

Norwescon 41

*Pocket
Program*

Planning & Membership Guide



Norwescon 41

Welcome to Norwescon 41: Uncovering Mysteries
The Forty-first Annual Northwest Regional Science Fiction
and Fantasy Convention

Writer Guest of Honor -
Ken Liu

Artist Guest of Honor -
Galen Dara

Science Guest of Honor -
Mathew Wedel

Publisher -
Green Ronin
(Nicole Lindroos & Chris Pramas)

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Member's Guide

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

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

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

Your pocket program and event descriptions are broken up into three books for easier transportation. The first book contains the Member's Guide, convention hours, and panels and events by subject.

The second book contains Thursday and Friday event programming.

The third book contains Saturday and Sunday event programming.

Convention Hours

Registration

Thursday	10:00 a.m. - 9:00 p.m.
Friday	9:00 a.m. - 9:00 p.m.
Saturday	9:00 a.m. - 9:00 p.m.
Sunday	9:00 a.m. - 5:00 p.m.

Convention Office (wing 7 - Room 7106)

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

Cloak Room (wing 7 - Room 7101)

Friday	9:00 a.m. - 11:00 a.m.
	3:00 p.m. - 5:00 p.m.
	8:00 p.m. - midnight
Saturday	9:00 a.m. - 11:00 a.m.
	3:00 p.m. - 5:00 p.m.
	8:00 p.m. - midnight
Sunday	10:00 a.m. - noon

Convention Lounge (wing 7 - Rooms 7106 and 7108)

Thursday	noon - 7:00 p.m.
Friday	9:00 a.m. - 7:00 p.m.
Saturday	9:00 a.m. - 7:00 p.m.
Sunday	9:00 a.m. - 2:00 p.m.

Green Room/Pro Check- In and Stage Manage- ment (Cascade 1)

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

Security & Lost and Found (Olympic 3)

Thursday	9:00 a.m. - 3:00 a.m.
Friday	9:00 a.m. - 3:00 a.m.
Saturday	7:00 a.m. - 3:00 a.m.
Sunday	7:00 a.m. - noon

Security is still available when the office is closed (3 a.m. - 7 a.m.) by dialing 77108 from any hotel phone.

Dealer's Room

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

Art Show

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

Art in Action

Thursday 1:00 p.m. - 6:00 p.m.
Friday 10:00 a.m. - 6:00 p.m.
Saturday 10:00 a.m. - 6:00 p.m.
Sunday 10:00 a.m. - 2:00 p.m.

Volunteer Booth (Convention Lobby)

Thursday noon - 7:00 p.m.
Friday 8:30 a.m. - 7:00 p.m.
Saturday 8:30 a.m. - 7:00 p.m.
Sunday 8:30 a.m. - noon

Workshop and Koffee Klatch Signups (Cascade 1)

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

Scheduled Gaming Maxi's Ballroom

All ages:

Thursday 2:00 p.m. - 2:00 a.m.
Friday 9:00 a.m. - 8:00 p.m.
Saturday 9:00 a.m. - 8:00 p.m.

21 and older:

Friday 9:00 p.m. - 2:00 a.m.
Saturday 9:00 p.m. - 2:00 a.m.

Scheduled Gaming Evergreen 1 & 2

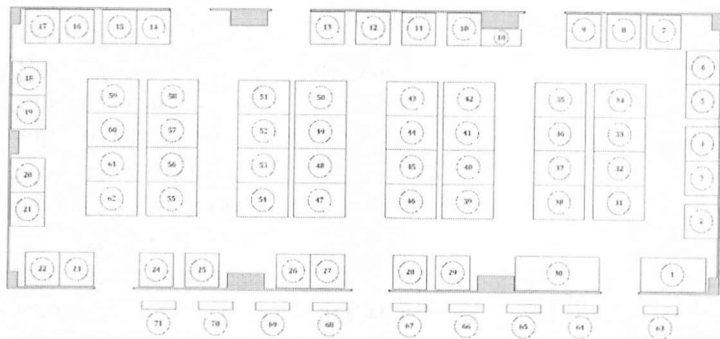
All ages:

Friday 9:00 p.m. - 2:00 a.m.
Saturday 9:00 p.m. - 2:00 a.m.

Dealer Spaces

Angelwear	37&38	Gem Games & Hobbies	1
Apocalypse Ink/Jennifer Brozek	28	Elizabeth Guizzetti	64
Atlas Imaging	3	Everett Comics	42
Cargo Cult Books & Notions	57&58	Humanoid Games	G
Celtic Moonlighting	61&62	Hundeliebe Press	63
Chronos Games and Gifts	26&27	Let's Play! Cafe	20&21
Clockwork Dragon Books	59	LittleCLUUs	7
Clover Creek Creations by Ellevere	45&46	Miss Haley Bombshell Boutique	55&56
Collageorama	29	Mountaineer West Productions	66
Dark Repast Publishing	2	Nemesis Gear	43&44
D.M. Darroch	65	OffWorld Designs, Inc.	L
DefCon One Publishing	13	One2Charisma	4
Doce Blant Publishing	69	Optimystical Studios	33&34
Dragon's Hoard Games	35&36	Pandora House Crafts LLC	54
Dragondyne Publishing	11	Pegasus Publishing	40&41
DragonStorm Sports	10	Pixelosis	60
Rob & June Edwards	47&48	Quicksilver Fantasies	52&53
Elysium Books	70	Quinn & Bloom	12
Everett Comics	42	Cat Rambo	68
Firefox Fashions (The Fur Connection	31&32	Red Muse Press	25
Forever Knight Games	G	SewCherie	51
Geek Lolita	49&50	Sinister Metalworks	16&17
Geisha Moth	18&19	Skydragons	8
		Steelcraft	22&23

Story Smiths 67
 Studio Catawampus 39
 TANSTAFFL Press 9
 The Shrubbery 24
 Theresa Mather Fantasy Art . . 5 & 6
 Yellow Rocket Collectibles . . 14 & 15



Club Tables

Table M1: Northwest Science Fiction Society (NWSFS)

Table M2: Museum of Pop Culture (MoPop)

Table M3: Beyond Reality Costumer's Guild (BRCG)

Table M4: WorldCon 76

Table M5: Seattle Westercon Organizing Committee (SWOC)

Table M6: DC in 2021

Table M7: Westercon 72

Table M8: OrcaCon

Table M9: Crypticon

Table M10: OryCon

Table M11: Anglicon

Table M12: Imprinted Sportswear Shows (ISS)

Table M13: Clarion West

CW1: Royal Manticoran Navy (RMN)

CW2: Primitive Festival Alliance

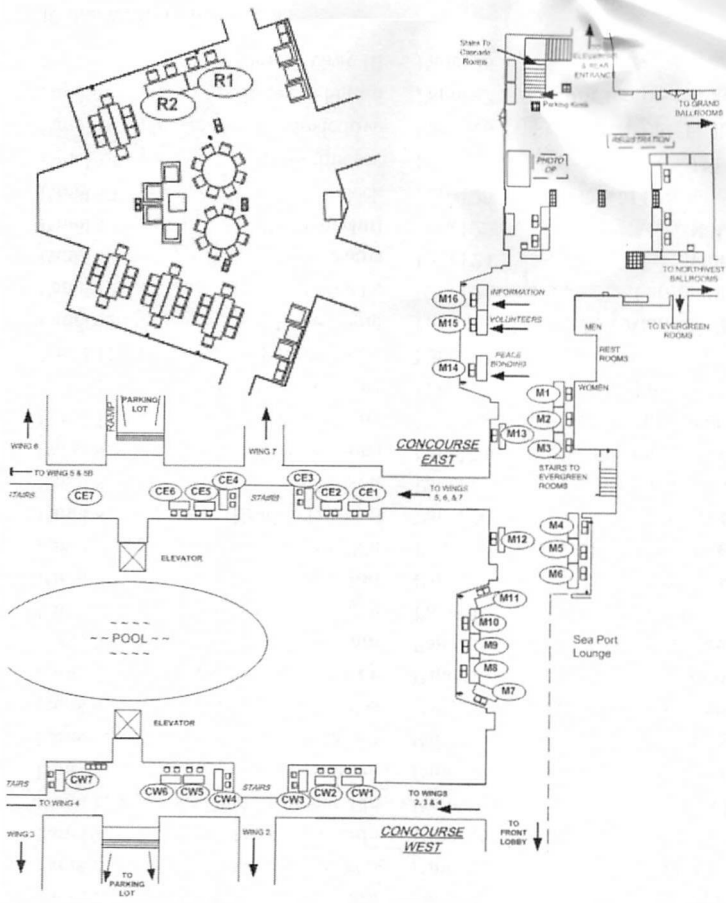
CW3: Consent Academy

CW4: Yellow Wood Academy

CW5: Washington Midsummer Renaissance Faire

R1: DethCon

R2: The Cult of Scott Bakula



Art Show

Panel 1	Galen Dara	Panel 15	Eden Hopkins
Panel 2	Laura Cameron	Panel 16	Tiffany Dae
Panel 2	Danielle Harada	Panel 16	Vandy Hall
Panel 2	David Ketcherside	Panel 17	Jeliza
Panel 3	Laurie Noel	Panel 17	Julie Dillon
Panel 3	Theresa Mather	Panel 17	Michael Brugger
Panel 4	Rob Carlos	Panel 18	Katie Croonenberghs
Panel 5	Miriam Keith-Stanley	Panel 18	Linda Grover
Panel 5	Doc Steam	Panel 19	Amanda Makepeace
Panel 6	Andy Vanoverberghe	Panel 19	Arlin Robins
Panel 7	Betsy Mott	Panel 19	Trish Hedegaard
Panel 7	Susan Stejskal	Panel 20	Christopher Creath
Panel 8	Braden Duncan	Panel 20	Charity Auction
Panel 8	LA Wilson	Panel 21	Katherine Howes
Panel 9	Sarah Clemens	Panel 21	Elizabeth Fellows
Panel 10	Allen Morris	Panel 21	Liz Copeland
Panel 10	Heather Hart	Panel 22	L. Pierce Ludke
Panel 11	Jeff Sturgeon	Panel 22	John Alexander
Panel 12	Ginger Opal	Panel 23	Alan M. Clark
Panel 12	Lizzy D.	Panel 24	Lauren Blake
Panel 13	Signs	Panel 24	Lisa Snellings
Panel 13	Peri Charlifu	Panel 25	Mark Roland
Panel 13	Alan F. Beck	Panel 25	David Lee Pancake
Panel 14	Shaughnessy	Panel 25	Personal Space
Panel 14	Musicdove	Panel 26	Lisa Halbert
Panel 15	Rebecca Flaum	Panel 27	Laura Tempest Z
Panel 15	John R. Gray III	Panel 28	

