiction Writers of America. He currently serves on the boards of the Washington Alliance for Arts Education and Wing-It Productions, and on the Education Division board of the Software and Information Industry Association. Frank frequently speaks at technology and education industry conferences, blogs at www.intrinsicstrategy.com and tweets @FrankCatalano.

ORCHID

Even as a child I made costumes for myself and others. I was introduced to Sci-Fi conventions and found that I absolutely loved the fact that I could create costumes and wear them! A friend invited me to costume with her for a Sci-Fi con's costume contest and we found that together we had a talent to create, perform and win. You may have seen our costumes at Orycon, Norwescon and Westercon in the past. I have served on costuming panels and have done other panels in other venues that have had to do with costuming. Six years ago I left my home town of Portland, Oregon due to a job change and didn't attend any Sci-Fi cons. Oh, how I missed the creating, sewing, (and bitching about sewing) and the camaraderie! Well, I'm back and looking forward to resuming costuming, sharing my knowledge and, oh yeah, the Sci-Fi reverly!

TED CHIANG

Ted Chiang is the author of *Stories of Your Life and Others*. His fiction has won three Hugos, four Nebulas, three Locus awards, and a Sturgeon award.



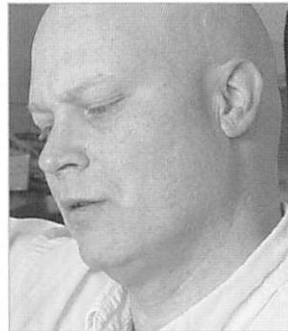
CHARLES "ZAN" CHRISTENSEN

Charles "Zan" Christensen is the Publisher of Northwest Press, a publishing imprint devoted to providing the highest-quality lesbian, gay, bisexual and transgender graphic novels and comics collections.

Northwest's books include Jon Macy's "Teleny and Camille", Justin Hall's "Glamazonia: The Uncanny Super-Tranny" and David Kelly's "Rainy Day Recess: The Complete Steven's Comics." Zan was the founding President of Prism Comics, a nonprofit organization formed in 2003 to help level the playing field for queer cre-

ators in the comics industry. Prism has become a force for positive change, providing a strong presence on the web, high LGBT visibility at conventions, and an annual grant program that has given thousands of dollars to comics artists and writers to publish and promote their work. Zan is also the co-creator of "The Mark of Aeacus" published jointly by Class Comics and Northwest Press. His illustrated novella "Legacy" will debut later this year.

ALAN M. CLARK



Alan M. Clark grew up in Tennessee. He has a Bachelor of Fine Arts degree from the San Francisco Art Institute. His illustrations have appeared in books of fiction, non-fiction, textbooks, young adult fiction and children's books. Awards

for his illustration work include the World Fantasy Award and four Chesley Awards. His short fiction has appeared in magazines and anthologies and four of his novels have been published. Eraserhead Press released a collection of his fiction titled *Boneyard Babies* in November 2010. Clark's publishing company, IFD Publishing, has released six books, the most recent of which is a full color book of his artwork, *The Paint in My Blood*. He and his wife, Melody, live in Oregon. alanmclark.com

JEFF COMBOS



Jeff Combos is a writer, producer, and game designer. As the founder and president of Exile Game Studio, he is the mastermind behind the award-winning Hollow Earth Expedition" roleplaying game. Additionally, his Ubiquity Role Playing system

has been licensed to game companies around the globe for their own projects. Jeff got his start in game industry as a freelance writer for White Wolf, but then took a detour into the tech industry for several years before escaping to pursue more creative endeavors. Since then he has worked on Bella Sara (a magical horse-themed collectible card game for young girls) and Dark Void (an action/adventure video game that mixes on-foot combat with jetpack-fueled dogfighting). He is currently working on an unannounced project for Airtight Games.



BRENDA COOPER

Brenda Cooper has published fiction in Analog, Asimov's, Nature, Daybreak, Strange Horizons and in multiple other magazines and anthologies. She is the author of the Endeavor award winner for 2008: The Silver Ship and the Sea, and

of the sequels, Reading the Wind and Wings of Creation. She co-authored Building Harlequin's Moon with Larry Niven. Watch for Mayan December, coming soon from Prime Books. By day, Brenda is the City of Kirkland's CIO, and at night and in early morning hours, she's a futurist and writer. See her website at brenda-cooper.com.



BRUCE R. CORDELL

Bruce is an award-winning game designer, and a novelist of seven published books, including Key of Stars and Sword of the Gods.

NATHAN CROWDER

Author, publisher, and lover of classic cocktails, Nathan can see the silver lining in any cloud, though this is rarely reflected in his writing. His fiction has ranged across many genres, but he is generally happiest in the urban fantasy, horror, mystery, or superhero arena. His work has appeared in a number of recent anthologies, including

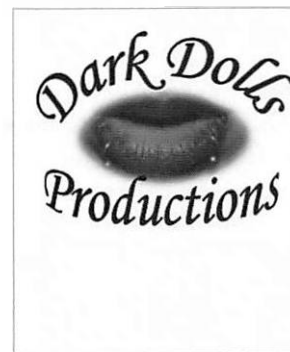


Cobalt City Timeslip, Human Tales, Rigor Amortis, and Cthulhurotica. Nathan currently lives in the Bohemian wilds of Seattle's Greenwood neighborhood, where micro-brew beer flows like water and everyone wears ironic t-shirts and goatees – even the women. From there, he manages the small press Timid Pirate Publishing. Nathan shares an apartment with a cat named Shiva who is currently managing his career in exchange for fresh kibble.

HEATHER DALE

Heather Dale & Ben Deschamps are full-time Canadian musicians, writing songs about fantasy, mythology, legends and history. Heather loves Dr. Who, D&D, Mercedes Lackey, Firefly... you name it. Ben's partial to reading Russian sci-fi, Harlan Ellison, Robert Sawyer and Bob Forward. After being introduced to filking at their local Toronto sci-fi cons a bunch of years ago, they can now be found sharing their original songs with filkers all over North America and Europe. They've been tremendously honoured to accept Pegasus Awards for "Best Performer" and "Best Writer/Composer". Check out www.HeatherDale.com for lots of neat info!

DARK DOLLS



Dark Doll Productions (Ivy DuPri, Lola Ebola, Sasha Slaughterhaus, Pussy LaGore) is a horror based Vaudeville troupe in Seattle, WA. They are best known for their original twisted and dark burlesque acts; however, they offer so much more. Over the last year

Dark Doll Productions has helped host events, done guest spots at concerts and performed as the living dead around the greater King County area. So, come for the babes, stay for the blood, and succumb to the darker side of vaudeville!

JEFF DAVIS



Representing Weird Washington & Weird Oregon, Jeff Davis was born in Washington State, and though he has traveled across the United States and around the globe, he has always returned home. The grandson of a logger, Jeff occasionally wears flannel, and although he now carries a laptop instead of an axe, Jeff does not drink designer coffee like most people in the newly technified Washington State. Jeff has a Master's Degree in Archaeology, and has worked on many National Forests in Washington and Oregon. He has also worked with many Native Americans in the

Pacific Northwest. While some of this may sound boring, it helped develop Jeff's interest in all of the interesting, unique, and downright WEIRD places in Washington. Jeff's hobbies include cooking, classic movies, talking baths in John Wayne's bathtub, ghost hunting, and the occasional firewalk.



DEATH*STAR

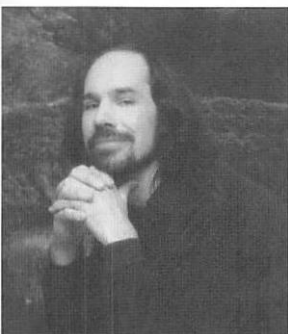
Death*Star is returning to Norwescon to hit the north-west nerd community with some major nerdcore rhymes. Hip hop trio C0splay, MC-3P0, and Bill Beats are excited to perform again for the geeky masses. Hip hop that spans

from D&D to PC, DDR to UFOs, Zombies to Nintendo. If you've never heard of Nerdcore Hip Hop, now is your chance to experience a growing movement in the north-west. No acoustic guitars here, just beats, rhymes, and dorks.



PAUL DIXON

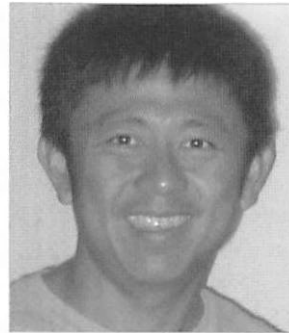
Paul A. Dixon was once an oceanographer but now works in digital marketing, the result of an incomprehensible sequence of career maneuvers which either seemed logical or was meant to be temporary at the time. He lives in his Seattle hometown with his wife Katie.



ANDREW DOLBECK

Andrew Dolbeck now has a website (www.andrew-dolbeck.com) where he blogs about the craft of writing. Andrew is the author of four published novels, has worked as a professional storyteller, written several full length plays that have been

produced locally on a semi-professional level, sold poetry to the King County Arts program, and has ten years of non-fiction business writing experience.



DR. RICKY

Dr. Ricky is a practicing research scientist based out of Houston, TX, and is also an active food blogger. His area of expertise is genomics and bioinformatics, and is involved with science education. Writings about science and cuisine can be read at food.drriicky.net.



TAMMIE L. DUPUIS

Ms. Dupuis has been involved in researching, recreating and teaching historic costuming for over twenty-five years. She holds a B.S. In Anthropology/ Archeology from Montana State University. Ms. Dupuis specializes in research

in clothing and clothing accessories from the late 16th century and is a member of the Society for Creative Anachronism. She is the owner and creative drive behind the internationally known website www.renaissancetailor.com and has lectured on various historic clothing topics around the U.S. And Canada. Ms. Dupuis lives in Silverdale, Washington with her family, where she runs an on-line business connected to her website and works with clients such as Vanity Fair, The British Shakespeare Company, Wiliam Ivey Long Studios, Lyric Opera Chicago, and various other re-enactment groups and individuals throughout the U.S. and Europe.



DURLYN

I have been doing conventions since 1989. I was an art director for Dreamcon from 1990 'til 1996. After Dreamcon, I ran 3 Westercon artshows and 2 Rustycon artshows. I have been creating artwork since early in my life and continue

today while still working full time.



**NEIL (LIGHTS)
DUTTKIN**

I've been attending local sci-fi conventions for over 15 years. By accident, I found that adding a few well-placed lights would increase the interest in my outfits/costumes/creations exponentially (which is really

cool, because I can't sew). Eventually, this odd interest mutated into my unique personal hobby, intermixing lights, electronics, and the fabrication of various forms of plastic.



CHERYL DYSON

dysonrules has been writing fanfiction since 2006 and is currently active in the Harry Potter, Inception, Merlin, and Hawaii Five-O fandoms. She is extremely active in fandom and moderates approximately eighteen different communities on

Livejournal and several fanfiction/fanart fests. She writes so much smut that now she has to post "NO MATURE CONTENT" warnings on her fanfiction that are rated below NC-17. She enjoys collars, gloves and hoodies when properly exhibited.



**CYMBRIC EARLY-
SMITH**

Cymbric Early-Smith stays quite actively engaged with every facet of life these days. Professionally: As Program Director for The Interactive History Co, which presents hands-on history programs all over North America,

Cymbric develops and creates innovative and engaging curriculum and props for IHC's ground-breaking educational presentations. Artistically: Cymbric's unyielding love for writing utterly overwhelmed her good sense recently, which inspired her to channel a great deal of energy in a short amount of time to creating the time-travel fantasy series: Twinned Souls. When she cannot be found in her

writer's garret, Cym is in her studio indulging her concept of "Right-Brain Writing" by creating art to help her visualize her story. She also loves using fantasy themes to teach introductory-art workshops. Physically-Spiritually: Cymbric's newest challenge involves making 2011 a thoroughly transformative year by training for the Dublin Marathon to raise money on behalf of the Leukemia & Lymphoma Society.



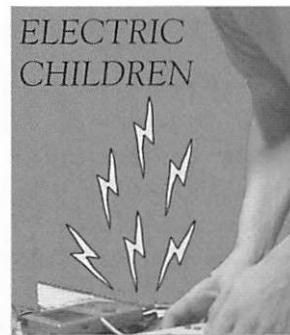
MICHAELA EAVES

Michaela Eaves traded her childhood for three magic beans and some time at art school. She practices gouache, watercolor, ink, acrylic, and experimental media. She also knows her kerning from her leading and whips them into shape

for her design work. She likes cookies, tricking bats, and her dog Buck.

LORI EDWARDS

Lori Edwards Bio - as written by her kittens: Our Mummy, she luv us and feeds us and pets us and feeds us and take lots of tyme away from petting us and feeding us to make bigg kulerful shiney stuff for us to chew on and pee on... Oh, and feeds us.



ELECTRIC CHILDREN

Jack Waterman (AKA Electric Children) has had two major hobbies/passions in life: videogames and music. In Winter of 2008 when, as a fledgling electronic artist, he discovered through some friends of his he could combine the two, he picked

up Little Sound DJ and never looked back. Now, almost 3 years later, Jack's experience has taken him to venues, parties, interviews, and even the notorious Blip Festival in NYC. Channeling the energy, creativity, and craft of worldwide Chiptune legends such as Sabrepulse, USK, and She to inspire his 8-Bit Electro-house anthems, Jack aspires to give his dreary hometown of Seattle, Washington a reason to get on their coffee-and-nicotine-addicted hipster feet and get jiggy. <http://facebook.com/electricchildren>

ELTON ELLIOTT

Author of over two hundred published works of fiction and non-fiction his latest work is a novelette *Space Aliens Taught My Dog to Knit* (co-written with Jerry Oltion), *Analog* June 2010. Out in 2011 will be a novel, *Bishop of Rome* (Book Two in the *Nanoclone Trilogy*, written with Doug Odell), and an anthology, *Like Water for Quarks*, co-edited with Bruce Taylor. Involved in several business start-ups he also is the Editor for MVP Publishing. You can purchase his recent works, including *Prince of Europe* (Book One in the *Nanoclone Trilogy*, written with Doug Odell) at: MVPPublishing@live.com You can read his tweets at [EltonElliott56@twitter.com](https://twitter.com/EltonElliott56)



SPENCER ELLSWORTH

Spencer Ellsworth wrote his first novel at seven years old and never recovered.

He lives in Bellingham, WA where he writes and edits; the former won the PARSEC Fiction Contest in 2009 and recently appeared in M-Brane's 2020 Visions

anthology, the latter includes slush reading and copyedits galore. He has also worked in wilderness survival, special education, and at a literary agency. He is married to fantasy artist Chrissy Ellsworth, and the proud father of Adia and Samwise Ellsworth.

CRAIG ENGLISH

Craig English is the co-author of *Anxious to Please: 7 Revolutionary Practices for the Chronically Nice* (fourth printing) (Spanish and Greek translations). Mr. English has just completed a novel—a swashbuckling political thriller—*The Anvil of Navarre*. Other publications include short stories in *Talebones*, *Aeon Speculative Fiction*, and *Frigg*. Craig is a sought after teacher, bringing 25 years of experience to his dynamic workshops at venues such as the University of Washington, the Northwest Institute of Literary Arts, The Esalen Institute, Hollyhock Retreat Centre, and Breitenbush Retreat Center. Mr. English has been featured on numerous radio shows. Television appearances include *KING 5 Morning News* and *Geraldo at Large*. For twenty-five years Mr. English worked as a professional actor. He has done more than 50 television and radio commercials, and CD-ROM game voice-overs. He has acted in more than 20 productions of Shakespeare and was a certified fight choreographer.

ROBERT FERRIGNO

Robert Ferrigno's alternative-history trilogy (*Prayers for the Assassin*, *Sins of the Assassin*, *Heart of the Assassin*) is set thirty-five years in the future, after a civil war has left the US divided into two nations, a Muslim republic with Seattle as the capital, and a fundamentalist Christian Bible Belt. Featuring a genetically-enhanced Muslim assassin as the hero, the trilogy was a NY Times best-seller and was nominated for an Edgar award by the Mystery Writers of America. The books have been published in numerous foreign editions, including Russian, Chinese and Arabic, none of which Ferrigno can read.

FIGHTER X

Fighter X is the musical alias of Nickolas A. Walthew. Specializing in Game Boy chipmusic since '05, Fighter X has shed the light of of his art upon those in Seattle, Portland, New York, and all over the UK. If it's a catchy 8bit melody you're searching for, Fighter X will provide.



FIREFLAVORED

Fireflavored writes Harry Potter fanfiction, as well as a lot of other things that don't get finished as quickly because there are no festival deadlines for them. Her fanfiction is generally silly, dirty, and (hopefully) humorous. If it's not fun, why do it?



SHANNON FLINT

Shannon Flint began cos-tuming in her teens way back in the 1980s. Her early creations were for Halloween costumes; later she became involved in the SCA and created many medieval garments. Through the SCA she found Sci-fi conventions and her inner geek jumped for joy. Since then Shannon has enjoyed creating fantasy costumes. She started competing in Sci-fi Masquerade competitions in 1998 and by 2001 she achieved Master Class status. Over the years she has used a variety of media to create her designs ranging from plastic and paper-mâché, to leather and brocade. Sculptural and lighting elements have often been a part of her designs. Shannon earned a B.S. in Sculpture from Portland State University in 2005 and is traveling the road to becoming

a Green Interior Designer. Currently she is intrigued by Steampunk and has been studying the counter culture from a costumer's eye.



SHANNON FLOWERS

Shannon is the co-host, editor and producer of Seattle Geekly (www.Seattle-Geekly.com), a weekly audio podcast that aspires to be about all of geek culture in the Northwest. She has attended Norwescon as a fan for almost 20 years and

she watches and reviews bad movies all in the name of geekdom!



JANET FREEMAN

Janet Freeman is a lifelong inhabitant of Washington State, though she occasionally strays elsewhere. Using her engineering degrees from MIT and Caltech, she worked in product development for more than two decades and produced copious corporate fiction. She now writes science articles and science fiction, with occasional attempts at humor. Her personal studies focus on brain science, with an emphasis on Alzheimer's, autism and memory. She credits cousin Mary Rosenblum for renewing her interest in publishing fiction. Her first pro short story appeared in Analog last year.

GREGORY GADOW

Gregory Gadow has been involved in the fannish community for more than 20 years. A typical Mensa geek, his interests range widely and include web design, cosmology, urban gardening, constructed languages, steampunk and the occasional effort at writing bad science fiction. He currently works as a computer programmer in the financial sector, and sits on the Community Advisory Board of the Seattle HIV Vaccine Testing Unit.

MIKI GARRISON

She started out in epidemiology with exciting ideas about hunting infectious diseases, and even spent some time tossing rabies vaccine biscuits out of the



bomber bay of an airplane at the coyotes below. Since finishing her PhD, however, Miki's research has focused on the epidemiology of more every day concerns for modern life in Seattle. She studies the relationship between sleep, behavior and media use (TV, video games, computers, cell phones) in children and teens, and examines how differences in media content, use behaviors and the people themselves can affect both positive and negative outcomes. She has previously been accused of entering this field because of how awesome the toys are, and this is not entirely incorrect -- but it is balanced out a bit by how many of the studies involve collecting spit.

JAMES C. GLASS

James C. Glass is a retired physics and astronomy professor and dean who now spends his time writing, painting, traveling, and playing didgeridoo or native American flute. He made his first story sale in 1988 and was the Grand Prize Winner of Writers of the Future in 1991. Since then he has sold six novels and two short story collections, over forty short stories to magazines such as *Aboriginal S.F.*, and *Analog*, and had seven stories in published in *Talebones*. For details, see his web site at www.sff.net/people/jglass/. He now divides his time between Spokane, Washington and Desert Hot Springs, California with wife Gail, who is a costumer and healing dancer.

VICKI GLOVER

Vicki Glover was infected by the dreaded e.costumi virus early. Its effects include hyperventilating at trim, the uncontrollable urge to wear plumbing supplies, home décor, and Christmas ornaments, and being unable to pass by thrift stores. Attempting to purge the urge, she has outfitted theatrical groups and has competed, won and run masquerades. Recently, trying to go cold turkey, she went to Westercon sans costumes or supplies, but ended up being named "That Scary Costumer" when she won Best in Show for a costume she made onsite with found stuff. Now she finds solace with her support group, the Beyond Reality Costumers Guild, (www.BRCG.org) and plotting their activities such as Beyondcon (a costumer's relaxicon in February) and the Superbowl Sunday Saru Safari, when she isn't trying to prevent her cats from getting into the sewing room and playing with the fabric. She is survived by her husband, Don.



JOHN R. GRAY III

John R. Gray III has been showing his artwork at convention art shows nationally since 1981. At these, he has received numerous awards, including, Best Fantasy, Best Color, Best Use of Humor and Most Unusual Concept.

Publishing history includes book and cassette covers, a series of fantasy bookplates, CD-ROM fantasy clip art collections and illustrations in various convention program books and fan publications. He is also currently working as a freelance commercial artist and as a luthier, building custom autoharps.



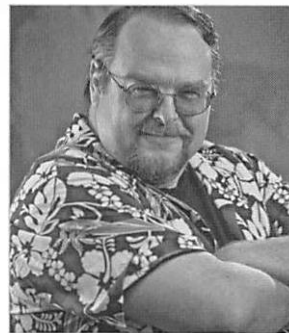
ROBERTA GREGORY

Roberta Gregory is best known for her long career in comics and graphic novels, from her notorious Bitchy Bitch comics/animation to her new collection, Follow Your Art. She is also collecting true cat stories from the cat-appreciating public for

an upcoming book, and you can see the details at truecat-toons.com. To see much more of her work, past and present, including the first chapter of Mother Mountain, her four-book series, visit robertagregory.com

DUSTIN J GROSS

Dustin Gross bought his first RPG at the tender (and impressionable) age of 8. He's been hosting a Friday night game ever since. He is into tabletop RPGs of all sorts, wargaming, board games, and videogames. He was an Outrider for Games Workshop, an employee of Wizards of the Coast, and writing his own adventures. Recently, on top of the Friday night RPG sessions, the Miniature Saturdays, and the video game Sundays, he's been working on a series of RPG of his own. He just published *Neverwhen*, founded a company called *Dragondyne Publishing*, and is currently working on several adventures for the *Neverwhen* series, as well as supplements. He has been going to conventions for about 25 years, and running panels and demos for about 10 years.



JEFF GRUBB

Jeff Grubb is an author and game designer. He is the author of over a hundred game products, more than thirty short stories, and over a dozen novels, all of the last category in shared worlds, many of which he helped create. He is one of

the co-founders of the *Forgotten Realms* setting and one of the co-creators of the *Dragonlance* setting. His most recent novel is *Ghosts of Ascalon*, with Matt Forbeck. He is currently employed at *ArenaNet*, creates cool stuff of the *Guild Wars* game, is working on a *Star Wars* novel, contributes to local RPG projects, and builds worlds when he has the chance. He hates writing personal bios with a red-hot heat.



PAUL GUINAN

Paul Guinan is a Chicago-born multimedia artist. He co-created the time travel series *Chronos* for DC Comics and (with his wife, Anina Bennett) *Heartbreakers* for Dark Horse. In 2000, Paul created *Boilerplate*, an

internationally acclaimed web site about a Victorian-era robot. It evolved into a 170-page hardbound book called *Boilerplate: History's Mechanical Marvel*. The lavishly illustrated tome was called "a tour de force" by *Publishers Weekly* and "utterly enchanting" by *Fantasy & Science Fiction*. *Boilerplate* was recently acquired by J.J. Abrams to produce as a major motion picture for Paramount Studios. Are you ready for steampunk Slurpee cups?

EILEEN GUNN



Eileen Gunn is a short-story writer, author of the collection *Stable Strategies and Others* (*Tachyon Publications*, 2004) and co-editor of *The WisCon Chronicles, Volume Two* (*Aqueduct Press*, 2008). She has received the *Nebula* and the *Sense of Wonder*

Awards, been nominated for the *Hugo*, *Philip K. Dick*, and

World Fantasy Awards, and shortlisted for the Tiptree. She was editor/publisher of the Infinite Matrix webzine and in the dead of night can hear it stomping around in the attic. You can follow her on Twitter at http://twitter.com/eileen_gunn and visit her website at <http://www.eileengunn.com/>. Her work appears frequently on Tor.com



CAREN GUSOFF

Caren Gussoff is a science fantasy and literary fiction writer. The author of *Homecoming* (2000) and *The Wave and Other Stories* (2003, both *Serpent's Tail/High Risk Books*), Caren received her MFA from the School of the Art Institute

of Chicago. In 2008, she was the Octavia E. Butler/Carl Brandon Society scholar to Clarion West. She won a Speculative Fiction Foundation Gulliver Travel Grant and an Elizabeth George Award for her current novel in progress. You can find her online at spitkitten.com.



JULIE HAEHN

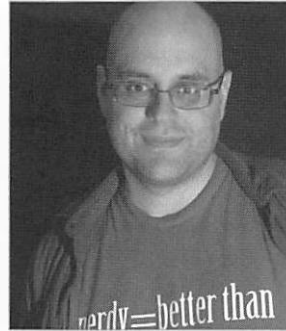
Julie has worked as a professional gamer since 2001. In those years, she has been involved in a variety of aspects of the games business including board and card games, collectible card games, collectible miniature games, constructible strategy

games, and now video games for the PC, Mac, DS, Mobile Phone, Handhelds, and other new and exciting platforms. Her roles in the development of games have spanned game design, play testing, game production, sales and marketing, and demo monkey. She also runs the amateur game design contest at KublaCon every year. She is currently the Operations Manager/Executive Producer for Sandstorm Productions LLC.

SEAN HAGLE

Sean Hagle (@drakemonger) is a senior software engineer at a large Internet company, where he works on machine learning and data mining problems. He has a M.S. in Psychology (with a focus on neuroscience and language processing) from Carnegie Mellon University, where he once got into an argument with a Nobel laureate (it ended when they realized they were both saying the same thing). He has been polyamorous for just shy of two decades, and

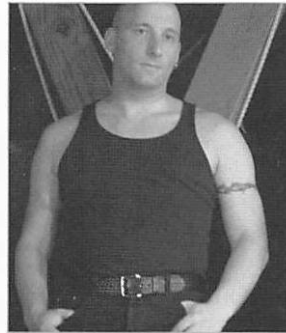
lives with his two spouses of ten years, with whom he co-parents two children.



MATT HAMMOND

Matt Hammond has been attending Norwescon for most of the past 25 years. He reports on a broad spectrum of geek culture as co-host of the crushingly popular Seattle Geekly podcast (available at seattle-geekly.com) and as a freelance

writer. He has had essays and articles published both on-line at places like Live for Film, Another Passion and Monkey Goggles and in print in *Sound and City Arts* magazines. He supports his writing and podcasting habits by working as a registered nurse specializing in emergency and critical care.



RUSSELL HARMON

Russell has been involved in the Seattle leather scene since the mid-90's, teaches SM and sexuality workshops, and is very involved with the Center for Sex-Positive Culture. He's also one of the meanies from twobigmeanies.com,

an altporn BDSM site focusing on fun, connected, and kinetic play. He helped start and is one of the regular DJs for Grind, the Thursday gothic/industrial fetish night at the Wet Spot. He's also into bodybuilding, motorcycles, rock climbing, tabletop gaming, and technical sound and lighting. He's a computing and security professional, but his obsession du jour is airsoft.



RHIANNON HELD

Rhiannon Held was born in Minnesota but moved to the Pacific Northwest young enough that she imprinted there instead. Her current day job is as a professional archaeologist. Unfortunately, given that it's real rather than fictional archaeology, fedoras,

bullwhips, aliens, and dinosaurs are in short supply. Most of her work is done on the computer, using databases to organize data, and graphics programs to illustrate it. *Silver*, the first novel in her urban fantasy series from Tor, is currently scheduled to come out in 2012.



JUDITH HERMAN

Judith Herman has been a rocket scientist, a computer graphic programmer in the film industry and a technical writer. She has recently had two short stories published and is now working on her first fantasy novel.



DOUGLAS HERRING

Doug's first science fiction convention was LACon I in 1972. His love is ink and watercolor and during the 70's he contributed hundreds of pieces of art to fanzines, mostly Trek and comics zines. He has attended at least one major SF convention

a year since, usually a whole lot more, and always loves to display his art. To see examples of his work, check out the art show and his website: douglasherring.com



JOSEPH HILL

Joseph first started costuming after getting involved with the Civil War Reenactment "scene", 30+ years ago. After moving to the Great Northwest, Joseph joined the Seattle Knights and from there his costuming skills have been more of an

"medieval thread". Commonly Joseph can be found embroidering a costume accent or knitting yet another piece of maille. Joseph credits his "creativity" to his mother, Betty A. Hill, who taught him the basics of sewing and never discouraged him with anything he tried to do.



JEREMY HOLCOMB

Jeremy Holcomb has been involved in board and card game design, development and promotions for over 15 years. After years working for companies such as AEG (L5R) and TriKing Games (*Anachronism*), he has joined forces with other gaming geeks to form Bucephalus Games. He now works as VP of Development for Bucephalus, splitting his time between making his own board games and working with other designers to find projects for Bucephalus. He has over a dozen games to his credit, and his ongoing quest it to play every game at least once.

STEVE HOLETZ

Steve is producer and co-host of *The BoneBat Show*, a Podcast Award-nominated comedy, music and culture podcast based in Seattle. When not working on *The BoneBat Show*, Steve can be found spinning independent metal and punk music each week on the *Bonehand Heavy Half Hour*.



LESLIE HOWLE

Leslie Howle is a free-lance writer, photographer, and the manager of a small non-profit business (NW MediaArts) that organizes author readings and writing workshops. Leslie has been the Workshop Director and Co-Administrator of the Clarion West Writer's Workshop for over twenty years. She worked as the Senior Manager for Education and Outreach at the Science Fiction Museum and Hall of Fame at its opening and several years beyond, and was the original manager of the Science Fiction Short Film Festival. Leslie also works part-time for the City of Seattle. NW MediaArts was established in 2006 as a non-profit organization dedicated to facilitating high quality literary arts and film events. NW MediaArts also provides event production, conference coordination, and publicity.



CLAIRE HUMMEL

Claire Hummel grew up in LA, studied Illustration at the Rhode Island School of Design, and ended up in Seattle as a concept artist for Xbox. She loves spending time with her two snakes, going on geology-centric road trips, and making

costumes when she actually has the time. Most of her art can be found at <http://www.shoomlah.com>, or the more frequently-updated <http://shoomlah.deviantart.com>.



**J. SPYDER ISAACSON,
M.ED.**

Spyder has been busier than usual lately, finishing his Masters of Education in Learning and Technology and relocating from Belltown (Seattle) to Kenmore. He's a long-time science fiction fan, profes-

sional actor-director-playwright, avid history buff and former IT professional who has also recently re-started his former pursuit of being a fiction writer. During all of this, the impossible recently happened, and he is now a former bachelor, sharing his life with his soul-mate, Kate.

**BRIAN DAVID
JOHNSON**



The future is Brian David Johnson's business. As a futurist at Intel Corporation, his charter is to develop an actionable vision for computing in 2020. His work is called "future casting"—using

ethnographic field studies, technology research, trend data, and even science fiction to provide Intel with a pragmatic vision of consumers and computing. Along with reinventing TV, Johnson has been pioneering development in artificial intelligence, robotics, and using science fiction as a design tool. He speaks and writes extensively about future technologies in articles and scientific papers as well as

science fiction short stories and novels (Fake Plastic Love, Nebulous Mechanisms: The Dr. Simon Egerton Stories and the forthcoming This Is Planet Earth). He has directed two feature films and is an illustrator and commissioned painter.

PIR8FANCIER

pir8fancier is a professional writer who has published two novels and also has written a shocking amount of fanfiction. Her novels have been well received and her fanfiction has received numerous awards. She is currently plotting out her third novel, a YA featuring pirates.



JEAN JOHNSON

In the words of that most famous hitchhiking reference, Jean Johnson is "mostly harmless"...until you pick up one of her books and get sucked into her carefully crafted worlds filled with plot, humor, and great storytelling. Then she'll start

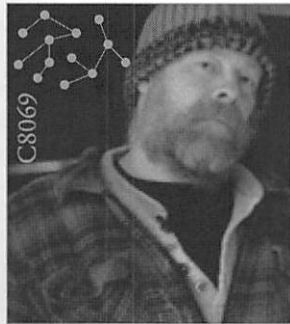
snickering. And if you go back and re-read it again, she'll start buahahaing. Other than that, she lives somewhere around here with her cat and her plethora of plot-bunnies.

RYAN K. JOHNSON



Ryan K. Johnson is an independent filmmaker living in Seattle who has produced two dozen shorts ranging from parodies to thrillers. His best-known fan films are four Doctor Who pastiches with a female Doctor; Star

Trek: The Pepsi Generation, and two Mystery Science Theater 3000 productions, all of which are available from him on DVD at very little cost. His work has been shown on the BBC, the Seattle International Film Festival, and TLC's Little People Big World. He currently co-hosts the British TV Podcast with Chrissy and Ryan, a weekly look about British television (www.britishtvpodcast.com). A DVD compilation of all 15 Let's Make A Movie workshop films which he shot has been released.



DQNIEL KAUFMAN

Last year's Artist Guest of Honor John Jude Palencar called dQniel's work on the Norwescon program "sublime", which is an excuse to name-drop *and* use sublime in a sentence. His clients have included Wizards of

the Coast, Lucasfilm, Games Workshop, ArenaNet, The Seattle Rep and The Seattle Gay & Lesbian Film Festival. He also dabbles in short film, including the Clark Kent/Lex Luthor parody, *Roommates*, available at his YouTube channel "dQnielk". See what he's up to at Sunday's Norwescon film festival and throw him a "Like" at [Facebook.com/Pulled Prok](https://www.facebook.com/PulledProk). RIP Lulu the Manx.



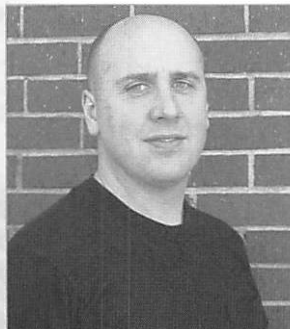
KEFFY R. M. KEHRLI

Keffy R. M. Kehrli attended Clarion in 2008 and has published fiction in Apex Magazine, Fantasy Magazine and Orson Scott Card's InterGalactic Medicine Show among others. He currently lives in western Washington, where he is

plagued by a traveling morning glory and somebody else's cats. He affords his extravagant tie collection by doing various forms of alchemy for pay. He knows both stuff and things, although stuff no longer returns his calls and things is on a permanent vacation in the Bahamas.

B. D. GALLAGHER

B. D. Gallagher used to be a professional historian with a strong interest in military history and the history of science, but now he writes technical and commercial non-fiction and science fiction at night. He lives in Monroe with his wife and family, 3 cats and a paranoid beagle.



BART KEMPER

Engineer, soldier, writer, photographer, wanderer, and professional troublemaker from the Atchafalaya Basin. Enjoys quiet rainy nights, window shopping on Royal Street, late night beignets, setting large explosions,

cemetaries, multiphysics computer simulations, crash tests, and the smell of photo chemicals in the morning. Dislikes oil spills, despots, and sandstorms. Competing for the X-Prize for Oil Cleanup. Mostly harmless.

MIKKI KENDALL

Mikki Kendall would live in a fictional world if she could, but alas she's never followed the right rabbit or met a fairy that she could trust. Occasionally she embarks on adventures of one kind or another, and hopes to find a road to something amazing. Until that day comes, she'll happily create realities for others to visit, and consider ways to improve her own surroundings. Whether that involves slaying dragons or grooming future world...leaders, she is happy to stir things up in this world while exploring all the other possibilities.



RACHAEL KENOYER

Mother of two, partner of three, and an unrepentant "people person," Rachael is continuing her graduate studies in religion at the University of Washington, and working towards a paralegal certificate. She loves her life.



JOANNE KIRLEY

Costumer, actress, LARPing enthusiast. Owner and designer for Costumes, Period -- a costume shop that rents, sells, custom designs costumes and fashions for all occasions (historical is our specialty though we do modern and fantasy too)...

