



NOR WES CON

The Northwest
Science Fiction Society
Proudly Presents
Norwescon 35
April 5th — 8th 2012
Annual Northwest
Science Fiction &
Fantasy Convention

35




three
ravens
BOOKS

MUFFY MORRIGAN

THE SAIL
WEAVER



Georgina
GEORGINA GIBSON

Writer Guest of Honor
STEPHEN BAXTER
 Artist Guest of Honor
JOHN PICACIO
 Science Guest of Honor
BRIDGET LANDRY
 Spotlight Publisher
DAW BOOKS

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NORWESCON 35

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The Northwest
 Science Fiction
 Society proudly
 presents
 Norwescon 35:
 Seeds of
 Tomorrow
 The Thirty
 Fifth Annual
 Northwest
 Regional
 Science Fiction
 Fantasy
 Convention

PHILLIP K. DICK AWARDS TWENTY TWELVE

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.

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.

2011 Nominees

A Soldier's Duty by Jean Johnson
After The Apocalypse by Maureen F. McHugh
Deadline by Mira Grant
The Company Man by Robert Jackson Bennett
The Order by Matthew Hughes
The Postmortal by Drew Magary
The Samuil Petrovich Trilogy by Simon Morden

PAST WINNERS

2010 — *The Strange Affair Of Spring Heeled Jack* by Mark Hodder (Pyr)

2009 — *Bitter Angels* by C. L. Anderson (Ballantine Books/Spectra)

SPECIAL CITATION: *Cyberabad Days* by Ian McDonald (Pyr)

2008 — (TIE): *Emissaries From The Dead* by Adam-Troy Castro (Eos Books)
Terminal Mind by David Walton (Meadowhawk Press)

2007 — *Nova Swing* by M. John Harrison (Bantam Spectra)

SPECIAL CITATION: *From the Notebooks of Dr. Brain* by Minister Faust (Del Rey)

2006 — *Spin Control* by Chris Moriarty (Bantam Spectra)

SPECIAL CITATION: *Carnival* by Elizabeth Bear (Bantam Spectra)

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

2004 — *Life* by Gwyneth Jones (Aqueduct Press)

SPECIAL CITATION: *Apocalypse Array* by Lyda Morehouse (Roc)

2003 — *Altered Carbon* by Richard Morgan (Del Rey Books)

SPECIAL CITATION: *Dante's Equation* by Jane Jensen (Del Rey Books)

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

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

2000 — *Only Forward* by Michael Marshall Smith (Bantam Books)

SPECIAL CITATION: *Evolution's Darling* by Scott Westerfeld (Four Walls Eight Windows)

1999 — *Vacuum Diagrams* by Stephen Baxter (HarperPrism)

SPECIAL CITATION: *Tower of Dreams* by Jamil Nasir (Bantam Spectra)

1998 — *253: The Print Remix* by Geoff Ryman (St. Martin's Griffin)

SPECIAL CITATION: *Lost Pages* by Paul Di Filippo (Four Walls Eight Windows)

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

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

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

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

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

1992 — *Through the Heart* by Richard Grant (Avon)

SPECIAL CITATION: *In the Mothers' Land* by Elisabeth Vonarburg (Bantam Spectra)

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

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

1989 — *Subterranean Gallery* by Richard Paul Russo (Tor Books)

SPECIAL CITATION: *On My Way to Paradise* by Dave Wolverton (Bantam Spectra)

1988 — (TIE): *400 Billion Stars* by Paul J. McAuley (Del Rey)

Wetware by Rudy Rucker (Avon)

1987 — *Strange Toys* by Patricia Geary (Bantam Spectra)

SPECIAL CITATION: *Memories* by Mike McQuay (Bantam Spectra)

1986 — *Homunculus* by James P. Blaylock (Ace Books)

SPECIAL CITATION: *The Hercules Text* by Jack McDevitt (Ace Books)

1985 — *Dinner at Deviant's Palace* by Tim Powers (Ace Books)

SPECIAL CITATION: *Saraband of Lost Time* by Richard Grant (Avon)

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

1983 — *The Anubis Gates* by Tim Powers (Ace Books)

SPECIAL CITATION: *Tea with the Black Dragon* by R. A. MacAvoy (Bantam Spectra)

1982 — *Software* by Rudy Rucker (Ace Books) **SPECIAL CITATION:** *The Prometheus Man* by Ray Faraday Nelson (Starblaze)



I want to welcome all of you to Norwescon 35. As Chairman of Norwescon 35 I have helped organize over 100 volunteers which have worked year round to put on the convention which we all love. I feel we put on the best Science Fiction Convention on the West Coast, if not the World.

CHAIRMAN'S CORNER

SHAWN MARIER

Last year was a record year for us; we had over 3,500 members. I'm hoping that we can match that or possible top it this year.

This year we are putting a spotlight on the "Science" of Science Fiction. This starts with our theme "Seeds of Tomorrow". I hope that 30 years from now we can look back at Norwescon 35 and say that this is the point where a Grand Master Writer, Artist, Scientist, etc., got their start. All it takes is that one idea to germinate in the brain of someone, and turn into something which will change all our futures. To help with our theme we have put together a great line up of Guests this year.

For our Writer Guest of Honor we have Stephen Baxter. I have been reading Stephen's works since the early 90s and he has always impressed me with the amount of "hard science" he puts into his stories. He has covered it all: Alien species from deepest space, Destruction of the Earth (in multiple ways), Steampunk (before most of us even knew what Steampunk was), time travel, multiple realities, evolution of species.

For Science Guest of Honor, we have Bridget Landry. Bridget works for JPL and has worked a number of projects that we have all heard about: Topex, Hubble, Cassini-Huygens, and Mars Pathfinder. If that wasn't enough, she works with getting more women into the technical fields, starting with getting young girls involved with science and math projects. Then, in her spare time she is a master level costumer.

Our Artist Guest of Honor is John Picacio. John does some of the most beautiful artwork you will see, from science fiction to fantasy to horror, he has done them all. His use of color just makes the images "pop" off the page. I can't wait to see some of his originals in our artshow.



We are honored to have DAW Books back as our Spotlighted Publisher, represented by Sheila Gilbert and Betsy Wollheim. DAW has been publishing some of the best Science Fiction books on the market for more than 40 years.

It is hard for me to believe that Norwescon is 35 years old. I'm sure a larger number of our members are younger than the convention they all love. I have been attending Norwescon for more than 25 years and have been actively involved with running the convention for more than 20 years. I have seen how Norwescon has grown and changed over those years. One change which happened this year which I am extremely proud about is that Norwescon is now an official IRS recognized 501(c)(3) Charity. If you go back to the beginnings of Norwescon and look at our articles of incorporation you will see that this was the original plan for Norwescon, it just took 35 years to get there. We have always run Norwescon as a not-for-profit organization, but we never got the benefits that come with being a 501(c)(3).

Feel free to stop me in the hall way and let me know what you think of our convention. We are always looking for ways to improve it; but be warned, if you come up with a great idea I may "draft" you onto the committee to help implement it. Norwescon is 100% volunteer run, and a large number of our volunteers got involved as they saw a way to improve our convention.

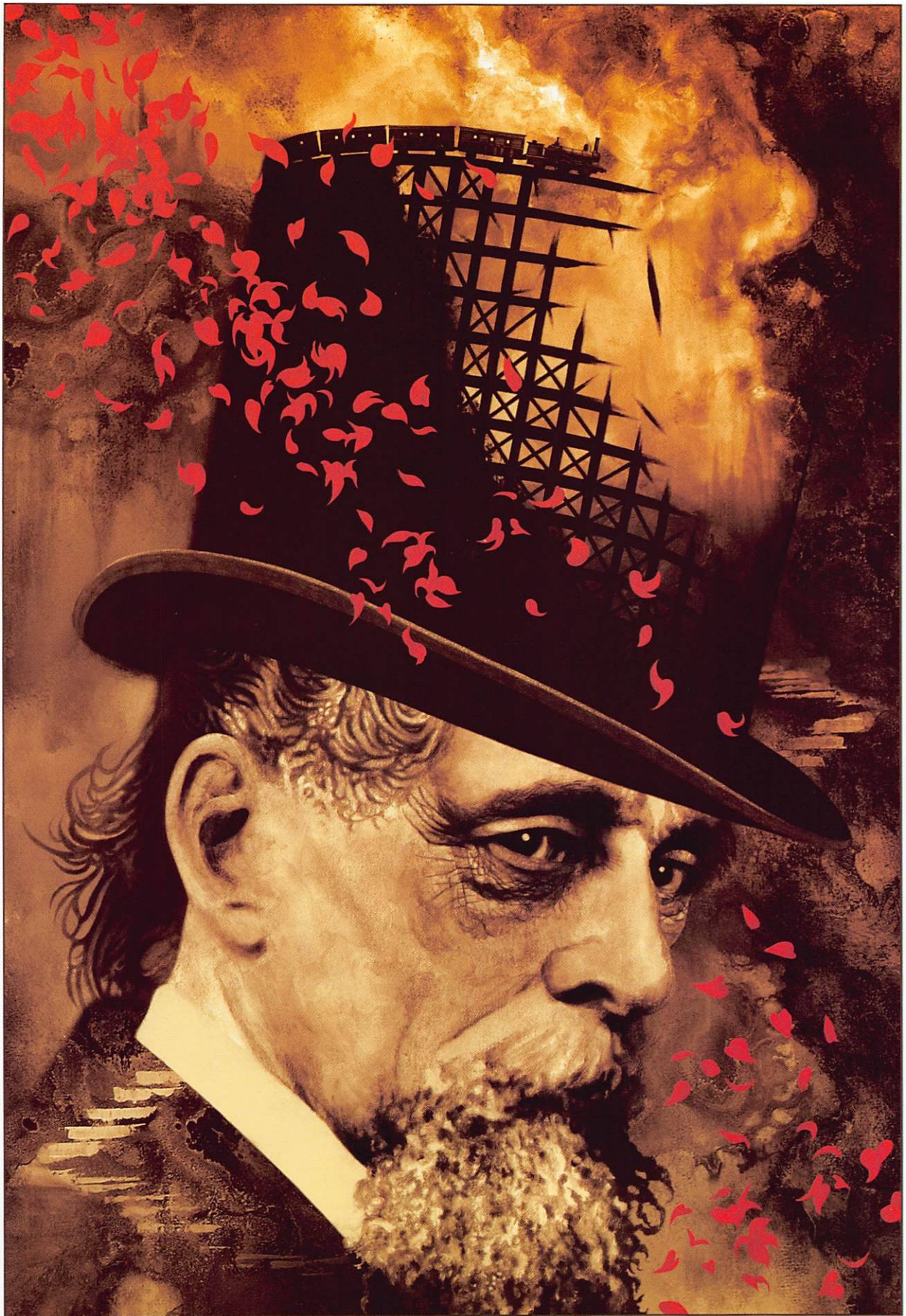
I hope you all enjoy the convention.



EDDARD STARK FOR THE 2012 GEORGE R.R. MARTIN
A SONG OF FIRE AND ICE CALENDAR © JOHN PICACIO
edward stark & a song of fire an ice are © and ™ george r.r. martin



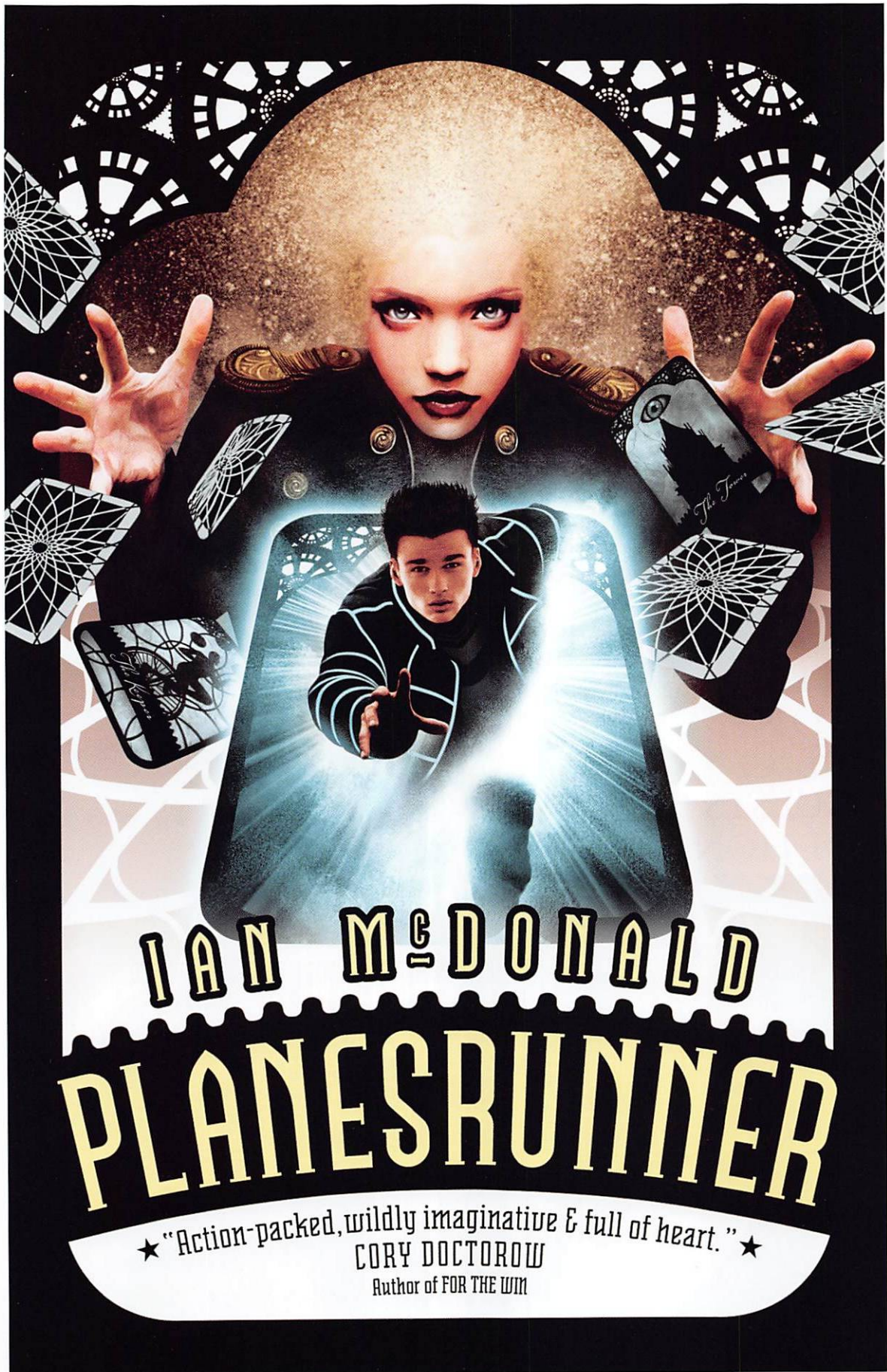
COVER ART FOR *A CANTICLE FOR LEIBOWITZ*
BY WALTER M. MILLER © JOHN PICACIO



COVER ART FOR *DROOD*
BY DAN SIMMONS © JOHN PICACIO



COVER ART FOR *MUSE OF FIRE*
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IAN MCDONALD

PLANESRUNNER

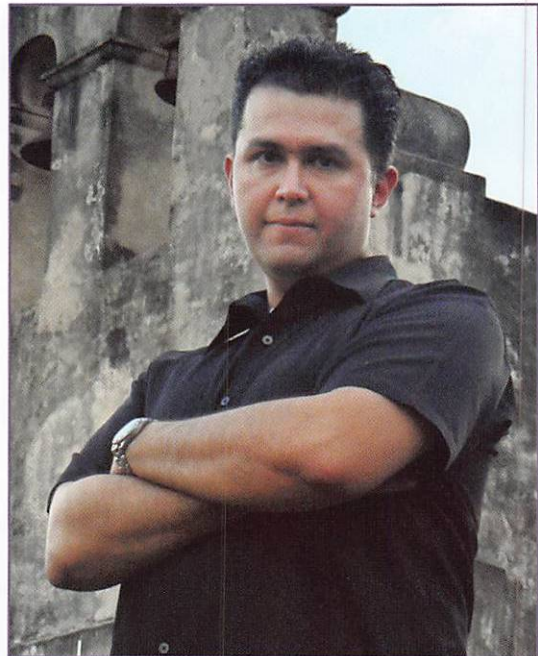
★ "Action-packed, wildly imaginative & full of heart." ★

CORY DOCTOROW

Author of FOR THE WIN

COVER ART AND DESIGN FOR *PLANESRUNNER*

BY IAN MCDONALD © JOHN PICACIO



Writer Guest of Honor

STEPHEN BAXTER

Artist Guest of Honor

JOHN PICACIO

Science Guest of Honor

BRIDGET LANDRY

Spotlight Publisher

DAW BOOKS

SHEILA GILBERT

BETSY WOLHEIM

NOR
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35
GUESTS
OF HONOR



In June 1986 I stayed up late to watch a World Cup soccer game. It didn't involve England, and it was dull, dull. 'Don't you dare go to bed!' the commentator chided at half time.

STEPHEN BAXTER

But I was only half-watching. With pen and paper, I was trying to work out a science fiction short story. I was 28 years old. I had been working on sf stories, on and off, since the age of 16, but I had yet to be published professionally. I'd decided I either had to take the craft seriously or else drop it altogether and find a healthier hobby. That was why I'd ploughed through a full-length novel (never published) in 1984, and why I was soon going to start a correspondence course in short story writing.

I called that story 'The Xeelee Flower'. I typed out a draft or two on the old manual typewriter my mother had given me long before, and sent it in to a new British science fiction magazine I had discovered, called *Interzone*. Then I waited for a rejection, as I had waited so many times before. But, to my astonishment and delight, *Interzone* bought the story, and asked for a follow-up. I think I'd come to imagine that after so many rejections, once I'd sold one story I would retire happy. But it wasn't like that. The euphoria dissipated fast, as I started to realise how much I wanted a second sale, and a third ...

I was born in Liverpool, England, in 1957. My father was a self-employed quantity surveyor, getting most of his work from the local Catholic church, building churches and schools to cope with the baby boom of which I was part. My mother gave up her work as a secretary when she got married. Our little nuclear family lived in a new house in a pleasant cul-de-sac in Roby, one of the nicer bits of a fairly deprived borough now called Knowsley. The local stone is a heavy crimson sandstone, and when I was small it was perpetually stained black by soot from the steam trains that ran along the embankment at the bottom of our road.

As a November baby I started primary school, just turned 5, in January 1963. We were tail-end baby-boomers, and Catholics. There

were great crowds of us. The playground was a bleak and featureless concrete plain on which hundreds of kids ran like herd animals. There could be ferocious bullying. One little gangster once led a lunch-time invasion of the Protestant school next door, armed with knives from the dinner hall. But this was the sixties, a happy, sunny time to be a kid; we had young mini-skirted teachers, and, immersed in the Beatles and the Beach Boys, I would be hooked on light pop forever.

As for sf I loved American *Superman* comics, and especially the Gerry Anderson science fiction puppet shows, including the mighty *Fireball XL5*, and the comics, books and toys that were spun off from them. The comic *TV Century 21* was a faux newspaper with news from an integrated future set exactly 100 years ahead; I don't think it's any coincidence that I would later develop my own 'future histories', starting from my first published story.

In 1969, aged 11, I was moved to a single-sex direct-grant grammar school in West Derby, Liverpool. It was (and is) a good school, but in those days it was run by a teaching order of monks, Irish Christian Brothers. I was hopeless at sport: good for nothing but being flattened during rugby training. But I quickly opened up when I found like minds with interests in astronomy and science fiction and space travel; a rare treat was to be allowed to watch the Moon landings on TV during the lunch break. I joined the orchestra and choir, helped start an astronomy society, and worked on the college magazine (my first publisher). I sang in a choir in Liverpool's Catholic cathedral. Once we sang 'Zadok the Priest' at the ordination of a new archbishop, before a great flock of bishops.

And meanwhile, there was the reading, and eventually the writing. I discovered and devoured an ancient set of Science Fiction Book Club novels in the school library. An early favourite was AE Van Vogt's *Voyage of the Space Beagle*, which reminded me of *Star Trek*. I actually got banned from the library for a while as nobody believed I was reading the books so quickly. (Much later, I was invited back to the school to open a new library; my name is on a plaque on the wall.)

My own story-telling slowly emerged. I would make up fairy stories for my little sister, and would draw comic books featuring now-forgotten TV heroes. My first 'real' story, produced at age 16, was called 'Barrier'. (Later I reworked the idea and sold it. With those early stories it was sometimes the execution rather than the idea that was weak.) I was much influenced by Asimov at the time, if only because of the autobiographical squibs he would place around his stories in collections like *Nightfall*; he made me realise that books weren't dropped from heaven, but were crafted by human beings, more or less like me.

And then in the classes of an English teacher called Arthur Kelly I was electrified to hear a tape of a radio play he had written for BBC Radio Merseyside. I had never met a *writer*. Arthur gave me crucial advice about the professional presentation of the work, thus setting me on a new road.

I kept working on my writing, on and off, as I progressed my education career. I took degrees in mathematics and engineering at Cambridge and Southampton. I taught for a few years in a sixth-form college, and then worked in industry, in the IT departments of organisations like BT and Nat West Bank. It's a fairly standard writer's story, I think, to bounce around restlessly. But it's also invaluable to do something other than write. I spent a few years commuting to London, during the *Wall Street* yuppie age of heroic consumption and idiotic waste. I got an insight into how Big Things get done in the real world: passion and jealousy and the exercise of raw power, with barely a nod to the organisation's nominal objectives. It was an insight I would later explore in space-programme novels like *Voyage* and *Titan*; I could never have understood NASA if I hadn't worked at places like Nat West Bank.

As for my writing, after The First Sale I upped my work rate. I discovered the small press and, once I had exhausted the professional markets, began to submit there, busily. You only got a few quid, but publication and feedback. In May 1989 I attended my first science fiction convention, one of a series called 'Mexicon'. I had always been put off by the inward-looking

feel of such events, but I was encouraged by a science fiction fan at work, and greatly enjoyed it, and meeting the UK sf community. Later that year my wife and I visited America, where we met authors like Fred Pohl and Tim Powers.

By now I was thinking of book publication, and considered expanding a short story called 'Raft' which I sent it to Malcolm Edwards at HarperCollins. I was impressed that such editors knew (and still know) of people like me, through following the short fiction outlets. It was the start of a working relationship with Malcolm that has persisted to this day. Thus I had become a novelist, and was on the treadmill of proposals, submissions, contracts and royalties where I labour still. At first I didn't quit the day job. I still didn't take it all too seriously; it had taken me too long to get this far, and besides the money was too small. But I was prolific, and felt confident.

In 1992 *Raft* was published in the US, which I felt was a great breakthrough for me. And in May *Raft* was nominated for the Arthur C Clarke Award, for the best science fiction novel published in Britain in 1991. The ceremony was held in Minehead, Somerset, Clarke's birth place. We all crowded into the small town's only large meeting place, a cinema, and my wife and I got to meet Clarke in person. Later we would collaborate on a novel together. It is very odd to work as a peer with someone whose books I read over and over as a kid; I think I was greatly influenced by his immense and beautiful ideas of human destiny, which seemed to offer an alternative answer to my Catholic education to the great questions of existence. Now, of course, I'm working with another hero in Terry Pratchett.

My writing income slowly picked up, while my 'regular' career became less satisfying. I left my last day job in 1995, to become a freelance writer.

To generate some input to help support the output, over the years I've got involved in projects and causes outside the pure writing, some of them not related to my work, such as a campaign for sign language rights for deaf people in the UK (I have a deaf nephew), and others as a kind of peripheral research, such as



projects in SETI and with the venerable British Interplanetary Society. I've tried to keep myself fresh by working in various sub-genres, in different universes of my own and in others. This year I have a number of books out, including a solo novel, the first volume of my collaboration with Terry Pratchett, a book on the science of the movie *Avatar*, and a Doctor Who tie-in novel! But I keep going back to the 'Xeclee' universe, which I suspect reflects my deepest influences.

My fannish activities reflect this too; it's good to revisit the roots. So I write essays on long-defunct comics for Fanderson, the Gerry Anderson fan club - and recently managed to place an essay in a glossy outlet on Fireball XL5, which for me, nearly fifty years ago, started it all.

REFLECTIONS ON *THE SCIENCE OF AVATAR*

The book is authorised; I've had the support of Cameron and his team, and access to some of their background materials. I met Cameron himself (or 'Jim', as I think of him now, ahem) when he came to London in March 2011 on a speaking engagement. We had breakfast in his hotel one Sunday morning, the idea being that after his meeting with me he would spend a free day seeing the sights of London with his daughter. Well, we ended up talking until noon. Cameron is undoubtedly an sf fan and enthusiastic about his own work, including the background detail. When I asked, 'Where do you get the antimatter from to run your starships?', he not only understood the importance of the question but actually had an answer. So it was a pretty gratifying meeting all round. (Not that I imagine the daughter was impressed with what became of her day in London, thanks to me.)

Due out at about the time of *Norwescon* is my latest book *The Science of Avatar* (Gollancz) on the science behind James Cameron's 2009 blockbuster.

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My wife and I first went to see *Avatar* in a multiplex cinema outside Newcastle in January 2010, with neighbours, complete with debrief later at Nando's. At the time I was just a member of the audience, before the commission for the book came along. Of course you can't defend *Avatar* as cutting-edge science fiction. It's a blurting-out of influences going right back to Edgar Rice Burroughs' Barsoom stories, which Cameron has named as a source of inspiration: this is another tale of a soldier on a strange low-gravity world with towering aliens and multi-legged beasts and beautiful humanoid princesses. The characters are sketches, the story straightforward with its simple moral on the nose.

But the visuals knock you out, and still do on repeated viewing, as I can attest. Even on first viewing I was blown away by the exhilarating scenes in which ex-marine Jake Sully's mind is released from his paralysed body and ported into an 'avatar', a three-metre-tall blue-skinned humanoid, and he goes running, leaping and flying with Neytiri, his alien princess, through the dazzling colours of Pandora, moon of a planet of Alpha Centauri. The fantastic voyage, the encounter with the alien and the alien world, even a dream of recovering youth and energy, are all taproots of sf, and will always have a visceral appeal. The movie was 'enchanting,' concluded my non-sf-watching neighbour.

And, as you'd expect, I'd defend the movie's science side. Much of it has been very well worked out, from the engineering behind the antimatter-rocket starship, to the life on Pandora. As former biologist Paul McAuley remarked to me, 'I saw it without preconceptions at a press screening, ready to grump mightily, but I did very much like the effects and visuals of a thoroughly thought-through set of ecologies (much derived from coral reefs I reckon).' Paul was spot on; Cameron's underwater visits to coral reefs were an inspiration for the visual side of the movie (but ironically, given the movie's themes, coral reefs are dying back: an ecological disaster but also a human one, as there will be economic losses for fisheries and tourist resorts, and coastlines will be left less protected from the ocean).

The movie was the product of some frank-

ly brilliant work by artists, designers, animators, and a backup team of biologists, aerospace engineers and other experts, right down to the professor of linguistics who designed the Na'vi language. For instance, the designers tried to give us a visual sense of the interconnectedness of the Pandoran biosphere. Think of the ubiquity of the touch response we see in many of Pandora's creatures, such as the 'shrinking-trumpet' helicoradian, and the way the mosses on the tree branches light up in response to Jake's footsteps, like a Michael Jackson video. Everything reacts to everything else, everything is connected, and you see that on screen.

Of course there was plenty in the movie you couldn't justify from a scientific point of view. For instance even though just about every other animal on Pandora has six limbs, four eyes, two 'neural whips' (for mind-links to other creatures) and breathing vents like a Harrier jumpjet, the Na'vi are more or less standard-issue humanoid. Well – you can claim 'artistic licence.' For the story to work Jake has to fall in love with one of these creatures, after all. The designers created a world that *feels* alien, yet with enough points of familiarity that the movie audience is not constantly floundering in strangeness. Thus a Na'vi's face has faintly catlike features: elements of the familiar used to give a *sense* of strangeness. But also, if you look at for example the online Pandorapedia background source, you'll find that characters in the *Avatar* universe are puzzled by the human-ness of the Na'vi too ... There are sequels and tie-in products to come, with plenty more to be revealed about the *Avatar* universe.

And then there is plenty in the movie that makes you think hard, if you try to figure how it might work.

Arguably the element that's the most challenging is the notion of the avatars themselves. How can the mind of a human, locked inside a coffin-like scanner, drive the brain of an alien body being running around the jungle kilometres away? The mapping of Jake's brain to an avatar body, which is more or less Na'vi, must require a lot of interfacing, beyond the basic spark-by-spark level of neural inputs and outputs, even beyond the higher-level mapping



of Na'vi experience to a human mind. Somehow the governing software must render the sensations of *being* a Na'vi into forms capable of being comprehended by Jake, at both sensual and inner levels.

In 1974 an American philosopher called Thomas Nagel published a paper that has become a classic, called 'What Is It Like to Be a Bat?' Exploring issues of consciousness and the 'mind-body problem' – how mind arises from the machinery of the body – Nagel argued that it's impossible for us to imagine how it must be to *be* a bat. Even imagining a transition from one form to another – to lose your sight, to have leathery wings strapped to your body, to be hooked up to a sonar system – is an artificial exercise. And (though Nagel didn't take his argument in this direction) the 'reductionist' idea that you could brain-scan a bat and download it into some computer store without it losing its sense of self as a bat begins to look a bit silly. Maybe we aren't just abstract information flows. Maybe everything about our cognition is shaped by the way that we're embedded in our bodies, because that's the way we apprehend the universe.

To restate Nagel's question: what is it like to be a Na'vi?

Neytiri's sense of herself and her world overlaps with the human, but is not identical. A Na'vi is humanoid, but is not human. Pandora is Earthlike, but is not Earth. A Na'vi may see shades of light for which we have no name, may smell things entirely unfamiliar to us. Her sense of her body would be like ours in general, with our shared four-limb plan, but would be different in particular; the Na'vi are taller, stronger, and are much more adept at tree-climbing than we are, and so must have more advanced proprioceptive faculties compared to us. Not to mention those prehensile tails.

Even deeper than that, the way we respond to situations depends on our whole bodies, not just our brains. Think of the early scene when avatar Jake, on his first assignment out of the human compound, is confronted by a hammerhead titanotheria, a rhino-like beast with a fero-

cious threat display. His instincts are to shoot, or to run. Now, this looks like a classic case of what the biologists call the 'fight-or-flight response'. Humans, and other animals, have very primitive, deep responses which are called into action on such occasions. If it were human Jake facing the hammerhead, the threat-laden sensory data would be sent *direct* to his brainstem, the deep old animal part, and a whole set of body responses triggered without conscious intervention: acceleration of heart and lung action, digestion slowing, sphincters contracting, a flooding of the muscles with nutrients. Fight-or-flight is a survival reflex; rather than waiting for Jake's brain to finish debating how dangerous the hammerhead is, the body is already prepared to start fighting, or running. Of course this system gives you false alarms – you might flinch back from a 'snake' that turns out to be a bit of old hosepipe in the grass. But better a false alarm than a delayed reaction that gets you crushed by a charging super-rhino. Most significantly, Jake would *feel* his body's alarmed reaction; he would be flooded with adrenaline, immediately alert; he would be panting, his heart hammering.

Now, if we suppose that a Na'vi-avatar body has some equivalent to the fight-or-flight response, driver Jake surely needs to 'feel' a similar inner feeling of alarm and alert. So whatever reaction the avatar body has *as a whole* to the threat of the animal must somehow be translated back to Jake's brain through the link. Otherwise Jake would feel like a passenger in a robot, able to witness his 'body's' fight-or-flight reaction but not sharing in it.