Panel 28 Douglas Herring
Panel 28 Siren Cove Studios
Panel 29 Camille High
Panel 29 Sandra Swan
Panel 30 Christy Grandjean
Panel 30 Sandra SanTara
Panel 31 . . . Jackie Duram Nilsson
Panel 31 Bruce Brenneise
Panel 32 Lee Moyer
Panel 33 Mimi Noyes
Panel 33 Heather Hudson
Panel 34 Aimee Stewart

North Tables:

Debbie Hoover
Lisa Snellings
Victoria Shaffer
Agathon McGeachy
Scarletrabbit
John Alexander
Katherine Howes
David Lee Pancake
Trish Hedegaard

South Tables:

Shaughnessy
Peri Charlifu
Lynne Magie
Marjorie Stratton
Tiffany Dae
Vandy Hall
Jeliza
Michael Brugger
Arlin Robins

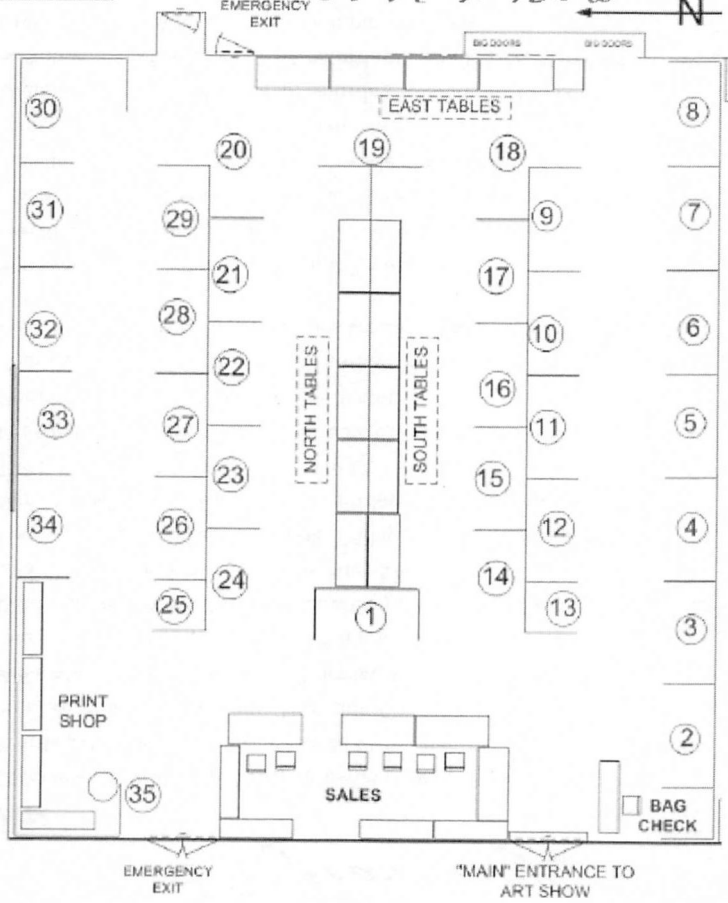
East Tables:

Josh Foreman
Patty A. Watson
Keith Amarak Waters
Lynne Taylor Fahnstalk
my treehouse studio
Erika Kaumeyer
Mevima Winn
T. M. Originals



GRAND 1

Art Show



Programming

Art

- Glass Fusing Workshop Part 1, Thursday, Olympic 2, 4–6 p.m.
- Words to Images, Thursday, Cascade 12, 6–7 p.m.
- Not Everything Has to Glow, Thursday, Cascade 5&6, 8–9 p.m.
- What Makes Good Space Art?, Thursday, Cascade 12, 9–10 p.m.
- Life Drawing Workshop, Friday, Olympic 2, 10–noon
- Bead Embroidery Workshop, Friday, Olympic 2, noon–2 p.m.
- Character Illustration, Friday, Cascade 5&6, 2–3 p.m.
- You're Only as Good as Your Tools, Friday, Cascade 5&6, 3–4 p.m.
- Miniatures Painting 101 Workshop, Friday, Olympic 2, 6–8 p.m.
- The Business of Art, Friday, Cascade 12, 7–8 p.m.
- Drawing Away from the Trope, Friday, Cascade 12, 8–9 p.m.
- Printmaking, Friday, Olympic 2, 8–10 p.m.
- Your Online Image as an Artist, Saturday, Olympic 2, 11–noon
- Book Covers, Advertising, and Sales Tracking, Saturday, Cascade 9, noon–1 p.m.
- Star Wars Felties, Saturday, Olympic 2, noon–2 p.m.
- Use Reference, Damn it!, Saturday, Cascade 11, 3–4 p.m.
- Beginning Leatherworking Workshop, Saturday, Olympic 2, 5–6:30 p.m.
- Levelling Up Your Art, Saturday, Cascade 5&6, 6–7 p.m.
- Monster Mash for Mature Mad Scientists, Saturday, Olympic 2, 7–9 p.m.
- Digital Cartography Workshop, Saturday, Cascade 13, 8–10 p.m.
- So You Want to Paint for Paizo?, Saturday, Cascade 7&8, 9–10 p.m.
- Coloring for All Ages, Sunday, Olympic 2, 10–11 a.m.
- Creature Drawing, Sunday, Cascade 12, 1–2 p.m.

Beyond the Chain Maille Bikini, Sunday, Cascade 5&6, 2–3 p.m.

Glass Fusing Workshop, Part 2, Sunday, Olympic 2, 3–4 p.m.

Biological Science

The Biological Apocalypse, Thursday, Cascade 5&6, 5–6 p.m.

Ancient and Medieval Surgery, Thursday, Cascade 9, 5–6 p.m.

Worldbuilding: Biology, Thursday, Cascade 10, 8–9 p.m.

Forensic Science for Writers with Pat MacEwan, Thursday, Evergreen 1&2, 8–9 p.m.

Genetic Manipulation and Made-to-Order Species: Biotech in SF, Friday, Cascade 10, 10–11 a.m.

Alien Biology, Friday, Cascade 12, 10–11 a.m.

Dystopian Biology, Friday, Cascade 5&6, 1–2 p.m.

Con Crud: What is the Reality?, Friday, Cascade 12, 5–6 p.m.

Taking Control of Humanity's Future, Friday, Cascade 5&6, 7–8 p.m.

Ethnobotany, Saturday, Cascade 5&6, 10–11 a.m.

Evolution and Humans, Saturday, Cascade 10, 1–2 p.m.

Anatomy of a Pandemic, Saturday, Evergreen 3&4, 2–3 p.m.

Mental Health Is Not Responsible for Evil, Saturday, Cascade 9, 4–5 p.m.

Biology Doesn't Care What You Believe, Saturday, Cascade 10, 4–5 p.m.

GMO=NO GO, Saturday, Cascade 7&8, 7–8 p.m.

Food as Science Fiction, Sunday, Cascade 9, 11–noon

Alien Sex on Earth, Sunday, Cascade 5&6, noon–1 p.m.

Using Vision in your Story, Sunday, Cascade 7&8, 3–4 p.m.

Comics

Sexism in Comics, Thursday, Cascade 9, 8–9 p.m.

Why do Comics Matter?, Thursday, Cascade 11, 9–10 p.m.

Comic Book Adaptations, Friday, Cascade 9, 10–11 a.m.

Writing Comics for the Younger Generation, Friday, Cascade 7&8, noon–1 p.m.

Intersectionality and Comics, Friday, Cascade 11, 4–5 p.m.

Writing Comics, Saturday, Cascade 7&8, noon–1 p.m.

“Ask Me About my Feminist Agenda”, Saturday, Cascade 5&6, 8–9 p.m.

Why So Serious?, Sunday, Cascade 12, 11–noon

Costume

Pattern Modification for the Large Bust, Thursday, Olympic 2, 2–3 p.m.

3D Printing and Costuming, Thursday, Cascade 5&6, 4–5 p.m.

Westeros Wear, Thursday, Cascade 7&8, 6–7 p.m.

Costume Resources, Thursday, Cascade 7&8, 8–9 p.m.

Teen Cosplay Meet-up, Thursday, Cascade 12, 8–9 p.m.

Pattern Modification for the Rear View, Friday, Cascade 5&6, 10–11 a.m.

Fashions in The Last Jedi, Friday, Cascade 7&8, 11–noon

Fins and Tails, Friday, Cascade 9, noon–1 p.m.

Mersonas, Friday, Poolside, 2–3 p.m.

The Math and Science of Costuming, Friday, Cascade 7&8, 3–4 p.m.

Documenting Your Project, Friday, Cascade 9, 5–6 p.m.

Historic Patterns, Friday, Cascade 7&8, 6–7 p.m.

Future Fashions of the Rich and Famous, Friday, Cascade 9, 7–8 p.m.

Successful Masquerade Competition, Friday, Cascade 7&8, 8–9 p.m.

Stitch & Bitch and Costume 911, Friday, Olympic 1, 9–midnight

Identifying Fabric, Saturday, Cascade 11, noon–1 p.m.

Makeup and Wigs for Mermaids, Saturday, Poolside, noon–1 p.m.

Back to Baroque, Saturday, Cascade 9, 1–2 p.m.

Hand-Sewing Basics 101, Saturday, Olympic 2, 2–3:30 p.m.

Mermaid Bras, Head Pieces, and Jewelry, Saturday, Cascade 10, 3–4 p.m.