Owner of Dryads Rest, a beautiful acreage (half-way between Seattle and Portland) devoted to many uses, including LARPing, private camping, sacred ceremony, nature studies and low impact eco friendly home development --- while maintaining its natural woodland beauty.



JIM KLING

Jim Kling writes about science and the future, but tries not to think too deeply about either topic as he resides in the vicinity of a dormant volcano. His work has appeared in *Scientific American*, *The Washington Post*, *Science* magazine,

Technology Review, *WebMD*, and newsletters of the Harvard Business School, among other places. He has also published three short science fiction stories in the scientific journal *Nature*. Visit his web site at <http://nasw.org/users/jkling>



JAK KOKE

Jak Koke writes and edits from Seattle, where he lives with his two daughters and his partner, Karawynn Long. His most recent novel is *The Edge of Chaos*, a Forgotten Realms fantasy. He is most well-known for his bestselling *Shadowrun* trilogy, the

Dragon Heart Saga — *Stranger Souls*, *Clockwork Asylum*, and *Beyond the Pale*.



DANI KOLLIN

Though I earned my degree in graphic design, I decided early on to pursue a career in advertising because that's where the money was at. And had I stayed there I might even be making some now. In desperation to find a profession that would

have someone ask me for my autograph I challenged my brother, Eytan to write a book with me. Surprisingly (given our history of having absolutely nothing in common short of exceedingly warped senses of humor) he agreed. Our first novel, *The Unincorporated Man*, was published by Tor in 2009 and won The 2010 Prometheus Award for best science fiction novel of the year. Our second book, *The Unincorporated War*, released this past May with *The Unincorporated Woman* releasing next August. Not willing to leave well enough alone, Eytan and I both host a weekly SF&F webshow called neverendingpanel.com.



EYTAN KOLLIN

Eytan Kollin was born in a mid-sized American city back when flower power and *Star Trek* were new ideas. He had a typical American existence of going to a public school where he pretended to learn from people who pretended to

teach. In between, he did the typical growing up things for a future sci-fi author: role playing games, drugs, sex, movies and television, sex and lots of reading science fiction. In a humorous turn of events his brother, Dani came along and said, "Hey story man, we should write a book together." Eight years later *The Unincorporated Man* was published by TOR. Happily this did well enough that it won the 2010 Prometheus award. We now have a second book out and more books and short stories on the way.



DARA KORRA'TI

Dara Korra'ti (a.k.a. Solarbird the Lightbringer) is the bandleader of CRIME and the Forces of Evil, and the only member of the band performing outside the studio. A largely self-taught songwriter, instrumentalist, and vocalist, she plays a

large number of instruments including the Irish bouzouki, mandolin, bass guitar, flute, keyboards, bodhran, djembe, and other percussion instruments. When she needs a new sound, she makes something up, such as the hammered mandolin used in "Shout at the Desert," and the desk-as-percussion-instrument from "Hide from Me." She built a small recording studio for the band's use, and engineered the band's first album, *Dick Tracy Must Die*.

TED KOSMATKA

Ted Kosmatka's short fiction has been reprinted in numerous Year's Best anthologies, translated into several languages and nominated for both the Nebula Award and the Theodore Sturgeon Memorial award. He's co-winner of the 2010 Asimov's Readers' Choice Award for best novelette. His first novel, *The Helix Game*, is due out from Del Rey in 2012. He lives in the Pacific Northwest where he is a video game writer at Valve Software.



NANCY KRESS

Nancy Kress is the author of twenty-six books: three fantasy novels, twelve SF novels, three thrillers, four collections of short stories, one YA novel, and three books on writing fiction. She is perhaps best known for the "Sleepless" trilogy

that began with *Beggars in Spain*. The novel was based on a Nebula- and Hugo-winning novella of the same name. She won another Hugo in 2009 for the novella *The Erdmann Nexus*. Kress has also won additional Nebulas, a Sturgeon, and the 2003 John W. Campbell Award (for *Probability Space*). Most recent books are a collection, *Nano Comes to Clifford Falls and Other Stories* (Golden Gryphon Press, 2008); a bio-thriller, *Dogs* (Tachyon Press, 2008); and an SF novel, *Steal Across the Sky* (Tor, 2009). Kress's fiction has been translated into twenty languages. She lives in Seattle with writer Jack Skillingstead and Cosette, the world's most spoiled toy poodle.



JAY LAKE

Jay Lake lives in Portland, Oregon, where he works on numerous writing and editing projects. His 2011 books are *Endurance from Tor Books* and *Love in the Time of Metal and Flesh* from Prime Books. His short fiction appears regularly in

literary and genre markets worldwide. Jay is winner of the John W. Campbell Award for Best New Writer, and a multiple nominee for the Hugo and World Fantasy Awards.



CREEDE LAMBARD

By the age of 6, Creede Lambard was reading both sheet music and the teachers' instructions in his kindergarten workbooks. He discovered science fiction soon after, fandom and filk in 1980, and the secret to coaxing agreeable sounds

from a banjo in 2003. Since 2007 he has been a member

of the greater Puget Sound filk community. When he's not filking, blogging, writing songs and poems, telling stories or working as a software developer for a small Redmond startup you might have heard of, he enjoys spending time with his wife Sharleen and their supportive but bemused children and grandchildren at Stately Lambard Manor in Shoreline, Washington.

JORDAN LAPP

Jordan Lapp is a recent first place winner in the Writers of the Future Contest and is a Clarion West graduate. His work can be seen in *AE - The Canadian Speculative Fiction Review*, and the anthologies *Time in a Bottle* and *Sha'Daa: Last Call*. He has two graphic novels in various stages of development: *Wrath* with Luke Eidenschink and *Causality* with illustrator Joey Jordan. In his spare time, he helms *Every Day Fiction*, a once-a-day flash fiction magazine.



SUNNIE LARSEN

Sunnie Larsen is a life-long performer who often claims that music is her first language. She began violin lessons at the age of 3, and over the years branched out into piano, string bass, guitar, voice and viola. As a teenager, she expected to

follow the path of a professional musician and hoped to establish herself as the principal violist of a fancy symphony orchestra in some exotic world locale, but The Universe had other plans. She now splits her time between her professional life, where she loves her career as a 911 dispatcher, and her personal life, where she is much more of a rock star than her classically-trained-violinist younger self ever expected to be. Sunnie can be seen performing with Seattle-based groups *Vixy & Tony*, *Bone Poets Orchestra*, and the *Medieval Women's Choir*, and occasionally with other touring musician friends.

JOHN LAWLER

John Lawler is Professor Emeritus of Linguistics in the University of Michigan, Ann Arbor; he retired officially from UM in 2009, and now lives in Bellingham, WA. A generalist by inclination, he has published original research on a broad spectrum of linguistic topics, including Austronesian languages (Acchnese in particular),

sound symbolism, metaphor, computational linguistics, second-language learning, English syntax, lexical semantics, negation, logic and mathematics, cognitive grammar, and popular English usage. He is especially interested in the relations of linguistic meanings with embodied human cognition – as he is fond of telling his students, “Ontology Recapitulates Physiology.” He has an encyclopedic knowledge of written SF and Fantasy, dating from the 1950s. His publications, CV, and short bio are all available at <http://www.umich.edu/~jlawler/NorWesCon.html>, along with the handouts from his previous Norwescon presentations.

STINA LEICHT

Stina Leicht was born in St. Louis, Missouri where she attended Catholic school, climbed trees, fought pirates and rescued her sister's dolls from terrible fates. Currently, she lives in central Texas with her husband, their shared library, and too many music CDs. She's totally famous for singing too loud to punk music in her car, reading too much, taking photographs almost no one has seen, and making art out of wooden cigar boxes. In the course of her research, she has driven in rally races, taken Irish language lessons and studied Northern Irish politics. She still fights pirates but has traded her trusty wooden stick for a rapier and dagger. Of course, pirate ships being somewhat rare in central Texas, she makes do with a friend's back yard--which is fine since she gets stabbed quite a lot and would only end up tossed into the sea anyway.

LARRY LEWIS

Larry Lewis has been drawing since before he can remember, and can remember being two! Despite many road-blocks and sidetracks, he's always known he was meant to be an artist. His works include Blender, many minicomics, Pax Draconis RPG illustrations, and lots of other stuff. Among his Geekdoms are paleontology/zoology/evolution, sci-fi, architecture (his degree), urban planning, sexual politics, and history, especially counterfactuals. He was born near Philadelphia the day before Thanksgiving, 1958. To this day the nation celebrates his birth with great feasts of turkey, et al. In 1970 his family moved to Seattle, and he knew immediately he was home. Wife Marie and son Alex (“My Little Anime Character”) keep him occupied these days.



TODD LOCKWOOD

Todd Lockwood embarked upon his fantasy career with a trip to a convention in 1994. Shortly after, TSR and then Wizards of the Coast employed him to redefine the look of the popular Dungeons and Dragons game for its Third Edition release. Most distinctly, Todd modified the look of their dragons, giving them a new and dynamic realism. Over the years, his work has appeared on NY Times best-selling novels, magazines, video games, and fantasy role-playing games. It has been honored with multiple appearances in Spectrum and the Communication Arts Illustration Annual, and with numerous industry awards. He creates his fantasy and science fiction images using a mystic combination of acrylics, oils, Corel Painter, Photoshop, blood, epithets, and secret incantations. Todd lives and works in Washington state with his wife and three children, with fans all over the planet. His first art book, Transitions, from Chrysalis books (U.K.), was released in September of 2003. You can see his work at his website: toddlockwood.com

MARGO LOES

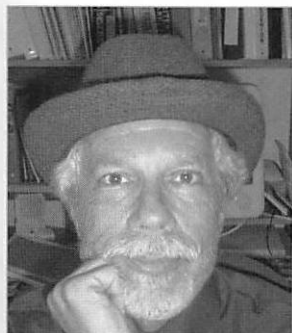
A costumer for many years, Margo Loes has done costume work for stage, ballet & theatre; TV & commercials, as well as creating costumes for her self, friends & clients. While creating historical & fantastical costumes, & a confirmed costumer fabricaholic for which there currently is no 12 step program; Margo is still attempting to find a worm hole to an alternate closet universe for costume & fabric storage.

CHERIE LOVELL

Cherie Lovell never got tired of dressing up for Halloween, and it has turned into a rapidly expanding 'hobby'. From her first costume she made when she was 12, to acting in high school plays, and costuming plays for college and community theater, she now focuses mainly on projects for herself and anyone else she can coerce into the vast collection of random 'costume bits'.

BRYAN LOVELY

Goth, Geek, Gamer -- Bryan has been tabletop roleplaying- and wargaming since 1976, has been computing since learning BASIC on the school Apple II in 1980, and has been a goth since seeing the video to “This Corrosion” in 1987. He's also a hobbyist costumer and is enough of a military history buff to recognize the borrowed historical battles in military SF novels.



RICHARD A. LOVETT

Richard A. Lovett is one of the most prolific writers in the history of Analog magazine. A writer of both fact and fiction, he's won six of the magazine's AnLab (reader's choice) awards. His short stories have also appeared in Nature, Abyss

& Apex, Running Times, Marathon & Beyond, and been translated into Polish, Portuguese, and Russian (where his novella Brittney's Labyrinth was voted best translated short work of 2008). Many can be found at www.fiction-wise.com. A full-time writer, he is a regular contributor to Nature, National Geographic News, Cosmos, and many others. He is also a sports writer and coach of Portland, Oregon's 300-member Team Red Lizard running club, and of individual athletes, ranging from local age-group competitors to the U.S. Olympic Trials. A former law professor, he also holds a degree in astrophysics and a Ph.D. in economics. Find him on the web at richardalovett.com.

TRENT LUM

Trent Lum is a Canadian fan who spends much of his time the CF Reserves, as an instructor to the medical corps. He enjoys almost everything SF&F and has been attending NWC since 1983; with the exception of 2 years where military duty called. Trent has gone from attendee, to Ninja, to Head Ninja, now Masquerade Director. "I Love This Con."

SONIA LYRIS

Across the years, my fiction has appeared in various magazines and anthologies. You might find it if you look carefully in the dusty corners of some used bookstores, just beneath the sleeping cat. When it comes to humans, I am especially intrigued by people who think around corners, but listen as competently as they speak. Among my other pursuits, I practice fighting arts and Argentine tango; ask me about either only if you're not in a hurry. I am inordinately fond of bittersweet chocolate, freshly picked piano music, and a well-turned phrase.

PAT MAC EWEN

Pat MacEwen is a physical anthropologist with a sordid past in forensics and war crimes investigations. Her field of research is genocide, although she also holds a degree in marine biology. She's passionate about building better

aliens by making creative use of bizarre reproductive patterns already known to exist on this planet. She also gets all heated up about global warming, and finding solutions to that problem before genocide becomes the least of our troubles. Her science fiction, fantasy and mystery stories have been published in F&SF, Aeon and various anthologies.



KATRINA MARIER

Hi, my name is Katrina, and I'm a trim-o-holic...I made my first hall costume for Westercon 52 in Spokane: a Norman riding habit. Haven't looked back since. In addition to making numerous hall costumes in the years following, I have

also shown in both the Masquerade and the Single Pattern Contest (and have run or helped run both). One of my majors in college was art and I love learning traditional sewing and embroidery techniques as well as experimenting with new materials.

LOUISE MARLEY

Louise Marley is a former concert and opera singer who now writes science fiction and fantasy. A two-time Endeavour Award winner, she teaches writing workshops at conventions and libraries. Her most recent novel, MOZART'S BLOOD, was published in the summer of 2010.

KATE MARSHALL



Kate Marshall is the Assistant Editor at Beneath Ceaseless Skies and a writer for a video game company in Seattle. She attended the Odyssey Writing Workshop in 2005, and currently lives with her requisite cat and exquisite room-

mate in an apartment that can charitably be described as "swank-adjacent."

MISTY MARSHALL

Misty Marshall is neuroscientist by training. She has done research on HIV, gene therapy, molecular mechanisms of memory, serotonin reuptake inhibitors, and neuronal calcium channels for her Ph.D. She is currently studying the

immunological synapse in the department of Physiology at University of Saarland in Germany. She has been a fan of fantasy fiction from an early age, and is always reading whatever cool new author is intriguing. When she is not sequestered in science, she can be found gardening, singing karaoke, taking pictures, dancing, or out with friends (preferably at cons!).



EDWARD MARTIN III

Edward Martin III is an award-winning filmmaker from Portland, OR. He adapted and directed an animated adaptation of H. P. Lovecraft's "The Dream-Quest of Unknown Kadath", produced "The Cosmic Horror Fun-Pak", wrote

and directed a 10-minute comprehensive period adaptation of "Lord of the Rings", and is in deep post-production of "Flesh of my Flesh," a ground-breaking independent zombie action movie. He's also in development or preproduction for several other feature films, a science fiction series, and a handful of shorts. Visit <http://www.guerrilla-productions.org/> for more information. He also maintains an online weekly horror blog called *Blinkspace* (see the URL above for more details), featuring a new horror story every week, several stories from which have been brought and produced in a few different anthologies (including *Villainy* and *Undiscovered: Tales of Exploration, Adventure & Excitement*). Join him in the "Let's Make a Movie!" workshop this weekend, or at the Fandance Film Festival on Sunday.

SUSAN R. MATTHEWS

Susan R. Matthews writes character-driven science fiction *Under Jurisdiction*, featuring controversial protagonist Andrej Koscuisko. She's recently finished her first fantasy novel ("Kim" meets "Raiders of the Lost Ark") and is working on the next Koscuisko novel, *Sanctuary Planet*, from which she will be reading at the convention. Susan lives on Capital Hill in Seattle with Maggie Nowakowska and three Pomeranian guard dogs.

KATE MCCLURE

Kate has been costuming since she was a wee lass, making fairy princess outfits from her Grandmother's old scarves. With a keen interest in history, she has researched various

eras, always with an eye on the glitz. Her twisted sense of humor has featured in many of her works, such as Victorian Cthulhu, and continues to be a much-feared theme in anything she produces. Lately, she has tried her hand at writing short stories, one of which is featured in this year's issue of *Winter's Night*.



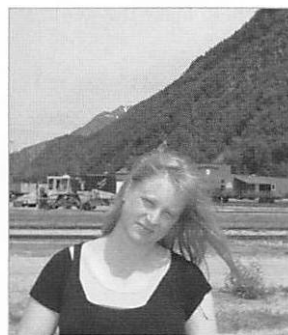
JULIANA MCCORISON

Beginning with her introduction to Science Fiction Conventions in 1981 at Vcon, Juliana has been active in fandom and the filking community in many ways. For the past few years she has been the Pacific NorthWest's representative on the Interfilk Board, raising money to cross pollinate filk culture and support talented filkers throughout Europe and North America. Her first CD, *Not Just Lullabies* from Planet Earth was released in 2008 and there's a second in the recording stage.



BRIARROSE MCDUGAL

New to the Pacific Northwest filk scene, BriarRose has been a singer/songwriter/musician and choral director for most of her life. She is currently a member of the band *Starlight*, and resides in Tacoma, WA.



JULIE MCGALLIARD

Julie McGalliard is a 2006 graduate of the Clarion West Writers Workshop. Recent publications include "98 Hill" in *Space Grunts: Full-Throttle Space Tales #3* and "Persephone Eats Winter" in *Talebones #37*, an Honorable Mention for Best Horror of the Year. She also writes and draws the comic *Goth House*.



R.L. McSTERLINGTHONG

R.L.'s Amazing Journey:

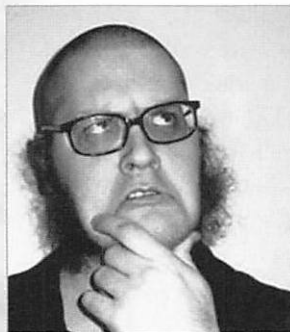
Born in 1973, R.L.

McSterlingthong has spent over 43 years practicing Wun-beg-eh, an ancient Canadian martial art that relies on echolocation. He can often be seen sprinting through Seattle at 2

A.M. in the traditional ceremonial "invisibility ninja" garb shouting out his echo locating bleats. An avid fencer, McSterlingthong has designed and built over 2000 fences in the Puget Sound. As with many fantasy novelists, he is a fully trained animal psychiatrist and has worked to assist horses who are coping with Feline Leukemia. McSterlingthong started writing in college when he wrote his first novel entitled, *Dragon Quest*. The touching tale of a Bulimic Serpent in the land of Durr who embarks on a quest to touch the magical rainbow of the Dwarfs. R.L.'s next book, *The Anklet of Power*, was published shortly thereafter. R.L. lives beneath a power sub-station in downtown Seattle.

ANDY MEGOWAN

Andy is one of those restless creative types just like you, and is immensely proud that he has successfully turned his countless childhood hours playing videogames into a genuine career in the computer game industry. In addition to working at larger companies like ION Storm, Interplay and Monolith, he has opened or helped open three smaller studios, and currently owns the last one: Four Bean Studios, an independent design-centric studio focusing on making smaller, fun games that incidentally help make the world a better place. That's the theory, anyhow.



CARLTON MELLICK III

Within the past ten years, Carlton Mellick III has built a large cult following for his bizarro fiction novels, which include *Satan Burger*, *Adolf in Wonderland*, *The Menstruating Mall*, *Warrior Wolf Women of the Wasteland*, *The Faggiest*

Vampire, *The Cannibals of Candyland*, and many more. His work often combines the absurd (ala Franz Kafka), the surreal (ala David Lynch), and the imaginative (ala Ray Bradbury) with the incredibly stupid, trashy charm

of B-horror movies (ala Troma). His short fiction has appeared in *Vice Magazine*, *The Year's Best Fantasy and Horror #16*, *The Magazine of Bizarro Fiction*, and *Zombies: Encounters With the Hungry Dead*, among others. He is also an artist, a book designer for *Eraserhead Press*, a major advocate for the bizarro fiction genre, and a graduate of the *Clarion West* workshop. He hails from Portland, OR, and Valhalla, respectively. Visit him online at carltonmellick.com



DARRAGH METZGER

Darragh Metzger makes her living in the world's two lowest-paying professions: acting and writing. While her resume includes stage and screen credits, she's spent the last several years wearing armor, riding horses, and swinging swords with

The Seattle Knights. Her publishing credits include plays, non-fiction articles, and short stories, one of which made The StorySouth Millions Writers Award Notable Stories of 2005. She has written six novels, the first two of which, *Ironwolf* and *The Strawberry Roan*, came out from TFA Press in December 2010. She is working on a non-fiction project, and sings and writes songs for *A Little Knight Music* and *The Badb*. If she had free time, she'd spend it with horses. She is married to artist/fight director Dameon Willich.



TAMERA MICKELSON

Tamera has been making beaded jewelry and accessories for a few years longer than she's been playing in Vampire LARPs - which is well over a decade now. Along the way she has also participated in other LARPs, has played a variety

of Table Top RPG games in an all-girl gaming group and is currently playing in a Monday night *Marvel* gaming group. She has stepped up her beading in the last year or so, and is incorporating more bead weaving and wire work into her designs. In the last year, she started blogging from both the LARPer perspective and the late blooming gamer perspective (she started LARPing just a few months shy of her 31st birthday) on the *Geek Girls Rule!* blog. Being a large woman, she's finally learning how to sew her own costuming out of self defense (though she's managed to put pretty good

costumes together for some years now doing minor sewing on thrift shop clothes and such). She's a Queer, Kinky, Poly, Goth, Belly Dancer and a general freak-at-large.



ERIK MONA

Erik Mona is the publisher of Paizo Publishing, LLC, creators of the Pathfinder Roleplaying Game and the Planet Stories line of pulp fantasy novels. Mona has won more than a dozen major game industry awards and his writing has been

published by Paizo, Wizards of the Coast, Green Ronin Publishing, and The MIT Press. An avid collector of pulp magazines and old science fiction paperbacks, Mona spends most of his scant free time reading old fiction and posting about it online. He lives in the Ballard neighborhood of Seattle, Washington.



ERIC MORGRET

Eric Morgret is co-owner of Maelstrom Productions. With this company he has directed/edited several shorts and the feature film: Strange Aeons. As he crawls around in the dark regions of Seattle film he is working on several different projects.

Eric is the Festival Director and Head of Programming for the Maelstrom International Fantastic Film Festival, a genre film festival in its 3rd year. MIFFF brings the best genre films to the SIFF Cinema in Seattle. Another programming gig is Crypticon Seattle, the premiere Northwest horror convention. He is also involved in publishing with Waitely Brothers and sells advertising for Strange Aeons magazine.

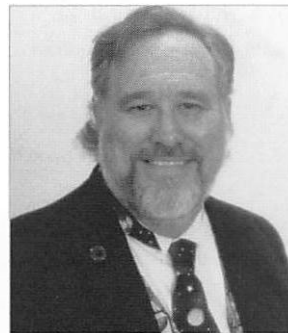


ANNIE MORTON

Annie is an ecologist and evolutionary biologist. She is the Education Director for the Seward Park Audubon Center in SE Seattle where she administrates all education and science programming, and teaches ecology and chemistry to

high school and college students. Currently, she is studying the evolution of race, as well conducting research on urban

bats and coyotes. Past loves include ecological ramifications of non-earth planetary colonization, fish and cephalopods, using modern forensic science to study ecological and conservation issues, and evolutionary psychology. She is an avid consumer of all things sci-fi and fantasy, is a brown-coat, and knows almost nothing about geology. If you see her at Norwescon, feel free to strike up conversation. She's southern and would therefore talk to a stump if she thought it would listen.



**MIKE SHEPHERD
MOSCOE**

Mike is a multifaceted writer. As Mike Moscoe, his short stories are frequently nominated for the Nebula Awards by the Science Fiction Writers of America.

As Mike Shepherd, he has eight books out in the National Best Selling Kris Longknife science fiction saga with Formidable just hitting bookstore in October of '10. Look for Kris Longknife – Daring this time next year.



BETSY MOTT

After nine years of college and two Master's degrees (English Literature and Theatre), Betsy Mott decided she wanted to be a professional artist. For over 25 years her media portrait and fantasy paintings have been seen in science fiction

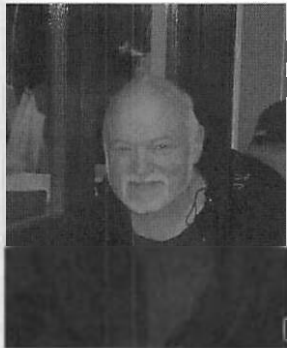
art shows all over the country. She was recently featured in a PBS Northwest Profiles segment. Her work can be seen on MacMillan's "Imagine It! SciFi" CDROM, on the Landmark and Great Warrior series of published notecards and on websites, in fanzines and collections around the world. She is listed in the Directory of American Artists and is a sometime member of ASFA. Betsy is a fourth generation native of Spokane, a Mensan, and a lifetime member of the Mayflower Society. She is part owner and, with her brother and sister, runs The Corner Door Fountain and Books in Historic downtown Millwood, WA, where, her fully furnished, if somewhat cluttered, art studio is located. Her hobbies include Role Playing Games, kayaking, researching obscure subjects, and playing trumpet in local pit orchestras and wind ensembles. E-Mail: bmott@cornerdoor.com

CHRIS NILSSON

Chris has been hanging out in Fandom and helping run conventions since 1979. He has published fanzines, worn costumes, played role-playing games, hung out with Tech teams at conventions, and has held positions on convention committees from Video through Chairman. Working in the Software industry for 20 years; trained in science, theatre arts, computing and technology, and an avid TV and movie enthusiast, Chris has opinions about many things. He lives in Edmonds, WA with his wife and son (and a daughter in college), five cats, plus doves, cockatiels and lovebirds.

JACQUALYNN D DURAM NILSSON

A lover of all sorts of animals, both real and imaginary. Jackie Duram Nilsson can't help but shape her visions into original artworks. Not limited to two dimensions, you can find her work as pins, earrings, and necklaces as well as prints, bookmarks, and cards. You can find her (when she is not on a panel) running around with her two con-going kids and her husband, Chris Nilsson.



G. DAVID NORDLEY

G. David Nordley (pen name of Gerald D. Nordley) is an astronautical engineer and writer of over 50 published works of nonfiction and short fiction, two novels and a Mars-related story collection, *After the Vikings* from Fictionwise.com. His

main interest is human space exploration and settlement and he tries to keep his scientific background real. He has four Analog "Anlab" readers' awards, and a Hugo and a Nebula nomination. His latest novel, *To Climb a Flat Mountain*, appeared in Analog as a serial in the Nov. and Dec. 2009 issues. He lives in Sunnyvale CA with his wife, a retired Mac computer programmer.

NORTHWEST MUSEUM OF LEGENDS AND LORE

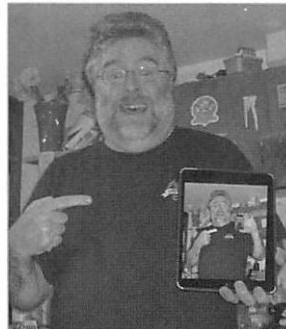
The Northwest Museum of Legends and Lore features the mysteries of Sasquatch, UFOlogy and Haunted Locations as well as local legends and history. The museum features the Maury Island UFO Incident, the Lost City of Wellington and a wax head of D.B. Cooper. The museum

started in 2004 as the Seattle Museum of the Mysteries and is home to the James Widener Ray Memorial Library - a Seattle Philanthropist who built a library of mysticism books and also features the Weird Science Salon headed by Bill Beary - a forum for local inventors. The museum also includes self testing ESP cards, the musical instrument known as the Theremin and an electronic Ghost Communication Box.



MIMI NOYES

Convinced as a child that she was left on this planet by aliens and picked off the street by a kind lady who became her mother, Mimi has always been a bit different. Naturally drawn to the bizarre, the fantastic, and the unusual, she has grown up (physically, if not mentally) to be an artist, a muralist, a film buff, and a movie reviewer amongst other odd and less desirable career choices. Both running her own mural company and working for such illustrious film sources as SIFF and Scarecrow Video, Mimi spends an inordinate amount of time being silly and adding sound effects to every day life. Approach at your own risk.



BRIAN D. OBERQUELL

When he's not making software developers cry at his day job of QA Engineering Lead at Kinzin, Brian is usually busy causing other sorts of mayhem under the auspices of his company, The Wizard's Den SPEX Studio, or writing down his thoughts as "Office Bob" at <http://www.office-bob.com/blog/> Brian's pyro credits include the Vancouver 2010 Winter Olympic and Paralympic Games, the 2009 Canadian Country Music Association Awards, the 2006 Saanich Centennial, various corporate events, numerous Canada Day and New Year's Eve shows, and 11 years with Symphony of Fire/Celebration of Light. In addition to doing public and private displays, he frequently assists the Explosives Regulatory Division with their Display and Theatrical fireworks training courses.



DOUG ODELL

Former Managing Editor of Science Fiction Review, co-author of *Prince of Europe*, and the short fiction piece "A Quantum Field of Ghosts & Shadows." Currently publisher for MVP Publishing, whose latest production, *Like Water for Quarks*, debuts here at Norwescon.



IEVA OHAKS

Ieva Ohaks has been a professional theatrical costumer for 19 years, and has managed costume stock for Seattle Opera since 1999. Her background includes construction and alteration of costume accessories, costume design, and design

support roles. She is delighted to work in a field where feats of time travel and illusion are achieved daily.



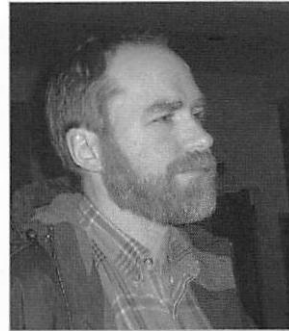
ROSE O'KEEFE

For eleven years Rose O'Keefe has run Eraserhead Press, an independent publisher of bizarro fiction. Under O'Keefe's direction, Eraserhead Press has released over 100 titles, launched a magazine and children's book imprint, and

developed an international cult following for its cutting-edge weird fiction. She likes to publish books similar to films by her favorite cult directors such as Takashi Miike, David Lynch, Terry Gilliam, Tim Burton, John Waters, Jan Svankmajer, and Lloyd Kaufman. With titles like *Shatnerquake*, *Satan Burger*, *Ass Goblins of Auschwitz*, *The Faggiest Vampire*, *Super Fetus*, *Help! A Bear is Eating Me!* and *The Cannibals of Candyland*, these are the kinds of books you won't find on your chain bookstore shelves. An avid home-brewer, Rose brews and bottles limited edition beers for Eraserhead titles throughout the year. She's also an Argentine tango dancer and vital member of Portland's literary community.

ERIK OWOMOYELA

A native Midwesterner, Erik Owomoyela graduated the University of Iowa with degrees in journalism and political science, and just short of a theatre minor. He writes commentary, tells stories, and consumes ideas.



GREG PADDOCK

Greg Paddock is a long-time fan whose interest in science fiction led to a degree in Physics and Astronomy, and work as an astronomical systems engineer for Boeing, including designing a spacecraft to take humans to Mars and other parts of the

Solar System. Much of his work at that time could be seen as a form of science fiction done at taxpayers' expense. He continues to nurture deep interests in the past, present, and future of space travel, bio-, nano-, and other technologies.

DAVID A. PAGE

Originally from Boston, David Page has spent most of the last fifteen years living in the Seattle area where he finds endless inspiration in the natural beauty and the science fiction enthusiasm all around him. He has been writing since age twelve, actively submitting manuscripts since age eighteen, and writing screenplays since age twenty-one. David published his first novel, *Surviving Frank*, in 2003 with Five Star Press. In 2008, his first mass-market paperback, *Mithras Court*, was published by Wizards of the Coast. In 2009, *Surviving Frank* was re-released through the Author's Guild Back in Print program and is now available through his website (www.franktwolfe.com) or direct from Amazon.com. David is also the creator, lead writer and co-executive producer of the R.L. McSterlingthong phenomenon. To learn more about that farcical genre novelist, view interviews with "R.L." and to download samples of scenes from his fictitious novels, visit his site at www.mcsterlingthong.com.

**JOSHUA PALMATIER
AKA BENJAMIN TATE**

Joshua Palmatier is a fantasy writer with three novels (*The Skewed Throne*, *The Cracked Throne*, *The Vacant Throne*) and a few short stories in anthologies (*Close Encounters of the Urban Kind* and *Beauty Has Her Way*) out there. He also writes as Benjamin Tate, with one novel--*Well of Sorrows*--currently on the shelf and a short story in the

anthology *After Hours: Tales From the Ur-bar*. Watch for more from both Joshua and Ben at www.joshuapalmatier.com and www.benjaminatate.com.



LOREE PARKER

Through an endless series of increasingly odd coincidences, Loree grew up (if you take a liberal interpretation of the term) in the most accidentally politically-correct household in North America, with monkeys for siblings. These days, she's a grateful Texas refugee, a professional network nerd, an amateur fat activist, a part-time gamer, and a self-appointed expert with a half-baked opinion on everything from politics to pain au chocolat. Equally as fond of lace and velvet as she is of power tools, she is also a living example of why you should never anger any woman who owns her own chainsaw. (And she firmly believes that vampires should sparkle in only two circumstances: when they are experiencing a sequin-related fashion disaster, and when they are on fire.)



PATHFINDER SOCIETY

Pathfinder Society Organized Play is a constantly evolving mega-campaign played by thousands of players and the adventures you experience are shared by players around the world. You play as a member of the Pathfinder Society, an

organization of explorers, vagabonds, sages, and treasure hunters seeking fortune and glory, while secretly working for one of five competing nation-based factions, all with their own motivations and secret agendas. Play is organized into Seasons, throughout which the actions and achievements of you and your fellow Pathfinders create an ongoing storyline. Each season consists of at least 28 Pathfinder Society scenarios (short, 4-5 hour adventures) set in a variety of exotic locations across Golarion, the world of the Pathfinder Roleplaying Game.



JANE "JELIZA" PATTERSON

Jane is a professional photographer, artist, and photo book designer; spending her days toiling in the pixel mines of the Wedding Industrial Complex and evenings creating whimsical space scenes and

myth-inspired illustrations. She founded the Three Rivers Polyamory Network (Pittsburgh) in the late 1990s and was one of the original moderators of soc.support.youth.gay-lesbian-bi. She lives in Shoreline with her triad and children. She can be found online at AlaCarteAlbums.com and Jeliza.net.



PETER DENNIS PAUTZ

Peter Dennis Pautz was born in Jersey and takes a piece of it everywhere, including to his work as a Clinical Supervisor and Consultant and Psychotherapist. Among his specialties are Marriage and Family Therapy, therapy with writers and visual artists and other therapists, and emotional processes in

organizations consultation. His website is www.itsnotrocketsciencetherapy.com. He served as Executive Secretary of the Science Fiction and Fantasy Writers of America, Inc., for 20 years, and has been a President of the World Fantasy Awards Association since 1981. (Having occasionally wielded the shovel, he knows where the bodies are buried.) He co-edited the World Fantasy Award-winning anthology, *The Architecture of Fear*, with Cathryn Cramer, and *Nebula Winners Fifteen* with Frank Herbert.

BROOKS PECK

Brooks Peck is an Associate Curator at EMP where he curated *Spaced Out: The Final Frontier in Album Covers and Battlestar Galactica: The Exhibition*. He moonlights as a screenwriter and recently completed his second script for the Syfy Channel.



DIERDRE PHOENIX

Deirdre Phoenix is a geek teenager who has been described as "hardworking

and friendly", "the best damn kid evar" (Thanks, Daddy! <3), "mildly insane", and "just bossy enough to make a good leader". She goes to NOVA High School (which is like Norwescon but with more classes) and spends most of her time juggling her friends, her family, and her obligations to school. She also writes, paints, plays guitar, and spends time with her fantastic boyfriend, Ukiyah. Her main goal is to improve her ability to communicate gently and lovingly, and Norwescon has always been one of the most comforting and safe environments in which to do that.



