

Norwescon 39
Pocket Program

Saturday
& Sunday

norwescon 39

The Northwest Science Fiction Society

proudly presents

Norwescon 39: Remembering the Future

The Thirty Ninth Annual Northwest Regional
Science Fiction & Fantasy Convention

Except where noted, contents

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cover art © janny wurts

Writer Guest of Honor

Tanya Huff

Artist Guest of Honor

Janny Wurts

Science Guest of Honor

William Hartmann

Publisher

Daw

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

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

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

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

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

The second book contains Thursday and Friday event programming.

The third book contains Saturday and Sunday event programming.

Registration

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

Convention Office (wing 7 – 7106)

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

Cloak Room (wing 7 – 7101)

Thurs noon – Sun 6 p.m.

Volunteer's Lounge

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

Hospitality

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

Dealers' Room

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

Art Show

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

Art in Action

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

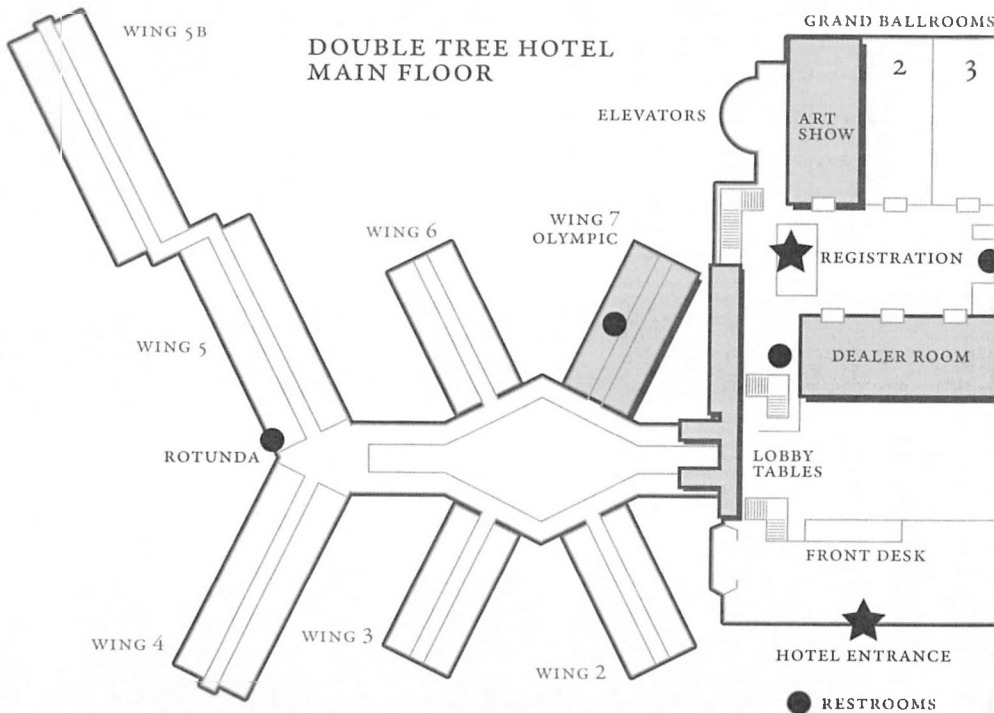
Security, lost & found and con office

Thurs 9 a.m. – Sun 12 p.m.

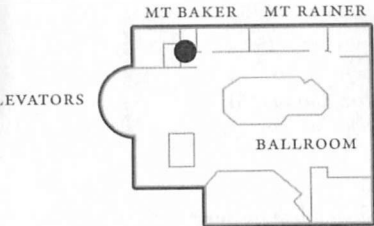
Convention Security Office is closed
between the hours of 3 a.m. and 7 a.m.
Friday, Saturday, and Sunday.

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

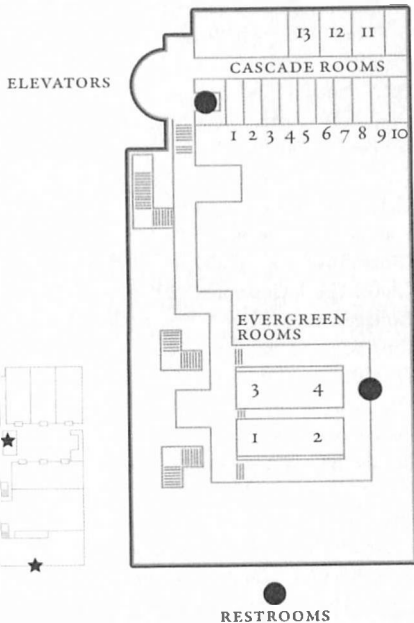
DOUBLE TREE HOTEL MAIN FLOOR



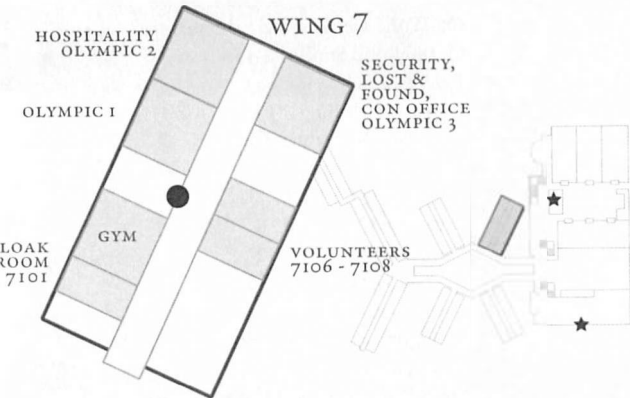
MAXI'S - TOP FLOOR OF TOWER



SECOND FLOOR



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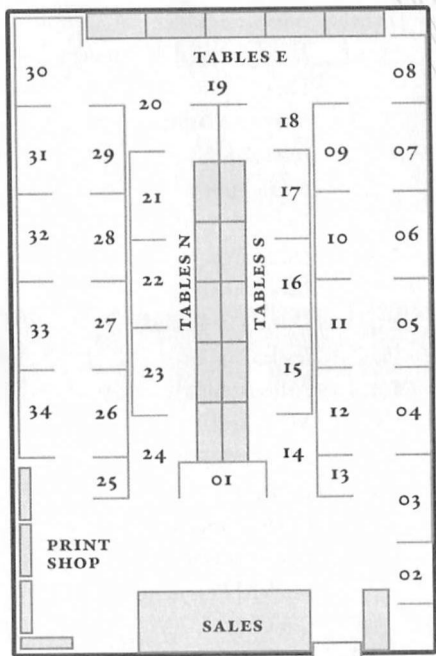
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National Space Society-Seattle & Mars Soc Puget Sound
We Are ALL SF Con
Crypticon Seattle
Anglicon: The Regeneration
Pacific Northwest Writers Association (PNWA)
Sherlock Seattle
Northwest Science Fiction Society
Foolscap
Beyond Reality Costumers Guild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

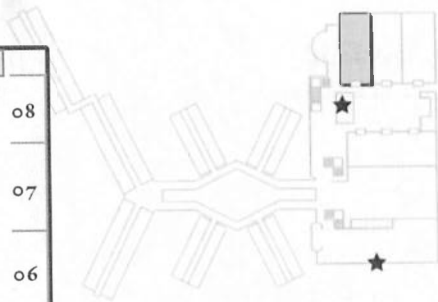
Table 01 chapters.nss.org/wa/seattle
Table 02 facebook.com/WeAreALLSF
Table 03 crypticonseattle.com
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Table 17 TimeWarsUniverse.com
Table 18 summerstar.org
Table 19 handsthathealcenter.com
Table 20 trmn.org
Lobby [partypop.com/vendor/
Althea-the-Face-Painter/4274521](http://partypop.com/vendor/Althea-the-Face-Painter/4274521)

LOBBY TABLES



ART SHOW

BAG
CHECK



ART SHOW

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

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

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

Table E

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

Table N

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

Table S

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

NORWESCON PUBLIC ACCESS CHANNEL 46

THURSDAY

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

FRIDAY

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

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

SATURDAY

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

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

SUNDAY

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

Room	09:00	10:00	10:30	11:00	Noon	12:30
Cascade 1		R: Nathan Crowder	R: John (J.A.) Pitts	R: Ramez Naam	R: Pat MacEwen	R: Jude-Marie Green
Cascade 2		Hellbender Film Workshop: Shoot It!			Fanfic 101	
Cascade 3&4		Masquerade Meeting Saturday		Scavenger Hunt Saturday	Single Pattern Contest: Judging	
Cascade 5&6		B*tch Planet & the Politics of Women's Bodies		The Once & Future Dinosaur	Video Games 101	
Cascade 7&8		Identities & Terms: What Do They Mean?		Why Fantasy Matters	...But It Was Always So Awesome!	
Cascade 9		Reality vs. Fun		How to Be an Author on the Internet	Nerdcore Hip Hop: Rapping About Star Wars	
Cascade 10		The Force Awakens: Costuming's New Hope		Naughty Hotties: The Fashion Season of the Witch	A Culture By Any Other Name	
Cascade 12		Relax With Your Inner Kindergartener: Coloring for All		Fanfic Writing Workshop	Dueling Easels	
Cascade 13		Writing Firearms Well		So You Want To Build A Hugo	Space Art Demo with Jeff Sturgeon	
Evergreen 1&2		The Art of Janny Wurts		The Art of Don Maitz	Women in Practical Armor	
Evergreen 3&4		Violence, Sex, & the YA Audience		Advanced Consensual Non-Monogamy	Fundamentals of Worldbuilding	
Grand 2	Morning Tai Chi	Norse Sword, Shield, & Spear Tactical Combat		Roman Legionary Gladius & Scutum Tactical Combat		GOH Autograph Session
Grand 3		Costume Exchange & Teddy Bear's Parade				
Olympic 1	Saturday Shake & Dance Hour			Attending Norwescon with Kids in Tow		

PROGRAM GRID: SATURDAY

1:00	1:30	2:00	3:00	4:00	4:30
R: Luna Lindsey	R: Alex C. Renwick			R: Logan L. Masterson	R: Cheryl Dyson
So You Want to Start a Fan Group...	Dawn to Vesta & Ceres	Characters Bearing Witness	Re-Fashioning Footwear		
Prop-Making Contest: Judging	Droning On	Oldschool Tabletop RPGs: What Still Holds Water?	The Impact of the Spanish Armada on Western Civilization		
Facts & Fictions of Cancer	Ask the Experts: Biology	Space Cadet Military Training	Asymmetric Warfare		
The Greatest Questions in Science Fiction	How Big A Fish Do You Need To Be?	Cultural Imperialism in Everyday Fandom	Internet & Real Life Trolls		
First Page Idol	The Ghostbusters Effect	The Art of Critique	The Not-So-Secret Room of Fandom		
Costume Foundations III: Fitting It To You	Steps to Success: Costuming Best Practices	It's All About You (Or Is It?)	Character Driven / Plot Driven		
Monster Mash for the Budding Bioengineer	Shield Maidens	Some What-Ifs of Ancient & Medieval History	Tips for Young Writers		
Hyper-Sexualization vs Power Fantasy	The Art & Writing of William Hartmann	GOH Reading: Tanya Huff	Art & Astronomy: Space Art Through the Decades		
The Art of Lee Moyer	How Star Trek Changed My Life	Comic Book Movies	What's New from DAW		
Finding Diverse Voices & Characters in SF/F	Autograph Session 1	Autograph Session 2			
Saturday Baby Lounge & Quiet Hour	Make a Magic Wand!		Single Pattern & Prop Making Contests: Show & Share		

Room	5:00	6:00	6:30	7:00	7:30	8:00	8:30
Cascade 1		R: Laura Anne Gilman	R: Brenda Cooper	R: Matt Youngmark		R: Spencer Ellsworth	R: Dean Wells
Cascade 2		Hellbender Film Workshop: Edit III					
Cascade 3&4	Magic Materials	Children's Masquerade Staging		You Can't Take the Sky From Me: Mixing Genres		Purpose Driven Dialogue	
Cascade 5&6	Nuts & Bolts of Comics Writing	Officer & Enlisted		Mining the Sky		Sex & Gender Fluidity	
Cascade 7&8	Getting it Wrong: A Panel for Allies	Is Fandom More Diverse & Accepting?		Worldbuilding: Gods, Religion, & Mythos		Flirting 201: Advanced Flirting	
Cascade 9	Horror: Not Just for White Dudes Anymore	SF/Fantasy Battle Royale		Remembering In Tomorrow		Through the Cloud	
Cascade 10	Scene & Variation	Outlining for Pantsers & Everyone Else		The Broad Universe Rapid Fire Reading			
Cascade 12	Book Cover Hero(ines)	Miniature Paint & Take					
Cascade 13	Language Creation Demo: Noalath from Shannara	Journey to a Comet: The Voyage of Rosetta		Space Gaming is Educational		Interstellar Fast Flyby Missions: Can They Be Done?	
Evergreen 1&2	GOH Reading: Janny Wurts	Writing With Authority		Diversity in Media: Why Is It important?		The Art & Writing of Todd Lockwood	
Evergreen 3&4	Hero Corps			Doors Open for Masquerade	Masquerade	Saturday Dance: Star Wars Saturday	
Grand 2							
Grand 3							
Olympic 1	Coyotes, Bats, & Owls, Oh My!						

PROGRAM GRID: SATURDAY

9:00	9:30	10:00	11:00	Midnight
R: K. M. Alexander	R: Elizabeth Guizzetti	R: J. F. High		
		Friends of Bill W.		
Think Kink		Finding Horror in the Everyday		
Spool Up the FTL		Live Podcast: Three Unwise Men		
All-Ages Scheduled Gaming Saturday PM				
		BDSM 101	Advanced BDSM	
		Lasertag/Nerf		Saturday Night Chaos Filk
		Saturday Concerts		Midnight Movie Saturday: They Will Outlive Us All

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

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

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

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

Morning Tai Chi

9–10 a.m. Grand 2

Join author and martial artist Steven Barnes in this hour of gentle Chinese exercise, suitable for all fitness and experience levels. Wear loose clothes!