- Historical Costuming: Fantasy or Reality, Saturday, Cascade 12, 5–6 p.m.
- Beginning Leatherworking Workshop, Saturday, Olympic 2, 5–6:30 p.m.
- Victorian Ribbon Flowers: Workshop, Sunday, Olympic 2, 11–noon
- Cosplaying While Fat, Sunday, Cascade 9, 1–2 p.m.
- Building Group Costumes, Sunday, Cascade 7&8, 2–3 p.m.
- Mermania—Now that I'm a Mer, What Next?, Sunday, Evergreen 3&4, 2–3 p.m.
- Regency Revival, Sunday, Cascade 5&6, 3–4 p.m.

Culture

- Putting Disability at the Forefront—Writing Deaf & Blind Characters in Fiction: Writing Workshop, Thursday, Cascade 13, 2–3:30 p.m.
- Diversity 101, Thursday, Cascade 7&8, 3–4 p.m.
- Consensual Non-Monogamy, Thursday, Cascade 7&8, 5–6 p.m.
- Sexism in Comics, Thursday, Cascade 9, 8–9 p.m.
- How to Get Laid at a Con, Thursday, Cascade 9, 9–10 p.m.
- Cultural Imperialism in Everyday Fandom, Friday, Cascade 7&8, 10–11 a.m.
- Cyborgs and Purple Unicorns: Gender in Science Fiction, Friday, Cascade 5&6, 11–noon
- Identities and Terminology Are Important, Friday, Evergreen 1&2, noon–1 p.m.
- Representation in Games: Supporting Marginalized Creators and Players in Games, Friday, Cascade 9, 1–2 p.m.
- Fandom in Daily Life, Friday, Cascade 7&8, 2–3 p.m.
- Diverse Voices in Horror, Friday, Cascade 11, 3–4 p.m.
- Diversity and Representation in Youth Literature/Media, Friday, Cascade 12, 3–4 p.m.
- Intersectionality and Comics, Friday, Cascade 11, 4–5 p.m.
- ...But It Was Always So Awesome! (Liking Problematic Things), Friday, Cascade 7&8, 5–6 p.m.

Qd3 Presents: Queering Your Setting, Friday, Cascade 5&6, 6-7 p.m.
Diversity in Media: Why is It Important?, Friday, Cascade 7&8, 7-8 p.m.
Invisible Disabilities, Friday, Cascade 5&6, 9-10 p.m.
An Intro to Punching Up, Friday, Cascade 7&8, 9-10 p.m.
Check Your Writer Privilege, Saturday, Cascade 7&8, 10-11 a.m.
Creating Inclusive Gaming Groups & Events, Saturday, Cascade 10, 11-noon
Is Fandom More Diverse & Accepting?, Saturday, Cascade 9, 2-3 p.m.
Mental Health Is Not Responsible for Evil, Saturday, Cascade 9, 4-5 p.m.
Science Fiction in the Time of President Trump, Saturday, Cascade 9, 6-7 p.m.
"Ask Me About my Feminist Agenda", Saturday, Cascade 5&6, 8-9 p.m.
Getting It Wrong: A Panel for Allies, Saturday, Cascade 5&6, 9-10 p.m.
Using Your Privilege for Good: Intervening and Amplifying Voices, Saturday, Cascade 5&6, 10-11 p.m.
Women and Girls in STEM Fields, Sunday, Cascade 7&8, 11-noon
Why Nerd Community Matters, Sunday, Cascade 9, noon-1 p.m.
Writing LGBT Characters in the Post-Patriarchy, Sunday, Cascade 11, noon-1 p.m.
Cosplaying While Fat, Sunday, Cascade 9, 1-2 p.m.
Bullying is Bulls**t, Sunday, Cascade 9, 3-4 p.m.

Editing & Publishing

Good God Holmes, You Never Cease to Astound Me!, Thursday, Cascade 10, 2-3 p.m.
Cutting it Down: An Editor's Dream, Thursday, Cascade 11, 4-5 p.m.
From Start to Finish, Thursday, Cascade 11, 6-7 p.m.
Formatting Faux Pas: Learn to Follow Guidelines, Friday, Cascade 11, 11-noon

First Page Idol, Friday, Cascade 11, 2–3 p.m.

Writer Talk: Rejection is a Harsh Mistress, Friday, Cascade 10, 4–5 p.m.

Hobby or Career?, Friday, Evergreen 3&4, 5–6 p.m.

My Editor Wants What?!, Friday, Cascade 9, 6–7 p.m.

Anthology's Joy, Friday, Cascade 11, 7–8 p.m.

Why Agent?, Saturday, Cascade 11, 11–noon

Book Covers, Advertising, and Sales Tracking, Saturday, Cascade 9, noon–1 p.m.

Ready, Set, Practice That Pitch!, Saturday, Cascade 11, 5–6 p.m.

Thinking of Starting Your Own Press?, Saturday, Cascade 11, 6–7 p.m.

Strategies for Submitting Your Short Fiction: Writing Workshop, Sunday, Cascade 12, 9:30–11 a.m.

Freelance Chaos, Sunday, Cascade 11, 10–11 a.m.

Tips for Small Press Authors, Sunday, Cascade 11, 11–noon

Where to Sell Your eBook Online: Writing Workshop, Sunday, Cascade 13, 11–12:30 p.m.

Social Media for Authors, Sunday, Cascade 11, 3–4 p.m.

fanfic

Fan Culture and the New Meta, Thursday, Cascade 9, 3–4 p.m.

How Do You Fanfic?, Friday, Cascade 7&8, 1–2 p.m.

Filing off the Serial Numbers: From Fanfic to Original Works, Friday, Cascade 5&6, 8–9 p.m.

I Love This, I Own This, I Control This, Saturday, Cascade 12, 1–2 p.m.

The Elements of Slash, Saturday, Cascade 10, 9–10 p.m.

Erotic Fanfiction as Social Commentary, Saturday, Cascade 7&8, 10–11 p.m.

Drabble Writing Fanfic Workshop, Sunday, Cascade 13, 10–11 a.m.

fantasy

The Moral of the Story: Fantasy, Horror, Current Events, Thursday, Cascade 11, 3–4 p.m.

Magic: Status Quo or Revolution?, Thursday, Cascade 10, 5–6 p.m.

Our Monsters, Our Selves, Thursday, Cascade 12, 5–6 p.m.

Visiting the Weird West, Friday, Cascade 11, 10–11 a.m.

Using Real Places in Fantasy Settings, Friday, Cascade 10, noon–1 p.m.

Bad to the Bone: Villains in SF&F, Friday, Cascade 10, 1–2 p.m.

What is Epic About Epic Fantasy?, Friday, Cascade 7&8, 4–5 p.m.

A Band of Travelers Meets in a Tavern, Saturday, Cascade 12, 10–11 a.m.

Crossing the Streams: SF, Fantasy, and Horror Cross-genres, Saturday, Evergreen 3&4, 10–11 a.m.

Beyond Rebellion in Young Adult Fantasy, Saturday, Cascade 5&6, 11–noon

Worlds That Never Were, Saturday, Evergreen 3&4, 11–noon

The Great Ancient Tales, Epics, and Voyages: Fuel for Fantasy, Saturday, Evergreen 3&4, 3–4 p.m.

Abe Lincoln Was a Sorcerer: History, Fantasy and Fiction, Saturday, Cascade 5&6, 4–5 p.m.

Death Is Easy, Comedy Is Hard, Saturday, Cascade 9, 7–8 p.m.

Make a Villain: Fantasy Edition, Saturday, Evergreen 3&4, 7–8 p.m.

Elementary, My Dear Bilbo, Sunday, Cascade 10, 11–noon

Burn All Witches! I Mean, Make Them Comfy!, Sunday, Cascade 11, 1–2 p.m.

Gaming

Technology at the Gaming Table, Thursday, Cascade 9, 4–5 p.m.

Insert Favorite Media Would Make a Great Game!, Thursday, Cascade 9, 6–7 p.m.

Writing and Story Development for Games, Friday, Evergreen 3&4, noon-1 p.m.

Representation in Games: Supporting Marginalized Creators and Players in Games, Friday, Cascade 9, 1-2 p.m.

Qd3 Presents: Queering Your Setting, Friday, Cascade 5&6, 6-7 p.m.

Miniatures Painting 101 Workshop, Friday, Olympic 2, 6-8 p.m.

Creating Inclusive Gaming Groups & Events, Saturday, Cascade 10, 11-noon

Out of Alignment: Moral Ambiguity in Gaming, Saturday, Cascade 10, noon-1 p.m.

How to Be a Better GM, Saturday, Cascade 10, 2-3 p.m.

Dragon Age: A Love Story, Saturday, Cascade 10, 5-6 p.m.

Horror in Gaming, Saturday, Cascade 5&6, 7-8 p.m.

Digital Cartography Workshop, Saturday, Cascade 13, 8-10 p.m.

The Influence of Tabletop Games on Video Games, Sunday, Cascade 7&8, 10-11 a.m.

Video Games, Sunday, Cascade 12, noon-1 p.m.

Gaming for Grownups, Sunday, Cascade 10, 1-2 p.m.

Guest of Honor

Exploring the Universe with Binoculars, Thursday, Evergreen 1&2, 4-5 p.m.

GoH Banquet, Thursday, Grand 2, 5-6:30 p.m.

Opening Ceremonies, Thursday, Grand 3, 7-8 p.m.

Alien Biology, Friday, Cascade 12, 10-11 a.m.

Life Drawing Workshop, Friday, Olympic 2, 10-noon

Interview and Q&A with Ken Liu, Friday, Grand 2, 11-noon

Flip-top Heads, Air-filled Bones, and Teenage Pregnancy: How the Biggest Dinosaurs Got So Big, Friday, Grand 3, noon-1 p.m.

Interview and Q&A With Galen Dara, Friday, Evergreen 3&4, 2-3 p.m.

You're Only as Good as Your Tools, Friday, Cascade 5&6, 3-4 p.m.