**MICKEY "MEOWSE"
PHOENIX**

Mickey is taller than an asparagus, less predictable than a butterfly-afflicted hurricane, more powerful than an HO-scale locomotive, and possibly less random than. He is has seven housemates, three kids,

three girlfriends, two cats, one beloved wife, and no time. His hobbies include WoW, fitness, WoW, guitar, WoW, and a one-percent remainder comprising cooking, writing, singing, reading, poetry, gratuitous optimization, canoeing, hiking, and using "comprise" correctly. His intention for his children is that they grow up to be compassionate, communicative bibliophibians. He restricts his non-evidence-based beliefs to the empirically useful ones: his own inordinate luck, pronoia, and the certainty that everyone is doing the best they can with the tools and knowledge they possess. His core practice is kaizen. Due to his inordinate curiosity, Mickey knows a little bit about nearly everything, and is always eager to learn more from you.



JENNA M. PITMAN

Jenna M. Pitman is a 20-something year old from the Pacific Northwest where she attends many science fiction/fantasy/horror conventions as a panelist and guest. Her work has been featured in The Seattle Sinner, Renvenant Magazine, Planet

Lovecraft Magazine and on Skewed and Reviewed. She is a staff writer for Strange Aeons Magazine and will be making her comic debut in it down the road. She is currently

working on a number of short stories she is submitting to various locations, a novel, and two screenplays. She is just starting the first bit of a multimedia project about women in horror, called by the terribly original name "Women in Horror." For now it's just a blog but she will be adding to that as the months progress. <http://womeninhorror.blogspot.com/> She has a wonderful dog with horrible tendencies named Fenris, a cat dubbed Whymer Cathulhu, and the paragon of kitty-ish virtue Zillah. Her house is more than a little hairy.



J A PITTS

John (J A) Pitts learned to love science fiction at the knee of his grandmother, listening to her read authors like Edgar Rice Burroughs and Robert E. Howard during an eventful childhood in rural Kentucky. Black Blade Blues, the debut novel in

his urban fantasy series was released from Tor Books in the summer of 2010. The mass market is available as of March 29th, 2011. Honeyed Words, the second in the ongoing series comes out in July of 2011. He is currently working on the third book in the series slated for summer of 2012. John has a BA in English and a Masters of Library Science from University of Kentucky. When he's not writing, you can find him practicing martial arts with his children or spending time with his lovely wife. John is a member of the Science Fiction and Fantasy Writers of America.



**ANNE PRATHER AKA
AISLINN THE BARD**

Anne Prather holds a Ph.D. In Botany from the University of Washington and a music performance degree from Wheaton College. She has been attending and participating in conventions for over 30 years as a filker,

panelist, dealer, concom member, fan, artist, and scientist. Her latest album release, Dance in the Light, joins High Wings and Day of Jubilee in her growing discography. Her interests include blitzkrieg novel-writing, filking, digital photography/fractal art and, most especially, genetics.



WENDY PRATHER

Hatched from a bright red colored egg, Wendy made her debut into the world with a flourish! Feathers and flash, she stormed the scene and became a legend (mostly in her own mind). Alright, really, she started costuming as a member in the SCA.

She now does professional alterations and wedding attire, along with her myriad of costuming triumphs!



DONNA PRIOR

Donna Prior is the Community Manager for Heatwave Interactive's Gods & Heroes: Rome Rising MMORPG. As the Community Manager, she spends every day fostering the lines of communication between the players and

development team. In her off-hours, Donna volunteers her time as a panelist for PAX, Mensa and the Community Manager Conference in Germany, speaking about gaming & communities. She is the Games Chair for both Steamcon III & the 2011 Mensa Annual Gathering. Donna also likes to dress in funny costumes, and is still trying to find unsuspecting victims for a friendly game of AD&D 2nd Edition Forgotten Realms. Got Maztica?



MELISSA QUINN

Melissa Quinn spends much of her free time concocting new costumes and clothing for herself and her family, and a few special brides with aspirations beyond the norm. Elves, musketeers, bunnies, femme fatales and princesses...the skies have

been the limit, lately. Her exploration into new materials and techniques continues.



STEPHEN RADNEY-MACFARLAND

Stephen is a NeoGrogard and a far wanderer. After settling down in the Pacific Northwest, he started working for Wizards of the Coast in 2000. Since then, he has wrangled gamers, overseen worlds, mastered tourna-

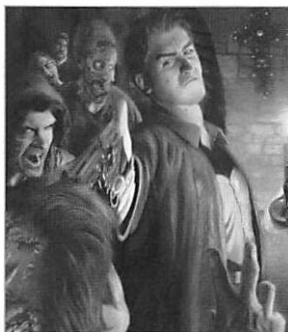
ments, painted miniature masters, worked on 3.5 and 4e, and now works at Paizo as a designer for the Pathfinder RPG. No edition warrior, Stephen is a strong believer in finding the games you love and playing them, no matter what the internet says about them. It's just that simple. Stephen also does freelance for Wizards, is a columnist for Dungeon magazine, has his own NeoGrogard.com blog, and teaches game design at the International Academy of Design and Technology. He spends his copious free time painting miniatures, playing games (he is a D&D Champion), enjoying NW brews, and frolicking with his lovely wife, Sky. Not necessarily in that order.



KEVIN RADTHORNE

Kevin Radthorne is the author of The Tales of Tonogato series, whose characters, both honorable and devious, populate the writer's Asian-themed fantasy world. In addition to his writing Kevin creates digital art, having sold numerous

works for use as book covers and role playing games, as well as exhibiting and selling his work at convention art shows. At his website, www.KeinRadthorne.com, one can peruse the complete first chapter from one of his books and view his art gallery.



MARK RAHNER

Creator of the acclaimed horror-Western comic book, Rotten (Moonstone Books), Rahner has also written for Cthulhu Tales, Galveston, and Ed Brubaker's Criminal. Upcoming: the Rotten/Zombies vs. Cheerleaderslipbook and

Rotten: The Lost Diary of John J. Flynn, United States Agent. Rahner was also a longtime Seattle Times critic, interviewer and video satirist who shared the 2010 Pulitzer Prize for breaking news for coverage of the Lakewood Police shootings. Rottencomics.com and markrahner.com



LIV RAINEY-SMITH

Liv Rainey-Smith is an esoteric artist specializing in hand-pulled woodcut prints. Her bold figure-oriented imagery is drawn upon history, nature, dream, and vision for inspiration. Rainey-Smith's process incorporates a mixture of traditional and

modern tools as well as a blend of European and Japanese printmaking technique. She prints primarily in small editions and is earning a reputation for the fine quality of her printing as well as her unique style.



KAREN RALL

Karen Rall entered Fandom over 25 years ago, and was rapidly pulled into hard core volunteering, first on the operations side and then in programming. Over time, Karen's focus has shifted more to the SCA, especially marshalling and heraldry;

this now occupies many of her weekends. In her mundane life, Karen has spent most of her career as a social worker with high-risk families, but then moved to non-case carrying position in an attempt to rediscover a personal life, including more time for Celtic music, reading history and psychology books, following the space program, and playing with her feline children.



CAT RAMBO

Fiction writer and technology journalist Cat Rambo's stories have appeared in such places as Asimov's, Tor.com, and Weird Tales. Her collection, Eyes Like Sky and Coal and Moonlight, was a finalist for the 2010 Endeavour Award. You can

find her website at <http://www.kittywumpus.net>



SEAN K REYNOLDS

Sean K Reynolds was born in a coastal town in southern California. A professional game designer since 1998, he's best known for his work on Paizo's Pathfinder products, Forgotten Realms, and Greyhawk. He lives in Seattle with his gamer

wife (Jodi Lane) and three cats, and spends his free time reading, painting miniatures, and writing three-sentence biographies. His sunglasses see through time.



CARLTON RHOADES

Born, Grade School, High School, Armored Infantry School, 2 years Army of Occupation (Korea), BS ME at U of Washington, followed by a 40-year career that has included: Design and test of models for wind tunnel testing (X-15, X-20,

various military and civil aircraft and things); fault tree math models (Minuteman Missile and other complex systems); developed and implemented techniques to evaluate safety of control software (B-2, B777, Space Station). He has written and presented papers on much of this activity. He has served in leadership positions in professional, political and American Indian organizations, while finding time for hiking, mountain climbing, flying and travel with family and friends. He has developed a passion for the "Asteroid Threat" over the past several years. He has written and presented papers and slide shows on the topic.



KAT RICHARDSON

Kat is the author of the bestselling Greywalker paranormal detective novels. She lives on a boat with the ghosts of ferrets and no pirates, at present.

KIM RITCHIE

Kim Ritchie is a member of the Fairwood Writers group.



**MARY ROBINETTE
KOWAL**

Mary Robinette Kowal is the author of *Shades of Milk and Honey* (Tor 2010). In 2008 she won the Campbell Award for Best New Writer and has been a finalist for the Hugo and Locus awards. Her stories have appeared

in *Strange Horizons*, *Asimov's*, and several Year's Best anthologies as well as in her collection *Scenting the Dark and Other Stories from Subterranean*. Mary, a professional puppeteer and voice actor, has performed for *LazyTown* (CBS), the Center for Puppetry Arts, Jim Henson Pictures and founded Other Hand Productions. Her designs have garnered two UNIMA-USA Citations of Excellence, the highest award an American puppeteer can achieve. She also records fiction for authors such as Kage Baker, Cory Doctorow and John Scalzi. She is the Vice President of Science Fiction and Fantasy Writers of America. Mary lives in Portland, OR with her husband Rob and over a dozen manual typewriters. Visit www.maryrobinettekowal.com.



MARK ROLAND

Mark Roland has been depicting imaginary realms, in oils, acrylics, watercolors and graphic media, professionally since 1975. An area of particular emphasis has been intaglio printmaking; producing and hand printing individual works and

series such as "The Enchanted Forest", since 1981. He has worked as an illustrator for magazines—such as *Witches and Pagans* and *Magical Blend*—for books, role-playing games and CD packages. Considered part of the West Coast Visionary Art movement, he exhibited in numerous gallery shows and several museum retrospectives representing that genre. Current projects include new etchings, mixed media paintings and "Fallen Giants", his collaborations with Alan Clark.



MICOLE ROSE

Micole Rose is 'famous' in the realm of fanfiction under a penname which will never be disclosed. She's involved primarily in Harry Potter, Merlin and Inception fandoms, but dips toes in multiple others for fun.

MARY ROSENBLUM



A Clarion West graduate and 2008 Clarion instructor, Mary Rosenblum has published eight novels and more than 60 short stories with major publishers since 1990. She has been a Hugo and Nebula finalist and a winner of the Sideways and Coimpton Cook Awards and has been short listed for

just about everything else. When she's not writing she's teaching writing and mentoring writers, attending herding trials with her working dogs, or flying her (very small) plane.

ANDREW ROSS



Andrew Ross is a musician and filker known for co-programming the music track at OryCon and for hosting house concerts featuring traveling bards at his home in Eugene, Oregon. In 2010, he was a GoH at GaFilk and Conflikt, and

formed a singing group under the name The Eugenics. He reads Everything.

BETHANY ROULETT



Bethany Roulett has been playing dress-up all her life. She started with clothes out of an old suitcase, and has grown into sewing her own historical and fantasy costumes. She has never had any formal sewing or fashion education, but her

love of 'old stuff' led to a degree in archaeology. Bethany is completely unable to choose a favorite time period,

because there are so many lovely details from each generation of fashion. Her costumes have mainly been worn in the SCA and at fan conventions, where she has won awards locally and has twice won top-level prizes at Comic-Con International in San Diego.

BETH RUNNERWOLF

Beth Runnerwolf lives in the Seattle area and is a practicing therapist. She is also a practicing shaman and has been involved in Polyamorous relationships for over 14 years. This Norwescon marks her 10th wedding anniversary to her dear partner. She is also Chair of Conflikt, the Northwest's own Filk convention which takes place in January.



SPRING SCHOENHUTH

Spring Schoenhuth has a fascination for all things geologic, particularly astronomy, gemology and paleontology. She was born and raised in Montana looking up at the "Big Sky", lived many years in Seattle, and taught in California,

Washington, Montana and Hawaii. Her current projects are putting together a series of children's books, teaching second grade, and is the owner of Springtime Creations, (purveyor of exotic and science fiction jewelry, whose work has been seen in Star Trek: DS9™). Other than creating jewelry for individuals and television shows, she has also designed jewelry for organizations, and crafted the Campbell Award for Best New Writer nominee pin. Spring has been an advocate and teacher of fine arts in her long career as an educator. She serves on the Fremont Unified School District's Arts Committee, is a Monart™ Specialist for the district, a member of California Art Educator's Association, and has conducted workshops to teach instructors on a variety of methods of infusing fine arts curriculum into the elementary and secondary program. She is currently the Western Regional Director of ASFA (Association of Science Fiction and Fantasy Artists) and a member of BASFA (Bay Area Science Fiction Association). Spring lives with her wonderful husband,

Dave Gallaher and her feline son, Spike, in Fremont, California. Website: www.springtimecreations.com

KEN SCHOLES

Ken Scholes is the author of the critically acclaimed



Psalms of Isaak series published by Tor. His short stories have been appearing in various anthologies and magazines over the last decade and have been collected into two volumes published by Fairwood Press. Ken is a native of the Pacific Northwest, growing up in a small logging town at the base of Mount Rainier. His eclectic background includes time spent as a nonprofit manager, a public procurement specialist, a minister and a label gun repairman. Ken lives in Saint Helens, OR, with his wife, twin daughters and oversized cats. He invites readers to look him on at www.kenscholes.com

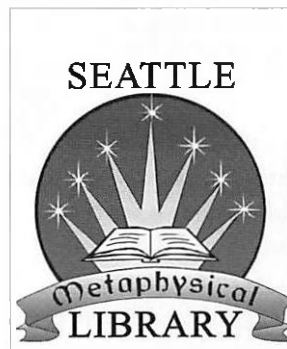
MICKEY SCHULZ

Mickey Schulz lives in Seattle with a husband, room-mate and menagerie. She writes and maintains the blogs GeekGirlsRule.net and Polimicks.com, as well as writing advice for the sexually inquisitive under the pen name Valerie Strangiato at ValerieStrangiato.com. She's been an active member of fandom since the 1990s, is an avid reader and a complete and utter libertine.

SEATTLE AREA METRO COLLECTORS

Join us for a blast from the past as members of Seattle Area Metro Collectors present a full-fledged video game arcade here at Norwescon. Enjoy classic favorites and some great newer games, all set to free play so no quarters required! Stop by for a few moments of fun or test your skills against others by entering our Saturday afternoon tournament.

SEATTLE METAPHYSICAL LIBRARY



The Seattle Metaphysical Library has been in Seattle for fifty years. For most of that time, it was known as the AS-YOU-LIKE-IT Library, on Capitol Hill. The Seattle Metaphysical Library is a member-supported, non-profit library open to

the public, with over 14,000 books on unusual and esoteric subjects, as well as hundreds of video tapes, audio tapes, DVDs, CDs, and magazines.

The Library also hosts a speaker's program and classes, and the website includes book reviews and community links.

The Library is an all-volunteer organization, and welcomes constructive, positive help from the wonder-full Seattle community of people interested in learning and sharing the deeper truths about our selves, our society, and our universe.

JOHN SEGHERS

John has done sound for several local bands including Gain Consort, Tricky Pixie, and Vixy & Tony. He is also a founding member of the concom for Conflikt, the Northwest Regional Filk convention, which provided the excuse for buying professional sound equipment. In addition to Conflikt, he has provided sound for concerts at Norwescon and OryCon. John has produced the Conflikt souvenir CDs and a few limited-run live concert recordings.



MIKE SELINKER

Mike Selinker is a Seattle-based game and puzzle designer. He is the president of the design studio Lone Shark Games, which specializes in tabletop games, live action events, and online alternate reality games.

His was a creative director

for Dungeons & Dragons and Avalon Hill, and his game designs include Axis & Allies Revised, Risk Godstorm, the Marvel Super Heroes Adventure Game of Awesome, Pirates of the Spanish Main, Key Largo, Unspeakable Words, Yetisburg, and many others. His puzzles appear in the New York Times, Games Magazine, and Wired. His games have won four Origins Awards and two Games 100 Word Games of the Year. This is the first time in three years Mike's bio doesn't have a reference to giraffes in it.

VICTORIA SHAFFER

Victoria Shaffer started costuming 12 years before she learned how to sew, and although she is perfectly capable of making entire outfits for herself from scratch, she's still more than happy to let someone else do all the hard work and

just tuck here and embellish there. She has great success in this, as her thrift-fu is mighty. When she does sew herself a dress, she's the posterchild for conspicuous consumption. She can be found in the general environs of Seattle, trailing lace while peddling her parasols and other shiniest.



LIZZY SHANNON

Lizzy Shannon has had a screenplay optioned in Hollywood, and other published/produced works include her scifi/space opera novel, Time Twist, scifi/fantasy short stories, and stageplays. (See www.lizzyshannon.com) She is



a Board Director of the Willamette Writers, who hosts a high profile literary conference every August in Portland, Oregon.

DAVID SHOEMAKER

David Shoemaker is a man of many hats. He is head of engineering for LiftPort Group and a programmer at Microsoft. These divergent but similar hats got their start when he was 13 and purchased the books



Rendezvous with Rama

by Arthur C. Clarke and *Berserker* by Fred Saberhagen.

The ideas of large independent robotic machines fired an interest in computers that has not yet cooled. Computers turned into electronics and both combined to robotics. His work with LiftPort Group has been centered on the design and construction of a series of prototype "Lifter" robots to model what would be needed when LiftPort launches its space elevator. At Microsoft, he currently works in Windows CE developing cool devices. He was born in the town of Bremerton, Washington but escaped as soon as economically feasible. He lives in Monroe, Washington with his wife Michelle, and daughters Cassiopeia and Andromeda.

FELICITY SHOULDERS

Felicity Shoulders was born in Portland, Oregon. She abandoned her dream of being a paleontologist at the age of 20 rather than the traditional 5, and devoted herself to writing instead.



Her first published fiction appeared in Asimov's

Science Fiction in 2008. Subsequent stories have been published in Asimov's and in CALYX Journal, and a story she

co-wrote with Leslie What appears in the recent anthology *Is Anybody Out There?* Her story "Conditional Love" will be heard on *Escape Pod*, and her latest, "Apocalypse Daily," appears in the June 2011 issue of *Asimov's*.



LEANNAN SIDHE

Leannan Sidhe is a singer/songwriter/dancer that has been attending conventions for the last 10 years or so. This year she has been working on her first album and hopes that you will join her for a concert of bittersweet music about dreams.



J.M. SIDOROVA

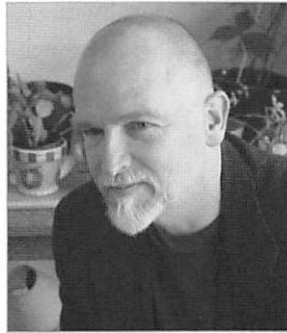
Born Russian, Julia Sidorova was raised in the USSR, Singapore and Germany. Her early fiction was written and published in Russian. In the early nineties she "brain-drained" from Russia to the States. She has a Ph.D. in molecular genetics and she has been doing biomedical research for close to twenty years. As a Research Assistant Professor at the University of Washington, she studies what happens when human cells encounter adversity. When she is not in the lab, she also studies what happens when an apprentice fiction writer encounters adversities of today's publishing industry. She is yet to see who is more resilient: a human cell or a human writer. It's a close race, though. Sidorova's research yielded over ten publications in journals with titles like *Molecular and Cellular Biology*, while her work of a more fictional character appeared in *Eclectica*, *Asimov's*, and *Clarkesworld*. Sidorova is a Clarion West workshop graduate of 2009, and is currently obsessing over a novel and a research grant application.



JESSE "FISH" SIMPSON

When he's not working at his day job (all hail the mighty pay check exchange program!), Fish is constantly giving up sleep to write, watch random stuff on Netflix, and making movies, which are fantastically awesome thanks to the love

and support of his friends and family. His hobbies include blowing himself up in first person shooter multiplayer matches, getting wrapped up in short-sighted internet-based political gossip, running around Azeroth as a gnome, and reading real honest-to-God made-of-paper books.



JACK SKILLINGSTEAD

In 2003 Jack Skillingstead's first story appeared in *Asimov's*. "Dead Worlds" went on to be a finalist for the Sturgeon Award and was reprinted in Gardner Dozois' Year's Best Science Fiction. Since then Jack has published around thirty short stories, appearing in most the major print markets. Reviewing Skillingstead's first collection, famed critic John Clute said, "...taken individually each story is brilliant, or nearly so." Writing in *The New York Review of Science Fiction*, Alvaro Zinos-Amaro said of Harbinger, Skillingstead's first novel, "It's only slightly hyperbolic to claim that what Hemingway did for bull-fighting, Skillingstead is doing for SF tropes." Jack's work has been translated into five languages and has been dissected in university classrooms from Rutgers to San Diego State. He lives in Seattle with fellow writer Nancy Kress, many thousands of books, and one small dog.



G. ROBIN SMITH

G. Robin (Robin) Smith's work as a writer, teacher, performer and fundraiser goes back over 35 years. He was recently interviewed by LA Screenwriting Consultant Pilar Alessandra (www.OnThePage.tv) and Shakespeare scholar Ehren Ziegler (www.InYourEarShakespeare.com) for his skills in 'Writing in an Historical Voice'. New Zealand screenwriter Guy Hamling brought Robin on to translate Hamling's script 'VERONA' into Shakespearean English which led to Robin's Elizabethan-style comedy "To Each Their Own". His interest in things Shakespearean continues (www.BlackHillsShakespeareFestival.org). Robin's one-man show - Benjamin Franklin - "LIVE! & In Person ated" contin-

ues to inspire the study and enjoyment of the Colonial Era (www.Ben-Franklin.org). He tweets story ideas daily at www.Twitter.com/POBox_TheBronx and is a representative of The Showcase of Fundraising Innovation & Inspiration (www.sofi.org), a member of the Northwest Development Officers Association, The National Writers Union and Northwest Screenwriters Guild. His long-time sponsors are Hardwick & Sons, Inc. (www.eHardwicks.com) and The Interactive History Company (www.InteractiveHistory.net).



REV. MATTHEW SMITH

Rev. Matthew Smith is an ordained minister in the United Church of Christ (UCC) and life-long lover of fantasy/sci-fi gaming, literature, and culture. He is the DM for the semi-famous Gay Drow D&D campaign

on Capitol Hill. Matt's interests include weightlifting, knitting, tabletop and console gaming, and LGBTQ intersections in religion, fantasy/sci-fi, and fannish culture. He is single, and encourages you to hook him up with any attractive male friends who think HIV+ clergy who don't want kids are right up their alley. Matt's treasure types are M, N, Q, and X (double if encountered in lair).

SPIDER BABY

Spider Baby started almost 2 yrs ago. I'm Deidra, artist & founder. I started this after my stint in The Macy's Buying Office when I was inspired to make my own designs after seeing their attempt to make edgy, DIY looking clothing, but it was mass produced. The black hoodie is the latest in iconic clothing, right behind the T-shirt, jeans and leather jacket. Everyone has their own take on the classic hoodie. I take the black hoodie but use fabric applique in a variety of ways to represent several genres: goth, punk, rock a billy to name a few. I even make baby sizes! I also have silk screen tees. The designs showcase a fun, but dark sense of humor. Spider Baby is about using the classic tee & hoodie to share what inspires me.



STAN!

Stan! is the award-winning author of 2 novels, 15 short stories, more than 60 gaming products, and innumerable cartoons and comics. In his time, he has been an Associate Art Director for West End Games, an Editor and Game Designer for

TSR, Inc., a Senior Designer and Creative Director for Wizards of the Coast, and a Creative Content Manager for Upper Deck Entertainment. Stan! is a founding member of both The Game Mechanics, Inc. and Super Genius Games. He also has done freelance writing and design for companies ranging from Green Ronin and Malhavoc Press to Viz Media and Harper Collins Children's Books. Stan! lives in Kent, Washington, where he hopes one day to be the owner of a Sony Aibo robot dog. You can find him several places online including 10x10Toon.com (his weekly webcomic), SuperGeniusGames.com, Dungeonaday.com, and Stannex.com ... which remains the Home of All Things Stan!

RICHARD STEPHENS

A renowned alchemist noted for his ability to turn lead into gold sequins, Richard Stephens has been plying the trade as a costumer and fashion anthropologist for over 20 years (and he really should know better by now!) When not designing and directing shows for regional theaters Richard works in the magical realm of advertising where lies are spun and dreams are woven. This May, Richard will be curating an art exhibit in Port Angeles, "Threads of History", a fashion narrative of period garments showcasing the historical creations of many noted local costumers.

RENEE STERN

Renee Stern is a former newspaper reporter turned freelance writer whose short fiction has appeared in Aeon Speculative Fiction, Beneath Ceaseless Skies, Black Gate, Oceans of the Mind, and the anthology Sails and Sorcery: Tales of Nautical Fantasy. Her latest story, "A Mother's Choice," is available this spring in the Human Tales anthology from Dark Quest Books. She also is working on a historical fantasy novel.



DEBORAH STRUB

Deborah is a textile artist from the Pacific Northwest. She holds a BA in Fine Arts from the University of Central Florida. She has been a member of the Society of Creative Anachronism for over 30 years and has been costuming for most of that

time. She is a Laurel in the SCA for her research and work in historical Japanese clothing and occasionally making medieval western European clothing for her husband. She enjoys science fiction and creates costumes for that venue, as well. She has won many awards in both the SCA and science fiction venues and has had work published in *The Costume Maker's Art*.

DAVID STUART

President of the local National Space Society chapter NSS-Seattle, Member & treasurer of the Mars Society Puget Sound chapter, VP of Membership of the National Space Society, Member of the Planetary Society, and long time advocate of getting Humanity into Space.

GARTH STUBBS

The secret rites and rituals of the Illuminati were entrusted to a martial arts trained mystic named Bhig Phan, who would live for centuries, teaching the wisdom of costuming today through his current incarnation, Garth Stubbs. When not parsing the riddles of time as revealed in the Turkish knot or schooling apprentices in the art of reclaiming treasures from discarded waste, Garth creates unique costumes that are as much sculptures as they are performing art pieces. Garth works in many mediums including watercolors, photography and sculpture and has shown his work in various galleries and is currently working on a captive breeding program for My Little Ponies.

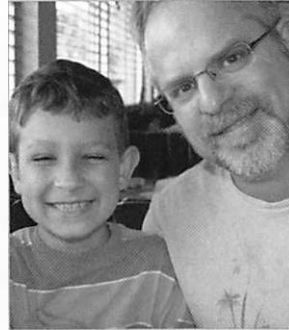


JEFF STURGEON

Jeff is a well-known Northwest artist who works have graced books, most notably the classic *A Wrinkle In Time*, magazines and CDs. He has a painting in Science Fiction Hall of Fame and Museum at the EMP in Seattle. Jeff has done work

for NASA, as he is known for his incredible space art. He was in the computer game business for 12 years, working

for many companies in the Bay Area and in Seattle, namely Electronic Arts, for several years. Jeff has won 8 World SF awards, including 2 Best of Shows, and has won the Best of Show at Norwescon 3 times. Jeff lives in the Cascade Foothills with books, art and twins Corwin and Duncan; he loves everything Irish!



PATRICK SWENSON

Patrick Swenson edited *Talebones* magazine for 14 years, and still runs Fairwood Press, a book line, which began in 2000 (www.fairwoodpress.com). Patrick has been a high school teacher for 25 years. A graduate of Clarion West, he sold stories

to the anthology *Like Water for Quarks*, and magazines such as Marion Zimmer Bradley's *Fantasy Magazine*, *Figment*, and others. He runs the Rainforest Writers Village retreat at Lake Quinault, Washington (www.rainforestwritersvillage.com). He is the proud poppa of Orion Avery, who turns nine years old at the end of this month.

SAM SYKES



Sam Sykes is the twenty-six year old author of *The Aeons' Gate Series*. *Tome of the Undergates*, published last year, was his debut onto fantasy. Rumors of his cannibalism have never been proven in a court of law.

BRYAN SYME



Bryan Syme is a tattoo artist and illustrator from Seattle, Washington. A graduate of that city's Art Institute, Bryan slings ink and needles at Fenix Tattoo in Pioneer Square (fenixtattoo.com). His "ominous toaster" drew praise from Neil Gaiman,

whose story, among others, Bryan illustrated in the Ravens in the Library anthology. Bryan adores bad movies, RPGs and his wife Tabitha. For more of his artwork, see tabry.deviantart.com



ANITA TAYLOR

Anita Taylor spends much of her free time researching and making historical, fantasy, and science fiction costumes and accessories. She is active in the SCA, serving as an officer in the AnTir Costumers Guild and as Baronial Scribe for the Barony of Blatha An

Oir. She also enjoys researching, designing, and painting medieval and renaissance style illuminated manuscript art and calligraphy. When not at her easel or sewing machine, she earns her living as a Technical Writer.



MARK TEPPO

As Chief Creative Officer for Subutai Corporation, Mark Teppo writes and manages properties across various media channels. He is also the author of the Codex of Souls, a series of urban fantasy novels from Night Shade Books. You

may find him online at markteppo.com.



THE REVEREND EN FUEGO

Local on-air personality for KISW (www.kisw.com). The Rev is an avid Magic: the Gathering, Dungeons & Dragons and video game enthusiast. In addition he has his weekly podcast, Undead Radio, available on iTunes!



RODNEY THOMPSON

Rodney Thompson is an RPG designer and developer for Wizards of the Coast. Originally from Chattanooga, Tennessee, Rodney worked as a freelance RPG designer for companies like Green Ronin, Paizo, AEG, West End

Games, and Zeitgeist Games before serving as the lead designer and developer for the Star Wars Roleplaying Game. Rodney is currently a designer for Dungeons & Dragons whose recent releases include Heroes of the Fallen Lands, Heroes of the Forgotten Kingdoms, and Monster Vault.



AMY THOMSON

Amy Thomson is a writer and fan, or perhaps a fan and a writer. She's been reading SF since the Golden Age (of twelve), and travels to strange and exotic lands whenever possible, bringing back ideas for books. Currently she is dwelling

in the exotic land of Parenting, bordering on Middle Age. She is the author of Storyteller, The Color of Distance, Through Alien Eyes, and Virtual Girl.



ERIN TIDWELL

Erin writes fantasy and science fiction. She also serves as the organizer for the Norwescon Writers Workshop.



TIFFANY TOLAND

Tiffany was born and raised in the Cascade Foothills of Eastern Washington, but now resides near the capital of Montana with her husband. She has been creating and selling fantasy art since she was 15 years old, and has dabbled with almost every illustration medium in existence. She works primarily as a digital painter, but

also relies heavily on graphite, oil pastels, colored pencils, acrylic paint, and egg tempera she makes herself. Her work has been published in Ballstic Publishing's Expose series and Paper Tiger's Curvy 6, as well as numerous e-zines.

TORMENTED ARTIFACTS

Not much is known about Dmitri Arbacauskas, the main artist and designer behind Tormented Artifacts, before he came riding in out of the east with only a paintbrush, a leather punch, and a host of mad ideas snaking their way through his head. It's said that he's one of the few people to have attended Cornish College of the arts, and possibly Miskatonic University as well. It's also said that he's been known to howl at the moon, and to hold strange rituals on its dark, demanding sacrifices of rum, tobacco, and entire bottles of paint. But then, people tend to say a lot of things. Who am I? An artist. A bit of a geek. A bit crazy, sure, but then, that's all of us these days. I'd rather let my work speak for itself, rather than you try to deduce how my own personal history affects it (generally, it doesn't.)



JONATHAN TWEET

Jonathan has always liked science and the imagination, making him a confirmed science fiction type, even if it's been a long time since he's read a science fiction novel. He's widely published in hobby games, especially roleplaying games

(Dungeons & Dragons, etc.). He's in the Origins Gaming Hall of Fame, and his RPG *Over the Edge* (1992) was a major inspiration for the indie RPG movement. He goes back literally to the basement days of Wizards of the Coast. Favorite bar topics include politics, religion, and Burning Man. In a change of pace, he is currently writing about the historical Jesus and/or evolution. If you feel like asking for an autograph or buying him a beer this weekend, don't be shy.



GARTH UPSHAW

Garth lives and writes in sunny Portland, Oregon with a menagerie of precocious children and a super-genius wife. His stories have appeared in *Clarksworld*, *Realms of Fantasy*, *Beneath Ceaseless Skies*, and other magazines. He's currently

working on a novel with oppressed goblins, giant mechanical flying fish, and a young woman embarking on a journey of self-discovery set in a gritty, industrial secondary world.

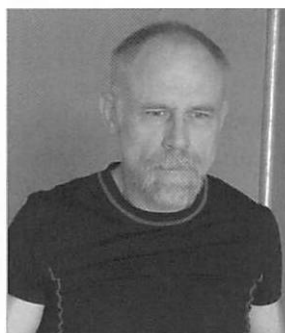
MIKE VAILLANCOURT

Mike is an Art Director, Graphic Designer, Concept Artist, Illustrator, and partner for WildFire LLC and Sandstorm Production. Working in the hobby games industry in many capacities since 1997 for companies like Wizards of the Coast, Pinnacle, and Triad Toys he began working full time for WildFire in 2007 handling art direction and contributing concept art, illustration, and cover art for the CthulhuTech Core Book. In addition to his continued work on CthulhuTech Mike has done freelance graphic design and art direction for Catalyst Game Labs (Shadowrun 20th Anniversary Edition and Eclipse Phase Core Book) and Bucephalus Games (Living Labyrinth, Dogfight, Rorschach), and recently handled illustration for Dr. Halsey's journal on the Collectors Edition of Halo Reach. He currently is the full time art director for Sandstorm Productions and WildFire producing RPG's, miniature games, board games, card games, and toys for mass market, hobby, and specialty toy stores.



GORDON VAN GELDER

Gordon Van Gelder is the editor and publisher of *The Magazine of Fantasy & Science Fiction*. He also recently edited *Welcome to the Greenhouse*, an anthology of climate change stories. He has been an Administrator of the Philip K. Dick Award since 1994. He lives in New Jersey.



CHRIS VANCIL

Chris Vancil is a native Washingtonian and graduate of The Evergreen State College (BA Visual Arts). Born in the mid 20th century he witnessed first hand the dawn of the Space Age. Thus Chris is an avid space enthusiast. He is an active member of the National Space Society and the Mars Society. These organizations have a common goal of making humanity spacefarers! He is presently the secretary of NSS Seattle and the president of the Mars Society Puget Sound and continues to work on spacesuit gloves for NASA Astronaut Glove Contest. Ad Astra!



DIANA VICK

Diana Vick is vice chair, and co-founder of Steamcon, one of the largest steampunk conventions held thus far. For the past several years, she has been speaking on the topic of steampunk at many conventions across the country, beginning with

the infamous "guerilla steampunk panel" that she instigated at Dragoncon in Atlanta. She has been interviewed by *Women's Wear Daily Fast*, and *Seattle Metropolitan Magazine*, and appeared on King Five News. She has written many articles and guest blogs on the subject of steampunk. She has a few short stories and serials in the works as well. One of her steampunk costumes took grand prize in the masquerade at Orycon in 2009. Even her art has taken a decidedly steampunk direction lately and you can find examples of this on her Zazzle site at zazzle.com/artvixn*. To find more of her art, costumes and articles, you may go to dianvick.com.



VIXY & TONY

Vixy and Tony have been performing acoustic music as a duo since 2005. Their folk/rock musical style, and science fiction and fantasy lyrics, combine to tell engaging stories. Vixy was formerly the lead singer and songwriter for the band Escape

Key, whose album *Shadowbeast* contains the Pegasus-award-winning song "Girl That's Never Been". Vixy & Tony have together released the album *Thirteen*, containing the Pegasus-award-winning songs "Emerald Green", "Six String Love", and the Firefly-inspired hit, "Mal's Song". Their live performances are highlighted by Tony's skillfully played acoustic guitar, and Vixy's smooth, sultry voice. Their music can be found at VixyAndTony.com.

