

*The Northwest Science Fiction Society proudly presents*

# *NORWESCON 19*

*April 4-7, 1996*

*Annual Northwest Science Fiction and Fantasy Convention*



*Four Liberties* © 1996 by Tom Kidd. From the forthcoming book, *Gnemo*.

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

## IMPORTANT NOTICE

Welcome to Norwescon 19! What follows in this pocket program is important information, rules, and services provided to you by Norwescon and the Red Lion Hotel. We suggest you read these before you start your weekend so you'll have a more enjoyable time.

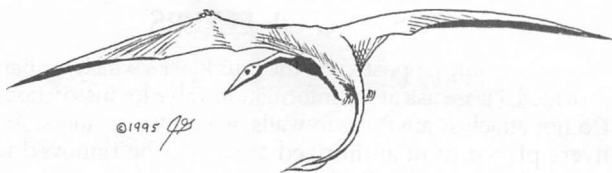
See ya around. Don't forget to come to Olympic Room 2 and join the team by volunteering for a shift or two! Thanks.

## DRINKING

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

There is another topic under the heading of responsible drinking which is a touchy subject... persons under 21 indulging in alcohol and other drugs. We, the Norwescon Committee, are realistic enough to know that if a young adult is determined to drink, it is not always possible to stop them. We *do* require that all parties serving alcohol check ID. Washington law forbids serving alcohol to minors with the exception of your own children and then only in your own home when there are no visitors. Drinking in the halls will not be tolerated. Responsible imbibing by those over 21 (that means not getting falling down drunk or becoming a menace to yourself and others) will not be noticed as much, and the heavy hand of the hotel detective and/or our Site Services director may not be felt. We want all of our members to have a good time at Norwescon, and we want you all to return home safely.





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## PARTIES

Room and Hall Parties are established traditions of SF conventions. Here are a few things that you need to know to make your party more enjoyable and safe for everyone. Persons planning a room party must register the party with the Convention Office in room 7106. A host or hostess (someone who will not be drinking) must be listed as the person responsible for the party and any incidents that occur there. Any open party not registered will be subject to closure. Room and Hall Parties are restricted to the party floors. No alcohol is allowed to leave these floors. If you are planning to have a room party, it must be located in a room on one of the party floors. If you do not want to be anywhere near the parties, request a quiet floor. A warning to party hosts: *keep watch on who is drinking*. We require that all parties serving alcohol check ID and not leave alcohol where anyone can grab it. The laws in Washington State say that if you are the supplier of alcohol to minors or to someone who is already drunk and they hurt themselves or others, YOU TOO are responsible for THEIR actions. There are also heavy fines for contributing to the delinquency of a minor if you are found to have supplied them with alcohol or drugs.

## SMOKING

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

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

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## POSTING OF FLYERS

Flyers may only be posted on the four kiosks which we have provided. Please ask at the Information Table for instructions. Do not attached anything to walls, windows, or doors. Any flyers placed in unauthorized areas will be removed by convention or hotel staff.

## WE ARE ADA AWARE

We at Norwescon are concerned about the needs of those who may not get around as easily as others. Indeed, there are those of us on the conglom that have special needs.

There are areas of the hotel that are difficult to get to if you have trouble using stairs, but there is a plan for dealing with all obstacles.

Assistance is as close as the nearest house phone. If you have need of assistance you can contact the Convention Office or Information Table. If you do not let us know that you are having difficulty we may never know and will miss the opportunity to assist you in enjoying the convention to the fullest.

Handicapped parking stalls will be charged the same convention rate of \$5.00 per day. If all the handicapped parking stalls become full, parking for those who would normally be eligible for a handicap stall will receive valet parking at no additional charge.

## SLEEPING IN HALLS AND STAIRWAYS

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

## INFORMATION

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

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## OFFICE

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

## VOLUNTEERING

Everybody is encouraged to volunteer at the convention for a few hours. There are many things that you can volunteer for that still let you attend certain events while helping the convention. As a bonus, volunteers who have helped at any time during the con have early entry into the Masquerade; may attend a special event arranged for them to meet with our Guests of Honor; are invited to a post-con party during the summer; may be entered in drawings for special gifts; receive tokens to show our appreciation; and have a chance to become the Volunteer Guest of Honor for the next Norwescon. Go to Olympic Room 2 and sign up for a shift (or two, or three, or four, or five) right now.