Interview and Q&A with Green Ronin Publishing, Friday, Evergreen 3&4, 3–4 p.m.

What is Epic About Epic Fantasy?, Friday, Cascade 7&8, 4–5 p.m.

Reading: Guest of Honor Ken Liu, Saturday, Evergreen 1&2, 10–11 a.m.

The Art of Galen Dara, Saturday, Evergreen 1&2, 11–noon

Interview and Q&A with Matthew Wedel, Saturday, Evergreen 3&4, noon–1 p.m.

Autograph Session 1, Saturday, Grand 2, 2–3 p.m.

Autograph Session 2, Saturday, Grand 2, 3–4 p.m.

Creature Drawing, Sunday, Cascade 12, 1–2 p.m.

Dino Romp, Sunday, Olympic 1, 2–2:30 p.m.

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

History

Collapse: When Rule Disintegrates, Thursday, Cascade 10, 4–5 p.m.

Ancient and Medieval Surgery, Thursday, Cascade 9, 5–6 p.m.

Fight Like an Amazon, Thursday, Evergreen 3&4, 5–6 p.m.

Building Alternative Histories, Friday, Evergreen 3&4, 10–noon

The Historical Context of Opium, Friday, Cascade 9, 2–3 p.m.

Telling a Good Historical Tale, Friday, Cascade 10, 5–6 p.m.

Historic Patterns, Friday, Cascade 7&8, 6–7 p.m.

Norse Sword, Shield, and Tactical Combat, Saturday, Grand 2, 10–11 a.m.

Roman Legionary Gladius and Scutum Tactical Combat, Saturday, Grand 2, 11–noon

Killing Men & Horses: Hands-on Renaissance Pike and Shot, Saturday, Grand 2, noon–1 p.m.

Back to Baroque, Saturday, Cascade 9, 1–2 p.m.

The First 10 Steps to Understanding Sword Work, Saturday, Grand 2, 1–2 p.m.

The Sounds of Old Norse, Saturday, Cascade 7&8, 3–4 p.m.

Organs of Control: The Totalitarian State, Saturday, Cascade 11, 4–5 p.m.

Historical Costuming: Fantasy or Reality, Saturday, Cascade 12, 5–6 p.m.

War Horses: Knights to Cavalry, Sunday, Cascade 9, 10–11 a.m.

Regency Revival, Sunday, Cascade 5&6, 3–4 p.m.

Horror

Witches in Horror, Thursday, Cascade 10, 3–4 p.m.

Forensic Science for Writers with Pat MacEwan, Thursday, Evergreen 1&2, 8–9 p.m.

Creepy Little Bastards, Friday, Cascade 5&6, noon–1 p.m.

Diverse Voices in Horror, Friday, Cascade 11, 3–4 p.m.

Social Horror, Friday, Cascade 11, 6–7 p.m.

Sex in Horror, Friday, Cascade 9, 8–9 p.m.

Body Horror, Saturday, Cascade 11, 1–2 p.m.

Gothic Literature: 1820 to the Present Day, Saturday, Cascade 5&6, 3–4 p.m.

The Horror of Being Twelve, Saturday, Cascade 10, 6–7 p.m.

Horror in Gaming, Saturday, Cascade 5&6, 7–8 p.m.

Twin Peaks, Saturday, Cascade 10, 8–9 p.m.

Don't Read the Cursed Book, Sunday, Cascade 12, 2–3 p.m.

Meetups

Book Addicts Anonymous Meetup, Thursday, Convention Lounge, 3–4 p.m.

LGBTQ Meetup, Thursday, Presidential Suite 1360, 4–5 p.m.

Fanfic Meetup, Friday, Presidential Suite 1360, 11–noon

ICG Meetup, Friday, Convention Lounge, 1–2 p.m.

Movie News Talk, Friday, Convention Lounge, 3–4 p.m.

Sci-Fi/Fantasy Cookbook Meetup, Friday, Convention Lounge, 4–5 p.m.

Harry Potter Meetup, Saturday, Presidential Suite 1360, 11–noon

Puget Sound Star Trekkers Meetup, Saturday, Convention Lounge, 1–2 p.m.

POC Meetup, Saturday, Convention Lounge, 2–3 p.m.

Military

Rules of Engagement, Thursday, Cascade 7&8, 4–5 p.m.

Military Singularity: When AI Takes Over, Thursday, Cascade 5&6, 6–7 p.m.

Undersea Warfare, Friday, Cascade 12, 1–2 p.m.

The Specter of Apocalypse, Friday, Cascade 10, 2–3 p.m.

Military in the Homeland, Friday, Cascade 10, 3–4 p.m.

Warrior's Role in Society, Saturday, Cascade 11, 2–3 p.m.

The Future of Military Aviation, Saturday, Cascade 12, 3–4 p.m.

US Military: Women in Tactical Combat, Saturday, Evergreen 1&2, 5–6 p.m.

Choosing Good Ground, Sunday, Cascade 13, 1–3 p.m.

Music

Write and Record a Room Song Part 1, Thursday, Evergreen 1&2, 5–6 p.m.

Getting into Geek Music (Where Do We Start?), Thursday, Evergreen 1&2, 6–7 p.m.

Write and Record a Room Song Part 2, Friday, Evergreen 3&4, 1–2 p.m.

Lyric Writing 101, Friday, Cascade 11, 5–6 p.m.

Putting Together an Album, Friday, Cascade 10, 7–8 p.m.

Song Melody 101, Friday, Cascade 11, 8–9 p.m.

Putting Together Performance, Saturday, Grand 3, 4–5 p.m.

Home Recording 101, Saturday, Cascade 13, 7–8 p.m.

Evolution of Nerd Music, Sunday, Evergreen 3&4, noon–1 p.m.

The Business of Music, Sunday, Evergreen 3&4, 1–2 p.m.

Other

Cosplay, Consent, And Other Important Convention Vocabulary, Thursday,

24 Norwescon 41

Cascade 5&6, 3-4 p.m.

This is My First Con, Thursday, Cascade 11, 5-6 p.m.

Seattle's Mosquito Fleet, Thursday, Cascade 13, 6-7 p.m.

Fantasy/Sci-Fi Balloon Animals Workshop for Adults, Thursday, Olympic 2, 8-9 p.m.

Friends of Bill W., Thursday, Cascade 4, 10-11 p.m.

Superhero Yoga, Friday, Grand 2, 9:30-10 a.m.

Mermaid Swim, Friday, Poolside, 3-4 p.m.

Tenth Fleet, Royal Manticoran Navy Awards Ceremony, Friday, Cascade 10, 8-10 p.m.

Friends of Bill W., Friday, Cascade 4, 10-11 p.m.

Superhero Yoga, Saturday, Grand 2, 9:30-10 a.m.

Mermaid Swim, Saturday, Poolside, 1-2 p.m.

Liar's Panel, Saturday, Evergreen 1&2, 2-3 p.m.

Digital Cartography Workshop, Saturday, Cascade 13, 8-10 p.m.

Friends of Bill W., Saturday, Cascade 4, 10-11 p.m.

Morning Tai Chi, Sunday, Grand 2, 9-10 a.m.

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

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

Popular Media

The New, New Doctor, Thursday, Cascade 7&8, 2-3 p.m.

Insert Favorite Media Would Make a Great Game!, Thursday, Cascade 9, 6-7 p.m.

Comic Book Adaptations, Friday, Cascade 9, 10-11 a.m.

Hated It!, Friday, Cascade 11, noon-1 p.m.

SF/F Battle Royale, Friday, Cascade 9, 3-4 p.m.

Diversity in Media: Why is It Important?, Friday, Cascade 7&8, 7-8 p.m.

The Legacy of Star Trek, Saturday, Cascade 9, 11-noon

I Love This, I Own This, I Control This, Saturday, Cascade 12, 1–2 p.m.
Star Wars' Ever-Expanding Universe, Saturday, Evergreen 3&4, 1–2 p.m.
I Am a Teenage Geek, Saturday, Cascade 5&6, 2–3 p.m.
Pop Culture and Social Media, Saturday, Cascade 10, 7–8 p.m.
Twin Peaks, Saturday, Cascade 10, 8–9 p.m.
Is Disney Taking Over the Pop Culture Universe?, Sunday, Cascade 5&6,
10–11 a.m.
Genre TV, Sunday, Evergreen 3&4, 11–noon
Video Games, Sunday, Cascade 12, noon–1 p.m.

Readings

Reading: Joseph Carriker, Thursday, Cascade 4, 4:30–5 p.m.
Reading: Kurt Cagle, Thursday, Cascade 4, 5–5:30 p.m.
Reading: Dawn Vogel, Thursday, Cascade 4, 5:30–6 p.m.
Reading: Erik Scott de Bie, Thursday, Cascade 4, 6–6:30 p.m.
Reading: Lilith Dawn, Thursday, Cascade 4, 6:30–7 p.m.
Reading: Django Wexler, Friday, Cascade 4, 10–10:30 a.m.
Reading: Tina Connolly, Friday, Cascade 4, 10:30–11 a.m.
Reading: Laura Anne Gilman, Friday, Cascade 4, 11–11:30 a.m.
Reading: Marta Murvosh, Friday, Cascade 4, 11:30–noon
Reading: Jennifer Brozek, Friday, Cascade 4, noon–12:30 p.m.
Reading: Ethan Siegel, Friday, Cascade 12, noon–1 p.m.
Reading: Andy Dudak, Friday, Cascade 4, 12:30–1 p.m.
Reading: Fonda Lee, Friday, Cascade 4, 1–1:30 p.m.
Reading: E. Lily Yu, Friday, Cascade 4, 1:30–2 p.m.
Reading: Kat Richardson, Friday, Cascade 4, 2–2:30 p.m.
Reading: PJ Manney, Friday, Cascade 4, 2:30–3 p.m.
Reading: Brenda Cooper, Friday, Cascade 4, 3–3:30 p.m.

Reading: Kay Kenyon, Friday, Cascade 4, 3:30–4 p.m.

Reading: Spencer Ellsworth, Friday, Cascade 4, 4–4:30 p.m.