LILITH VON FRAUMENCH

Lilith von Fraumench is a 25-year veteran of the Church Of The SubGenius. She contributed to the SubGenius books, *Revelation X* and *The "Bob"Apocryphon*, and

has the distinction of being the only SubGenius to have done so under both male and female genders. "Lil" (as her friends call her) has organized SubGenius devivals in the Seattle area and has served as stage manager of the X-Day festivals. She is the hostess of *Hymns To The Dead Goddess*, a radio show on Sisters Of Damnation Internet radio, which focuses on women in the extreme music underground. She is also a fan of hard science fiction and turn-based strategy games; a sex-positive transgender activist; a humorist and performance artist; an Internet technologist; and an all-around mutant. She lives in Kirkland where she pines for the *Pleasure Saucers from Planet X*.



WAYFARER'S MOON

Wayfarer's Moon is represented by Jason Janicki and Leigh Kellogg. Leigh Kellogg was born and raised in Fresno, California and attended CSU Fresno, earning degrees in Art and Anthropology. He met his future wife Laura there

as well as his friend and business partner Jason Janicki. After college, he went to work at a small computer game company as an artist. He was eventually offered a job in Redmond, Washington and moved up. Leigh has worked on a number of computer games as both an artist and art lead. He eventually took a part-time consulting job in order to focus on producing *Wayfarer's Moon*. *Wayfarer's Moon* is his first comic, online or otherwise.

Born in Salinas, California, Jason grew up in the country and eventually attended Salinas High, where he managed to not distinguish himself in any way, shape, or form. After attending Fresno State and getting degrees in English, Jason wound up in Washington State, where he began working in the computer gaming industry. He's written and designed for a number of titles and enjoys working in an industry where serious conversations about Jedi fighting zombies are routine. Jason has also played pen-and-paper RPGs for most of his life and has game mastered the same ongoing D&D campaign for about sixteen years (it's almost finished). *Wayfarer's Moon* is his first comic and it was born from both a love of fantasy and a desire to kill any remaining free time he might have.



BURT WEBB

Burt Webb has appeared on television, on radio, in print and in person on subjects such as astronomy, biology, computers, nanotechnology, physics, psychology and social issues. He contributed computer graphics to Star Trek III: The Search For

Spock and has collaborated on fantasy, science fiction and action screen plays. He contributed to a recently published fantasy novel: Enchanters. He is currently editing the 9th book of a projected 25 volume series of books on sociology. He is also working on a MMPORG game project and several novels.



OGRE WHITESIDE

Ogre Whiteside is a human being that runs, plays, and designs tabletop roleplaying games. He also knows some stuff about fannish culture and history. He'd like you to read his blog, and to listen to Stabbing Contest, his podcast about gaming.

K WILEY



Nationally known and recognized as the incendiary mercenary genius behind SJ Tucker's musical talent, K Wiley revels in his Strowler life. Living on the road, traveling from concert to convention to festival in a different city every week

for more than five years, he has produced, recorded, and teched hundreds of concerts and small events, contributed to a dozen music and video productions, and participated in the production, design, re-design, marketing, and distribution of every one of SJ Tucker's albums since 2004. As a fire juggler, a dancer, and a choreographer, he has worked with dozens of performance troupes from all over the world, was featured in a PBS special, and helped break a world record for fire-breathing. His most recent projects have centered around the emerging alternative sub-culture identifying themselves as Strowlers, connected by a national network of events and an upcoming web mini-series.



DAMEON WILLICH

Dameon Willich is an original Dharmic Engineer and co-founder of Northern Lights, who created hundreds of paintings and illustrations while working for DC Comics, WoTC, Crypt, and many others. Along with being an artist and

historian, he is the creator of The Fantasy Alternative, one of the original LARP's, and is director/combat choreographer for the Seattle Knights, a steel-fighting and jousting troupe. He also does film/TV work as a stunt rider, actor, and fight director. His credits include: *The Postman*, *Life or Something Like it*, *Battle Gear*, *Professional Courtesy*, various commercials and the comic fantasy, *JourneyQuest*.

Dameon lives in Lynnwood with his wife, actor/author Darragh Metzger, operates the Seattle Knights academy for stage combatants, and trains horses for prospective jousters.

**DARRY WILLIS
(NURSEDARRY)**

Darry Willis was born in the US, but has lived in the UK for most of her adult life. She is a nurse, trained in London in the 1990s, and received her Master of Public Health at Tulane University in New Orleans (where she also received her BS). She worked for the Centers for Disease Control in Atlanta before returning to the UK in 2001. Once back in Blighty, she worked as a set nurse for the Scottish film and television industry, before meeting her husband and moving around the UK for his career with the Royal Air Force. She has two young children: boy & girl twins, which is particularly apropos, as her favourite film is *Star Wars* and favourite books are the *Dune* series. Currently, she lives in south Oxfordshire and works in public health in Reading, UK. Darry has always been a fan of science fiction and fantasy, and although she has no desire to become a professional writer, she derives great joy in writing fanfiction (which she began doing in the early 80s and was delighted to discover she wasn't the only one doing so). She also works as a moderator and editor in the HP fandom, along with posting her own stories on Live Journal. In addition, she and her friends plan and organise the Harry Potter UK Meet-Ups. Her favourite foods are sushi and chocolate. She's particularly keen on slash, yaoi manga, step aerobics, the cinema, and polka dots. If you mention the word "Snarry", she'll run away screaming.



TONYA WINTER

Winter Fetish has been producing fetish fashion and bondage products since 1998 here in Seattle, WA. We take pride in each and every product that leaves our production facility and are constantly innovating to create the next generation of

exciting toys and fashions that leave people feeling fulfilled and expressed in their sexual lives.



MATT YOUNGMARK

Matt Youngmark is the author of the Chooseomatic Books line, including Zombocalypse Now and the upcoming Thrusts of Justice. He served as editor and co-founder of Tacoma Reporter and Pandemonium Magazine, and currently

reviews comics, games and other geeky pursuits at favorite thing ever.com.



JULIE ZETTERBERG

Julie Zetterberg has practiced the frivolous hobby of making and wearing costumes since 1975, initially as a member of the Society for Creative Anachronism, then at science fiction conventions and other historical diversions. Since her first

convention masquerade (as Princess Leia at Norwescon I, 1978), she has appeared across North America as everything from Olive Oyl to Venus (the planet), and is known for her occasionally offbeat masquerade presentations. Costuming has given her many odd pleasures and occasional rewards, including winning major awards at CostumeCons and Worldcons. She was Costume GOH at Marcon 39 in Columbus, Ohio, was head of publications for CostumeCon 14 in Seattle, and created The Costume Page (www.costumepage.org), the original index of online costuming resources. She is among the few remaining people who have attended every Norwescon. She shares a very

crowded house in Seattle with her husband Greg Sardo and their two cats.



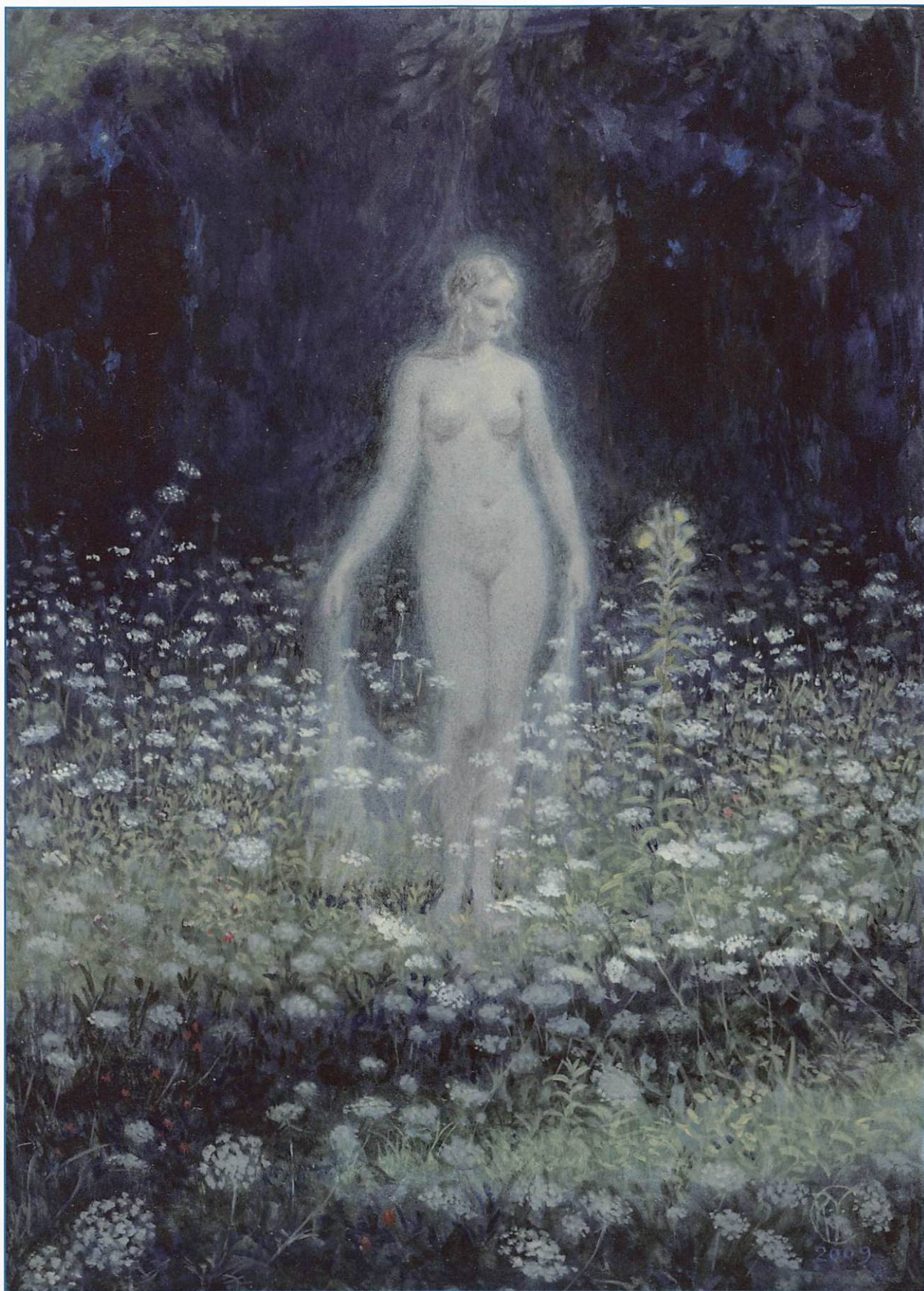
TEMPTING TARTS

The Tempting Tarts have been Seattle's Sweetest Treat since 2007, delighting audiences with their special blend of striptease, comedy and sass. The Tarts produce a monthly show at the Rendezvous JewelBox Theatre in Seattle and can

be found performing as soloists in venues throughout the Greater Seattle Area. The troupe made its first appearance at Norwescon 33 and had such exhilarating fun entertaining and hanging out with attendees that coming back was a must! Find us on Facebook or at www.temptingtarts.com to learn more about us and upcoming performances, like our May Fears & Obsessions show!

ALSO ATTENDING

- Katharine Bond
- Ashley Cook
- Liz Courts
- Joel Davis
- Matthew "Fish" Dockrey
- Alan Halfhill
- Bryan Hawkins
- Keith Johnson
- James Knapp
- Nick Mamas
- David Nasset, Sr.
- Raishaan O'Leary
- Kim Poua
- Rebecca Sons
- Betsy Tinney
- Lou Anna Valentine
- Stephanie L. Weippert
- Christine Winters
- Krista Wohifeil











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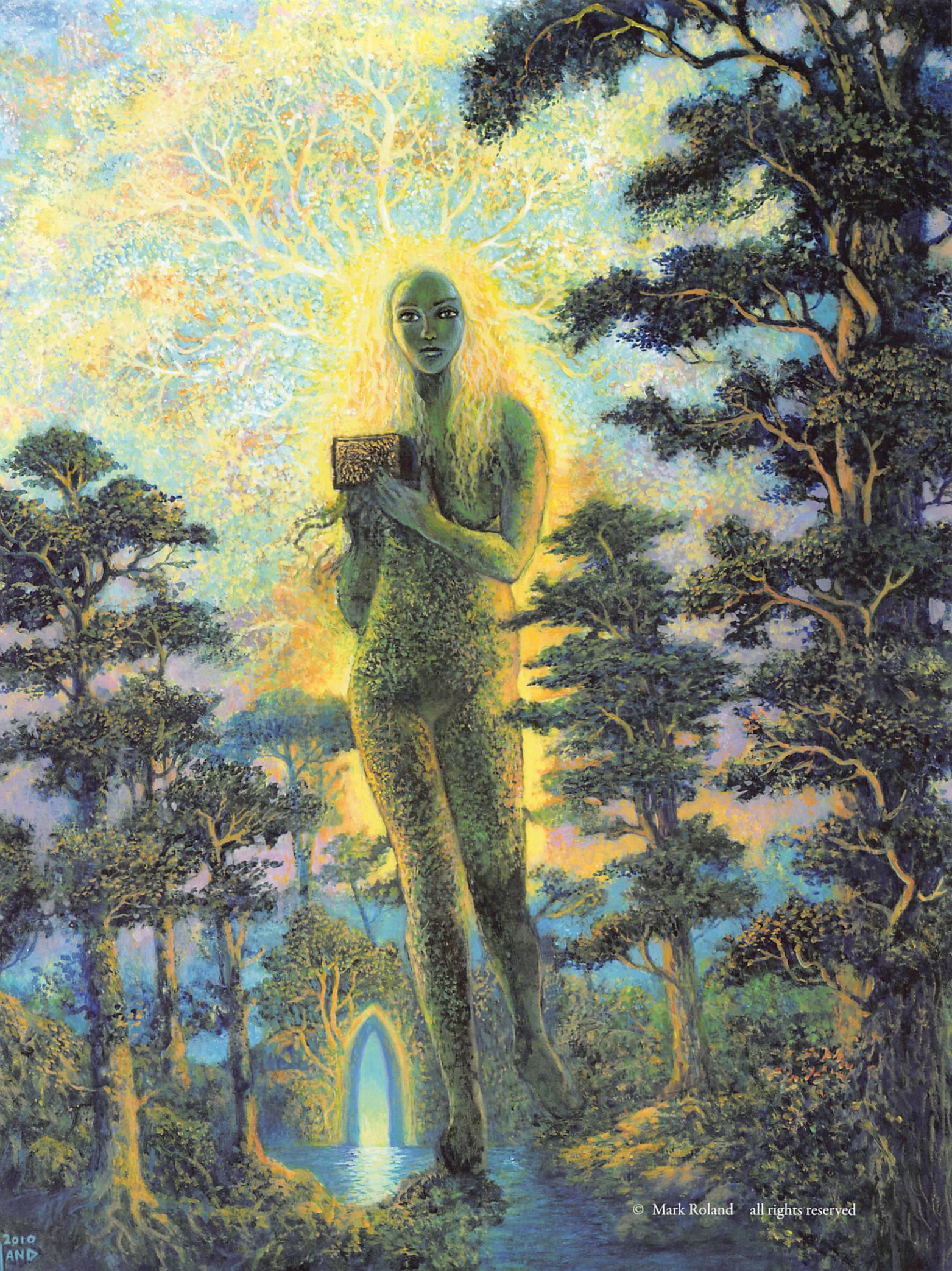


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WEEKEND EVENTS

Baby Lounge and Quiet Hour Olympic 1

Thursday 2:30 pm

Friday 4:30 pm

This is an unmonitored hour in a quiet corner for those with infants who would like to chat and let their babies stretch and crawl around for a little while. There will be a tote with some baby toys as well as some pillows available for your use.

Open Filk Evergreen 3 & 4

Thursday 11 pm — Friday 2 am

Friday 11 pm — Saturday 2 am

Saturday 11:30 pm — Sunday 2 am

Informal, come-as-you-are music performance, one song at a time, taking turns. Or just come and listen! Everyone is welcome in this long-standing filk tradition!

Open Gaming Rotunda 1 & 2

Thursday 1 pm — 6 am

Friday 8 am — Saturday 6 am

Saturday 8 am — Sunday 6 am

Sunday 8 am — 4 pm

Got an hour before your next session? Stop by Open Gaming and play for a while. We have plenty of tables for fans to sit down with old (or new) friends and play. No sign-up sheet required. The Rotunda is available for open gaming all weekend on a first come, first served basis.

Pro Roy

Scheduled Gaming Cascade 11 & 12

Thursday 1 pm — Friday 1 am

Friday 9 am — Saturday 1 am

Saturday 9 am — Sunday 1 am

Sunday 9 am — 4 pm

You're at the con, waiting for things to rev up, but we're already off and running in the Scheduled Gaming rooms. Come and see what we're playing and sign up for a game or two. We have card games, role-playing games, miniatures and more all lined up for YOU! Get in early. Bring your game, and schedule a spot to make new gaming friends. You could qualify for a prize!

Kathi Pickett

SMACDown Arcade 7110

Thursday 3 pm — Friday 1 am

Friday 10 am — Saturday 1 am

Saturday 10 am — Sunday 1 am

Sunday 10 am — 2pm

Join us for a blast from the past as members of Seattle Area Metro Collectors present a full-fledged video game arcade here at Norwescon. Enjoy classic favorites and some great newer games, all set to free play, so no quarters are required! Stop by for a few moments of fun or test your skills against others by entering our Saturday afternoon tournament.

Todd Clark, Richard Godwin, Gil Ruta, Dave Okert

THURSDAY EVENTS

Thursday Movie Matinee *The Last Unicorn*

1-2:30 pm Olympic 1

A brave unicorn and a magician fight an evil king who is obsessed with attempting to capture the world's unicorns.

Lou Anna Valentine

Magnificent Mosaics 3:30 pm Olympic 1

"Paint" stained-glass-like pictures with a variety of colored tissue paper, beads and other materials.

Kim Pona

Thursday Afternoon Poetry for People Who Don't Do Poetry

4 pm Cascade 7

Hey, come on. We'll hang out, read some poetry, talk about what we've read and get you out in time for the Opening Ceremonies. We won't even tell your friends.

Mike Brennan, Mickey "Meowse" Phoenix

Making Your Futuristic Costume Truly Futuristic

4 pm Cascade 8

Too often we fall back on updating a historical costume to make it look futuristic. Let's see if we can group design a really realistic future look.

Janet Borkowski, Cherie Lovell, Garth Stubbs, Richard Stephens

Gaming File 13 4 pm Cascade 9

The best ideas you haven't been able to use. Maybe it was an adventure idea, crazy new rule system, race design, scenario, item, NPC, spell or whatever. It never fit or wasn't asked for, but it was just too cool or too stuck in the mind to forget. Come hear from our gaming professionals what hit the cutting room floor.

Eric Cagle, Dustin J Gross, Randall N. Bills

Activism Through SF/Fantasy Writing and Art

4 pm Cascade 13

Can art change the world? What statement can you make through SF writing and art? Panelists will share success stories and discuss strategies for effective activism through art and writing.

Larry Lewis, Anina Bennett, Wayfarers Moon, Paul Guinan

Norwescon Dance Academy 4-6 pm Maxi's Ballroom

Welcome to the Norwescon Dance Academy! Learn the steps to the favorite songs of fandom: "The Time Warp," "Rasputin," "Thriller," "The Macarena," "The Hustle," "The Cupid Shuffle," "The Electric Slide," "YMCA" and whatever else we can think of. Then show off those new moves at the dance. Let's get ready to Rumba! (This panel is also offered on Friday 1-3 pm.)

Dan Murphy, Laurie Reynolds

Origami Magic 4:30 pm Olympic 1

Playing with bits of colored paper was never more fun! Learn to construct simple animals and flowers using this ancient technique of folding paper.

Kim Pona

Alma Alexander reads from her new work

5 pm Cascade 3

Alma Alexander

Fantastical Forgeless Armor and Props 5 pm Cascade 4

Learn how to create body armor for your alien race or your fierce warrior using a variety of materials and techniques. If you can boil water or use a hair dryer, you, too, can make the armor and props of your wildest dreams.

Melissa Quinn, Douglas Herring, Molly Boone, Ieva Ohaks

Biological Inspirations for SF 5 pm Cascade 5 & 6

Mining biology for story ideas. What do you read to keep up with the field? What new discoveries are fodder for science fiction?

Pat MacEwen, Eva Carlstrom, Annie Morton, Janet Freeman

Comparative Religions: Past, Present, Future and Fictional

5 pm Cascade 7

Faith and belief — both historical and author-invented — have been major themes in popular fiction and fannish media for generations. We'll respectfully discuss how faith is applicable to fandom and the parallels and differences of religions past and present that have shaped (or been shaped by) the worlds of our favorite genres.

Rev. Matthew Smith, Beth Runnerwolf, MC-3PO, Rachael Kenoyer

Finding Inspiration 5 pm Cascade 8

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

Liv Rainey-Smith, Todd Lockwood, Tiffany Toland, Rob Carlos

Science Fiction Does Climate Change 5 pm Cascade 9

The dangers of nuclear war and weaponry during the mid-20th century inspired classic SF literature. The nearest comparable danger today is anthropogenic global warming (AGW). Why hasn't SF given the same level of attention to this danger that it gave to the threat of nuclear war in the past? More often the issue is relegated to world-building background rather than being placed in the centers of stories. Might this stem from the difficulty of writing about the near future? Does AGW's uncertain set of consequences make it harder to dramatize? What role does the controversy about the existence of a threat

THURSDAY EVENTS

play? What approaches have gone yet untried? We'll discuss SF's take on a warming world.

Mary Rosenblum, Gregory Gadou, J.M. Sidorova, Michael Alexander

Low-Budget Special Effects 5-7 pm Cascade 10

Although each of us would love to have a hundred million dollars for top-of-the-line special effects, the sad truth is that those lottery numbers remain as elusive as ever. In lieu of an unspeakable budget, here is a collection of techniques and tricks, including live demonstrations, of some special effects that you can do on a more "dinner and a movie" budget!

Edward Martin III, Eric Morgyet, Brian D. Oberquell, Ryan K. Johnson

Clay-O-Rama 5-7 pm Cascade 13

Come sculpt fierce, little monsters out of Play-Doh and pit them against each other in mortal combat. Last monster standing is the winnah!

Betty Bigelow

Banquet 5-7 pm Grand 2

Join our Guests of Honor and dine on a Pacific Northwest buffet dinner featuring chicken breast with Dungeness crab, smoked salmon, flank steak and much more. Presentations will be made, and there will be raffle prizes.

Ted Butler Reads *Endeavour Great Circle Ship*

5:30 pm Cascade 3

Adventure sci-fi

Ted Butler

Jean Johnson Reads *Theirs Not to Reason Why: An Officer's Duty* 6 pm Cascade 3

If you could see a war coming that would destroy your home galaxy, what would you do to stop it? Book 2 in a futuristic military science fiction series.

Jean Johnson

The New Nukes Next Door 6 pm Cascade 4

Nuclear power is making a comeback worldwide, regardless of what happens in the U.S. What is going on now, and what might happen in the near future?

Carlton Rhoades, Mike Brennan, G. David Nordley

Series Five: Radical or Traditional Doctor Who?

6 pm Cascade 5 & 6

Some argue that Doctor Who's most recent season presented us with a more traditional mode of storytelling and characterization than the

whimsical, head-in-the-clouds approach of the past several years. Is this correct? Or is it a radical departure from the series we've loved over the past four seasons? Our panel will look at each story of Series Five in context and attempt to solve the mystery of whether Doctor Who has returned to its more classic roots or is breaking new ground.

Chris Nilsson, J. Spyder Isaacson, Katharine Bond, Erik Owomoyela

Tips for Writers on Giving a Good Reading

6 pm Cascade 7

Mary Robinette Kowal offers a workshop filled with tips for writers, readers and public speakers on how to give a good reading. She'll discuss how to select the scene, the number of characters, language and give other pointers that make writers better readers.

Mary Robinette Kowal

Organize Your Sewing Area 6 pm Cascade 8

Tips and Ideas for making your sewing area more useful and enjoyable to work in.

Anita Taylor, Molly Boone, Lori Edwards

Best Board Games for Nongamers 6 pm Cascade 9

So you've got friends who you'd like to play games with, but you can't convince them to actually play. Or maybe you are that friend. Our board game experts will show you a variety of the best "entry" games for such beginners, and we'll see if we can't convince a few people to give gaming a chance.

Matt Hammond, Julie Haehn, Jeremy Holcomb

Larry Lewis Reads *Blender* 6:30 pm Cascade 3

Graphic novel

Larry Lewis

Opening Ceremonies 7 pm Evergreen 1 & 2

Welcome to Norwescon 34! Come meet our Guests of Honor, and find out what Norwescon has in store for you.

Richard Stephens

Mike Shepherd Moscoe Reads *Kris Longknife Redoubtable* 8 pm Cascade 3

Space opera

Mike Shepherd Moscoe

Flights of Victorian Fancy 8 pm Cascade 4

How did people fly during the Victorian Era (1837 to 1901), and how could they have flown with a little more imagination? Come join our panelists soar on wings of history and fantasy, powered by steam and just a little bit of punk.

Matthew "Fish" Dockrey, Carlton Rhoades

THURSDAY EVENTS

The Star Trek Universe Update 8 pm Cascade 5 & 6

Last year the Star Trek universe was reborn thanks to J.J. Abrams's movie reimagining of Star Trek's origins, which became the highest-grossing movie in Star Trek history. A sequel script has been developed. Can a sequel expand the franchise?

Darry Willis, Douglas Herring, Erik Owomoyela

Does This Bustle Make My Butt Look Big?

8 pm Cascade 7

An essential primer for the historical costumer or anyone seeking to do historical interpretations like steampunk or Japanese goth fashions. Structural underpinnings are not an arcane mystery. Learn how to create your own foundation garments, which commercial patterns work best and where to get the materials and help you need to create proper-fitting corsets, bustles, pannier, hoop skirts, bum rolls and more.

Anita Taylor, Bethany Roulletti, Margo Loes, Lori Edwards

Fan Fiction/Fan Art: Where to Find It, Where to Post It

8 pm Cascade 8

A listing of where some of the best fan fiction and fan art can be found. Notes on where to post your own as well as some suggested sites for reading and viewing.

Fireflavored, Cassie Black, Cheryl Dyson, Micole Rose

Theme: What's the Real Story? 8 pm Cascade 9

You've got a plot, characters and setting. But what's your story really about? This panel will explore the concept of theme, that ethereal sense of a story's real message. Panelists will discuss theme using examples from flash fiction stories.

Mary Rosenblum, Felicity Shoulders, Christopher Bodan

Is the Living Stage Any Place for Science-Fiction/Fantasy?

8 pm Cascade 10

Can you take your idea and put it on a stage? Does science fiction depend on special effects? Can you do Star Wars every evening and a matinee on Saturday?

G. Robin Smith, G. David Nordley, J. Spyder Isaacson

Steampunk Art 8 pm Cascade 13

Is steampunk art only for costuming and cool outfits and gadgets? No, we say! Come meet some artists to see how they use steampunk influences and styles in their artwork.

Diana Vick, Claire Hummel, Tiffany Toland, Rob Carlos

Paranormal Romance or Urban Fantasy? Which Is It?

8 pm Evergreen 1 & 2

The difference between paranormal romance and urban fantasy has been described as whether or not there is a "happily ever after" end-

ing. How does this glib distinction fail to encompass the differences between the two genres, or are they really so close that a simple scene change at the end makes the book one or the other? Fantasy and romance have always seemed natural bedfellows. How does romance enhance the fantasy story, and what do fantasy elements provide to the romance? What are the challenges of writing a story that combines both genres? Is there a common element between the two genres that makes their combination work so effectively?

Kat Richardson, Shannon K. Butcher, Jim Butcher, Jean Johnson

CRIME and the Forces of Evil in Concert

8 pm Evergreen 3 & 4

Rage-driven acoustic elfmetal!

Dara Korra'ti, Angela Korra'ti

Kevin Radthorne Reads *The Pool of Shikama*

8:30 pm Cascade 3

Excerpt from my latest novel

Kevin Radthorne

Friends of Bill W. 9 pm Cascade 3

Geriatric Batman 9 pm Cascade 4

Some of the best-loved mainstream comic story arcs are limited series with otherwise definitive endings. Despite this, big-name superheroes continue to be rewritten and resurrected, with little or no long-term change "in continuity." Will the fans revolt if we change their beloved characters, or are they craving more finality to the stories? Should Wolverine or Superman ever really die?

Ashley Cook, Matt Youngmark, Nathan Crowder, Wayfivers Moon, Andrew Dolbeck

Alien Biology 9 pm Cascade 5 & 6

How would alien bodies operate? Would their biochemical mechanisms be similar to ours, or would they evolve entirely different paths? How might they reproduce?

Pat MacEwen, Jim Kling, Dr. Ricky, Annie Morton

Dementors, Specters, and Nazgul, Oh My!

9 pm Cascade 7

We're re-creating media horrors. This is the panel that puts the "boo" in boutique and teaches you how to push all the scary buttons in your costume. Learn the elements of horror and how can you exploit an audience's basic fears.

Garth Stubbs, Margo Loes, Richard Stephens, Lori Edwards

Fantastic Fantasy Females 9 pm Cascade 8

Is fantasy the new vanguard of feminist politics? Fantasy authors

Fantasy of the Mind
Thursday Events

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discuss the role of gender issues in their work.

Jean Johnson, Liz Argall, Kim Ritchie, J.A. Pitts, Julie McGalliard

The Best of Steampunk Then and Now 9 pm Cascade 9

Steampunk is the combination of what the past is and what it means, and what the future is and what it means. Think of Jules Verne's *20,000 Leagues Under the Sea*, where a 1950s nuclear submarine shows up in an 1880s fictional world. What are the steampunk classics, and what new fiction is driving it forward?

Eileen Gunn, Mark Teppo, Diana Vick, Lou Anders, Claire Hummel

Let's Make a Movie: Intro! 9-11 pm Cascade 10

It's our 12th anniversary! For more than a decade, we've been making movies every Norwescon, like some sort of terrifying clockwork monkey. Be a part of history without actually burying yourself in the desert for a thousand years! In this introduction, see all the movies ever made at Norwescon as a part of this ground-breaking workshop, including hilarious video introductions by the filmmakers. Here's the best place to watch all these movies at once and behold the genesis of one of the weirdest and funniest workshops ever to be tolerated by Norwescon! Learn about some of the weird and heinous behind-the-scenes stories! Feel free to ask the filmmakers questions afterward, if they're brave enough to stick around! Be inspired for part 1!

Ryan K. Johnson, Eduard Martin III, Eric Moyret, Brian D. Oberquell

Artists' Jam 9 pm Cascade 13

Everyone participates in this extravaganza! Bring your questions for the professionals and materials with which to create art on the spot. Hang out with other artists, show your sketchbooks and work on art together.

Liv Rainey-Smith, Alan M. Clark, John R. Gray III, John P. Alexander, Rob Carlos, Mike Vaillancourt

Government of the Fen, by the Fen, for the Fen ...

9 pm Evergreen 1 & 2

In Mike Brennan's work in progress *The Dark Sweetness Between the Stars*, the first interstellar colony is made up of science fiction fans. What type of government would they choose? Help our panel write the constitution that you would be willing to take into space.

Mike Brennan; Susan R. Matthews; David Nasset, Sr.

Electric Children in Concert 9 pm Evergreen 3 & 4

8-bit electro house from Seattle Chiptune veteran Jack Waterman
Electric Children

Lazer Tag 9 pm-1 am Grand 2

The only place in the convention you are allowed to draw your lazer

weapons. We have equipment for use; it is compatible with the Tiger Lazer Tag system, not the Team Ops system. Wizard tag will be available for those who wish to hone their skills before the battle this summer. For those players who are under 18, you must have a parent or guardian present at the arena. Lazer Tag is a live action, NONCONTACT sport.

Scott Perrin, Elizabeth Fellows

Thursday Night Hoedown 9 pm-2 am Grand 3

This ain't your parents' square dance! Put on your best dancing shoes and help us kick off Norwescon with your DJ mc300baud and his eclectic mix of tracks. Expect the unexpected as he spins rave, wave, goth, alternative, rock, electronica and more late into the night and won't let up until the cows come home.

MC300baud

LARP: How to Put Live Action Into Your Gaming

10 pm Cascade 4

Have you ever wondered what it would be like to be in the game? Live-action role-playing, or LARP, can help you take one step closer to that feeling of not just playing a game but being a part of it. This panel is full of people who have been playing in these types of games for years, and they are ready and waiting to help answer your questions.

Tara Coomes, The Camarilla

How the 'Net Changed the Dating Scene

10 pm Cascade 5 & 6

Once upon a time, "People From the Internet" were on the same level as axe murderers and timeshare telemarketers, but recent statistics suggest that one in five new relationships now begin online. Come share your experiences with online dating and discuss the best, worst and most annoying relationship sites out there.

Judith Herman, Cosplay, Eva Carlstrom

Arsenic and Old Lakes 10 pm Cascade 7

NASA recently announced that a bacterium found in California's Mono Lake had been coaxed to use arsenic in place of phosphorus in its biochemistry. Some scientists have disputed the claim, calling it bad science. Real or not, does this improve the chances of life's existing elsewhere?

Joel Davis, Annie Morton, Arthur Bozlee

Zombie Rules 10 pm Cascade 8

Should there be one type of zombie in movies and TV? Slow, fast, using weapons, viral, infectious or what? Which types are the scariest and why?

Steve Holetz, Mark Rabner, John R. Gny III, Alden Bell (Joshua Gaylord)

THURSDAY EVENTS

Not Just for White Boys Anymore: Beyond Stereotypes
10 pm Cascade 9

The adventure tale tradition began with stories by white boys, for white boys, about white boys. Times have changed. Can adventure gaming change with them?

Donna Prior, Julie Haehn, Ogre Whiteside, Satyr/Phil Brucato

Swashbuckling Adventures 10 pm Cascade 13

... in Costuming. High fashion on the high seas! If you can't be a pirate, you can always look like one. Be comfortable, have fun, look great and attract some looks as well. We'll help you get started or help kick your look up a notch.

Richard Stephens, Molly Boone, Victoria Shaffer

Andrew Ross in Concert 10 pm Evergreen 3 & 4

A can of worms filled with Pandora's boxes

Andrew Ross

I Could Do Better Than That ... 11 pm Cascade 8

Whenever a Hollywood science-fiction blockbuster enters cinemas, there seems to be a queue of fans lining up to complain how bad it is and that they could do better if put in charge of the studios. Here's your chance. A team of panelists will lead the attempt to generate the better blockbuster: looking at *Star Wars Episode I: The Phantom Menace*, *Avatar* and *Terminator 3: Rise of the Machines*.

R.L. McSterlingthong, Judith Herman, Eytan Kollin

Midnight Movie: *Ladyhawke* Midnight Evergreen 1 & 2

"Always together, eternally apart." That's the story of Etienne Navarre and Isabeau d'Anjou, cursed by a jealous bishop to never touch as humans. She is forced into the form of a hawk by day, while he transforms to a wolf at night. If they're ever going to have a chance to break the spell, they must team up with the Mouse, a thief who recently escaped from the city dungeons, and confront the corrupt bishop.

Barry Bloch

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Can't-Put-It-Down Pacing 9 am Cascade 5 & 6

What distinguishes the book you can't put down from an interesting character story or a stylistic triumph? How do they do that?

Mike Shepherd Moscoe, Liz Argall, G. David Novdley

I Don't Think We're in Kansas Anymore, Toto

9 am Cascade 7

We have become used to instant communications as an everyday reality. But how will societies change when distance makes instant communications impossible, such as on a Mars colony? Is this a big problem? Will the lost art of letter writing be revived?

Joel Davis, Sean Hagle, Russell D. Campbell

The Century's Best Science Fiction and Fantasy Movie

Costumes 9 am Cascade 8

Motion pictures have been around for a long time, and so have science fiction and fantasy movies. Come celebrate the best with our panel.

Julie Zetterberg, Garth Stubbs, Bethany Roullett, Cherie Lovell

Are AIs People too? 9 am Cascade 9

When will artificial intelligence become a reality? Will it be hardware, software, or both? What is the appropriate way to treat the individual AIs?

Kurt Cagle, Brian David Johnson, Jordan Lapp

Michael Alexander Reads *Come Again Some Other Day*

10 am Cascade 3

An unorthodox solution to global warming

Michael Alexander

When Writing Doesn't Pay 10 am Cascade 4

Declining markets, escalating costs and rampant piracy of content are rapidly reducing writers' incomes. If one can't make a living writing books, will people stop writing them? Can intellectual content not supported by sales and contracts survive? Who will do it and why?