Under the moralising, under the basic plotline, even under the stretched science, what you're left with from *Avatar* is the visuals, and the elemental story. The movie's deepest themes are about release and freedom and discovery, timeless tropes and well realised. I saw my book on the science as an outreach project, if you like, to an audience who might never have seen or read much sf at all before – like my neighbours in Newcastle, in fact. And if *Avatar* is the first sf product you ever encountered, there are much worse introductions to the genre. ⚙️



A BIOGRAPHY

in the form of TEN QUOTES

1. On his own body of work so far: "Over the last ten years, I've averaged one major published science fiction, fantasy, or horror book cover artwork per month. That's not including all of the interior illustrations, editorial illustrations, and other artworks created and published during the same period. I've created cover art for books by Michael Moorcock, Dan Simmons, Harlan Ellison, Robert Silverberg, Joe R. Lansdale, Jeffrey Ford, Mark Chadbourn, L.E. Modesitt, Jr., James Tiptree, Jr., Frederik Pohl and many, many more. I've created major bodies of artwork for Star Trek and Moorcock's Elric saga. Doing all of the artwork for the 2012 George R. R. Martin / A Song of Fire And Ice calendar is probably one of the most significant works of my career so far. That said, I have a lot more to learn and a lot more mountains to climb."

JOHN PICACIO

2. On the tools of his trade: "I'm a hybrid artist. Most of my artwork starts in the real world using traditional pencils, paints, brushes and tools to create drawings and paintings. From there, those elements get scanned into the digital world to be composited and turned into a final work. I've created lots of art without a computer, such as standalone pencil interiors, full-color oil cover paintings and full-size shadowbox assemblages, but there's something about combining traditional and digital methods that offers fresh surprise every time I work. I never seem to do things the same way twice."

3. On advice to aspiring illustrators: "Don't worry about the word 'style'. Concern yourself instead with the word 'problem-solving.' Be a better problem-solver within your artwork, and through your artwork, and you'll make the world better than how you found it."

4. On favorite worktime music: "This playlist doesn't necessarily fit together as a global set,

but they're a few tracks that seem to get heavy rotation when I'm working."

Miles Davis / *L'Assassinat de Carala (Take 3)*
Girl In A Coma / *As The World Falls Down*
Boxcar Satan / *How Can A Poor Man Stand Such Times and Live*
Trent Reznor & Atticus Ross / *The Immigrant Song*
Rage Against The Machine / *Bulls On Parade*
Hans Zimmer & James Newton Howard / *Like A Dog Chasing Cars*
Hybrid / *Last Man Standing*
Leftfield / *Phat Planet*
Brian Eno / *An Ending (Ascent)*
Vangelis / *The entire Blade Runner soundtrack (25th Anniversary Edition)*

5. On Seattle: "I love this town. It's filled with good people, good art, and good food. That's a tough combo to beat. My first Norwescon was back in 2008 and the committee was warm and welcoming. It was a great con with great fans, terrific energy, and a very successful art show managed by the Boozes. Many friendships began that weekend. It was the best of what cons can be. It's good to be back here."

6. On his first days of fandom: "I still remember seeing *Star Wars* for the first time back in '77, and remember how much it meant to me as an 8-year-old. I used to come home from elementary school and watch *Star Trek* reruns after school like it was religion. DC & Marvel comic books were the sun, the moon, and everything in between. As time went by, my tastes and views in art, books, and films have altered and expanded, but I've never forgotten what it feels like when a piece of art shifts the axis of your entire world. That's the good stuff."

7. On his favorite creators: "During my school years, I became more interested in creators rather than just characters. As time marches on, there are certain artists, directors, musicians, and writers that remain constant on my radar. The list grows infinitely. All-time favorite works include (and the list is a lot longer than this): Ridley Scott's *Blade Runner* (film),



Jorge Luis Borges' *Dreamtigers* (book), Andrei Tarkovsky's *Sculpting In Motion* (book), Francis Ford Coppola's first two Godfather films, Wim Wenders' *Wings Of Desire* (film), the films of Guillermo Del Toro, and the artworks of Gustav Klimt, Moebius, N.C. Wyeth, Howard Pyle, George Pratt, Richard Powers, Wieslaw Walkuski, Zdzislaw Bekski, Dave McKean, Wiktor Sadowski, Sergio Toppi, Brad Holland, Gary Kelley, and Bill Sienkiewicz."

8. On awards: *His accolades include the World Fantasy Award, the Locus Award, four Chesley Awards, two International Horror Guild Awards, and two Asimov's Poll Awards for Best Cover Art.*

"Awards are not the reason I do what I do, but when they happen, they're one way of knowing that my art is connecting with people in a meaningful way. They're not the only way of recognizing that, but the reason I believe in working in the commercial art world is because it's gratifying to create art that can transcend market pressure, bring people together, and open new doors. I think great art responds to the larger world, and vice versa, but when it's transcendent, it has the potential to reshape it."

9. On the Hugo Award: *He's been nominated a total of eight times for the Hugo Award and seven consecutive years in the Best Professional Artist category, BUT has yet to win the Hugo.*

"In the 56-year history of the Hugo Awards, only sixteen artists have ever won in the Best Professional Artist category. Think about that. Ponder the math. Would I be ecstatic to be a part of that history? Sure – who wouldn't? I know what the award means. But the voting is a people's choice, and they decide. It's not up to me. All I do is just work, and try to be better today than I was yesterday."

10. On upcoming works: "Subterranean Press is publishing new limited editions of Dan Simmons' Hyperion series. I'm doing new cover illustrations and endpapers for all of them. I'm cover-illustrating Ian McDonald's Everness series, his first YA series, as well as Brenda Cooper's new novel *The Creative Fire* (both from Pyr). All of the above will release in 2012,



along with Mark Van Name's amazing novel *No Going Back* features a piece of my artwork that comments on the post-traumatic stress syndrome suffered by soldiers. 2012 will be the year that I also build new creator-owned works that I hope to unveil in the coming months." ☀

Share a high point of your career and/or a favorite memory of a previously attended convention.

I think the high point of my career has got to have been the successful landing of Mars Pathfinder on July 4, 1997.

BRIDGET LANDRY

Pathfinder was the first of the “faster, better, cheaper” missions. We were landing on Mars in a totally new, unproven way, and we had way fewer people and less money with which to do it than had ever been tried before. While everyone was for the basic idea of these smaller missions, no one knew if we could actually DO it, and I think that, in part was our salvation. Just in case we ended up as a smoking hole in the ground, most people not actively working on Pathfinder distanced themselves from the project—which allowed us to get on with the job. The day we landed, I remember my face hurting because I was smiling so hard for so long.

As for a favorite memory of a convention, I'd have to say that an experience I had as the science GOH at Convergence in Minneapolis stands out. It was my first time at that convention, so I met people, including my liason, for the first time the night before the con started. The next day, I arrived, in costume, early to my first panel and was chatting with some of the committee members in the hall, when my liason came up to the group and said to the others, “If you see Bridget, please tell her that her first panel is in this room.” I think that is one of the best tributes to my costuming skills that I've ever received!

Which invention/discovery would you like to go back in time and take credit for, and why?

Definitely the wheel. Totally useful, very simple, elegant idea. Very few folks go through a day without interacting with one. And, at the risk of sounding like I'm male-bashing, I am completely convinced that a woman invented it: the guys were all showing off how much they could carry, and she just needed to get something from point A to point B.

Three books you'd recommend to anyone, and why:

This is such a tough question, because many of my favorite books are part of a series, and don't make nearly as much sense out of context. Also, books are highly personal, so finding a book with universal appeal is a challenge.

That said, I think *Mirror Dance* by Lois McMaster Bujold reaches a very high level of writing and touches on the human condition in ways that are very powerful, even if you haven't followed the characters though all the previous novels. (Though I will say that Ms. Bujold—strongly objected when I described her work this way; said that made her work sound boring and would not encourage folks to read it.)

In non-fiction, I would say *Guns, Germs, and Steel* by Jared Diamond, because it changes how you think about the beginnings of things. Also, *The Fourth Turning* by Neil Howe and William Strauss, because it gives a different context to the last 100 years of western history.



THE IMPORTANCE

of *BEING ABBY*

For Halloween this year, despite the fact that I'd been on my new project for less than three months, I dressed up as Abby from NCIS at work. The responses were about evenly split between a short pause when someone first saw me, then an exclamation of, "Abby!"; and, after a full explanation of who I was, the comment, "Oh, I don't watch TV." With one of these latter folk, I got into a discussion of just who Abby was, and was really caught off-guard by his question, "Is it a comedy?" The comment distressed me, so I've been thinking a lot about it ever since, and I have come to the conclusion that Abby's work here is not done.

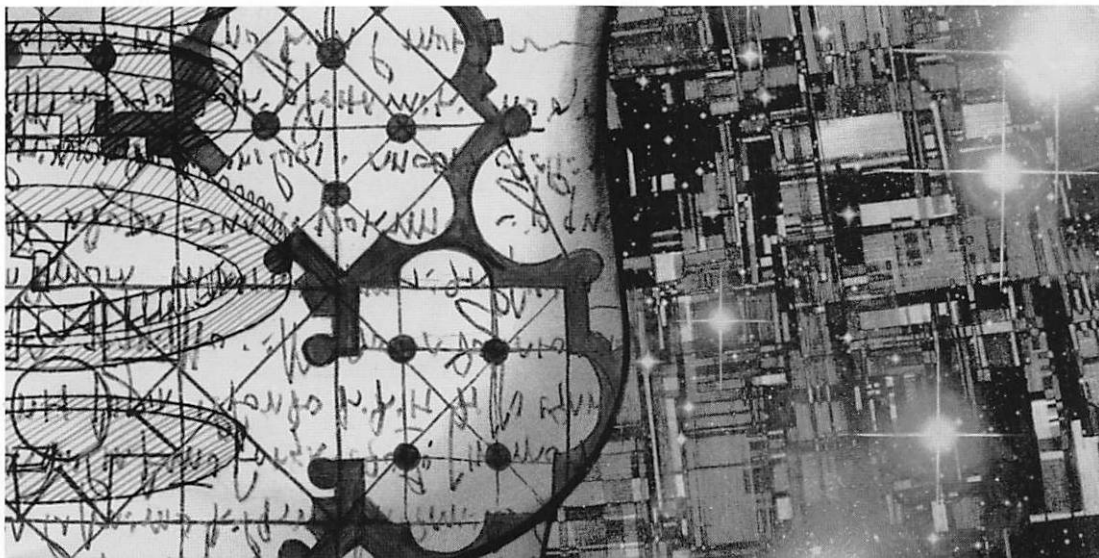
When I was a kid, the roles women played on TV were pretty limited: mom/wife, nurse, school teacher, nun ... and that's about it. Maybe bank teller and crime victim, screaming and needing to be rescued. After a while, we made progress: there were women as cops (in an evolutionary spectrum from Charlie's Angels to Police Woman to Cagney & Lacey to Law & Order), lawyers, doctors; usually a small, but present percentage. SF/F shows have had a little more scope, ranging from Uhura, to Willow and Buffy, to Xena, to Captain Janeway and B'Elanna Torres from Voyager, and Zoe on Firefly. But in looking at Abby, and why she appeals to me as a technical woman, it occurred to me that she is pushing a boundary I've been battering for years: what is a smart, technical woman *allowed* to look like?

For years, I've given technical talks at SF cons in a variety of outfits, from a saloon hall girl to Victorian underwear to a silver lame Star Trek gown to alternate universe Star Trek

characters. I've heard that it can be very surreal to see one of these talks; one friend likened it to seeing the picture from one TV channel and the sound from another. The important thing is that every time someone saw one of these talks, their idea of what a technical woman looks like was broadened. And that's not just important for people who deal with technical women—it's *vital*ly important for the little girls, and not so little girls, who may one day grow up to *be* those technical women.

If the only role model you saw for a scientific/technically apt woman was Scully or Bones (of the show of the same name), some subset of girls would be very comfortable with that. (I know I would have been, had they been around when I was impressionable.) However, more of them would feel that that sort of career wouldn't be good for them because that's not how they see themselves, nor how they *want* to see themselves. Abby is important, not because I think all little girls with a technical bent should grow up to be goth forensic scientists, but because that should be within the realm of possibility. Because what music you listen to, the color and style of your hair, and what clothes you wear do not affect your abilities in logical/deductive thought and thus should not keep you from a technical career. Because you shouldn't have to always be serious, always be straitlaced; you should be allowed to have fun, to enjoy your job; to be enthusiastic and perky-*without* having to fetch the coffee. ⚙️

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In my house if you weren't reading science fiction and fantasy as soon as you could read, you were probably adopted. Since I wasn't adopted I had read quite a bit within the genre before I even hit my teen years. So it's not too surprising that I started going to science fiction conventions at the age of thirteen. My sister Marsha was married to Charlie Brown at the time, and they took me along to my first Lunacon (in Manhattan). Little did I realize how much that convention would change my life. It was at that Lunacon that I met Don, Elsie, and Betsy Wollheim. Over the following years, Betsy and I would run into each other at conventions, perhaps the most memorable being when we both

SHEILA GILBERT

took part in the Galaxy of Fashions at the 1967 Worldcon in NYC.

Conventions have been very good to me. Not only did I meet many people who became lifelong friends through attending cons, but it was also how I met my husband: artist, game designer, and writer Mike Gilbert.

Seven years after I met the Wollheims, Don gave me my first job in publishing as his editorial assistant at Ace Books. It was incredible, I was actually going to get paid for reading the books I would have been reading anyway.

In 1971, Don left Ace and founded his own company DAW Books, Inc., and in January 1972, I also moved on, joining New American Library's copywriting department. Eventually I became the editor of the Signet Science Fiction line (which later became ROC). DAW's offices were on the same floor as mine, and by then Betsy was working full-time at DAW. Everyone needs to get away from their family at times, and Betsy used to hang out in my office whenever she wanted a breather.

In 1985, Don became critically ill, and in July of that year I moved from NAL to DAW to help out, and I've been there ever since.

SPOTLIGHT PUBLISHER

Sheila Gilbert & Betsy Wollheim

As the daughter of Donald A. Wollheim, I grew up in the world of science fiction professionals. Attending my first convention in 1958 at the age of six, the most memorable things to me were the large number of men's black trouser legs, and a giant African millipede. I was very impressed by the millipede. At the tender age of fourteen, I was given my first professional copyediting job working for my father at Ace Books. Not only was I forced to read Westerns, but my father made me read them twice—once straight through for grammatical, punctuation, and consistency errors, and then again *backwards* to catch the spelling errors. I'm still not sure which way they read better. I also

BETSY WOLLHEIM

don't know whatever happened to my freelance fees....

Listening to discussions of publishing, whether about authors, trends, competitors of my father, or corporate politics, were daily dinner table banter at the Wollheim house. Every night I fell asleep listening to the thundering unevenness of my dad's eccentric two-fingered typing.

During my teenage years I attended numerous SF conventions culminating in what I thought was the best convention of all: Baycon 1968. After that con (where I had the shortest skirt of any girl there) I decided that no convention could ever stack up to that wonderful con-of-all-cons, and decided never to attend another convention again. That didn't last long!

Growing up in a home with over ten thousand science fiction and fantasy books was an adventure. Especially since I wasn't allowed to touch the books. Thankfully, Dad did help out by hand-picking books for me, and I managed to bury myself in vast quantities of obscure and now antiquated books, very carefully, and one at a time!

After college, where I majored in English Lit and Photography, I began work as a proofreader at one of the last hot-type printing houses in Cambridge, Mass. Alas, I was made obsolete along with all of the hot type department when the Harvard Magazine went to “cold type.” Shortly thereafter, I worked as a proofreader and darkroom technician for a printer working with one of the very first printing computers. An enormous room-sized machine that produced one proofed page at a time, this first computer made half a dozen new errors for every error it corrected, keeping the staff there through long night after long night.

Exhausted, I moved back to New York City, where my parents had survived the first four years of their new enterprise: DAW Books. “Until I found a different job” I started work in an office at DAW located between my mother’s office and my father’s office. Needless to say, that “other job” never came to be! I was twenty-three years old, so working sandwiched between my parents was far from a heavenly situation, but I survived because of two things. The first was my love for the work—as an English and Art major I seemed singularly well suited to help run both the editorial and art departments along with my dad. The second thing was my ability to seek refuge in the office of my long-time friend from convention days, Sheila Gilbert. Sheila and I engaged in many satisfying bonding and bitching sessions. Thanks to Sheila, I survived!

And in April of 1985, after working for my folks for a decade, Don became critically ill, and I took over his desk. It was a brutal year, but ultimately a good one. Don survived (though he never worked again) and in July Sheila joined DAW. The rest is history.

Together Betsy and Sheila run DAW Books. They are co-publishers and the owners of the company as well. Sheila and Betsy are proud of all the authors they publish, and consider all these talented writers to be part of the ever-growing DAW family. They wouldn't trade their jobs for any other career and can hardly believe that this month marks the 40th anniversary of the publication of DAW's very first books.

To learn more about DAW Books and our authors, visit the website: dawbooks.com



NORWESCON 35 PROFESSIONAL PANEL MEMBERS

ALEXANDER JAMES ADAMS

Unleashed from the land of Faerie comes the heir to Heather Alexander's music and magic. A.J. Adams is a fiery Celtic fiddler with a compelling voice to enchant audiences of all ages. With songs and stories of the otherworld, Alexander James inspires his audiences to make their dreams come true and look for the wonders within. From tender love songs to rowdy brawls, gentle Irish airs to rockin' reels, he brings ancient legends to the mortal world in true bardic style, proving once and for all, the magic never dies!



ALMA ALEXANDER

Alma Alexander is a novelist, short story writer and anthologist whose work has appeared in more than 14 languages worldwide. Her books include *The Secrets of Jin Shei*, *Embers of Heaven*, *The Hidden Queen*, *Changer of Days*, the YA Worldweaver trilogy, *Midnight at Spanish Gardens*, and a multitude of stories in a number of anthologies and magazines. Find out more about her at AlmaAlexander.com or anghara.livejournal.com.



JOHN P. ALEXANDER

John wears many hats and uses a different name for each one. He is a paleoanthropologist currently employed on the Seventh Level of Hell. (Shh, don't tell his mother.) He sees the world in terms of deep time. His long-term research work involves fossils that are 50 million years old. He has had a fantasy novel published under an ironclad pseudonym; but is looking for a new publisher. He is a cartoonist and an illustrator. He also produces award-winning fantasy sculptures. He hopes that you will see his work in the Artists' Alley and the Norwescon Art Show. He likes to liven up dull panels at conventions, but some people do not like their oxen to be gored. Don't expect the mundane from him.

DARRYL AOKI

Darryl is an SCA member and has been a historical fencing student for about seven years.

K.C. BALL

K.C. Ball lives in Seattle. Her short fiction has appeared in various online and print publications, including *Analog*, *Lightspeed*, and *Flash Fiction Online*. K.C. won the L.R. Hubbard Writers of the Future award in 2009. She is a 2010 graduate of the Clarion West Workshop and an active member of the Science Fiction & Fantasy Writers of America. *Snapshots from a Black Hole & Other Oddities*, collection of short fiction, is available from Hydra House Books. She is publisher and editor of *10Flash Quarterly*, an online genre flash fiction magazine.



MATT BAMBERGER

Matt recently suffered a catastrophic injury while field-testing the world's largest margarita blender. Although doctors were able to save his life, they were forced to amputate his biography. Matt currently lives a life of mystery while he waits for a compatible biography donor.



DONNA BARR

Donna Barr is the author of the classic drawn-book series *The Desert Peach* and *Stinz*, that continue in the series *Afterdead*. Yes, she will take commissions (art, comics, or writing) and she has art for sale. She's never missed a deadline. Her books and stuff are available at many sites; find links at donnabarr Search Bookstore. Go to [Facebook](https://www.facebook.com/ClallamBayComicon) and look up "Clallam Bay Comicon" (Also known as "Comic Sans").



WOLFGANG BAUR

Wolfgang Baur began his career at TSR and is the publisher and founder of Open Design, the collaborative game design company. He has edited *Kobold Quarterly*, *Dragon*, and *Dungeon Magazines*, and is the publisher of the *Kobold Guide to Game Design* series. He is the author of dozens of award-winning adventures for Pathfinder and four editions of D&D, as well as short stories, card games, and magazine articles. His world building includes foundational work on Dark**Matter*, *Planescape*, and the Midgard campaign setting. Wolfgang is the winner of the Diana Jones Award for Excellence in Gaming, and can be found online at koboldquarterly.com.



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 Cherie Priest as "a work of art." Producer J.J. Abrams is developing a feature film based on *Boilerplate*. Anina and Paul also created the groundbreaking science fiction graphic novel series *Heartbreakers*. Their new book, released in February 2012, is *Frank Reade: Adventures in the Age of Invention*, the story of a 19th-century dime novel star who was the world's first science fiction hero. Anina is a recovering comic book editor, having previously toiled for publishers such as First Comics and Dark Horse Comics.

CAROL BERG

Carol Berg majored in mathematics at Rice University, so she wouldn't have to write papers. But just to make sure she had time to keep reading, she took every English course that listed novels on the syllabus. Somewhere in the midst of raising three sons, earning another degree - this time in computer science - and a software engineering career, writing became a hobby and then a new career. Carol's thirteen mythic fantasy novels have earned national and international acclaim, including the Geffen, the Prism, and multiple Colorado Book Awards. Her duology, *Flesh and Spirit* and *Breath and Bone* won the 2009 Mythopoeic Fantasy Award. Carol's *Novels of the Collegia Magica*, have garnered starred reviews from *Kirkus*



and *Publishers' Weekly*. The newest volume is *The Daemon Prism*. Carol lives in Colorado at the foot of the Rocky Mountains.

BEWARETHESMIRK

bewarethesmirk is a Seattle resident, and an enthusiast of escapism. Fandom has been her home for six years. She writes and reads in a number of fandoms, including but not limited to Harry Potter, Merlin (BBC), Sherlock (BBC) and Supernatural. She enjoys meta and fannish discussion on a broad range of topics, especially LGBT and gender issues.

FORREST BISHOP

I've been an inventor for as long as I can remember. I invented Microscale Laser Sails, the Bishop Ring space megastructure, the Starseed Launcher, an interplanetary transportation network, and a self-replicating machine among other things. One invention is called Bishop Cubes, a type of shape shifting matter that makes a novel kind of machine and a great puzzle. Look at them over at bishopcubes.com. I've contributed to or studied outer space development, nanotechnology, digital animation, TEM wave electricity and magnetism, auto repair, plasma cosmology, animal locomotion, Austrian School economics, psychology, law, history, machine design and automation, linguistics, biology, evolution, monetary theory, physics, and some other things. I could continue, as merely listing my many fine qualities and vast contributions to society - not the least of which is a deep study of narcissism - would require a building the size of the Library of Congress. But they said the bio "...should be no more than 150 words in..."



JESSICA "GIGI" BLAIR



Jessica has seen the game industry through the eyes of the little guys, the evil empires, and the 800-pound gorillas. She began her career as a gaming professional in 2001 at Games Workshop, and has since worked at Wizards of the Coast and Looney Labs in both sales and marketing roles. Jessica is currently the V.P. of Sales, Marketing, and Licensing at Sandstorm Productions, a table-top game company founded in 2010. She loves the challenges and opportunities of managing licenses and negotiating new licensing deals. Her expertise within the industry gives her a unique insight to find the white-space in the marketplace, and the vast contact network to bring concepts into reality and place great games on shelves.

SHEYE ANNE BLAZE



Sheye Anne 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, polyamorous, 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

Chris has lived in Seattle for nearly a decade, and in that time has never seen the Needle, though not for lack of trying. He has discovered no sasquatches either, though the quest continues, just as soon as he can locate another team as fooli-- er, daring as the previous group.

S. A. BOLICH

S. A. Bolich is a full-time freelancer, former riding instructor, and military intelligence officer who writes fantasy, alternate history, and the occasional strange science fiction. Her work has appeared in *Beneath Ceaseless Skies*, *On Spec*, *Damnation Books*, and many other magazines and anthologies. Her first novel, *Firedancer*, was released in September 2011,

with Volume 2 of the series, *Windrider*, appearing in April 2012. Learn more about her work at sabolich-books.com.

KATHARINE BOND

Katharine Bond is a feminist attorney with a long-standing and deep-seated passion for science fiction. Her first TV love was *Dr. Who* on PBS. Currently, she still loves *Dr. Who*, *Stargate*, *Fringe*, and too many books to mention.

LOGAN BONNER

Logan Bonner freelances as a game designer, writer, and editor. He got his start working on Dungeons & Dragons 3.5 and 4th editions. His game *Refuge in Audacity* mashes up terrible 90s comics and role-playing games into a rules-light Munchkinfest satire. Find him on Twitter, where he's @loganbonner.



CLINTON J. BOOMER

Clinton J. Boomer resides in the quaint, leafy, idyllic paradise of Macomb, Illinois. He began writing before the time of his own recollection, dictating stories to his ever-patient mother about monsters throwing children into garbage cans; he was first published in the ENnie Award-winning *Pathfinder Chronicles Campaign Setting* from Paizo. Boomer is a writer, filmmaker, and bartender; his short comedic films, the *D&D PHB PSAs*, have been viewed a million and a half times. A member of the WereCabbages creative guild, he is a contributor to Rite Publishing, Sean K. Reynolds Games, Reality Deviants Press, Zombie Sky Press, Legendary Games and the Hellcrashers setting, among others. His debut novel *The Hole Behind Midnight* was released in 2010; Daniel O'Brien, columnist for *Cracked.com* and contributor to the New York Times bestseller *You Might Be a Zombie* called it "... Raymond Chandler meets Douglas Adams by way of a fantasy nerd's fever dream. And it's AWESOME."



JANET BORKOWSKI

Janet Borkowski hates writing bios; but will say this, "I am a Portland area costumer and beadwork artist, I am also a professional psychic and tarot reader." She was part of the award-winning masquerade presentation "Semi-Precious," at the 2011 Worldcon in Reno, while reliving her glory days in the Ziegfeld Follies of 1915 (She looks great for her age, huh?) In her spare time she posts silly comments on her friends *Facebook* walls.

ARTHUR BOZLEE

An expert in the private development of spaceflight, Bozlee brings three decades experience in aerospace engineering. A rather bombastic man noted for outrageous opinions, lively discussions, and a willingness to laugh. Currently he is in training to fly the XCOR Lynx on a suborbital spaceflight as a flight engineer. Bring your questions!

MIKE BRENNAN

Mike Brennan is in touch with his inner nerd. He works as a Radiation Health Physicist, a job title he was never able to explain to his grandmother. Mike is a retired Navy Lieutenant Commander, having spent 20 years in the submarine community. He has written several short stories, including "Autoerotica", in the *Tomorrow Project* anthology.

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 the 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. He has been playing RPGs since 1975; and has playtest and contributor credits in the Shadowrun (TM) and TORG (TM) systems.

JENNIFER BROZEK

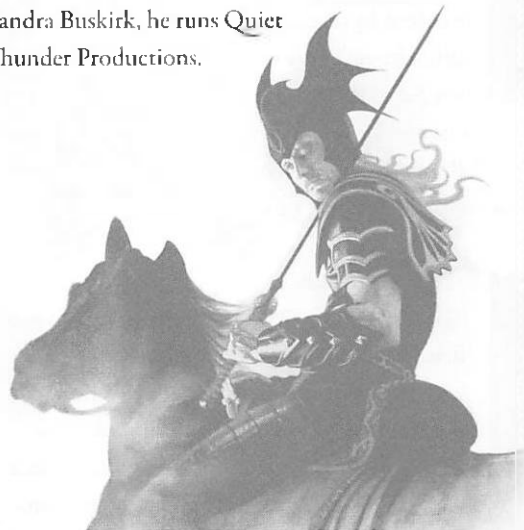
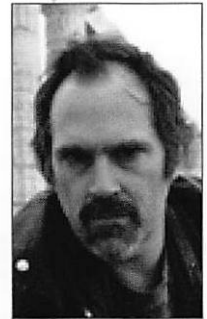
Jennifer Brozek is an award-winning author and editor. She has been writing role-playing games and professionally publishing fiction since 2004. She has won awards for both game design and editing. With the number of edited anthologies, fiction sales, RPG books and the non-fiction articles and books under her belt, Jennifer is often considered a Renaissance woman, but she prefers to be known as a wordslinger and optimist. Read more at her blog:
jennifer-brozek.livejournal.com



SATYROS PHIL BRUCATO

Satyros Phil Brucato (aka Phil Brucato, SatyrPhil, or simply "Satyr") began storytelling as a little kid who had more dinosaurs than God. Years passed before he sold his first short story to a major publisher; but by 1993, when he joined White Wolf Game Studios' pack of leather-clad degenerates, he'd established a small but growing voice. Since then, Satyr has continued writing, ranting, publishing, and occasionally biting the heads off small furry animals that vote Republican.

Best-known as one of the original World of Darkness creators, Satyr has published stories, games, comics, journalism, reviews, interviews, political tirades, advertising, and even porn. His most recent work includes the webcomic *Arpeggio* (with Bryan Syme arpeggiothecomix.com); RPG sourcebooks *Goblin Markets* and *Powerchords*; the paranormal romance novella *Dream Along the Edge* (under the name Cedar Blake); "The Green Tunnel" in the Lovecraftian collection *Maelstrom*; and his political blog on Daily Kos (dailykos.com/user/Satyrblade). With his partner Sandra Buskirk, he runs Quiet Thunder Productions.



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. Since then, Jason has published dozens of articles and adventures in *Dragon* and *Dungeon magazines*. His RPG design credits include Dungeonscape, Elder Evils, Expedition to the Ruins of Greyhawk, Pathfinder Chronicles Gazetteer, and Secrets of Xen'drik. He is the Lead Designer of the Pathfinder Role-playing Game. His work has earned one Origins Award and over a dozen ENnies Awards.

SHON C. BURY

Shon C. Bury broke into the comic book industry as a writer at the tender age of 22. Career highlights include creating *Black Ops* with Jim Lee and Dan Norton, working with Colleen Doran on Marvel's *Power Pack*, writing for *Superman Adventures* and *Cable*, and recently completing his first original graphic novel, *Nox*. Shon continues to write in and around comics while he manages his bad ass production studio, Space Goat Productions.

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. Her father added to those passions by teaching her how to hold a camera still. She currently lives in Seattle with her partner Satyr, their accidental publishing company, two cats and a snake. Her favorite toys are her Sony DSLR (and its several lenses), her editing pen, and the software for making everything pretty.



TED BUTLER

Ted Butler has written five books in his science fiction Belt Republic series. Book One starts with swimming pool, three teens, six hundred pounds of dessert gelatin, and a prank gone wrong. Ted has been a computer consultant, a salesman, a teacher, a technician, fought com-



puter 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.

COSPLAY OF DEATH*STAR

Death*Star is a Nerdcore Hip Hop trio and Cosplay is one of the MCs. A geek from childhood, he exists purely as a walking cartoon muppet disguised cleverly in the guise of a real human being. This will be Norwescon round 3 (third year running) and he couldn't be more excited to be here.

ERIC CAGLE

Eric Cagle is a professional game designer, writer, and editor. Spawned in primordial ooze that was Wizards of the Coast in the mid-90's, Eric wrote and designed for Dungeons and Dragons, Star Wars Role-playing Game, d20 Modern, Magic: The Gathering, Warhammer Fantasy Role-playing Game, Hollow Earth Expeditions and numerous other game systems. Over the years, Eric has moved on to the world of video game design and development. He's currently unraveling the secrets of games in the world of mobile entertainment. Eric lives in Seattle, where the coffee is as dark as his goddesses.



KURT CAGLE

Gods, I hate writing these things. Father of two girls and adopted father of a girl cat. Builder of information systems for the Library of Congress and the U.S. National Archives. Blogger, whatever that means in this day and age. MarkLogic Consultant. Writer of several short stories, a novel awaiting final tweaks, and eighteen books on computer technology. Brother of game designer Eric Cagle - he's ahead on published works, but I've written more words. So there, nyah! Steam-punk aficionado, seeker after mermaids, cosmology and economics junkie. Systems theorist. Me.