Reading: Cat Rambo, Friday, Cascade 4, 4:30–5 p.m.

Reading: Julie McGalliard, Friday, Cascade 4, 5–5:30 p.m.

Reading: Steven Barnes, Friday, Cascade 4, 5:30–6 p.m.

Reading: Sandra M. Odell, Friday, Cascade 4, 6–6:30 p.m.

Reading: Emily C. Skaftun, Friday, Cascade 4, 6:30–7 p.m.

Reading: keerawa, Friday, Cascade 4, 7–7:30 p.m.

Reading: Erin Wagner Tidwell, Friday, Cascade 4, 7:30–8 p.m.

Reading: J. F. High, Friday, Cascade 4, 8–8:30 p.m.

Reading: Cheryce Clayton, Friday, Cascade 4, 8:30–9 p.m.

B Cubed Press Reading, Friday, Cascade 12, 9–11 p.m.

Reading: Tim Pratt, Saturday, Cascade 4, 10–10:30 a.m.

Reading: Carrie Vaughn, Saturday, Cascade 4, 10:30–11 a.m.

Reading: Meg Elison, Saturday, Cascade 4, 11–11:30 a.m.

Reading: Curtis C. Chen, Saturday, Cascade 4, 11:30–noon

Reading: Nancy Kress, Saturday, Cascade 4, noon–12:30 p.m.

Reading: Barth Anderson, Saturday, Cascade 4, 12:30–1 p.m.

Reading: Nisi Shawl, Saturday, Cascade 4, 1–1:30 p.m.

Reading: Scott James Magner, Saturday, Cascade 4, 1:30–2 p.m.

Reading: Patrick Swenson, Saturday, Cascade 4, 2–2:30 p.m.

Reading: Randy Henderson, Saturday, Cascade 4, 2:30–3 p.m.

Reading: Elsa Sjunneson-Henry, Saturday, Cascade 4, 3–3:30 p.m.

Reading: Tod McCoy, Saturday, Cascade 4, 3:30–4 p.m.

Reading: K.G. Anderson, Saturday, Cascade 4, 4–4:30 p.m.

Reading: Greg Bear, Saturday, Cascade 4, 4:30–5 p.m.

Reading: Evan J. Peterson, Saturday, Cascade 4, 5–5:30 p.m.

Reading: Jon Lasser, Saturday, Cascade 4, 5:30–6 p.m.

Reading: Eva L. Elasiq, Saturday, Cascade 4, 6–6:30 p.m.
Reading: Caren GS, Saturday, Cascade 4, 6:30–7 p.m.
Reading: Sienna Saint-Cyr, Saturday, Cascade 4, 7–7:30 p.m.
Reading: Jeremy Zimmerman, Saturday, Cascade 4, 7:30–8 p.m.
Reading: Kim Ritchie, Saturday, Cascade 4, 8–8:30 p.m.
Broad Universe Rapid Fire Reading, Saturday, Cascade 12, 8–10 p.m.
Reading: Pat MacEwen, Sunday, Cascade 4, 10–10:30 a.m.
Reading: Renee Stern, Sunday, Cascade 4, 10:30–11 a.m.
Reading: Dean Wells, Sunday, Cascade 4, 11–11:30 a.m.
Reading: John Lovett, Sunday, Cascade 4, 11:30–noon
Reading: Peter N. Glaskowsky, Sunday, Cascade 4, noon–12:30 p.m.
Reading: Gregory A. Wilson, Sunday, Cascade 4, 12:30–1 p.m.
Reading: Russell Ervin, Sunday, Cascade 4, 1–1:30 p.m.
Reading: Shweta Adhyam, Sunday, Cascade 4, 1:30–2 p.m.

Scheduled Gaming

All-Ages Scheduled Gaming, Thursday, Maxi's Ballroom, 11 a.m.–midnight
Pathfinder and D&D AL, Thursday, Rotunda 1, 11 a.m.–1 a.m.
All-Ages Game Demos, Thursday, Salon, 2–7 p.m.
All-Ages Scheduled Gaming, Friday, Maxi's Ballroom, 9 a.m.–8 p.m.
All-Ages Game Demos, Friday, Salon, 9 a.m.–8 p.m.
Pathfinder and D&D AL, Friday, Rotunda 1, 9 a.m.–1 a.m.
All-Ages Scheduled Gaming, Friday, Evergreen 1&2, 9 p.m.–2 a.m.
21+ Scheduled Gaming, Friday, Maxi's Ballroom, 9 p.m.–2 a.m.
All-Ages Scheduled Gaming, Saturday, Maxi's Ballroom, 9 a.m.–8 p.m.
All-Ages Game Demos, Saturday, Salon, 9 a.m.–8 p.m.
Pathfinder and D&D AL, Saturday, Rotunda 1, 9 a.m.–1 a.m.
All-Ages Scheduled Gaming, Saturday, Evergreen 1&2, 9 p.m.–2 a.m.

- 21+ Scheduled Gaming, Saturday, Maxi's Ballroom, 9 p.m.–2 a.m.
All-Ages Scheduled Gaming, Sunday, Maxi's Ballroom, 9 a.m.–4 p.m.
All-Ages Game Demos, Sunday, Salon, 9 a.m.–4 p.m.
Pathfinder and D&D AL, Sunday, Rotunda 1, 9 a.m.–6 p.m.

Science fiction

- Good God Holmes, You Never Cease to Astound Me!, Thursday, Cascade 10, 2–3 p.m.
Never Mind the Bollocks: Punk in SF, Thursday, Cascade 10, 6–7 p.m.
Genetic Manipulation and Made-to-Order Species: Biotech in SF, Friday, Cascade 10, 10–11 a.m.
Cyborgs and Purple Unicorns: Gender in Science Fiction, Friday, Cascade 5&6, 11–noon
Bad to the Bone: Villains in SF&F, Friday, Cascade 10, 1–2 p.m.
All About the Philip K. Dick Award, Friday, Evergreen 3&4, 4–5 p.m.
Make a Villain: Sci-fi Edition, Friday, Cascade 10, 6–7 p.m.
Crossing the Streams: SF, Fantasy, and Horror Cross-genres, Saturday, Evergreen 3&4, 10–11 a.m.
The Works of Philip K. Dick, Saturday, Cascade 7&8, 11–noon
Anatomy of a Pandemic, Saturday, Evergreen 3&4, 2–3 p.m.
200 Years of Science Fiction: An Appreciation of Mary Shelley, Saturday, Cascade 7&8, 4–5 p.m.
Science Fiction Worldbuilding, Saturday, Cascade 9, 5–6 p.m.
Science Fiction in the Time of President Trump, Saturday, Cascade 9, 6–7 p.m.
What is SFWA (Science Fiction & Fantasy Writers of America)?, Sunday, Cascade 5&6, 11–noon
Food as Science Fiction, Sunday, Cascade 9, 11–noon
Tools of the Trade: How to Write Time Travel Fiction, Sunday, Cascade 5&6, 1–2 p.m.

Space

Nukes in Space, Thursday, Cascade 12, 2–3 p.m.

Space Elevators: Problems, Solutions, Alternatives, Thursday, Cascade 12, 4–5 p.m.

What Makes Good Space Art?, Thursday, Cascade 12, 9–10 p.m.

Death and Rockets, Friday, Evergreen 1&2, 10–11 a.m.

Sputnik and the First Race for Space, Friday, Evergreen 1&2, 11–noon

How to Build a Spaceship Company, Friday, Evergreen 1&2, 1–2 p.m.

Remembering Jerry Pournelle, Friday, Evergreen 1&2, 2–3 p.m.

Build Your Own Backyard Space Program, Friday, Olympic 2, 2–3:30 p.m.

Dawn at the Asteroids, Friday, Evergreen 1&2, 4–5 p.m.

The Rise and Fall of Suborbital Space Tourism, Friday, Evergreen 1&2, 5–6 p.m.

Voyager: Visit to the Outer Darkness, Friday, Evergreen 1&2, 6–7 p.m.

The Rest of the World in Space, Saturday, Cascade 12, 11–noon

Asteroid Impact Simulation, Saturday, Evergreen 1&2, 3–5 p.m.

Whither the Aerospike?, Saturday, Cascade 7&8, 6–7 p.m.

The Spaceship Concept Graveyard, Saturday, Cascade 12, 7–8 p.m.

Women and Girls in STEM Fields, Sunday, Cascade 7&8, 11–noon

What Happened to the Russian Space Program?, Sunday, Cascade 10, 2–3 p.m.

Special Events

Norwescon Film Festival, Thursday, Evergreen 1&2, 11 a.m.–4 p.m.

Artemis, Thursday, Cascade 3, noon–midnight

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

Doors Open for Opening Ceremonies, Thursday, Grand 3, 6:30–7 p.m.

Opening Ceremonies, Thursday, Grand 3, 7–8 p.m.

Thursday Night Dance: Subnautica, Thursday, Evergreen 3&4, 8-2 a.m.
Pre-Masquerade Meeting, Thursday, Cascade 7&8, 9-10 p.m.
Laser Tag/Nerf Free Play, Thursday, Grand 2, 9 p.m.-2 a.m.
Concert - Betsy Tinney, Thursday, Grand 3, 9-10 p.m.
Concert - Shubzilla and Bill Beats, Thursday, Grand 3, 10-11 p.m.
Concert - Death*Star, Thursday, Grand 3, 11-midnight
Artemis, Friday, Cascade 3, 10 a.m.-midnight
Keith and Alan's Movie News and Previews—Infinity Clips!, Friday, Grand 3, 10-noon
Concert - Mike Votava, Friday, Grand 3, 2-3 p.m.
Concert - Celt Check, Friday, Grand 3, 3-4 p.m.
Concert - Alexander James Adams, Friday, Grand 3, 4-5 p.m.
Pre-Masquerade Meeting, Friday, Grand 3, 5-6 p.m.
Philip K. Dick Awards, Friday, Grand 2, 7-8:30 p.m.
Karaoke, Friday, Evergreen 3&4, 9 p.m.-2 a.m.
Doors Open for Burlesque, Friday, Grand 3, 9-9:30 p.m.
Burlesque: Death Aboard the ICS Golden Thong, Friday, Grand 3, 9:30-11 p.m.
Rocky Horror Picture Show, Friday, Grand 3, midnight-2 a.m.
Pre-Masquerade Meeting, Saturday, Grand 3, 8-9 a.m.
Artemis, Saturday, Cascade 3, 10 a.m.-midnight
Single Pattern Contest: Judging, Saturday, Cascade 5&6, noon-1 p.m.
2018 and 1943 Hugo Award Finalist Announcement, Saturday, Evergreen 1&2, noon-1 p.m.
Single Pattern Contest: Show & Share, Saturday, Cascade 5&6, 1-2 p.m.
Concert: Megathruster, Saturday, Grand 3, 1-2 p.m.
Concert - Leannan Sidhe, Saturday, Grand 3, 2-3 p.m.
Vixy & Tony, Saturday, Grand 3, 3-4 p.m.