Nancy Kress, Mary Robinette Kowal, Jack Skillingstead, pir8fancier, Rose O'Keefe

Making up the Science in Science Fiction

10 am Cascade 5 & 6

Hard-science SF isn't always scientific. Authors use a wide variety of methods to weave around the facts, allowing their fiction to remain close to what science is needed to make the stories and novels work. When you speculate beyond what is known and believed by contemporary scientists, how do you go about making things up?

Amy Thomson, Jim Kling, Dr. Ricky, John Laufer

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Playing with Medieval History 10 am Cascade 7

Alternate timelines, quantum universes or just plain-old time machines—all of these concepts create a way for an author to “play with history.” This will be an interactive panel where the audience will choose a significant event in medieval history and come up with alternatives and their consequences. A lively dialogue always ensues. Come join us!

Darragh Metzger, Cymbric Early-Smith, Bryan Hawkins

Japanese Clothing: Kimono and Beyond

10 am Cascade 8

The clean and simple lines of Japanese fashion can be made by any costumer.

Deborah Strub, Melissa Quinn, Katrina Marier, Richard Stephens

How Game Mechanics Cross Platforms 10 am Cascade 9

Massively multiplayer online role-playing games have revolutionized computer gaming and become the dominant mode for computer role-playing games. They certainly learned a thing or two from pen-and-paper (PnP) RPGs. Now many PnP games today are “borrowing” a concept or two from video games. Board games and RPGs even incorporate elements from card games. Join our panel in a discussion of the increasingly blurry lines of game development.

Stephen Radney-MacFarland, Rodney Thompson, Jeff Grubb, Andy Megowan

Let's Make a Movie: Plan It! 10 am-Noon Cascade 10

You were there for part 0, right? Quick! Time travel! In part 1 we go over the plan, figure out the gear, work up a story, write the script, plan the shoot and do pretty much anything else we can think of. That's right, from soup to nuts, we're going to make an entire movie here at Norwescon. This is your chance to be a part of the annual fun and learn how to make a movie on a budget so tiny, calling it “shoestring” would be an insult to shoestrings. The key to making a movie, of course, is good planning!

Ryan K. Johnson, Edward Martin III, Eric Morgret, Brian D. Oberquell

The Business of Art 10 am Evergreen 1 & 2

There's more than talent to making a living as an artist. Health insurance, taxes, marketing, organization, selling yourself, portfolios—where do you find the time to do all that and still make art?

Tiffany Toland, Kimuko Y. Craft, John R. Gray III, Wayfarers Moon

Od Magic: Puppet Workshop, Pt. 1

10-11:30 am Olympic 1

In Patricia A. McKillip's story *Od Magic*, the magician Tyramin hides his true nature by appearing in public as a huge papier-mâché puppet head! Back by popular demand, we've once again decided to indulge our passion for goocy, slimy fun with a papier-mâché project. In this

first part of a three-part workshop, we will begin by constructing the heads of our puppets with balloons and papier-mâché.

Kim Pona

S. A. Bolich Reads *An Infinity of Moments*

10:30 am Cascade 3

Near-future SF: an immortal addicted to death tries to discover a reason for her existence.

S. A. Bolich

Roberta Gregory Reads *Mother Mountain*

11 am Cascade 3

Four-book series in progress

Roberta Gregory

Write a Story in an Hour 11 am-1 pm Cascade 4

Prompts will be given to attendees, and they will be allowed time to write a story. Discussion to follow. Where did you go with your story? What fandom did you choose?

Cheryl Dyson, Fireflavored, Nicole Rose

The Year's Best SF and F in 2010 11 am Cascade 5 & 6

Writers, editors and publishers will discuss what books and stories were on the cutting edge this year.

Cat Rambo, Nancy Kress, Nick Mamatas, Gordon Van Gelder, Lou Anders

Fandom in Daily Life 11 am Cascade 7

Are you weird, geeky or a total nerd and proud of it? Do you express your fannishness in daily life? Come participate in a discussion, and share how you show your fannish colors.

Shannon Flowers, MC-3PO, COsplay, Dierdre Phoenix

Game Publishing Goes Digital 11 am Cascade 8

PDFs versus print. Blogs, online content, podcasts, more and more gaming companies are finding a way to move their marketing and even their products to the Internet. What does this mean for the future of the gaming industry? What does it mean for your local gaming store?

Ogre Whiteside, Dustin J. Gross, Jeremy Holcomb, Sean K. Reynolds

Outline a Novel in an Hour and a Half 11 am-1 pm Cascade 9

Nothing is more frightening to a writer than having no idea what comes next. In a hands-on session, Mark Teppo will show you how to build an outline that will cover all the major aspects of a novel: character sketches, plot points, thematic overlays, conflicts (and resolutions), storyboards and even visual cues that'll help anchor your overall project. At the end of this ninety-minute session, you'll be ready to start writing your book!

Mark Teppo

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Mask Making 11 am-1 pm Cascade 13

This is a workshop for all ages. Our panelists will assist you in making your own unique piece of wearable art using poster board, fabric, adhesives, trim, jewelry bits, low-temp hot glue and more. Children need to be accompanied by their adults, but all will have fun. If you have special bits you would like to use, bring them, but otherwise, materials are provided.

Vicki Glover, Kate McClure, Shannon Flint, Orchid

Filk 101 11 am Evergreen 1 & 2

Wait, what? Filk? What the hell is this?

Beth Runnerwolf; David Nasset, Sr.; Karen Rall; Creede Lambard

Computers in the Cloud 11 am Evergreen 3 & 4

What is cloud computing? Is it real? Is it ready? Is it safe? Is it inevitable? Is it really going to mean I can use my iPhone as a supercomputer?

Kurt Cagle, Sean Hagle, Brian David Johnson, Carlton Rhoades

Ship! . . . Island! 11 am Grand 2

Argh, landlubbers! Join your pirate captain in the Grand Ballroom for an hour of running around and games. Dodge the Kraken in Ship! . . . Island! Pirates-in-training must be at least 8 years old to brave the seven seas, and the young-at-heart are encouraged to attend to stir the blood.

Captain Black-Morgan

Dark Urban Fantasy and Horror 11 am Grand 3

Urban fantasy has a darker side that depends heavily on horror tropes and often steps deeply into the dark side of fantasy. What elements show up commonly? What's new or old here? Where and what is the borderline between urban fantasy and horror?

Kat Richardson, Jim Butcher, Rhianon Held, Julie McGalliard

Alan M. Clark Reads *Boneyard Babies* 11:30 am Cascade 3

Just-released fiction collection, bizarre, horror, fantasy

Alan M. Clark

Brenda Cooper Reads *Mayan December* Noon Cascade 3

Novel coming out in 2011

Brenda Cooper

Where Do We Go First? Noon Cascade 5 & 6

In the search for extraterrestrial resources, where is the logical place to go? The moon? Mars? Near-Earth asteroids? The Main Belt asteroids? The answers are not obvious but of vital importance to the future of humanity.

Joel Davis, Arthur Bozlee, Carlton Rhoades, Greg Paddock

Ethics in Medical Research Noon Cascade 7

Ethical review boards and community advisory boards work to protect the rights and welfare of test subjects in human medical research. Our panel will discuss the history of ERBs and CABs and how they operate.

Miki Garrison, Gregory Gadow, Nancy Kress

Goth on a Budget Noon Cascade 8

Not just corsets, hair dye and nice boots, but also finding a style that's truly your own are the focus of this panel. The panelists will teach you how not to break the bank to look great and why gothic style is about much, much more than just black clothes and pale foundation.

Misty Marshall, Tamera Mickelson, Bryan Lovely

***Fringe*: Paranormal Investigations in SF Television**

Noon Cascade 10

Fringe is one of the most imaginative and outstanding science-fiction dramas on American television. It is also the latest in a long line of similar programs, using investigative individuals to explore the world of science fiction, horror and the paranormal—on both sides of the Atlantic. Using *Fringe* as a focus, but including such antecedents as *The X-Files*, *Kolchak: The Night Stalker*, *Strange World*, *The Omega Factor* and *Sea of Souls*, we ask why the investigation format works so well and which series and episodes did it best.

Chris Nilsson, Durlyn, Marie D. Jones, Jeff Davis

Space Opera Sing-Along Noon Evergreen 1 & 2

Come and sing songs about space the old-fashioned way—with monsters and emperors and romance and great justice! We provide the words and music. You provide the enthusiasm and voice.

Beth Runnerwolf; Creede Lambard; David Nasset, Sr.; Karen Rall; Sunnie Larsen; Juliana McCorison; Stephanie L. Weippert

Marketing for Writers Noon Evergreen 3 & 4

How do you market your work in this electronic age? Only the top writers get much attention from publishing house publicists. Writers have to take marketing into their own hands. Pros will share what's worked best for them and discuss strategies.

Eileen Gunn, Rose O'Keefe, Lou Anders, Anina Bennett

Hobbit Country Dancing Noon Grand 2

Party time in the Shire, with a dance held at the local Grange. Come learn the latest dance of the season and flirt with other hobbits.

Betty Bigelow

The Art of Kinuko Y. Craft Noon Grand 3

Please join our Artist Guest of Honor, Kinuko Y. Craft, on a tour of her work. See some of her better known pieces and those that she loves.

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loves. Hear about the design and thought processes that went into the paintings. The world is a story and Ms. Craft brings it to life through art.

Kimko Y. Craft

Scavenger Hunt Noon Salon

Come participate in the Norwescon Scavenger Hunt! Grab your list, hear the rules and run amok through the con, gathering items as you spot them. The winner will receive a paid membership to next year's Norwescon!

Max Blaze

Nathan Crowder Reads *The Price of Cream* 12:30 pm Cascade 3
Urban fantasy/fairy tale

Nathan Crowder

James Knapp Reads *State of Decay* 1 pm Cascade 3

PK Dick Nominee reads from his novel. It takes place in a near future dystopia which uses a three tier caste system; those who serve actively in the military are given top tier standing, those who sign up for military reanimation (termed 'revivors') after death are given second tier status, and those who do neither are doomed to a life of poverty. A string of murders in the city ends up crossing the paths of the four main characters who span the different tiers. As the four threads converge, it comes to light that the murders involve a secret that revivor technology has brought to light.

James Knapp

Web Comics 1 pm Cascade 4

Are they replacing newspaper comics as the preferred daily/weekly comic strip? How is this sort of continuation different from recurring monthly comics? What are some of the challenges and limitations for creating web comics?

Ashley Cook, Roberta Gregory, Stan!, SatyrPhil Brucato, Wayfarers Moon

Convergent Evolution . . . in Space! 1 pm Cascade 5 & 6

It happens on Earth. Flight has arisen in insects, birds and mammals. Eyes have developed independently in mammals and squids. Could life on other planets bear a superficial resemblance to life forms on Earth, or would they be fundamentally different in architecture?

Jim Kling, Paul Dixon, David Stuart, G. David Nordley, Annie Morton

LGBTQI in SF/F & Fandom 1 pm Cascade 7

Do science-fiction and fantasy authors have a responsibility to work outside gender norms? How do authors play with gender and sexuality in their works? Are the works of early authors who played with

gender still relevant? Have science-fiction and fantasy worlds changed the attitudes of fandom and made those in the LGBTQI community feel welcome?

Rev. Matthew Smith, K.C. Bull, Larry Lewis, Jane "Jeliza" Patterson

Costuming for Kids 1 pm Cascade 8

Ah, kids! Their unique ideas are often diametrically opposed to the reality of time, space and gravity. Let's discuss how to make those dreams come true with smart compromises.

Wendy Prather, Kavrina Marier, Bethany Roullett, Melissa Quinn, Cherie Lovell

Voice and Vernacular 1 pm Cascade 9

How do you find the right voice for your character? When representing different accents and speech patterns in fiction, some authors choose to add slang terms, while others go to the lengths of writing entire novels in a vernacular accent. How much is too much? Is it worth sacrificing readability for authenticity? Tips, strategies and techniques for accurately representing character with voice.

Eileen Gunn, Keffy R. M. Kebrli, Kat Richardson, Michael Alexander, Ted Chiang

History of Fantastic Art 1 pm Cascade 10

Come travel through time with us as we explore fantasy art from the perspectives of the symbolist, visionary and surrealist movements, looking at the history of the imaginary and the fantastic in visual art over the years and how it has influenced contemporary styles and content.

Mark Roland, Liv Rainey-Smith, Douglas Herring, John P. Alexander

Science-Fiction Shakespeare 1 pm Cascade 13

We talk about not only *The Tempest* (*Forbidden Planet*) but also *A Midsummer Night's Dream*, *Winter's Tale*, *King Lear* as contemporary explorations of magic, psychology and fantasy.

G. Robin Smith, Spencer Ellsworth, Mark Bourne, Mary Robinette Kowal, Steven Barnes

The Fiction of Patricia A. McKillip 1 pm Evergreen 1 & 2

Patricia A. McKillip is approaching the fortieth anniversary of her first novel, and she just keeps getting better. Often cited as one of the best living writers of fantasy, her work is complex, lyrical and enchanting. We'll discuss Pat's legacy (well more than 30 books and counting) and take this opportunity to ask her questions about her work. Pat's awards include the Mythopoeic Award in 1995, the World Fantasy Award in 1975 and 2003 and the World Fantasy Award for Life Achievement in 2008.

Patricia A. McKillip, Leslie Howle, Kris Millerling

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Grrrl Gamers! 1 pm Evergreen 3 & 4

Our all-woman panel discusses the concepts in gaming that attract girls, what girl gamers are looking for in games and how to get more girls into games.

Julie Haehn, Tamera Mickelson, Kate Marshall, Shannon Flowers

Attack of the Movie Previews! 1-3 pm Grand 3

Our biggest screen, our best sound, our largest space—we're super-sized! Join us for the latest previews, news and rumors, the hot topics and the latest trends out of Hollywood.

Keith Johnson, Alan Halfbill

Norwescon Dance Academy 1-3 pm Maxi's Ballroom

Welcome to the Norwescon Dance Academy! Learn the steps to the favorite songs of fandom: "The Time Warp," "Rasputin," "Thriller," "The Macarena," "The Hustle," "The Cupid Shuffle," "The Electric Slide," "YMCA" and whatever else we can think of. Then show off those new moves at the dance. Let's get ready to Rumba!

Dan Murphy, Laurie Reynolds

Stargate Scavenger Hunt 1 pm Salon

Join us for the new Stargate Scavenger Hunt. Players will search for the various Stargate chevrons placed around the convention. Come to the panel and get the rules and a checklist of chevrons. The Stargate Research Official can answer any questions you have. He can be found at the panel or around the con. Check the Daily 'Zine for spots to look in. The grand prize is a membership to Norwescon 35!

Trent Lum

Teddy Bear Picnic 1 pm Presidential Suite

Bring your teddy friends (or other stuffed buddies) to a picnic especially designed with them (and you) in mind!

Becky Citrak

Dani Kollin Reads *Confessions of a Vampire Knight in the Zombie Wars* 1:30 pm Cascade 3

Dark fantasy

Dani Kollin

Ted Kosmatka Reads *The Helix Game* 2 pm Cascade 3

An excerpt from his forthcoming novel

Ted Kosmatka

Importance of a Beta and Where to Find One

2 pm Cascade 4

What's the value of a good beta reader? We'll talk about where to find beta readers for different genres and how to become a beta reader if you love to read and edit.

Jean Johnson, Darry Willis (NurseDarry), Cassie Black, pir8fancier

Fantasy in Comics 2 pm Cascade 5 & 6

The comics format has great potential for fantasy art and narrative, from high fantasy to epics such as *Bone* to newer urban fantasy. Here's a look at some of the great work that has been done in the past and what's being published currently, from recurring web comics to graphic novels.

Wayfarers Moon, Bryan Syme, SatyrPhil Brucato, Charles "Zan" Christensen

The Drone of Remotely Piloted Vehicles 2 pm Cascade 7

Unmanned aircraft have become part of warfare and will clearly become more important. What new advances are about to show up, and how will that change things? And what happens if both sides have drones?

Bart Kenper, Burt Webb, Brian David Johnson

Tron Tailoring—LEDs and E-wire 2 pm Cascade 8

Bring your costuming into the 21st century with the addition of LED lights and e-wire. What are the latest products to light you up on the stage or on the dance floor?

Garth Stubbs, Melissa Quinn, Neil (Lights) Dutkin, Deborah Strub

The Grogard Movement 2 pm Cascade 9

There have been a lot of retro D&D clones popping up recently, such as *Swords & Wizardry*, *OSRIC* and *Labyrinth Lord* to name a few. Are we experiencing just a period of nostalgia, or is this an "old school" revival? Our panelists, grognards and not, discuss this resurgence and what it might mean.

Erik Mona, Bruce R. Cordell, Rodney Thompson, Stephen Radney-MacFarland

Censorship and the Media 2 pm Cascade 10

Should we be punished by having everything censored to death because the conservative right-wing cannot change the channel or turn off the TV when there is a program on that they feel is "inappropriate" for their children to view? Surely you have an opinion on this topic.

Matt Hammond, Sheye Anne Blaze, Frank Catalano, Eric Moryet

Block Printing Demo and Workshop 2 pm Cascade 13

Come and watch as artists working on lino and wood blocks create their art. See examples of their work, ask questions and make one for yourself! There will be a limited numbers of tools and blocks available for people to work with, so the workshop will be first come, first served.

Liv Rainey-Smith, Larry Lewis, Mimi Noyes

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Can We Change the World Through Science Fiction?

2 pm Evergreen 1 & 2

Science-fiction literature provides the perfect oeuvre to hold a mirror up to humanity and look at who we are and what we might become. Science fiction has long been the home of astute social commentary and in-depth exploration of what it means to be human, but can it be used as an art form to teach critical thinking? Writers have used SF to tell allegorical stories that criticize political realities and challenge us to question the status quo. How deep of an impact can literature, or any art form, have on informing people's thoughts and behavior?

Leslie Howle, Michael Alexander, Brenda Cooper, Eileen Guin, Todd Lockwood

Urban Fantasy: "Kickassitude" 2 pm Evergreen 3 & 4

One current definition of "urban fantasy" is "contemporary, urban setting with a female or male protagonist who usually has a certain amount of 'kickassitude' combined with supernatural powers or connection. The narrative is often structured like a basic detective plot with a romantic relationship subplot. It's action-oriented and often has strong horrific elements balanced with humor." How important is this element to a good urban fantasy? Who are the characters who kick ass, and who are the writers creating them?

Kat Richardson, Jack Skillingstead, M.H. (Maggie) Bonham, Jim Butcher

Kids Filk! 2 pm Olympic 1

Join us for an introductory participatory filk singing session for kids and young adults.

Creede Lambard; Juliana McCortison; David Nasset, Sr.

Nancy Kress Reads From Her Work 2:30 pm Cascade 3

Nancy Kress

Stina Leicht Reads *Oj Blood and Honey* 3 pm Cascade 3

Dark fantasy/1970s era

Stina Leicht

Neuroscience and Neuroplasticity 3 pm Cascade 4

White matter, neurons, neurotransmitters—we know the components, but what do we really know about the brain and intelligence? What does brain imaging tell us about how it all works? How does the brain keep changing, even into later adulthood, and what does it mean for us?

Miki Garrison, Sean Hagle, Janet Freeman, Misty Marshall

Disability in Science Fiction and Real Life

3 pm Cascade 5 & 6

Geordi LaForge lost his visor in the *ST:TNG* films and Jake got his

legs back with his *Avatar*, but Professor X still has his wheelchair and Vorkosigan's birth defects never gave "normal" an option. Are these character archetypes plausible representations of the realities of life with a disability, or do they detract from the distinct cultures that have developed within the visual-, hearing- and mobility-impaired communities? Furthermore, are villains such as Mr. Glass in *Unbreakable* and the albino twins of *The Matrix* a sign of mainstream acceptance or just a new twist on the old carnival freak show?

Mikki Kendall, Maida 'Mac' Cain

The Visions of Philip K. Dick, Then and Now

3 pm Cascade 7

Philip K. Dick wrote the most intensely visionary fiction by an American in the 20th century. Dick gave us an image of the future that captures the feel of our time. He wrote of corporate domination and ubiquitous electronic media, of memory implants and mood dispensers and counterfeit worlds. In a 1978 essay, he wrote, "We live in a society in which spurious realities are manufactured by the media, by governments, by big corporations, by religious groups, political groups. I ask, in my writing, What is real?" We'll discuss Dick's work and its relevance today.

Eileen Guin, Robert Ferrigno, Gordon Van Gelder, Marc Laidlaw

A Day in the Life of a King's Man-at-Arms

3 pm Cascade 8

How do you become a professional soldier in the medieval era? What does your daily life look like in times of peace and times of war? How do you pay for soldiers? Learn about the retainers of nobles and royalty and how you keep one baron from conquering another.

Dameon Willich, Bryan Hawkins

Editing the Novel 3 pm Cascade 9

Editing a 5,000-word short story is one thing. How do you edit a 100,000-word novel? A panel of professional editors discuss their own experience in editing the novel: how to keep a work that long consistent, how to maintain energy and enthusiasm, how to liaise with the author over the long haul and how to decide how long or short a novel should ultimately be.

Kelley Eskridge, Shannon K. Butcher, Lou Anders, Nick Mamatas, Janna Silverstein

Mars: What We've Learned 3 pm Cascade 10

We've sent robotic probes to Mars and learned a lot from them, but there are still a lot of unanswered questions. Let's explore the unsolved mysteries of the Red Planet, including the important question about whether there is extinct or extant life on Mars. We'll also touch on future missions to Mars, including human missions, and why these missions are important.

Jerry Black

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Rectangular Construction: Historical Methods That Combat Fabric Waste 3 pm Cascade 13

The current economy means that modern costumers have to make more with less, and nowhere does the rising cost affect us more than fabric purchases. But being thrifty with fabric was also an economic consideration for many clothing makers throughout history. From Japan to Mongolia to India and throughout Europe, come see how tailors from the Byzantine period throughout the 16th century used rectangular construction to make the most of their precious fabric.

Tammie L. Dupuis, Cymbric Early-Smith, Anita Taylor, Molly Boone

PSIence: The Science Behind Science Fiction and the Supernatural 3 pm Evergreen 1 & 2

Marie D. Jones will present the most cutting edge scientific theories and discoveries that may explain paranormal phenomena such as ghosts, UFOs and mysterious creatures, teleportation, time travel, psychic abilities and remote viewing, poltergeists, angels and demons. Jones will look at the science behind parallel universes, alternate dimensions, the holographic universe and the power of the human mind to experience other realities beyond our own. Come and take a ride into the outer limits of the twilight zone as we look at how the fertile fantasies of the mind may one day become accepted reality.

Marie D. Jones

How to Survive a Zombie Invasion 3 pm Evergreen 3 & 4

Our panel will discuss "real" ways to get prepared for a zombie invasion, including places, weapons and other things that you should have to keep yourself alive.

The Reverend En Fuego, Steve Holetz, Matt Youngmark

Lazer Tag 3-5 pm Grand 2

The younger players are encouraged to come and play Lazer Tag for our daytime session. We have equipment for use; it is compatible with the Tiger Lazer Tag system, not the Team Ops system. Wizard tag will be available for those who wish to hone their skills before the battle this summer. For those players who are under 18, you must have a parent or guardian present at the arena. Lazer Tag is a live-action, NONCONTACT sport.

Scott Perrin, Elizabeth Fellows

Cascadia's Got Talent! 3-5 pm Salon

Do you have what it takes to gain the appreciation of our audience and panel of fan and celebrity drinks judges? Find out! Bring your song, your work-in-progress, your shtick, your standup act, your freak show, your whatever—bring your talent to our free-form talent show! You have eight minutes, two songs, or until the gong sounds, whichever is shorter. Show us what you've got!

*Dara Korra'ti, Andrew Ross, Deah*Star*

Edward Martin III Reads "I Saw a Pony," "The Gift" and "Love, She Is Blind" 3:30 pm Cascade 3

Three short horror pieces from the author's online 'zine
Edward Martin III

Cool Summer Movie Stuff! Family Movie Previews

3:30 pm Olympic 1

Come see what cool (and family-friendly) stuff is coming to the movies this summer.

Keith Johnson

Darragh Metzger Reads *The Strawberry Roan* 4 pm Cascade 3

Western comic fantasy

Darragh Metzger

New Shared-World Anthologies 4 pm Cascade 4

Where are they headed? What makes them good? What are the pitfalls? Are they headed in a new direction? Is this an old idea being addressed in a new way? What are examples? Do they have staying power? Is it difficult for writers to maintain an internally consistent continuity and to avoid contradicting details in earlier works?

Mary Robinette Kowal, Jennifer Brozek, Nathan Crowder, Jay Lake, Jordan Lapp

Introduction to Armor 4 pm Cascade 5 & 6

Introduction to armor and protective clothing of the Middle Ages, including terminology, armor-crafting and adapting modern materials to look authentic.

Bryan Hawkins, Dameon Willieb

Axes of Identity: Race and Gender Identity in Speculative Fiction 4 pm Cascade 7

Speculative fiction offers opportunities to create new axes of identity, such as those experienced by the narrator of Nnedi Okorafor's *Zahrah the Windseeker* or the information-immune protagonist of Geoff Ryman's *The Child Garden*. What other works of speculative fiction have portrayed or explored the complexity of social standing generated by our multiple axes of identity? How does an awareness of these intersectionalities add to both the text and our understanding of it?

Eileen Guin, Steven Barnes, Ted Chiang, Caren Gussoff

Poly Parenting 4 pm Cascade 8

And you thought blending households and finances was complicated... what happens when children come into the mix? How do you cope with three or more parenting styles under the same roof? How do you explain things at school? Can you legally protect your rights as a nonbiological parent? What happens if The Ex sues for custody? Our panel of polyamorous parents and legal professionals may be able

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Getting Your Game Made 4 pm Cascade 9

So you have a great board game idea. You may even have a prototype and have been playtesting it with friends. Or maybe you haven't. Join us to hear from people in the industry how to design your own board game (so it can actually be made) and what you need to do to get your board game published.

Mike Selinker, Jeremy Holcomb, Randall N. Bills

Designing the Future With Science Fiction 4 pm Cascade 10

What if we used science fiction based on science fact to develop new technologies and products? What kind of future would you want to live in? What would the implications of these technologies be on our daily lives and our world? At companies such as the Intel Corporation and schools such as the University of Washington, we're using SF as a technology-development tool. This panel will discuss this process and give examples of how it's been used. Also we'll announce a call for stories and a new Tomorrow Project anthology to include SF stories and comics.

Brian David Johnson, Sarah Perez-Kriz

Modern Wizards 4 pm Cascade 13

So what would wizards in current times wear? Robes? Only for lodge meetings! From Hogwarts to The Dresden Files, we peer into our crystal ball to see what the well-dressed wizards are wearing next season.

Julie Zetterberg, Janet Borkowski, Vicki Glover, Shannon Flint

Writing and Story Development for Computer Games

4 pm Evergreen 1 & 2

This panel of writers of both fiction and games will explore the overwhelming appeal of computer games and the importance of writing and story development in world building and player immersion. From pitch to production, from pen-and-paper and live-action to multiplayer worlds, the panelists discuss the process of fantasy world building for original concepts or licensed properties. They elaborate on how story development can affect game system design, character design and environments.

Marc Laidlaw, Wayfarers Moon, Ted Kosmatka, Kate Marshall, Jeff Grubb

The Coolest Alternative Energy Ideas 4 pm Evergreen 3 & 4

Photovoltaic panels, wind turbines and geothermal are all well and good, but what are the really fun ways of making alternative energy?

Mike Brennan, Burt Webb, Pat MacEwen, Amy Thomson

Ghostology 101 With Ross Allison 4 pm Grand 3

Do you want to be a ghost hunter? Are you curious about the world of paranormal research? Learn the history of ghosts and have the chance

to see what ghost hunters find during their investigations. This lecture is based on Ross's book *Ghostology 101*. His life experience will give you the opportunity to see if you have what it takes to be a real ghost hunter.

Ross Allison

Art Show Tour With Todd Lockwood 4 pm Grand 1

Todd Lockwood talks in depth about his work in the show and shares his thoughts about selected other works as well. Come enjoy an artist's perspective on the art show! Tour is limited to 10 participants. Please sign up in advance at the art show, and meet by the Print Shop at 4 pm.

Todd Lockwood

Space Dominators Needs YOU! 4-8 pm Rotunda 2

Come join the creators of the Sci-Fi Comedy Series Space Dominators on the green screen, and test out your acting skills!

Sonnet Realm Films

G. David Nordley Reads *Into the Minard Rift* 4:30 pm Cascade 3

Unpublished part of the novel version, takes place on Mars

G. David Nordley

Anne Prather, aka Aislinn the Bard, Reads *Wings of Joy: Songs and Stories of the Starmasters* 5 pm Cascade 3

You've heard the songs on "High Wings" and "Day of Jubilee." Now there's an anthology of short stories to go with the songs. Come hear Anne Prather and friends read (and sing the songs) from such favorites as "Ballad of the Windsong," "Space Child Lost" and "Star Pilot's Hymn." There will be a limited number of copies of the "Wings of Joy" anthology available for those interested.

Anne Prather, aka Aislinn the Bard

Call for Stories—The Tomorrow Project—Q&A Session 5 pm Cascade 4

Interested in writing SF based on science fact? Come to the Tomorrow Project call for stories and hear about a new anthology. Get more information about access to emerging technology and engineers. Hear how we can use SF to discuss the future we all want to live in. This call for stories is specifically limited to Norwescon attendees.

Brian David Johnson, Sarah Perez-Kriz

World Building Your Fantasy 5 pm Cascade 5 & 6

The best fantasy writers approach the world building that lies behind their stories with great seriousness. The ideal of fantasy is to offer an experience of "What if?" wherein the reader can consider a world in which magic has a real basis or evil really is personified. But the fantasy writer's model building often also simplifies, reducing the experiment of "What if?" to a bout of "I wish." How do we make it real?

Susan R. Matthews, Sam Sykes, Stina Leicht, Abna Alexander, M.H. (Maggie) Bonham

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The Art of the Mashup 5 pm Cascade 7

Mashups are very popular right now but require a delicate touch. You have to be a scholar of what you're writing; if you're writing a Jane Austen mashup, you'd better know your Jane Austen very well. You have to be an irreverent artist to write about one! Can it be funny? How do you do it well without being too reverential? How do you take someone else's style and expand it? You have to be a good technician to do it well; if you don't have the basic technical craft, you won't get your art across.

Mary Robinette Kowal, Mark Teppo, Jeff Burk

Threads of Time: Medieval/Renaissance Costume Re-creation 5 pm Cascade 8

From research to execution to finishing techniques to accessorizing, you'll get costuming tips from some of our most experienced re-creationists. Also discussed will be comparisons of modern sewing techniques versus period techniques and modern patterns versus period patterns.

Anita Taylor, Tammie L. Dupuis, Cynbric Early-Smith, Bethvry Roullett

The Year in Board and Card Games 5 pm Cascade 9

Each year dozens upon dozens of new board games and card games hit the shelves of your local game store, and each year Norwescon has a panel reviewing the best of the lot. Find out which games are the most popular as well as which ones are worth the time and money investment.

Julie Haehn, Jason Butnabn, Mike Selinker

X PRIZE: Oil Cleanup for Fun and Profit 5 pm Cascade 10

Two longtime fans found themselves in the middle of the environmental, social and economic impact of the largest single-source pollution event to date. Soon they found themselves developing new devices and technologies, fighting the bureaucracy of BP and the federal government, sifting through propaganda from all sides and hoping to make a living. While the oil spill may have disappeared from the news, it hasn't from the ocean. Our intrepid Fanboy P.E. and Fangirl C.D.S.M. share their progress to date to include their X CHALLENGE entry. It's show-and-tell time!

Bart Kemper, Krista Wohlfeil

Beyond the Book Cover 5 pm Cascade 13

There are many different ways to be an artist and use your creativity to make a living at it. Come meet a bunch of artists who actually make money doing art that isn't illustration or book covers.

Wayfavers Moon, Bryan Syme, Mimi Noyes, Christine Winters

Take It on the Road 5 pm Evergreen 1 & 2

What's it take to put together a good starter sound system for performing, as they say, "out" in front of the public? What's it take to run such a system, and how can you record your live performances cheaply yet well enough to share? Come listen to our panel of sound techs and performers talk about their setups.

John Seghers, Heather Dale, K Wiley, Ben Deschamps

Supernatural Seattle 5 pm Evergreen 3 & 4

We are seeing an influx of urban fantasy/magic/steampunk stories set in Seattle. Are there stories that are integral with something about Seattle or the Northwest's culture, weather or environment?

Cat Rambo, Julie McGalliard, J A Pitts, K.C. Ball, Kat Richardson

Northwest Museum of Legends and Lore 5 pm Grand 3

The museum highlights paranormal mysteries, bigfoot research, UFOlogy and Ghost Hunting and has a piece of the mysterious metal associated with the Maury Island UFO Incident which was the first documented case of a "Man in Black". Come listen to their fascinating history.

Single Pattern Contest Judging 5-8 pm Salon

If you would like to participate in the Single Pattern Contest, you must bring your entry to the Salon at 5pm for judging. Entries may be put on display and/or entered in the silent auction on Saturday. More information will be available at this judging session.

Janet Borkowski

Ken Scholes Reads *In Time of Despair and Great Darkness* 5:30 pm Cascade 3

An Arthurian tale set in the Dustbowl

Ken Scholes

Lizzy Shannon Reads *Time Spin* 6 pm Cascade 3

Excerpt from the author's new SF/space opera novel

Lizzy Shannon

Supernatural vs. Sci-Fi 6 pm Cascade 4

More and more, the entertainment industry is producing television shows and films that are supernatural in nature but are calling them science fiction. Are they really? Or is the industry "copping out" and trying to get around having to come up with legitimate science-fiction shows? Why are the directors and writers skirting the science issues instead of addressing them?

David A. Page, Julie McGalliard, Erik Owomoyela, Jeff Davis

Polyamory 101 6 pm Cascade 5 & 6

What is polyamory? Why would anyone want more than one partner? How does everyone interact so everyone's needs are met and no one gets hurt? How do more conservative family members react to these plural relationships? Should you? Shouldn't you? What are the pros and cons?