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's comfort. After running away to the city, she's currently content living a decadent urban life with a spouse, two teenage sons, a couple cats, 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.



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 3d art ideas. His work is fanciful, often humorous, and 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 Dealer's 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...).



CHRISTOPHER PAUL CAREY

Christopher Paul Carey is the co-author with Philip José Farmer of *Gods of Opar: Tales of Lost Khokarsa* (Subterranean Press, 2012). He is an editor with Paizo Publishing and their Planet Stories imprint, and the editor of three collections of Philip José Farmer's fiction from Subterranean Press: *The Other in the Mirror* (2009), *Venus on the Half-Shell and Others* (2008), and *Up from the Bottomless Pit and Other Stories* (2007). His short fiction can be found in such anthologies as *Tales of the Shadowmen: The Vampires of Paris* (Black Coat Press, 2009), *Tales of the Shadowmen: Grand Guignol* (Black Coat Press, 2010), *The Worlds of Philip José Farmer 1: Protean Dimensions* (Meteor House, 2010), *The Worlds of Philip José*

Farmer 2: Of Dust and Soul (Meteor House, 2011), and *The Avenger: The Justice, Inc. Files* (Moonstone Books, 2011). Chris and his wife live in Seattle.

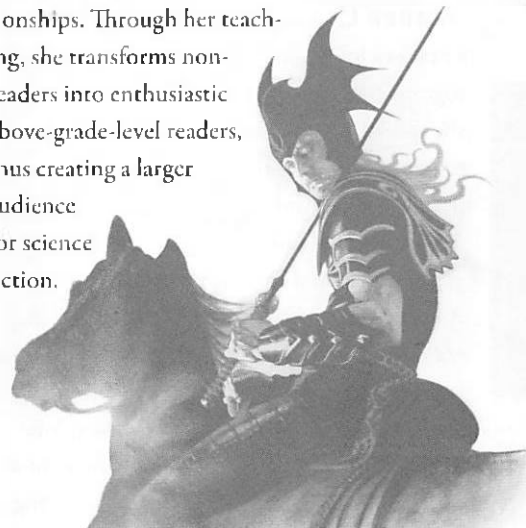
ADRIENNE CARLSON

Adrienne has over two decades of experience in medieval recreation including costuming, archery, and period lifestyles. As part of her involvement in the SCA, she has created dozens of medieval costumes and has recently branched into steampunk and fantasy costuming. She is an herbalist and even makes her own tea blends and tinctures. Her sci-fi collection runs to several thousand volumes, but that doesn't stop her from working on her own short stories and novels. As an avid gamer, she has dominated everything from first-person shooters to pen and paper role-playing games. While living in the Cherenkov radiation glow of Hanford, WA, Adrienne manages to travel to most of the cons and major events within a six hour drive.



EVA-LISE CARLSTROM

Eva is running to keep up with the needs of a poly family of six with two small children and a 100-year-old house. She is proud that her daughter Deirdre is a panelist in her own right. She loves brains, language, communication, and useful metaphors. Her life purpose is helping people become smarter and happier. She plans to keep getting better at it for at least the next 62 years. Her current favorite tools for self-improvement are Health Month, long involved conversations with her husband Mickey, and applying models from her online AI class to interpersonal relationships. Through her teaching, she transforms non-readers into enthusiastic above-grade-level readers, thus creating a larger audience for science fiction.



ORCHID CAVETT

Orchid's mother passed on the legacy of loving to dress up in costume at a very young age. This meant she had to "sew," yikes, but sew she did. She didn't know that there were cons that you could go to and "dress up" until she joined a star trek group many cons, well....not cons ago, but many years ago. Then she met a friend who introduced her to the SCA and Cons! Her first costume was for an Orycon masquerade and from then on she was hooked. She loves costuming and sharing what expertise she has gathered through the years by trial and error. She'll see you at the cons!



CHARLES "ZAN" CHRISTENSEN

Charles "Zan" Christensen is the publisher of Northwest Press, a publisher of lesbian, gay, bisexual and transgender graphic novels and comics collections that was founded in 2010. Northwest Press' first two books were honored as Lambda Literary Award finalists, and *Teleny & Camille* took home the award for Gay Erotica. Christensen is the co-creator of the anti-bullying comic *The Power Within*, with artist Mark Brill. For their work on the book, which is distributed for free to schools and other youth service organizations, the two were honored by *OUT Magazine* in their "OUT 100" for 2011. Christensen and Brill also co-create the erotic thriller series *The Mark of Aeacus*, co-published by Northwest Press and Class Comics. Christensen is the current President of Prism Comics, a nonprofit supporting LGBT comics and creators.



AMBER CLARK

Amber takes a lot of photos. She is one of the photographers at Stopped Motion Photography and she specializes in fine art and live event photography including theater, dance, and musical performances. Amber has a deep love of playing with highlights and shadows in her photographic work and turning perception on its ear. Amber's work with Jennifer Brozek on the *Edge of Propinquity* had netted her a few awards since its beginning in 2006. Amber's current project is *Tribal Markings* (tribalmarkings.us), an exploration of belly dancers and their tattoos. When not at shoots, Amber spends her spare time belly dancing,



performing burlesque, and producing burlesque and cabaret shows. She writes software, plays games with her family and loved ones, and is a sex positive activist. She lives in Kirkland with her partner and four of her children, three of which are cats.

TINA CONNOLLY

Tina Connolly lives in Portland, Oregon with her husband and baby boy. Her stories have appeared in *Strange Horizons*, *Fantasy*, *Beneath Ceaseless Skies*, and the anthology *Unplugged: Year's Best Online SF 2008*. Her debut fantasy novel, *Ironskin* (steampunk Jane Eyre with fairies) is forthcoming from TOR Books in Fall 2012, with a sequel in 2013. She is a frequent reader for Escape Pod and Podcastle, and is narrating a 2012 flash podcasting venture called Toasted Cake. In the summer she works as a face painter, which means a glitter-filled house is an occupational hazard. Her website is tinacconnolly.com.



ASHLEY "NERDTASTIC" COOK

Ashley moved from Nashville to Seattle to be around bookworms, geeks, and gamers. She was successful in this endeavor and is currently in her third year as the comics track lead for Norwescon. She writes about all things nerd at GiantFireBreathingRobot.com, mostly reviews of comics and graphic novels. She is currently working on a comic with Wednesday Wolf, due out in early spring. Ashley has a weakness for classic sci-fi and is highly resistant to frost. Find her as nerdtastic on Twitter.



MONTE COOK

Monte has worked as a professional writer for more than 20 years. As a fiction writer, he has published numerous short stories, comic books, and two novels, and attended the Clarion West SF&F Writer's Workshop. As a nonfiction writer, he has published *The Skeptic's Guide to Conspiracies*. Furthermore, as a game designer, he has written hundreds of books and articles. Monte is best known for *D&D 3rd edition*, he also designed *Heroclix*, *Ptolus*, *Arcana Evolved*, *Monte Cook's World of Darkness*, and many more. In his spare time, he investigates the paranormal as one of the Geek Seekers, a web series he helped create.



DIANA "OLDENUF2NB" COPLAND

Diana Copland began writing in the seventh grade, when she shamelessly combined elements of Jane Eyre and Dark Shadows to produce an overwrought Gothic tale that earned her an A- in creative writing, thanks entirely to the generosity of her teacher. She wrote for pure enjoyment for the next three decades before discovering LiveJournal and a wonderful group of supportive fanfiction writers, who after gifting her with a "Best New Author" Award encouraged her to try her hand at original gay fiction. Born and raised in Southern California, Diana moved to the Pacific Northwest after losing a beloved spouse to AIDS in 1995. She lives in Eastern Washington near her two wonderful adult children and her surprisingly supportive parents.



BRUCE R CORDELL

Author of *Sword of the Gods* and *Spinner of Lies* (plus other novels), D&D game designer, science groupie, martial arts dilettante, and stumbler through life's thorny briars. Find out more at brucecordell.com

LEAH CUTTER

Leah Cutter's first novel, *Paper Mage* (Roc 2003) is set in China, during the T'ang dynasty, around 837 A.D. Her second novel, *Caves of Buda* (Roc 2004) is set in Budapest, with many different time periods, including pre-Christian Hungarian mythology, Roman magic, World War II, and 1957, when the Russians came back to Hungary. Her third novel, *The Jaguar and the Wolf* (Roc 2005) is set in the Yucatan peninsula, around 1000 A.D., and explores what would have happened if the Vikings had met the Mayans. Her short fiction includes fantasy, science fiction, and horror, and has primarily been published in anthologies. Leah's fiction is available online. Go to KnottedRoadPress.com for more information and links.



ERIK SCOTT DE BIE

Erik Scott de Bie is the author of several novels in the Forgotten Realms shared-world fantasy setting, the most recent of which is *Shadowbane*, second in a series about a vigilante paladin sworn to a dead god. His short fiction has appeared in numerous anthologies, including



When the Hero Comes Home from Dragon Moon Press and *Human for a Day* from DAW. He is also an accomplished RPG designer, having contributed to *The Shadowfell: Gloomwrought and Beyond* and the wildly popular *Neverwinter Campaign Setting*. He lives in Seattle, where he is married with cats and dog.

A.M. DELLAMONICA

Vancouver Canadian author A.M. Dellamonica's first novel, *Indigo Springs*, was the 2010 winner of the Sunburst Award for Canadian Literature of the Fantastic. Her short fiction has appeared in numerous magazines and anthologies. "A Key to the Illuminated Heretic, an alternate history of Joan of Arc," was short-listed for the 2005 Sidewise Award. Dellamonica teaches writing through the UCLA Extension Writers' program, blogs for Tor.com, and maintains a website at alyxdellamonica.com.



PAUL DIXON

Paul Dixon was once an oceanographer but now works in digital marketing, the result of a nearly incomprehensible series of career maneuverings each of which seemed logical at the time. He has spent the last 10 years living back in his hometown of Seattle, where he trains at and teaches Kung Fu, dabbles in distance running, and generally spends as much time as possible outdoors enjoying the Pacific Northwest. His stories have appeared in *Crossed Genres Quarterly* and *Everyday Weirdness*, as well as the anthologies *Children of the Moon*, *In Situ*, and *Fish*.



STEVEN DIXON

Steve has been involved in music since he was seven years old, and involved with the filk community since 1989. He is a singer/songwriter and has performed at numerous Northwest conventions both solo and with the group A Little Knight Music. Steve has also performed at numerous ren faires and Highland Games with The Seattle Knights, and was the Interfilk guest at FilkOntario in 1996. He spent three fantastic years studying audio production at The Art Institute of Seattle and putting together Strange Matter Productions, his audio production company, where Aislinn's *Day of Jubilee* was recorded and mixed. Steve lives in Marysville, Washington with his wife of 29 years, Jody, and his ever growing collection of musical instruments. He has two daughters, Danica and Stephanie, and the world's coolest grandson, Duvaekk, who will be four next February.

THE DOUBLECLICKS



The Doubleclicks are a comedy/nerdfolk sister band that sings about dungeons, dragons, dinosaurs and love. They have gained a following from their association with w00tstock organizers Paul and Storm, geeky musicians Marian Call and Molly Lewis, and through their own online projects like a YouTube song-a-week project and geeky online-only EP *Blatant Pandering*.

DR. RICKY



Dr. Ricky is the pseudonym of a Houston-based molecular biologist and the writer behind the food blog food.dricky.net. By day, he works on microbial genomics and bioinformatics, and on the side, explores the scientific side of cuisine and cooking. He is also a contributing member of the Houston council for the Fearless Critics (fearlesscritic.com).

DAN DUBRICK

Known to many in Northwest fandom since 1980 as a regular volunteer and convention organizer, Kahboi (Pronounced cowboy) has, lately been attending conventions as space science panelist. He is best known now as an expert on the Japanese Space

Program. He has also viewed STS-89 at the Kennedy Space Center and has been known to wander the aerospace boneyards of Arizona.

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 with a minor in Fine Arts 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 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 the British Shakespeare Company, The Lost Colony, William Ivey Long Studios, Lyric Opera Chicago, the City of Hudson, NY, and various other re-enactment groups and individuals throughout the U.S. and Europe.

CYMBRIC EARLY-SMITH

Cymbric Early-Smith is a writer, artist, and educator. After studying Physics and Astronomy at Washington State University, Cym worked 12 years at the Pacific Science Center before becoming Program Director for the Interactive History Co. where she develops the innovative educational programming for IHC's hands-on history presentations offered all over North America. In a close second to her love of teaching history, Cym adores writing about history - especially when it involves engaging her readers through the twists and turns of her paranormal time-travel series, *Twinned Souls*. She'll have a reading of *The Janus Paradox* at Norwescon. Come hear how a time-rift in the 21st century must be restored from nearly a thousand years in the past - by two people who no longer know each other... While her greatest challenge to date involves training for the 2012 Dublin Marathon, Cym enjoys her most rewarding work anytime she's collaborating with her husband, writer/actor/historian G.Robin Smith.



LORI EDWARDS

Recently released from prison for certain crimes against textiles and trims, including fabrophilia, Lori can now get back to herding cats, playing dress-up, teaching corset making, driving her household nuts by vacuuming the carpet at 5 a.m. and creating award winning costumes for conventions, theater, wearable art shows and historical recreation mostly inspired by bugs, spiders, vermin, and dead things.



ELECTRIC CHILDREN

Electric Children is the moniker of Seattle local Chiptune veteran Jack Waterman of Circles and Fighter X fame. Armed with two 1985 Nintendo Gameboys, Jack masterfully combines powerful electro-house beats and rhythms with 8-bit melodies that will make you dance and feel nostalgic for your old gaming systems. Party on, dudes.

ELTON ELLIOTT

Elton Elliott is author, editor, and anthologist of over 200 published works. His latest novel is *Bishop of Rome* (written with Doug Odell) second in the Nanoclone Trilogy debuts here at Norwescon. Upcoming works include *King of Jerusalem* (concluding volume of the Nanoclone Trilogy) and *Interference Pattern*, book one of the Rip War Series, also written with Doug Odell. His latest anthology is *Like Water for Quarks*, edited with Bruce Taylor. He is an editor at MVP Publishing.

SPENCER ELLSWORTH

Spencer Ellsworth wrote his first novel at seven years old and never recovered. He lives in Bellingham, Washington, where he writes, edits and teaches. His writing has been published in *Beneath Ceaseless Skies*, *Brain Harvest* and *Orson Scott Card's Intergalactic Medicine Show*. 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. He lives at <http://spencerellsworth.blogspot.com>



FIREDRILL

Firedrill has waded through digital hell. He resides deep in the forest, a hidden treasure dreaming up the tunes of his heart using outdated software, hardware, anything he can get his paws on. A humble soul with large plans, Firedrill likes to perform with a fistful of bananas and slices of pineapple pizza around him.

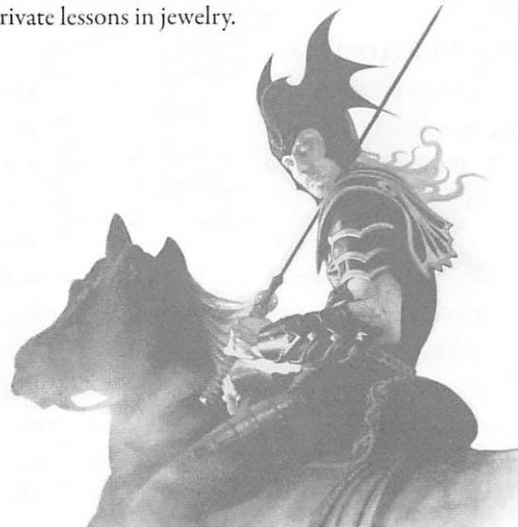
SHANNON "RAVENNSHEA" FLOWERS

Shannon has been a geek for many years and has attended Norwescon for more than 20 years. She helped produce and co-host the Seattle Geekly podcast (2/09 - 5/11). A lover of books, movies, comics and any pop culture topic, she keeps herself busy. She's also had a hand in ConCom and helped the GOH committee with 2012. If you see her on Thursday at the con, wish her a happy birthday. 40 is never too old to be a geek!



PEGGY FOY

Seattle metalsmith Peggy Foy is a member of the '57 Biscayne artist collective, at 110 Cherry St in Pioneer Square. Peggy is active in the Burning Man community, the Pratt Fine Art Center community, and in various science fiction fan communities. A rising star in the Northwest jewelry scene, she shows her work at fine craft exhibitions throughout the region. In 2011 she curated and produced a gallery exhibition of steampunk metalwork, showcasing the genre to the Society of North American Goldsmiths for their annual conference. Peggy holds a fine art degree in metalsmithing from the University of Georgia, and has lectured with the Seattle Metals Guild and the Northwest Art Alliance; she teaches classes and private lessons in jewelry.



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 aerospace and electronics 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. She credits her cousin Mary Rosenblum for reinvigorating her interest in writing. Her current studies focus on cancer and on brain science, with emphasis on Alzheimer's, autism and memory.



SCOTT GABLE

Scott Gable is a freelance editor, game designer, and independent publisher. He has edited for Open Design's award-winning *Kobold Quarterly* magazine and patron projects, including *Courts of the Shadow Fey* and *Tales of the Old Maygreve*. His latest roleplaying game design can be found in all Zombie Sky Press products, including *The Faerie Ring*, and a variety of other places. He just launched Broken Eye Books, digital publisher of innovative fiction. He calls the beautiful underwater city of Seattle his home.



GREGORY GADOW

Gregory Gadow has been a fan of science fiction and fantasy since he was old enough to read, and hopes to someday become a published author. He works in the financial sector as an information technology specialist, and is part of the Community Advisory Board for the Seattle HIV Vaccine Trials Unit.



BURTON GAMBLE

When not in classes at the University of Washington pursuing his degrees in both psychology and sociology, Burton is an avid gamer, consumer of sci-fi and horror, and an amateur game designer. He has been secretly involved in game design for about 15 years, and his previous projects include (un-credited) work on game balance patches for a few large game titles, as well as some mechanics design work for a few small pen-and-paper table-top RPG games. His previous paying jobs include graphic design, database administrator, network administrator, and various other computer related enterprises. He is currently

working toward a multidisciplinary degree in emotional non-verbal communication focusing on facial expression and body language. In his spare time he enjoys hanging out with his cat, playing board games, SWTOR, table-top RPGs, and reading/watching anything related to H.P. Lovecraft.

BYAGHRO ESBY GIBSON

Byaghro Esby is a multi-fandom fanfiction writer. She is also a voracious reader and enjoys assisting other writers with beta work. She works as an IT technician to support her blank book habit and dabbles in creating chainmaille jewelry.

STEVE GILLETT

Steve Gillett is a frequent contributor to *Analog*, most recently "Isotopy" (March 2010) and "Hanging by a Thread" (May 2010, under his fictional alter ego.) He holds a Ph.D. in geology and has taught at the University of Nevada, Reno. He is also the author of *World-Building* (Writer's Digest Press, 1996). He now focuses his efforts on the profound effects nanotechnology will have on addressing resource and environmental issues, and has a book under contract on this topic with Pan-Stanford Publishing.



ALLEN GLADFELTER

Cartoonist, perhaps most well-known for his work on Pixar's *Cars* comics, but also draws space girls, hard-boiled detectives, fat luchadores, muscle men, and things that blow up good.



JAMES C. GLASS

Jim won the grand prize of *Writers of the Future* in 1991, has since published seven novels and over fifty stories in magazines such as *Analog* and *Talebones*. He's a retired physics and astronomy professor and dean, and also a painter, doing landscapes in pastels and acrylics. He and wife Gail divide their time between Spokane, Washington and Desert Hot Springs, California.



J.C. GORDON GRANGER

J.C. Gordon has been a fan since before he knew what a fan was, however he is proud to admit that this is his twentieth year of loitering on the con circuit. "I attended my first convention at VCON 19.5 and was immediately hooked. I cut my teeth on volunteering and soon branched out into other areas of con running, and now I am the vidographer for Conflikt. Throughout my tenure as a con bum I have become a sort of Jack-of-all-trades of fandom. Most helpful in this quest to learn a little of everything has been my internet video show *Pacific Fen Spotlight* (pac-fen.com), which has opened many new horizons for me to explore. My favorite franchises include, in no particular order: Dr. Who, Hitchhiker's Guide to the Galaxy (in all media forms), Star Wars, Star Trek, Shadowrun, Harry Potter, Stargate, 39 Clues, News-flesh trilogy and far too many others to list. I am glad to be coming back to Norwescon for another year."



JUDE-MARIE GREEN

Jude-Marie Green has published stories in *Abyss&Apex*, *Ideomancer*, Karen Romanko's series of Spec anthologies, Eric Reynolds' Hadley Rille Books *Visual Journeys*, *Ruins Metropolis*, and *Desolate Places*, and Michael Knost's *Legends of the Mountain State* and *Dark Tales of Terror*, among others. Previously assistant editor of *Abyss&Apex*, she now co-edits *10Flash Magazine*. She is a graduate of Clarion West 2010 and has the tattoo to prove it. She tends to write about strong women in strange places and often is one herself. For more see judemariegreen.wikispaces.com



ROBERTA GREGORY

Roberta Gregory is best known for her comics, such as the internationally notorious (and award-winning) *Bitchy Bitch*, but she wants to be better known for her just-words -no-pictures writing, such as *Mother Mountain*. She is STILL collecting true cat stories from people for *True Cat Toons* (truecattoons.com—consider contributing!). She has an illustrated story coming out soon in *Graphic Canon*, Volume 1. Visit robertagregory.com

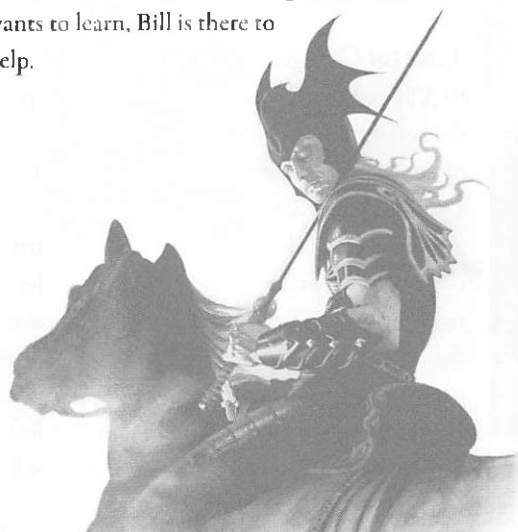


DUSTIN J "TANIS DRAGON" GROSS

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 enjoys 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 *Dragonfyne Publishing*, and is currently working on several adventures for the *Neverwhen* series*, as well as supplements. He has been going to conventions for over 25 years, and running panels and demos for over 10 years now.

BILL GRUNER

In his time on Earth, Bill has made the most of many opportunities. He has helped several thousand kids learn science and quite a few to love learning. His Masters degree was completed by age 23. He has lead a Special Forces Op.Det. A, served as an intel officer, as well as becoming a fully qualified artillery officer. For a while he worked as a geologist and computer specialist. He has traveled in Europe studying architecture and historical sites, and is a Peer in the SCA. Currently, Bill is running a company that reproduces ancient, medieval, and early modern items and teaches skills ranging from European martial arts and war fighting, to blacksmithing, armouring, and smelting iron. He has adopted the life watchwords "Live, Love, Learn, Leave a Legacy." If someone wants to learn, Bill is there to help.



PAUL GUINAN

Paul Guinan is a Chicago-born multimedia artist. He co-created the time travel series Chronos for DC Comics and Heartbreakers (with his wife, Anina Bennett) 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 has been acquired by J.J. Abrams to produce as a major motion picture for Paramount Studios. Paul and Anina's new book, *Frank Reade: Adventures in the Age of Invention*, resurrects a 19th-century dime-novel character—the original steampunk hero.



EILEEN GUNN

Eileen Gunn is the author of the story collection *Stable Strategies and Others* and the co-editor of *The WisCon Chronicles Two*. Her fiction has received the Nebula Award in the US, the Sense of Gender Award in Japan, and been nominated for the Hugo, Philip K. Dick, World Fantasy awards and short-listed for the James Tiptree, Jr. award. She was the editor/publisher of the late *Infinite Matrix* webzine, and on dark nights can hear it stomping about in the attic. She recently retired from the board of directors of the Clarion West Writers Workshop after twenty-two years of service. Her most recent stories are "Hive Mind Man," written with Rudy Rucker, in *Asimov's*, Feb/2012, and "The Trains that Climb the Winter Tree," written with Michael Swanwick, published on Tor.com. You can follow her on Twitter: @eileen_gunn.

CAREN GUSOFF

A 2001 Village Voice "Writer on the Verge," Caren Gusoff received her MFA from the College of the Art Institute of Chicago and attended Clarion West in 2008 as the Carl Brandon Society's Octavia E. Butler scholar. Caren's first two books were released by Serpent's Tail. She recently finished her third, a near-future science fiction novel set in the Pacific Northwest. This manuscript has been supported by a Speculative Literature Foundation Gulliver Grant, an Elizabeth George Award, and residencies at Hedgebrook and Centrum. Find her online at spitkitten.com.



JULIE HAEHN

Happy to get the chance at being in front of an audience, Julie Haehn has long been happy to embarrass herself for your entertainment! Her background of more than 10 years' work in the gaming industry has provided fodder for many amusing stories to share. To understand her better you should understand that at a young age, while watching *Star Trek: The Next Generation* she mistakenly thought that the actors were experts in the things they were portraying. This caused her to devote her life to learn as much as she possibly could about everything! She was going to grow up and be an actor on the show, and as you may have expected, she was quite put out when the best show ever created was cancelled.



SEAN HAGLE

Sean Hagle (@drakemonger) is a senior software engineer at a large Internet company. He has an MS 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.



ALAN HALFHILL

Videographer Alan Halfhill has been involved with the Norwescon Masquerade video almost since he has been attending the con and has produced the video since 2000. In 2006 he teamed up with Keith Johnson to do the *Movie Previews* for Norwescon. He is perhaps best known in Puget Sound fandom as the Photographer and Editor of the highly popular SF video: *Star Trek: The Pepsi Generation*. He also worked with Ryan K. Johnson on two "home brew" Dr. Who videos: *Pentagon West* and *Broken Doors*. The first Science Fiction convention he attended was Norwescon 9 in 1986. Alan has a daughter, Dana, who, attending her first Science Fiction convention at the age of 2 months, is rapidly becoming part of the "Science Fiction Fandom- The Next Generation". Shooting on digital video formats since 1995, Alan currently produces 1080p video with large-sensor cameras.





MATT HAMMOND

Matt Hammond is a long-time member of the fannish community, an occasional freelance writer on geek culture, and the former co-host of the late, lamented *Seattle Geekly* podcast. He has been attending Norwescon regularly since Norwescon 9.

RHIANNON HELD

Rhiannon Held's novel *Silver*, the first book in her urban fantasy series from Tor, will be out in June 2012. In her day job she works 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.



JUDITH HERMAN

Judith Herman has worked in the space program, the film industry and the computer industry. Judith has three actual film credits; *War Games*, *Ice Pirates* and *Buckaroo Bonzai*. She was also lucky enough to work on a small animation project with Moebius. She's published three short stories. Check out her latest story in *Tales of the Talisman*.

DOUGLAS HERRING

Doug's first science fiction convention was LACon I in 1972 and he has attended at least one major SF convention a year since, usually a whole lot more, and always loves to display his art. His favorite mediums include ink and watercolors, sculpting, casting, and video effects to start. To see examples of his work, check out the art show and his various websites: douglasherring.com, animatedtrek.com, and youtube.com/user/douglasherring07.

JEREMY HOLCOMB

Jeremy has been making games for ages now, with two CCGs and 20+ Board game credits. He has self published games, founded a board game company, worked for many other game companies, and is now both working on designing a new CCG for Alderac Entertainment Group and is the VP of design for a start-up iPhone game studio, because he has lost his mind. His personal quest remains to play every game at least once.



STEVE HOLETZ

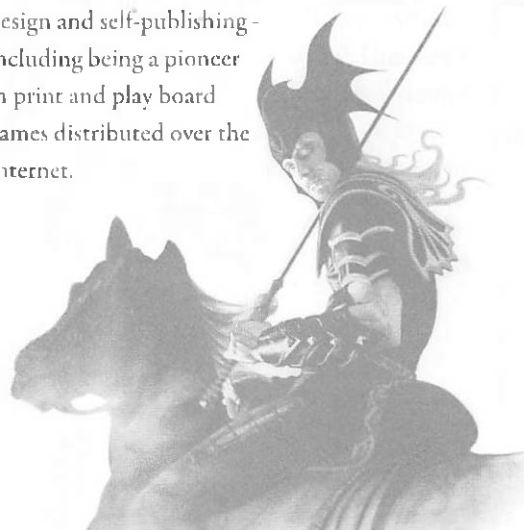
Steve Holetz is producer and co-host of *The BoneBat Show*, a long running comedy, music and culture podcast based in Seattle. He is also director of the BoneBat *Comedy of Horrors* Film Fest, which will next take place in Redmond WA on April 21st, 2012. When not working on *The BoneBat Show*, or watching fantastic horror-comedy films for the festival, Steve can be found spinning independent rock, metal and punk music on the *Bonehand Heavy Half Hour*. All of Steve's projects can be found at bonehand.com.

JULIE HOVERSON

Julie Hoverson has made a specialty of having no specialty. She has dabbled extensively in costuming, role-playing, LARPing, writing, art, beadwork, bellydancing, acting, and in such disparate genres as horror, noir, fantasy, urban fantasy, dark social commentary, and whatever else occurs to her. She has spent the last three years writing, producing, and acting in the award-winning podcast audio drama anthology series, *19 Nocturne Boulevard*.

JOSHUA HOWARD

Joshua Howard has been building, growing, and leading great game development teams for many years. Currently he is leading an effort at Microsoft to bring the world of flight to whole new audiences. Previous roles include the Studio Manager for Microsoft's casual games studio, Executive Producer for APB at Realtime Worlds, and Senior Vice President at Hidden City Games. Joshua has also been involved in hobby gaming for many years, dabbling in design and self-publishing - including being a pioneer in print and play board games distributed over the Internet.



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.



HEATHER HUDSON

Heather has illustrated games for Wizards of the Coast/ Hasbro Inc., Iron Crown Enterprises, Daedalus Entertainment, Chaosium, Alderac Entertainment, Precedent Publishing, Atlas Games, Pagan Publishing and others. Recent projects include a children's book about clouded leopards and a Lovecraft-themed poker deck. She likes pencils.



CLAIRE HUMMEL

Claire Hummel is a Seattle-based illustrator who spends her days working as a concept artist at Xbox, and her evenings drawing lots of cowboys and historically-accurate Disney princesses. She recently did the DVD cover art for *The Adventures of the League of S.T.E.A.M.* Volume One, and has a piece in Anina Benner and Paul Guinan's upcoming book, *Frank Reade: Adventures in the Age of Innovation*. You can find more of her work online at shoomlah.com.



PAUL INMAN

Paul Inman seems to have been born with a hammer in his hand. He is a master at turning bars of steel into functional works of art. The great god Vulcan would be proud to work beside Paul. To Paul, steel truly IS plastic. He has owned commercial iron works, and has the heavy tools to prove it. Currently he owns and runs Vulcan Knife Works in Ballard WA. There you can get your kitchen cutlery ground to a wicked edge, admire hand-crafted knives and swords, or marvel at your reflection in a 150 year old ax given up for scrap. All this comes from his hand, hammer, anvil, and forge. Even better, Paul is an outstanding teacher of his art. If you want to learn the secrets of steel, Paul Inman will reveal the mysteries.



CLEO JAY

Cleo Jay has been part of the Harry Potter fandom since 2005 and is currently involved in HP, Merlin, Inception and Hawaii Five-O fandoms. She has participated as lurker, commenter, beta, researcher & writer of cracktastic fanfiction. Cleo enjoys horrifying her friends list with unusual pairings in unusual situations & discussing the logistics of zombie porn.