- Prop-Making Contest: Judging, Saturday, Cascade 12, 4–5 p.m.
Herocorps, Saturday, Olympic 2, 4–5 p.m.
Children's Masquerade Pre-Meeting, Saturday, Cascade 5&6, 5–6 p.m.
Blue Rose—On Stage, Saturday, Evergreen 3&4, 6–9 p.m.
Doors Open for Masquerade, Saturday, Grand 3, 6–6:30 p.m.
Masquerade, Saturday, Grand 3, 6:30–8:30 p.m.
Nerf Zombie Maze, Saturday, Grand 2, 9 p.m.–2 a.m.
Saturday Night Dance: Prehistoric, Saturday, Grand 3, 9:30 p.m.–2 a.m.
Artemis, Sunday, Cascade 3, 10–4 p.m.
Masquerade Viewing & Debriefing, Sunday, Evergreen 1&2, 10–noon
Norwescon Art & Charity Auction, Sunday, Grand 2, 11:30–2 p.m.
Keith and Alan's Movie News and Previews—This Title's a Spoiler!, Sunday, Evergreen 1&2, noon–2 p.m.
Fannish Olympics, Sunday, Evergreen 1&2, 2–4 p.m.
Closing Ceremonies, Sunday, Evergreen 3&4, 4–5 p.m.

Tech

- Jobs of Tomorrow, Thursday, Cascade 11, 2–3 p.m.
Military Singularity: When AI Takes Over, Thursday, Cascade 5&6, 6–7 p.m.
Forensic Science for Writers with Pat MacEwan, Thursday, Evergreen 1&2, 8–9 p.m.
NOW Can We Have Flying Cars?, Thursday, Evergreen 1&2, 9–10 p.m.
Futurism 101, Friday, Cascade 9, 11–noon
Electronic Money Comes of Age, Friday, Cascade 9, 4–5 p.m.
Son of "Hanford, Back in the Day", Friday, Cascade 12, 6–7 p.m.
Hyping Hyperloop, Friday, Cascade 9, 9–10 p.m.
The Truth about Fake News, Saturday, Cascade 11, 10–11 a.m.
The Nature of AI, Saturday, Evergreen 3&4, 4–5 p.m.

Tales of the Atomic Briquettes, Saturday, Evergreen 1&2, 6–7 p.m.

Early History of the Personal Computer, Saturday, Cascade 7&8, 8–9 p.m.

How Old Is It?, Sunday, Cascade 7&8, noon–1 p.m.

Econo-Tech, and Economy and Technology, Sunday, Cascade 9, 2–3 p.m.

Writing

Putting Disability at the Forefront—Writing Deaf & Blind Characters in Fiction: Writing Workshop, Thursday, Cascade 13, 2–3:30 p.m.

Tools of the Trade: Story Arcs, Thursday, Cascade 12, 3–4 p.m.

Out of the Genre Box: Writing Workshop, Thursday, Cascade 13, 4–5:30 p.m.

Worldbuilding: Biology, Thursday, Cascade 10, 8–9 p.m.

Level Up: Making Feedback Work for Your Story, Thursday, Cascade 13, 8–10 p.m.

Literary Techniques for Genre Fiction: Writing Workshop, Friday, Cascade 13, 10–noon

Whipping Out That First Draft, Friday, Cascade 12, 11–noon

Writing Comics for the Younger Generation, Friday, Cascade 7&8, noon–1 p.m.

How to Spark Your Creativity and Keep It Charged: Writing Workshop, Friday, Cascade 13, noon–2 p.m.

Speculative Poetry, Friday, Cascade 12, 2–3 p.m.

The Fine Art of Description: Writing Workshop, Friday, Cascade 13, 2–3:30 p.m.

Critique Groups, Writing Workshops, and Higher Ed, Friday, Evergreen 1&2, 3–4 p.m.

Point of View Colors Everything: Writing Workshop, Friday, Cascade 13, 3:30–5 p.m.

Using Tarot to Create Characters, Friday, Cascade 5&6, 4–5 p.m.

Writer Talk: Rejection is a Harsh Mistress, Friday, Cascade 10, 4–5 p.m.

Picking Up the Pace in YA: Writing Workshop, Friday, Olympic 2, 4–5:30 p.m.

The Best Comedy Workshop You've Ever Attended: Writing Workshop, Friday, Cascade 13, 5–6:30 p.m.

Making Monsters and Villains: Writing Workshop, Friday, Cascade 13, 7–8 p.m.

Writer Talk: Dig That Rhythm, Saturday, Cascade 10, 10–11 a.m.

Jumpstart Your Novel: Writing Workshop, Saturday, Cascade 13, 10–noon

Create Your Own Worlds: Writing Workshop, Saturday, Olympic 2, 10–11 a.m.

Writing Comics, Saturday, Cascade 7&8, noon–1 p.m.

Writer Talk: Lost in Translation, Saturday, Cascade 12, noon–1 p.m.

Making Your Speculative Fiction World Real: Writing Workshop, Saturday, Cascade 13, noon–1:30 p.m.

Your Story's Engine, Saturday, Cascade 7&8, 1–2 p.m.

YA's Role in Genre, Saturday, Evergreen 1&2, 1–2 p.m.

Worldbuilding—Layer Like an Onion: Writing Workshop, Saturday, Cascade 13, 1:30–3 p.m.

Created Languages, Saturday, Cascade 12, 2–3 p.m.

The Magic of Plotting: Writing Workshop, Saturday, Cascade 13, 3–4:30 p.m.

Writing Emotionally Powerful Characters Beyond Your Framework: Writing Workshop, Saturday, Cascade 13, 4:30–6:30 p.m.

Writer Talk: He Said/She Said/They Said?, Saturday, Cascade 7&8, 5–6 p.m.

Science Fiction Worldbuilding, Saturday, Cascade 9, 5–6 p.m.

What Responsibility Do We Have as Writers?, Saturday, Cascade 12, 6–7 p.m.

Strategies for Submitting Your Short Fiction: Writing Workshop, Sunday, Cascade 12, 9:30–11 a.m.

Tools of the Trade: Writing Prompts, Sunday, Cascade 10, 10–11 a.m.

Giving That Fight Scene the Proper Punch, Sunday, Evergreen 3&4, 10–11 a.m.

Where to Sell Your eBook Online: Writing Workshop, Sunday, Cascade 13, 11–12:30 p.m.

Writing LGBT Characters in the Post-Patriarchy, Sunday, Cascade 11, noon–1 p.m.

Tools of the Trade: Worldbuilding, Sunday, Cascade 11, 2–3 p.m.

YA (Young Adult)

Cosplay, Consent, And Other Important Convention Vocabulary, Thursday, Cascade 5&6, 3–4 p.m.

Fight Like an Amazon, Thursday, Evergreen 3&4, 5–6 p.m.

Teen Cosplay Meet-up, Thursday, Cascade 12, 8–9 p.m.

Reading and Writing in a Time of Tumult, Friday, Cascade 10, 11–noon

Writing Comics for the Younger Generation, Friday, Cascade 7&8, noon–1 p.m.

Relationship Advice From Imaginary People, Friday, Cascade 11, 1–2 p.m.

Diversity and Representation in Youth Literature/Media, Friday, Cascade 12, 3–4 p.m.

Choose-Your-Own Adventure, Friday, Cascade 12, 4–5 p.m.

Picking Up the Pace in YA: Writing Workshop, Friday, Olympic 2, 4–5:30 p.m.

Pardon Me, Are You Aaron Burr, Sir?, Saturday, Cascade 9, 10–11 a.m.

Beyond Rebellion in Young Adult Fantasy, Saturday, Cascade 5&6, 11–noon

Kandy Klatch with Cathy Plesko, Saturday, Presidential Suite 1360, noon–12:30 p.m.

Kandy Klatch with Brenna Clarke Gray, Saturday, Presidential Suite 1360, noon–12:30 p.m.

Kandy Klatch with Cat Rambo, Saturday, Presidential Suite 1360, 12:30–1 p.m.

Kandy Klatch with Lish McBride, Saturday, Presidential Suite 1360, 12:30–1 p.m.

YA's Role in Genre, Saturday, Evergreen 1&2, 1–2 p.m.

I Am a Teenage Geek, Saturday, Cascade 5&6, 2–3 p.m.

The Slippery Slope From YAY to EWW!, Saturday, Cascade 9, 3–4 p.m.

The Horror of Being Twelve, Saturday, Cascade 10, 6–7 p.m.

Pajama Party, Saturday, Olympic 1, 7–8 p.m.

Your Trolls Are Not My Trolls (and That Is OK), Sunday, Cascade 10, noon–1 p.m.

Youth Programming and Ribbons Round-up, Sunday, Cascade 4, 2–3 p.m.

Youth

Baby Quiet Hour, Thursday, Olympic 1, 2–3 p.m.

Story Time for Families, Thursday, Olympic 1, 3–3:30 p.m.

Sensory Friendly Open House, Thursday, Olympic 1, 4–5 p.m.

Youth Craft and Art Contest, Friday, Olympic 1, 8–10 a.m.