## FIRST AID

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

## PEACEBONDING

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

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## YOUNG AND FUTURE FANS

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

Norwescon also provides a quiet room for the purpose of feeding, changing, or resting a child. When using this room, parents must stay with their children.

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

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

## TEENS

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

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All persons ages 13 to 17 must be out of the public (and convention) areas of the hotel by 2am.

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

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

Norwescon is again hosting a **Teen Room**. This room is designed to provide teens with a space to gather, snack, play video games, watch TV, and talk. Teens can also sign up in this room to volunteer as runners. The Teen Room is located in room 7101.

## KIDKON

Located in rooms 1516, 1517, 1518, and 1519, KidKon is open to children from 3 to 12 years of age. The younger ones must be potty-trained and have had preschool or nursery school experience (your child needs to know how to play with others and be able to separate from you with a minimum of shrieking). This facility is a place where you can leave your children (for a fee) so that you may enjoy some time at the convention without them.

Because of the large number of children we serve (and the very limited staff), our hours are limited, as is the maximum number of children at any one time.

There are several tracks of programming that run constantly in these rooms. This includes video programming for separate age groups, crafts, and special projects. Storytellers and artists will drop by to entertain our small guests. As usual, there will be a special KidKon appearance at the Masquerade.

Once again, parents who participate will receive care at a lesser cost than parents who don't participate. If you provide goods or service to our group, it will also cost less.

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## QUIET ROOM

Since there are so many babies and toddlers in our group, an unsupervised room is provided where you and your little one can go to rest. You *must* stay with your child in this room. This room (1517) is located near KidKon and can be used for changing, napping, or getting away from the crowd. There is a limited supply of baby food, diapers and accessories available for a fee through KidKon. The daycare staff CANNOT devote the time finding baby-sitters for children that do not meet our age requirements. If at all possible, find a sitter for your wee one, and leave him or her at home. You will both be happier.

## CLOAK ROOM/LOST & FOUND

The Cloak Room is located behind registration, across from the Dealers Room. This is a free service provided by the convention for the use of convention members. It is meant to be used for temporary storage of parcels, coats, and bags; not as a substitute room or food locker. Please make other arrangements for inappropriate items. We reserve the right to refuse any article.

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

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

After the convention, inquiries about lost items can be made to P.O. Box 24207, Seattle, WA 98124 or call (206) 248-2010. Lost items will be kept until June 1, 1996. After that date, any unclaimed items will be auctioned at the Volunteers Picnic in the summer.



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## RESTAURANTS

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

Room service is available 24 hours a day.

Espresso is available from the espresso cart 5am-7pm.

The hotel also has two bars. Maxi's Lounge is open 5pm-2am Monday-Saturday, 5pm-1:30am Sunday. Happy Hour is 5-7pm. Seaports Lounge is open 11am-2am every day. Seaports lounge offers Happy Hour 5-7pm.

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

## HOTEL POOL AND JACUZZI

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

## HOTEL SHUTTLES

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

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## PARKING

By now you have experienced some of the new parking procedure. Here are some things to remember:

1. The first car registered to each hotel room is free.
2. Any additional cars registered to the same hotel room are charged \$5.00 per day and receive in/out privileges.
3. Attendees who drive to the convention but do not stay at the hotel will be charged \$5.00 per 24 hour time day with NO in/out privileges.
4. Motorcycles are charged the same convention rate of \$5.00 per 24 hour day. There are no special motorcycle parking spaces and a standard parking space need to be used.
5. If you are pulling a trailer and use more than one space, the parking fee will be based on the number of parking stalls you use.
6. Handicapped parking stalls are charged the same convention rate of \$5.00 per day. If all the handicapped parking stalls become full, parking for those who would normally be eligible for a handicap stall will receive valet parking at no additional charge.