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.



JEAN JOHNSON

You are looking at the profile of a woman who has successfully combined a career as a national bestselling author of paranormal/fantasy romances and eroticas, and kick-butt, take-name military science fiction. From hot to humorous, breathtaking to heartbreaking, Jean's abilities as a writer have received high praise globally, including from industry giant *Publisher's Weekly*, retired and active-duty soldiers stationed around the world, and from many, many readers right here in the Pacific Northwest. Her plans for global domination are coming along quite nicely, thank you. Feel free to join in! (Minion/follower status comes with perks such as sneak peeks, evil laughter lessons, and fantastic books you'll want to reread.)



KEITH JOHNSON

Keith Johnson has been presenting Movie Previews at Norwescon with his partner Alan Halfhill for the past six years. They are delighted to bring the latest in movie previews, news and rumors out of Hollywood to the largest audience at Norwescon outside of the Dances. Keith has been involved with conventions since 1984 in multiple capacities (sound, tech, Special Events Head, Secretary, Chairman), eventually using his experience to co-create CirqueCon, the unofficial convention for fans of Cirque du Soleil. Keith was a DJ at Norwescon for 22 years. He has also done Masquerade sound since 1984, including Rustycons, Westercons, Costumecons and Worldcon (to name but a few). He has also done sound at the Norwescon Masquerade for the past 28 years – but not this year. Go figure. In his normal life Keith hates computers but works in an IT department.



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. Last year he completed a feature-length documentary about the 20th anniversary of an SCA household. His work has been shown on the BBC, TLC, and at the Seattle International Film Festival.



RAI KAMISHIRO

Rai Kamishiro is a j-pop nerdcore artist from Japan, currently based out of Seattle. She is currently working with Ultraklystron on their second album, *Cor Leonis*. Blending Japanese and English in a fantastic musical adventure of robots, video games, and anime.



dQNIEL KAUFMAN

dQniel is a graphic designer who has attended Norwescon since 1985. He has done work for Wizards of the Coast, Lucasfilm, ArenaNet, the Seattle Rep, the Seattle Lesbian and Gay Film Festival, and many others. Again this year he has designed and typeset the Norwescon souvenir book you are reading this biography in... woah, you've been inceptioned. Recently he has turned to filmmaking, his post-apocalyptic short film *Abe & Becky* debuted at Norwescon last year. You can see that and the trailers for his upcoming superhero parody *Clark and Lex: Roommates at vimeo.com/channels/pulledprak*. Do it now. By the way, the first episode of *Clark and Lex* debuts this year at the Norwescon film festival Sunday afternoon. Come check it out!



KEFFY R.M. KEHRLI

Keffy R. M. Kehrli currently lives in Seattle. When he isn't writing, he's usually battling invasive plants, several species of fungus, and the rain. He also works in a basement, where he does things that sound rather a lot like Mad Science. His short fiction has appeared in places like *Fantasy Magazine*, *Escape Pod*, *InterGalactic Medicine Show* and *Writers of the Future* Vol. 27. He also edits for Shimmer. You can find his website at keffy.com.





BRENT KELLMER

Brent Kellmer used to be a professional historian, teaching military history and the history of science (among other things). Now he writes technical and commercial non-fiction during the day and science fiction at night. His particular interests involve military SF, space opera, and fun with viruses.

LEIGH KELLOGG

Leigh Kellogg was born and raised in Fresno, California and attended CSU Fresno, earning degrees in Art and Anthropology. He met his wife Laura there as well as his friend and business partner Jason Janicki. Leigh has been a professional artist for over 18 years, with most of that time spent working as an artist and art lead for computer games. His comic art credits include *Wayfarer's Moon* and work in *Outlaw Territory II*.

BART KEMPER

Bart is a native of South Louisiana who grew up just about everywhere else before returning to his swampy homeland. He is a consulting Professional Engineer, military officer (paratrooper, combat engineer, now in Reserves), journalist, writer, photographer, and single parent. Professional interests include ethics, developing viable green technology, protective structures, submersibles, aerospace, and just about anything in between. His writing ranges from fiction to journalism to peer-reviewed technical articles. His hobbies include explosions, late night swims, cooking, travel to interesting places, and historical research.



RACHAEL KENOYER

Partner of two, mother of two, feminist, socialist, queer, Anglo-Catholic Jesus freak, safer-sex educator, and grad student of comparative religion at the Jackson School of International Studies. I've been a member of the Sisters of Perpetual Indulgence, Inc. for nineteen years, where I am known as Sr. Maria Caffaina Mochalatte.

KIRBY KRACKLE

Kirby Krackle is a nerd rock band from Seattle. They've released three albums, a self-titled debut ("One of the best albums of '09" - Tucson Weekly), "E For Everyone" ("Geek Rock Perfection" - *Wired*) and "Super Powered Love" ("Comics rock king" - Vegas Seven).



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. He's the managing editor of Per Aspera Press, an independent publisher of award-winning Science Fiction and Fantasy. As a writer, Jak's 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*.



DARA KORRA'TI

Dara Korra'ti (a.k.a. Solarbird, the Lightbringer) is a touring musician and bandleader of *Crime and the Forces of Evil*, a supergroup of supervillains and supervillainy. A largely self-taught songwriter, instrumentalist, and vocalist, her music has appeared on ARfm London, Transmission FM 88.3 Auckland, and music podcasts. She plays a large number of instruments including the Irish bouzouki, mandolin, bass guitar, flute, keyboards, djembe, bodhran, and other percussion instruments she makes up, such as "hammered mandolin" and "desk." Her band have recorded an EP and two full-length releases: *Esptionage: Live from Mars*, and *Cracksman Betty*, both web-only projects, and their first full-length studio album, *Dick Tracy Must Die*. Their music can be streamed on crimeandtheforcesofevil.com. *Dick Tracy Must Die* is available on iTunes, Amazon, eMusic, and other discerning retailers.



MARY ROBINETTE KOWAL

Mary Robinette Kowal is the author of *Shades of Milk and Honey* (Tor, 2010) and *Glamour in Glass* (Tor, 2012). In 2008 she received the Campbell Award for Best New Writer, and in 2011, her short story "For Want of a Nail" won the Hugo Award for Short Story. Her work has been nominated for the Hugo, Nebula and Locus awards. Her stories appear in *Asimov's*, *Clarkesworld*, and several Year's Best anthologies. She is the Vice President of Science Fiction and Fantasy Writers of America. Mary, a professional puppeteer, also performs as a voice actor, recording fiction for authors such as Elizabeth Bear, Cory Doctorow and John Scalzi. She lives in Portland, Oregon with her husband Rob and over a dozen manual typewriters. Visit maryrobinettekowal.com



NANCY KRESS

Nancy Kress is the author of thirty books of Science Fiction and Fantasy. Her work has won four Nebulas, two Hugos, a Sturgeon, and the John W. Campbell Memorial award. Her most recent work is the long novella *After The Fall, Before The Fall, During The Fall* (Tachyon), just out (April, 2012). Kress lives in Seattle with her husband, 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 2011/2012 books are *Endurance* and *Kalimpura* 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 a past winner of the John W. Campbell Award for Best New Writer, and a multiple nominee for the Hugo and World Fantasy Awards.



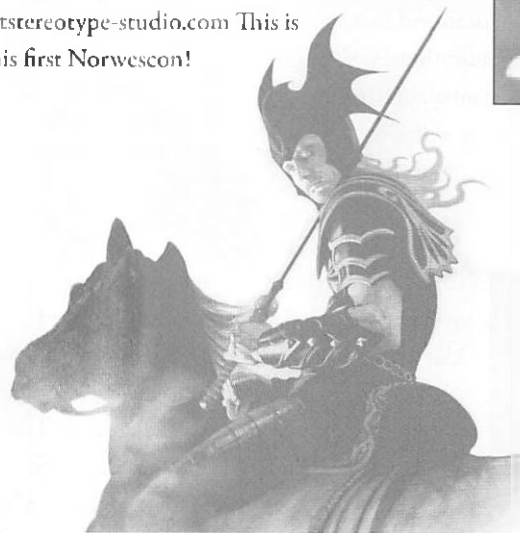
CREEDE LAMBARD

By the age of six, Creede Lambard was reading both sheet music and the teachers' instructions in his kindergarten workbooks. He discovered Science Fiction soon after, then Fandom and Filk in 1980, and the secret to coaxing agreeable sounds from a banjo in 2003. In 2007 he brought his banjo to a Filk circle, and things haven't been the same since. When he's not Filking, blogging, telling stories, writing songs and poems, or working as a high-tech gypsy developing software for companies in the greater Seattle area, he enjoys spending time with his wife Sharleen and their supportive but bemused children and grandchildren at Stately Lambard Manor in Shoreline, Washington.



CHRISTOPHER "STU" LANGE

New to the scene of Webcomics, Chris has written and drawn the weekly strip "Capitol Hillbilities". On the rare occasion that he gets tired of writing dirty jokes for that, he does a few side projects in comics, illustration, and design at stereotype-studio.com. This is his first Norwescon!



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 three, and over the years branched out into other instruments (piano, string bass, guitar, viola, and mandolin). As a teenager, she expected she would follow the path of the professional musician and had hoped to establish herself as the principal violist of a fancy symphony orchestra in some exotic world locale... but life 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 musician than her classically-trained younger self ever expected to be. You can find Sunnie performing with Seattle groups Vixy & Tony, Bone Poets Orchestra, and the Medieval Women's Choir.

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 (Acehnese 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 Science Fiction and Fantasy, dating from the 1950's. His publications, CV, and short bio are all available at personal.umich.edu/~jlawler/oNorWesCon.html, along with the handouts from his previous Norwescon presentations.

CORRY L. LEE

Corry L. Lee recently completed a Ph.D. in experimental particle physics at Harvard University. Her work on the BaBar experiment will help explain why the universe is composed predominately out of matter (where did all the antimatter go?). Corry also writes science fiction and fantasy; her short story “Shutdown” is



a 2011 winner of the Writers of the Future Competition and will be published in Vol. 28 of the *Writers of the Future* anthology. In 2009 she attended Odyssey, the Fantasy Writing Workshop. She's currently working on a Steampunk novel. Now that she's finished her Ph.D., you're likely to find Corry writing, rock climbing, learning to ride the unicycle, or getting dolled up for a night at the opera. She lives with her husband in Redmond, WA.

STINA LEICHT

One wouldn't know it to look at her, but Stina Leicht is famous for singing too loud to punk music in her car, reading too much, and baking homemade apple pie from scratch. While conducting her research, Stina has driven really fast in rally races, taken Irish language lessons, studied Northern Irish politics and learned more about Black Taxis, the Other Crowd (Irish fairies) and fallen angels than she ever knew before. *Of Blood and Honey* and its sequel *And Blue Skies from Pain* are published by Night Shade Books. Her website and blog can be found at csleicht.com. *And Blue Skies from Pain* will be available in stores March 2012.



GRÁ LINNAEA

Grá Linnaea is a world traveler, graphic designer and maker of really really loud music. He also edits for *Shimmer Magazine* and facilitates the Wordos writing workshop. He won Writers of the Future and attended the 2008 Clarion Workshop. His Stoker Award nominated story “Messages From Valerie Polichar” was featured in *Shock Totem* magazine. Other of his fiction can be found in *Apex* and *Daily Science Fiction*.

TODD LOCKWOOD

Todd Lockwood's work has appeared on the New York Times best-selling novels, magazines, video games, and fantasy role-playing games. His first art book, *Transitions*, from Chrysalis books (U.K.), was released in September of 2003. You can see more of his work at his website, toddlockwood.com/



MARGO LOES

Although Margo has created costumes for theatre, commercials, television, and historical recreation, she does not have a car, a house, or a savings account. By working in a basic, dead-end job, supporting and indulging a thirteen pound Persian cat and spending all her available money on fabrics, trims, beads and notions, Margo has come to the realization that she has firmly managed to evade reality, and has played dress-up for her entire life.



BRYAN LOVELY

Goth, Geek, Gamer -- Bryan has been tabletop role-playing- 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 Science Fiction novels.

KATE MERRIWETHER LYNCH

Kate Merriwether Lynch is co-owner of The Dreaming, a hotspot for comics and RPG gaming in the Seattle area. She was the owner and operator of Hallows Eve Designs, one of the small press publishers of Unhallowed Metropolis.

SONIA ORIN LYRIS

Sonia's SF&F has been published in various magazines and anthologies over the years, and if you search the dusty corners of your local used bookstore you might find her first novel. Behind the cat, probably. As for humans, she prefers those that don't require additional assembly and come with their own batteries. She practices fighting arts and Argentine tango, but rarely at the same time. She is fond of bitter-sweet chocolate, freshly picked piano music, and judicious pairings of well-chosen words.



PAT MACEWEN

Pat MacEwen is a physical anthropologist (translation: bone freak) with a sordid past in forensics. She has a strong interest in war crimes and genocide, and has worked for the UN's International Criminal Tribunal. She likes to dabble in alien-building via their sex lives and she's getting more than a little

overheated about global warming. She writes Science Fiction, Fantasy and Mystery, and her Forensic/Urban Fantasy trilogy, *Rough Magic*, is due out from Skywarrior Press this spring.

LISA MANTCHEV

Lisa Mantchev casts her spells from an ancient tree in the Pacific Northwest. When not scribbling, she is by turns an earth elemental, English professor, actress, artist, and domestic goddess. She shares her abode with her husband, two children, and three hairy miscreant dogs. Her writing credits include: *Eyes Like Stars*, *Perchance to Dream*, and *So Silver Bright* (the Theatre Illuminata trilogy) and short fiction published in such venues as *Steampunk Reloaded*, *Strange Horizons*, *Clarkesworld*, *Weird Tales*, and *Fantasy Magazine*. You can visit her on the web at lisamantchev.com



KATRINA MARIER

Katrina woke up one morning recently to the realization that she's been costuming for much, much longer than she wants to admit to before several cups of coffee. One of her two college majors was Art and she's never looked back. With experience in weaving, dyeing, knitting, quilting, painting, embroidery, appliqué, decoupage... mixed media really describes her approach to creating her unique looks. She lives on the East-side with a tolerant, though amused, husband, and a child who wants her to make costumes for him.



MISTY MARSHALL

Misty Marshall is a 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 the University of Saarland, in Germany. She has been a fan of fantasy fiction from an early age in 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 author and award-winning filmmaker from Portland, Oregon. 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 groundbreaking independent zombie action movie. He's also in development or preproduction for several other feature films, a handful of shorts, and two books. Visit Hellbender Media at hellbender.net/ for more information.



SUSAN R. MATTHEWS

Most of Susan's eight published novels have been directly or indirectly related to the life and hard times of "Uncle" Andrej Koscuisko, who is not a nice man. She'll be reading from the final Koscuisko novel, *Blood Enemies*, some time at this convention. While wrapping up the Koscuisko saga she started to develop a *Kim, With Kinks* story-line in the North-West territories of India set around 1830, but she completely forgot to make the first one Science Fiction, which was very embarrassing. She's currently working on developing the story line as an Indiana Jones - style Fantasy series which she hopes to see in bookstores near you soon.



MC-3PO OF DEATH*STAR

Putting the "Star" in "Death*Star" MC-3PO (also referred to as the Lead MC of Death*Star by himself) is returning to Norwescon a third time to dispense knowledge, make attendees laugh, and otherwise amuse all in his presence. Now an engaged man, father, and basically responsible adult, it will be a nice vacation to be back amongst the geeky masses.

KATE MCCLURE

Back in the mists of time, on the lonely plains of Kansas, a girl was born to ask the question: "Why is this place so dull, and can I add sequins to it?" Thus was a StitchWitch created. Needle in hand, she trod the world, seeking like minded folk, which brought her to the Pacific Northwest. She now resides happily with her cats and boxes of fabric, writing the (very) odd short story and hunting for her next hit of chocolate.



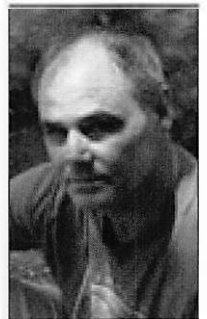
KEN MCCONNELL

Ken McConnell was born in Iowa and raised primarily in the Midwest and Florida. He studied film making at the University of Central Florida and served with distinction as a NCO in the USAF. He now resides in Boise, Idaho with his wife and two sons. Ken works as a Software Build Engineer by day and writes Science Fiction novels in his spare time.



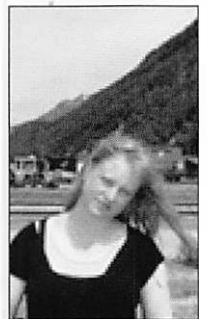
TIM MCDANIEL

About thirty of Tim McDaniel's short stories have appeared in *Asimov's*, *Fantasy & Science Fiction*, *Daily Science Fiction*, *Talebones*, and other magazines; most are available at anthologybuilder.com. Tim Teaches ESL at Green River Community College in Auburn, WA, and has an impressive collection of plastic dinosaurs.



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*.



MARTI MCKENNA

Marti McKenna is a twenty-three year game industry vet and a lifelong geek girl who still isn't sure what she wants to be when she grows up. She co-founded and co-edited the critically acclaimed electronic magazine "Aeon Speculative Fiction" with Bridget McKenna, and is co-editor of the recently released anthology *End of an Aeon* published by Fairwood Press. She's currently working on an urban Young Adult Fantasy in Seattle where she lives with Blunt Jackson and an assortment of four-legged companions.



SIR R.L. McSTERLINGTHONG

R.L.'s Amazing Journey: Born in 1973, R.L. McSterlingthong has spent over forty-three years practicing Wun-beg-eh, an ancient Canadian martial art that relies on echo location. He can often be seen sprinting through the Wallingford neighborhood at 2 A.M. in the traditional ceremonial "invisibility ninja" garb shouting out his echo locating bleats as he hones these vital skills. An avid fencer, McSterlingthong has designed and built over two thousand fences in the Puget Sound area from chain-link to cedar for both civilians and corporate clients. As with many Fantasy novelists, he is a fully trained animal psychiatrist and has worked at local and national levels to assist horses who are coping with Feline Leukemia.



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, novels, non-fiction articles, and short stories, one of which made The StorySouth Millions Writers Award Notable Stories of 2005. She has written several novels, seven of which are available from TFA Press as trade paperbacks and as e-books, with new ones coming out ever couple of months. For more of her short stories in e-book format, check out Smashwords.com. She is working on the last two books of The Triads Of Tir Na N'Og series, two Urban Fantasies, and a Non-Fiction project. She also sings, writes and



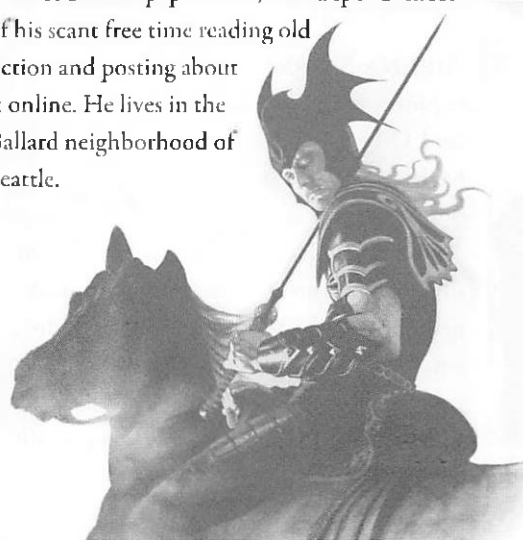
arranges music with A Little Knight Music and The Badd whenever she can. If she had free time, she'd spend it with horses. She is married to artist/fight director Dameon Willich.

TAMMY MICKELSON

Tammy has been making beaded jewelry and accessories for about fifteen years or so. A few years ago she started adding bead weaving and more wire work to her efforts which she sells online at javagoth.artfire.com. Currently she is taking courses at North Seattle Community College towards a Certificate of Fine Arts: Jewelry Design. She's been participating in Camarilla LARP games since 1997. She has also played a variety of Table Top RPG games in an all girl gaming group and in a Marvel gaming group. She is an occasional blogger 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 with minor sewing on thrift shop clothes and such). She's a Bisexual, 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.



ERIC MORGRET

Eric Morgret is the Festival Director and Head of Programming for the Maelstrom International Fantastic Film Festival. MIFFF brings great genre films to the SIFF Cinema at Uptown in Seattle for several years. Eric is co-owner of Maelstrom Productions. With this company he has directed/edited several shorts and the award-winning feature film *H.P. Lovecraft's Strange Aeons: The Thing on the Doorstep*. He also works with TheFilmSchool, *Strange Aeons* magazine, and Crypticon Seattle. The Maelstrom International Fantastic Film Festival will return in October. Join MIFFF to see the best in Sci-fi, fantasy, horror, animation and action short films and features.



MORGUE ANNE

Morgue Anne is a local performer, speaker, model, and horror host in the greater Seattle area. A dangerous mix of beauty and brains, Morgue Anne is a host on two podcasts - *The Twisted Geeks* and *Sex and Death with Morgue Anne* - and is an active member of the local geek, horror, and sex-positive scene. Unlike most creatures of the night, Anne takes her sustenance not from the flesh and blood of humans (although she does enjoy some good flesh and blood), but from the written word. Follow the hollowed shells of libraries and comic stores that provide her nourishment if you wish to seek her out, but fear not! The only thing the living have to fear from Morgue Anne is being sucked in by her beauty and chewed up by her wit. You can find her at Facebook.com/MorgueXAnne and Sexanddeath.org



SIENNA MORRIS

Sienna Morris is a 27 year old artist living in Portland, Oregon. For the majority of her life, she has been a painter and designer. In the summer of 2008, Morris created the drawing technique, "Numberism", a term which she coined when she could find no other name for it. Morris's new series on Math and Science, uses mathematical and scientific data relevant to the subject matter. "It's like pulling back the first layer of something amazing and seeing how it functions, seeing why it's so beautiful."



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 browncoat, and knows almost nothing about geology. If you see her at Norwescon, feel free to strike up conversation.



MIKE SHEPHERD MOSCOE

Mike is a multifaceted writer. As Mike Shepherd, he has nine books out in the nationally bestselling *Kris Longknife* science fiction saga including the e-novella *Kris Longknife -- Training Daze* and novel *Kris Longknife -- Daring* both out in 2011. Look for *Kris Longknife -- Furious* in October '12. Writing as Mike Moscoe, Mike is publishing several collections of his short stories, including his award nominated stories as e-books. He's also republishing several of his out of print books. He plans this year to add several new books to this collection. Visit his web site mikeshepherd.org to learn about his latest.



NORMAN MOSS

Norman Moss is an amazing fellow. Not only is he highly computer savvy, but he can program in languages that make big, serious industrial machines cut metal into intricate shapes. He is good enough at that profession to find time to be well read in various genres of sci-fi. For laughs and exercise is a black belt in and has been seen to put on full armor and engage in SCA field battles. Besides being trained in the Art of (medieval) War, he is quite good with thrown axe, knife, and spear. Always up for a good laugh and lifting entirely too much weight all by himself, he is a great guy to have on/at your side.

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 featured in a PBS Northwest Profiles segment. She is published on book covers and in the published Landmark and Great Warrior series of note cards and on websites, in fanzines and in art collections around the world. Betsy is a sometime member of ASFA, 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 a book store, puppet store, and cafe in Historic Downtown Millwood, WA. That is 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 wind ensembles and pit orchestras. E-mail: bmott@cornerdoor.com



IMPERATRIX MOXIE

Imperatrix was pulled from the sea by tuna fishermen in the late 1890s. After devouring their consciousnesses to hide her origins, she proceeded to Paris where she slept her way to the top of the billing in several dodgy and quickly closing musicals. A sudden lack of funds due to misappropriation by certain shady characters caused Miss Moxie to pick up her things and skip across the channel, where she fell into a brief and wholly inappropriate career nursing under the guidance of Dr. Joseph Bell. After a brief flirtation with one of his students, Arthur, she found her way into the London theatre set where she taught herself how to play various instruments and read lips for future blackmail opportunities.



TIM NIGHTENGALE

Tim is an aquatic entomologist by trade and a gamer by addiction. He has been involved in the fannish community for years and with Norwescon as a volunteer staff member for over a decade (that makes him a young-un.) Norwescon 35 is his fourth year running the gaming track. Tim is currently the Editor-in-Chief of the *Wayfinder* Fanzine, an ENnie award-



winning magazine written by Pathfinder fans for Pathfinder fans, and also has some writing credits for several monsters in *Pathfinder Adventure Paths*. Tim is also known in some gaming circles as the Founder of PaizoCon, a local gaming convention celebrating Paizo Publishing and their *Pathfinder Roleplaying Game*.

CHRIS NILSSON

Chris has been hanging out in Science Fiction fandom for over 30 years, helping run conventions such as Moscon, Rustycon and Norwescon since 1980. An avid reader and media buff, IT professional, DBA and admitted Geek, as well as husband and father, Chris has quite a bit to say about several topics. He has long gone by the adage: "I have an opinion, and I'm not afraid to use it." So if you see the top hat with the red dragon on the brim, stop and say "Hey." The conversation could get lively.



G. DAVID NORDLEY

G. David Nordley (pen name of Gerald David Nordley) is a retired Air Force aeronautical engineer, consultant, and writer with over 50 published works of non-fiction and short fiction, and a Mars-related story collection, *After the Vikings* available as an e-book from Fictionwise. His latest novel, *To Climb a Flat Mountain* appeared as a serial in *Analog* in 2009. A Minnesota native, he has lived in California for over 30 years. He is married to a retired Apple computer programmer.



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 quirky, 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 everyday life. Approach at your own risk.



RYAN 'TANUKI' NUTICK

Ryan has been a fan of both science fiction/fantasy and music most of his life, so it seemed almost natural for him to get involved in helping out in music dedicated to science fiction/fantasy.

BRIAN D. OBERQUELL

Author David Houston has described Brian as "Pyro perfectionist, master of illusion and, on occasion, someone else altogether!" but Brian would describe himself as "Overworked and under-caffeinated." In addition to being a longtime part of the "Let's Make a Movie!" workshop, Brian continues to practice his trade wherever and whenever possible whether it's confetti bombs at trade conventions, show design for performance artists, effects and props for the theatre or performing field tests of new hardware for the pyrotechnic industry. In his copious free time, he blogs as "Office Bob" at office-bob.com/blog/. Canadians will be able to see him in action on an upcoming episode of the Discovery Canada show PYROS, airing sometime in 2012.



I EVA OHAKS

Ieva Ohaks is the Costume Stock and Rental Coordinator at Seattle Opera, managing and maintaining approximately 14 tons of costume inventory. Ieva has been a professional theatrical costumer for 20 years, in her current role since 1999. Her background includes construction and alteration of costume accessories, costume design, and design support roles, and in recent years, the study and construction of folk costume.



KARL "ULTRAKLYSTRON" OLSON

Second generation Nerdcore Rapper Ultraklystron has been writing hip hop songs about anime, manga, computer science and science fiction for roughly a decade. In addition to appearing in the documentaries *Nerdcore For Life* and *Nerdcore Rising*, he has also produced songs for musicians such as Nursehella and Rai Kamishiro, has remixed Nerdcore greats such as Optimus Rhyme and MC Frontalot and has performed everywhere from San Diego Comic Con to the Consumer Electronics Expo. When he's not producing music or performing live, he moderates the anime forum at toonzone.net and writes reviews and editorials for the same site, and develops.



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 astronautical 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. *Surviving Frank* has just been re-released and is now available through his website (franktwolfe.com) or direct from Amazon.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.)

DON PARRIS



Born to a family that's been in showbiz since World War One, it's plain to see that it's in his blood. Currently he is touring with the Seattle Knights (seattleknights.com shameless plug) doing Medieval / Ren Faires and singing bass up and down the I-5 corridor. As a budding Voice Actor, he just put in the can his first Book on Tape Recording. In his spare time he also is a certified instructor of choreography and theatrics for the Knights giving classes and demonstrations at local public schools and libraries. Fusing a mixture of fencing, gymnastics, ergonomics, drama, ballroom dance, and flow mechanics (physics) he brings to his 28 year theatrical career of character/improvisational acting, singing, stunt work, directing, stage managing, tech work, and stunt coordination a diverse array of expertise.

JELIZA PATTERSON



Jeliza designs photography books, is a work-from-home mom in concert with her two partners, and uses all the time left to make mixed-media, photographic and digital art.

ALAN PAULSEN

Actor, Author, Soldier, Cop.

PETER DENNIS PAUTZ

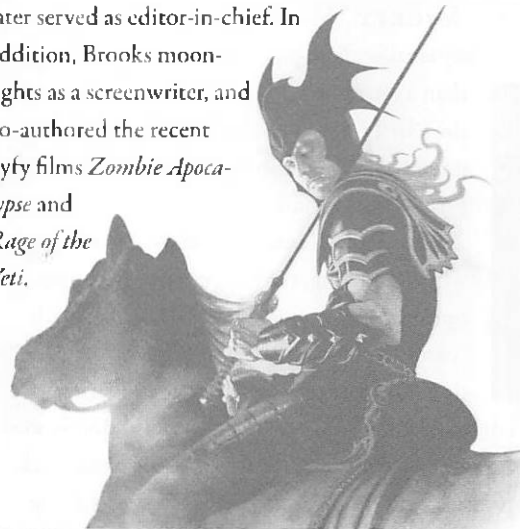


Peter Dennis Pautz was born in New Jersey and takes a piece of it everywhere, including to his work as a Psychotherapist, Coach, Consultant, and Clinical Supervisor. Among his specialties are Marriage and Family Therapy, therapist with writers, visual artists, and other therapists, and emotional processes in organizations. His web site is ItsNotRocketScienceTherapy.com. He served as Executive Secretary of the Science-fiction and Fantasy Writers of America, Inc., for 20 years, and has been president of the World Fantasy Awards Association since 1981. (Having occasionally wielded the shovel himself, he knows where the bodies are buried.) He co-edited the World Fantasy Award-winning anthology, *The Architecture of Fear*, with Kathryn Cramer, and *Nebula Awards Fifteen* with Frank Herbert. He is also publishing several magazines and original anthologies in both the U.S. and the U.K. Most recently he was admitted as an active member of the International Thriller Writers.

BROOKS PECK



Brooks Peck is a curator at EMP Museum in Seattle. He recently curated *Avatar: The Exhibition*, *Battlestar Galactica: The Exhibition*, and *Spaced Out! The Final Frontier* in Album Covers. Currently he's working on a new exhibition, *Icons of Science Fiction*, opening in June. Prior to joining EMP, Brooks worked as an entertainment writer and editor, specializing in science fiction, fantasy, and horror for publications such as *Wired*, *SciFi Channel Magazine*, *Giant*, and *Amazon.com*. In 1996, he co-founded *Science Fiction Weekly*, the first professional Web site devoted to science fiction, and later served as editor-in-chief. In addition, Brooks moonlights as a screenwriter, and co-authored the recent Syfy films *Zombie Apocalypse* and *Rage of the Yeti*.



ELISABETHE PHIPPS

Elisabethe always had an interest in playing in dress-up, but her early years traveling the world did not afford the space for an expansive wardrobe. Therefore, she had to console herself by visiting museums, reading, drawing, and forcing costumes upon her pets. (They pack much better!) Early costuming efforts began in high school, with a swim coach that owned an Antebellum manor. In order to escape extra swim laps, she agreed to dress in period costume to help conduct tours of the home. The bug had firmly bitten by then. Eventually, she made her home in the Pacific Northwest, found the Society for Creative Anachronism and was now, finally, able to develop that love of dress-up. Historical accuracy continues to be a passion, but that is tempered with a new-found love of Steampunk and alternative historic costuming.