Steven Barnes (M)

Saturday Shake & Dance Hour

9–10 a.m. Olympic 1

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

Greg Robin Smith (M)

Open Gaming Saturday

9 a.m.–2 a.m. Rotunda 1&2

Come bring a game and play it with friends!

All-Ages Game Demos Saturday

9 a.m.–8 p.m. Salon

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

All-Ages Scheduled Gaming Saturday AM

9 a.m.–8 p.m. Maxi's Ballroom

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

Reading: Nathan Crowder

10–10:30 a.m. Cascade 1

Shadrach and the City of Angels. A Dreadpunk novella set in early Los Angeles with

the diminutive spiritualist Shadrach Plum. Rated PG.

Nathan Crowder (M)

Hellbender Film Workshop: Shoot It!

10 a.m.–noon Cascade 2

Welcome to the jumping, running, hopping, and the fast-acting part of the Hellbender Filmmaking Workshop. Today is when we shoot! And if we're going to make a movie at light speed, then we have to move exactly like light - only faster! So, don't be late, or you'll see only red-shifted versions of us. Although this is a multi-part workshop, you don't have to attend every part to enjoy it. Although you should, if you want the best filmmaking experience possible!

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

Masquerade Meeting Saturday

10–11 a.m. Cascade 3&4

If you plan to enter the Masquerade, you must attend this meeting if you did not attend the Friday night meeting. You will be provided all the info you need to compete, and we will be there to answer any questions you have. Please make sure to bring your music to turn in. We will have a computer for you to sign up online to compete if you haven't already done so.

***B*tch Planet* & the Politics of Women's Bodies**

10–11 a.m. Cascade 5&6

*B*tch Planet* has so many more body types than you usually see in comic books, superhero comics or not. *Faith*, a title coming soon, is a spin-off from Harbinger featuring plus-size heroine

Zephyr. But the ladies of *B*tch Planet* and *Faith* are a tiny minority in a sea of female comic characters whose bodies defy physics and biology. What do images in comics say about women's bodies?

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

Identities & Terms: What Do They Mean?

10–11 a.m. Cascade 7&8

Asexual, transgender, pansexual, biromantic, gay, lesbian, queer, cisgender, and many more. Why are these terms important, and what do they mean? How do they help both our youth and adults take control of their lives and move forward? Why is it important to have terms like full spectrum or quiltbag that are more inclusive than the previous LGBT? Come learn about new terms and experiences!

Sheye Anne Blaze (M), Lilith von Frauenmensch, Ogre Whiteside, Gregory Gadow

Reality vs. Fun

10–11 a.m. Cascade 9

In any kind of game that attempts to simulate a situation, be it reality or a fictional realm, there is a balance between this simulation and the key element of what you're doing: playing a game. When does reality get in the way of fun, and when does it reinforce it? This is a game design discussion across game genres from electronic to role-playing.

Jeff Harris (M), Dylan S., David Fooden, Burton Gamble

***The Force Awakens*: Costuming's New Hope**

10–11 a.m. Cascade 10

After a long wait, *Star Wars* finally came!

What was your favorite costume and how would you build your favorite character? Our avid fan panel will talk about solutions to bring the galaxy far, far away to glorious life.

Richard Stephens (M), Bethany Roulett, Julie Zetterberg, Deborah Strub

Relax With Your Inner Kindergartener: Coloring for All

10–11 a.m. Cascade 12

Take time to get down to the arty basics. Fantasy and science-fiction themed coloring pages at various difficulty levels. Markers and colored pencils will be provided. Actual kindergarteners also welcome.

Jeliza Patterson-McGuire (M)

Writing Firearms Well

10–11 a.m. Cascade 13

A discussion of the dos and don'ts in writing firearm usage. We'll cover common mistakes, misconceptions, and apocrypha that will help a budding author/screen writer/game master better incorporate firearms into their settings. Come with questions!

Greg Hallock (M), Kevin Mathews, Peter N. Glaskowsky, Michael 'Tinker' Pearce

The Art of Janny Wurts

10–11 a.m. Evergreen 1&2

Norwescon 39 Artist Guest of Honor Janny Wurts presents a slideshow and Q&A featuring recent artwork and the creative processes, decisions, and inspirations that made them.

Janny Wurts (M)

Violence, Sex, & the YA Audience

10–11 a.m. Evergreen 3&4

Join our panelists as they discuss the boundaries of young adult fantasy and how to maintain a compelling story while still hitting the target audience.

Kristi Charish (M), Elliott Kay, Aibhinn (EEF-vynn), Frog Jones

Norse Sword, Shield, & Spear Tactical Combat

10–11 a.m. Grand 2

Come experience for yourself what it is like to stand as part of a Norse Shield Wall. Learn and practice basic Norse weapon and combat skills in a SAFE, SUPERVISED environment. Participants will be equipped with wooden swords, spears and shields. Receive one-on-one and team-based instruction from experienced practitioners.

Bill Gruner (M), Greg Robin Smith, V Whitlock, Michael Ormes, Mark Chapman, Maj. James Franklin (Ret.), Norman K. Moss

Costume Exchange

10 a.m.–noon Grand 3

Do you have costume pieces you have outgrown? Grown tired of? Do your kids? Do your STUFFIES? Bring your things! We'll have five sections: Doll, small, medium, large, and other. The room will be set up with chairs, and you can lay out your things in the appropriate sections and then browse the areas that interest you. At 11 a.m. we gather in the doll area to introduce our stuffies and prepare them for a Teddy Bear Parade through the lobby. We will end back up in Grand 3 to gather up our acquisitions and any un-taken clothing. Any clothing left behind will be donated to either a shelter or charity organization.

Reading: John (J.A.) Pitts

10:30–11 a.m. Cascade 1

The Adventures of Useless Lump: Cleric.

Reading from my ongoing serialized novel. Swords and sorcery. Rated PG.

John (J.A.) Pitts (M)

Reading: Ramez Naam

11–11:30 a.m. Cascade 1

Ramez Naam reads from his latest science fiction novel, *Apex*.

Ramez Naam (M)

Scavenger Hunt Saturday

11 a.m.–noon Cascade 3&4

There are chances to still get enough points to win a prize. Pick up the list and get photographing.

The Once & Future Dinosaur

11 a.m.–noon Cascade 5&6

So *Jurassic World* happened, which makes us wonder: could we really do it? Could we resurrect pterosaurs and velociraptors? Could we combine the DNA of long-dead predators to create a smart, vicious and very deadly Indominus? Or is it all just a steaming pile of McGuffin? *Charlotte Lewis Brown (M), Alan Andrist, DameRuth, Dr. Ricky, Marguerite Reed*

Why Fantasy Matters

11 a.m.–noon Cascade 7&8

There is something deep and meaningful in fantasy that speaks to the dreamer in all of us. Be it a safe harbor during the storms in our life, a reminder that heroes do exist to fight dragons, or an ensemble of friends to accompany us on an adventure, we come to fantasy for many

reasons. Join us as our pros talk about what fantasy means to them and what they hope it means to you.

Cat Rambo (M), Peter Orullian, Catherine Cooke Montrose, Carol Berg, Spencer Ellsworth

How to Be an Author on the Internet

11 a.m.–noon Cascade 9

And how not to be. Navigating social media as a professional can be challenging, but it can also be a fun way to bring a human face to your “brand”—as long as you don’t come off like a spambot trying to sell your book. Our experts talk about common mistakes and pitfalls authors make on social media and how to avoid them, as well as best practices for utilizing social media, email, and blogs, and creative ways to help you connect with—not alienate—readers.

Tori Centanni (M), Annie Bellet, Matt Youngmark, Nicole Dieker, Ryan Macklin

Naughty Hotties: The Fashion Season of the Witch

11 a.m.–noon Cascade 10

Witches have never really left popular imagination, but they are back in force in several popular movies and TV shows. Gone is the old image of a crone in black. From *The Last Witch Hunter*, *Game of Thrones*, *Macbeth*, *Avengers*, and more, we look at various recent iterations of the makers of magic.

Lori M. Edwards (M), Bethany Roulett, Richard Stephens, Margo Loes, Victoria Shaffer

Fanfic Writing Workshop

11 a.m.–noon Cascade 12

Do you have a story you’d like to workshop

with other fandom writers? Do you want to see what the writing process is like for others? This session will involve small-group workshop sessions led by some of our panelist writers. Participants can share in-progress stories, experiment with prompts, and will have the opportunity to give and receive feedback and advice.

Minim Calibre (M), Alyxis Smith, Rachael Sabotini

So You Want To Build A Hugo

11 a.m.–noon Cascade 13

Join the artists behind the Loncon and SpoCon Hugo rockets (and other major award pieces) as they talk about the process of bidding and making sets of award sculptures.

Matthew 'Fish' Dockrey (M), Joy Day

The Art of Don Maitz

11 a.m.–noon Evergreen 1&2

Hugo and Chesley winning artist (and Norwescon 7 Artist Guest of Honor) Don Maitz presents a slideshow of his artwork followed by a Q&A.

Don Maitz (M)

Advanced Consensual Non-Monogamy

11 a.m.–noon Evergreen 3&4

You've decided that one form or another of non-monogamy is the way to go, so now what? What types are there? What might your relationships' structures look like? What about negotiating (and re-negotiating) boundaries? How do you handle ethical dilemmas and limited time? What do you do when there are conflicting needs? And what if you figure out it's just not working? Our panelists

have a wide variety of experiences, observations, and suggestions to share.

Sheye Anne Blaze (M), Sar Surmick, Sean Hagle, Sienna Saint-Cyr

Attending Norwescon with Kids in Tow

11 a.m.–noon Olympic 1

Attending a convention with small children can be challenging. Panelists and audience members will share what worked for them. While the adults are talking, little ones can hang out in the play area in the same room.

Holly L. Forbis (M), Annie Morton

Roman Legionary Gladius & Scutum Tactical Combat

11 a.m.–noon Grand 2

This is your chance to learn and practice basic Roman Legionary combat skills in a SAFE, SUPERVISED environment. Stand

in the Roman line equipped with a (provided) wooden Gladius (sword) and Scutum (shield). No better way to understand what it meant to be a Roman Legionnaire than to participate in Roman infantry drills. In groups of twenty, instructors will walk you through the drills. Come learn how to describe both the actions and what it felt like to be a Roman Legionnaire!

Maj. James Franklin (Ret.) (M), Bill Gruner, Michael Ormes, GregRobin Smith, Norman K. Moss, V Whitlock

Reading: Pat MacEwen

noon–12:30 p.m. Cascade 1

Coyote Song. A CSI tech who's half Native American, and her boss, who knows more than he should about Voudoun, encounter a supernatural being from Southeast Asia while investigating a possible murder in one of the city's larger refugee communi-

ties. It's all about Sudden Death, which can come from more than one source, including the Animal People. Appearing in March/April 2016 issue of *F&SF*.
Rated G.

Pat MacEwen (M)

Fanfic 101

noon–1 p.m. Cascade 2

Have you always wanted to write fanfiction, but just don't know where to start? Do you have some great ideas but don't know how to flesh them out? This panel will help new fanfic writers get past some of their fears about writing by tackling the basics—finding inspiration, plot development, creating compelling characters, and showing rather than telling your audience your story. Let us help you break through your fears and start writing stories!

*DameRuth (M), Aibhinn (EEF-vynn),
Alyxis Smith, Dee Wright*

**Single Pattern Contest: Judging
noon–1 p.m. Cascade 3&4**

Entrants in the competition will register and present their entries to the panel of judges. Entries are all based on the same pattern.

Video Games 101

noon–1 p.m. Cascade 5&6

FPS, MMO, RTS, MOBA... What do these acronyms mean? How do I select a console or platform that suits my needs? How do I manage my time and not miss dinner? How do I deal with harassment and trolls? What's good etiquette for various online interactions? If you've asked any one of these questions or have similar

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queries, come ask our panel of experts.
Donna Prior (M), Elizabeth Sampat, Jonny Nero Action Hero, Annie Bellet, Burton Gamble

...But It Was Always So Awesome!

noon-1 p.m. Cascade 7&8

You take the red pill and suddenly it seems like all the media you loved before is betraying you with its inherent sexism, racism, homophobia and ableism. How do you still enjoy media once you've become aware of everything that's wrong with it? Our panelists have been through it and have some tips for you.

Mickey Schulz (M), J. F. High, Lisa Bolekaja, Spencer Ellsworth, John Lovett

Nerdcare Hip Hop: Rapping About Star Wars

noon-1 p.m. Cascade 9

What is nerdcare, how did it get started, why are they rapping about videogames and Star Trek, and how can I learn more at this very convention? Come meet our nerdcare artists and learn where this came from and what all this is about.

Dara Korra'ti (M), Shubzilla, David Fooden, Kadesh Flow, C0splay

A Culture By Any Other Name

noon-1 p.m. Cascade 10

Many alien cultures in fiction have a strikingly human feel to them. How do we create alien cultures that are unfamiliar in design without making them unrelatable? Let's discuss the pitfalls, pros, and cons of alien culture!

Jason Bourget (M), Caroline M. Yoachim, Kim Ritchie, Lawrence M. Schoen, Luna Lindsey

Dueling Easels**noon–1 p.m. Cascade 12**

Two artists compete to come up with cover art for a story idea suggested by the audience, while the audience cheers them on.