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

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## BLOOD DRIVE and FOOD DRIVE

The King County Blood Bank will happily take donations during our "Isaac Asimov Memorial Blood Drive." They are located in the parking lot in front of the hotel and will be here *Friday only*. They will take blood between 10am and 4pm.

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

## FANZINE LENDING LIBRARY

The Norwescon Fanzine Lending Library is located across from the main Hospitality room.

Here you can find fanzines from around the nation. Please take some time to relax and read some of the wide variety of fan publications that are being published today.

Please return the magazines to the rack when you are done and do not remove them from the Hospitality area.

## THE CLAW

*The Claw* is Norwescon's official daily 'zine which carries news and entertainment. Copies can be found in the Fanzine Lending Library and throughout the convention after 9am each day.

As always, news, information, and other tidbits from members of the con are welcome and strongly encouraged. Boxes for your submissions are placed at some of the distribution points around the con. Items left by 11:30pm will be eligible to be included in the next day's edition.

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## ART SHOW

*Grand Ballroom 1*

Friday	Noon-6:30pm	(Printshop opens, written bidding on art with white tags, art with pink tags available for direct sale)
Saturday	9am-6:30pm	(Direct sales on white tags begins at 2pm)
Sunday	9am-Noon, 1-4pm	(Written bidding closes at noon. Voice auction at 1pm. Pick up/purchase successful written bids, direct sales and print shop items, Post auction sales of eligible art 1-4pm.)

## DEALERS

*Northwest Ballrooms 1, 2, & 3*

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

## REGISTRATION

*Convention Lobby*

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

## INFORMATION TABLE

*Convention Lobby*

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

## CLOAK ROOM/LOST & FOUND

*Behind Registration, across from Dealers Room*

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



# Friday Morning & Afternoon

# April 5

Room	9	10	11	Noon	1	2	3	4	5
Grand Ballroom 2					Movie Previews	Tom Kidd Slide Show			
Grand Ballroom 3	Tai Chi								
Cascade 1					Reading: Barnes	Reading: Osberg	Reading: Bennett	Reading: Moscoe	Reading: Bornstein
Cascade 2			So You Want to Write Poetry	Mighty Casey & Suidely Whiplash	Writers Workshop Closed	Publishing Poems	Writers Workshop Closed	Let Me Count the Ways...	There Was a Young Lady...
Cascade 3			Nuts & Bolts of Writing: MSFormat	Storytelling	Preparing an Art Portfolio	Healing Energy	Editing Non-fiction	Practical Anatomy	Costumes on a Budget
Cascade 4					Editing for Content	Eastern Religions	Celts vs. Protestants	Faith and Persona	Which Craft?
Cascade 5		Extraterrastrial Travelogue		Your Art & the Art Show	Library Research	Wormholes	Computers as Plot Devices	Costumes for Fun	Writing Hard SF
Cascade 6		Nuts & Bolts of Writing: Outlines	Nuts & Bolts of Writing: Chapters	Nuts & Bolts of Writing: Beginnings	Nuts & Bolts of Writing: Endings	Gothic 101	Nuts & Bolts of Writing: Deadlines	Gothic 102	You Don't Scare Me
Cascade 8								What's New at WotC?	
Cascade 11			Beginning Anatomy Workshop			Live Mask Casting		Building a Dragon	Caranilla Fan Assoc.
Cascade 12		Costuming with Spray Foam	Science Toys for Children and Adults		Acid Etching Demonstration	Sculpy Dragons	Watercolor Workshop		
Cascade 13		Human Figure and Drapery		Good Friday Church Service		A.C. Crispin's StarBridge Series	Music Journey & How To Find Your Spirit Guide		Costumes: Getting Started
Evergreen 1&2				The Romper Room			The Romper Room		
Evergreen 3				Name That Tune			Dragon & Friends Update	Richard Hescox Slide Show	
Evergreen 4				T.E.E.M.C.I.					Obscure Fantasy Art
Olympic 1		Internet Tour 1		Internet Tour 2	Nanotechnology	Planets in Unlikely Places	Building a Planet 1		Internet Tour 3
Alcove								Clubs and Cons	
Art Show									
Dealers									
KidKon									
Hospitality									
Gaming (Cascade 10)									

This schedule is more accurate than the times in the program book. Some changes may occur after this schedule is printed. Check *The Claw*—Norwescon's daily 'zine, the Information Table, and the schedules outside of each room for further changes.