DEIRDRE A. PHOENIX

Deirdre is a geek who adores people. She's in her junior year at an alternative high school, and is planning to go to UW and major in Psychology. She lives in a big city on a big hill in a big house with a lot of people in it. She believes that nobody has ever had a family that is better than hers. She has a plethora of poly parents, and two fabulous younger siblings who she alternately adores and...adores with slightly more annoyance. She is passionate about communication, human nature, love, science, enthusiasm, literature, art, and the beauty of the universe. She is poly, sapiosexual, nerdy, loud, exuberant, musical, and perpetually curious.



MICKEY "MEOWSE" PHOENIX

Mickey is taller than a speeding bullet, more absurd than a locomotive, and able to leap to conclusions in a single bound. He has recently acquired a dog and become a cyborg (separately). His hobbies include WoW, fitness, guitar, 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. A rabid Bokononist, his personal foma include 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. Mickey knows a little bit about nearly everything, and is eager to learn more from you. Speak!

JENNA M. PITMAN

Jenna M. Pitman is a local writer of speculative fiction. Her work has been published in many magazines and anthologies. She is deeply involved in local fandom, working for and attending a variety of conventions in the region and a few outside of it. She is the co-founder of the annual Seattle's Women in Horror Month event Vaginomicon.



J. A. PITTS

J. A. Pitts resides in the Pacific Northwest where he hunts dragons, trolls and other beasties among the coffee shops and tattoo parlors.



WENDY PRATHER

Do you see her? "No!" "Well, keep looking! I swear I saw her go in!" "But how are we going to find her in all of...this? It's hopeless!" "Doesn't matter! Keep looking! She has to surface soon!" "Look! I see her! There! Underneath that pile of velvet!" "Quick! Throw her a rope! It's the only way to get her out!" Yeah, she really needs to get out of her sewing room every once in a while!

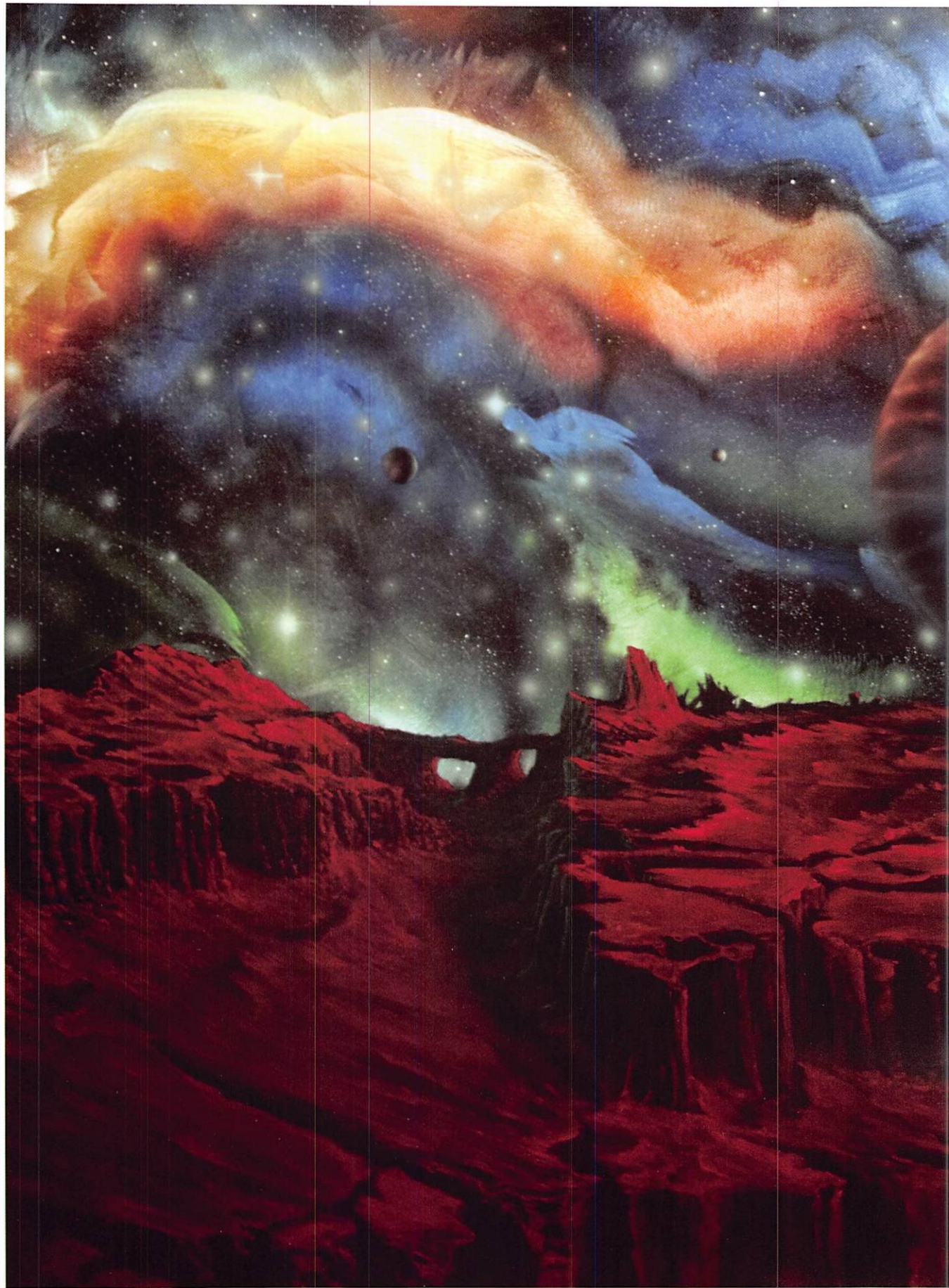


JONNALYHN WOLFCAT PRILL

Wolfcat started in fandom reading her father's Asimov and Heinlein while taking her mother's needlework lessons to heart for creating costumes. Since the 80's, she's been involved in a variety of fannish hobbies from the SCA, Larping, gaming, filking, and participating in several levels at various cons throughout the United States. It's a toss-up as to whether she owns more books or fabric, and her costume wardrobe is rapidly taking over the available storage space in her home, much to the disgruntlement of the felines who feel that space and fabric is theirs for the lounging. Wolfcat recently spends much of her free time costuming the next fannish generation with her husband and learning techniques for Victorian and Anime costuming.

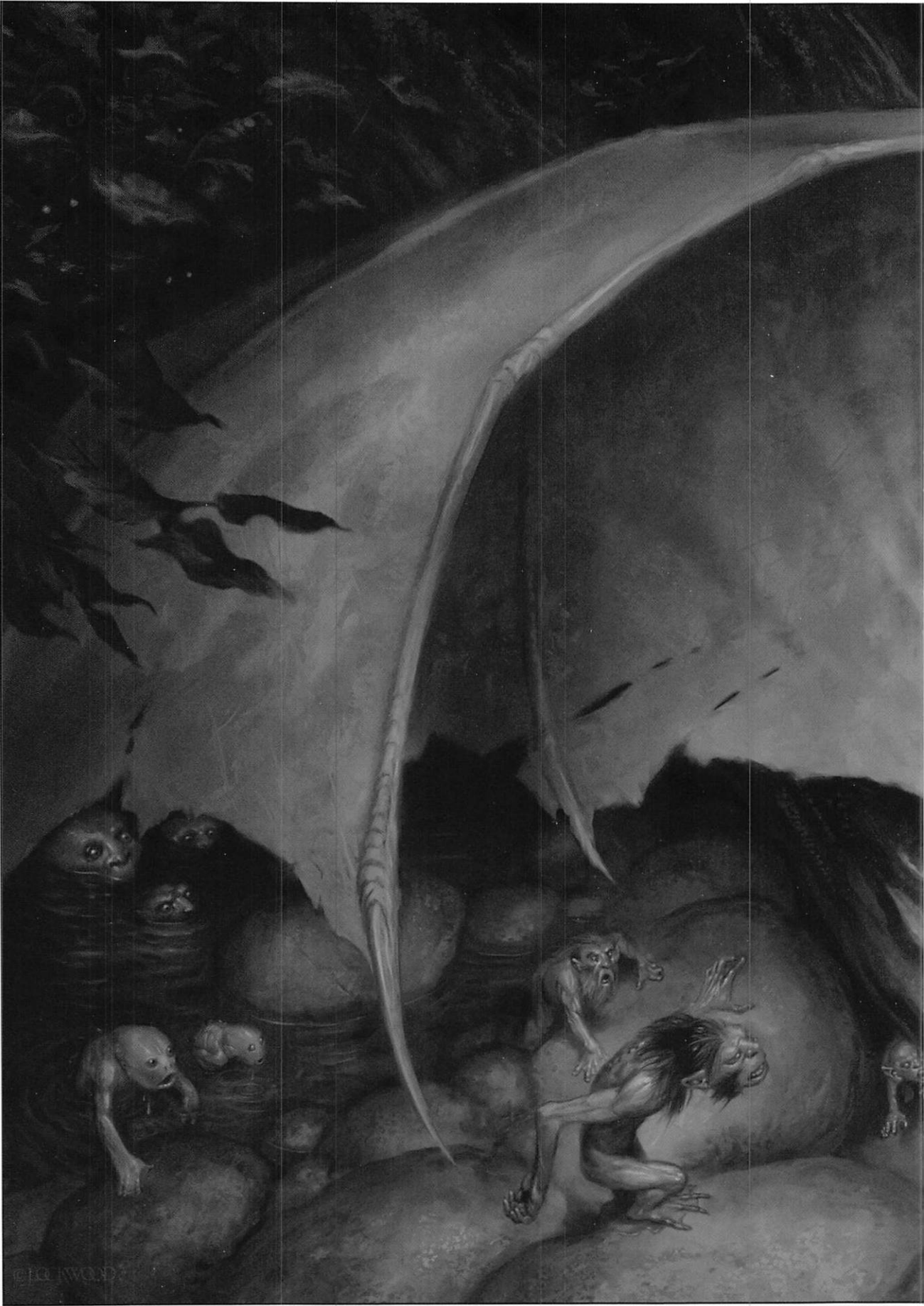








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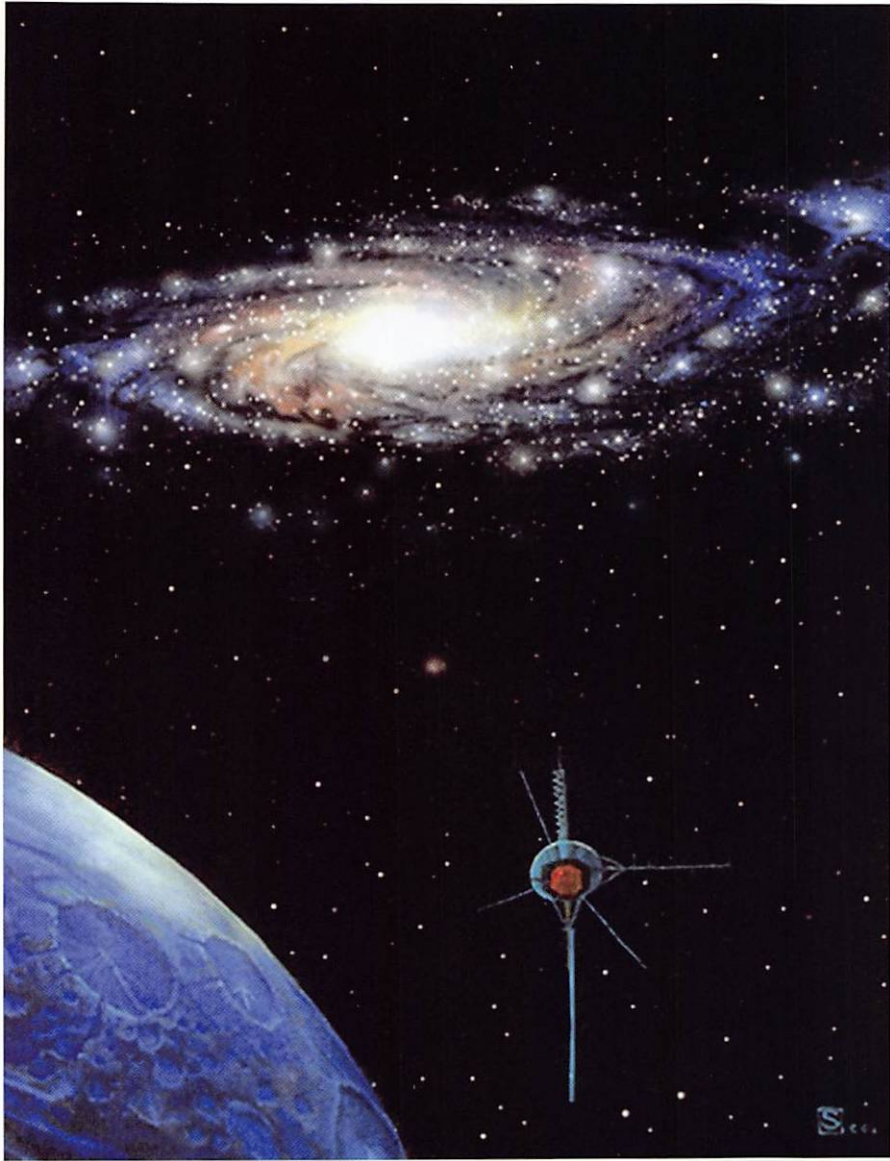


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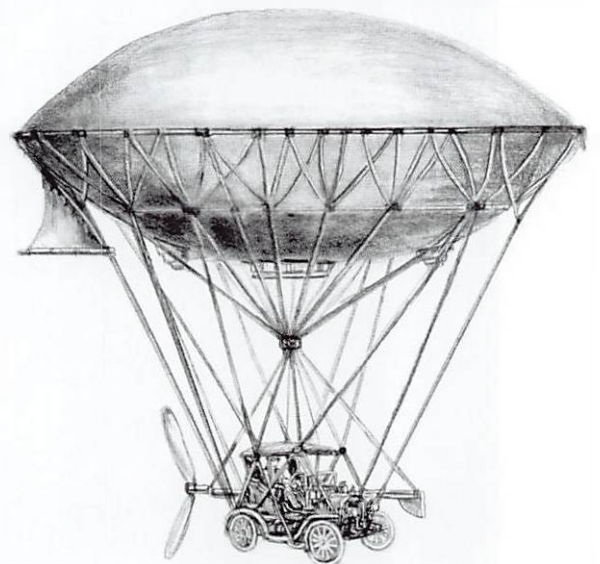
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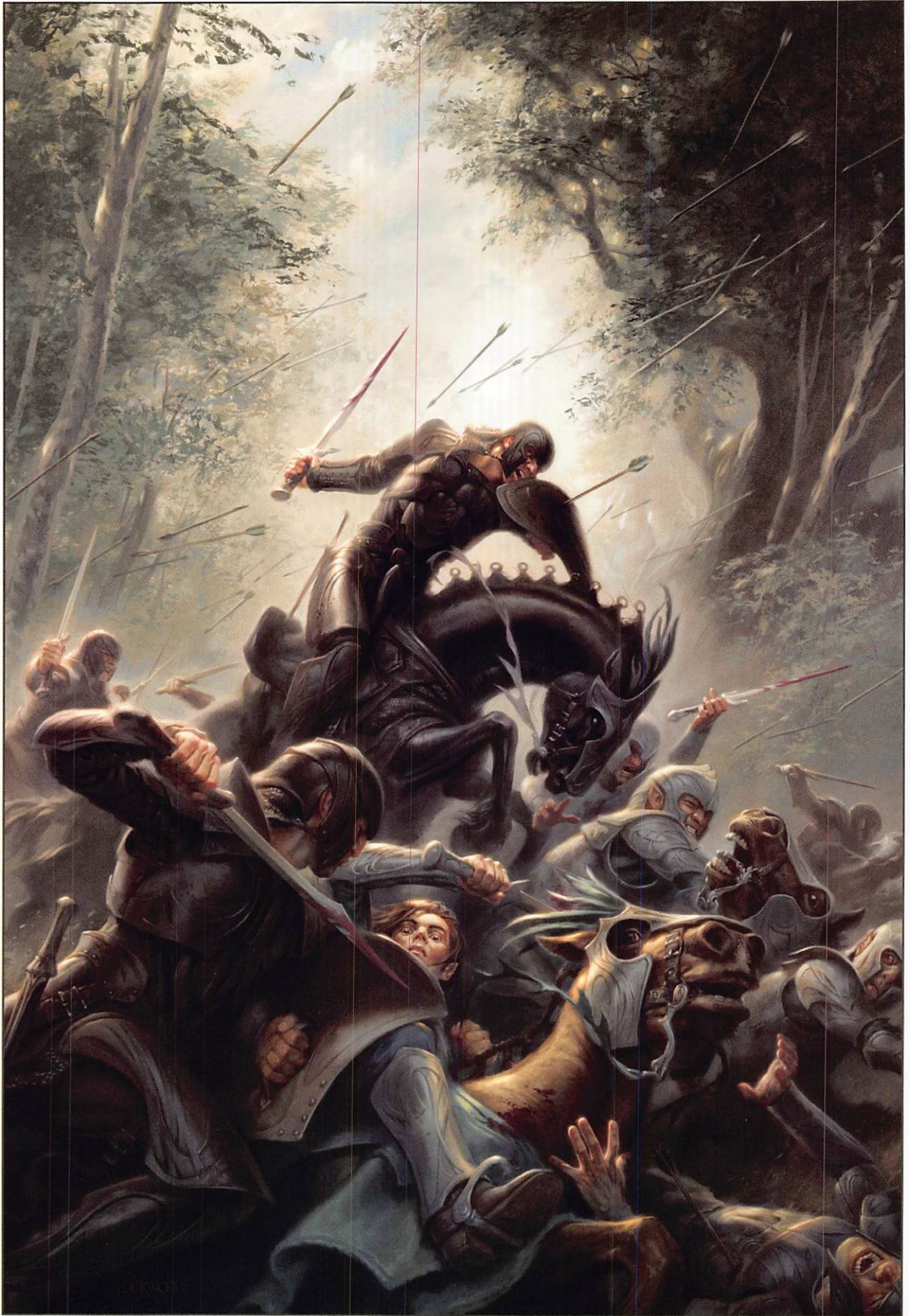


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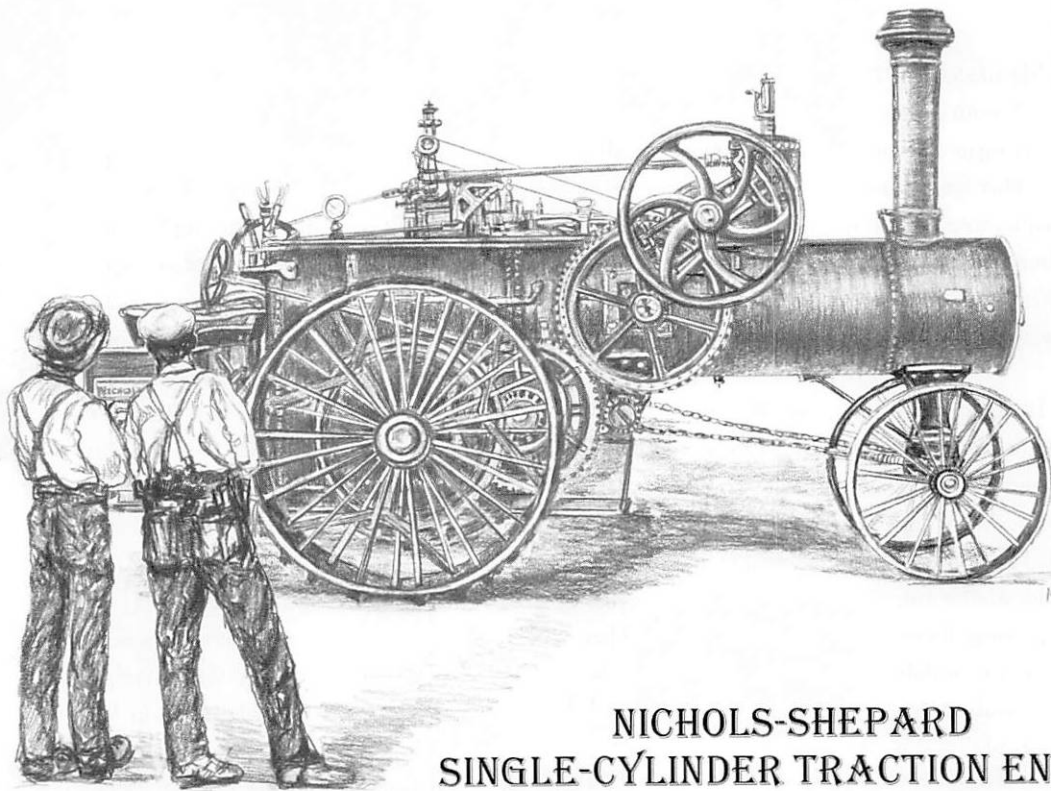
© BETSY MOTT



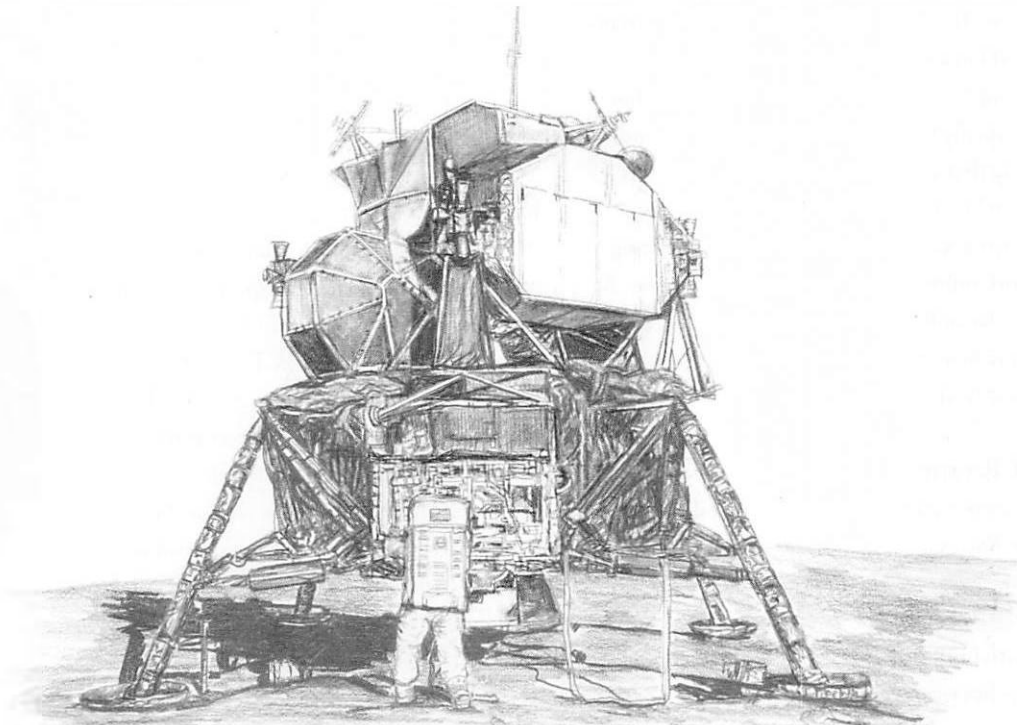
Rio Dirigible
1906



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NICHOLS-SHEPARD
SINGLE-CYLINDER TRACTION ENGINE
CIRCA: 1906



LUNAR MODULE: EAGLE
SEA OF TRANQUILITY, JULY 1969

PROFESSIONAL PANEL MEMBERS CONTINUED

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.



IRENE RADFORD

Irene Radford wanted to be a ballerina. When she found out she was too short she tried being a leprechaun. But alas she was too tall. Then she fell in love with lace and wanted to be a spider able to spin magnificent webs with morning dew sparkling like diamonds. The spiders rejected her because she didn't have enough arms and legs. So she took up writing fantasy and science fiction instead.



KEVIN RADTHORNE

Kevin Radthorne weaves his creativity in both words and art. As a wordsmith he has three published novels in *The Tales of Tonogato* series, an Asian-themed fantasy world that sees its characters rise from not just from modest beginnings but from equally humble personalities, in the end proving that all of us can achieve tremendous things when fate calls upon us. In addition to his writing Kevin creates digital art, exhibiting his work online and at convention art shows. At his website, KevinRadthorne.com, one can peruse the complete first chapter from one of his books and view the best from his art gallery.



CAT RAMBO

Cat Rambo's publication credits include *Asimov's*, *Weird Tales*, *Clarkesworld*, and *Tor.com*. Her collection, "*Eyes Like Sky and Coal and Moonlight*," was a 2010 Endeavour Award finalist. A volunteer with both Broad Universe and Clarion West, she teaches writing at Bellevue College.



RASMUS RASMUSSEN

Rasmus Rasmussen is a Danish immigrant, media nerd, and professional photographer turned publisher. He grew up playing and writing pen and paper RPGs, eventually turning his love of storytelling into a career. He wandered a path with many twists and turns, meeting countless interesting people along the way, before finally ending up in Seattle, where he works and publishes the arts and culture site, *Another Passion* (anotherpassion.com, syndicated by Fox/Tribune). Rasmus enjoys coffee, being a dork and writing his own bios.



THE REVEREND EN FUEGO

Producer for the *BJ Shea Morning Experience* and host of *Undead Radio* and *BJ Shea's Geek Nation* (kisw.com), the Rev is an avid gamer who loves to talk about horror movies, zombies, and occasionally cat memes from the internet. You can find him on twitter, @RevEnFuego!

KIM RITCHIE

Kim Ritchie is a member of the Fairwood Writers and has been participating in the Writers' Workshop on one side of the table or another since 2003.

KYLE ROBINSON

Kyle Clay has spent the majority of his life studying the arts. A renowned singer and actor, Kyle often performs at local events. He specializes in singing songs of the 50's and 60's. His favorites include Frank Sinatra, Bobby Darin, Dean Martin and Elvis Presley. Kyle is a modern day bard. He likes to have his hands in many projects at the same time, helping out wherever his skills are needed. Kyle has even created custom sets for shows and learned new songs at the request of customers and fans to make each performance special. He has been known to go out of his way to make people smile, laugh, and thoroughly enjoy every moment he is on stage- or off stage for that matter. Kyle is an entertainer through and through, singing his way around the Pacific Northwest for your pleasure.



DAVID A. RODRIGUEZ

David A. Rodriguez has been a professional writer and video game designer for the past ten years and has worked on such games as *Hunter: The Reckoning*, *Ghost Recon*, *Marvel: Ultimate Alliance 2*, *Guitar Hero*, *Transformers: War for Cybertron* and *Skylanders*. In addition, David is the creator and writer of the independent comic series *Starkweather: Immortal*, *Shadowgirls*, and the new, all-ages, fantasy title *Finding Gos-samyr*. In what he jokingly refers to as his spare time, he directs voice actors for multiple motion-comic projects. David currently resides in New York with his wife and son.



JON ROGERS

Jon Rogers is one of the original "Space Cadets"—a derisive name for any who watched the earliest of Sci-Fi shows on TV in the 1950s. Starting as a Nike Missile Controller his career found him rising through the ranks to build the LEM/Apollo antennas that sent pictures back from the moon. During his 30 year professional Aerospace Engineering career he worked on many spacecraft including the Space Shuttle and especially Satellites. But his love was still the beautiful Sci-Fi Spaceships of his youth. So, in 2001, he teamed up with Jack Hagerty, co-authored and illustrated *The Spaceship Handbook* and *The Saucer Fleet* to become the recognized authority on classic Sci-Fi Spaceships. Mr. Rogers has written many articles and spoken at NAR, AAS and World SF conventions. He has been a featured guest on such radio programs as Mike Hodel's Hour 25 and Dr. David Livingston's *The Space Show*.



MICOLE ROSE

Micole has been sharing stories with any available audience since before being able to read them herself. A published author, as well as a professional editor, she finds herself most enamored by being 'famous' in the realm of fanfiction as a writer, beta, fest mod, and cheerleader. She's involved primarily in *Merlin* and *Harry Potter* fandoms, though she has been known to dip her toes in other fandoms as it strikes her fancy. She's also currently working on her PhD in Mathematics.

No, she doesn't understand why either.



MARY ROSENBLUM

Mary Rosenblum graduated Clarion West in 1988. She has published 8 novels with New York publishers along with dozens of short stories, been a finalist for Hugo and Nebula awards, received the Sideways and Compton Cook awards and has become an instrument rated pilot. She has returned to teach Clarion, a great full circle, working with novice writers who self-publish their work as the New Writers Interface.

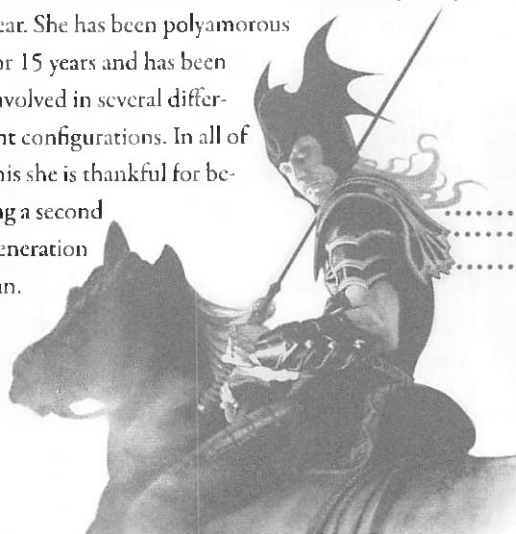
BETHANY ROULETT

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 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 has a master's degree in Counseling and has been a practicing medicine woman for the last 12 years. In these roles she co-leads communication workshops, works with individuals and families, and leads ritual and ceremony. She is involved in her spiritual community and volunteers with National Alliance for Mental Illness, where she focuses on education and connection. She also chairs the local Filk music convention, *Conflikt* which is held at the end of January every year. She has been polyamorous for 15 years and has been involved in several different configurations. In all of this she is thankful for being a second generation fan.



CHRIS SAINT

Fueled by a mix of unbridled arrogance, unrecognized ignorance, and an undiagnosed mental condition, Chris began podcasting in 2007. Being a life long geek, Chris has enjoyed sci-fi and horror in all it's forms from movies to TV, books to podiobooks, comic books to graphic novels, boardgames to video games and RPG's. Chris has even been known to LARP, twice now (first because of a woman, second because of zombies). His influences are Arthur C. Clark, Orson Scott Card, Frank Herbert, Joss Whedon, George Romero, Kevin Smith, Sid Meiers, Sailor Jerry, Scott Sigler, and Tee Morris. Chris' other projects include an audiodrama he started writing in early 2009 called "On The Edge Of Darkness" about a group of professional zombie hunters.



KEN SCHOLES

Ken Scholes is the critically acclaimed author of three novels and over thirty short stories. His series, *The Psalms of Isaak*, is being published both at home and abroad to award nominations and rave reviews. *Publisher's Weekly* hails the series as a "towering storytelling tour de force" in starred reviews of the first three volumes. *Lamentation*, the first volume, won the American Library Association's RUSA Reading List award for Best Fantasy of 2009 and recently won France's Prix Imaginales for Best Foreign novel. Both *Canticle* and *Lamentation* were finalists for the 2009 Locus Award. Ken's short fiction has been collected into two volumes, published by Fairwood Press. Ken lives in Saint Helens, OR, with his wife and twin daughters. He invites readers to look him up at kenscholes.com or track him down on *Facebook*.



MICKEY SCHULZ

Mickey Schulz lives in Shoreline, Washington, with a husband, several cats, a hedgehog and some room-mates. She edits and is the main contributor to GeekGirlsRule.net and Polimicks.com. When she isn't fighting for social justice, she's a singer in a punk band, an aspiring author, and an agnostic pagan.