Lee Moyer (M), Rob Carlos

Space Art Demo with Jeff Sturgeon**noon–1 p.m. Cascade 13**

Jeff demonstrates how he makes his astronomical paintings.

Jeff Sturgeon (M)

Women in Practical Armor**noon–1 p.m. Evergreen 1&2**

From bikini chainmail to full armor, talk to women who fight in full armor as well as the writers and publisher of the new anthology, *Women in Practical Armor*.

Katie Cord (M), Erik Scott de Bie, Ann Shilling, Carmen Beaudry

Fundamentals of Worldbuilding**noon–1 p.m. Evergreen 3&4**

Story arises from what your characters want and need, not from where they live. Learn from our panel of worldbuilders how your planet, kingdom, or landscape can inform the characters and how to keep the story apace without overwhelming the narrative with geographic or cultural details.

Brenda Cooper (M), Dean Wells, Peter Orullian, Gregory A. Wilson

Reading: Jude-Marie Green**12:30–1 p.m. Cascade 1**

Wired. No Peace avenges the death of her

mentor. Rated PG.

Jude-Marie Green (M)

GOH Autograph Session

12:30–1:30 p.m. Grand 2

Guests of Honor Tanya Huff, Janny Wurts, and William Hartmann are available to sign autographs. Please note: So that as many fans as possible can participate, we will be enforcing a three-items-at-a-time, or single-sketch, autograph limit.

Janny Wurts, William Hartmann, Tanya Huff

Reading: Luna Lindsey

1–1:30 p.m. Cascade 1

The Theogenesis Gimmick. Theo is a computer hacker who scams Nigerian scammers, until her pursuit of the ultimate scam reveals a world she had never before perceived. It will take all her wits to outwit the

bad guy and become the rightful creator of God. Rated PG.

Luna Lindsey (M)

So You Want to Start a Fan Group...

1–2 p.m. Cascade 2

You've found a fan group and want to start a chapter of your own. How do you go about it? What challenges and rewards can you expect?

Patrick McKinnion (M)

Prop-Making Contest: Judging

1–2 p.m. Cascade 3&4

Entrants in the competition will register and present their entries to the panel of judges. All entries must be ray guns.

Facts & Fictions of Cancer

1–2 p.m. Cascade 5&6

There are many different types of cancer,

each with its own causes and treatments. Our experts will draw on their knowledge and personal experiences to present the facts and counter the fictions of cancer.

Janet Freeman-Daily (M), Dr. Misty Marshall, Vickie Bligh, Nicholas Maurice

The Greatest Questions in Science Fiction

1–2 p.m. Cascade 7&8

Science fiction is where we often find the greatest “what if” questions. What if we were all connected to a matrix? What if The Singularity decided we were extraneous? Join us as we discuss the great questions we’ve already asked and posit new questions of our own.

Brenda Cooper (M), Brooks Peck, Jude-Marie Green, Douglas Lain, PJ Manney

First Page Idol

1–2 p.m. Cascade 9

Feeling brave? Want to see how your first page holds up in a cold read? Send the first page of your manuscript to idol@norwescon.org to have it anonymously read aloud and critiqued by a panel of pros.

Phoebe Kitanidis (M), Frog Jones, Nicole Dieker, Susan DeFreitas, Paul Constant

Costume Foundations III: Fitting It To You

1–2 p.m. Cascade 10

Do you love a costume from a movie or a comic or a book cover? Unsure of how to translate that from the media to your body? Come and learn how to assess the major components of a particular costume, assess proportion, decorative

elements, and then fit it to your particular shape! Learn techniques for taking flat images and making them fit your 3D self!

Jonna Hayden (M), Kathryn Brant, Anita Taylor, Richard Stephens

Hyper-Sexualization vs. Power Fantasy

1–2 p.m. Cascade 13

What's the difference? Why do comic book superheroes look like that? How do things like the male gaze effect how comics are drawn and marketed? Why does Emma Frost dress that way? And why do Nightcrawler and Gambit have such rabid fanbases?

Mickey Schulz (M), Spencer Ellsworth, Torrey Stenmark, J. Rachel Edidin

The Art of Lee Moyer

1–2 p.m. Evergreen 1&2

Chesley award-winning artist (and Nor-

wescon 36 Artist Guest of Honor) Lee Moyer presents a slideshow showcasing his recent work, followed by a Q&A.

Lee Moyer (M)

Finding Diverse Voices & Characters in SF/F

1–2 p.m. Evergreen 3&4

Diversity in the ethnic, cultural, sexual identity, and socioeconomic backgrounds of characters and writers of speculative fiction has become more important to readers and writers in recent years. Where do we go to find these characters and authors? Who are the writers (no matter their background) who are penning accurate and authentic experience? Do we find these books in the SF/F sections or do we need to look to other areas of the bookstore or library?

Marta Murvosh (M), Cat Rambo, J. F. High, Lisa Bolekaja

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

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

Reading: Alex C. Renwick

1:30–2 p.m. Cascade 1

The Greatest Show on Mars. Scrap salvage robot animals and laboratory manufactured clone girls join a traveling circus on Mars. Rated PG.

Alex C. Renwick (M)

Monster Mash for the Budding Bio-engineer

1:30–3:30 p.m. Cascade 12

Every budding mad scientist needs to start somewhere... and this is where! We will take cute, fluffy stuffed animals and hack them into pieces only to reassemble them into marvelous monsters and creative chimera! Please bear in mind that to attend this workshop, one must be capable handling scissors and needles safely, and if you cannot personally sew together your monster's various bit and pieces you must bring a minion (aka "parent") to do the dirty work for you! All you need are rudimentary sewing skills and a sick sense of humor (plush is very forgiving). A \$5 materials fee per participant will cover the cost of DNA splitters, splicers,

and experimental specimens. **WARNING!** Adults **MUST** be accompanied by a young Scientist in order to attend!

Mimi Noyes, Berlynn Wohl

Dawn to Vesta & Ceres

2–3 p.m. Cascade 2

The Dawn Probe has done what no other probe has done before: it has left one asteroid and is now in permanent orbit around Ceres. What has it reported about both bodies so far? Is asteroid mining the future? And what are those bright spots on Ceres? Water ice? Salt deposits? Alien bases? Come find out!

Dan Dubrick (M), Cathy Plesko, Stephen L. Gillett

Droning On

2–3 p.m. Cascade 3&4

The tech and the law seem to be at odds

over drones. Are they a boon to mankind, the end of civilization as we know it, or something in between (or perhaps above)?

Brenda Cooper (M), Daniel P. Lynge, Ramez Naam, Dave Davis

Ask the Experts: Biology

2–3 p.m. Cascade 5&6

Our panelists will take your questions about biology, evolution, language, medicine and more!

Alan Andrist (M), Janet Freeman-Daily, Caroline Pate, Dr. Misty Marshall, Nicholas Maurice

How Big A Fish Do You Need To Be?

2–3 p.m. Cascade 7&8

You're an independent writer. You're an independent musician. You're an independent artist. You make indie games. How big do you need to be to make a sustainable

living? The traditional track to success has involved the large imprints and labels, but that's not working so well anymore, particularly not for musicians. Is there a way forward? Come listen to our independent creatives talk about forging new paths in their industries.

Nicole Dieker (M), Vandy H. Hall, Liv Rainey-Smith, Julie Dillon

The Ghostbusters Effect

2–3 p.m. Cascade 9

In which we discuss the impact the movie *Ghostbusters* made, and continues to make, on horror over the past three decades, from an increase in interest in parapsychology to a more open inclusion of humor in horror.

Christopher Stewart (M), Amber Clark, Nina Post, Nathan Crowder

Steps to Success: Costuming Best Practices

2–3 p.m. Cascade 10

Come join our panel of seasoned costuming pros as we discuss what foundational practices and steps we take to make sure our costumes are successful. Learn why it's important to make a preliminary drawing, why washing fabric is one of the most important steps (sometimes), and why the iron is probably the second most important tool in your sewing space.

Torrey Stenmark (M), Deborah Strub, Kathryn Brant, Anita Taylor, Alicia Faires

Shield Maidens

2–3 p.m. Cascade 13

Myths and reality. Amazons, Boadicea, Eleanor of Aquitaine, and other strong women warriors. Explore the history

of shield maidens with our panelists and discuss recent discoveries that may change how we think about women on the battlefield. What was required of these warrior women? Were they rare or commonplace? Join our conversation as we investigate the truth about shield maidens and explore their implications. How can you use these ideas in your writing to make a richer, more fulfilling story?

Adrienne Carlson (M), Arinn Dembo, Ann Shilling, V Whitlock, Michael 'Tinker' Pearce

The Art & Writing of William Hartmann

2-3 p.m. Evergreen 1&2

William Hartmann was the first winner of the Carl Sagan Medal from the American Astronomical Society for communicating scientific research to the public. He has

published several popular science books, two novels, and three college texts. His latest is a non-fiction history of the Spanish explorations from Mexico into America in the 1500s. His astronomical paintings are internationally known; he was inspired as a boy by Chesley Bonestell, whom he later came to know as a friend. Bill will talk about his adventures in art and current publishing, and host a Q&A session.

William Hartmann (M)

How *Star Trek* Changed My Life

2-3 p.m. Evergreen 3&4

2016 is the 50th anniversary of *Star Trek*, and the venerable franchise has had a profound impact on fans, creators, scientists, and popular culture. Come discuss what *Star Trek* means to you, and what might lie in store for the next 50 years of the final frontier.

Brooks Peck (M), Rachael Sabotini, Lawrence M. Schoen, Jason Bourget

Make a Magic Wand!

2–3 p.m. Olympic 1

Learn how to create a magic wand using paper, paint, and glue! Materials provided.

Cheryl Dyson (M), Aimee Stewart

Autograph Session 1

2–3 p.m. Grand 2

Our Attending Professionals are available to sign autographs. PLEASE NOTE: So that as many fans as possible can participate, we will be enforcing a three-items-at-a-time (or single-sketch) autograph limit.

Amber Bariaktari, Caroline M. Joachim, Dave Bara, Dean Wells, Erik Scott de Bie, G. Willow Wilson, James C. Glass, Jenni-

fer Brozek, John (J.A.) Pitts, Kristi Charish, Django Wexler, Frog Jones, Rhiannon Held, Sonia Orin Lyris, S. A. Bolich, Morgue Anne, Robert J. Sawyer, Spencer Ellsworth, Steven Barnes, Tori Centanni, Cat Rambo, Don Maitz, Greg Robin Smith, Jeremy Zimmerman, Laura Anne Gilman

Characters Bearing Witness

3–4 p.m. Cascade 2

From Frodo to Rand al'Thor to Katniss Everdeen, protagonists in fantasy are exposed to horrific scenes. Listen to our pros discuss the impact on character development, methods of addressing, and the importance of characters bearing witness.

Cat Rambo (M), John (J.A.) Pitts, Laura Anne Gilman, Lillian Cohen-Moore, Sonia Orin Lyris

Old School Tabletop RPGs: What Still Holds Water?

3-4 p.m. Cascade 3&4

Are you interested in dusting off some things from your old collection? Have you found a treasure trove of old games somewhere and are wondering what to try and what to pass on? Is Redbox D&D actually as fun as the OSR crowd says it is? What version of Paranoia is the one you should pick up? This discussion of the elegant, the forward thinking, and the just plain outdated could just be the thing to point you in the right direction.

Ogre Whiteside (M), Jeff Harris, Christopher Stewart, Michael McSwiney, Dylan S.

Space Cadet Military Training

3-4 p.m. Cascade 5&6

Military training has often been included in SF stories. How realistic is it? What dif-

ferent kinds of training are there, and why?
Elliott Kay (M), Kevin Mathews, Daniel P. Lynge, Mike Brennan

Cultural Imperialism in Everyday Fandom

3-4 p.m. Cascade 7&8

How does the imperialism of American culture affect our fannish lives? How can we branch out into non-American fandoms without fetishizing another culture? How do we express our appreciation of other cultures through costumes and everyday activities without negatively appropriating from other people and groups?
Jason Vanhee (M), J. F. High, Tim Bruhn, Cheryce Clayton, Sheye Anne Blaze

The Art of Critique

3-4 p.m. Cascade 9

As a beta reader, how do you provide the

best feedback? And as a writer, how do you use critique to improve your work? This panel will discuss the art of giving helpful critique, as well as what writers can do with the critiques they're given, and how to sort useful feedback from less helpful notes.

Marta Murvosh (M), Caroline M. Yoachim, Leslie Howle, Suzanne Brahm, Jeremy Zimmerman

It's All About You (Or Is It?)

3-4 p.m. Cascade 10

Musicians, writers, and artists, can all now be their own labels, their own imprints, their own galleries. But in the modern era, how do you, a tiny fish, get noticed in the sea of information and other stage-grabbing attention whores like yourself-without being an annoying annoyance? Some of our independent

musicians, writers, and artists talk about being heard on the internet stage.

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

Some What-Ifs of Ancient & Medieval History

3-4 p.m. Cascade 13

Come join us in changing history! No, really... we will apply a time-tested authorial technique of asking "what if" it turned out differently. This is a highly interactive panel. Groups will be formed of 5-6 individuals and be provided with various scenarios and a background study. By altering the Political, Economic, Religious, Social, Intellectual/Artistic, or Area/Geography (PERSIA) factors of the day, authors can drive the outcome to achieve any desired, or achieve surprising

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and unintended consequences.