Story Time With Kate Ristau, Friday, Olympic 1, 9–9:30 a.m.

Programming With Lego Blocks, Friday, Olympic 1, 10–11 a.m.

Sensory-Friendly Open House, Friday, Olympic 1, 11–noon

Art and Craft Open House: Minecraft Theme, Friday, Olympic 1, 12:30–1:30 p.m.

Kookie Klatsch: Charlotte Lewis Brown, Friday, Olympic 1, 2–2:30 p.m.

Young Artists Alley, Friday, Olympic 1, 2:30–3:30 p.m.

Young Fen Filk and Sing-Along, Friday, Olympic 1, 3:30–4 p.m.

Meet the Mers, Friday, Olympic 1, 4:30–5 p.m.

Tech Careers for Young Fen, Friday, Olympic 1, 5–6 p.m.

Saturday Morning Cartoon Pajama Party with PBS Kids Cartoons, Saturday, Olympic 1, 9–10 a.m.

Monster Mash for Families, Saturday, Olympic 1, 10:30–noon

Story Time With Lisa Mantchev, Saturday, Olympic 1, 12:30–1 p.m.

Baby and Toddler Social, Saturday, Olympic 1, 1–2 p.m.

Kookie Klatsche: Kate Ristau, Saturday, Olympic 1, 2–2:30 p.m.

Art and Craft Open House: Superheroes Theme, Saturday, Olympic 1, 2:30–3:30 p.m.

Themysciran Training Academy, Saturday, Olympic 1, 4–4:30 p.m.

Sensory-Friendly Open House, Saturday, Olympic 1, 4:30–5:30 p.m.

Easter Egg Hunt Newest Fen, Sunday, Olympic 1, 9–9:30 a.m.

Easter Egg Hunt Pre-Fen, Sunday, Olympic 1, 9:30–10 a.m.

Easter Egg Hunt Kid Fen, Sunday, Olympic 1, 10–10:30 a.m.

Easter Egg Mystery Hunt for Young Fen, Sunday, Olympic 1, 10:30–11 a.m.

Storytime for Families, Sunday, Olympic 1, 11–11:30 a.m.

Art and Craft Open House: Magical Animals Theme, Sunday, Olympic 1, noon–1 p.m.

Youth Programming and Ribbons Round-up, Sunday, Cascade 4, 2–3 p.m.

Dino Romp, Sunday, Olympic 1, 2–2:30 p.m.

Member's Guide

MEMBERSHIP

All Norwescon attendees are required to complete an online registration process before receiving a membership badge. Membership forms are digital, and are completed and signed through the Norwescon registration website/database. Signing the membership form indicates that you understand the rules of conduct as listed in this document and posted in our policies manual (available on our website) and agree to abide by them. Children 12 and under receive a free membership when attending with their parent or guardian; their membership is linked to an adult's registration.

Membership includes:

- The right to attend the convention
- Membership badge
- Program/Souvenir Book, Pocket Program, and Member's Guide
- Post-Con Report (for all current members)

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

MEMBERSHIP OF MINORS

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

BADGE REPLACEMENT FEE

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

before purchasing a replacement badge. The fee for replacement of a lost badge is \$65.

MEMBERSHIP REFUNDS

Norwescon memberships are non-refundable. If you are unable to attend the convention after purchasing your membership, you may roll that membership over to the following year. You may also transfer your membership to someone else in the current convention year. Please contact registration@norwescon.org with membership questions.

RIGHT OF REFUSAL

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

RULES AND POLICIES

CHILD AND TEEN RULES

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

A minor, as defined by the State of Washington, must have a parent or legal guardian/individual designated by the parent or legal guardian who is on-site when the minor is on-site. Minors must have a permission slip signed by a parent or guardian on file with registration. Children 12 and under must have a guardian with them while in convention space. They cannot be dropped off and left unattended at panels or events.

Norwescon does not accept responsibility for supervision of attending minors; that responsibility remains with a minor's parent/guardian/designee. If child care is needed, the DoubleTree by Hilton Seattle Airport has a relationship with Best Sitters, Inc.; for more information on Best Sitters, call (206) 682-2556.

HARASSMENT POLICY

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

Norwescon members and convention staff have the right to be free from unwanted harassment at the convention and while performing convention-related duties throughout the year. Harassment is behavior that focuses unwelcome attention on a person and either inappropriately crosses reasonable expectations of social boundaries or continues after a clear showing of disinterest or a request to desist.

Harassment during the year may be reported to the Personnel executive, the person's immediate supervisor, the chair, or the vice chair. At the convention, harassment reports are handled by convention security or the Personnel executive. Any staff member wearing a convention badge may receive a report of harassment. Each staff member is responsible for treating a person making such a report with respect and to offer to accompany the person to convention security or the Personnel executive. The Personnel executive may designate a person to receive reports of harassment on his or her behalf.

Violations of this policy may lead to a range of consequences based on the circumstances, from a warning to more serious steps, such as revocation of convention membership or banning from future conventions.

Convention staff are required to report all incidents brought to their attention. These incidents should be reported to convention security or the Personnel executive as soon as possible.

WEAPONS POLICY

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

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

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

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

Peacebonding is required on all weapons visibly worn/carried on the hotel property, including parking areas and indoor spaces. The only type of peacebonding allowed is that provided by the convention. Fashion coordinated substitutes are not sufficient.

NO unsheathed weapon allowed in ANY public space (unless approved in advance for Masquerade or Programming event in which bonding ties will be removed for such an event and replaced immediately afterward).

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

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

Some weapons are never allowed: tasers, batons, real guns, pepper spray, crossbows, slingshots, pellet guns, water pistols, blowguns, catapults, or any type of functioning projectile weapon.

SPECIAL CONSIDERATIONS FOR THE FOLLOWING:

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

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

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

Bows (again, crossbows are NOT allowed):

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

Any obvious appearing toy “side arms,” such as disruptors, phasers, laser tag pistols/rifles, laser pointers, or any other item that can project/emit light or sound shall be peacebonded and remain in an appropriate holster at all times or held in an appropriate manner. Exemptions must be authorized by qualified Security personnel.

Special consideration will be granted by the Convention Services Executive or a select designee by said Executive to Merchants or Dealers who display or show for the purpose of sale. Any weapons removed from the Dealers’ Room will fall under the above guidelines.

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

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

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

DRINKING

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

PARTIES

Guest rooms in Wing 5b and suites will be available for social events. A "social event" is a reception or open house-type event held in a guest room in Wing 5b or a hotel suite. Food and beverages may be served in compliance with hotel, state, and local regulations. Maximum occupancy guidelines will be enforced. Service of alcohol must be in accordance with Washington State Liquor and Cannabis Board provisions. A special occasion license or banquet permit must be obtained and posted in the suite. Events that do not qualify for a special license or permit must not serve alcohol. Alcohol service times must be in accordance with state regulations. Complete Social Event guidelines are posted on the Norwescon website.

SMOKING

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

ANIMALS

Although the DoubleTree is a pet-friendly hotel, only service animals are allowed in Norwescon convention space, not pets. Service animals may be issued a complimentary convention badge at registration. Please be considerate of other convention attendees when navigating hallways and convention space with your service animal. If you encounter a working service animal, please do not touch it without first asking permission from the owner. Contact the hotel for their specific rules about animals in guest rooms and public hotel areas.

FLYERS

Flyers may be posted only on the paper or cloth covered kiosks provided by Norwescon. Check at the Information

Table for locations. Do not attach anything to walls, windows, or doors. The hotel and/or the convention staff will remove any flyers found in unauthorized places.

SLEEPING IN HALLS AND STAIRWAYS

One word on this subject: Don't.

EVENTS

OPENING CEREMONIES

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

GUESTS OF HONOR BANQUET

The Guests of Honor Banquet is a special meal where you can be seated with one of our notable guests and seven other convention attendees in a relaxed, conversational setting. It is a great way to learn more about our guests of honor and Norwescon's community outreach initiatives. Tickets for this special event can be purchased when you purchase your membership. Tickets this year are \$80 per person.

ART IN ACTION

Come see art in action! Art in Action is a very special area where you can interact directly with artists and makers while they work. See the process unfold and ask questions as several artists, working in multiple media, show how they do it. There will also be artists and makers hosting create-an-item events (many for a small fee). Come down and take a look! If you like what you see, original works may be available on a limited basis. Art in Action is located on the first floor of corridor two. The schedule of events will be posted on the wall and in the online Guidebook.

ART SHOW

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

cloaks, and any large costume accessories that may cause safety concerns.

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

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

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

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

ONIONS AND ROSES

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

PHILIP K. DICK AWARD CEREMONY

The Philip K. (PK) Dick Award is presented annually for distinguished science fiction published in paperback original form in the United States. The Philadelphia Science Fiction Society sponsors the award, and the Northwest Science Fiction Society and Norwescon sponsor the award ceremony. For more information on the award, see: <http://www.philipkdickaward.org>.

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

CLOSING CEREMONIES

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

CONTESTS

MASQUERADE

Each year the Norwescon Masquerade showcases the works of many of the best costumers in the Pacific Northwest and beyond. The Masquerade is held Saturday night in Grand Ballrooms 2 and 3 and is open to all Norwescon attendees.

SINGLE PATTERN CONTEST

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

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

PROPS CONTEST

If your creativity runs toward working with wood, metal, craft foam, and duct tape then you might be interested in our props contest. Each year we select a theme for your creation, such as ray guns, future tech, wizard staffs, or magical hats. Check out the Norwescon website prior to the convention for more information.

EASTER EGG HUNTS

Since Norwescon falls during Easter weekend, you might be concerned that your little ones will miss out on hunting for Easter eggs. Fear not, because every year we provide egg hunts for children 12 and under, broken into age-appropriate groups. To demonstrate our awareness of allergies and dietary restrictions, we fill our eggs with small toys and stickers rather than candy.

SCAVENGER HUNT

The Norwescon Scavenger Hunt is an annual event that runs for several days during the convention. Ask about it at the Information Desk, or search for it on the Guidebook app.