Loree Parker, Sean Hagle, Beth Runnerwolf, Sheye Anne Blaze

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Script Reading: *Star Wars* 6-8 pm Cascade 7

Join us for a reading of the script for *Star Wars, Episode IV: A New Hope*. Audience participation is highly encouraged.
J. Spyder Isaacson, M.Ed.; Brian D. Oberquell

Dieselpunk and Retro Futurism 6 pm Cascade 8

What is it? We talk about why and how you, too, can build your own jet pack or at least look like you could.
Diana Vick, Cherie Lovell, Janet Borkowski, Victoria Shaffer

Ask the Game Masters 6 pm Cascade 9

Has your current campaign reached a dead end? Not sure how to keep your players happy? Have a problem player you need to deal with? Want to add some house rules to your game but unsure how to make them work? Come to this panel with questions about your RPG campaign.
Ogre Whiteside, Jonathan Tweet, Jason Bulmahn, Rodney Thompson

An Illustrated History of the X-Men 6 pm Cascade 10

Haven't picked up a comic book in a while? Intimidated by the sheer volume of backstory behind everybody's favorite band of super-powered mutants? Here's a crash course in Mutant History X and everything you need to know to pick up an X-men comic and start reading it today.
Matt Youngmark, Spencer Ellsworth

Collage Painting 6 pm Cascade 13

Join Mark Roland as he demonstrates a unique painting technique using acrylic gel to transfer photocopy images into paintings. These paperless collages will explore introducing media into paintings in an unusual and fascinating style.
Mark Roland

Trashed Future 6 pm Evergreen 3 & 4

UW biologist J.M. Sidorova is on the hot seat with novelist Mary Rosenblum, each taking stock of the signs and portents of disaster and speculating on the likelihood that our planet is arcing toward global warming/climate change, a new ice age or worse.
J.M. Sidorova, Mary Rosenblum

Pre-masquerade Meeting 6 pm Olympic 1

To enter the masquerade, you MUST attend either this meeting or the Saturday morning pre-masquerade meeting. You will receive the important information that you need to know to compete. This year we are asking for everyone's music by the end of this panel even if you can't stay for the panel. If you haven't already gotten your masquerade forms at the information table, you can get them here. Please turn in your completed entry forms by the end of this panel (or you can turn your forms in at the Saturday morning panel), but the sooner the better. The hard deadline for both is Saturday morning at 10 am. If you

have questions about entering or aren't quite sure you want to, come to the meeting, and all your questions will be answered.
Trent Lyon

Like Water for Quarks Book Launch 6 pm Presidential Suite

Like Water for Quarks, the intersection of magic realism and quantum mechanics, is an anthology with some of the finest writers today (Ray Bradbury, Greg Bear, William F. Nolan, Ursula K. LeGuin, Brian Herbert, Connie Willis and others) presenting stories grounded in character and realistic detail. Yet like the magic of magic realism, stories that incorporate and contrast with the more esoteric details of science taken to the event horizon of reality—where science has finally moved into the realm of particle physics and multiple universes, where the concepts of quantum mechanics and string theory—seem like magic.
Bruce Taylor, Elton Elliott, Doug Odell

Jack Skillingsstead Reads From His New Work 6:30 pm Cascade 3

Jack Skillingsstead

G. Robin Smith Reads *To Each Their Own* 7 pm Cascade 3

Modern write-Shakespearean style comedy
G. Robin Smith

Flirting 101 7 pm Cascade 4

Whether you're taken, available, gay, straight, queer or all that and more, this workshop is for you. We'll explore the rules of social engagement between sentient beings and how to break them. Starting with the terror of "hello," we'll dive into taking risks, making mistakes and rejection and how these are the stepping stones to success.
Sonia Iyris

Comic Adaptations 7 pm Cascade 5 & 6

The last decade has seen an explosion of comics being made into movies, TV shows and video games. Do these live up to the comics they are inspired by? Have we really reached the saturation point, such as Spider-Man, where comics directors are using the old story reboot? What are some of the best and worst of these?
Asbley Cook, Matt Youngmark, Anina Bennett, Mike Selinker

Quarter-Century Old Horror 7 pm Cascade 8

How do movies that debuted 25 years ago hold up? The panel will discuss such releases as James Cameron's *Aliens*, Davis Cronenberg's *The Fly*, *Henry: Portrait of a Serial Killer*, *The Hitcher* and more and if they hold up as genuine scares or flops.
Eric Morgret, Jenna M. Pitman, Mark Rabner, Nathan Crowder

Talebones Live! 7-9 pm Cascade 9

The Bones will never die! Although *Talebones* magazine ended its 14-year run in 2009, it still lived in *The Best of Talebones*, published this past November. Published writers who appeared in the pages of

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Talebones Live! 7-9 pm Cascade 9

The Bones will never die! Although *Talebones* magazine ended its 14-year run in 2009, it still lived in *The Best of Talebones*, published this past November. Published writers who appeared in the pages of *Talebones* read during this two-hour annual event, which has been happening at Norwescon for more than a dozen years. Fairwood Press publisher and editor Patrick Swenson emcees the event and will give away door prizes between readings.

Patrick Swenson

XCOR Presentation 7-9 pm Cascade 10

Want to fly in space? Your chance is not that far away. And it won't be on a government spacecraft. Arthur Bozlee, who is scheduled to fly the XCOR Lynx spacecraft into space next year, presents the latest status of the mission, including a display of prototype spacecraft hardware, models and the latest films and images from the XCOR facility in Mojave, California.

Arthur Bozlee

Cavalier Chivalry—Macho Musketeers 7 pm Cascade 13

The romance of the 17th century continues to intrigue and inspire. From dashing, slashed doublets to ornate collars elaborately trimmed out with stylish lace, the rakish fashion sensibility swept over Europe and continues to inspire modern designers today. Review the beautiful past, see modern interpretations and learn how to start to make your own D'Artagnan or Milady de Winter.

Carmen Beaudry, JoAnne Kirley, Tammie L. Dupuis, Richard Stephens

Pondside in Concert 7 pm Evergreen 1 & 2

Songs of dragons, monsters and beachfront property on Ganymede.

Juliana McCorison

Interview and Q&A With Marie D. Jones 7 pm Evergreen 3 & 4

Come meet our PSience Guest of Honor, Marie D. Jones. Have your questions ready!

Robert Stewart, Marie D. Jones

The Tower at Stony Wood: Embroidery 101 7-9 pm Olympic 1

In Patricia A. McKillip's story *The Tower at Stony Wood*, magic and embroidery are woven together to draw the characters together. Come give this ancient art a try and see what inner magic you may unleash in yourself! Materials provided.

LouAnna Valentine

The Philip K. Dick Memorial Award Ceremony

7-8:30 pm Grand 2

Join us for the Philip K. Dick Memorial Award, presented to the best original paperback novel published in the USA for 2010.

William Sadorus, Gordon Van Gelder

Christine Winters Reads *Enchantress Moon* 7:30 pm Cascade 3

Time-travel romance

Christine Winters

501st Charity Photo Event 7:30-10:30 pm Lobby

Have you ever wanted to have your picture taken with Darth Vader and/or Storm Troopers on the Death Star? Your dreams can come true as the 501st Legion is back again, but in a new location. You can find them in the lobby where a photographer will take your picture in front of a backdrop of the Death Star. Your picture will also be printed out on-site, ready to show off to your friends! This year all proceeds will be donated to Clarion West, a charity that provides high-quality educational opportunities for writers of speculative fiction at the start of their careers. Norwescon is very excited to be sponsoring Clarion West this year, as it is dear to many of our panelists and guests.

Marc Semenchuk

pir8fancier Reads *Let's Pretend the War Is Over* 8 pm Cascade 3

Harry Potter: Postwar AU

pir8fancier

Scary Comics 8 pm Cascade 4

Everyone is familiar with Robert Kirkman's *The Walking Dead*, but what other horror comics are out there?

Mark Rabner, Steve Holetz

Gamers Need Love Too! 8 pm Cascade 5 & 6

You respect the GM and your fellow gamers, so respect should follow you into the bedroom too. How to hook up and be safe, tips on enhancing your communication skills, safer-sex advice and etiquette suggestions to keep you from being that "creepy person" others avoid. And who knows? Today's hook-up might be tomorrow's happily-ever-after. Funny stories and serious advice. 18+ with ID

Mickey Schultz, Loree Parker, Donna Prior

Scholarship: Documentation vs. Re-creation 8 pm Cascade 7

What is the value of historical re-enactment in the world of traditional "what they wrote" research? This panel will include a discussion of various re-creation groups from around the world and how these groups further our knowledge of times past.

Karen Rall, Dawnagh Metzger, G. Robin Smith

The Science of Magic 8 pm Cascade 8

How do you make believable and consistent rules for your world containing magic?

Bart Kemper, K.C. Ball, Bruce R. Cordell, Kim Ritchie

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Floozies, Soiled Doves and Ladies of the Evening 8 pm Cascade 13

It's the oldest profession in the old west and what they wore! Join us while we explore the myths and truths of prostitution in the American west, how prostitutes and dance hall girls dressed in reality and how they are portrayed in the media. Subject matter and reference material may not be suitable for those under age 16.

Carmen Beaudry, Wendy Prather, Victoria Shaffer, Lori Edwards

Leannan Sidhe in Concert 8 pm Evergreen 1 & 2

Bittersweet faerie folksongs for ensnaring human hearts.

Leannan Sidhe, Betsy Tinney, Stornie Larsen

Charismatic Mega Catastrophes 8 pm Evergreen 3 & 4

This is the way the world ends: with supervolcanoes and 1500-foot tsunamis and crust-buster meteorites. Could a mountain landslide off the coast of Africa really drown New York City? (No, sadly.) Did a 50-foot tsunami really sink Atlantis (well, Crete) beneath the waves? (Seems likely.) Did the Biblical flood really happen? (Come find out about the science behind the myth.) We'll talk about the fascinatingly destructive events of ancient history, the present day and, potentially, the near future.

Mickey "Meowse" Phoenix, Carlton Rhoades, Marie D. Jones

Keffy R. M. Kehrli Reads *Bonehouse* 8:30 pm Cascade 3

Keffy R. M. Kehrli

Friends of Bill W. 9 pm Cascade 3

Broad Universe Rapid-Fire Reading and Chocolate Event

9 pm Cascade 4

Intriguing, *very* short readings by local members of Broad Universe, the women's SF/F/H writers' group, plus a drawing with several chances to win exotic chocolate as well. Life is good; come enjoy it!

The State of SyFy (nec Sci-Fi Channel) 9 pm Cascade 5 & 6

Is it worth it now? Years ago many fans bugged their cable systems to carry the Sci-Fi Channel. It was going to be the TV Land of classic science-fiction shows. Although there were some good shows (*Farscape*, *Stargate*, etc.), it seems the channel has gone downhill. Pro wrestling? Game shows? Renaming itself SyFy? What happened and can it be fixed? Should we bother?

Matt Hammond, David A. Page, Judith Herman

Deconstructing the Superhero 9 pm Cascade 7

How has comics' oldest genre matured? No longer mainly read by 12-year-olds, mainstream comics have had to change with their aging fans, not to mention indie comics being affected by the age-old stereotypes they encompass. How do newer comics treat the idea of a

superhero? How do these ideas still affect small artists, no matter how hard they try to get away from them?

Andrew Dolbeck, Matt Youngmark, Nathan Crowder

Shadow of the Vampire 9 pm Cascade 8

Since the first on-screen appearance of Count Orlock, vampires have captured our imaginations. Over the years vampire fashion has split into several different paths and looks. We will review various major trends and looks of vampire fashion and how they reflect our changing view of vampirism.

Lori Edwards, Margo Loes, Richard Stephens, Garth Stubbs, Shannon Flint

Hey, <Insert Series> Would Make a Great Game! 9 pm Cascade 9

Or would it? Our panelists discuss why certain books, TV or movie series would make great/terrible games and what value those franchises have in the gaming industry.

Erik Mona, Sam, Kate Marshall, Rodney Thompson

Fictional Linguistics 9 pm Cascade 10

A linguist discusses how to use existing languages as a model for fantasy or alien cultures.

John Lawler

Video Game Art 9 pm Cascade 13

As technology continues to advance, more artists are moving into the realm of video games. Come and learn what goes on behind the art and creation of these games, what programs the artists use and what the challenges and future of the business hold.

Claire Hummel, Wayfarers Moon, Douglas Herring, Mike Vaillancourt

Aislinn the Bard in Concert 9 pm Evergreen 1 & 2

Pegasus nominee Aislinn the Bard invites you to the Day of Jubilee.

Anne Prather (aka Aislinn the Bard)

Postapocalypse Now 9 pm Evergreen 3 & 4

So someone did something and civilization as we know it is broken. How do you fix it? What does it look like when you're done?

Mickey "Meowse" Phoenix, Brenda Dau, Bart Kemper, Paul Dixon

Finnish Fetish Fashion Show 9-10:30pm Grand 2 & 3

Enjoy a fest for your eyes as designers show off their fine fetish collections. And if the clothes aren't enough, Dark Dolls Productions will be there to stimulate your deepest desires. 18+ with ID only

Emcee - Caren G.

Camarilla LARP 9 pm-2am Maxi's Ballroom

For the past twenty years, fans of White Wolf's World of Darkness

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system have had one official fan club providing a truly global live-action interactive role-playing experience: The Camarilla. Born right here in the Northwest, this fan-run organization focuses on community service as much as role-playing. We welcome all those age 18 and older who can't get enough of vampires, werewolves, mages and ghosts to join us for our World of Darkness live-action role-play (LARP). See you there! 18+ with ID only

Tara Coomes

JA Pitts Reads *Honeyed Words* 10 pm Cascade 3

Book 2 in the Black Blade series

JA Pitts

Alternative Scene Etiquette 10 pm Cascade 4

The etiquette for alternative-culture events has become much more important in recent years. As the goth, con and kink scenes seem to simultaneously blend and diverge, so can the rules that apply to appropriate social behaviors. Come learn from the experiences of those who've been there on how not to be a tourist.

Mickey Schulz, Rachael Kenoyer

There Can Be Only One: Remaking Classic Films 10 pm Cascade 5 & 6

If there's one thing Hollywood loves, it's a sure thing, and what could be surer than taking a proven formula from the past and re-presenting it for a new audience? A look at the phenomenon of movie remakes: which ones work, which ones don't, whether or not it's a new phenomenon, why Hollywood is so obsessed with remaking things at all and the most important question of all: are any of them ever any good?

Jesse "Fish" Simpson, Eric Margret, Mark Bourne, Mark Rabner

HIV: Then and Now 10 pm Cascade 7

Thirty years of researching HIV have given us a much deeper understanding of how viruses operate and how the human immune system works, but a cure has proven elusive. Come learn about what we have learned and what we still need to find out.

Rev. Matthew Smith, Gregory Gadoue, Warren Dinges

Tim Burton's *Wonderland* 10 pm Cascade 8

Let's review the costumes from our favorite Tim Burton movies and talk about how to re-create them.

Cherie Lovell, Maygo Loes, Lori Edwards, Richard Stephens

Dude, Seriously... WTF? When Gamers Cross the Line 10 pm Cascade 9

There is no doubt that gamers are a fun and creative lot, but what happens when poor judgment or just bad gamer behavior twist that fun and creativity into something personally offensive? Our panelists

discuss the things in a game you JUST. SHOULD. NOT. DO. And what you should do if someone has.

Ogre Whiteside, SatyrPhil Brucato, Donna Prior, Lovee Parker

Geek, Geek... Don't Tell Me! 10 pm Cascade 10

If you enjoy NPR's weekly quiz show *Wait Wait... Don't Tell Me!* you'll enjoy our version of this popular show. We will test audience members' knowledge of authors and cover artists against a panel of pro artists and authors in the F&SF genres. Science Fiction Museum curator Brooks Peck exhibits books, zines and art from the 1940s to now and asks contestants to answer our questions OR ask our guest artist to answer for them while figuring out what's the real answer and what's made up. Prizes for the winners!

Brooks Peck, Leslie Howle, Gordon Van Gelder, Todd Lockwood

Starlight in Concert 10 pm Evergreen 1 & 2

A heady mix of country, folk, filk and rock with a skyward reach

Raisbaan O'Leary, Stephanie L. Weippert, BriarRose McDougal, John R. Gray III, Rebecca Sams

Transgender Characters and Issues in Speculative Fiction 10 pm Evergreen 3 & 4

Every year the James Tiptree, Jr. Award honors works of science fiction or fantasy that expand or explore our understanding of gender. Who is writing this kind of work today? What new works of fiction deal directly or tangentially with gay, lesbian, bisexual or transgender characters or issues?

K.C. Ball, Keffy R. M. Kebyli

Stitch and Bitch 10 pm-Midnight Olympic 1

Come ye knitters, ye sewers, ye Dr. Who scarfers and enjoy working among your fellow fen on your project du jour. Newcomers who are interested in seeing textile artists in action are welcome to come, hang out and ask questions.

Bethany Roulett, Vicki Glover, Wendy Prather

Judith Herman Reads *Grumpy Old Vampires*

10:30 pm Cascade 3

Comedy

Judith Herman

SatyrPhil Brucato Reads "*Chaser*", "*Rabbit Moves the World*" or *both* 11 pm Cascade 3

Urban fantasy

SatyrPhil Brucato

FRIDAY EVENTS

Intro to Seattle Sex-Positive Culture 11 pm Cascade 5 & 6

What is "sex positive"? Where can you find sex-positive environments? How can you get involved? Learn more about this movement and what it implies. 18+ with ID

Rachael Kenoyer; Lilith von Fraumenich; David Nasset, Sr.

SEX! How to Write a Smutfic 11 pm Cascade 7

What to do and what not to do when writing pornography. Porn without plot is an entire genre. Learn how to make your fic sizzle and avoid making it plead a headache and go to bed alone. 18+ with ID

Cheryl Dyson, Darry Willis (NurseDarry), Cassie Black

Has Hollywood Sucked the Vampires Dry? 11 pm Cascade 9

Adaptations of the *Twilight* novels are topping the global box office. TV dramas such as *True Blood* and *The Vampire Diaries* are big hits. In one form or another, the vampire has been a mainstay of film and television since the days of *Nosferatu*. After so many decades and so many variations on a theme, is there anything left for vampires to do? An examination of the vampire in film, TV and popular culture: where it is now and where it could—and should—be going.

R.L. McSterlingthong, Julie McGalliard, Chris Nilsson

Carnivale de Stardance 11 pm-2 am Grand 2 & 3

Come celebrate Mardi Gras style as DJ Request and DJ Rohkan spin the mixes deep into the night. Don't forget to attend the mask-making panel earlier in the day to create your very own mask for the ball... or be one of the first 150 people to the door and get a free Mardi Gras mask.

DJ Request, DJ Robkan

Victorian Sex Midnight Cascade 5 & 6

Do you love the subtle bondage and discipline a corset implies? Does a hint of ankle or a flash of stocking come across as shocking? Want to incorporate the Victorian sensibilities of steampunk into your "bed-sport"? Come learn about the not-so-straitlaced Victorians and what was really going on underneath all that clothing.

Victoria Shaffer, Mickey Schulz, Tamera Mickelson

Midnight Movie: Rocky Horror Picture Show Midnight-2 am Evergreen 1 & 2

The Vicarious Theatre Company returns to give you a night of live-action *Rocky Horror Picture Show* that you will never forget.

Vicarious Theater Company

SAT EVENTS

Has the Future Arrived? The E-book and the Publishing Industry 9 am Cascade 5 & 6

After years of slowly growing in popularity and profile, the e-book is now a significant medium for the distribution and sale of science fiction and fantasy. As with all new media, the e-book brings its own special set of challenges. How can publishers adjust to selling their books online rather than through physical distribution? How has the relationship changed now that readers, authors and publishers can connect more directly online? Where does this leave our local bookstore?

Cat Rambo, Darragh Metzger, Bob Kruger, Joshua Palmatter aka Benjamin Tate

I'll Be in My Bunk 9 am Cascade 7

You have just put in a long day on a space station, doing all manner of things. Now you are off duty. What do you do to entertain yourself? You in the back, keep it PG rated, please.

Mike Brennan, B. D. Gallagher

Contemporary Asian Fantasy Costumes 9 am Cascade 8

Anime, manga and Japanese horror are all the rage, and the ripple effect in fannish costuming has now reached tsunami proportions! Learn more about how Asian aesthetics with a futuristic, fantasy twist are shaping runway fashion today as well as our own vision of fantasy and sci-fi costumes.

Deborah Strub, Melissa Quinn, Cherie Lovell, Vicki Glover

Climate Change in the 21st Century 9 am Cascade 9

There is more CO₂ in the atmosphere now than at any time during the past 650,000 years. Climate alterations are expected to be serious: more intense storms, more pronounced droughts, coastal areas more severely eroded by rising seas. At the high end of the predictions, the world could face abrupt, catastrophic, and irreversible consequences. Is there any chance at all that we can slow down global warming? Are there geoengineering solutions to climate change? Can giant space mirrors or saltwater sprays realistically solve our problems?

Brenda Cooper, Paul Dixon, Janet Freeman, Mary Rosenblum

Scheduled Gaming 9 am, Saturday-1 am, Sunday Cascade 11 & 12

Day three and Scheduled Games are still going strong! Come up and see what's on the table. You may have never seen it before. Fill in time between panels and events by learning a new game. The dice are hot, the cards are on the table and the miniatures are marching. Something new every day up in our corner of the con. Take every opportunity to qualify for a great prize!

Katbi Pickett

SATURDAY EVENTS

Tai Chi 9 am Grand 2

Start your morning with moving meditation. Steven Barnes's Tai Chi is back!

Steven Barnes

Pre-masquerade Meeting 9 am Grand 3

To enter the masquerade, you MUST have attended last night's meeting or this pre-masquerade meeting. You do not need to come to both. At this panel you will receive the important information that you need to know to compete. If you haven't already gotten your masquerade forms at the information table, you can get them here. The deadline for all entry forms is 10 am or the end of this panel. If you have questions about entering or aren't quite sure you want to, come to the meeting, and all your questions will be answered.

Trent Lum

Figure-Drawing Demo 9:30-11 am Cascade 13

Come watch, learn and discuss how our professional artists draw the human figure.

Michaela Eaves, Bryan Syme, Christine Winters

Garth Upshaw Reads "Birdwatcher" 10 am Cascade 3

Flash piece with aliens, crows and dysfunctional teenagers.

Garth Upshaw

Freelancing 101 10 am Cascade 4

One of the best, surefire ways of writing for the gaming industry is by doing freelance work. Great! But how does one do that? What are the benefits and drawbacks to freelancing? Our panel of freelancers and the people who hire them will share their stories and give advice on how to be a successful freelancer for the gaming industry.

Jeff Combos, Liz Courts, Randall N. Bills, Jeff Grubb

Can You Write Hard SF Without a Science Background? 10 am Cascade 5 & 6

Is it easier to write a hard science-fiction story if you have the technical or science background, or does it get in the way? How do you fold in the science without making it an info dump?

Nancy Kress, Jim Kling, Michael Alexander, Erik Owomoyela, Mike Shepherd Moscoe

Growing up Fen 10 am Cascade 7

What are the advantages and disadvantages of growing up in convention fandom?

Jacquelyn D. Duran Nilsson, Beth Runnerwolf, Dierdre Phoenix

Twisting History 10 am Cascade 8

History need not be dry and dusty. Certainly steampunk has taught us

that it can be fun and greasy! Learn to take a historical period and give it just the pinch or nudge it needs to set off a whole new fresh interpretation of ideas in fun ways, from tropical Tudor, kente cloth kimonos, Halloween houppelandes, Asian regency and many more. Blow the dust off the musty history books, and let's have some fun!

Lori Edwards, Julie Zetterberg, Bethany Roullett, Diana Vick

Why Is the Paranormal so Popular? 10 am Cascade 9

On every television network, you now find programs dedicated to paranormal research. It has become a very popular topic in today's society. Come discuss your favorite shows and those that leave a lot to be desired. Which shows make the grade, and which do not?

Jeff Davis, Marie D. Jones, Durlyn

Let's Make a Movie: Shoot It! 10 am-Noon Cascade 10

You were there for part 1, right, where we figured out what we needed and planned this movie out? Quick! Time travel! In part 2 we shoot like mad weasels because there's not much time, and if we're going to make a movie at light speed, then we have to move like light! So don't be late, or you'll just see red-shifted versions of us. The key to making a movie, of course, is to get the footage in the can, or "box," actually, because we're shooting video. But you know what we mean.

Ryan K. Johnson, Edward Martin III, Eric Morgret, Brian D. Oberquell

We Will Meet the Borg, and They Will Be Us 10 am Evergreen 1 & 2

Prosthetic devices improve constantly, with the real possibility of being better than "original factory equipment." Personal electronics also continue to improve, with the day in sight where some people will be wired for real-time communications with their communities and continuous connection to the resources of the Internet. Will this be good, bad or just different?

Karen Rall, Russell D. Campbell, Jonathan Tweet, Sean Hagle

Developing Your Own Mythos 10 am Evergreen 3 & 4

Stories within the sci-fi and fantasy genres are often distinguished by their creation of a complicated, multifaceted world with its own mythos that serves as a backdrop and context for understanding plot and characters. How do you create a mythos unique to your story?

Louise Mavley, Patricia A. McKillip, Kat Richardson, Ken Scholes

Od Magic: Puppet Workshop, Pt. 2 10-11:30 am Olympic 1

In this second part of our three-part workshop, we will begin constructing bodies for our puppets.

LouAnna Valentine

SATURDAY EVENTS

Interview and Q&A with Jim and Shannon K. Butcher

10 am Grand 2

Jim Butcher, Shannon K. Butcher

Scavenger Hunt 10 am Salon

Latecomers welcome! Even if you missed Friday's session, you can still join the Norwescon Scavenger Hunt. Stop by to pick up the list and the rules. If you are already hunting, feel free to ask for clarification on what we are looking for and see how the other teams are doing.

Max Blaze

J.M. Sidorova Reads *Death, Rebirth. An Heir, a Katakuri*

10:30 am Cascade 3

Near-future sci-fi dealing with the Uncanny Valley phenomenon

J.M. Sidorova

Stan! Reads *The Littlest Shoggoth* 11 am Cascade 3

A children's book with a Lovecraftian Christmas story, viewable at <http://tinyurl.com/264jvdk>

Stan!

First Pages 11 am Cascade 4

First pages are important. In this workshop participants submitted the first 250 words of their manuscripts online, before the convention. The leaders will read each piece aloud in turn and discuss what does and doesn't work as well as what expectations it sets up for the overall story. Authors remain anonymous, although they are welcome to ask questions afterward.

Cat Rambo, Louise Marley

Good Markets for Short Fiction in 2011 11 am Cascade 5 & 6

In the universe of SF periodical publishing, the market for short fiction is constantly in flux, but we still have a fairly stable field in both print and electronic periodical media. We'll try to list and discuss as many of the print and e-zines specializing in science fiction and fantasy as we can.

Lou Anders, Jordan Lapp

The Potassium-Deficient Superhero 11 am Cascade 7

There have been many versions of the Green Lantern since his creation in the 1940s, and his abilities range from all powerful to parlor tricks. What are some of the best story arcs from the various Green Lanterns, and where is the character headed now?

Ashley Cook; J. Spyder Isaacson, M.Ed.; Douglas Herring; J A Pitts

When Fandoms Collide 11 am Cascade 8

You're an anime fan, a Harry Potter fan, a Star Trek fan. How do you balance fannish activities in your life? How much is too much? How do you find common ground if your best friend/significant other/boss

is a hardcore Star Wars fan while you think nothing will ever compare to Babylon 5?

Karen Rall, Matt Hammond

Old Plots and New Narrative Structures 11 am Cascade 9

Andre Gide said, "Everything has already been said, but we must say it again because no one was listening." Is it true that there are no new plots? If it is true, how can we use old ones to create fresh fiction?

Nancy Kress, Susan R. Matthews, Ken Scholes, Ted Chiang

The Citizen-Soldier in the High-Tech World 11 am Cascade 13

Perhaps not since the Age of Pointy Sticks have technological advances had such crossover between military and civilian uses. Is it time for the American model of the citizen-soldier to take another step forward? And what direction is that? What are the advantages? The disadvantages? The story potential?

Bart Kemper, Mike Brennan, Brenda Cooper, Mike Shepherd Moscoe

Harm Me With Harmony 11 am Evergreen 1 & 2

Want to sing along but don't know how it works? Interested in exploring more than the melody line but have no idea where to start? Come to this workshop on harmonies! Bring your voices or instruments to play along live.

Sunnie Larsen, BriarRose McDougal, Darragh Metzger

Under the Sea: Fashions From Fathoms 11 am Evergreen 3 & 4

Delve into the deep, dark waters of the ocean and see what our intrepid designers have brought back to the surface for this fashion show and tell—exciting costumes based on sea creatures of the deep. With more than three-quarters of the planet surface covered in water, why not see what is below and what you might want to use for future inspiration.

Carmen Beaudry, Margo Loes, Bethany Roulett, Orchid, Tameva Mickelson, Vicki Glover, Kate McClure, Wendy Prather, Deborah Strub, Lori Edwards, Ieva Obaks, Victoria Shaffer, Shannon Flint, JoAnne Kirley, Garth Stubbs

Urban Fantasy's Hard-Boiled Detective Roots 11 am Grand 2

Current urban fantasy owes a lot to the American hard-boiled detective genre. We'll discuss the ways in which urban fantasy draws from the detective genre and how you can integrate the best detective tropes when plotting your urban-fantasy novel to good effect.

Kat Richardson, Mark Teppo, Jim Butcher, Shannon K. Butcher, Rhannon Held

Sam Sykes Reads *Tome of the Undergates* 11:30 am Cascade 3

Misanthropic adventurers and the troubles they face with each other and the demons trying to kill them

Sam Sykes

SATURDAY EVENTS

and the demons trying to kill them

Sam Sykes

Anina Bennett and Paul Guinan Read *Boilerplate: History's Mechanical Marvel* Noon Cascade 3

Excerpts from their book, the story of the world's first robot, accompanied by a slide show of historical images

Anina Bennett, Paul Guinan

Collecting Arcade Games Noon Cascade 4

Ever had a hankering to relive the thrill of a classic coin-op video or pinball game only to find out that virtually no arcades exist today? Some of these machines have found their way into the hands of hobbyists who work to preserve them despite aging electronics and a dwindling supply of original parts. We'll cover the ins and outs of collecting, including costs, maintenance and repair, as well as discuss some of the few places to still play these games in public. Hosted by members of Seattle Metro Arcade Collectors (SMAC), a loose-knit organization that focuses primarily on coin-op video games but branches out to pinball, jukeboxes and redemption games as well.

Todd Clark, Richard Godwin, Gil Ruta, Dave Okert

Giving Good Alien Noon Cascade 5 & 6

It's pretty darn hard to write about a life form completely outside of our experience. No matter how good a science-fiction story is, if you come across an alien that's either "just a guy in a suit" or too far from our current understanding of the laws of physics, it can throw you out of the story. So what does it take to create a believable alien?

Richard A. Lovett, Mary Rosenblum, Amy Thomson, John Lawler, G. David Nordley

Basic Writing Help—Horror Writing Noon Cascade 7

How far is too far in a horror story? Should all the gore be included in your novel? Should you just go for everything you want, or do you need to tame it down to find an audience?

Jenna M. Pitman, Stina Leicht, Jeff Burk, Nick Mamatas

Fanfiction to Mainstream Publishing: Is It Possible? Noon Cascade 8

Many published authors started out writing fanfiction. Hear success stories from people who have made the transition.

pir8faucier, Jean Johnson

Evolution of Marriage Noon Cascade 9

In science fiction and fantasy, marriage has seen many shapes and forms, just as it has in the real world. Which science-fiction and fantasy authors have toyed with different forms of marriage and family in ways that you think could be helpful for us to consider in the real

world? How has marriage changed throughout history? And what does "sanctity" have to do with anything, anyway?

Katharine Bond, Lorce Parker, Eva Carlstrom, Annie Morton

From Science Fiction to Science Fact: Humans to Mars Noon Cascade 10

Our ideas about Mars have evolved over the years, from the speculation by early astronomers to the ideas portrayed in numerous science-fiction books to what has been learned from the latest robotic probes. Come learn about these changing attitudes, and discuss how the dream of a human mission to Mars could be achieved in our lifetime.

Jerry Black

Materials and Techniques for Headdress

Armature Noon Cascade 13

However beautiful that hat is, if it falls off your head, it will not be a success. Stability and comfort require planning from the initial stages. We'll look at a variety of approaches, including traditional and unconventional millinery materials and techniques.

Ieva Obaks, Margo Loes, Melissa Quinn, Shannon Flint

Performance Enhancement (Performance Skills

Workshop) Noon Evergreen 1 & 2

You want to play in front of others but are shy about performing in front of crowds. Are you OK with crowds but just don't know what you're doing? Do you want some tips? Sign up for this workshop, play a song of your choice and get feedback and commentary from our panel of experienced performers.

Dava Korra'ti, MC-3PO, Creede Lombard, Heather Dale, C0splay

Crunch vs. Fluff: FIGHT! Noon Evergreen 3 & 4

Gaming, especially role-playing games, have essentially two elements. The "crunch" is the rules that define the game system and dictate how to simulate real-world actions. The fluff is the fiction that gives the game its setting and aids in the players' role-playing within that setting. Not surprisingly gamers are often divided as to which element is most important to a game, and those divisions can be strong. Our gaming panelists engage in a civil discussion on realism versus role-playing and rules-heavy war games versus rules-light/theater-based games.

Bruce R. Cordell, Jonathan Tweet, Jason Bulmahn, Erik Mona, Jeff Grubb, Stan!

Wand-Making Workshop Noon Olympic 1

Come make your own wooden magic wand. Work the wood into your own personal wand. Come prepared to get messy; wood shaping, staining and sealing are involved. There will be no power tools, all steps are hand powered (muggle style!). Note: magical core not provided.

Scott Perrin

SATURDAY EVENTS

Trends in Urban Fantasy Noon Grand 2

Are vampires cliché? Do werewolves rock? Are zombies still shambling to the cash register? What's red hot today may be dead-in-the-water boring tomorrow. Or it might just be the next big thing again next year. How do you know? Should you write for the current trend?

Kat Richardson, Lou Anders, Jim Butcher

Camarilla LARP Noon-5 pm Maxi's Ballroom

For the past twenty years, fans of White Wolf's World of Darkness system have had one official fan club providing a truly global live-action interactive role-playing experience: The Camarilla. Born right here in the Northwest, this fan-run organization focuses on community service as much as role-playing. We welcome all those age 18 and older who can't get enough of vampires, werewolves, mages and ghosts to join us for our World of Darkness live-action role-play (LARP). See you there! 18+ with ID only

Art Show Tour With Liv Rainey-Smith Noon Grand 1

Liv Rainey-Smith talks in depth about her work in the show and shares her thoughts about selected other works as well. Come enjoy an artist's perspective on the art show! Tour is limited to 10 participants. Please sign up in advance at the art show, and meet by the Print Shop at noon.

Liv Rainey-Smith

Mark Bourne Reads Jasper 12:30 pm Cascade 3

The first chapter of the author's new novel in progress

Mark Bourne

Stephanie L. Weippert Reads Familiar Trouble 1 pm Cascade 3

Young adult novel

Stephanie L. Weippert

The Lost World of Clones 1 pm Cascade 4

Scientists are beginning to obtain gene sequences from extinct species such as woolly mammoths and even Neanderthals. Soon it may be possible to clone them and bring the extinct back to life. Should we do it? What impact would it have on modern ecosystems? What animals would you like to see alive and kicking?

Jim Kling, Pat MacEwen, Annie Morton

You've Finished Your Novel. Now How Do You Find an Agent? 1 pm Cascade 5 & 6

Pro writers share advice based on their own experience.

Joshua Palmatier aka Benjamin Tate, Lizzy Shannon, Robert Ferrigno, Shannon K. Butcher

Building Character Using Any Method You Can 1 pm Cascade 7

How do writers make their characters seem real? What techniques work best? Do characters have to be complex, and how do you get them that way?

Mary Rosenblum, Ted Kosmatka, Nancy Kress, Jack Skillingstead, Kelley Eskridge

Podcasting 101 1 pm Cascade 8

Want to learn how to make your own podcast? Our panelists have years of experience and can help you with startup, equipment and things you need to remember to be successful.

J.C. Gordon Granger, Shannon Flowers, Steve Holetz

3-D Cinema: Revolution or Novelty? 1 pm Cascade 9

With *Avatar*, *Alice in Wonderland* and *Clash of the Titans* leading the box office for the first half of 2010, it would appear that 3-D cinema may be around for a while. Is it a genuine revolution in filmmaking or simply a cynical attempt by the studios to part audiences with more of their money? What, if anything, does 3-D offer to filmmakers? Do we need a new visual language for the next generation of cinema?

Jesse "Fish" Simpson, The Reverend En Fuego, Claire Hummel, Mimi Noyes

History of Underwear 1-3 pm Cascade 10

What did our ancestors wear under their clothing? How unmentionable were unmentionables, really? Find out the difference between stays, corsets, hoops, pinnies, bustles and more as we make a quick trip through the history of underwear.

Carmen Beaudry, Tammie L. Dupuis, Bethany Roullett

Figure-Drawing Workshop—Models in Costume

1-3 pm Cascade 13

Models in costume will do a variety of short- and medium-length poses (3 to 10 minutes). Everyone is welcome to come and sketch or paint. Please bring your own drawing and painting supplies. This is an excellent follow-up panel to the Figure-Drawing Demo.