Russell Ervin (M), Bill Gruner, Adrienne Carlson, Greg Robin Smith, V Whitlock, Pat MacEwen

GOH Reading: Tanya Huff

3-4 p.m. Evergreen 1&2

Join Norwescon 39 Writer Guest of Honor Tanya Huff for a reading of original fiction.
Tanya Huff (M)

Comic Book Movies

3-4 p.m. Evergreen 3&4

Batman v Superman drops THIS WEEK-END, and *Captain America*, the *X-Men*, and *Dr. Strange* are on the docket for the upcoming summer season. Superheroes continue to dominate at the box office, but can the party last forever? Has Marvel's cinematic universe already begun to lose its shine? Can DC's ambitious slate of com-

ing attractions give them a run for their money? What we're looking forward to, what we're terrified at the very prospect of, and what we wish Hollywood would adapt next.

Rafeal Richardson (M), Paul Constant, J. Rachel Edidin, John Lovett

Autograph Session 2

3-4 p.m. Grand 2

Our Attending Professionals are available to sign autographs. PLEASE NOTE: So that as many fans as possible can participate, we will be enforcing a three-items-at-a-time (or single-sketch) autograph limit.
Amber Clark, Annie Bellet, Brenda Cooper, Carol Berg, David J. Peterson, H.M. Jones, Jeff Sturgeon, Jude-Marie Green, Julie Dillon, Katie Cord, Lawrence M. Schoen, Megan Kelso, Nina Post, Peter Orullian, Raven Oak, Stephen I. Gillett, Todd Lock-

*Wood, Marguerite Reed, Adam Rakunas,
PJ Manney, Douglas Lain*

Reading: Logan L. Masterson

4-4:30 p.m. Cascade 1

Ravencroft Springs. David Dunbarton needed a change. Following the unexpected success of his first novel and subsequent destruction of his marriage, David wanted somewhere nice and quiet to settle down. He wanted to surround himself with art, not people, and just maybe get to work on his next book. But nothing is quite what it seems on Unaka Mountain. Rated PG.

Logan L. Masterson (M)

Re-Fashioning Footwear

4-5 p.m. Cascade 2

Need the perfect shoes or boots to go with your costume, but can't find some-

thing just right in your size? We've got the solution! From easy embellishments to more complex constructions, like making shoes into boots, there are plenty of tricks to modifying footwear, and we'll share our favorites with you.

SunnyJim Morgan, Kat Marier, Aimee Stewart

The Impact of the Spanish Armada on Western Civilization

4-5 p.m. Cascade 3&4

Spain was the super power of the day and England was a rising power, but did not yet "rule the waves." What were the Political, Economic, Religious, Sociological, Intellectual/Artistic, and Area/Geography (PERSIA) factors driving the King of Spain and Queen of England to come to blows? We'll "follow the money"

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leading up to the epic outcomes of this pivotal historical event. What lessons from this period of history can we apply today? How can we incorporate these lessons in our fiction and fantasy stories?

Russell Ervin (M), Maj. James Franklin (Ret.), Adrienne Carlson, V Whitlock, Lillian Cohen-Moore

Asymmetric Warfare

4–5 p.m. Cascade 5&6

What is “Asymmetric Warfare,” and why do generals hate it? How does technology affect AW, and who does it help the most? Join our panelists as they try to bring balance to the battle.

Bart Kemper (M), Isaac Meyer, Joseph Malik

Internet and Real-Life Trolls

4–5 p.m. Cascade 7&8

From Gamergaters to Rabid Puppies to the person who just doesn't think that being “PC” is important... How does this affect the real people who are being subjected to mistreatment? What can we do take a stand against it? Should we and how should we?

Donna Prior (M), Mickey Schulz, Elizabeth Sampat, Rafeal Richardson

The Not-So-Secret Room of Fandom

4–5 p.m. Cascade 9

It used to be that fandom was a secret room that only those in fandom knew about and played in, but now the door is wide open, with a big neon sign hanging above it. How do we feel now that mainstream media is aware of our playroom and parading our works to the general public?

In worst cases, companies are actively stealing and relisting our creations. In best cases, our works are being officially published. What are the wows, as well as the woes, of fandom being in the public eye?

Berlynn Wohl (M), Rachael Sabotini, Bel-ladonnaQ, Alyxis Smith

Character Driven/Plot Driven

4-5 p.m. Cascade 10

Some stories are driven by character, some by plot. What exactly does that mean, and which will work best for the story you want to tell?

Steven Barnes (M), Tanya Huff, Erik Scott de Bie, Tina Connolly

Tips for Young Writers

4-5 p.m. Cascade 12

Are you a young author? Come and write

a short story, then get tips from writers on how to make it even better!

Marta Murvosh (M), Elizabeth Guizzetti, Renee Stern, Paul Constant

Art and Astronomy: Space Art Through the Decades

4-5 p.m. Cascade 13

Space art is where science and science fiction collaborate or collide. From the fanciful depiction of stars and planets in the early years of the last century to today's photo realistic computer depictions of other worlds how has our depiction of alien worlds changed, and what's happening in space art now?

Jeff Sturgeon (M), Joy Day, William Hartmann

What's New from DAW

4-5 p.m. Evergreen 1&2

Norwescon 39 Spotlight Publisher DAW Books gives us a tour of the great new titles coming soon!

Sheila Gilbert, Betsy Wollheim

Single Pattern and Prop-Making Contests: Show and Share

4-5 p.m. Olympic 1

Come and see the competition entries as the competitors introduce their entries. Your votes will decide the winner of the Fan Favorite award.

Reading: Cheryl Dyson

4:30-5 p.m. Cascade 1

An as-yet-untitled novel excerpt. Rated PG.

Cheryl Dyson (M)

Magic Materials

5-6 p.m. Cascade 3&4

Magnetic ceramics, super light airgels, and carbon in sheets, tubes, and balls. This isn't your grandfather's "solid, liquid, gas" world any more. What cool materials do we have available, and what is just around the corner?

Peter N. Glaskowsky (M), Michael McSwiney, Stephen L. Gillett, Greg Hallock

Nuts and Bolts of Comics Writing

5-6 p.m. Cascade 5&6

Do you have to write AND draw your own comics? How do you get paid? What goes into creating the fantasy worlds we love to inhabit? It used to involve reams of paper and white out. Now there are Wacom tablets and "Manga Studio."

J. Rachel Edidin (M), Megan Kelso, G. Willow Wilson, Elizabeth Guizzetti

Getting it Wrong: A Panel for Allies 5–6 p.m. Cascade 7&8

As allies for marginalized groups (and as members of marginalized groups), we're going to make mistakes. We all do. How do you stop it from turning into something worse? How do you react to being called out with grace and compassion? What does it mean to be an ally? What can you do to help without silencing others or co-opting the voices of marginalized people? Suggested pre-panel Googling: "Derailing for Dummies" and "Unpacking the Invisible Knapsack."
Shyenne Anne Blaze (M), Tim Bruhn, Jonny Nero Action Hero, Lilith von Fraumench

Horror: Not Just for White Dudes Anymore

5–6 p.m. Cascade 9

A natural evolution of previous Women

in Horror panels, we want to celebrate and showcase horror by women and creators of color and discuss the changing face of the genre.

Arinn Dembo (M), J. F. High, Lisa Bolekaja, Kate Jonez, Cheryce Clayton

Scene and Variation

5–6 p.m. Cascade 10

Every scene in your story must move the characters closer to the resolution of their goal, all the while using the language and structure that best fit the setting. Easier said than done. Learn from our pros how to recognize which scenes to keep, which to polish, or which to cut to produce a tighter narrative.

Erik Scott de Bie (M), Gregory A. Wilson, Raven Oak, Sonia Orin Lyris

Book Cover Hero(ines)

5-6 p.m. Cascade 12

What makes a good character-driven book cover?

Marta Murvosh (M), Don Maitz, Lee Moyer

Language Creation Demo: Noalath from Shannara

5-6 p.m. Cascade 13

David Peterson, language creator from HBO's *Game of Thrones* and the CW's *The 100*, will demonstrate how to create a language, using Noalath, the language from MTV's *The Chronicles of Shannara*, as an example. Attendees will learn what steps one takes when creating a new language.

David J. Peterson (M)

GOH Reading: Janny Wurts

5-6 p.m. Evergreen 1&2

Join multitalented Norwescon 39 Artist Guest of Honor Janny Wurts for a reading of original fiction.

Janny Wurts (M)

Hero Corps

5-7 p.m. Evergreen 3&4

Hero Corps: competitive questing. The guild seeks 20 potential heroes willing to pursue the challenges of becoming a champion. The god of time has commissioned hero corps to retrieve his lost controller. Heroes will need to use their wits, cunning, and prowess to be this god's champion. So grab your bag of tricks and prepare to face challenges on an epic quest to earn the title of Champion!

Coyotes, Bats, and Owls, Oh My!

5-6 p.m. Olympic 1

Are you afraid of some of the PNW's most

elusive nocturnal creatures? Do bats give you the shivers, coyotes make you cringe, and owls make you shrink? Or do you love them for the furry, fluffy, big-eyed killing machines that they are? What you need is knowledge! Come learn about our favorite and not-so-dangerous denizens of the night. We'll discuss adaptations for nocturnal survival for both predators and prey as well as dissect owl pellets, listen to coyotes sing, and explore the anatomy of bats. This panel is family friendly!

Annie Morton (M)

Reading: Laura Anne Gilman

6-6:30 p.m. Cascade 1

The Cold Eye. An excerpt from the forthcoming book 2 of *The Devil's West*.

Rated G.

Laura Anne Gilman (M)

Hellbender Film Workshop: Edit It!

6-8 p.m. Cascade 2

Up to this point, no matter how great of a filmmaker you are, all you have is a box of digital data and a script. The magic happens when you put it all together and make your story make sense. This is where we show you how. And it's not just tools -- it's understanding how to use the tools to tell your story in your way. Although this is a multi-part workshop, you don't have to attend every part to enjoy it -- but you should if you want the best filmmaking experience possible!

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

Children's Masquerade Staging

6-7 p.m. Cascade 3&4

If you have a little one that wishes to enter the Children's Masquerade, please come to this panel where you will get your little one signed up and lead you all down to the masquerade when the time is right. Children go on first to accommodate their early bed times.

Officer and Enlisted

6-7 p.m. Cascade 5&6

All current armies are organized with officers and enlisted. Why? Is this structure really needed? How has it changed in the last couple hundred years? How might it change in the future?

Bart Kemper (M), Alan Paulsen, Cheryce Clayton, GregRobin Smith, Joseph Malik

Is Fandom More Diverse and Accepting?

6-7 p.m. Cascade 7&8

The idea that fandom and SF/F is more accepting and diverse is often bandied around. Is that true? How do we move beyond the oppressive tropes? And what can we do to be aware of creating a truly accepting environment? How do we build inclusive communities?

Rafeal Richardson (M), Donna Prior, Brenna Clarke Gray, Sheye Anne Blaze

SF/Fantasy Battle Royale

6-7 p.m. Cascade 9

Who would win in a fight? A fast-paced, bracket-style, breathtakingly unscientific showdown to determine this year's Ultimate Fictional Champion. Ready...? Fight!
Matt Youngmark (M), Erik Scott de Bie, K. M. Alexander, Peter Orullian

Outlining for Pantsers and Everyone Else

6-7 p.m. Cascade 10

Outlining isn't everyone's favorite way of plotting their stories. Some people flat-out hate it. But there are countless ways to plot yourself a course without losing the magic of discovery writing. Learn different methods for creating an outline that can work for you, no matter your writing process.

Tori Centanni (M), Jennifer Brozek, Catherine Cooke Montrose, Raven Oak, John (J.A.) Pitts

Miniature Paint and Take

6-8 p.m. Cascade 12

(2 hours) Miniature figure painting for beginners. Learn the basics of priming, blocking, and detailing gaming and wargaming figures as well as the tools and

materials needed. Paints and minis will be provided as well as instruction and tips for beginners and seasoned hobbyists alike.

Barry Wilson (M), Dylan S.

Journey to a Comet: The Voyage of Rosetta

6-7 p.m. Cascade 13

The Rosetta spacecraft is now in orbit around the comet Churyumov-Gerasimenko, surely one of the oddest, wildest, most fascinating bodies in the solar system. The panel will present the latest images and science results from this exciting mission.

Cathy Plesko (M), Dan Dubrick, Charlotte Lewis Brown, Arthur Bozlee

Writing With Authority

6-7 p.m. Evergreen 1&2

Authority is the ability to convince the reader that you know what you're talking about, even when you don't. But too much research can bog a writer down or even stifle the creative process altogether. Listen as our panelists share their favorite research methods and resources and at what point enough research is enough.

Kristi Charish (M), Tanya Huff, Steven Barnes, James C. Glass, Susan DeFreitas

Reading: Brenda Cooper

6:30-7 p.m. Cascade 1

Spear of Light. The sequel to *Edge of Dark*, to be released in June of 2016. Rated G.

Brenda Cooper (M)

Reading: Matt Youngmark

7-7:30 p.m. Cascade 1

Time Travel Dinosaur. You work for the Time Travel Investigation Agency, a job which, to be honest, is mind-meltingly dull. That is, until a raving lunatic in a lab coat breaks the laws of physics and drastically alters the space-time continuum (changing your memory right along with it). Set off on a wild adventure through the Mesozoic Era, the Middle Ages, the steampunk 1880s, and the distant future in an attempt to safeguard the one, true timeline (where people evolved from DINOSAURS). Rated PG.

Matt Youngmark (M)

You Can't Take the Sky From Me: Mixing Genres

7-8 p.m. Cascade 3&4

A cowboy show in space is silly, right? Nope. We love *Firefly*. Join us as we discuss cross genre mixes in science fiction. What

makes them work? What may be next?
Nina Post (M), Raven Oak, Spencer Ellsworth, Adam Rakunas

Mining the Sky

7–8 p.m. Cascade 5&6

Planetart Resources, a Seattle-based company has proposed a survey of near Earth asteroids with an eye to possibly mining these objects for their resources. Is it practical? Does the technology exist to actually perform the missions at a price that allows the business case to close? And are there alternatives to such far flung endeavors?