NORWESCON PROVIDED SERVICES

CLOAK ROOM

The cloak room is located in Wing 7, room 7101. See the pocket program or online Guidebook for hours of operation. This is a free service provided by the convention for the use of convention members. The cloak room is for temporary storage of parcels, coats, and bags, and is not meant as a substitute hotel room, food locker, or storage of medications or medical supplies. Please make other arrangements for these types of items. We reserve the right to refuse any article. Norwescon is not responsible for items left in the cloak room. Use of the room is at your own risk. We suggest that before you place your items in the room, you make certain to understand the hours of operation. A 25¢ charge will be assessed for lost claim tags.

CONVENTION AND SECURITY OFFICES

The nerve centers of the convention are the convention offices. The main Convention Office and the Convention Security Office are both located in Olympic 3. Someone will be available all hours of the day to help iron out any wrinkles you may encounter.

DAILY 'ZINE

Norwescon's official daily 'zine contains news of the day from around the con as well as last minute schedule changes. Previously you could find paper copies scattered around the convention; now we are updating the 'zine to reflect the digital age. The most up-to-date information can be found on the Guidebook app.

GUIDEBOOK

Find the most complete information about Norwescon participants and activities online via Guidebook. Content is updated continuously after our paper publications go to print, including hyperlinks to our guests of honor and panelists' websites, schedule changes, convention information, interactive hotel maps, and downloadable materials from our panels. You can set up your own schedule of events and have the app send you reminders! Guidebook is user-friendly on iPhones, Android phones, tablets, and all other devices. There is a native app for iPhone and Android, and a mobile web app for other devices. Access it via <https://guidebook.com/g/nwc41/>

INFORMATION TABLE

Information about the convention, the hotel, and the local area can be found at the information table, located in the convention lobby, across from registration. You may recycle pocket programs there. If you have questions after the information table closes, please go to the convention office or the security office in Wing 7.

LOST AND FOUND

The lost and found is located in Olympic 3, the convention security office. If you lose something during the conven-

tion, check both the convention's lost and found and with the hotel. If it does not turn up right away, check back on Sunday afternoon—sometimes a lost item can take a while to be discovered and filter in.

Unclaimed articles left in the cloak room after 4 p.m. on Sunday will either go into the hotel's lost and found or will go home with Norwescon. Luggage and like items will be placed with the hotel, and miscellaneous and small items will be retained by Norwescon. Please check with both the convention and the hotel lost and found departments for items that you may have misplaced during the convention. After the convention, inquiries about lost items can be made to info@norwescon.org, or mail inquiries to 100 Andover Park W, Suite 150-165, Tukwila, WA 98188-2828. Inquiries should also be made with the hotel. Lost items will be kept until July 1 of the convention year. After that date, any unclaimed items will be auctioned at the Volunteer Picnic, with the proceeds going to the Northwest Science Fiction Society (NWSFS).

PEACEBONDING

SEE RULES AND POLICIES: Weapons Policy

TEENS AND TEEN RUNNERS

Norwescon recognizes that the future of convention attendees and volunteering staff will come from the teens currently attending the convention with their parents. In an effort to give you, our younger members, the opportunity to gain firsthand experience and a behind-the-scenes look into the world of conventions, Norwescon implemented the "Teen Runner" program. If you are between the ages of 13 and 17 and are looking for things to do at the convention, stop by Volunteers and try your hand in helping out as a Runner. There are jobs in many areas, such as Registration, Technical Services, Office Service, Volunteers, Masquerade, and Dispatch, which are suitable for teenagers and are vital to the convention.

VOLUNTEERING

Norwescon runs on volunteers, and without them no convention would be possible. As such, everyone is encouraged to volunteer at the convention for a few hours. There are many things that you can volunteer for that allow for attendance at certain events. As a bonus, volunteers who have helped at any time during the con have early entry into the Masquerade, may attend a special event arranged for them, are invited to a post-con party during the summer, may be entered in drawings for special gifts, and receive tokens to show our appreciation. Go to the volunteer table in the convention lobby or the Volunteer Office and sign up for a shift (or two, or three, or four, or five).

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

HOTEL PROVIDED SERVICES

POOL AND HOT TUB

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

INTERNET ACCESS

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

PARKING

The Hotel has a monitored parking system. There are four entry gates into the hotel parking lot. Tickets are dispensed

at each gate, and payment is made as you leave or in one of the marked kiosks in the hotel lobby. Off-site parking is also available nearby.

HOTEL PARKING RATES

- The first car registered to each hotel room is free.
- Any additional cars registered to the same hotel room are charged \$8.00 per day and receive in/out privileges.
- Attendees who drive to the convention but do not stay at the hotel, will be charged \$8.00 per 24-hour day with NO in/out privileges.
- Motorcycles are charged the same convention rate of \$8.00 per 24-hour day. No special motorcycle parking spaces are available, and a standard parking space must be used.
- If you are pulling a trailer and use more than one space, the parking fee will be based on the number of parking stalls used.
- Handicapped parking stalls are charged the same convention rate of \$8.00 per day.

Parking is always limited at Norwescon. Do not park in fire lanes. Do not park in spaces marked for those with disabilities unless you have a valid handicap permit. Please only park in marked parking spaces. Vehicles parked in unauthorized areas (including those set aside for reserved parking spaces) will be towed. Please park legally and walk the distance rather than parking in unauthorized areas. Many parking lots are available in the area, and some provide transport to and from the airport and hotel.

DOUBLETREE RESTAURANTS AND BARS

(Please note that hours are subject to change.)

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

Offers an expanded menu with breakfast pastries from

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

Fishbowl Grill

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

Coffee Garden

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

Seaports

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

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

Room Service

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

New Allergy Procedures

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

WHAT'S IN THE LOCAL AREA RESTAURANTS

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

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

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

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

L&L Hawaiian Barbecue - 18613 International Blvd., Bldg. B-3 (206-432-9646). Across International Blvd. from the convention hotel. The name says it all: Hawaiian style BBQ and other Hawaiian staples. Monday - Saturday 9 a.m. - 11 p.m.; Sunday 10 a.m. - 9 p.m.

Mango Thai Cuisine & Bar - 18613 International Blvd (206-243-1888). Across International Blvd. from the convention hotel. Casual, contemporary eatery offering a varied menu of classic Thai dishes and handcrafted cocktails. Monday - Friday 11 a.m. - 10 p.m.; Saturday - Sunday 12 p.m. - 10 p.m.

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

Sharp's Roaster & Ale House - 18427 International Blvd. (206-241-5744). Across from the convention hotel. Features rotisserie chicken, baby back ribs, smoked meats, and American food. Dining room open until 10 p.m. The Bent Prop Pub is open until 1 a.m. on Friday and Saturday.

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

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

CONVENIENCE STORES

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

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

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

GROCERY STORES

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

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

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

departments. Open 24 Hours.

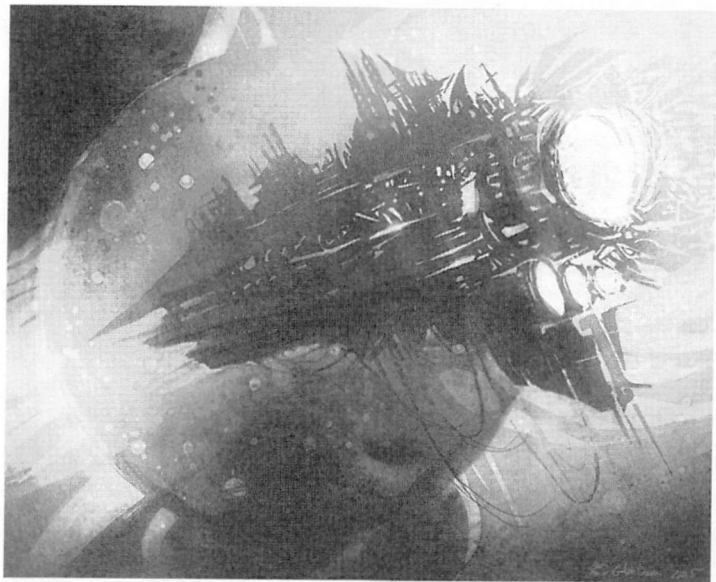
BANKS AND ATMS

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

TIPS FOR MAKING YOUR CONVENTION EXPERIENCE THE BEST

- Attach your badge to the outside of your outfit. This act saves you from having to fish it out when asked by door guards or convention security.
- Remember to carry your identification (driver's licenses, state identification, etc.) with you at all times. Identification is required at the hotel bars and room parties. Also, remember to bring money or your credit card; you never know when you will see something you want in the Dealers' Room or the Art Show.
- Note: You may be asked to provide your identification for entry into events and panels labeled "A" for adult or 18+ with ID. Without your ID, you may be refused entry.
- Floor 14 (Maxi's Lounge level) is limited to members 21+ with photo ID from 8:00 p.m. – 3 a.m. on Friday and Saturday; carry your ID or you might have to make the elevator journey twice.
- Carry the Pocket Program with you so that you know what's happening and where to find it.
- Download the Guidebook app and add Norwescon 41. Every year this app is expanded and now contains more than just the daily schedule. Guidebook is updated regularly during the convention to keep you up-to-date on what is happening or what has changed.

- Highlight the panels you want to attend so that you do not miss them.
- Check out the online schedule and calendar; sync the appropriate one with your smart phone.
- Ask for the Daily 'Zine at the information table each morning to learn of any changes to the daily schedule.
- Visit the Convention Lounge for a fannish family reunion. Catch up with old friends and share your fannish interests with new friends.
- Please remember to eat! As noted above, the hotel has several options available at a variety of price points, and there are other food options within walking distance. Due to the hotel's corporate policy changes, Norwescon is only able to offer snacks in our new Convention Lounge, but feel free to bring in your own food while catching up with friends.
- Smile and say "Hi" to the people around you! You never know who is standing next to you. They may be the next big author or artist. Then you can say, "I knew them when..."
- Volunteer. It's a great way to get to know people.



*Thanks for coming and
we hope you have a great
time!*