# Friday Night

# April 5

Room	6	7	8	9	10	11	Midnight	1	2
Grand Ballroom 2	Banquet and Philip K. Dick Award			Friday Dance—Stardance					
Grand Ballroom 3									
Cascade 1	Reading: Lahti			Reading: Verona					
Cascade 2	I am Music and I Write the Songs	Poetry Reading: Robkin	Creating Your Own Religion	Poet's Corner					
Cascade 3	Shamanism	What I Did on My Summer Vacation	Toxic Exposure	How to Create a Fan Club					
Cascade 4	Wicca 101	Church Knights	Swords Sworn to the God						
Cascade 5	Horror of Hollywood	Masquerade Meeting	Urban Folk Tales	Book Selling	Vlad Dracula				
Cascade 6	Living in Latex 1		Terrors of the Flesh	Get Lost, Boys	Virtual Sex	Vampires and Sex			
Cascade 9		Computer Gaming	All the World's a Stage						
Cascade 11	Legend of the Five Rings Sealed Deck Tournament								
Cascade 12	Garage Robotics		Designing a Stained Glass Window	Getting Started in Acrylics					
Cascade 13	Shopping for Costume Supplies	Costumes: Presentation & Movement		Religion and <i>Babylon 5</i>					
Evergreen 1&2	The Romper Room		Anglicon's The Match Game						
Evergreen 3	Regency Dance		Drumming Jam Session		Open Mike Filking				
Evergreen 4									
Olympic 1	Computer Art	New Tech & Amateur Astronomy	Medieval Resources on/Net	Communications Revolution		Healing on the Net			
Alcove	Dragon Dronet Interview								
Art Show									
Dealers									
KidKon									
Hospitality									
Gaming (Cascade 10)									

# Saturday Morning & Afternoon

# April 6

Room	9	10	11	Noon	1	2	3	4	5
Grand Ballroom 2	Tai Chi		Virtual Reality Presentation	Lucasfilm Update	Movie Previews		Dark Ages Sword Demonstration		
Grand Ballroom 3			Dragon & Friends Sword Demo						
Cascade 1		Publishing Fanzines	Reading: Thomson	Reading: Addleman	Reading: Emerson	Writers Workshop Open		ASFA Auction	Reading: Mitchell
Cascade 2		Poetry Workshop		Venues for Reading	Shoot If You Must	Poetry Reading: Good	Rhyme of the Ancient Poet	Poetry Contest	So You Want to Read Poetry
Cascade 3		Arthurian Legend	Medicine Wheels	Herbal Healing	Femme Fatale	Workshop Closed	Exploring Psychic Areas	Marketing Yourself	X-Files Coffee Hour
Cascade 4		Alternate History	Ritual in Daily Life	Freedom of or from Religion	Baha'i 101	Mysticism & Science	Does Data Have a Soul?	Norse Religions 101	Horror in the High School
Cascade 5		Masquerade Meeting	Masquerade Meeting		Legal Issues on the Net	Building an Alien—Anatomy	Measles, Mumps, & Chicken Pox	Building an Alien—Intelligence	Do-It-Yourself SETI
Cascade 6	Comic Book Inking	Collecting Costumes		Marketing Short Stories	Jack-O'-Lantern Nights	When Genders Collide		Gaia Calls	The World Around Dracula
Cascade 9				Games That Suck		The Play is the Thing: Role Play		Developing a Game in an Hour	
Cascade 11		Magic Tournament (until 8pm)				Magic Tournament (until 8pm)			
Cascade 12		Decorating Paper		Scratchboard Techniques		Children's Art Workshop	Airbrush/Acrylic Painting Workshop		Pen & Ink Demo (until 7pm)
Cascade 13			Hat Making Workshop		Costuming Workshop: Patterns	Space Warps and Superstrings	Dr. Forward Slide Show		Computer Graphics
Evergreen 1&2					The Romper Room			The Romper Room	
Evergreen 3				Autograph Party Session 1	Autograph Party Session 2		Special Effects in the Movies		How Old is The Universe?
Evergreen 4									
Olympic 1		2001: A Moon Odyssey	Good Web Page Design	Future of Life Extension	Monsters from the Past	Galileo/Hubble Update	Building a Planet 2	Telescopes of the 21st Century	Starship Design
Art Show				What is a Club?		A.C. Crispin Interview		Betty Bigelow Interview	
Dealers									
KidKon									
Hospitality									
Gaming (Cascade 10)									