Dr. Dana Andrews (M), Jeff Greason, William Hartmann, Stephen L. Gillett

Worldbuilding: Gods, Religion, and Mythos

7–8 p.m. Cascade 7&8

What makes for a compelling mythos? How do characters correctly or mistakenly address these aspects in their narrative? Join our pros as they discuss the nuances of balancing these three elements in a fantasy setting.

Dean Wells (M), Frog Jones, Carol Berg

Remembering in the World of Tomorrow

7–8 p.m. Cascade 9

People have always wanted to remember more, better, faster, and longer. Poetry, art, and writing—all were created as memory aids and have changed how people lived. What does the future of memory tech look like, and how will what we make remake us?

Sean Hagle (M), Janet Freeman-Daily, Michael Ormes, Ramez Naam, PJ Manney

The Broad Universe Rapid Fire Reading 7–9 p.m. Cascade 10

Broad Universe members will read from their latest stories and novels in this rapid fire reading. Come discover your new favorite writer and learn about an organization that supports women writers, editors, and publishers. We also offer chocolate and the chance to win prizes. Readers include S. A. Bolich, Brenda Carre, Jude-Marie Green, J Tullos Hennig, Marta Murvosh, Chrysoula Tzavelas, and Dawn Vogel. *Marta Murvosh (M), Jude-Marie Green, Brenda Carre*

Space Gaming is Educational

7–8 p.m. Cascade 13
Games like *Kerbal Space Program*, *Orbiter*, *Universe Sandbox 2*, and *Moonbase Alpha* have been embraced by educators and space agencies alike as a means to teach

core concepts in space exploration. We'll take a look at some of the ways gaming is used to teach orbital mechanics, planetary science, and astronomy, and how it helps inspire the next generation of space scientists and explorers.

Lilith von Fraumench (M), Burton Gamble

Diversity in Media: Why is it important? 7–8 p.m. Evergreen 1&2

From heartbreaking videos of “the doll test” and both young children and adults who feel they can't be accepted as they are—why is it important that our books, media, games, and cultures are diverse? Why isn't the status quo good enough? The goal is to empower people of all stripes and diverse experiences and to show characters and role models that don't make us feel like they need to be a part our fandoms. *Arinn Dembo (M), Rafael Richardson, Lisa Bolekaja, J. F. High, Tim Bruhn*

Doors Open for Masquerade
7-7:30 p.m. Grand 2

Masquerade

7:30-9:30 p.m. Grand 2

Join us for the pinnacle event for Saturday evening, the Norwescon 39 Masquerade. Come and watch our fabulous contestants perform for your entertainment.

Will your favorites match the judges? Whether they do or not, we know the show will blow you away. So come and join us as the doors open at 7 p.m. and we begin with the Children's Masquerade, followed by the Masquerade.

Betsy Wollheim, Sheila Gilbert, Dan Murphy

Reading: Spencer Ellsworth
8-8:30 p.m. Cascade 1

Something new and amazing! Rated PG.
Spencer Ellsworth (M)

Purpose Driven Dialogue

8-9 p.m. Cascade 3&4

Dialogue is the single best way to reveal characters and your world. Virtually everything your reader needs to know about your story can be conveyed through the spoken word. Discuss how to write dialogue that appears natural on the page while keeping lengthy and pace-killing description to a minimum.

Nicole Dieker (M), Peter Orullian, Gregory A. Wilson, Carol Berg, Tina Connolly

Sex and Gender Fluidity

8-9 p.m. Cascade 5&6

We are used to thinking about people in binary terms, but the reality is no-

where near that simple. Join our panelists as they discuss what we know—and do not know—about the biology of sex and gender.

Sar Surmick (M), Amber Clark, Wednesday Phoenix, Luna Lindsey, Gregory Gadow

Flirting 201: Advanced Flirting

8–10 p.m. Cascade 7&8

You completed Flirting 101, did the homework, and are ready for more advanced topics. Bi, poly, pan, no-labels, typicals, and aliens are all welcome to this advanced session. Certificates awarded to those who attended both workshops, completed homework, and took the final exam.

Sonia Orin Lyriss (M)

Through the Cloud

8–9 p.m. Cascade 9

Is the “cloud” living up to its promises, or is

it still too scary new? Will it succeed, or be overcome by something even cooler? Help our panelists peer through the mists of the future to see the future of the cloud.

V Whitlock (M), Sean Hagle, Rafeal Richardson, Michael Ormes

Interstellar Fast Flyby Missions: Can They Be Done?

8–9 p.m. Cascade 13

The New Horizons spacecraft recently flew by Pluto after a decade long flight. Is it possible using technology available in the not too distant future to do a similar mission to a solar system around a nearby star? Or will the stars be too distant for human exploration for centuries?

Cathy Plesko (M), Dr. Dana Andrews, Jeff Greason

The Art and Writing of Todd Lockwood

8–9 p.m. Evergreen 1&2

World Fantasy and Chesley-winning artist (and Norwescon 32 Artist Guest of Honor) Todd Lockwood presents a reading and slideshow of his recent work.

Todd Lockwood (M)

Saturday Dance: Star Wars Saturday

8 p.m.–2 a.m. Evergreen 3&4

There has been an awakening... Have you felt it? Arriving to Norwescon from a galaxy too close for comfort, DJ teebone will be serving up his unique blend of classic rock, pop, mashups, and con favorites Star Wars style!

Reading: Dean Wells

8:30–9 p.m. Cascade 1

“Evensong, Having Been Answered.”

Hugo turns and gazes over the post-instrumental gloom round about them and the malevolent tides beyond, then sparks his pipe aflame again. “Dying’s a bitch, mate. I don’t recommend her company.”
Rated PG.

Dean Wells (M)

Reading: K. M. Alexander

9–9:30 p.m. Cascade 1

Red Litten World. The Bell Forging Cycle Book 3. Rated R.

K. M. Alexander (M)

Think Kink

9–10 p.m. Cascade 9

Many well-known fanworks have kink as a defining theme. Despite this, kink is rarely discussed. Why is this? Fanworks cannot only serve as exploration of

sexuality, they can also entertain controversial subject matter in a safe space. People who are already kinky find the freedom to express themselves while others can be exposed to new ideas and ways of thinking. Is there a stigma attached to kink? Can one gain an understanding of what kink is through exposure to fanwork? (18+ only)
Alyxis Smith (M), Sar Surmick, Rachael Sabotini

Spool Up the FTL

9–10 p.m. Cascade 10

A conversation about the limitations, luxuries, and logistics of space flight.

Mike Brennan (M), Jeff Greason

All-Ages Scheduled Gaming Saturday PM

9 p.m.–2 a.m. Cascade 12

Come sign up for a game run by our DMs

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

21+ Scheduled Gaming Saturday

9 p.m.–2 a.m. Maxi's Ballroom

Cards Against Humanity tournament, with prizes. 21+ only with photo ID.

Reading: Elizabeth Guizzetti

9:30–10 p.m. Cascade 1

The Light Side of the Moon. Earth is a cesspool and our solar system's colonies have failed. Nevertheless, outside our solar system, exploration has thrived. Encouraged by the conquest of Kipos, idealistic dreamers look beyond Earth to build a utopia from the abandoned Lunar Colony

Serenitatis. Industrialists reconstruct the colony but struggle to turn a profit while encouraging scientific discovery. Despite intense uncertainty and physical hardship, the impoverished Ella Sethdottier follows rumors of plentiful jobs on the moon. On roads fraught with danger, she discovers Earth is a bigger place than she ever imagined, but Serenitatis is little more than a prison colony. Ella forges unlikely friendships with corrupted androids and the quixotic prison doctor, Ian Whitlatch, who champions equality and rights for inmates. Amid corruption and nobility, tragedy and victory, the fate of the colony hangs precariously in the balance. Rated R.

Elizabeth Guizzetti (M)

Reading: J. F. High

10-10:30 p.m. Cascade 1

“A Secret Palace.” Two lovers fall head-first into a secret, dangerous world beyond human understanding. Rated R.
J. F. High (M)

Friends of Bill W.

10-11 p.m. Cascade 3&4

Finding Horror in the Everyday

10-11 p.m. Cascade 9

Terror is all around if you learn how to look at the world differently. Join us for a discussion and tips and tricks for finding the razor's edge in every fluffy cloud.
Jason Bourget (M), Jake McKinzie, Greg Robin Smith, Cheryce Clayton, Arinn Dembo

Live Podcast: *Three Unwise Men*

10–11 p.m. Cascade 10

Three Unwise Men featuring guest host Kristi Charish will be live recording and answering questions regarding podcasting, writing, cons, and the meaning of life—not necessarily in that order. Audience participation is welcome, however we give no assurances that our answers will be meaningful or particularly insightful. May not be suitable for all ages.

Kristi Charish (M), Frog Jones, Grant Riddell

BDSM 101

10–11 p.m. Evergreen 1&2

Interested in BDSM? Want to find out what it's all about? What are the limits, boundaries, and play people keep talking about? We will endeavor to answer your questions, or if we can't, we'll point you

to a resource that can. We will also discuss BDSM etiquette and resources for you to find out more. 18+ only, please.

Mickey Schulz (M), AnneM, Amber Clark, Burton Gamble

Lazer Tag/Nerf

10 p.m.–midnight Grand 2

Player's choice! Participants will decide whether to play Lazer Tag or Nerf, and it can change at any time.

Saturday Concerts

10 p.m.–midnight Grand 3

9:30 -Kadesh Flow

10:20 – Chronos

11:10 - Jonny Nero Action Hero

Jonny Nero Action Hero (M)

Advanced BDSM

11 p.m.–midnight Evergreen 1&2

So you know the basics of BDSM, maybe you've engaged in play or had a kinky relationship. Where do you go next? And what exactly is edge play, anyway? We'll explain all that and give suggestions on how to do the edgier things more safely and sanely. 18+ only, please.

Mickey Schulz (M), Sienna Saint-Cyr, AnneM, Lilith Whitewolf

Saturday Night Chaos Filk

midnight–2 a.m. Grand 2

Come and make music! Bring voices or instruments or just listen.

Midnight Movie Saturday: *They Will Outlive Us All*

midnight–2 a.m. Grand 3

Fast on the tails of *The Big Bad*, Gotta/

Enk productions brings this weird and claustrophobic dark comedy. In a near future with the world (and New York) thrashed by regular superstorms, two roomies uncover a dangerous conspiracy breeding right under their very noses. Literally breeding.

Edward Martin III (M)

Room	09:00	09:30	10:00	10:30	11:00	11:30	Noon
Cascade 1			R: Nicole Dieker	R: Randy Henderson	R: Steven Barnes	R: Susan DeFreitas	R: Jennifer Brozek
Cascade 2			Scavenger Hunt Sunday		Crowdfunding for Artists		Accessories on the Cheap
Cascade 3&4			The Psychology of Single Combat		Brave New Worlds: Creating AU's		Say Yes: Improv Ideas at the RPG Table
Cascade 5&6			Evolution Is Just a Theory!		Citizen Soldiers & the Future		The End of Antibiotics
Cascade 7&8			Philip K. Dick Award: What It Is, What It Means		The 25-Hour Day: Making Time to Make Costumes		The Forgotten (Forbidden) Room
Cascade 9			Fandom In Daily Life		Fangirls: Who Are They & What Do They Want?		Similar Tropes, Different Stories
Cascade 10			Vampire Dystopias & Other Saturated Markets		Why Representation Matters		Biggest Mistake I Ever Made
Cascade 12			Cooperative Board & Card Games		Pixels, Counters, & Minis: Which Wargame Is for Me		Alt Tech & "What If"
Cascade 13			Horror As a Mirror		Worldbuilding: Standards of Beauty in Secondary Worlds		International Spaceflight: A New Cold War?
Evergreen 1&2			Masquerade Viewing & Debriefing				Hellbender Film Workshop:
Evergreen 3&4			Stranger than Fiction		A Thousand Words		Fandance Film Festival
Grand 2							Worldbuilding: Economics in Secondary Worlds
Grand 3			Artemis Live				Norwescon Art & Charity Auction
Olympic 1	Egg Hunt <5	Egg Hunt 5-8	Egg Hunt 9-12		Let's Be Dinosaurs!		

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

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

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

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

12:30	1:00	1:30	2:00	2:30	3:00	3:30
R: Megan Kelso	R: Cat Rambo	R: Tim McDaniel	R: Michael 'Tinker' Pearce	R: Nina Post	R: Lisa Bolekaja	R: Sonia Orin Lyris
	Selling Your Art As Prints & Reproductions		When Fanon Trumps Canon		SWOC Meeting	
	Can We Really Call it Casual Gaming Anymore?		Technology & Comics		Geekmusic Elsewhere	
	After the Guns Go Silent		Future Pharma		The Human Element: PTSD in Science Fiction	
	Costume Foundations IV: Practical Embellishments		Period Patterns			
	Geek Policing: Don't Do It		Bullies Suck			
	Location: Horror's Unsung Character		Fukushima at Five		Star Wars: A (New) New Hope	
			The Business of Art		Level Up Your Self-Publishing Skills	
	Backyard Space Program		After the Signal			
			Fan Group Recruitment & Retention			
	World Building: Foreign Worlds		Worldbuilding: Alien Means Different			
	Bacteria Abound, Part 2					

CLOSING CEREMONIES: Evergreen 3 & 4 2pm – 2pm

ONIONS & ROSES: Evergreen 3 & 4 2pm – 2pm

Egg Hunt <5

9–9:30 a.m. Olympic 1

Sunday Easter Egg Hunt for under five-year-olds

Camin Bradbury (M)

Open Gaming Sunday

9 a.m.–2 p.m. Rotunda 1&2

Come bring a game and play it with friends!