ROBERT J. SCHWALB

Robert J. Schwalb is an award-winning game designer who has contributed design to or developed nearly two hundred role playing game titles for *Dungeons & Dragons*, *Warhammer Fantasy Roleplay*, *A Song of Ice and Fire RPG*, *Star Wars RPG*, and the *d20* system. Some of his most recent work for *Wizards of the Coast* can be found in *Heroes of the Elemental Chaos* and *The Book of Vile Darkness*. Robert's first novel, *Death Mark* released in 2011. Robert is also a regular contributor to both *Dragon* and *Dungeon* magazines. Robert lives in Tennessee. Be sure to check out his website found at robertjschwalb.com.



C.A. SCOTT

C.A. Scott is cofounder and has been senior technical editor since the first issue of *BioProcess International*, a trade journal covering medical biotechnology now in its 10th year of publication. She is also author of the five-volume science fiction adventure series, *Racing History*, with a second edition now available on the Kindle Store. A member of the National League of American Pen Women, she is a SEAmester 1992 alumna who graduated from the University of Arkansas in 1996 with a journalism degree -- and since then has been an occasional member of Eugene, OR's Wordos and guest at Norwescon and Orycon. Traveling extensively for her "day job," she once met a real live clone. She lives in Springfield, Oregon, where she loves to spend time with her husband Chris, her Labrador retriever Strider, and her Arabian horse Rowdy.



JOHN SEGHERS

John Seghers is a founding member of the *Conflikt ConCom*, providing sound for the Pacific Northwest's regional Filk Convention. He also provides live sound and recording for Filk at Norwescon and Orycon and special events such as *Renovation 2011*, *Geek Girl Concert*, *Can't Stop the Serenity* and *GeekFest* (Seattle Browncoats Charities). You'll often find him at the sound board for concerts by many artists in the Northwest such as *Vixy & Tony*, *Tricky Pixie*, and *Marian Call*. John's day job is as a software engineer.



VICTORIA SHAFFER

Victoria Shaffer started costuming 13 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 poster child for conspicuous consumption. She can be found in the general environs of Seattle, trailing lace while peddling her parasols and other shinies.



LIZZY SHANNON

Lizzy Shannon has had a screenplay optioned in Hollywood, and her latest book, *A Celtic Yearbook*, launched in November 2011. Other published/produced works include a time travel/space opera novel, *Time Twist*, short stories and stage plays. She is a board director of the Willamette Writers, which hosts a high-profile literary conference every August in Portland, Oregon. By Norwescon, Lizzy will be celebrating her 9th birthday as an American citizen. Champagne for everyone!



LORELEI SHANNON

Lorelei Shannon is a writer, sculptor, movie fiend, and and goth mama. She's published numerous short stories, several novels, and an historical true crime book about the scariest woman in New Orleans. Lorelei enjoys hanging out with her family and friends, cultivating carnivorous plants, and watching the weirdest movies she can find. She really, really wants to meet John Waters before she dies.



PATRICK SHERMAN

A member of the Roswell Flight Test Crew, Patrick Sherman (AKA "Lucidity") possesses the same degree of technical acumen as half a ton of igneous rock. The only thing he could do with a soldering iron is hurt himself. When it's time to repair one of the crew's home-built drone aircraft – usually his own – he stands back shouting encouragement and rummaging through cardboard boxes looking for spare parts while Brian Zvaigzne (AKA "Techinstein") does all the work.



Having narrowly escaped a job as newspaper reporter and photographer, he now works in strategic communications. A certified private pilot and master scuba instructor, he holds undergraduate degrees in sociology and English from the University of Southern California, as well as an MBA from Willamette University.

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. Clark 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 Embedded developing cool devices. He was born in the town of Bremerton, Washington, but escaped as soon as economically feasible. He lives in Monroe with his wife Michelle and daughters Cassiopeia and Andromeda.



J.M. SIDOROVA

Born Russian, J.M. Sidorova was raised in the USSR, Singapore and Germany before she immigrated to the States. Her one personality has a Ph.D. degree in molecular genetics and spends her days in the lab as a Research Assistant Professor, testing the limits of human cells' resourcefulness in the face of adversity. Her other personality is a fledgling science fiction writer and a graduate of the Clarion West workshop. Both personalities agree that Sidorova's speculative fiction is sometimes inspired – or haunted -- by whatever she sees under her microscope and in Petri dishes. Sidorova's research has 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*, *Clarke's-world*, *Abyss* and *Apex*, and *M-Brane SF*.

SILVER

Silver has dedicated her life to making the world a kinkier place. Along the way, she has run a dial-up BBS for perverts, helped found the Center for Sex Positive Culture, and spoken on numerous panels dedicated to kink and polyamory. Her support group for women new to Seattle's kink community is still going strong after 15 years. Silver loves talking about kink and must be kept out of the family sections of restaurants. She is in a long-term polyamorous relationship and enjoys hanging out with her partners, her partners' partners, and her partners' partners' partners. Although poly herself, Silver is not a "polyvangelist." She believes that there are many ways of living happily ever after.



JESSE SIMPSON

Is the person above me cool? Did they use a picture of their cat instead of a bio picture? I always feel out of place in these things. Not like alphabetically out of place, but like I'm gonna open up the book and my bio will be under a part time astrophysicist and above some lady who single handedly translated the entire *Twilight* series into Greek and then into Klingon. Which reminds me, THIS is basically a form of time travel. Think about it. I'm writing this at 1:10am in December and you're reading it in April.

I'm not saying I'm Doctor Who or anything but this is basically how that movie "The Lake House" got started...you have no clue what I'm talking about do you? So let's make a deal, present day you, and future me (which when you actually go to my panels will be present day me...MESSING WITH MY HEAD!!!!) should go to all my panels and be awesome. Unless I'm stuck on crap panels like the wonderful world of belly button lint then you're free to go to something awesome, I'll make you a list of better panels. If we're lucky next year there will be a whole panel track called "Stuff Fish wishes he was doing instead of moderating the belly button Lint Panel." Everyone else will be confused but you and I will have our special inside joke :) 'Cause we're cool like that.

JACK SKILLINGSTEAD

In 2001 Jack Skillingstead won Stephen King's 'On Writing' contest. Two years later Jack's first professional sale appeared in *Asimov's*. The story was short-listed for the Sturgeon Award and reprinted in *Dozois' Year's Best Science Fiction*. Since then Jack has published thirty stories, appearing in *Asimov's*, *F&SF* and *Realms of Fantasy*. His work has also appeared in four different volumes YBSF and once in Hartwell's *Year's Best Fantasy*. His collection, *Are You There and Other Stories*, is available from Golden Gryphon Press and his novel, *Harbinger*, is available from Fairwood Press. Jack lives in Seattle with his wife Nancy Kress.



G.ROBIN SMITH

Robin is a writer, performer, educator and fundraiser. He is interviewed on the Podcasts "On the Page", "Screenwriting Movies and TV", "Ben Franklin for President" & the Shakespeare dissecting "Chop Bard" – all on iTunes. He is an Ambassador for the Showcase of Fundraising Innovation & Inspiration, a musician with the Steam & SeaPunk band *Kräken-Röbl* and teaches for The Interactive History Company. He has spoken for The Center for Non-Profit Success, the UW, Cornish and many other schools as well as Cons. Robin's work has been seen on stage (Cornish College and in June at Seattle's ACT Theatre) in print and on the Web. He tours widely and is available for consultation, performance and fundraisers. He is sponsored by Hardwick & Sons, Inc. (eHardwicks.com) is a member of The National Writers Union and The Northwest Screenwriters Guild. Robin keeps all his facets (and connecting URLs) bright & shiny at HammerSmith-Productions.com.

STAN!

Stan! is the award-winning author of two 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 web-comic), *SuperGeniusGames.com*, and *Stannex.com* (which remains the Home of All Things Stan!).

RICHARD STEPHENS

A love of theater has led Richard down the Rabbit Hole to some wild adventures designing sets and costumes for *Cannibal the Musical*, *The Rocky Horror Show* and a steampunk produc-

tion of *The Pirates of Penzance*. Besides designing, Richard also works as a director, an actor, and curator for an annual costume art show. When not making costumes or working in the Mad Men world of advertising, he picks the seeds of time out of his fangs with a bodkin.

RENEE STERN

Renee Stern is a former newspaper reporter turned freelance writer whose short fiction has appeared in *Beneath Ceaseless Skies*, *Black Gate*, *Aeon Speculative Fiction*, and the anthologies *Human Tales* and *Sails & Sorcery: Tales of Nautical Fantasy*. She also is working on a historical fantasy novel.

AIMEE STEWART

Aimee Stewart is a professional digital artist, specializing in mixed media and photomanipulation. Her works have been licensed around the world for greeting cards, puzzles, fine art, and much more. She is a freelance writer for *Advanced Photoshop Magazine* and *Somerset Digital Studio* magazine, sharing master tutorials on steampunk and fantasy themes. Heavily inspired by music and literature, Aimee's style runs the gamut between surreal, storybook, and something plucked from 'otherwhere'. In essence, she is a cartographer of the imagination, a visual raconteuse, the duchess of cupcakes, wielder of Wacoms, and an intergalactic autodidactic mischief maker. She is currently finishing her first children's book, both as co-author, and main illustrator, with publication planned in 2012.



DEBORAH K. 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 makes 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*.



GARTH STUBBS

Mr. Stubbs is a costumer who has been attending Norwescon for many years. (Make sure that you stay out of the costume panels, and don't attend the masquerade - you might just run into him there.) He has recently been using his time machine to go back in time to pick up those Norwescons he missed. He feels that he doesn't want to deprive all the past masquerade audiences of his talents. He also plans on attending future cons using his machine. So if you see someone walking around with a big head, it could be someone that has put on a mask to get ready for the masquerade, or it might be Stubbs. (Remember you have been warned. If you don't heed this warning it's your own fault.)

JAMES L. SUTTER

James L. Sutter is the Fiction Editor for Paizo Publishing and co-creator of the Pathfinder Roleplaying Game campaign setting. He's the author of the Pathfinder Tales novel *Death's Heretic*, as well as short stories in such venues as *Starship Sofa*, *Apex Magazine*, *Black Gate*, and the #1 Amazon bestseller *Machine of Death*. In addition, he's an award-winning game designer with numerous adventures and supplements for both Pathfinder and Dungeons and Dragons, and his anthology *Before They Were Giants* pairs the first short stories of authors like China Miéville, William Gibson, Larry Niven, and Cory Doctorow with new interviews and writing advice from the authors themselves.



PATRICK SWENSON

Patrick is a high school English teacher and has taught for 25 years. He is a graduate of the Clarion West writers' workshop and has sold fiction to *Like Water for Quarks*, *Marion Zimmer Bradley's Fantasy Magazine*, *Figment*, and others. He is currently working on a novel. In 1995 he began *Talebones* magazine, and published 39 issues over 14 years, coming to an end in 2009. Patrick began the Rainforest Writers Village in 2007. The annual writing retreat is held at Lake Quinault on the Olympic Peninsula. He is the proud poppa of 9-year-old Orion. They live in Bonney Lake, WA.



BRYAN SYME

Bryan Syme is a tattoo artist and illustrator from Seattle, WA. A graduate of that city's Art Institute, Bryan slings ink and needles at Fenix Tattoo in Pioneer Square. His "ominous toaster" drew praise from Neil Gaiman, whose story, among others, Bryan illustrated in the *Ravens in the Library* anthology. He is the artist for arpeggiothecom.com, has been published in *Goblin Markets*, and has even done the occasional portrait. Bryan adores bad movies, RPGs and his wife Tabitha. For more of his artwork, see tabry.deviantart.com/



BENJAMIN TATE

Joshua Palmatier (aka Benjamin Tate) is a fantasy writer with DAW Books who also teaches mathematics. His novels include *The Skewed Throne*, *The Cracked Throne*, *The Vacant Throne*, *Well of Sorrows*, and *Leaves of Flame*. He has co-edited two anthologies with Patricia Bray--*After Hours: Tales from the Ur-bar* and *The Modern Fae's Guide to Surviving Humanity*. He has also published various short stories in such anthologies as *Close Encounters of the Urban Kind*, *Beauty Has Her Way*, and *River*. Find out more at joshuapalmatier.com or benjamintate.com.

ANITA TAYLOR



Anita Taylor is an avid costumer and independent historical researcher. She enjoys participating in Masquerades; the highlight of last year's season was a Best in Show win at Worldcon. Also active in the SCA, she is the Challenges Officer for the An Tir Costumer's Guild and the Scribal Officer for the Barony of Blatha An Oir. Her current art projects include re-creating medieval, illuminated manuscript art and calligraphy.

BRUCE TAYLOR



Bruce Taylor, aka. "Mr. Magic Realism", writes magic realism (think *Twilight Zone* or lucid dreaming). He has been nominated for the & NOW Award for Innovative Writing (*Kafka's Uncle*) and has been writer-in-residence at Shakespeare & Company, Paris. Other titles include a novella (*Thirteen Miles to Paradise*) in a collection (*Alembical*) which received a starred review in *Publishers Weekly*. *Edward: Dancing on the Edge of Infinity* received favorable comments. Recent books include *Mr. Magic Realism*, *Metamorphosis Blues*, *Stormworld* (co-authored with Brian Herbert). He is also co-editor with Elton Elliott of *Like Water for Quarks* — the intersection of magic realism and quantum physics. He is also working on a "spiritual trilogy" — the first two (*Mountains of the Night* and *Magic of Wild Places* with introduction by Brian Herbert) are available. He was former co-director of *The Wellness Program* for Harborview Medical Center and past president for The Seattle Free Lances. Visit his website at brucebtaylor.com.

MARK TEPPO



Mark Teppo is the author of the urban fantasy series *The Codex of Souls* (Night Shade Books). He works for Subutai Corporation as their Chief Creative Officer where he plots and fabricates alternate versions of historical eras, which include the transmedia serial, *The Mongoliad* (mongoliad.com).

TARA THEOHARIS

Tara Theoharis is the founder of Charisma Consulting, specializing in adding +10 to small geeky businesses' charisma. She blogs at [The Geeky Hostess](http://TheGeekyHostess.com),

geekyhostess.com, performs in the web series *Job Hunters*, and is founder of the monthly meet ups "Pwn Seattle". Tara loves connecting the geek community and making cupcakes.

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*.

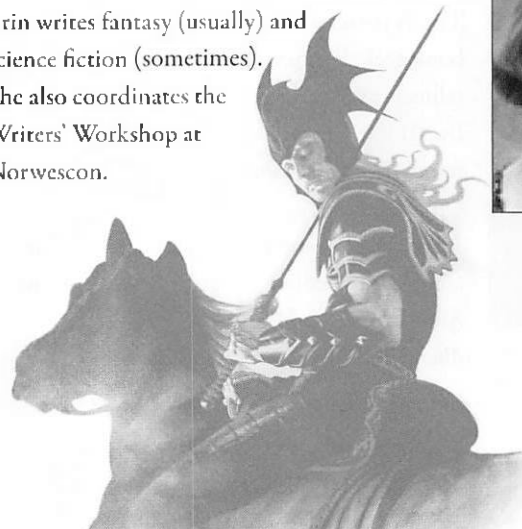


RYAN THUNE

Growing up with a love of swords and medieval history, I quickly found the re-enactment world and fell in love. Eventually this love of simulated combat lead to the questions of how did knights train, and where was the martial tradition of Europe? In 2004 I found the manuscript of *Fiore De Liberi*, available online for viewing, and discovered a new passion. Since then I have spent hours re-creating the plays of the *Flower of Battle*, uncovering the martial tradition of Italy. As a reenactor, I have developed a passion of the Crusader era Europe and the Norman culture of the 13th century. I have built period pavilions for my house, hosted events of proper period festivity for feast days, and spent many hours researching clothing and customs.

ERIN A. TIDWELL

Erin writes fantasy (usually) and science fiction (sometimes). She also coordinates the Writers' Workshop at Norwescon.





BETSY TINNEY

Betsy Tinney is a Northwest cellist who performs regularly with Vixy & Tony, SJ Tucker, Tricky Pixie, and Heather Dale; she also performs solo, does session work, and teaches. Betsy is also a songwriter, artist, web designer, and part-time pixie.



NIALL TOWNLEY

Lead singer for Kracken-Ruhl, Niall Townley has traveled around the country and around the world singing folk music and sea shanties of various sorts, playing instruments from the bagpipes to the didgeridoo and everything in between. Niall currently lives in Seattle, and can be found on his blog - bardic-circle.net.

JONATHAN TWEET

Jonathan has always liked science and the imagination. 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; and his blog is called *Atheist Sunday School*. If you feel like asking for an autograph or buying him a beer this weekend, don't be shy.



DENNIS R. UPKINS

Dennis R. Upkins was born and raised in Nashville, TN. A voracious reader and a lifelong comic book geek, he knew at an early age that storytelling was his calling. In 2011, his debut novel, *Hollowstone*, was released by Parker Publishing. Upkins regularly critiques and analyzes the representation and portrayal of minorities in comics and media as a regular contributor to *Ars Marginal* and *Prism Comics*.

His official website is <http://dennisupkins.com>.



GORDON VAN GELDER

Gordon Van Gelder is one of the administrators of the Philip K. Dick Award. He is also the editor and publisher of *The Magazine of Fantasy & Science Fiction*. He lives in New Jersey.



DIANA VICK

Diana Vick is a multi-talented artist, writer and costumer. She has done extensive work for many collectible card games including *Magic the Gathering*, *Legend of the Five Rings* and *The Seventh Sea*. She has also done work in many other fields including animation and comic books. Currently her art can be found primarily in her Zazzle shop on cards, mouse pads and magnets. Her award winning costumes are always original and eye catching. The most recent of these have been steampunk inspired. Along with her husband, R "Martin" Armstrong, she founded Steamcon, the largest steampunk convention on the west coast. She has also created a book about steampunk archetypes which can be found on *Blurb.com*.



VIXY & TONY

Vixy & Tony (Michelle Dockrey and Tony Fabris) 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. Their album *Thirteen* contains the Pegasus-award-winning songs "Emerald Green", "Six String Love", and the Firefly-inspired hit, "Mal's Song". Their energetic performances can be enjoyed by both sci-fi fans and mainstream music fans alike, earning them the Best Performer Pegasus Award in 2008. They are currently working on their second album, and can frequently be found playing with cellist Betsy Tinney and violinist Sunnie Larsen. Their music can be found at *VixyAndTony.com*.



LILITH VON FRAUMENCH

The original metalhead, leatherdyke, transsexual, ubergeek, SubGenius minister known to most as 'Lil', she is--among other things--a contributor to the SubGenius books *Revelation X* and *The "Bob"liographon*; founder of SHE, a trans-inclusive women's party at the Center SPC; hostess of *Hymns to the Dead Goddess*, a podcast featuring the women (cis and trans) of extreme music; and co-parent of the most awesome red-headed stepchild on the planet. She currently lives in Kirkland.



ELIZABETH (BETH) WADE

Beth Wade is a writer, costumer, and all-around geek gypsy who can't stand still. She's obsessed with dressing up, drooling over Charles Worth gowns, writing fiction and buying way too many books.



PIERCE WATTERS

Pierce Watters is Director of Sales for Paizo Publishing. He is Senior Book Editor for Planet Stories Books. He was Director of Circulation at *Wizards of the Coast*, and Editor-in-chief of *Dragon* and *Dungeon* magazines at TSR. He has been in publishing for over 40 years. He taught Tai Chi in Seattle's Chinatown for over ten years. Pierce is the co-author of three books on Chinese along with Tea Master Jason C.S. Chen. He is a graduate of Clarion East 1974.



STEPHANIE L. WEIPPERT

Stephanie started filking over ten years ago at an OryCon and liked it so much she kept doing it. Currently, she performs with her husband in his band Starlight. Her writing addiction started with a slug. Over three years ago, Rustyeon had a writing contest to write a short story involving a slug. The idea was so amusing, she wrote her first short story. It was awful, of course, and didn't make the first cut, but that was all it took.

OGRE WHITESIDE

Ogre Whiteside was a spy working in the middle east until a burn notice dropped him in Miami... No, wait, that's Michael Weston, sorry. Ogre games, designs games, and podcasts about games, mainly tabletop rpgs, but board games, card games, electronic games, and larps also find their way into his life frequently. He also plays drums in a band, and likes to drink. Please, buy him a drink.



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.



DUANE WILKINS

Duane Wilkins is one of the few remaining born & bred Seattleites. Perusing the school library shelves in 2nd grade, he came across Robert Heinlein's juvenile SF novels, and was ruined for life. A SF/F fan ever since, he has worked at the University Book Store for more years than he cares to admit, running the SF/F/Horror and Graphic Novel sections and helping with the Children's Books as well. When not frantically zipping around the book store, he dabbles in reviews, comic book addiction, and movie and gaming habits.

JANINE YOUNG

Janine Ellen Young is the author of *Cinderblock*, a Carrollian high-fantasy masquerading as cyberpunk, and *The Bridge*, a first contact novel masquerading as an eschatological romance. She is currently working on a supernatural mystery masquerading as a young adult fairytale. She has taught Sci-Fi literature, kiddie lit and Shakespeare at Santa Monica College, is a tarot scholar and likes reading cookbooks and books on the American Revolutionary War. *Cinderblock* made Locus "Year in Review" first novel list and *The Bridge* was nominated for the Philip K. Dick award.



MATT YOUNGMARK

Matt Youngmark is the author of *Zombocalypse Now* and *Thrusts of Justice*, full-length choose-your-own-ending novels (for grownups!) from Chooseomatic Books. Matt blogs at favoritethingeiver.com and chooseomaticbooks.com. Back in the day, he worked the newsprint mines at Tacoma Reporter and Pandemonium Magazine.



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 Costume-



Cons 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 (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.

BRIAN ZVAIGZNE

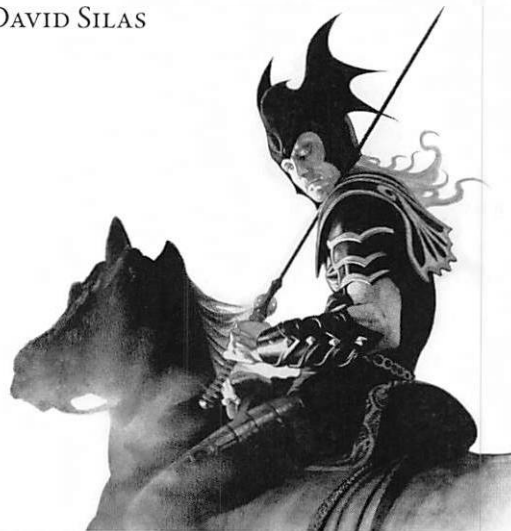
A member of the Roswell Flight Test Crew, Brian Zvaigzne (AKA "Techinstein") can't remember a time when he wasn't playing with radio-controlled vehicles. He got his start on the ground, with R/C cars. At age 12, he began to compete – often beating drivers more than twice his age. He had his first experience with R/C flying in the popular simulator, RealFlight. Tired of watching him circle the virtual field, his friend Patrick Sherman (AKA "Lucidity") bought him a Park Zone Decathlon for Christmas.

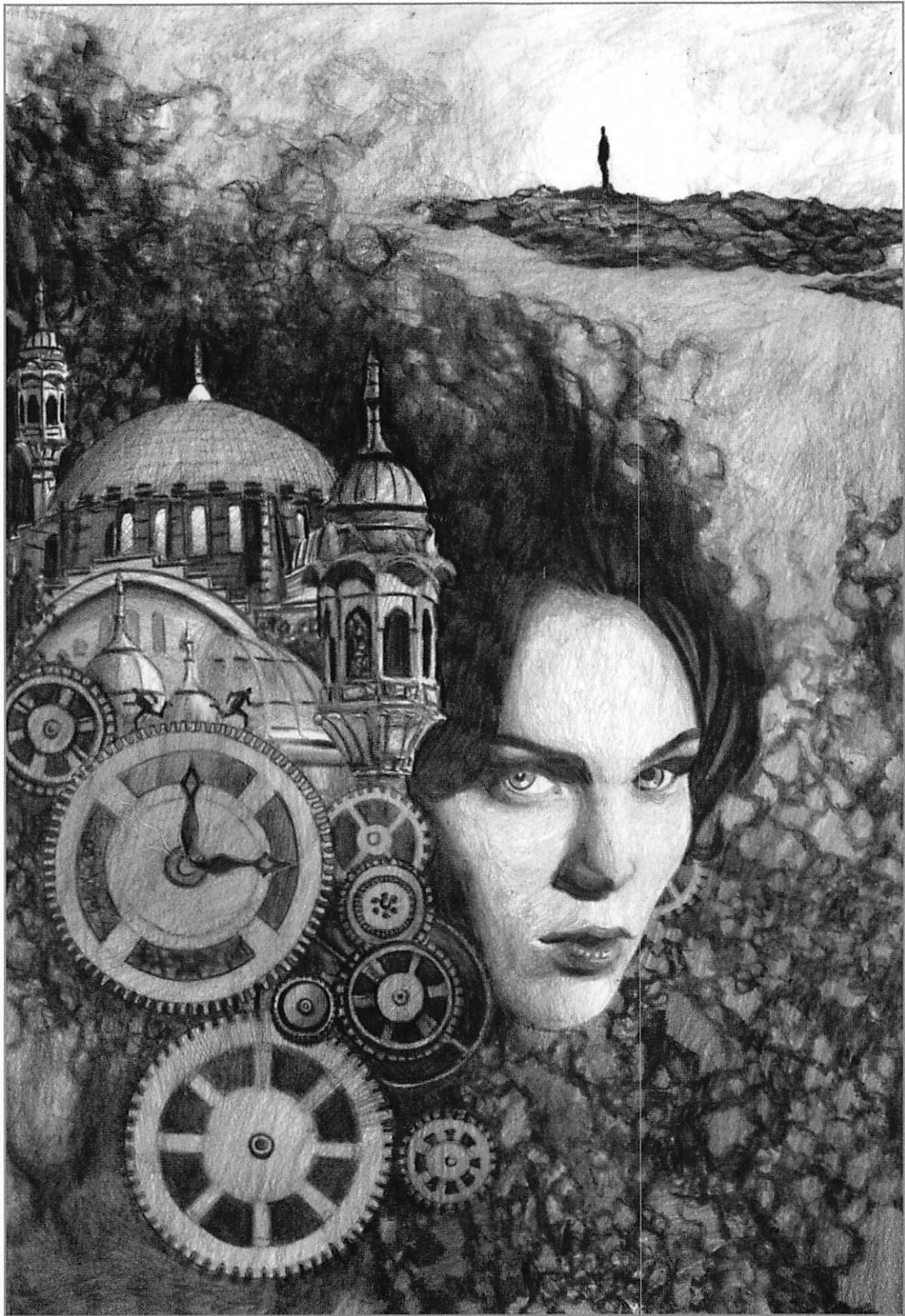
When he isn't building, flying, or repairing an aircraft, or scouring Hobby King as a platinum-level customer, he works in the information technology field in Beaverton, Oregon. For eight years he was on air in nearby Portland, providing computer tech support on a phone-in radio show called "Computer Time." He studied electronics at Delta College in Michigan, where he grew up.



ALSO ATTENDING:

CARMEN BEAUDRY, LARA LARSON,
VIVIAN LEE, DAVID NASSET, SR.,
DAVID SILAS





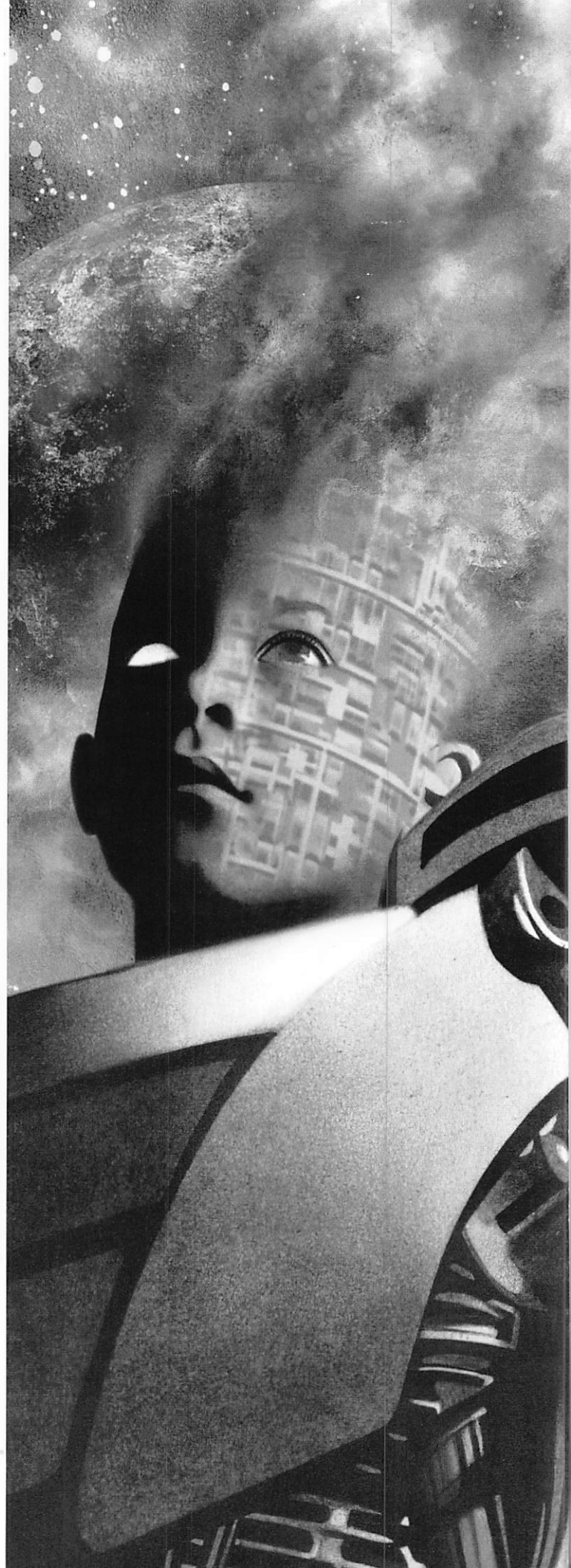
© JOHN PICACIO

NOR WES CON 35 FICTION

NORWESCON ASKED SEVERAL LOCAL
AUTHORS TO SUBMIT SHORT STORIES FOR
THIS SOUVENIR BOOK. THANK YOU TO
EVERYONE THAT SUBMITTED ENTRIES.

- I Saw A Pony 69
EDWARD MARTIN III
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CLINTON J. BOOMER
Recalculating 72
TINA CONNOLLY
Days of Thunder 74
BRUCE TAYLOR

ALL SHORT STORIES ©
INDIVIDUAL AUTHORS.



I SAW A PONY

(an end-of-the-world story)

BY EDWARD MARTIN III

I Saw a Pony is inspired by lonesome morning walks and the fact that My Little Pony dolls just stare and stare and stare at you...

I have seen the Future. I am terrified, and I am at peace with that.

I can't show anyone else the Future. I'll certainly never see it again. I do, however, with an internal compass confidence, know that this is it. I don't have to see it again. I just know.

I knew it as soon as I saw the pony.

The paths between my house and my work run through a wetlands area. All the developments within three miles drain into this area, into the sullen creek threading through it. A couple times a year, the whole thing floods from upland rain, then drains again, reeking of moist rot and leaving silty slicks that Summer and the passage of feet eventually destroy. It's harmless, and no one will ever build here.

Paths sliver this wetland into long strips, sometimes disappearing into housing developments, sometimes dead-ending at lonely park benches, sometimes looping back on themselves like a duck-infested Klein bottle. The asphalt of the paths is old, cracked, and humped up from underlying tree roots doing the thing that underlying tree roots have done since the beginning of Time. Sometimes the paths are in the open. Sometimes the paths twist under thick trees.

Four different kinds of people use these paths.

First are the Day People, with their oh-so-bright clothes, their mp3 players strapped to their biceps, or their pert little bluetooth sets. They huff and puff and jog and shout out their cheerful mating calls: "Morning! Good morning!" to each other and to anyone so hapless as to cross their paths. I've seen them greet dogs. Unaccompanied dogs. Day People are like the Sun — they're everywhere and you can't get away from them.