Anita Taylor, Mary Robinette Kowal, Cymbric Early-Smith, G. Robin Smith, Victoria Shaffer, Michaela Eaves, Christine Winters, Douglas Herring

The Mongoliad: A Presentation 1 pm Evergreen 1 & 2

Greg Bear, Mark Teppo, Erik Bear and Neal Stephenson present their new project: an online, interactive fiction site called the Mongoliad. The Mongoliad consists of a series of linked stories written by different writers and "an ongoing stream of nontextual, para-narrative, and extra-narrative stuff." What's more, you, the reader, are explicitly encouraged to improve and extend the Mongoliad canon with your own fiction and supplementary fan media. Is this new model of a shared-world story a harbinger of things to come?

Mark Teppo, Greg Bear, Erik Bear, Neal Stephenson

SATURDAY EVENTS

Women in the Gaming Industry 1 pm Evergreen 3 & 4

Our all-woman panel of gaming professionals discusses the growing presence/awareness of women playing and designing games and the struggle with working in the industry. If you are a woman interested in working in this industry, our panelists want to encourage you!

Donna Prior, Julie Hachn, Liz Courts, Jennifer Brozek

Poker Tournament 1-5 pm Rotunda 1

Can you make a Worf poker face? Are you Data when it comes to the playing odds? Or do you just play socially against the Zynga computer? Regardless of your level of play, we want you to come join in the fun of the Norwescon 34 No Limit Texas Hold 'Em Poker tournament! This year we're going to run the game and the final table in one afternoon. Space is limited so come early. The tournament will run from 1 pm to 5 pm on Saturday in the Lower Rotunda. No entry fee. Norwescon memberships required and will be checked upon sign-in. First prize is a prepaid membership for Norwescon 35!

Mariah Johnson

R.L. McSterlingthong Reads *The McSterlingscenes*

1:30 pm Cascade 3

Excerpts from the author's favorite novels, written by himself

R.L. McSterlingthong

Kelley Eskridge Reads *Solitaire* 2 pm Cascade 3

A young woman convicted of a terrible crime is sentenced to eight years in solitary confinement—in a virtual prison cell within her own mind. *Solitaire* is a *New York Times* Notable novel and was a finalist for the Nebula, Spectrum and Endeavour awards.

Kelley Eskridge

Memorial for Carolyn "Dulcinea" Palms 2 pm Cascade 4

Come join Carolyn's family in remembering her while enjoying some runes Carolyn hand picked. Listen to stories and share some of your own about her and how she impacted our favorite annual event.

Near-Future Nightmares and Dreams 2 pm Cascade 5 & 6

Science-fiction writers will explore their personal visions of what might happen in the next decades as a result of political, social, and metaphysical events of recent years.

Brenda Cooper, Marc Laidlaw, Jack Skillingstead, Ted Chiang, Robert Ferrigno

Crash Course in American Comics History 2 pm Cascade 7

Artists such as Chris Ware and Daniel Clowes are pushing the genre to new levels, but their predecessors are often overlooked or underappreciated. Come learn what's so great about Krazy Kat, R. Crumb, Peanuts, etc.

Ashley Cook, Roberta Gregory, Paul Guinan, Charles "Zan" Christensen

Return to Middle Earth in 2011 2 pm Cascade 8

We celebrate the tenth anniversary of the release of *The Fellowship of the Ring* and look to the future with the upcoming *Hobbit* movie. Join in reliving your favorite LOTR moments and discuss your hopes for the new films.

Spencer Ellsworth, Elton Elliott, Chris Nilsson, Spring Schoenhuth

Young and Queer in Society and Fandom 2 pm Cascade 9

Some attitudes have changed in the past decade or two, but how is it for those still struggling with their personal and sexual identities? How do we cope with widespread bullying from our peers and elders? We encourage young people with questions about their place in society and fandom to come to talk and share strength with each other and with older fan who've been through it themselves. It gets better.

<http://thetrevorproject.org/>

Loree Parker, Rev. Matthew Smith, Dierdre Phoenix

Today's Teens in Two Thousand Twenty-Two

2 pm Evergreen 1 & 2

Twelve years from now, what will young adults be doing for work, for fun, for family? How will tech change the way people live, and how will the way people live change the way that tech advances? Ponder the portents with our panelists, and present your predictions. Prizes for the closest guesses to be awarded at Norwescon 46 (if we remember).

Paul Dixon, Frank Catalano, Russell D. Campbell

Writers' Workshops: From Local to National 2 pm Evergreen 3 & 4

Writers who have participated in both local and national workshops such as Clarion West, Writers of the Future, Fantastic Fiction and more will share their experiences and answer your questions.

Eileen Guom, K.C. Ball, Liz Argall, Keffy R. M. Kebrli, Patrick Swenson, Leslie Howe

Autograph Session 1 2 pm Grand 2

Patricia McKillip, Kinuko Y. Craft, Marie D. Jones, Jim Butcher, Shannon K. Butcher, Lou Anders, John P. Alexander, Michael Alexander, Steven Barnes, Greg Bear, M.H. (Maggie) Bonham, Ted Butler, Kurt Cagle, Alan M. Clark, Bruce R. Cordell, Heather Dale, Caren Gusoff, Jean Johnson, Wayfarens Moon, Dani Kollin, Eytan Kollin, Ted Kosmatka, Nancy Kress, Larry Lewis, Todd Lockwood, Edward Martin III, Susan R. Matthews, Mike Shepherd Moscoe, G. David Nordley, J A Pitts, Mark Rahner, Kat Richardson, Mary Rosenblum, Lizzy Shannon, Jeff Sturgeon, Sam Sykes, Mark Teppo, Gordon Van Gelder, Dameon Willich, Matt Youngmark

SMACDown Arcade Tournament 2 pm 7110

It's a tournament! Come to 7110 to sign up and for more information.

Todd Clark

SATURDAY EVENTS

Janet Freeman Reads "Non-Native Species" 2:30 pm Cascade 3

A short story from *Analog* Jan./Feb 2011

Janet Freeman

Brian David Johnson Reads *Brain Machines* 3 pm Cascade 3

Do humans really have free will? Could the answer to this question actually drive people insane?

Brian David Johnson

Getting Lost in SF Television 3 pm Cascade 4

Lost in Space, Battlestar Galactica, Star Trek: Voyager, Red Dwarf and *Stargate Universe* all present a science-fiction adventure with one common motif: a small group of humans in the farthest reaches of space, working together in an attempt to reach Earth. What is the appeal of this recurring theme, and what are its origins? What considerations need to be made when presenting a story of this type, and which series have succeeded and failed at doing it?

Karen Rall, Jesse "Fish" Simpson, Doug Odell

Advanced Polyamory 3 pm Cascade 5 & 6

You've decided that poly is the way to go. So now what? How do you go about blending households, finances and lives? What about negotiating (and renegotiating) boundaries? How do you plan for the long term, and do you need a lawyer? What if you figure out it's just not working? Our panelists have a wide variety of experiences, observations and suggestions to share.

Katharine Bond, Tamera Mickelson, Rachael Kenoyer, Jeremy Holcomb

The Ins and Outs of Collaboration 3 pm Cascade 7

How easy or hard is it to collaborate on a story or novel?

Mark Teppo, Ted Kosmaika, Joel Davis, Eytan Kollin

The Evolving Image of the Dragon in Art and Literature 3 pm Cascade 8

From Anne McCaffrey to Naomi Novik, the dragon remains popular in work old and new. Dragons have been the subject of art and stories throughout history in nearly all cultures around the world. The image of the dragon shows up in art and literature in both Eastern and Western cultures. Dragons appear in paintings and sculpture, pottery and poetry, on land, in the air and in the sea. What is it about dragons that has so captured the collective imaginations of all cultures throughout the ages? What are the best of the new crop of stories and art?

Todd Lockwood, Liv Rainey-Smith, John R. Gray III

Ask the Developers 3 pm Cascade 9

Join our esteemed panel of game developers for a discussion of exactly what a game developer does, the hard and easy parts of game development and some Q&A.

Mike Selinker, Andy Megowan, Sean K Reynolds, Dustin J Gross, Jason Bulmahn

Language Fossils 3 pm Cascade 10

We'll talk about outmoded words and expressions that we still use.

John Lawler

Costume Recycling 3 pm Cascade 13

With the economy being as it is, our pros will discuss tips and tricks for repurposing clothing, trims, etc., along with how to do it and what can be salvaged and what can't.

JoAnne Kirley, Katrina Marier, Julie Zetterberg, Garth Stubbs, Kate McClure

Power to the People! 3 pm Evergreen 1 & 2

Between decentralized, sustainable energy sources and vastly more efficient equipment, is it possible that some day people won't need electricity and fuel transported by complex, vulnerable systems? What would society look like? What new things would we have to fight about?

Burt Webb, David Stuart, Kurt Cagle, G. David Nordley

The Clarion West Writers' Workshop 3 pm Evergreen 3 & 4

Recent CW student and instructor alums join Clarion West's director to describe this intensive, six-week program for writers of speculative fiction that has been held each summer in Seattle since 1984.

Instructors have included George R. R. Martin, Octavia Butler, Peter Beagle, Connie Willis, Chuck Pahalenuik, Nancy Kress, Ursula Le Guin, Samuel R. Delany, and many more of SF&F's greats. Graduates will share information and discuss their personal experiences. Learn more about what it's like to take part in this famous six-week workshop. Get your questions answered and hear amusing anecdotes.

Leslie Howle, Gordon Van Gelder, Mike Alexander, Caren Gussoff, J.M. Sidonova, Patrick Swenson

Od Magic: Puppet Workshop, Pt. 3 3-5 pm Olympic 1

Now it's time to finish our puppet heads by painting and adding hair and other features and attaching them to their bodies.

LouAnna Valentine

Autograph Session 2 3 pm Grand 2

Patricia A. McKillip, Kinuko Y. Craft, Marie D. Jones, Jim Butcher, Shannon K. Butcher, Lou Anders, Alma Alexander, Anina Bennett, S. A. Bolich, Satory Phil Brucato, Rob Carlos, Brenda Cooper, Nathan Crowder, James C. Glass, Roberta Gregory, Paul Guinan, Fileen Gunn, Jay Lake, Stina Leicht, R.L. McSteelingthong, Darragh Metzger, Joshua Palmatier aka Benjamin Tate, Kevin Radthorne, Cat Rambo, Mary Robinette Kowal, Ken Scholes, Jack Skillingstead, G. Robin Smith, Renee Stern, Rodney Thompson, K Wiley, Christine Winters, Stan!

SATURDAY EVENTS

Heather Dale Reads *The Legends of Arthur* 3:30 pm Cascade 3

Lively storytelling about King Arthur

Heather Dale

Steven Barnes Reads *Devil's Wake* 4 pm Cascade 3

Reading from the zombie novel

Steven Barnes

BADFIC—What Not to Do While Writing 4 pm Cascade 4

What makes a “badfic”? We will discuss “Mary Sues,” bad grammar, overuse of descriptive terms and other things that can turn your great idea into something no one will read.

pir8fancier, Jordan Lapp, David A. Page, Judith Herman

The Best Writing Advice I Ever Received 4 pm Cascade 5 & 6

... and am now passing on to you.

Nancy Kress, Vicki Mitchell, Mary Robinette Kowal, Jack Skillingstead, Brenda Cooper, Eileen Gunn, Jay Lake, B. D. Gallagher

Godzilla vs. Zombies 4 pm Cascade 7

Both Godzilla and zombies are iconic movie monsters. Will we ever see another franchise with bigger-than-life monsters, or are zombies the en vogue monster for a while?

Shannon Flowers, Lilith von Fraumench, The Reverend En Fuego

Invisible Disabilities 4 pm Cascade 8

Not every disability is apparent at a glance, nor is anyone's personal health anyone else's business. From mental illness to chronic disease to a variety of syndromes and impairments too lengthy to list, we'll discuss the difficulties of living with chronic health conditions, the associated stigmas, what progress has or hasn't been made in reforming public perception and strategies on getting other people to mind their own blasted business.

Sheye Anne Blaze, Beth Rimmerwolf, Gregory Gadou, Maida 'Mac' Czini

Tabletop Gaming Is DEAD... or Is It? 4 pm Cascade 9

With the continued impact of electronic gaming against traditional gaming, do people still want to play our games? It seems that young kids today are playing more video games than tabletop games, right? Yet despite the annual doom-and-gloom bloggers, the hobby seems to be flourishing. Why?

Erik Mona, Jeff Grubb, Jeff Combs, Sean K. Reynolds

Return to the Moon 4 pm Cascade 10

Politics aside, what will be required to return to the moon and stay? Is it affordable? Do we need new boosters, technology and enormous budgets? Or can you do it on the cheap?

Chris Vanceil, Greg Paddock, David Stuart, Arthur Bozlee, Jerry Black

Multicultural Steampunk 4 pm Cascade 13

The Victorian era happened everywhere, not just England. Come get some ideas on how to make your steamy-wear a bit more exotic.

Diana Vick, Victoria Shaffer, Janet Borkowski

Home Recording I 4 pm Evergreen 1 & 2

Everybody wants to make a demo. What can you do with what you've got? If that won't do—and it probably won't—what do you really need to create a good demo? How little can you get away with? If you have even a small budget, what can you do to turn a spare bedroom into decent recording space? Hardware and software solutions are discussed.

Vixy & Tony, Dana Korrali, K Wiley, Juliana McCovison

Spotlight Publisher: PYR Books Presents 4 pm Evergreen 3 & 4

PYR publisher Lou Anders presents forthcoming books. Come get your questions answered.

Lou Anders

Cybric Early-Smith Reads *Twinned Souls—Stormbringer* 4:30 pm Cascade 3

Time-travel fantasy

Cybric Early-Smith

Jenna M. Pitman Reads *Murder in the Red Barn* 5 pm Cascade 3

Two girls experience the beginning of teenage love only to be forced to face horrors beyond imagining.

Jenna M. Pitman

Medieval Weaponry for Fun and Profit 5 pm Cascade 4

An overview (in 50 minutes) of medieval weaponry in all its fascinating variations. Who would have used them, how and what kind of damage do they do? Is anyone still making this stuff, and if so, where can I get it?

Darragh Metzger, Dameon Willich

Real Ghosts in the Machine 5 pm Cascade 5 & 6

Direct interface between brain and computer seems to get closer every day. Will there come a day that the mind can move from the meat to the mech? What rights and responsibilities would the former-person-now-program have? And what if there isn't a “cut,” just a “copy”?

Burt Webb, Jonathan Tweet, Sean Hagle, David Shoemaker

Writing Good Dialogue 5 pm Cascade 7

How to write dialogue that (1) seems natural, (2) builds character and (3) advances plot. Can a single speech do all three? Should it? How much dialogue is too much?

Cut Rambo, Jack Skillingstead, Robert Ferrigno, Keffy R. M. Kehrli, Ted Kosmatka

SATURDAY EVENTS

Clothing of the Coast and Inland Salish Peoples 5 pm Cascade 8

The first people of the Pacific Northwest have a rich culture reflected in their clothing and elegant jewelry. Learn more about the techniques of these amazing indigenous people, and see why their artwork continues to influence people around the world today.

Carmen Beaudry, Deborah Strub, Tammie L. Dupuis, Cynbriic Early-Smith

Micropublishing and the New Games Renaissance 5 pm Cascade 9

Sure, the big gaming companies provide us with all sorts of goodies, but they haven't published the gem of an idea for a product that is bursting from your mind! If only *you* could publish it yourself. But wait, you can! Come to this panel covering the hows, whys, shoulds, should nots, innovations, pitfalls and benefits of small and self-publishing game companies.

Stan, Liz Courts, Jeff Combos, Dustin J Gross

"Reality" Paranormal Television and Its Effects on the Field 5 pm Cascade 10

With shows such as *Paranormal State*, *Ghost Hunters*, *Ghost Adventures*, *Most Haunted* and others out there that currently exist or are in process of being created, we wonder if these shows help the field of paranormal investigation or hinder it. Come and share your thoughts and opinions.

Durlyn, Marie D. Jones, Jeff Davis

Art Aerobics 5 pm Cascade 13

Just as one can get worn down and out of shape physically, one can also get worn down and out of shape mentally. Come to this panel and indulge in some fun and wacky exercises as our panelists help give your brains a fun workout that will get those neurons firing.

Mimi Noyes, Betsy Matt, John R. Gray III, Rob Carlos

Housefilk, Filkcon, and Filking at a Gencon 5 pm Evergreen 1 & 2

So you like filking at Norwescon. Would you be interested in going to a housefilk? How about to ConFilkt, the local filk convention? What is unique to Norwescon, and what is it missing compared to other filk venues?

Beth Runnerwolf, Leannan Sidbe, Creede Lambard, Stephanie L. Weippert, Andrew Ross, Ratsuan O'Leary

Story Hour 5 pm Olympic 1

LouAnna Valentine

Art Show Tour With Alan Clark 5 pm Grand 1

Alan Clark talks in depth about his work in the show and shares his thoughts about selected other works as well. Come enjoy an artist's perspective on the art show! Tour is limited to 10 participants. Please sign up in advance at the art show, and meet by the Print Shop at 5 pm.

Alan M. Clark

Babel 5-7 pm Presidential Suite

If you have an interest in joining a science-fiction or fantasy club, are thinking of putting one together or just want to share the one you are already a part of, then we invite you to join us for Babel! Come learn about some of the local clubs, or tell others about your group at this fun social event, hosted by the Seattle Browncoats and Battlestar Hyperion. Light refreshments will be available to all attendees.

Brian Pickett

Mikki Kendall Reads *Copper for a Trickster* 5:30 pm Cascade 3

Steampunk horror

Mikki Kendall

Sonia Lyris Reads Stuff She Wrote 6 pm Cascade 3

Sonia Lyris

Batman vs. Superman: Who Would REALLY Win in a Fight? 6 pm Cascade 4

Industry experts debate! Brains versus brawn? Gadgets versus superpowers? Rule by fear versus rule by a benevolent dictator? Pros? Cons? Would we want either of them to win? Would we be better off without them? Ah, the debate continues...

Ashley Cook, Spencer Ellsworth, Shannon Flowers, Matt Youngmark

Ethics of Genetic Modification 6 pm Cascade 5 & 6

Do we have the right to design our children? Cutting-edge scientific technology has given us the capability to "design" our children and accept or reject what nature has given us. The film *Gattaca* does a great job of envisioning the downside of a world where genetic screening is commonplace. What are the potential benefits, and what are the dangers? Where should the line be drawn? What SF literature can we look to for good examples exploring this question?

Nancy Kress, Ted Kosmatka, Janet Freeman, Mary Rosenblum, J.M. Sidorova

Exploring Other Cultures (Without Being a Jerk)

6 pm Cascade 7

There has long been the tendency in art and literature to borrow from other cultures and subcultures, but admiration can rapidly become obsession, othering and cultural appropriation. The well-publicized "RaceFail" online discussions, usually centered on an ignorant remark by a well-known personality, are prime examples. We'll discuss privilege and oppression, why "intent isn't magic," more polite methods of asking questions and how to give an honest apology without fanning the flames. Suggested pre-panel Googling: *Denial for Dummies*, *Racism 101*, *Unpacking the Invisible Knapsack*.

Lovee Parker, Lilith von Fraumench, Mikki Kendall, Sheye Anne Blaze, Steven Barnes

SATURDAY EVENTS

Surface Details: Beyond Beading 6 pm Cascade 8

An overview of ways to finish your costume, including how to create textures, mix fabrics, layer trims, use buttons in creative ways and many more ways to create a unique look.

JoAnne Kirley, Ieva Obaks, Julie Zetterberg

Let's Make a Movie: Edit It! 6-8 pm Cascade 10

Let's make a movie! You were there for part 2, right, where we shot video like crazy? Quick! Time travel! In part 3 we show you a little about editing, how we put all that crazy footage down and made it into a movie that made some kind of sense. Actually, we hope it makes some kind of sense.

We never really know. If you bought a computer within the past two years, chances are excellent that you have more digital video editing power at your fingertips than has ever been subject to the hands of Ordinary People. Learn about using this power for Good. Or Evil. We don't care because we only use it for Fun. The key to making a movie, of course, is editing.

Eduard Martin III, Eric Morget, Brian D. Oberquell, Ryan K. Johnson

Attaching This to That 6 pm Cascade 13

Ever ask yourself, "How the heck can I attach foo to bar? Should I weld it? Sew it? Glue it? Tape it? And if so, what kind of welding material? What kind of glue? What kind of tape?" Artists using all types of different media will be here to offer their expertise, share their own stories, and answer your questions.

Tamara Mickelson, Neil (Lights) Duttkin, Jeff Sturgeon, Matthew "Fish" Dockrey

Susan R. Matthews Reads *Sanctuary Planet* 6:30 pm Cascade 3

New Koscuisko/jurisdiction novel, a work in progress

Susan R. Matthews

Children's Masquerade Panel 6:30-7:30 pm Cascade 9

Have a Padawan learner in the family? Or a Crusader knight? A fairy princess who wants to show off her wings? Bring them to the Norwescon 34 Children's Masquerade! The children's masquerade allows children who are too young to compete as Rising Stars (self-made costumes by children 13 years and under) to show off their costumes. The children will go on first. All children wishing to participate must meet here (with parents) to fill out the Children's Masquerade form. They will then walk as a group down to the masquerade.

Queer Eye for the Congoer 6:30 pm Maxi's Ballroom

Between the costumes, booze and sleep deprivation, how can you tell who is batting for what team? Easy! Come to our mixer! Enjoy a night of speed dating and games all topped off with The Tempting Tarts taking seduction to the next level. 18+ with ID only

Laurie Reynolds

Kurt Cagle Reads *For Eleise* 7 pm Cascade 3

Set in a slightly-future, post-resource world, this is a story about information, ethics and which goggles go best with formal dinner dress.

Kurt Cagle

Search for Life in the Solar System 7 pm Cascade 4

Life on Mars? How about Titan, the largest moon of Saturn? It is a weird solar system out there. Is it the home of life? And if we do not find life, what does this tell us about life outside the solar system?

Janet Freeman, Jeffery Brown, Pat MacEwen, G. David Nordley

Breaking in to Print 7 pm Cascade 5 & 6

You're at the point where your writing quality is good enough to produce a good story or first novel. Now what do you need to learn? Going from amateur to professional writer is a big step. How do you get started? Get advice from pros on the steps you'll need to take to learn about markets, publishers, agents, conventions, networking and improving your writing all at once.

Ken Scholes, Mike Shepherd Moscoe, Lizzy Shannon, Jude Kelley Green, Shannon K. Butcher

Future of Medicine 7 pm Cascade 7

What's the future of diseases and cures? How will genetics transform medicine?

Misty Marshall, Dr. Ricky, Mary Rosenblum, Jim Kling, Darry Willis (NurseDarry)

Far Future: Where Fantasy Meets SF 7 pm Cascade 8

Clarke's Law famously states, "Any sufficiently advanced technology is indistinguishable from magic." When writing about the distant future, where do we draw this distinction? Can we? And perhaps more important, should we?

Gordon Van Gelder, Lou Anders, Ted Chiang, Michael Alexander, Felicity Shoulders

Size Acceptance Is for Everybody 7 pm Cascade 13

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

Mickey Schulz, Tamara Mickelson, Loree Parker, Maida 'Mac' Cain

Fighter X in Concert 7 pm Evergreen 1 & 2

It's gameboy dance music!

Fighter X

Fantasy of the Mind
Saturday Events

SATURDAY EVENTS

Lazer Tag 7-11 pm Evergreen 3 & 4

The third and final night of Lazer Tag. We have equipment for use; it is compatible with the Tiger Lazer Tag system, not the Team Ops system. Wizard tag will be available for those who wish to hone their skills before the battle this summer. For those players who are under 18, you must have a parent or guardian present at the arena. Lazer Tag is a live-action, NONCONTACT sport.

Scott Perrin

Found Object Workshop 7-9 pm Olympic 1

With boxes of found brass, copper and other objects from various junk and hardware stores, come and make something cool and funky! Make medals, costume decorations, accessories, jewelry, small guns and various nefarious machines! Materials charges will vary depending on the amount of materials used. Approximately \$5 for a piece of self-made jewelry, \$10 for a small gun, \$20 for a larger gun or a various nefarious machine.

G. Robin Smith, Krista Wohlfeil

Masquerade Doors Open 7-7:30 pm Grand 2 & 3

Show up early to get the best seats in the house.

Angel McCoy Reads "Josephine Winterdove and the Erupting Eulogist" 7:30 pm Cascade 3

Josephine Winterdove has coveted the Candileja cameo for some time, but its owner, Ernesto Aperador, has clung jealously to it and refused to sell. Now Ernesto is dead, and Josephine knows he intends to take the cameo to his grave with him. She has other plans. (Set to appear in the anthology *Clockwork Chaos*)

Angel McCoy

Masquerade 7:30-9:30 pm Grand 2 & 3

Come one, come all to the grand and glorious Norwegian Masquerade. The contestants range from Rising Stars to Masters and are the best of the Northwest. They will blow your mind with their creativity and style. For halftime, we have the ever-popular movie previews. This is an evening not to be missed. We have plenty of seats for all, so come down to Grand 3 to see the show.

Trent Lum, A Cast of Thousands

Craig English Reads *The Anvil of Navarre* 8 pm Cascade 3

Swashbuckling political thriller

Craig English

The Church of the SubGenius 8 pm Cascade 4

Let the Saint of Sales, J.R. "Bob" Dobbs, and his Church of the SubGenius wipe that smile back onto your face! Local SubGenius contributor Popsess Lilith von Fraumench and others will explain the

world's first industrial religion, do-it-yourself dogma for superior mutants, the precepts of slack, the ascension of the alien sex goddesses and the Conspiracy of Normalcy. Confused? After this lightning round of divine frenzy, confusion will be the least of your worries, but you'll laugh all the way to Planet X anyhow!

Lilith von Fraumench

Not Another Monster Story 8 pm Cascade 5 & 6

If you're tired of reading the same zombie or vampire stories over and over again, our panelists will recommend other horror fiction you should be reading.

Jenna M. Pitman, Eric Moygret, Jeff Burk, Nick Mamatas

They're Here, They're Queer, They Have Super Powers! 8 pm Cascade 7

With the first Bent-Con, a new Vertigo printing of *Stuck Rubber Baby*, and a lesbian Batwoman, gays are becoming more prominent in comics. Come take a broad look at gay characters and creators in the industry, from mainstream to Prism.

Charles "Zan" Christensen, Spencer Ellsworth, Larry Lewis

Alternative Energy in the Age of Steam 8 pm Cascade 8

We know how the world of the late 1800s met its energy needs, but how might they have done it, with yesterday's materials and techniques but today's knowledge?

Matthew "Fish" Dockrey, Mike Brennan, Kurt Cagle

The Dos and Don'ts of Writing Great Sex Scenes 8 pm Cascade 10

Pros will read examples of the most important dos and don'ts of writing good sex scenes. 18+ with ID only.

Jean Johnson, J A Pitts, Jack Skillingsstead, Caren Gussoff

Copyright and You 8 pm Cascade 13

What do you need to know about copyright law to both protect your own work and ensure that you don't infringe on that of others? What are the best ways to get your art out into the public but protect it from being used without your permission? How do the new copyright extension laws affect artists today? Come to learn the answers to these questions, and bring some more of your own.

Sean K Reynolds, Tiffany Toland, Todd Lockwood

Death*Star in Concert 8 pm Evergreen 1 & 2

From Magic to tabletop, Mecha to GameStop, these nerds rap about geek culture in all its glory.

*Death*Star*

SATURDAY EVENTS

M.H. (Maggie) Bonham Reads *Howling Dead* 8:30 pm Cascade 3

Urban fantasy

M.H. (Maggie) Bonham

Friends of Bill W. 9 pm Cascade 3

Flashes of Brilliance: Writing Flash Fiction 9 pm Cascade 4

What are the good markets for flash fiction? Different markets ask for different word counts, so what exactly is flash fiction, anyway? How can you fit your big idea into such a limited word count?

Caren Gussoff, Cat Rambo, Jordan Lapp, K.C. Bull

Has Fandom Shattered Its Glass Ceiling? 9 pm Cascade 7

STARVOY and *Babylon 5* both had woman captains, but in many respects, the space-faring worlds of sci-fi are largely a boys' club. Fantasy and supernatural fiction are more inclusive, but the tropes of the hypercapable, deeply flawed and/or evil temptress still haven't fallen by the wayside. Then there's the comic-book heroines in their battle lingerie, but the gender balance is pretty equal among Norwescon's executive team, staff, professionals and volunteers. What does all this suggest about the future of feminism in our local fandom? Are we still inspiring a new generation of girls to love the same genres we do?

Maida 'Mac' Cain, Katharine Bond, Karen Rall

Space Colony Utopia 9 pm Cascade 8

It's possible that within your lifetime, groups of people, maybe even some like us, who want to get away from the interfering politics and armies of Earth will be able to join with like-minded people to form their own independent societies. Assuming the technical problems can be solved, would this happen? How would such colonies interact with Earth?

Mark Bourne, Brenda Cooper, G. David Nordley, Eytan Kollin

Geek, Geek... Don't Tell Me! 9 pm Cascade 10

If you enjoy NPR's weekly quiz show *Wait Wait... Don't Tell Me!* you'll enjoy our version of this popular show. We will test audience members' knowledge of movies against a panel of film buffs and critics. Science Fiction Museum curator Brooks Peck exhibits film clips from the 1940s to now and asks contestants to answer our questions OR ask our guest artists to answer for them while figuring out what's the real answer and what's made up. Prizes for the winners!

Brooks Peck, Leslie Howle, Jesse "Fish" Simpson, Anina Bennett, Mark Rabner

Vixy & Tony in Concert 9 pm Evergreen 1 & 2

Come rock out with Vixy & Tony's intensely fun acoustic folk-rock!

Vixy & Tony

Chain Mail/Stitch and Birch 9 pm-Midnight Olympic 1

Chain mailers, bring your pliers and rings! We'll hang out, share tips and techniques and generally have a mellow evening working on our projects. Beginners and questions welcome! Our circle is open to other textile arts and costumers as well.

Joseph Hill

Camarilla LARP 9 pm-2 am Maxi's Ballroom

For the past twenty years, fans of White Wolf's World of Darkness system have had one official fan club providing a global live-action interactive role-playing experience: The Camarilla. Born right here in the Northwest, this fan-run organization focuses on community service as much as role-playing. We welcome all those age 18 and older who can't get enough of vampires, werewolves, mages and ghosts to join us for our World of Darkness live-action role-play (LARP). See you there! 18+ with ID only

Caren Gussoff Reads *Legion* 10 pm Cascade 3

From her current novel in progress, set in the near-future, post-pandemic Puget Sound

Caren Gussoff

Best and Worst Movies of 2010 10 pm Cascade 5 & 6

Always a popular topic at Norwescon, the "Best and Worst" folks return to hash out which movies made the grade in 2010 and which ones should have stayed on the cutting room floor.

Judith Herman, Chris Nilsson, Mimi Noyes, The Reverend En Fuego

Sex Tech and Getting Your Gadget On 10 pm Cascade 7

Sex droids, VR pleasure dens, neural net fantasies, a wide (and long and deep) variety of mechanical and synthetic devices. Do we really need human interaction anymore? Are we just a few years away from Gigolo Joe? Or is high-tech stimulation just another way to whet our appetites? 18+ with ID only

Russell Harmon, Sean Hagle

Flirting 102: Flirting for the Advanced Student 10 pm Cascade 8

You've had Flirting 101, you did your homework and you're ready for more advanced topics. Bi, poly, aliens—all are welcome. (If you didn't do the homework from 101, though, you might have to do it during this workshop. You have been warned.)

Sonia Lyris

Putting the "R" in RPG 10 pm Cascade 9

Not a 13-year-old gamer anymore? Wanting your games to have that adult-themed content? Our panelists will discuss how to successfully incorporate the R-rated elements of sex and/or violence into your game or campaign. MATURE CONTENT

Ogre Whiteside, Jennifer Brozek, Mickey Schulz, SatyrPhil Brucato

SATURDAY EVENTS

Making It out of the Slush Pile 10 pm Cascade 10

What are editors looking for? What makes a story stand out? What do writers need to do in those first ten pages to make their manuscripts catch the editor's attention?

Jude Kelley Green, Patrick Swenson, Nick Mamatas, Lizzy Shannon

The Heather Dale Band in Concert 10 pm Evergreen 1 & 2

21st-century Celts, fusing jazz, rock and world music influences with Canadian Celtic roots

Heather Dale, Ben Deschamps, Betsy Timney

It's Saturday Night! 10 pm-2 am Grand 2 & 3

Join DJ Dancin' Dan as he plays for you the best party hits of all time. You'll hear it all from the rock-and-roll hits of the '50s, to the Motown sound of the '60s. Party to the disco era of the '70s and the new wave sound of the '80s. Show off your moves to the urban pop of the '90s and hip-hop sounds that kicked off the millennium. Dan will also live up to his name by joining in on some popular group dances too. Party on, conventioners!

DJ Dancin' Dan

David A. Page Reads *Surviving Frank* 10:30 pm Cascade 3

A young detective pushes the limits of his imagination and his sanity as he's forced into a supernatural world by his werewolf partner

David A. Page

Spencer Ellsworth Reads *The Ifrit's Trial* 11 pm Cascade 3

Spencer Ellsworth

Bizarro! 11 pm Cascade 4

Yep, for everyone who likes weird stuff that doesn't quite fit into any of the genres, there's Bizarro. Bizarro fiction is a fairly new genre, most often referred to as literature's equivalent of the cult section in your video store. We'll find out more about who writes and publishes Bizarro fiction and hear one of its founders read a few short selections.

Rose O'Keefe, Jeff Burk, Carlton Mellick III

Spooky Music 11 pm Cascade 5 & 6

What horror-movie soundtracks give good inspiration while you're writing? Whether you're a writer or just a soundtrack fan, this panel is for you.

Brian D. Oberquell, Mark Rabner, Steve Holetz

Techno-Cycles 11 pm Cascade 7

Everyone knows that trains, sailing ships and airships are obsolete technologies, except for the people building new, high-tech trains, sailing ships and airships. Join our panel in discussing how everything old is new again.

Russell D. Campbell, Kurt Cagle, David Shoemaker

Slash and Mainstream Media 11 pm Cascade 8

A general discussion of slash and its impact on fandom. Should slash fans be ignored, or are they an indication of things to come?

MATURE CONTENT

Cheryl Dyson, Fireflavored, pir8fancier

BDSM 101 11 pm Cascade 9

Interested in BDSM? Want to find out what it's all about? What are these "limits," "boundaries" and "play" people keep talking about?

We will endeavor to answer your questions, or if we can't, we'll point you to a resource that can. We will also discuss BDSM etiquette and resources for you to find out more. 18+ with ID only

Russell Harmon, Mickey Schultz, Tamara Mickelson

Advanced BDSM Midnight Cascade 9

OK, you know about BDSM; you've even engaged in play and perhaps had a kinky relationship. Where do you go from there? Do you necessarily have to? What is "Edge Play"? We'll explain all that and how to do the edgier things safely and sanely. 18+ with ID only

Rachael Kenoyer, Tamara Mickelson, Russell Harmon

Midnight Movie: *The Fourth Kind: (Based on Actual Case Studies)* Midnight-2 am Evergreen 1 & 2

Come and join Marie D. Jones as she gives you her professional insight into our midnight movie, *The Fourth Kind*. Marie was a consultant on it and through her several decades of paranormal and abduction research, she will explain things like trigger objects, time prompts and other commonalities of abductions. The movie is based on actual case studies of alien abductions. It is a thriller involving an ongoing unsolved mystery in Alaska, where one town has seen an extraordinary number of unexplained disappearances during the past 40 years and there are accusations of a federal cover up. Dr. Abigail Tyler (Milla Jovovich) began videotaping sessions with traumatized patients and unwittingly discovered some of the most disturbing evidence of alien abduction ever documented. Do the numbers 3:33 or 11:11 mean anything to you? If so, you have to come see this movie. PG-13

Barry Bloch, Marie D. Jones

SUNDAY EVENTS

Tai Chi 9 am Grand 2

Start your morning with moving meditation. Steven Barnes's Tai Chi is back!