All-Ages Game Demos Sunday

9 a.m.–2 p.m. Salon

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

All-Ages Scheduled Gaming Sunday

9 a.m.–2 p.m. Maxi's Ballroom

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

Egg Hunt 5-8

9:30–10 a.m. Olympic 1

Sunday Easter Egg Hunt for five to eight-year-olds

Camin Bradbury (M)

Reading: Nicole Dieker

10–10:30 a.m. Cascade 1

The Biographies of Ordinary People. A Patreon-funded novel, with a new chapter goes online every Tuesday and Thurs-

day. It's the story of the Gruber family: Rosemary and Jack and their children Meredith, Natalie, and Jackie. The novel begins in 1989, on Rosemary's thirty-fifth birthday; it ends in 2016, on Meredith's thirty-fifth birthday. If you like *Mad Men* or *Little Women*, you'll like this. Rated G. *Nicole Dieker (M)*

Scavenger Hunt Sunday

10-11 a.m. Cascade 2

Today we take a look at the pictures that get the points. And we get to see who wins.

The Psychology of Single Combat

10-11 a.m. Cascade 3&4

You raise your sword to the horizontal and point it at your opponent's eyes, stare down the blade, and prepare yourself to engage your foe. You radiate psychologi-

cal dominance. What is going through your mind? What is going through your foe's mind? How can you use this knowledge to your advantage? Come discuss the "moment of truth" with those who have been there. Join Duke Manfred Kreigstrieber, an early and great King of An Tir, as he adds the mind to the sword. *Mark Chapman (M), Bill Gruner, Isaac Meyer*

Evolution Is Just a Theory!

10-11 a.m. Cascade 5&6

A theory is not a guess or supposition; it is the best model we have of how something works based on current understanding. Join our panelists as they discuss what evolution is and isn't, and why it is our best understanding of

natural diversity.

Dr. Ricky (M), Janet Freeman-Daily, Alan Andrist, Michael McSwiney, Jake McKinzie

Philip K. Dick Award: What It Is, What It Means

10–11 a.m. Cascade 7&8

Administrators and nominees for this year's award discuss the Philip K. Dick Award and the legacy of Philip K. Dick. *Gordon Van Gelder (M), Brenda Cooper, Adam Rakunas, Marguerite Reed, PJ Manney*

Fandom In Daily Life

10–11 a.m. Cascade 9

Are you weird, geeky, or a total nerd, and proud of it? Do you express your fannishness in daily life, or do you tone it down for your day job? Come participate in a discussion and share how you show your

fannish colors.

Jonny Nero Action Hero (M), Brenna Clarke Gray, Cheryl Dyson, Jason Bourget

Vampire Dystopias & Other Saturated Markets

10–11 a.m. Cascade 10

So you're writing in a market everyone says is "done-to-death" and won't sell. But you really love your book and readers might not be as genre tired as some people think. What are your options for publishing or marketing a story in a category that some insist has jumped the shark?

Tori Centanni (M), Elizabeth Guizzetti, Rhiannon Held, Kristi Charish

Cooperative Board & Card Games

10–11 a.m. Cascade 12

From *The Fury of Dracula* to *Hanabi*, our panelists will discuss the fun and pitfalls

of cooperative games: which are terrific, which are terrible, and which don't play well with certain kinds of players.

Ogre Whiteside (M), David Fooden, Dylan S., Burton Gamble

Horror as a Mirror

10–11 a.m. Cascade 13

What does the horror genre tell us about the culture in which it was written?

What does today's horror tell us about modern society? And as creators, how can you craft stories that have greater impact by reflecting things that resonate more deeply with your audience?

Jeremy Zimmerman (M), Jude-Marie Green, K. M. Alexander, Kate Jonez

Masquerade Viewing & Debriefing

10 a.m.–noon Evergreen 1&2

Join us to watch the Masquerade and

then have a debriefing of it. Contestants' music and any lost and found items from the backstage area will be available at this panel. Any unclaimed awards will be here also.

Stranger than Fiction

10–11 a.m. Evergreen 3&4

A look at the historical figures, events, and themes that provide material for fantasy. Join our pros as they discuss where, when, and how to draw real world history into a fantasy setting.

Cat Rambo (M), Jason Vanhee, Alex C. Renwick, Ann Shilling, Grant T. Riddell

Egg Hunt: Ages 9-12

10–10:30 a.m. Olympic 1

Sunday Easter egg hunt for children ages

nine to 12.

Camin Bradbury (M)

Artemis Live

10 a.m.–2 p.m. Grand 3

The Sunday Special Event for Norwescon 39 will be “Artemis Spaceship Bridge Simulator.” Come watch the crew of the TSN Artemis live on stage as they defend Terran space against Kralien, Skaran, Torgoth, and Arvonian invaders while investigating the mysterious BioMechs that live in space!

Reading: Randy Henderson

10:30–11 a.m. Cascade 1

PREPARE YOURSELF! This is no eye-glazing intoning of blah blah blah! Randy will perform mouthy-soundy-magickness on an excerpt of *Bigfootloose and Finn Fancy Free*, the sequel from Tor to his “dark and

quirky” contemporary fantasy *Finn Fancy Necromancy!* And, of course, there will be treats, prizes, Q&A, and quite possibly dancing. Rated PG.

Randy Henderson (M)

Reading: Steven Barnes

11–11:30 a.m. Cascade 1

Campaign. An advertising man gets a very unusual assignment. Rated G.

Steven Barnes (M)

Crowdfunding for Artists

11 a.m.–noon Cascade 2

There are lots of crowdfunding options for art and comics, from project-oriented sites like Kickstarter and Indiegogo to general support like Patreon and PayPal tip jars. What works when?

Vandy H. Hall (M), Matt Youngmark, Matthew ‘Fish’ Dockrey, Joy Day

Brave New Worlds: Creating Alternate Universes

11 a.m.–noon Cascade 3&4

Certain characters seem to have a knack for finding each other in any universe. We, in turn, seem quite drawn to reading and writing about them existing in alternate universes. What are the joys and challenges of writing AUs and crossovers, and why do readers find them so appealing? How do you create a new universe for them and make it fit? We'll talk about world-building in AU fics - everything from slight tweaks of canon to entirely new realities.

Rachael Sabotini (M), Aibhinn (EEF-vynn), BelladonnaQ, Alyxis Smith

Citizen Soldiers & the Future

11 a.m.–noon Cascade 5&6

If you read military science fiction, you'll

see the future is filled with mercenaries and professional soldiers detached from society, living in an isolated military bubble. If you look at *our* military, it is mostly made up of family men and women, fully in both worlds. Come join our panelists as they discuss what is, what should be, and why.

Mike Brennan (M), Isaac Meyer, S. A. Bolich, Russell Ervin

The 25-Hour Day: Making Time to Make Costumes

11 a.m.–noon Cascade 7&8

Most of us have jobs, chores, and family with which we must spend time. Finding time for costuming can be very difficult after all the other demands for our time are met. Join our expert panel as they

discuss where they find the time, how they make the time, and what tools they use to keep track of those precious few moments. *Tammie L. Dupuis (M), Anita Taylor, Torrey Stenmark, Kat Marier, Alicia Faires*

Fangirls: Who Are They & What Do They Want?

11 a.m.–noon Cascade 9

Fangirls. You've seen them. Clustered around manga, squealing over the new hot actor (of any gender), discussing why exactly it is perfectly feasible for Tony Stark and Bruce Banner to be in a relationship (seriously, did you see the movie? The fanfic wrote itself). Who are they? Where do they come from? And is there an age limit? Our panelists discuss fangirl culture, and whether they themselves identify as such.

Berlynn Wohl (M), DameRuth, Brenna Clarke Gray, Dee Wright

Why Representation Matters

11 a.m.–noon Cascade 10

Children seeing themselves represented on screen can be a transformative experience. In the year 2016, “white male” shouldn't still be shorthand for “default human.”

Popular media has made great strides in recent years when it comes to diversity, but we still have a long way to go. Here's what media is getting right, what's still very, very wrong, and where we can go from here.

Sheye Anne Blaze (M), Rafeal Richardson, Lisa Bolekaja, Paul Constant

Pixels, Counters, & Minis: Which Wargame Is for Me

11 a.m.–noon Cascade 12

Wargaming comes in several flavors, from electronic games with their minimal setup and space requirements, to the full-fledged hobby of collecting, assembling, and paint-

ing armies of miniatures. Come hear a discussion of the bonuses and drawbacks of each.

Barry Wilson (M), Dylan S., Django Wexler

Worldbuilding: Standards of Beauty in Secondary Worlds

11 a.m.–noon Cascade 13

Every culture on Earth has cherished its own inherent standards of beauty. But those standards have varied widely throughout the ages. So why would writers transplant earthly standards to cultures on alien planets or realms of fantasy? Discuss what qualities beyond the physical may come to be recognized as beautiful and why.

Alex C. Renwick (M), Rhiannon Held, Nathan Crowder, David J. Peterson, Sar Surmick

A Thousand Words

11 a.m.–noon Evergreen 3&4

Literature may be the art of beautiful words, but sometimes great writing comes from, or cooperates with, great images. Come hear how writers use drawings, photographs, and maps for inspiration, worldbuilding, character development, and more.

Brenda Carre (M), Nina Post, Gregory A. Wilson, Luna Lindsey

Let's Be Dinosaurs!

11 a.m.–noon Olympic 1

Stomp and roar like dinosaurs while learning fun facts about velociraptors and other “terrible lizards.”

Charlotte Lewis Brown (M)

Reading: Susan DeFreitas

11:30 a.m.–noon Cascade 1

KUBLAI is the “most human” computer, a companion robot with sophisticated conversational skills developed for sophisticated women like Margot, a biotech architect. But after the AI revolution he will no longer belong to her—she will belong to him. Rated G.

Susan DeFreitas (M)

Norwescon Art & Charity Auction

11:30 a.m.–2 p.m. Grand 2

Join our auctioneers for a fun-filled final chance to purchase that original piece of art you saw in the art show and help us raise funds for charitable giving by bidding on items that have been generously donated by our artists, dealers, and fans.

Reading: Jennifer Brozek

noon–12:30 p.m. Cascade 1

Never Let Me Sleep. What would you do if you woke up and everyone in your house, on your street, in your town was dead? Then you discover you aren't alone and what is out there is hunting you. YA science fiction thriller. Rated G.

Jennifer Brozek (M)

Accessories on the Cheap

noon–1 p.m. Cascade 2

Our panel of experts will discuss resources and construction of creative costume accessories using inexpensive everyday items!

Kat Marier (M), Kathryn Brant, Anita Taylor, Dara Korra'ti, Victoria Shaffer

Say Yes: Improv Ideas at the RPG Table

noon–1 p.m. Cascade 3&4

One of the newest influences on tabletop

roleplaying is borrowed techniques from improvisational theatre like the “say yes” family of ideas. There’s even a fascinating form of improv LARP from Scandinavia called Jeepform that’s a melding of the two. Come learn about these new ideas in roleplaying and even learn a technique or two.

Ogre Whiteside (M), Burton Gamble, Jeff Harris, Ryan Macklin, Dylan S.

The End of Antibiotics

noon–1 p.m. Cascade 5&6

When penicillin was isolated in 1942, scientists predicted an arms race between bacteria and antibiotics, one that we will inevitably lose. And we *are* losing it: super-resistant strains of staph, tuberculosis, gonorrhea, and other diseases are emerging at an increasing rate. What are we going to do when even the most pow-

erful antibiotics are no longer effective?
Alan Andrist (M), Vickie Bligh, Nicholas Maurice, Kristi Charish

The Forgotten (Forbidden) Room **noon–1 p.m. Cascade 7&8**

Western fiction and fantasy typically ignores the biological necessities of life. Other than the Roman baths, sanitation is largely ignored with an embarrassed silence. Even in future-based science fiction we rarely pay attention to the requirements of elimination. Stanley Kubrick was a notable exception with a fleeting glimpse of how a space toilet would function in *2001: A Space Odyssey*. We’ll take this “forbidden” topic on and look at ways of incorporating the bathroom/loo into your stories without cultural

discomfort.

Bill Gruner (M), Adrienne Carlson, Ann Shilling, Laura Anne Gilman

Similar Tropes, Different Stories

noon–1 p.m. Cascade 9

We've seen them several times, but we keep coming back for more. A discussion on the common tropes in urban fantasy and the unique ways in which to address them that keeps it fresh and unique.

Rhiannon Held (M), Leslie Howle, Raven Oak

Biggest Mistake I Ever Made

noon–1 p.m. Cascade 10

Pros tell you what not to do. Come for the juicy tales of angst, stay for the useful advice on what to do instead.

Paul Constant (M), G. Willow Wilson, Lawrence M. Schoen, Esther Jones, John Lovett

Alt-Tech & “What If”

noon–1 p.m. Cascade 12

What would have happened if vulcanized rubber had been developed 100 years earlier? Or if the Romans discovered vaccination? Or if solar boilers were invented before the Civil War? Everything would be different, but how?

Stephen L. Gillett (M), Mike Brennan, Russell Ervin

International Spaceflight: A New Cold War?

noon–1 p.m. Cascade 13

As more nations achieve manned spaceflight and the superpowers of the U.S., Russia, and China continue their space programs, will they choose to cooperate, compete, or mix the two extremes? Will a new cold war develop over the high frontier?