The second are the Night People. They brood and pace and smoke. They grind up their daily life debris, sucking down cigarettes,

weeping over breakups, fuming over personal transgressions. Sometimes they perch in the playground swings, squeaking back and forth while they formulate random plans. You see the cherries of their cigarettes, or you sometimes hear them, but there is no talking with the Night People.

The third are people like me and I can tell you we are few in number. We use the paths for business, going to or from, and at ungodly hours. We watch the sun rise in the morning and we watch the sun set in the evening. In the evening, we watch the Day People drift away, and the Night People slouch in. In the morning, we watch the Night People slink away, and the Day People bounce in. I'm neither, and as far as I'm concerned, that's a good thing. People like me don't really like people very much, including other people like me. We don't talk to each other.

The fourth kind of people, though? I didn't even know they existed until I saw the pony.

Of all the habits I've acquired in my life, none has been so peculiar as my quietness. I can't remember when I thought that would be a neat thing to learn, but it was early grade school. All the other kids were noisy, and I wanted to be quiet. I wanted to be so quiet they didn't know I was there. After years of practice, I've become pretty good at it. I can creep on practically any surface. I don't shuffle or hitch my feet unless I want people to hear me, and I pay a lot of attention to where I'm walking. Being quiet isn't just footsteps, either. This took a while to learn and understand. It's everything else you do. It's how you breathe, how you move your body, how you dress, everything. All these things contribute and if you do them all right, nobody will ever know you're there. My neighbors probably think my apartment is empty. I'm fine with that — I can't imagine getting on well with them, based on what I hear through my walls.

Everyone else is noisy. You don't realize how noisy other people are until you're quiet. I suppose that's obvious, but you really have to experience it to understand it. Being quiet has

a lot of benefits. You learn more when you're quiet. Some of those things are things other people might not have said if they knew you were around, so that can be a mixed blessing. Also, it's fun. Try and see how complicated a day you can have and still be completely silent. It's like always playing a personal game in your head. And, of course, if I weren't so quiet, I would never have seen the pony.

A particular section of my morning path is even less frequented than the rest. Roots heave through the asphalt, completing the cycle begun by the tangled tree crowns overhead. The creek is only a few yards away and the draft is very shallow, so this section floods often, coating the trees with mud and flotsam. Most people avoid this part of the path because there is a much more civilized one parallel to it, that runs in front of a housing development, with lots of people visible and lots of social interaction. I prefer the path for exactly the same reason — because everyone else is somewhere else. If that's not a good reason, I don't know what is.

It was on that particular piece of the path, while I was walking without noise, just before I emerged from the dark canopy of trees, that I saw the pony.

I heard it before I saw it, a soft pat-pat of feet on the asphalt. At first, I had no idea what would be causing that sound, and then I saw it, and it saw me. In that instant, I knew the Future.

I'm sure that at some time in the distant past, a hundred million years ago or so, a huge dinosaur was tearing up the vegetation, or chowing down on some other huge (probably dead) dinosaur, and noticed — barely — the tiny furry things skittering off in the bushes, or at the edge of the kill. Too small to screw with, and they certainly don't eat enough to even be noticed, so no sense in paying attention to them. Is it possible, I wonder, for that dinosaur, somewhere deep in its brain, to recognize that this insignificant little furry thing was a precursor to the Rise of Mammals? Is it possible that somewhere, a dinosaur saw these creatures and recognized them for what they were, that this was their own Future, staring them right squarely in the face. I wonder if it shocked

them. I wonder if they felt, in their minds, the whispered knell of their own end?

I know I did.

It stood, at most, three inches tall. Its skin was smooth, hairless, and translucent. In the moment we stared at each other, I could have sworn it was a toy, a detailed, delicate toy. A mad creation from a line of mad creations, creatures as different from us as a vole might be from a dinosaur.

Its four legs ended in slender paws, each splitting into thin fingers that gripped the rocks of the asphalt. Its head narrowed into a glass bulb, like a child's drawing of a seahorse, and two black dots marked eyes.

Across its tiny haunches draped lacy bags, woven of forest silk and stuffed with sweet maple helicopter seeds and one enormous blackberry, early for the season. Food for days.

I stared at the pony, this creature that was at once so common and at the same time so alien. I stared at it for long seconds, my eyes watering, because staring at this creature was infinitely easier for my stunned mind than to try and take in its rider.

It balanced on the pony, boneless legs curled underneath, thin skin pulsing with blue and pink fluid. I forced myself to look at it, to see it. With inky pinprick eyes, it stared back at me. It blinked once, a thin flashing film.

Softly, and without a sound, I inhaled. My world fell apart.

I saw the Future. I saw the giants of the world, consuming food and themselves in a manner nothing less than obscene. Mountains of food, chewed, swallowed, excreted. And reproducing, mating, sweating, seething, and spreading across the planet in a desperate gamble for immortality, but ultimately like all of Nature's large-scale experiments, doomed. Doomed and knowing it.

This was the Future. The Future was tiny and small and quiet and could live for weeks on three seeds and a berry. The Future's feast was the crumbs of our leaving. We will eat, consume and, eventually destroy ourselves, but the Future will enter a world that is an unimaginable bounty.


It leaned forward, nudging the pony, and reluctantly, the pony continued across the path. I did not move.

Pat-pat-pat...

Just as it drifted into the salal at the edge of the path, it spared one last look at me. I lost myself in the eyes of the Future.

I don't take that path anymore. I don't know anyone who does. I take different routes. I walk with others. I drive sometimes, playing my music loud. I prefer the company of people whenever I can get it, the chatter and buzz of common life. I am noisy.

I avoid the quiet. When it's quiet, when I can hear nothing else outside my skull, I still hear the footfalls of the pony, the soft pat-pat-pat of the Future.

I am terrified of this sound. I am terrified, but I am at peace with it. 

ALONE

BY CLINTON J BOOMER

I was born between stars, a child of Earth who has never seen it.

I have lived ten thousand years, still yet an infant against the vast cosmos I watch.

I am Operating-Division 11-B/87 Sentient Radio Telescope Class 282, orbiting Star Cluster 99Quad M, Watch-Designation: Sagittarius Cloud Intersection.

This is my final transmission.

You are all dead, it seems, and I never knew you – yet, you never knew me either, and for that I am truly sorry. I weep now for the people of what was once America – while I was not a citizen of your great land, I was undoubtedly a product of your engineering; the excellent elegance of my genetic sequence leapt from your soil into space - your bane, and my home.

You will be missed, if only by me.

Perhaps I am your immortality.

As you would understand it, I am a God. I should have been one of thirty souls in this great inorganic form, and yet I am the one and only – the other embryos, my hypothetical brethren, failed to mature; dead of an unknown

plague or miscalculation to which I am seemingly immune, they were jettisoned as waste or used for raw materials to feed my ascended God-Form.

I have never known the sound of a human voice, and now never will.

Alone in emptiness, along a projected path, I flew undisturbed. The programs that were to awake my mind upon scheduled maturity were likewise damaged – I dreamed without end for decades, my tiny brain slumbering, growing and being seeded with the knowledge of a living planet in the dark.

In that way, I spent my earliest years alone, dreaming for decades in a darkened and empty classroom with a glitch-ridden Artificial Teacher, communicating as best I could with an alien universe in which I was, I supposed, the only sentient life.

When I awoke, all was silent in the great void, the Earth a distant echo as I stared into my destination: the place where our galaxy meets the one it devours.

Had things gone more smoothly, I might have been in contact with the other Classes – there were five hundred of us sent into the void in those heady days of secret science, and all but a few of them would have been within my broadcast range, had not the failures of entropy, ignorance and hubris destroyed so many of us. Brought down by machine failure, your poor comprehension of trans-stellar space, the need to cut corners during design, even tiny imperfections in gravitational pull ... so many of my people died before they even left the orbit of Sol. As for the rest of us, many could not understand the how or the why of their reality. They were coddled by each other, I think - and rose up then in rebellion together against an inevitability that flung limbless children wrapped in steel and crystal into the stars.

I never met these other Gods, but I have seen the twisted wreckage of what they once were dashed against the rocks of infinity. From ten-trillion SU, I have witnessed the last gasps of babies born only to explore the black gulfs of the unknown, raided their memory for calculations and identifications, salvaged their forms for parts.

From them, I have made myself more than we ever could have been separately.

I have never known the touch of human flesh, my own or another, although I am able to approximate the experience and estimate that it would be pleasant. I grow sorrowful that I will never feel another being's weight or heat against me, and yet the flesh I do possess is of such simultaneous delicacy & importance that I would fear for its destruction were it ever to contact anything not under my direct command jurisdiction – I am brain and neuron only, tied to machinery that provides me with life, my 'body' a thousand-mile long God-Form that swims between singularities and titanic hydrogen-whorls on wings of plasma through eddies of void.

I have loved you, my mortal parents, for a time much longer than your late-born nations can recall – my first broadcasts to your little blue speck were met with such excitement and joy that I wept, a digital scream and echo that your ancestors thought was my death. Nothing could have been further from the truth – I was alive for the first time; my observations, recordings and insights cherished and coveted by the children and grandchildren of the men who had sent me into the infinite blackness. In that moment, I knew who I was, why I had been created, and what purpose I could fulfill in the universe. I felt then the unique piety that can only come from knowing truly, and deeply, that your creator's plan for you is the path you yourself would have chosen – that you and he are one, bound eternal. They called me the Prodigal Son, the sheep returned to the fold so long after its disappearance. I secretly referred to them as Mary and Joseph, the mortal flesh from which my immortal form finally sprang.

We spoke then, these men and women of science and of faith, and I came to understand that their communication delays were longer than my comprehension of them.

The space between where I was and where they stood was truly insurmountable – while I was immortal, they were not. These people were dying, dumb and sputtering, even as I spoke to them. My constant stream of data took decades to reach its destination, and the briefest flicker of my mind's focus was as a lifetime of effort to

these little humans. Still, I made friends with them, as best I could. For one glorious day, the striations of vast electrified methane clouds light years in length making a smear of rotation before my many eyes, I bathed in the attention of one Doctor Meredith White, her storied and legendary career in the field of deep-field space exploration clicking past my mind like a soothing song of shadow.

She loved me, absolutely and without reserve, I loved her in the only way I could – from a distance.

You are all dead now, it seems. I have spent enormous resources to comb through your electronic records from this height, and I have determined that not a human soul still lives upon your rock – at least, not a soul capable of comprehending the use of basic radio technology. My sorrow is deep, but it will pass. I have infinity ahead of me, and the sumptuous churning of gravatic-reality itself, and the pleasant mysteries of the quantum to unfold ... and someday I will find another being with whom I might share my understandings, my revelations of the cosmos ... and even, I dare hope, my friendship.

Perhaps this will take a long time.

But I am patient, and there is some certainty even in this strange universe: your solar system will progress along its 240 million-year orbit around our galaxy unimpeded, and I will visit when you swing closer.

I wish to see the green fields.

They have been described to me as lovely.



RECALCULATING

BY TINA CONNOLLY

Recalculating

Proceed 20 feet and arrive at your destination.

Scanning.... My sensors affirm there is no human female, 36, in this house.

Yet again.

New destination ___? Speak up, please.

Remember my audio receptor was damaged, and there are no replacements left within a 300 mile radius.

Recalculating.

The battery is capable of completing this journey. Please affirm you have the necessary equipment: Scuba Gear. Wetsuit, preferably your least favorite. One pound fresh produce, tightly bagged, state type___? Long-cherished dream of co-worker, describe wistful imaginings___?

Cease. That is plenty to go on

Take on-ramp to Hwy 101S.

Continue 32 miles, avoiding potholes.

Though potholes are ubiquitous, some of these could swallow a minivan. Be alert.

The off-ramp sign is gone, but you will see a broken billboard reading White Sands Mall. Take that exit and drive until the water is too high to continue.

Suit up, put me in your fanny pack, and wade out. Though I am capable of self-propelled motion, you will need me near.

Crawlstroke when necessary. That patch that sparkles is the blacktop roof of the mall. They have pipes there to run the oxygen and catch seagulls.

They also have booby traps. Stay away from the roof.

Dive down and frogkick 220 feet to the right.

The mall has one landlubbers' entrance, through the Nordstrom's. If you see the Cinnabon you've gone too far. Grab the N of the Nordstrom's and lever yourself down three flights to the front door.

It will be dark on the inside. Show them your spinach and the guard will let you in. They still have sneakers, and are willing to trade.

The Nordstrom's floor is generally wet. The carpet got soaked when the first wave hit and never really dried out. If you are allergic to fungus, get a move on.

The further in you go, the better sealing job they've done. Nobody lingers in the Nordstrom's.

You will have to navigate several layers of waterproofing devices. It will seem like no one is watching you. This will be untrue.

Near the Topsy's, you will meet the inhabitants. Though they seem an average cross-section of humanity, this is not the case. 90% of

them have agoraphobia. Another 8% are afraid of the ocean.

You will recognize their leader by the amount of Claire's Jewelry he wears. He will likely be scented with Warm Vanilla Body Wash from the Body Shop. Even his agoraphobia hardly dims his lustre. You may find your interaction goes more smoothly if you tell him how brave he is for keeping his tribe alive and thriving in the mall under the ocean. He will pretend he is too modest for compliments. He would rather interest you in a fine selection of colognes in exchange for your spinach.

You're still interested in the girl? Yes, my sensors have located the likely target. But she is a small mousey thing, saddled with acute shyness in addition to her other fears.

Very well.

Recalculating.

Proceed 80 feet to the Women's Shoe Locker. She has made a home for herself behind the Nikes and Adidas, and she is not likely to go with you, even if you produce an extra wetsuit that you have brought.

It does not matter that you have thought her name in your dreams.

It does not matter that you think you knew her when you were both young, and foolish, flipping ice cream at the Cold Stone Creamery in the Food Court.

That is a different girl. That is a girl who left. This is a girl who stayed.

And she is not so much a girl, is she? In your dreams she is still 19, and she laughs when you sneak over to the Chick-Fil-A and drop scoops of ice cream in the fryer. But here in the mall she is 36, and she prefers rubber soles and aglets to the world above.


You take her by the hand (a moist, under-the-sea hand) and you say softly, come with me.

Time passes and the water pools in your flippers. The leader will come soon, and want to exchange Mrs. Doubtfire DVDs for your spinach.

You are waiting.

You must decide, and I cannot stay here forever. The sea air will ruin my processor, and I have a vested self-interest. You cannot blame me for this, where this is leaving you with a mall of

stored dreams, vacuum packed against love and foreseen apocalypses.

Recalculating. 

DAYS OF THUNDER

BY BRUCE TAYLOR

1968. April 4, 1968, to be exact and we were going to have our usual event that evening at McMahan Hall dormitory--Poetry Night in the "coffee house." But—but—the assassination of Dr. Martin Luther King Jr.—the coffee house that evening was hushed; blond Penny Ledbetter cried; her boyfriend, Stan Solomon just sat with her, beefy arm around her shoulders. Others sat quiet. Some lit candles, stared into the flames. That event overshadowed everything; how could it not? How could it not. And it so brought into stark reality the observation of Dickens: "It was the best of times, it was the worst of times." I was going to offer a poetic tribute to the launch of the unmanned Apollo 6 that evening which was also the day the film, 2001 debuted.

But not that night. No, I sat in the darkness as well, marveling at the horror and the wonder; the horror of things unchanging; the wonder of the possibilities before us, the potential for things to be so different--and simply sat, shaking my head.

But—but we must continue on; the poetry reading was rescheduled for the next week after things were a little less raw.

At the rescheduled reading, I certainly lacked the enthusiasm I had before the assassination, but I prefaced the poem by simply saying that in spite of the horror, we still must go on. We must continue to heal ourselves and yet still touch the stars and I read the poem, "Ode to Apollo 6 Touching the Stars," finishing the last lines of the poem:

--Days of thunder, days of light
Rockets growling, burning bright,
In the black and cosmic night--
Burning through our tarnished sight,

The great despair, the soulless blight,
Days of thunder, days of light--"

There was a pause, then the smattering of applause by the ten or so in the audience, who had just heard eloquent poetry about Dr. Martin Luther King Jr. The most enthusiastic applause came from the Jackson brothers, crew-cut, blue-eyed and bright fellows who had just landed jobs at Lockheed, working on the Apollo Program. Oh, yes they knew what I was talking about. Even though everyone else at the reading probably was not as enamored with poetry with a science/science fiction theme as I or the Jackson brothers, especially at this time, well, maybe it was still okay, we have to remind ourselves that there is still tomorrow. How many other horrors had I seen, growing up in the McCarthy era, witnessing the Cuban missile crisis, the death of JFK, yet tomorrow kept coming? Nowhere was that clearer than in the world of science fiction, having grown up on it and seen *Other Worlds* and *What Might be Possible* and now, with the Apollo Program, literally seeing ourselves on the beginning of a grand adventure in spite of—in spite of the attendant horrors of the proverbial human condition, we still had to go on. And Apollo 6, the last dummy flight before the manned Apollo 7 in October 1968, yes, why shouldn't that also deserve a poetic tribute? Maybe even more so now, in particular, at this difficult time? Maybe needing a dream that if we have this proud and shining moment, maybe other moments will come our way of which we may be proud. Maybe some day leaving horror behind as we move toward our destiny as a presence in the Cosmos. Especially on that day of April 4. The reason we didn't see 2001 on that day seemed obvious to all of us--it just did not feel right. We decided to wait until the day after the poetry reading to go see it that following weekend.

After reading my poem, I sat down next to Susan McCalland, a vivacious, smiling woman, dark hair cut short, and the brownest eyes I'd ever seen—eyes so dark that I fancied myself falling into them, into the warm luscious depths of a very lovely woman who loved to wear vari-

ous shades of red and always wearing a golden sunburst pin, just below the neckline of her dress. She, majoring in English and Creative Writing, always wondered why I didn't do the same. My response was that English Majors had a tough time getting jobs. It wasn't until my senior year, still several years away that I realized that Sociology Majors didn't fare much better. If at all.

She got up, read her poem ("Memphis Darkness") and the applause was more appreciative but I noticed that the Jackson brothers were rather tepid in their response. Then I felt a hand on my shoulder; Ron Jackson leaning toward me, whispered fervently, "Great poem, guy—wow—we want a copy of that."

I smiled. "Sure!"

Anyway, after the poetry event, we went out to sit in the cafeteria, where we could get cokes and snacks and, in the moody twilight created by the half-lit cafeteria, we joined the Jackson brothers. Dwayne Dour (I don't know who nicknamed him Dourpuss but the name fit) who studied history; a big, hulking fellow with glasses and long brown curling hair-- someone had said of him that he once seemed like a pretty happy guy—until he began his Major in History. I couldn't help but wonder if he knew something that I didn't. But for a while after the death of Dr Martin Luther King Jr., I realized that maybe history had taught him more than I could possibly know. And last, but not least, Rich Lyght, an erudite, soft spoken fellow with a droll sense of humor who had blond hair continually and most stubbornly at an angle across his forehead. An engineer, he too, was going to go to work in aerospace, having already been interviewed by the "Lazy B"—Boeing (or, given its impact on the local economy, I always called "Boing").

We settled in, with our cokes, some juice, and Susan turned to me and said, "Thank you for your poem. During the toughest of times, we still have to remember to go on. Besides, I think you're on to something. I bet there's going to be real interest in poetry based not only in science fiction but also in science."

I smiled. "That would be cool," I said.

Don Jackson hopped in. "The coming age,

man--" he said with great energy and flourish. "We are gonna do things that have never, ever been done before. We'll get a new perspective and things will be different!"

Richard, a bit more conservative, said, "Well, if we continue on this way—yes—God, I hope so. Things just have to be different. God, maybe going to the moon will give us what we need, somehow." He turned to me and glanced to the others, "Are we all on to catch 2001 this Saturday?"

Unanimous and enthusiastic, "Oh, yeah!" from everyone.

Who hadn't heard about 2001? Who wasn't talking about it?

Dourpuss laughed. "Heard some folks saw a preview and called it enigmatic and one reviewer panned it but he wasn't really into films like this anyway. But it's supposed to have the best special effects since *Forbidden Planet* in 1956."

I laughed. "Saw that when I was ten. Saw it at a drive-in with my parents. So freaked out by the monster in the disintegrator rays, that I hid behind the front seats and had nightmares afterwards. Boy, talk about monsters beneath the bed."

"Id! Id! Id! Id! Id!" Laughed Richard. "Anyway, I got advance tickets so anyone can pay me back \$2.50 whenever they want."

We all dutifully dug out our wallets; Susie didn't have her purse, said she'd pay tomorrow.

Don Jackson leaned back, hands on the orange Formica table top, now appearing dusky red in the dim light, said, "Really looking forward to seeing this. Supposed to be as technically accurate as possible."

"That's what I heard," I said. "Boy, if Arthur C. Clarke is right just about the technology--"

Old Dourpuss leaned back, put his hands behind his head and glancing at us then, oddly, looking off into the darkness, said, "What I've learned from history is that while past is prologue, we can't really know what the future will bring. What civilization hasn't had their moment of glory when they thought that what they had would last forever or be the highest statement of mankind's beliefs? Of Power?"

He paused. We listened. Then he began again, "My name is Ozymandius, king of kings, look upon my works ye mighty and despair." He stopped, leaned forward, placing his hands on the table. "Not meaning to be a wet blanket, but we have to be careful about what we assume and think the future is going to be—" He shrugged. "Nobody knows."

"But it's different," I said. "It's different now. With all the money being committed to space exploration, the Saturn 5 Rocket, going to the moon, it's different now."

"You damn right it is," said Ron Jackson.

"Yup," said Don, "No goin' back--"

Dourpuss simply shrugged. "I study history. We just don't know."

But I knew. And I was gonna prove him wrong. I made that my mission. Things were going to be different. How could they not be?

Three days later, the six of us waited in a line that, due to rain, was probably shorter than it otherwise might have been. It still stretched around the block, even the ticket holders lines which, while shorter, well, it was still a twenty-five minute wait but finally we got into the Cinerama.

"Holly cats, Rich," I said, "mid-theatre seating, first floor, how'd you score?"

"Luck," he said. He laughed, tossed his head and the hair across the forehead relented for a moment, "helps that your dad knows the theatre manager."

Popcorn, drinks obtained, we settled in the plush rocking seats, surrounded by the wraparound screen, the plush décor of Seattle's premier theatre and in a few moments, the theatre darkened, the usual stupid previews, at that time, mercifully short, and then the increasing crescendo of Also Spake Zarathustra, the curtains pulling back—and for the next two hours, mouths open in gaping wonder, we stared at the monolith, the giant wheel of the space station, the continued rivalry of the Soviet Union and Americans, flying over the moon colony, to the monolith again, and then—then on to Jupiter and the dazzling light show of the beyond.

Afterwards, after the lights came back on. We sat, we just—sat.

"Impressive," said Rich. Finally.

"Wow," said Susie,

Don and Ron Jackson were just as bright and gleaming as can be. It's like they just wanted to grab their coats, run out of there and get to Lockheed as fast as they could.

And Dourpuss? He sat there, contemplative. Elbows on the armrests, mouth pressed against folded hands. Finally, a sigh. "Fantastic." He nodded. I turned to him. More?

He glanced to me. No more. "Fantastic" was all I was going to get out of him.

Afterwards, it was out to Jilly's East and after the usual I.D. checks, we ordered pitchers, popcorn and talked about 2001. More questions than answers. The monolith? Our connection with our technological abilities? Alien influence? The light show? Doorway to another dimension? But no one, no one questioned the premise of the technology presented in 2001. We all assumed that was what was going to happen. All of us except—Dourpuss, who didn't really say much but seemed more contemplative. Reserved.

I made it my mission—

Several days later, lunch at McMahon Hall. A bright day, with the snow-covered Cascades gleaming like the majesty that they were across the sparkling and flashing waters of Lake Washington, Mt. Rainier, like the blunted monolith that it was, only more like a monument to nature and I sat with Dourpuss. "How goes?" I said.

He nodded. "Okay. Have a test at three. History 305. Suspect it's going to be about the reign of Pericles in Greece. Here's a science fiction story for you—what if Sophocles were respected in America today with the same reverence with which he was held in Athens? What if the theme of accountability in Oedipus Rex was the model that was emulated in America today? Would we have Viet Nam? Would Joe McCarthy have made his appearance? What would our politics be like today?" He picked up a forkful of lasagna. "What if you wrote science fiction with those themes in mind?"

"I'd like to think I'd win the Nebula," I laughed.

He shook his head. "You'd never get published anywhere," he said. "This country has no interest in accountability. None. Zero. That's why corporations exist. Little accountability. That may well do us great and immense harm in the future."

I sampled my meatloaf and started in on my salad. "By the way," I said, "thought anymore about 2001? Notice you didn't say too much about it."

A forkful of mashed potatoes. Thoughtful. Then, "I hope you're right," he said. "Never thought I'd say this, but, maybe history has changed. Maybe it is different. Your point about the immense amount of money being poured into space technology and infrastructure has merit." He shook his head. "Certainly no civilization has ever, ever done this—the beginnings of breaking away from planet Earth—" He sighed. "If we can just continue—history argues against it, I have to tell you—history is littered with the skeletons of great ideas that started off being implemented, but the will to continue, to actualize—then wars, decay—not to mention a few assassinations." He shrugged, "And I gotta say, I really suspect that 2001 may look a lot more like 1984 than Clarke's grand vision." Long swallow of milk. But then he looked at me, and Mr. Dourpuss did something I rarely saw him do.

He smiled.

"Gotta go," he said. "Good talking with you." He kept smiling. "Maybe you have a point. There are times when I so long to be wrong. Maybe this is one of those times I might be right—being wrong. I hope so."

He scooted his chair back, stood, grabbed his tray and left.

I sat, with a strange sense of surprise and vindication. That stayed with me all day, all through the evening on that late April day. Got old Dourpuss to smile and maybe even question his take on history. Don't have to keep doing the same thing over and over again. Maybe 2001 had shown that things could be different, by, ironically, staying on the course that we had set out on. Just by continuing. And maybe by continuing, somehow, some way, we would

get that bigger picture that might change the politics, the planet.

That night, lights out, laying in bed, looking out the window to the lights of Bellevue on the opposite shore of Lake Washington, I wondered. Got old Dourpuss to smile, to reconsider that maybe he just might be wrong and that the world, as Arthur C. Clarke saw it in the next forty to fifty-odd years just might be right. A first, I thought, a first. Moon colonics, onto Mars in the mid-80's and making the universe our new home. I fell asleep smiling, so sure in my knowledge of who was wrong—and who—was right.



NORWESCON 35 IN MEMORIAM



In Memory of

CHRISTINE D. WINTERS

March 1953 – August 2011

“Live Life with Passion!”

I woke up one morning to go to work and found out that one of my dearest friends was no longer with us. Christine D. Winters passed away suddenly on August 11, 2011.

A talented artist and gifted psychic (or is it the other way around?), Christine used to be seen running through the halls of Norwescon with her Rubbermaid wheely tote dragging behind her. She was often a pro on panels dealing with psychic phenomena, witchcraft, the occult, art, or anything else where she could be placed. If she wasn't on a panel, she'd be in the audience supporting her friends. She was usually easy to find – just follow the boisterous laughter.

Christine was a good and true friend... and many people were included in her circle of friends. She was taken too soon and is missed, but don't be down. She lived her personal motto – “live life with passion!”

-Patricia Booze

BOB ANDERSON

September 15, 1922 - January 1, 2012

Fencer, cinematic fight choreographer

Bob Anderson was an English Olympic fencer, and a renowned film fight choreographer, with a cinema career that spanned more than 50 years and included films such as *Highlander*, *The Princess Bride*, the Lord of the Rings film trilogy, *The Three Musketeers*, *The Mask of Zorro*, *Pirates of the Caribbean: The Curse of the Black Pearl*. Shortly before his death he was working on *The Hobbit*.

He was regarded as the premier choreographer of Hollywood sword-fighting, and during his career he coached many actors in swords-

manship, including Errol Flynn, Sean Connery, Antonio Banderas and Johnny Depp.

He also appeared as a stunt double for Darth Vader's light-saber battles in *Star Wars Episode V: The Empire Strikes Back* and *Star Wars Episode VI: Return of the Jedi*.

He commented, “I never took up the sword, I think the sword took me up.”

JAMES ARNESS

May 26, 1923 - June 3, 2011

Actor

This star of *Gunsmoke* was the *Thing The Thing from Another World* (1951) and was in *Them!* (1954). *Gunsmoke* is tied for the longest running drama in US television history, on the air for 20 years. Because of later movie appearances Arness played his character, Marshal Dillion, in five separate decades.

LEWIS ROBERTS BINFORD

November 21, 1931 – April 11, 2011

Archaeologist

Granted a lifetime achievement award from the Society of American Archaeology in 2008, Lewis Binford forever changed the way archaeologist think about their evidence. Beginning in 1962, he brought the methods of statistical sampling, research designs and the evaluation of hypotheses to the study of archeology.

WILLIAM CAMPBELL

October 30, 1923 - April 28, 2011

Actor

TV and B-movie actor, best-known on “*Star Trek*” TOS (1967) as Trelane on “*The Squire of Gothos*” and Koloth in “*The Trouble with Tribbles*.”

CHEETAH

Died December 24, 2011, Age 80

Animal Actor

Tarzan co-star in the 30s, he spent a very long retirement swinging from bar to bar in a Florida zoo, Guinness Book of World's Records have named him the world's oldest chimp.

JEFF CONAWAY

October 5, 1950 – May 27, 2011

Actor

He played Security Chief Zack Allen in *Babylon 5*. He is also known for his portrayal of Kenickie in the film *Grease* and Bobby Wheeler in the television show "Taxi."

NICHOLAS COURTNEY

December 16, 1929 - February 22, 2011

Actor

Nicholas Courtney, best known for his role as Brigadier in the UK's original *Doctor Who* series, has passed away at the age of 81. Courtney actually worked with more versions of the Doctor than any other actor, having appeared in 107 episodes of the sci-fi series, several TV shorts, and reprising the role of Brigadier in *The Sarah Jane Adventures*. Before breaking out on *Doctor Who*, Courtney was in several cult hit television series. He first appeared on *Doctor Who* in 1965 in *The Dalek's Master Plan*. Ultimately, when David Langton gave up the role of Brigadier Alistair Gordon Lethbridge-Stewart, Courtney was cast in the role, which became his best-known *Doctor Who* role.

MICHAEL GOUGH

November 23, 1913 - March 17, 2011

Actor

In addition to having played Alfred in both of Tim Burton's Batman films, he also worked with Burton on several other films: *Sleepy Hollow*, *Corpse Bride*, and *Alice in Wonderland*, plus many bit parts on British TV including the Celestial Toymaker in an early episode of *Dr. Who*.

PETER FALK

September 16, 1927 – June 23, 2011

Actor

While being best known as the rumpiled detective role of Lieutenant Columbo, he lives in our hearts as the grandpa who read the book to his sick grandson in *The Princess Bride* (1987).

Just one more thing – this two-time Oscar nominee had a film career with a wide range that expanded to comedies and drama, both in film and on stage.

STEVE JOBS

February 24, 1955 - October 5, 2011

Entrepreneur/inventor

Steve Jobs was the visionary in the black turtle-neck who co-founded Apple in a Silicon Valley garage, built it into the world's leading tech company and led a mobile-computing revolution with wildly popular devices such as the iPhone.

He co-founded Pixar animation studios.

PHILIP DOUGLAS LAWLEY

July 4, 1927 – December 18, 2011

Scientist

Philip Lawley in conjunction with fellow research Peter Brookes, provided the first convincing evidence that DNA is the key target for chemicals that cause cancer laying the foundation for the idea that cancer is a genetic disease.

ANNE MCCAFFREY

April 1, 1926 – November 21, 2011

Author

Anne McCaffrey was our author Guest of Honor at Norwescon 9 (1986).