Steven Barnes

Renee Stern Reads *A Mother's Choice* 10 am Cascade 3

Renee Stern

Human Evolution 10 am Cascade 4

Are we still evolving? Will environmental effects from global warming and increased levels of pollutants cause selective pressure on humanity? What about space colonization? What will we become?

Nancy Kress, Darryl Willis (NurseDarryl), Dr. Ricky, Annie Morton

Fannish Gardening 10 am Cascade 5 & 6

You may not be able to terraform Mars (yet), but there is still the backyard. Our panelists will share what they have done to give their exo-structural habitat a little more character and make it more conducive to the fannish lifestyle.

Mike Bremman, Gregory Gadou, William Sadorus

Unique Techniques 10 am Cascade 7

There are many unusual techniques and processes that an artist might find difficult or daunting, but which can actually be done in one's own home without too much difficulty? Come to learn about the possibilities of using jeweler's saws and etching metal, how to make wood gears and other complex items using publicly accessible laser cutters and some basic electronics. You'll even learn how to do blacksmithing on a small, gas-fired forge!

Matthew "Fish" Dockrey, Neil (Lights) Duttkin, Mark Roland

Small Press: The Wave of the Future? 10 am Cascade 8

In this changing world of publishing, are the small and alternative presses becoming increasingly more viable? Is this the future of publishing or merely an alternative to New York publishing houses? How do you distinguish a reputable small press from a vanity press? If one were to start a small-press magazine, what pitfalls should one look out for?

Lou Anders, Jak Koke, Bob Kruger, Rose O'Keefe, Patrick Swenson

Inviting the Demons in for Tea: How to Keep Writing 10 am Cascade 9

Several years ago, I was taking part in a panel called "What's Keeping You From Finishing That Novel." My fellow panelists were swapping war stories about the things they do to avoid writing. It was amusing and the audience was enjoying it, but I'm watching their faces and I'm thinking: This isn't it. This isn't what's keeping you from finishing that novel. So I said, "You know, I'd like to talk about what kept me from

finishing projects for years. I have demons. Personal demons." In this workshop, Craig examines the demons that both hinder and mentor our writing.

Craig English

Teaching Tech 10 am Cascade 10

Is this a panel about how to teach technology or about how to use technology to teach? Which is more important? Join our panelists as they try to answer the questions and question the answers.

Kurt Cagle, John Lawler, Frank Catalano, Jacquelyn D. Duran Nikson

Monster Mash 10 am-1 pm Cascade 13

Don your best mad scientist outfit and create marvelous monsters and creative chimera! We will take cute, fluffy, stuffed animals and hack them into pieces only to reassemble them in wholly unnatural ways. WARNING: Not for the easily distressed or children. We will be working with scissors and needles and, as such, only mature mad scientists will be allowed to participate. The only skills required are rudimentary sewing skills (plush is very forgiving) and a sick sense of humor. There will be a \$5 materials fee per participant to cover the cost of DNA splitters, splicers and experimental specimens.

Mimi Noyes, Krista Wohlfeil, Roberta Gregory

Costume Camouflage 10 am Evergreen 3 & 4

... Or how to play up your strengths and disguise your weaknesses in your costumes. There is a style out there to make the most of any figure.

Wendy Prather, Shannon Flint, Orchid

Easter Egg Hunt 10 am Olympic 1

Ages 4 and under

Kim Poua, Lou Anna Valentine

Paranormal Fair 10 am-2 pm Grand 3

Join us for our Paranormal Fair, where our experts will amaze you with information on ghost hunting, paranormal research and technology, strange and unusual places in Washington, Custer's Last Stand, the Salem Witch Trials and more. We have a museum, ghost hunters, researchers of the weird and unusual, fortune-tellers and more from the world of the paranormal. Want to learn more about things we don't always understand? Please attend!

Stargate Scavenger Hunt Final 10 am-Noon Salon

Did you hunt down more Stargate chevrons than you even knew existed? Then come and join the Stargate Research Official to see who will win with the most chevrons found. The winner will receive a membership to Norwescon 35.

Trent Lum

SUNDAY EVENTS

Mary Robinette Kowal Reads *Shades of Milk and Honey*

10:30 am Cascade 3

An excerpt from her debut novel, with puppet show

Mary Robinette Kowal

Easter Egg Hunt 10:30 am Olympic 1

Ages 5 to 8

Kim Pona, LouAnna Valentine

Kim Ritchie Reads Triple Time 11 am Cascade 3

Sci-fi/time travel

Kim Ritchie

Dr. Frankenstein's Character Laboratory 11 am Cascade 4

Do your characters lack life? Do they reek of potential yet lie on the table, offering an occasional eyelid flutter or the odd toe twitch? Or perhaps you have a character who gets up and sings "Puttin' on the Ritz" over and over without variation. Might as well be dead. Or maybe your characters seem to do all the things that real people do but somehow lack that elusive dimension of depth. This workshop is designed to help you channel the lightning of psychological motivation so your characters will rise on their own two legs and walk into the world, not merely advancing the plot but engaging the reader with their humanity.

Craig English

Bad Writing, No Cookie 11 am Cascade 5 & 6

What makes a piece of writing... bad? What makes it so bad it's funny? (Think *Eye of Argon*.) What sort of stuff should you avoid to prevent your prose (inadvertently) becoming the next winner of the Bulwer-Lytton award? Can you write badly on purpose... and should you?

Cat Rambo, Abna Alexander, Caren Gussoff, Jordan Lapp, Randy Henderson

Fannish Home Decor 11 am Cascade 7

Tips on maintaining a fashionable, functional fannish household with ever-expanding collections of books, art, costumes, media and other assorted stuff. How to showcase your geek aesthetic and not look like an audition for *Howlers*.

Anita Taylor, Silven Read, Jacquelyn D. Dinam Nilsson

Which Point of View Serves Your Story Best? 11 am Cascade 8

Any story can be told from any point of view: How do you find the best one for yours? What gains and losses come with first person, with limited third person, with multiple third with multiple first?

Jay Lake, Susan R. Matthews, Ted Chiang

Home Recording II 11 am Cascade 9

Everybody wants to make a demo. OK, you have some equipment. Now what do you do with it? How do you set it up? How do you use it to capture or create the best sounds you can? If you didn't make the first hour, that's OK, come anyway.

Vixy & Tony, Heather Dale, Ben Deschamps

Camping out, Medieval Style 11 am Cascade 10

A survey of medieval encampments, tents and pavilions and how to achieve that effect today. In addition, what else do you need to know to set up your old-time campsite? How do water, sanitation and cooking fit in?

Cymbric Early-Smith, Karen Rall, Krista Wohlfeil

Demo: Kinuko Y. Craft 11 am Evergreen 3 & 4

Kinuko Y. Craft shares her tools and techniques.

Kinuko Y. Craft

Easter Egg Hunt 11 am Olympic 1

Ages 9 and up

Kim Pona, LouAnna Valentine

Kat Richardson Reads *Downpour* 11:30 am Cascade 3

A paranormal detective story

Kat Richardson

Art Show Auction 11:30 am-2 pm Grand 2

Join the art show staff for the passionate sometimes boisterous bidding of the most hotly contested pieces of art in the years art show. Also during this time we hold our annual Charity Auction to benefit Charion West Writers Workshop and Norwescon Harvest. We will be auction off art, jewelry, posters, and all things fan favorite. By participating you will help to develop young writers that want write in the Science Fiction and Fantasy field as well as to continue to support our local community by making sure no one goes hungry.

Cat Rambo Reads *Resurrecting Love* Noon Cascade 3

She was the greatest general of her day... and long after, when she labored in zombie servitude (a Tabat story).

Cat Rambo

SWOC Meeting Noon Cascade 4

The Seattle Westercon Organizing Committee (known as SWOC) is a 501(c)(3) nonprofit organization. It is an umbrella that sponsors other conventions and activities. We are currently sponsoring ConComCon, ConFlikt and Westercon 65. Come and see what is happening on the local scene.

SUNDAY EVENTS

Textures and Weathering Effects in Costuming

Noon Cascade 5 & 6

How to make new fabric, leather and synthetic materials look convincingly old, worn, faded and distressed.

Deborah Strub, Richard Stephens, Garth Stubbs, Ieva Obaks

Women Characters in Comics Noon Cascade 7

Join us for a look at some well-known women characters and related themes. How do portrayals of women in manga and other foreign comics differ from portrayals in the U.S.? Are there some universal constants? Is the "women in refrigerators" theory relevant? Is it universal?

Ashley Cook, Jenna M. Pitman, Larry Lewis, Andrew Dollbeck, Charles "Zan" Christensen

Create a Character in One Short Scene Noon Cascade 8

What's the best way to introduce a character? Panelists will explore how to show who your character is through dialogue and actions instead of relying on description.

Mary Rosenblum, Brenda Cooper, Kevin Radthome, Craig English, Chris Pasden

The Final Countdown Noon Cascade 9

The last flight of the Space Shuttle is scheduled for 2011. Was the Shuttle worth the cost, time and effort? Was it worth 14 lives? And what could have been done differently that would have made a better, safer, more affordable Shuttle?

Chris Vancil, Carlton Rhoades, Greg Paddock, Jerry Black

Gaming and Community Noon Cascade 10

Game communities have grown beyond small game clubs, Web forums and IRC as social networking has integrated with game companies and created even more game communities. Our panelists will discuss social networking and creating a positive community via chat tools, Web forums, Twitter, Facebook, blogs and third-party news sites.

Donna Prior, Matt Hammond, Liz Courts, Jeff Combos

Revenge of the Movie Previews! Noon-2 pm Evergreen 1 & 2

Your final chance for the latest previews, news and rumors from Hollywood, including (at no additional cost) the famous, "why? Why? WHY?"

Keith Johnson, Alan Halfhill

Trouble ClefJam (Songs in the Key of R) Noon-2 pm Evergreen 3 & 4

Join our pros and anyone else who cares to join in for a fun musical jam—a Norwescon tradition.

Everyone!

Scavenger Hunt Final Noon-2 pm Salon

The teams have been hunting all weekend to find all the items on their lists. Now is the time for them to present their scavenged items to the judges. Remember, it is not always *what* you find but *how* you present it that determines the winner!

Max Blaze

Pat MacEwen Reads "Home Sweet Bi'ome" 12:30 pm Cascade 3

Biotech gone mad! Published in the *F&SF* Dec/Jan 2010 issue

Pat MacEwen

Jay Lake Reads From His Work 1 pm Cascade 3

Jay Lake

Writer's Block 1 pm Cascade 4

When to say, "I give up. Wear the ugly shirt!" Our panelists talk about writer's block during a fest and how to motor through it and turn your fic in on time.

Cassie Black, Rose O'Keefe, Jean Johnson, Jordan Lapp

Geek Careers 1 pm Cascade 5 & 6

Lots of fen work in high tech, and we've got panel after panel on developing your writing and artistic skills. But what other business opportunities are out there that are (or can be made) fandom friendly?

Mike Brennan; Judith Herman; J. Spyder Isaacson, M.Ed.

Early 20th-Century Ribbon-Work 1 pm Cascade 7

Cockades, frills, flowers and more! Come see samples of the types of ribbon decorations our ancestors used to decorate their clothing, homes and anything that didn't move fast enough.

Carmen Beaudry, Anita Teylor, JoAnne Kirley

Beyond Dr. Who: The British Sci-Fi Universe 1 pm Cascade 8

Since *Doctor Who*, the first British TV show to tackle the subject of science fiction seriously, Britain has been a leading light in the world of science fiction. *Doctor Who*, *Red Dwarf* and other favorites are among the most-loved sci-fi TV shows, and they're from the UK. Come discuss your favorite sci-fi from the other side of the pond.

Jacquelyn D. Duran Nilsson, Chris Nilsson, Du'hyn

Plagues, Pandemics and You 1 pm Cascade 9

Disease has been a constant throughout human history. It will be a fixture in the future. What are the threats? What new forms of disease might arise? How will we combat them?

Miki Garrison, Matt Hammond, Darry Willis (NurseDarry), Misty Marshall

SUNDAY EVENTS

The 10% Solution: How to Edit Your Work 1 pm Cascade 10
Stephen King said that your final draft is your first draft minus 10 percent. We'll discuss how to cut passive voice, unnecessary words and anything else that slows your fiction down.

Patrick Swenson, Renee Stern, Ted Butler, Craig English, Kelley Eskridge

Miniatures Painting 101 Workshop 1-3 pm Cascade 13
See all the cool miniatures in the game and hobby stores? Want to paint up one for your D&D game or paint an entire army for miniatures gaming? Come learn the basics on how to get started painting miniatures. Paints and miniatures will be provided for up to 25 people. If you would like to bring your own miniature, you are invited to attend if space is available.

Sean K Reynolds, Stephen Radney-MacFarland

Easter Carnival 1-3 pm Olympic 1
Kim Poua, LouAnna Valentine

Rhiannon Held Reads "Bloodtech" 1:30 pm Cascade 3
Science-fiction short story
Rhiannon Held

James C. Glass Reads "Rainbow Lady" 2 pm Cascade 3
Short story
James C. Glas

Westercon 65 Meeting 2 pm Cascade 4
Did you know that Westercon was started 65 years ago as a West Coast alternative to the East Coast's World Science Fiction Convention? Since then things have changed for both conventions. Come and hear about what Seattle is planning for 2012.

Hook 'Em When They're Young 2 pm Cascade 5 & 6
Fandom has shaped many of our lives from an early age, and popular fiction has helped to educate a whole new generation of fans. Come talk with us about the best books and media of the past and present to get kids interested in science fiction and fantasy... without freaking out their parents.
Durlyn, Spring Schoenbuth, Maida 'Mac' Cain, Eva Carlstrom

Masquerade Debriefing 2 pm Cascade 7
Come and tell us what we did well and how we can improve the Masquerade in the future. Any awards or trophies not picked up at the Masquerade will be available at this meeting. Please stop by and pick yours up.
Trent Lyon

Costuming Block 2 pm Cascade 8
Renewing your inspiration. What do you do when you are in the middle of a costume and your brain suddenly goes numb? What if you are desperately trying to come up with a great idea for an event or a contest and you keep hitting your head on the creative wall? Need to know when to continue or just step away? Join us to explore different methods and ideas for renewing your creativity and inspiration.

Wendy Prather, Katrina Marier, Molly Boone, Kate McClure

Artist Coffee Klatch 2 pm Cascade 9
Come spend an hour with some of our fine artists in an informal setting.

Kimuko Y. Craft, Betsy Mout, Liv Rainey-Smith, John R. Gray III, Michaela Eaves, Tiffany Toland, Rob Carlos, Weyfarers Moon, Bryan Syme, Mike Vaillancourt

The Next Big Thing 2 pm Cascade 10
The big thing of the past 50 years was computers; they changed pretty much everything. What is the next big thing, and when will it arrive?
David Nasset, Sr.; Matthew "Fish" Dockrey; Frank Catalano; David Stuart

Fandance Film Festival 2-4 pm Evergreen 1 & 2
In its 12th year, the festival is a celebration of low- and no-budget cinema, brought to wondrous, lurching life by amateur filmmakers from all around the Pacific Northwest. More than just the movies, this 120-minute extravaganza of entertainment also includes the filmmakers, to regale you with terrifying tales of their productions. Be there or be a regular right quadrilateral! The Fandance Film Festival is the final terrifying phase of the Let's Make a Movie Workshop, in which participants walk through every step of making a movie, from conception to the premiere of the finished product.

Eduard Martin III, Ryan K. Johnson

Camarilla Fan Club: A Global LARP Community
2 pm Evergreen 3 & 4

The largest organization of Live Action Roleplaying in the World of Darkness Universe wants you! Come learn about everything from how things started to where we are today. There will be question and answer sessions as well as information about how to join and participate no matter where in the world you are. We cordially invite you to come and meet just a few of us in the hopes that we get to meet you too! This panel will be all about the Camarilla Fan Club, how to get involved, and where we're going. We're excited to have you come with us! *Tina Coomes, The Camarilla - A World of Darkness Fan club*

SUNDAY EVENTS

Hugo Nominations 2pm Maxi's Ballroom

The Hugo Nominees are being co-announced at this year's Eastercon (Illustrious) and at Norwescon 34. The nominees will be announced jointly by the 2011 Hugo Administrator Vincent Docherty at Eastercon and by the chair of the 2011 Worldcon (Renovation) Patty Wells at Norwescon 34, with each taking it in turn to announce the nominees in a category, and with the whole event being covered live online.

Don Glover

John P. Alexander Reads *I, Bonita* 2:30 pm Cascade 3

Tales of an immortal witch

John P. Alexander

Bruce R. Cordell Reads *Sword of the Gods* 3 pm Cascade 3

Introduction to the author's next novel series

Bruce R. Cordell

Crowns and Swords 3 pm Cascade 4

Countless novels have been set in the intertwined worlds of monarchy and fantasy, often involving epic battles. Given that many fantasy novels are set in worlds drawn from medieval Europe, it's no surprise to see so many stories based around monarchies—kings and queens, tyrannical emperors and long-lost heirs to the throne. How much of fantasy's appeal is grounded in this familiar setting, and how can this long-standing tradition be updated or refreshed? Or should it be abandoned entirely?

Kris Millering, Randy Henderson, Kim Ritchie, Kevin Radthorne

Should Genre Labels Disappear? 3 pm Cascade 5 & 6

What's the difference between literary and genre fiction? Some literary writers, such as Margaret Atwood, are writing science fiction and saying it's literature so they don't get classified as genre. Others, such as Michael Chabon, are willing to say they write genre fiction. Should genre labels disappear? Are there advantages or disadvantages? How are labels assigned and why?

Keffy R. M. Kebrli, Felicity Shoulders, Julie McGalliard, Jude Kelley Green

Fairy-Tale Fashion Do-Overs 3 pm Cascade 7

Everyone from Red Riding Hood, Rapunzel, Alice (in Wonderland), the Wicked Witch of the West and Maleficent (from *Sleeping Beauty*) is getting a modern makeover. We review and examine new fashion looks for classic fairy tales and share some of our thoughts for other characters in need of a fashion reboot.

Melissa Quinn, Orchid, Janet Borkowski, Shannon Flint

What Makes You a Fan? 3 pm Cascade 8

Books, movies, going to conventions . . . what is it that makes you a fan versus someone who just really enjoys a particular medium? Is there a difference? Can you be a fan without really liking science fiction and fantasy? Is a fan of one genre different from a fan in another? Is this really a controversy? Take part in a discussion that tries to present all sides.

Jacqualynn D. Duram Nilsson, Donna Prior

Science in Movies: Good, Bad and Stupid 3 pm Cascade 9

Sometimes they get it right. Sometimes they get it hilariously wrong. What movies and TV shows demonstrate the writers did their homework, and which ones deserve an *F* on their science final?

Judith Herman, Annie Morton, David Nassett, Sr.

The Psychology of Urban Fantasy 3 pm Cascade 10

If *Dracula* and *Frankenstein* were commentaries on the fears and desires of the time when they were written, how does urban fantasy reflect the modern world? Is urban fantasy a worldview that frightens us, or is it one that we wish were true? Should you write your story with this in mind?

Mark Teppo, Kat Richardson, Kurt Cagle, Liz Argall

Onions and Roses 4 pm Evergreen 3 & 4

Norwescon is a membership-based organization. That means that YOU are a part of the community that makes this convention happen each year. Come share with us your ideas about what went well, what didn't and how we can continue to make Norwescon an event that you'll want to come back to year after year.

Closing Ceremonies 5 pm Evergreen 3 & 4

That's all, folks. Another Norwescon has come and gone. Bid adieu to our Guests of Honor, and help us close out another year of learning, fun and mayhem.



MEMORIALS

AUDREY PENTY
BY PATRICIA BOOZE

There are many things that I'd like to share about my friend Audrey with you, things like what a great Mom and wife she was, how supportive of her kids she was, how she had such a joy of life and how she care deeply for her friends. But these words seem just not enough to try and describe the wonder woman who was my friend. And to me she was a Wonder Women.

Audrey had been battling cancer before we first got to know each other and we'd all thought that she beat it and for a while she did. But with so many cancers it sneaks back like a thief in the night. She fought back with great strength and dignity but lost her battle. She never let it define her. She and her daughter Laura would beat us to the convention for set up on Wednesday's...no matter what, she's always get there before Doug and I. She worked long

hours in the art show. She never wanted to miss a moment. I'd have to yell at her to get her to leave at the close of the show each night...."Darn it Audrey go to bed" I knew that the treatments were zapping her energy at this last convention but of course the "Pat and Audrey Comedy Show" was in full force because of course that was the night that she and I mix up our Norwescon Hoody's, she had my phone and hotel card key....and of course she didn't go to bed because there was something fun to do...what a laugh we had the next morning. You see she had given me a hat to wear during the convention that said "She who must be Obeyed, so much for that...."

Her favorite things where to help the artists check-in their art and to manager the People Choice Awards, and manager me when needed. She was our most loyal volunteer, always there, always with a positive attitude, always wanting to help who ever step up to her station, just always there for Norwescon and for the Art Show team no matter how tired she was. And especially there for Doug and I. She will be dearly missed.



MEMORIALS

Zelda Rubinstein, (1933 – 2010)

Actress best known for her role as Tangina Barrons in "Poltergeist" Ms. Rubinstein gave up a stable career as a medical lab tech to pursue acting in middle-age. She was also one of the early HIV/AIDS activists in spite of its negative affect on her career at the time and a staunch advocate for the rights of little people.

John Dankworth (1927 – 2010)

Jazz performer and composer, Sir Dankworth founded the London Symphony Orchestra's Pops Program and composed music for numerous TV shows and movies including "The Avengers" (composer: theme music) (78 episodes, 1961-1964) (musician: theme song) (14 episodes, 1962)

John Schoenherr (1935 – 2010)

Caldecot award winner, Mr. Schoenherr created multiple pieces (covers and interiors) for Analog magazine in the sixties as well as illustrated hundreds of children's books. In 1965 he won a Hugo for Best Artist based on his work on Dune World and The Prophet of Dune.

John Andrews (1952-2010)

One of the founding members of OryCon, Mr. Andrews was instrumental in ensuring that the first OryCon was able to be put on in 1979. He served as treasurer for the Portland Science Fiction Society and for OryCon for many years. Portland-area fandom would not be what it is today without his support. He also provided the Norwescon archives with several photos, helping to keep our history alive.

Frank Frazetta (1928-2010)

World Fantasy Award winner, Mr. Franzetta illustrated the paperback reissues of the Conan the Barbarian, Tarzan, and Pellucidar series. He was one of the first artists in the field of comics and paperback to negotiate ownership of his artwork. The characteristic style of his artwork was highly influential on the sword-and-sorcery sub-genre of fantasy.

Jeanne Robinson (1948 – 2010)

Hugo and Nebula award winner, Ms. Robinson used her studies of dance as a platform for her collaborations with her husband Spider Robinson on *Stardance*, *Starseed*, and *Starwind*.

Rebecca Neason (1954 – 2010)

Ms. Neason was a pro at Norwescon the last couple of years. She was a lovely, soft-spoken lady, who was always willing to pitch in wherever she was needed. She will be missed.

William Sadorus says:

Rebecca was a good friend. She was one of the few authors to be featured at Anglicon. Her fantasy/scifi was well received although it has been over 8 years since she was last published. One of her books was written for the Star Trek TNG universe, *Guises of the Mind*.

I remember sitting in the bar at the Everett hotel Anglicon in 1997 chatting with Rebecca about the merits of Methos as played by Peter Wingfield on Highlander, and in walked Peter. That was a humorous moment as the conversation immediately shifted gears, but Rebecca handled it with aplomb.

I'll miss Rebecca's wit and energy.

Carolyn Palms (1934 – 2010)

Carolyn volunteered in fandom in the northwest for years, I think I remember her back in the old Puget Sound Star Trekker days in the mid to late 1970s. She was a life member of Norwescon for all her volunteering, and attended all the Norwescons through #32, at which point ill health kept her from attending.

She loved volunteering at Norwescon. Carolyn managed Registration for a few of our early years, then moved to Coat Room. She loved having the entire con visiting her. No matter how strange the item checked, found, or claimed, Carolyn always ensured it stayed safe under her watch. She also volunteered to do filing for the Registration (I think she put her grand kids to work filing too.)

DragonLady remembers Carolyn giving her a teacup with a dragon on it, and thinks of her every time she sees it.

When I chatted with her on the phone, at first, I never knew if she was talking to me or her cats...of course now that I have cats, I understand her much better. But of course if I had any cat questions, she was just a phone call away and was a wealth of information.

She long ago embraced the philosophy not to carry heavy stuff and was the first individual whom I knew with

MEMORIALS

her own convertible hand truck. My dad had a big "furniture" mover hand truck, but the convertible ones were new on the market in early Norwescon days. Only businesses and conventions owned them. She named her's Dolly.

I'll miss those cat infested phone calls.....

Bob Doyle (11-5-2010)

Mr. Doyle was one of the original NWSFS members, Norwescon committee person, chair of the 1989 Seattle World Fantasy Con, and long time Vanguard attendee in earlier years.

Dino De Laurentiis (1919 – 2010)

Oscar winning producer, Mr. Laurentiis produced multiple science fiction and fantasy films including Barbarella, Amy of Darkness, Blue Velvet and David Lynch's Dune.

Leslie Nielsen (1926 – 2010)

Well known comedic actor. Mr. Nielsen also shared his talents with the Science Fiction community in the role of Commander John J. Adams in Forbidden Planet as well as several other genre films of the fifties, sixties, and seventies.

George Nyhen (1954 – 2010)

George E. Nyhen of Bellevue, loving husband of Lisa Woodings, died on Wednesday, December 1, 2010, of a chronic medical condition.

George was active with Norwescon, volunteering with publications, P. K. Dick Memorial Award, Programming, and elections. Committee members said his commitment to a fair and friendly election process was inspirational. He was also an editor of Westwind, the Newszine of the NWSFS, and very active in the SCA.

George had a cheerful nature, an amazing smile and committee members volunteering on Westercon 50 in 1997 remember his calm permeated the scene. It's possible that this was in part due to his most unique voice: a nice, rich, well-supported light baritone.

For several years, on Saturday evening of Norwescon, George and some of his friends would get together to have a cigar and talk about whatever subject came up. They were very pleasant conversations.

I always had trouble spelling his last name until I learned the mnemonic "New York Hen" I NEVER told him this. He was the only person I know who collected typewriters... he even had a Cyrillic typewriter. And for the past few years whenever I open my car trunk I thought of George.... he made the little wooden yellow and red NWSFS sign that we'd place out near the NWSFS Socials. He said we needed these and just made them.

He'll be very much missed by his many friends.

Friends are encouraged to donate in his name to PAWS.

Hans Johnson (12-8-2010)

A long time RustyCon volunteer, Mr. Johnson will be greatly missed. He lent his skills to the RustyCon casino and was a past head of registration for that convention.

Anne Francis (1930 – 2011)

A Golden Globe winning actress, Ms. Francis is probably best known to fandom for her role in Forbidden Planet. She was able to get into writing, directing, and producing toward the end of her career after having combated the blonde actress stereotype for most of her career.

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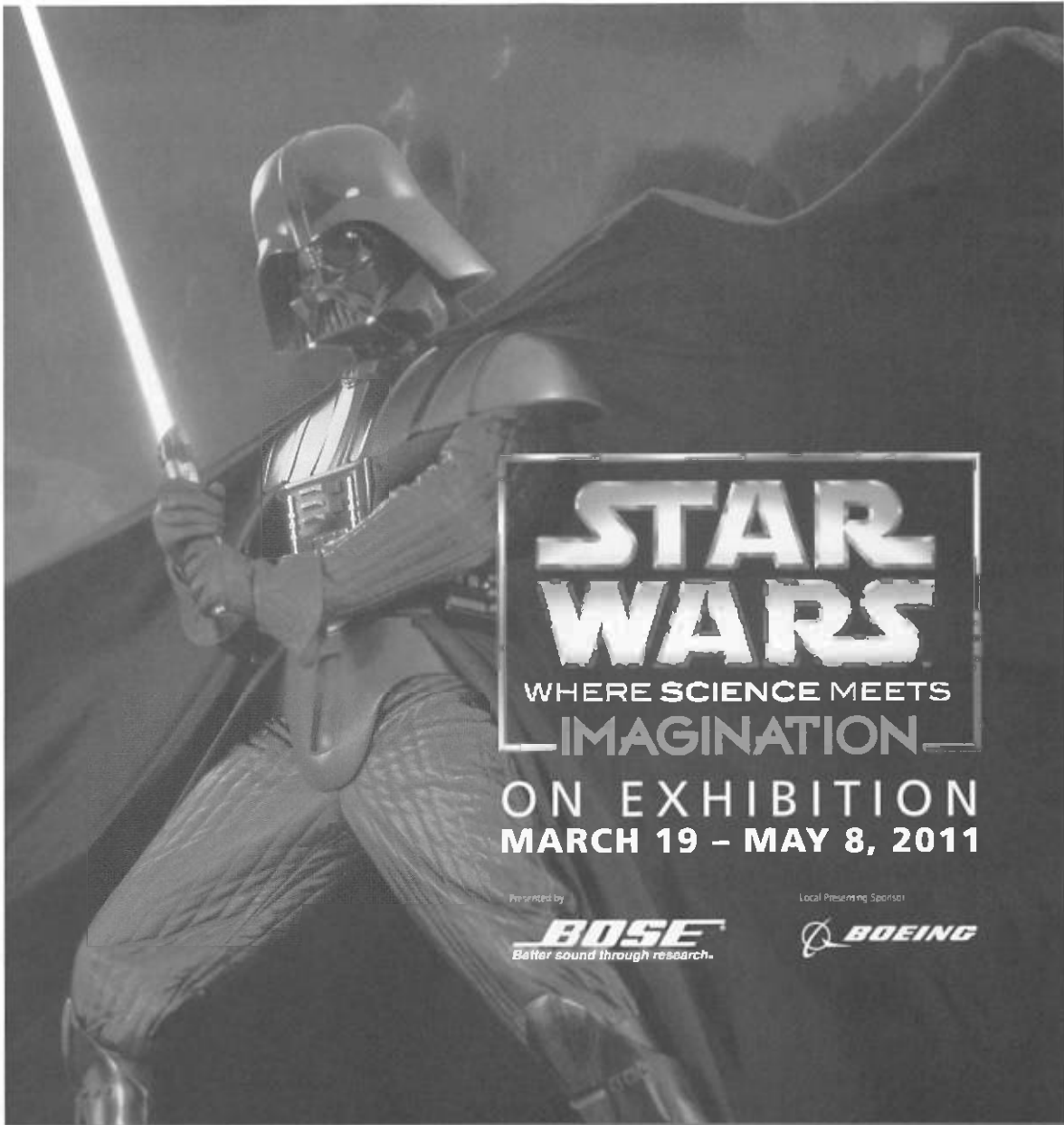
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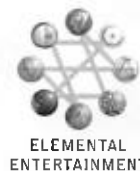
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SUNDAY, 10 a.m. to 2 p.m.

GRAND BALLROOM 3

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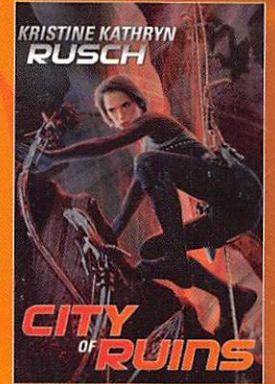
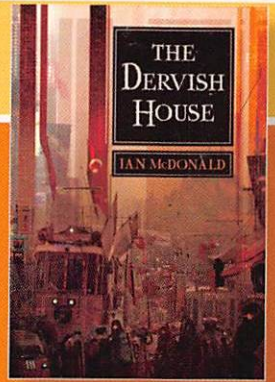
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Michael Vaillancourt
David Valentine
Lou Anna Valentine
Lois Vallance
Gordon Van Gelder
Christie Van Winkle
Douglas Van Winkle
Chris Vancil
Adrian Vetter
Kimberly Viall
Diana Vick
Peggy Voigt
Elana Voigt
Shawn Von Bargaen
Jennifer Von Bargaen
Jeff Waddell
KJosh Waddell
Diane Wahlborg
Felecia Walberg
Kristine Walberg
Yvonne Walberg
Chuck Walbourn
Charles Walbridge
Thom Walls
Nickolas Walthew
Jack Waterman
Alexis Waters
Lisa Watkins
Uriah Watkins
Brian Watson
Pierce Watters
Cheriti Watts
Christopher Watts
Marlow Weaver
Burt Webb
Ardena Ianthe
Webb
Eric Weber
James R Weber
Mary Weekman
Stephanie Weippert
Rachel Weller
Paul Weller
Mary Westerling

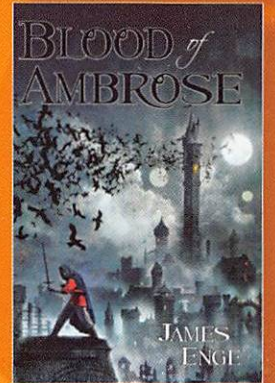
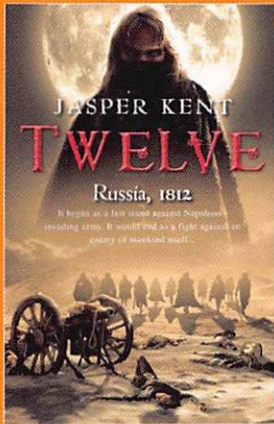
James Westerling
Caroline Westra
Matt Whitbeck
Genevieve White
Harlan White
Patrick White
Paula White
Ogre Whiteside
Victoria Whitlock
Tom Whitmore
Bill Wichgers
Nicole Wichgers
Sandra Wickham
Kevin Wiley
Duane Wilkins
Denise Williams
Andrew Williams
Lisa Williams
Andrew Williams
Peter Williamson
Daemon Willich
Darry Willis
Laura Wilson
Andrew Wilson
James Wilson
John Windberg
Paulanne Winn
Susan Winn
Christine D.
Winters
Daniel Wixman
Paul Wocken
Jason Wodicka
Sally Woehrl
Martin Wohlfahrt
Drew Wolfe
John Wolfe
Laura Wolfe
Krista Wollhefel
Amy Wood
brandon wood
Drew Wood
Shadow Wood
Bryan Wood
Michael Woodard
Cody Woodard
Gemma Woodhouse
Joshua Woodruff
Sarena Woods
Karen Woodward
Robert Woodward
Mark Woolcott
Robert Word
Maxwell Yardley
Mirella C. Young
Pearl Young
Matt Youngmark
Michael Yust
Shanna Zak
Julie
Zetterberg-Sardo
Greg Zimlich
Jeremy Zimmerman

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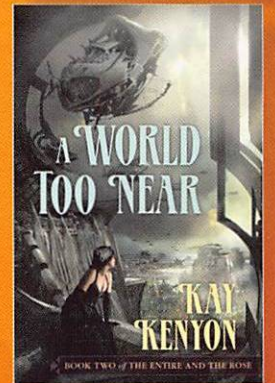
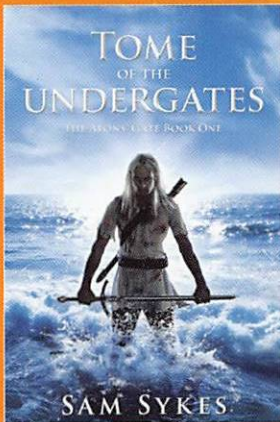
Sci-fantasy and
space opera.



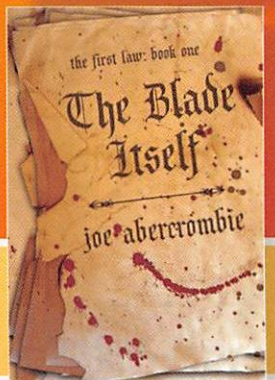
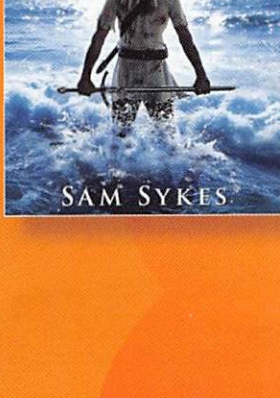
Steampunk and
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Sword and sorcery and
epic fantasy.



Science fiction and
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