*Peter N. Glaskowsky (M), Dave Davis,
Joseph Malik*

Hellbender Film Workshop: Fandance Film Festival

noon–2 p.m. Evergreen 1&2

Since 2000, the Fandance Film Festival has celebrated low- and no-budget cinema, brought to wondrous lurching life by amateur filmmakers from all around the Pacific Northwest. This 120-minute extravaganza of entertainment also includes many of the filmmakers to regale you with terrifying tales. Be there or be a regular right quadrilateral! The Fandance Film Festival is the final terrifying phase of the Hellbender Filmmaking Workshop, in which participants make a movie, from conception to the premiere of the finished product, in one weekend.

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

Worldbuilding: Economics in Second- ary Worlds

noon–1 p.m. Evergreen 3&4

How do you build and sustain a credible economy for your world when magic or technology grants its inhabitants the ability to create goods from essentially nothing? Discuss how story limits can or cannot be set when a narrative embraces endless abundance.

*Django Wexler (M), Renee Stern, Frog
Jones, Dave Bara, Adam Rakunas*

Reading: Megan Kelso

12:30–1 p.m. Cascade 1

“Cats In Service.” A comic short story

about a woman whose entire staff of servants are trained cats. Rated PG.

Megan Kelso (M)

Reading: Cat Rambo

1–1:30 p.m. Cascade 1

Exiles of Tabat. The third in her fantasy series. Rated PG.

Cat Rambo (M)

Selling Your Art as Prints & Reproductions

1–2 p.m. Cascade 2

Everything you wanted to know about making and selling prints. Whether original prints like woodcuts, giclée prints from digital originals, or reproductions, should you do it yourself, or use a fulfillment service like society6?

Jeliza Patterson-McGuire (M), Liv Rainey-Smith, Amber Clark, Aimee Stewart

Can We Really Call it Casual Gaming Anymore?

1–2 p.m. Cascade 3&4

Is it really still casual if you spend that much time on it? Tablet and phone games, as well as browser-based casual games are a huge share of the games market now, and producers are competing for your attention and cash. What's good? What's interesting? Is "pay to win" really all so terrible? Which games are worth your investment and which are to be avoided?

Elizabeth Sampat (M), Christopher Stewart, Ogre Whiteside, Burton Gamble

After the Guns Go Silent

1–2 p.m. Cascade 5&6

What happens after the war ends, either for everyone, or for one person at a time? What is the effect on a nation, on its military, on the individual who was a warrior

and now is not? What happened in the past is happening now, and how can it be better in the future?

Bart Kemper (M), Kevin Mathews, Isaac Meyer, Dee Wright

Costume Foundations IV: Practical Embellishments

1–2 p.m. Cascade 7&8

From making simple fabrics work to developing stunning trim, embellishing a costume doesn't have to break your budget.

Holly L. Forbis (M), Julie Zetterberg, Carmen Beaudry, Jonna Hayden

Geek Policing: Don't Do It

1–2 p.m. Cascade 9

Geek policing and gate-keeping happens when someone evinces interest in something of the nerdy persuasion, and

someone else starts quizzing them on it like nerddom is the Ivy League. It's not okay. And we—all of us nerds of all races, genders, orientations, and ages—need to stop it. Period.

Donna Prior (M), Jeff Harris, Shubzilla, J. Rachel Edidin, Jonny Nero Action Hero

Location: Horror's Unsung Character

1–2 p.m. Cascade 10

Where a story is set lends itself to the impact of that story. Whether you set your story in a crumbling castle, a small town in Maine, or a sleek office tower, how do you craft a setting with staying power? Come for favorite examples and ways to build your own and play against expectations to greater effect.

Laura Anne Gilman (M), Lisa Bolekaja, Arinn Dembo, K. M. Alexander, Logan L. Masterson

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Backyard Space Program

1-2 p.m. Cascade 13

Ever wanted your own space program? Ever wanted to see the world from on high? This panel will tell you how to get started. Audience participation strongly encouraged!

Dave Davis (M), Jeff Greason, Cathy Plesko

World Building: Foreign Worlds

1-2 p.m. Evergreen 3&4

Science fiction takes us to worlds we can only hope to imagine and the unique physics, environments, and challenges of those worlds speak to the explorer in all of us.

Join us as we discuss what details and mixes make for compelling worlds worth visiting.

Jason Bourget (M), Jake McKinzie, Jason Vanhee

Bacteria Abound, Part 2

1-2 p.m. Olympic 1

Did you participate in Part 1 on Thursday? Bring your samples and see what you've found ... or show up anyway and we'll find out just what exactly is lurking around the con!

Annie Morton (M)

Reading: Tim McDaniel

1:30-2 p.m. Cascade 1

A new short story. Rated G.

Tim McDaniel (M)

Reading: Michael 'Tinker' Pearce

2-2:30 p.m. Cascade 1

Rage of Angels. In the mid-21st century Earth suffers a devastating attack, wiping out ten thousand years of civilization overnight. The survivors must discover what the aliens want, and how to stop them

before it is too late. Rated PG.
Michael 'Tinker' Pearce (M)

When Fanon Trumps Canon
2-3 p.m. Cascade 2

Sometimes something in fandom becomes so popular that it is more loved and respected than the canon itself. When fanon becomes more popular (or dare we say it, better?) than canon, can we as writers use it and eschew canon? Why do we find fanon more appealing in some cases, and what does that tell us about us as an audience and creators?
Cheryl Dyson (M), Berlynn Wohl, DameRuth, Alyxis Smith

Technology & Comics
2-3 p.m. Cascade 3&4

Have new kinds of technology made producing comics easier or harder? What

are these new technologies? How much should you expect to shell out for a drawing tablet, software, and other accessories? And how much is too much?
Elizabeth Guizzetti (M), Matt Youngmark, G. Willow Wilson

Future Pharma
2-3 p.m. Cascade 5&6

From synthetic antibodies to fixing genetic errors, the frontiers of drug research are being pushed beyond what anyone thought was possible just a few years ago. Where is the scalpel's edge of pharmacology now, and where might it be in the future?
Janet Freeman-Daily (M), Caroline Pate, Vickie Bligh, Nicholas Maurice, PJ Manney

Period Patterns

2–3 p.m. Cascade 7&8

You've seen those fancy, expensive patterns made from existing period garments but are they super complicated? Do you need an MFA in fashion design to scale up the pattern or alter the size or length? We take the mystery out of working with period patterns and offer our recommendations on the best specialty pattern brands.

Holly L. Forbis (M), Julie Zetterberg, Kat Marier, Carmen Beaudry

Bullies Suck

2–3 p.m. Cascade 9

There are many stories of people as young as ten who have ended their lives rather than endure another taunt. How do we take back our lives and communities from bullies and raise our kids to be kind? How do we explain terms like sexual identity,

gender dysmorphia, racism, misogyny, and oppression in terms young children can understand? Or even in terms that adults can understand? What can we do to address these issues without being condescending? The timeworn strategy of "ignore bullies and they'll stop" doesn't work. What do we do instead?

Minim Calibre (M), Steven Barnes, Ogre Whiteside, Jonny Nero Action Hero

Fukushima at Five

2–3 p.m. Cascade 10

Five years after the tsunami, meltdowns, and explosions, what does the situation look like? What has happened, has not happened, and is going to happen? Join our panelists as they discuss what we know about and what we have learned from Fukushima.

Mike Brennan (M), Bart Kemper, Richard Stephens, Lillian Cohen-Moore

The Business of Art

2–3 p.m. Cascade 12

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

Jeliza Patterson-McGuire (M), Liv Rainey-Smith, Joy Day, Don Maitz

After the Signal

2–3 p.m. Cascade 13

Assume a radio telescope picks up a signal that looks artificial, that is from an alien civilization. What happens then? Whom do the discoverers inform? Who gets to make the announcement? Will the government try to suppress the news?

Cathy Plesko (M), Arthur Bozlee, Ramez Naam, Paul Constant

Fan Group Recruitment & Retention

2–3 p.m. Evergreen 1&2

How to show the flag for your fan group, attract and retain members, and build a sense of community within the group. How to work through growing pains and conflict.

Patrick McKinnion (M)

Worldbuilding: Alien Means Different

2–3 p.m. Evergreen 3&4

Speculative fiction is filled with alien societies and characters based on all-too-human quirks and cultural traits. A convenient short cut, or creatively lazy? Discuss how writers build worlds that are

truly alien yet are still relatable to readers.
Pat MacEwen (M), Robert J. Sawyer, Caroline M. Yoachim, Dean Wells

Reading: Nina Post

2:30–3 p.m. Cascade 1

The Last Donut Shop of the Apocalypse. As Pothole City races to rebuild, a bounty hunter-turned-building manager must find a missing Cluck Snack executive, settle a bitter dispute between warring doughnut shops, and foil another plot that threatens to eradicate the single-purpose angels.
Rated PG.

Nina Post (M)

Reading: Lisa Bolekaja

3–3:30 p.m. Cascade 1

“Three Voices.” A composer joins forces with a temperamental vocalist to perform a unique song that has destroyed the health

and careers of previous singers who have attempted to sing it. Rated PG.

Lisa Bolekaja (M)

SWOC Meeting

3–4 p.m. Cascade 2

Geekmusic Elsewhere

3–4 p.m. Cascade 3&4

Where do you find this stuff? How do you get there? Where is it being played, outside of Norwescon? Want to see your kind of music, live, when you're not here? Our panelists talk about the venues and events that support different kinds of geek-friendly music.

Morgue Anne (M), Dara Korra'ti, Jen K, Jonny Nero Action Hero, Shubzilla

The Human Element: PTSD in Science Fiction

3-4 p.m. Cascade 5&6

Be it the rigors of space travel or the weight of destroying an entire species, protagonists in science fiction take those fights home with them. Join our panelists as they discuss the nature of post-traumatic stress disorder in science fiction.

James C. Glass (M), Sar Surmick, Robert J. Sawyer, Luna Lindsey, PJ Manney

Star Wars: A (New) New Hope

3-4 p.m. Cascade 10

The Force Awakens came out last December, and fan passions are running deep. Was it a brilliant update that brought the saga to a new generation? Or a lens-flared fiasco of Jar-Jarian proportions? Either way, Disney is going all-in on all things Star Wars, so there's much, much more

on the way.

Donna Prior (M), Rafeal Richardson, Dee Wright, Jeremy Zimmerman, David Fooden

Level Up Your Self-Publishing Skills

3-4 p.m. Cascade 12

How do you find a good editor or cover artist? What's your pricing strategy? Does free work? What are the best keywords to use? How do you get reviews? This panel discusses the best practices for putting out a professional product and the current strategies for finding success.

Elliott Kay (M), K. M. Alexander, Matt Youngmark, Ryan Macklin, Annie Bellet

Reading: Sonia Orin Lyris

3:30–4 p.m. Cascade 1

The Seer. Rated PG.

Sonia Orin Lyris (M)

Closing Ceremonies

4–5 p.m. Evergreen 3&4

So long, farewell, auf Wiedersehen, goodbye—that's it for another year, folks.

This is your last chance to say adios to our wonderful Guests of Honor.

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

Onions & Roses

5–6 p.m. Evergreen 3&4

Please come join the staff of the convention to provide feedback about this year's convention. We are constantly striving to improve, and your feedback is important to that process.

Saturday Scheduled Gaming

Ghost in the Shell Kamal Lombardi

9 a.m.–noon Maxi's Ballroom

Play in a demo of the new edition of Shadowrun using characters from Ghost in the Shell's Public Security Section 9 which investigates high-technology related crimes in a futuristic Japan.

Shadowrun, 5th Edition. 1 to 6 players.

Pathfinder Pathfinder Society

9 a.m.–8 p.m. Maxi's Ballroom

INTRODUCTORY SESSIONS! Pathfinder Society Organized Play is a worldwide fantasy roleplaying campaign that puts YOU in the role of an agent of the Pathfinder Society, a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and

chronicling the greatest mysteries and wonders of an ancient world beset by magic and evil. In Pathfinder Society Organized Play, you play a member of the Pathfinder Society, seeking fortune and glory all over the face of Golarion. At the same time, your character works for one of the competing factions, all with their own motivations and secret agendas. The Northwest Pathfinder Society will be running games throughout the weekend. Please see the PFS Headquarters for sign up sheets indicating the specific times, with character level range and player experience level expected for each scenario. If you have never played Pathfinder RPG or are unfamiliar with Pathfinder Society, we have introductions and demos available as well.

DND Pathfinder. 3 to 6 players.

Pathfinder	Pathfinder Society
9 a.m.–2 a.m.	Rotunda 1

EXPERIENCED PLAYER SESSIONS!

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

RPG or are unfamiliar with Pathfinder Society, we have introductions and demos available as well.

DND Pathfinder. 3 to 6 players.

Go Nuts for Donuts **Zachary Eagle**
9–11:30 a.m. **Maxi's Salon**

PlaytestNW Play with the Creator Session

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

The Last Garden **Chris Rowlands**
9–11:30 a.m. **Maxi's Salon**
PlaytestNW Play with the Creator Session

Don't Count Your Chickens **Mat-**
thew Gravelyn
9–11:30 a.m. **Maxi's Salon**
PlaytestNW Play with the Creator Session

Ghost Stories **Andrew Purvis**
10–11:30 a.m. **Maxi's Ballroom**

You are a monk who must help prevent the reincarnation of the undead general Wu Feng. Can you and your allies survive until dawn and emerge victorious? Well, maybe.
Board. 1 to 4 players.

Introduction to Numenera Marleon
Cumpston
10 a.m.–noon **Maxi's Ballroom**
Explore the Earth a billion years in the future. A world that has seen the rise and fall of extremely advanced civilizations. Civilization has started again, and the past left much for good and ill.
Numenera. 3 to 6 players.