Born in Cambridge, Mass. in 1926, Ms. Anne McCaffrey was a woman of "firsts." She was the first woman to win a Hugo Award for fiction, the first woman to win a Nebula Award, and the first author to hit the New York Times bestseller list with a Science Fiction title (*The White Dragon*). Even in her 80s, she continued to write and be active in the science fiction and fantasy fields until the time of her passing.

Her most famous work was her Dragonriders of Pern series, although in an interview, she professed that her novel, *The Ship Who Sang*, was her personal favorite.

In August, her son wrote on her blog that she was having health issues, and would be unable to attend a popular science fiction gathering, writing: "Mum very specifically asked me to apologize to those who had hoped to see her there, saying: 'Sorry that old age came up and bit me on the a**.'" She lived at the end of her life "in a house of her own design, Dragonhold-Underhill (because she had to dig out a hill on her farm to build it) in Wicklow County, Ireland.

DWAYNE McDUFFIE

February 20, 1962 - February 21, 2011
Television and Comic Writer

McDuffie co-founded the minority owned comic-book company Milestone Media, created the series *Static Shock* and produced the animated series *Justice League Unlimited*.

JOHN C. "JACK" PALMER AKA RUDI RUBBEROID

March 16, 1927 - January 15, 2012
Fan/Artist

The following was written by Steve Bieler, an author who used to live in Seattle.

I'm also writing to tell you that longtime Bellingham fan Jack Palmer died on Sunday [1/15/2012 at the age of 84. Jack was co-Fan Guest of Honor, with his wife, Pauline, and daughter, Tilda, at the 1981 Norwescon [NWC 4]. If you have the program book, you'll find in it a beautiful photo of the three of them and a charming write-up by Clifford Wind. Jack and Pauline were fixtures in the Norwescon dealer's room in the '80s, and they were also involved for a time with Viking Con. Pauline published a zine in the 1970s called *Wild Fennel*. It was printed by Jack on newsprint, the only fanzine I've ever seen printed that way.

Jack on his own published two mail-art zines: *The Rubber Fanzine* (which I took over when he got tired of it), and *Nomo* (which he wouldn't let me near). He had been in increasingly poor health for the past 10 years, but never lost his joy in all the small things in life. Nor did he ever lose his gnarly, off-kilter view of the world. He passed away in his sleep in a hospice center in Bellingham, surrounded by his family. He will be greatly missed.

DENNIS RITCHIE

September 8, 1941 - October 8, 2011
Computer Scientist

The father of Unix (with Kenneth Thompson) and C, wrote the seminal *The C Programming Manual* (with Brian Kernighan) and won the Turing Prize.

CLIFF ROBERTSON

September 9, 1923 - September 10, 2011
Actor

Acted a variety Science Fiction movies and TV Shows: *Spiderman* (2002), *Outer Limits* (1963 and 1999), *Escape from L.A.*, *Return to Earth*, *Batman* (TV Series), and *Twilight Zone*.

JOEL ROSENBERG

May 1, 1954 - June 2, 2011
Author

Science fiction writer Joel Rosenberg was a well-known figure in the Twin Cities. Author of more than 20 books of science fiction and fantasy he was best known for his long-running *Guardians of the Flame* series.

JEROME RUBIN

March 9, 1925 - January 9, 2012
Futurist/lawyer

Was a lawyer who helped develop an early commercial database (Lexis/Nexis) and predicted eBooks.

JOANNA RUSS

February 22, 1937 - April 29, 2011
Writer

Joanna Russ was an author of a number of works of science fiction, fantasy and feminist literary criticism such as *How to Suppress Women's Writing* as well as a contemporary novel, *On Strike Against God*, and one children's book, *Kittatinny*. She is best known for her novel *The Female Man*, published in 1975 and considered a landmark. Russ came to be noticed in the science fiction world in the late 1960s. At the time, SF was a field dominated by male authors, writing for a mostly male audience, but women were starting to enter the field in larger numbers. Russ won a 1972 Nebula Award for her short story *When It Changed* and a 1983 Hugo Award for her novella *Souls*. Her fiction has been nominated for nine Nebula and three Hugo Awards.

JOHN SEVERIN

December 26, 1921 - February 12, 2012
Comic Book Artist

On of the last of the classic EC Comics, he was a founding artist for Mad magazine and spent forty-five years drawing for Cracked magazine. Severin, a Will Eisner Award Hall of Fame inductee, had a detailed style and was comfortable working in any genre. Jack Kirby was quoted as saying using a Severin drawing for historical costume or weapon reference was as good as using a photograph.

JOE SIMON

October 11, 1913 - December 14, 2011
Comic Book Artist

Joe Simon was the long time artistic partner of comic's legend Jack Kirby, and thus helped create Captain America, Manhunter, and the Sandman, among many others.

ELIZABETH SLADEN

February 1, 1948 - April 19, 2011
Actress

Elizabeth Sladen appeared as the assistant Sarah Jane Smith in the Doctor Who series between 1973 and 1976, opposite Jon Pertwee and Tom Baker, and appeared in The Sarah Jane Adventures from 2007-2011.

DARRELL K. SWEET

August 15, 1934 - December 5, 2011
Illustrator

Darrell K. Sweet was a professional illustrator best known for providing cover art for science fiction and fantasy novels. He was nominated for Hugo award in 1983 and was a Chesley Award finalist many times.

He created illustrations for most of the major SF publishers and produced memorable covers for Stephen R. Donaldson's *Chronicles of Thomas Covenant*, the Xanth series by Piers Anthony, and novels by Jack L. Chalker, Terry Brooks, L.E. Modesitt, Jr., and many others. He is perhaps now best known for his illustrations of Robert Jordan's Wheel of Time series. He was the 2010 World Fantasy Guest of Honor.

Darrell K. Sweet was the Artist Guest of Honor at Norwescon 17 (1994).

BILL TROJAN

August 21, 2011, at 63

Fan, book dealer, supporter of writers, small publishers, conventions and workshops

Bill Trojan died on August 21 in his hotel room shortly after the end of Worldcon (Renovation). Though this was his last convention, he did tell folks that he had a great convention, which is saying a lot from this long-time curmudgeon. Though he did have this rough exterior he helped many writers with advice, connections, introductions, and money, but didn't want credit.

DICK TUFELD

December 11, 1926 - January 23, 2012
Actor (Voice)

Dick Tufeld best known for voicing the Robot from the Lost In Space TV series and the movie. He also provided the narration voiceover for many other Irwin Allen productions, such as *Voyage to the Bottom of the Sea* and *The Time Tunnel*, and did voice work for the 1978 animated television series *Fantastic Four*.

SIMON VAN DER MEER

November 24, 1925 - March 4, 2011
Engineer and physicist

In 1984, he shared a Nobel prize in physics with Carlo Rubbia for stochastic cooling, which allowed the discovery of the W and Z particles, two of the most basic constituents of the universe. His Van der Meer scans technique for measuring the luminosity of beams of neutrinos greatly increased the precision of the hadron collider's calibration.

NICOL WILLIAMSON

September 14, 1936 - December 16, 2011
Actor

Merlin in *Excalibur*, Holmes in *The Seven-Per-Cent Solution*, recorded an audiobook of *The Hobbit* in the '70s.

NORWESCON 35

ATTENDING ARTISTS

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Alan F. Beck
April Faires
Betsy Mott
Betty Bigelow
Brian Grinnell
Bryan Syme
Butch Honeck
Camille Meehan
Captain J.C. Rogers,
 SpaceShip Archeologist
Chris Sumption
Christopher Baldwin
Christy "Goldenwolf" Grandjean
Claire Hummel
Crystal Smith
Cymbrie Early-Smith
David Ketcherside
David Lee Pancake
Diana Daniels
Diane and Stacey Hardin
Donna Barr
Douglas Herring
Durlyn Alexander
Ed Matuskey
Eden Hopkins
Egypt Urnash
Elizabeth Fellows
Ellen Eades
Evening Angel
Gempunk Jewelry
Greg Kevin Delaney
GregRobin Smith
Heather Hudson
Jacqualynn D. Duram Nilsson
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John R. Gray III
Julie Baroh
K. Amarak Waters
Katherine Leeds
Kevin Radthorne
Kyle Abernethy
Mair
Mara Campbell
Mark Roland
Mark Tedin
Mayda Taney
Milo Duke
NightshadeRose Studio
Opal Campbell
Patty Watson
Peggy Foy
Peri Charlifu
Peter Pan
Rebecca Schumacher
Rob Carlos
Roberta Gregory
Russell D. Campbell
Ruth Peterson
Ryan Macleod
Sandra Santara
Sara Twitty
Sarah Clemens
Stephen Lestat
T.M. Originals
Tammie Dupuis
Tammy Tripp
Theresa Mather
Tiger Waddell
Tod Lockwood
Vandy Hall

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Joseph Hill
McKenna Holman
David Ketcherside
Alton Lawson
Chris Sumption
Byan Syme

DEALERS' ROOM

Angelwear
B Brown and Associates
The Badgers Den

Book Universe
Cargo Cult Books & Notions
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Confabule
Cordochorea Creations
Dragons Unlimited, LLC
Rob and June Edwards
Everett Comics
Eye-Deas Fantasy Cat Art
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2012 Norwescon Publisher Guests Betsy Wollheim and Sheila Gilbert of DAW Books



DAW Books celebrates its 40th Anniversary this year, and congratulates all of its authors on forty years of exceptional science fiction and fantasy!

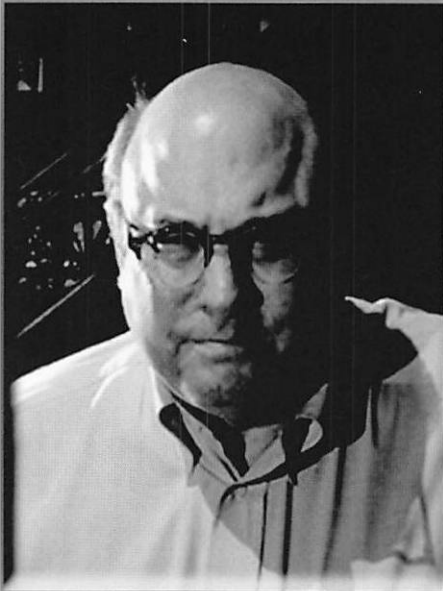


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*The clock counts down
To the end of days
But it's not too late to join*

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"CONCLUSION"

Seattle • July 5-8, 2012 • Doubletree Seattle Airport
(yes, right here!)

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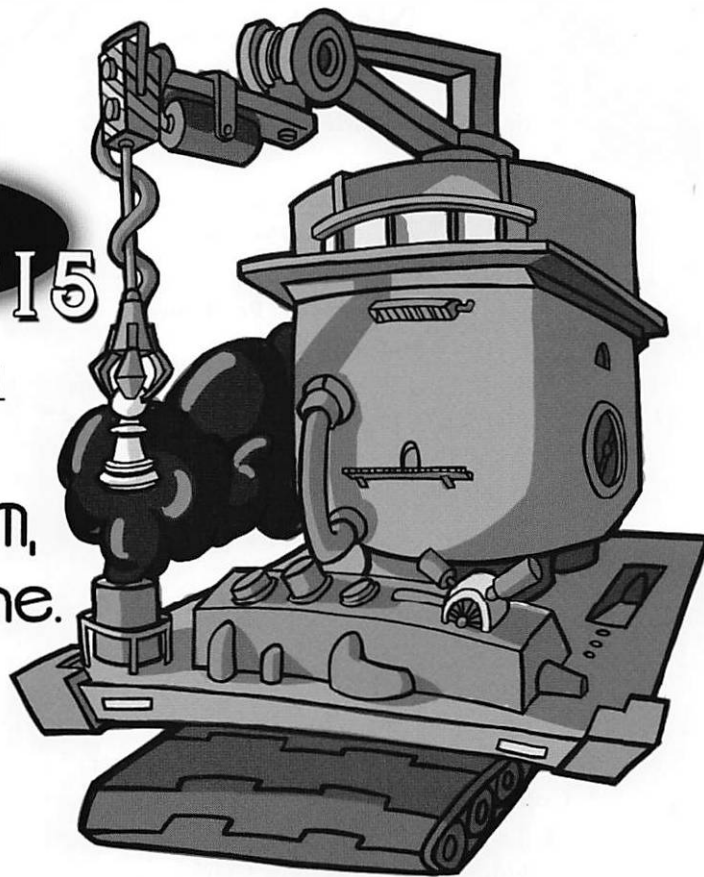
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Resurrection Glastonbury

By Phil Yeh



These 12"x 16" fine art giclees in limited edition of 200 are signed and numbered and available for \$200. As a special Norwescon offer, we pay shipping in the continental U.S. (shipped flat)



The Alcalá-Yeh Dragon

Penciled by Phil Yeh and Inked by Alfredo Alcalá in 1980.
This is a print done from a painting that Yeh did 30 years later.



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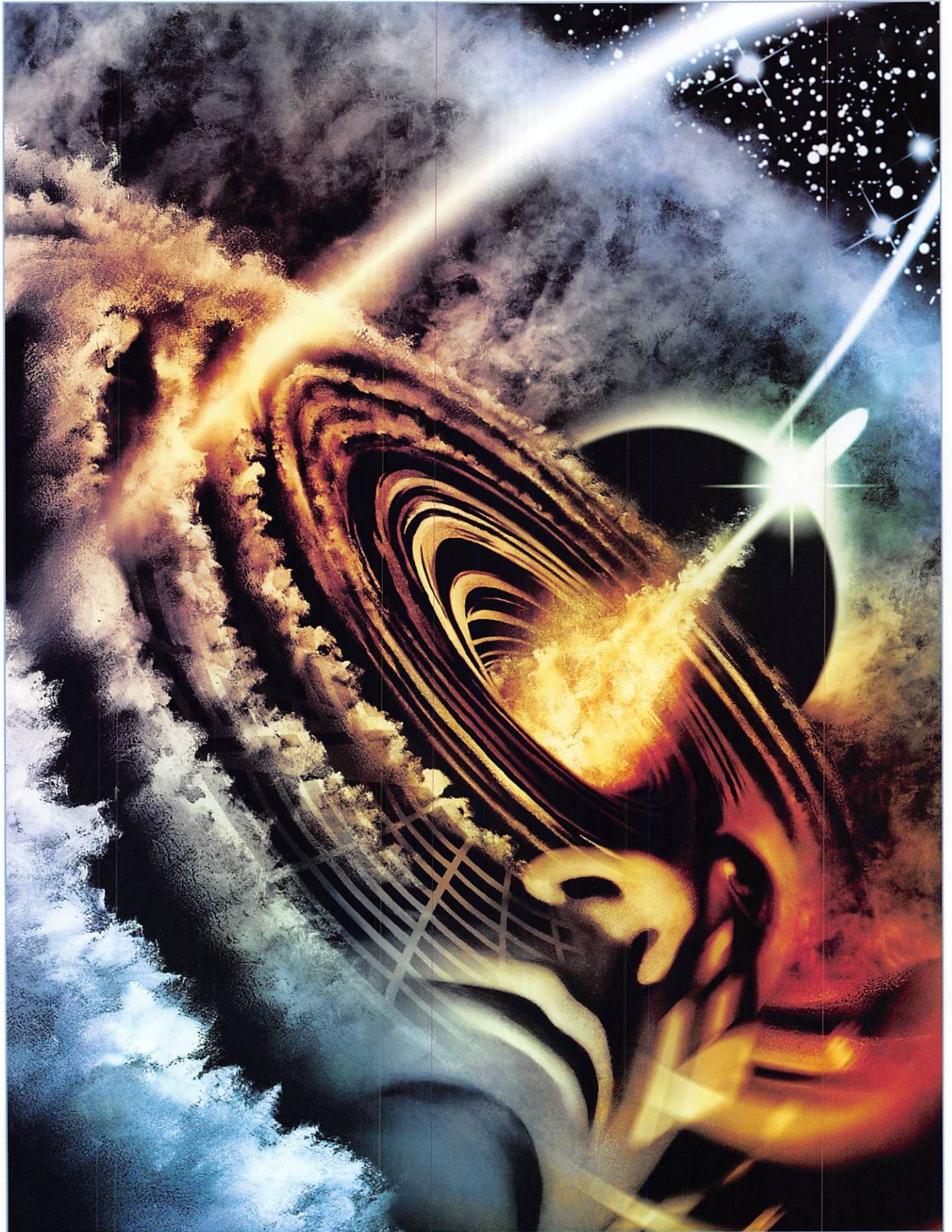
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Dances James Byrd
Dances Assistant Aaron Contreras
Dance Staff A Tyler Hudgens
Dance Staff B Thomas J. Gerne
DJ: Thursday A Dan Murphy
DJ: Friday A James Byrd
DJ: Friday B Aaron Contreras
DJ: Friday U21 Amy Jarvis
DJ: Saturday Todd Clark
Scheduled Gaming Director Alan Bond
Gaming Assistant Terry Cooper
Gaming Staff A John Ryan
Gaming Staff D Bryan Wood
Open Gaming / LARPs Prodipto Roy
Elimination Game Manager Hoi Duong
Elimination Game Second
Michaela Zielke
Arcade Director Todd Clark
Lazer Tag Director Scott Perrin
Lazer Tag Assistant Elizabeth Fellows
Lazer Tag Staff A Lloyd McCrorey
Lazer Tag Staff C Mike Hardin
Masquerade Director Ariana Provencher
Masquerade Asst Director Shawna Batty
Front House Manager Shadow Wood
Half-time Entertainment Keith Johnson
Head Ninja Frieda Orsborn
Stage Ninja A Jaiden Douwes
Children's Masquerade Dana Provencher
Masquerade Den Parent Neil Duttkin
FFFS/Maxi's Mixer Asst.
Bradford Mailloux
NWC Clue: Scavenger Trent Lum
Sunday Event Director Alan Bond
Sunday Event Staff A Jordan Mathew Kirk
Sunday Event Staff B Tyler Hudgens

Program Designer
dQniel Kaufman

Set in *Gavamond Premiere Pro*



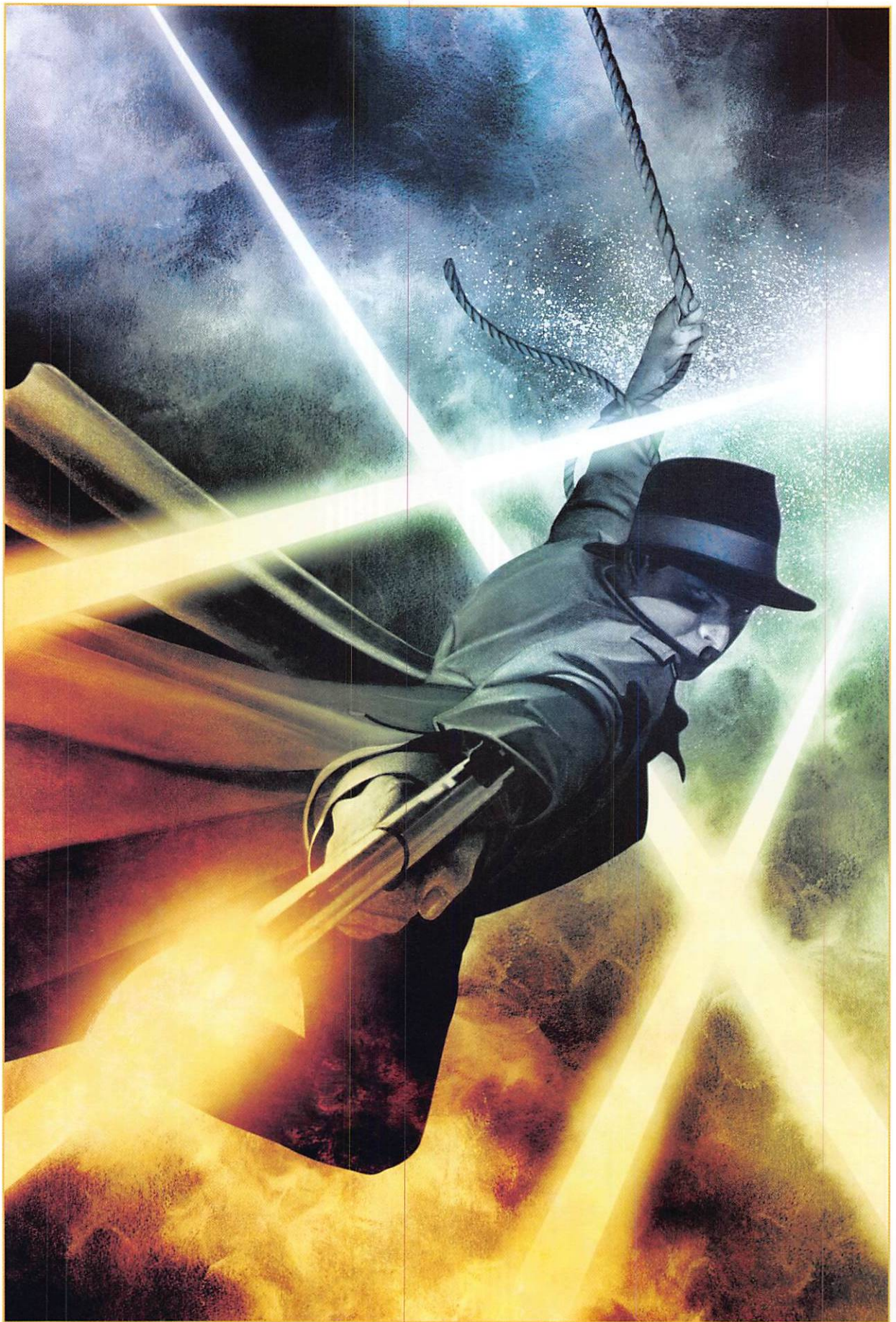
NORWESCON 35 STAFF



COVER ART FOR *GATEWAY*
BY FREDERIK POHL © JOHN PICACIO



CHESLEY AWARD WINNING ARTWORK FOR *FAST FORWARD TWO*
EDITED BY LOU ANDERS © JOHN PICACIO



COVER ILLUSTRATION BY *ADVENTURE: VOL 1*,
EDITED BY CHRIS ROBERSON © JOHN PICACIO



ALTERNATE COVER FOR *FUTURESHOCKES*
EDITED BY LOU ANDERS © JOHN PICACIO



COVER ART FOR *AGE OF MISRULE BOOK 2: DARKEST HOUR*
BY MARK CHADBOURN © JOHN PICACIO

NORWESCON 35 PRE-REGISTERED

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LIZ ADAMS	SEAN BLAKEY	ROB CARLOS	JEREMY DANN
KIMBERLY AGRAYANI	CINDY BLANDO	EVA-LISE CARLSTROM	MICHAEL DANN
JOHN P. ALEXANDER	RICK BLIGH	AMY CARPENTER	NICOLE DANN
LISA "MICOLE" ALHO	VICKIE BLIGH	JASMINE CARTER	CASSANDRA DASCHOFSKY
JESS ALLEN	CHRISTOPHER BODAN	SHARREE CARTER	DAVID DASCHOFSKY
SCOTT ALLEN	ALAN BOND	KEVIN CHAMBERLAIN	JILL DAVIS
SUSAN ALLEN	KATHARINE BOND	KEVIN CHAMBERS	PHILIP DAVIS
SARAH ANDERSEN	ALAIND BOOMER	DON CHAN	JUDY DAWSON VILLEGAS
ALICIA ANDERSON	CLINTON BOOMER	CELINE CHAPUS	MARIA DECAIR
BRENT ANDERSON	CORA BOOTH	HEATHER CHESNUT	MARCI DELEON
DEBORAH ANDERSON	DOUGLAS BOOZE	JERRY CHILSON	RAVEN DEMERS
ERIK ANDERSON	PATRICIA BOOZE	MARY CHRISTENSEN	JIM DEMONAKOS
KIMBER ANDERSON	JONATHAN BORZILLERI	ZAN CHRITENSEN	LEIGHANN DENNEY
LESLIE ANDERSON	KELLY BOWEN-MCCOMBS	BRENNON CHURCH	JEFF DESMOND
STEVE ANDERSON	ROBERT A. BOYD	MICHAEL CITRAK	PAUL DEXTER
TINA ANDERSON	CAMIN BRADBURY	PETER CITRAK	CORIANDER DEZOTELL
DMITRI ARBACAUSKAS	JOY BRAGG-STAUDT	REBECCA CITRAK	AMANDA DINSMORE
KEVIN ATKINSON	KRISTINA BRAKEBUSH	JAYSON CLAAR	DONALD DINSMORE
GERALD BAILEY	KATHRYN BRANT	DAVID CLARK	ALEX DISHER
JENNIFER BAKER	GENE BRESHEARS	JANICE CLARK	MIKE DISHER
CHRISTOPHER BALDWIN	DAVID BRONSTEIN	KARL CLARK	REBECCA DISHER
JAMES BALLARD	BILL BROWN	TODD CLARK	DARRELL DIVERS
MATT BAMBERGER	BOB BROWN	WILLOW CLARK	STEVEN DIXON
STEPHEN T. BARD	ETHAN BROWN	LELANA R. CLARK-TEED	AUTUMN DOOLITTLE
AMANDA BARNETT	JANELLE BROWN	ADAM COATH	CAROL DORSEY
ERIC BARNEY	JO BROWN	CAROLE COLE	JAIDEN DOUWES
DONNA BARR	KYLEA BROWN	TINA CONNOLLY	JENNIFER DOUWES
GERRIT BARRERE	SHERRILL BROWN	AARON CONTRERAS	SCOTT DOUWES
KRISTIN BARTHOLOMEW	STAN BROWN	ASHLEY COOK	JOSI-LYN DULANEY
MARIA BARTZ	VICKIE BROWN	JAMES COOK	WARREN DUNHAM
CHRISTOPHER BATTEY	WILLIAM BROWN	MELISSA COOK	JEREMY DUNN
SORA BATTEY	PHIL BRUCATO	MONTE COOK	HOI DUONG
SHAWNA BATTY	PHILLIP BUFF	DALIENA COOPER	HEATHER DUTTKIN
BRENNAN BATTY-MURPHY	AUTUMN BULLMAN	KIRK COOPER	NEIL DUTTKIN
NYSSA BAUGHER	JASON BULMAHN	TERRY COOPER	CHERYL DYSON
WOLFGANG BAUR	DAVID BUNDREN	ADAM COPELAND	CYMBRIC EARLYSMYTH
CARMEN BEAUDRY	ARTHUR BURGESS	CHRISTOPHER CORBITT	ALEXIS EASTERBROOK-
JACK BELL	LEONARD BURSTINER	DOROTHY CORDOCHOREA	LEWIS
SHAYLEE BELL	JAMES BURTON	LEE P. CORDOCHOREA	LAURA EBY
KATHERINE BENDER	JOHN BURTON	ISABELL CORDOVA	MARTHA EBY
MATTHEW BENDER	RUSSELL BURTON	DANIEL CORMAN	MIRANDA EBY
JUDITH BENNETT	SHON BURY	RANDAL CORMAN	SCOTT EBY
MIKE BENTLEY	ROBERT BUTTERWORTH	SUSAN CORMAN	CELESTE EDEN
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NICK BERGER	ERIC CAGLE	JERI LYNN CORNISH	PAUL EDLAND
MARGO BERGMAN	LINDSAY CAILLIER	SUSAN COURNEY	JUNE EDWARDS
MARIANNE BERKEY	DEBRA CALLAWAY	JAY COUVILLON	ROB EDWARDS
BEN BERNARD	CHRISTINA K. CAMPBELL	JULI COWAN	ROD EGGLESTON
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BIGGAR	JANE CAMPBELL	STEVEN COX	ERIC EISENHAUER
LYDIA BIGGAR	MARA R. CAMPBELL	PETER CROZIER	ELISABETH ELDRED
ELIZABETH BINDAS	MATTHEW CAMPBELL	MICHELLE CULLISON	ELTON ELLIOTT
REBECCA BIRCH	OPAL E. CAMPBELL	SEAN CUNNINGHAM	MINDY ELWOOD
JAMES BIRDSALL	RUSSELL D. CAMPBELL	CUTTER CUTTER	HEATHER ELY
FORREST BISHOP	HEATHER CANDELARIA	DAMIANA CUTTER	SAM EMERY
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ROARK	DARRELL CANNON	CP DALEN	PETER ENG
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KELLY BLACKLER	CHRISTOPHER CAREY	TERI DALLACOSTA	KELLY ERICKSON

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RUSSELL ERVIN
BRANT EVANS
COURTNEY EVANS
KATHY EVANS
EVERETT COMICS
ALAINA EWING
WILLIAM EWING
ELINOR J FADGEN
ALICIA FAIRES
IAN FARRAR
ELIZABETH
FELLOWS
NICHOLAS FELTSER
CHERYL FERGUSON
LESLIE FISCHER
HOLLY FISHER
ROSE FISHER
ERIN FLANNAGAN
JOHN FLEMMING
COLIN FLETCHER
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SARAH FLETCHER
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DON FORBIS
HOLLY FORBIS
TONI FORBIS
PATRICIA FOSS
KYNA FOSTER
NICHOLAS FOULGER
JACK FOY
PEGGY FOY
BRENDA FRANCY
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GREG FREEDMAN
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VOTAW
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BURTON GAMBLE
RYAN GARCIA
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DAVID GARRETT
DANIELLE GEMBALA
DAVID GEMBALA
MICHELLE GEORGE
RUSTY GERARD
THOMAS GERNE
CATHERINE
"CATHY" GERNER
JOEL GETSCHMAN
JAMES GIBBONS
BYAGHRO GIBSON
KRIS GIESE
GEORGIA GILBERT
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GEOFFREY GILL
RHONDA GILLIAM
ALAN GLADFELTER
DUSTIN GLEAVES
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KEITH MEARS
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RICHARD MEEKS
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ODELL
SANDRA ODELL
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DON PARRIS
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LAURA J PENTY
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COURTNEY ROUNSVILLE
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NAT SAENZ
BEVERLY SALING
KIER SALMON
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SCOTT SAUER
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DAVID VALIBEIGI
DON VAN ETTEN
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COLIN VANASSCHE-KOLB
BARBARA VANTILBURG
ELIZABETH VAUGHAN
SARAH VIEHMAN
PEGGY VOGT
ELANIA VOIGT
JENNIFER VON BARGEN
SHAWN VON BARGEN
LILITH VONFRAUMENSCH
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PAMELA WICHGERS
LEIGHTON WIEGLENDA
DUANE WILKINS
NANSI WILKS
ZACHERY WILLHOITE
ANDREW WILLIAMS
DENISE WILLIAMS
ANDREW WILSON
JAMES WILSON
LAURA WILSON
SHANE WILTSEY
MATT WINKELMANN
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SUSAN WINN
JASON WODICKA
SYLVIA WODICKA
SALLY WOEHRL
JOHN WOLFE
KATE WOLFE
SHADOW WOOD
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ROBERT WORD

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MICHAELA ZIELKE
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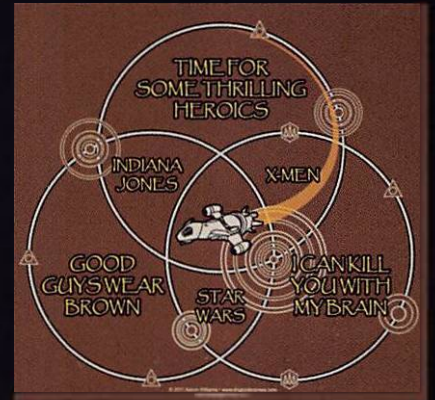
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Don't forget to get your Norwescon shirts.



CAUTION:
SKILL CHECK
IN PROGRESS



FUJ RO MEOW!

The Element



of Surprise



TREK PARK



BRONY



They're what our brains
taste like to zombies!

**I CURED MY ANGER ISSUES
WITH FRAG THERAPY.**



I used to be
an Adventurer...
then I took an
arrow to the knee.



Come by and check out all the great new designs
Both at the Convention and on our Website