Walking Dead Risk **Richard Johnson**
10 a.m.–6 p.m. **Rotunda 2**

Starting at 10 a.m. and restarting every 2 hours (like regular risk but with zombies). Risk. 6 players.

Machi Koro Deluxe **Marcus Evenstar**
star

10 a.m.–noon **Maxi's Ballroom**

A fast-paced economic game that depends on planning and bit of luck. Your duty is to make the town grow into the largest city before your rivals.

Machi Koro (IDW/ Pandasaurus Games). 2 to 5 players.

Ticket to Ride **David Peterson**
11 a.m.–12:30 p.m. **Maxi's Ballroom**

Ticket to Ride is a game where each player places trains down on a map of America (or Europe or what have you) in attempt to connect the most cities to one another. Whoever

has the highest score wins.
Turn-based board game. 2 to 5 players.

Prime Movers **Logan Masterson**
11 a.m.–2 p.m. **Maxi's Ballroom**

Superhero Steampunk action, heavy on the PUNK!

Savage Worlds. 3 to 8 players.

Go Nuts for Donuts **Zachary Eagle**
11:30–2 p.m. **Maxi's Salon**

PlaytestNW Play with the Creator Session

Pento **Joe Gravelyn**
11:30–2 p.m. **Maxi's Salon**

PlaytestNW Play with the Creator Session

Dark Forest **Alice Yuan**
11:30–2 p.m. **Maxi's Salon**

PlaytestNW Play with the Creator Session

Don't Count Your Chickens **Matthew Gravelyn**

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

Apocalypse the Risen (AtR) **Jason Stolberg and Chad Matson**

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

Munchkin Zombies **Marcus Evenstar**
noon-2 p.m. **Maxi's Ballroom**

Whether they're Atomic, Voodoo, Plague or Patchwork zombies, undead Munchkins are kicking in doors, killing monsters, gathering loot and BRAINS!!!

Munchkin (SJGames). 3 to 6 players.

Introduction to the Strange **Marleon Cumpston**

12:30-2:30 p.m. **Maxi's Ballroom**
Around our Earth is a collection of pocket realities created from fictional leakage in a dark energy network. You are members of the Estate who seek to explore that network and protect the Earth.
The Strange. 3 to 6 players.

Settlers of Catan **David Peterson**
12:30-2 p.m. **Maxi's Ballroom**

Settlers of Catan is a game where each player attempts to build a series of settlements with the ultimate goal being to score ten victory points. Points can be scored in a variety of ways.
Board game. 2 to 4 players.

Oh My God! There's An Axe In My Head.

David Fooden

1-3 p.m. Maxi's Ballroom

Play with the designer session! Deranged Swiss axe jugglers interrupt the League of Nations' general assembly. Amidst the chaos, rival delegates abuse their influence to gain as much power as they can while escaping these maniacs!

2 to 6 players.

.hack//

Kamal Lombardi

1-4 p.m. Maxi's Ballroom

You are characters who have login identities on The World, a popular VR game in the world of OGL Cybernet that runs on The Web. A character has appeared who does not have a real-life identity.

OGL Cybernet: Cyberpunk Roleplaying. 1 to 5 players.

High Tide

Andrew Purvis

1-8 p.m. Maxi's Ballroom

An unscheduled "nuclear test" in Asia has the world up in arms. M.I.6 has you follow one suspect, but things are more complex than they appear. (We will take a break during the session.)

James Bond 007 RPG. 1 to 5 players.

Machi Koro

Lisette Scheer

2-3 p.m.

Maxi's Ballroom

Each player wants to develop the city on his own terms in order to complete all of the landmarks under construction faster than his rivals. Take turns gathering resources and constructing buildings!

Deck Builder. 2 to 4 players.

Illuminati Deluxe Marcus Evenstar

2-4 p.m. Maxi's Ballroom

This award-winning game reveals what you've always suspected - secret conspiracies are

everywhere! THEY really are out to get you so you'd better get them first.

Illuminati (SJGames). 3 to 6 players.

Corpselight Eugene Fasano

2-4:30 p.m. Maxi's Salon

PlaytestNW Play with the Creator Session

Dirty Cops Sean Epperson

2-4:30 p.m. Maxi's Salon

PlaytestNW Play with the Creator Session

Dark Forest Alice Yuan

2-4:30 p.m. Maxi's Salon

PlaytestNW Play with the Creator Session

Kaiju City Levi Mote

2-4:30 p.m. Maxi's Salon

PlaytestNW Play with the Creator Session

Artemis: Spaceship Bridge Simulator

Mark Alexander

2-7 p.m. Maxi's Ballroom

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

Artemis on Windows/Linux. 5 to 6 players.

Artemis: Spaceship Bridge Simulator

Dave Thaler

2-7 p.m. Maxi's Ballroom

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

Artemis. 2 to 6 players.

Betrayal at House on the Hill Lisette Scheer

3-5 p.m. Maxi's Ballroom

Players explore "that creepy old place on the hill" until enough mystic misadventures happen that one player turns on the others. Then you must survive and end the haunting...if you can!

Co-operative Play. 3 to 6 players.

Carcassonne w/ all expansions! Jake Blackwell

3-8 p.m. Maxi's Ballroom

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

Tile-Based Board Game. 2 to 7 players.

Euphoria Marcus Evenstar

4-6 p.m. Maxi's Ballroom

Build a better dystopia! Exploit your workers, abuse your elites, restrict personal freedoms and make your mark on the world.

Euphoria (Stonemaier Games). 2 to 6 players.

Corpselight Eugene Fasano

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

PlaytestNW Play with the Creator Session

Dirty Cops Sean Epperson

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

PlaytestNW Play with the Creator Session

Food Truck Frenzy Luke Turpeinen

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

PlaytestNW Play with the Creator Session

Spell Slingers Sarah Sharp

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

PlaytestNW Play with the Creator Session

**Vancouver Arcology
Lombardi**

Kamal

5-8 p.m. Maxi's Ballroom

This is a game which takes place in a futuristic setting in which the Old Ones have returned and are assaulting a New Earth Government which is being defended by Evangelion-esque type mecha.

Cthulutech, 1st edition. 1 to 5 players.

Settlers of Catan David Peterson

6-7:30 p.m. Maxi's Ballroom

Settlers of Catan is a game where each player attempts to build a series of settlements with the ultimate goal being to score ten victory points. Points can be scored in a variety of ways. Board game. 2 to 4 players.

Shadows Over Camelot Bill Gruner

6-8 p.m. Maxi's Ballroom

Serve as a Knight of the Round Table to

prevent the fall of Camelot. But beware, one of your number might be an agent of Evil.

Collaborative with cards & miniatures. 4 to 7 players.

Exploding Kittens

David Peterson

7:30-8 p.m.

Maxi's Ballroom

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

Card game. 2 to 5 players.

Alibi Lisette Scheer

9-9:45 p.m. Cascade 12

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

Deduction. 3 to 10 players.

Team Firewall
Kamal Lombardi

9 p.m.–midnight Cascade 12

You are Sentinels who get missions from a shadowy network known as Firewall. Part of an elite team known as Team Firewall, you protect against "existential risks" which threaten transhumanity.

Eclipse Phase, 1st Edition. 1 to 8 players.

Mass Effect: Incursion
Scott de Bic

9–11 p.m. Cascade 12

Play with the creator session! Come run through a demo of my homemade Mass Effect RPG, based on the hilariously awesome CRPG from Bioware!

Homebrewed d6 based system. 2 to 5 players.

Daifugo

Philip J Scho-

field

9–11 p.m. Cascade 12

A house-rules card game where players fight for priority to empty the cards from their hands, but the path to victory is easily rerouted. Plays with a poker deck, rules available on print-out. Multiple Sessions will be run.

Card. 3 to 6 players.

Pathfinder

Pathfinder Society

9 p.m.–2 a.m. Cascade 12

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

Organized Play, you play a member of the Pathfinder Society, seeking fortune and glory all over the face of Golarion. At the same time, your character works for one of the competing factions, all with their own motivations and secret agendas. The Northwest Pathfinder Society will be running games throughout the weekend. Please see the PFS Headquarters for sign up sheets indicating the specific times, with character level range and player experience level expected for each scenario. If you have never played Pathfinder RPG or are unfamiliar with Pathfinder Society, we have introductions and demos available as well.
DND Pathfinder. 3 to 6 players.

Smash Up **Nancy Fosberg**
10-11:30 p.m. **Cascade 12**

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

points and win the game.
Shufflebuilding. 2 to 4 players.

Betrayal at House on the Hill **Lisette Scheer**

10 p.m.-midnight **Cascade 12**
Players explore "that creepy old place on the hill" until enough mystic misadventures happen that one player turns on the others. Then you must survive and end the haunting...if you can!
Co-operative Play. 3 to 6 players.

Zombie Mosh! **Nancy Fosberg**
midnight-1 a.m. **Cascade 12**
You and your friends are heavy metal fans... and zombies! See who can keep their head, and limbs, the longest in the mosh pit in this silly, fun game.
Opponent elimination. 2 to 4 players. Sunday Scheduled Gaming

Pathfinder Pathfinder Society

9 a.m.–2 p.m. Maxi's Ballroom

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

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

Pathfinder Pathfinder Society

9 a.m.–2 p.m. Rotunda 1

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

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

Go Nuts for Donuts **Zachary Eagle**
9-11:30 a.m. **Maxi's Salon**
PlaytestNW Play with the Creator Session

The Last Garden **Chris Rowlands**
9-11:30 a.m. **Maxi's Salon**
PlaytestNW Play with the Creator Session

Three Ring Circus **Jason Strong**
9-11:30 a.m. **Maxi's Salon**

PlaytestNW Play with the Creator Session

Dark Forest **Alice Yuan**
9-11:30 a.m. **Maxi's Salon**
PlaytestNW Play with the Creator Session

Spell Slingers **Sarah Sharp**
9-11:30 a.m. **Maxi's Salon**
PlaytestNW Play with the Creator Session

Introduction to Numenera Marleon Cumpston
9:30-11:30 a.m. **Maxi's Ballroom**
Explore the Earth a billion years in the future. A world that has seen the rise and fall of extremely advanced civilizations. Civilization has started again, and the past left much for good and ill.
Numenera. 3 to 6 players.

Qwirkle **Nancy Fosberg**

11 a.m.–1 p.m. Maxi's Ballroom

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

Tile laying/set collection. 2 to 4 players.

Munchkin Request **Marcus Evenstar**

11 a.m.–2 p.m. Maxi's Ballroom

It's late in the con but you still want more Munchkin? Okay, let's look in the Big Box and see what's available!

Munchkin (SJGames). 3 to 6 players.

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Clash of the Elements **Kyle**

Fasnacht

11:30–2 p.m. Maxi's Salon

PlaytestNW Play with the Creator Session

Merchants of Araby **David MacKenzie**

11:30–2 p.m. Maxi's Salon

PlaytestNW Play with the Creator Session

Introduction to the Strange **Marleon Cumpston**

noon–2 p.m. Maxi's Ballroom

Around our Earth is a collection of pocket

realities created from fictional leakage in a dark energy network. You are members of the Estate who seek to explore that network and protect the Earth.

The Strange. 3 to 6 players.

Kingsburg **Lisette Scheer**
noon-2 p.m. **Cascade 12**

In Kingsburg, players are Lords sent from the King to administer frontier territories. Curry favor with the king's advisers to gather resources, armies, and victory points.

City Development. 2 to 5 players.

Tsuro **Philip J Schofield**
noon-2 p.m. **Maxi's Ballroom**

A relaxing, aesthetic game where players forge a path that weaves their fates together. If you avoid bumping into another player or sailing right off the board, every-

thing will be alright! Multiple Sessions will be run.

Board. 2 to 8 players.

Exploding Kittens **David J. Peterson**
1-2 p.m. **Maxi's Ballroom**

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

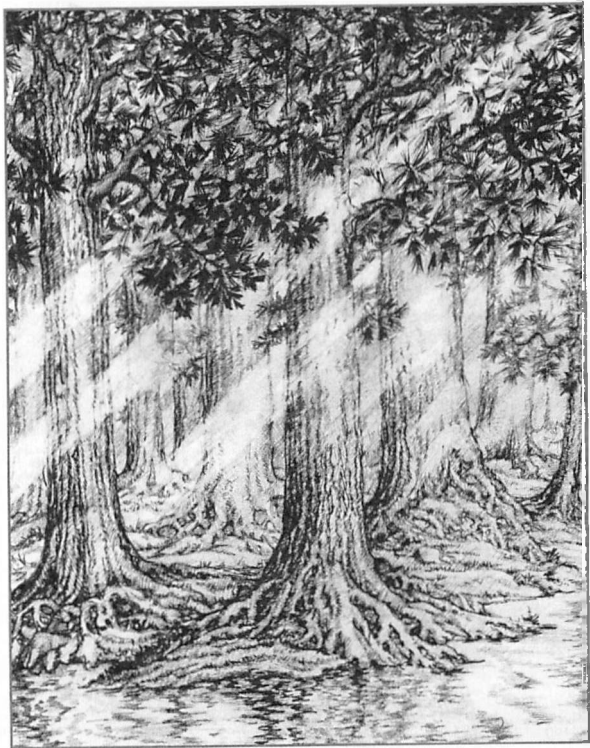
Turn based card game. 2 to 5 players.

Shakespeare Bingo **GregRobin**
Smith

1-2 p.m. **Maxi's Ballroom**

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

Knowledge & Discussion. 2 to 8 players.



Norwescon 39
Pocket Program

Saturday
& Sunday