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# Saturday Night

# April 6

Room	6	7	8	9	10	11	Midnight	1	2
Grand Ballroom 2		Masquerade			Saturday Dance— Mastermix Cafe and Radio Show Dance Club				
Grand Ballroom 3									
Cascade 1	Reading: McCracken	Reading: Neason							
Cascade 2	Workshop Closed	What the Heck is Iambic Pentameter	Alternative Healing	Poet's Corner					
Cascade 3	Aura Healing Workshop		Tempest of the Gods Tournament						
Cascade 4	Horror Writers Workshop	So Who Was the Good Guy?	Not Just Dead White Males	The Elements					
Cascade 5		S&M 101 Kinks & Cons	Living in Latex 2		Kindred Assemble				
Cascade 8									
Cascade 9									
Cascade 11	Magic Tournament <i>Continued</i>		Art: Using Oils	What Medium Do I Use?			Pagan Circle <i>(Doors close at 12:15)</i>		
Cascade 12	Pen & Ink Demo <i>Continued</i>	Color Theory and Mechanics	Stained Glass Suncatcher						
Cascade 13	Massage Workshop			Serial Killers		Easter Vigil Church Service			
Evergreen 1&2	Creating Balloon Animals	The Romper Room							
Evergreen 3	The Artemis Project		Lucasfilm Update	Open Mike Filing		Open Mike Filing			
Evergreen 4									
Olympic 1	Science in the Mass Media	Online Research	The Basics of HTML	Internet Quiz Show					
Aicove									
Art Show									
Dealers									
KidKon									
Hospitality									
Gaming (Cascade 10)									

Daylight Savings Time begins at 2am Sunday morning. After 6am Sunday, program and video times are Daylight Savings.

# Sunday Morning & Afternoon

After 6am Sunday program and video times are Daylight Savings.

# April 7

Room	9	10	11	Noon	1	2	3	4	5
Grand Ballroom 2	Tai Chi			Art Auction		Art Auction		Onions & Roses	
Grand Ballroom 3				SCA Faire		SCA Faire			
Cascade 1		Reading: Scanlon SF	Publishing Artwork	No-Sewing Costumes	Reading: Cramer	Club League	Reading: D. Bigelow	Werewolf—The Other Monster	
Cascade 2		Poetry	Reading: C. Words	Verse for Children	And Whilst I Slept	CostumeCon 14	Business of Art	Not-So-True Facts in SF	
Cascade 3		Censorship	Women's Health Issue	Helpless Heroine?	Art Pricing	Dream Catchers	Funny Thing Happened/Grave	Alternative Relationships	
Cascade 4		Review Columns	Past Life	Judaism 101	Herbs: Tools & Symbols	Christianity 101	Christian Mysticism	Selling a Book: MS Submission	
Cascade 5		SWOC Auction	Technology & Book Publishing	So You Want to be a Programmer?	Can We Talk?	First Contact	Terraforming	Nuts & Bolts of Writing: Find Time	
Cascade 6		Nuts & Bolts of Writing: Organize	Interrogation Tech for Writers	Cyberculture as a Genre	The Coming Plague	Collaboration on the Internet	History & Wearing of Black	Stoker's Sources for Dracula	
Cascade 9									
Cascade 11		Legend of the Five Rings Built Deck Tournament						Making a Living from Art	
Cascade 12		Making Figurines			Costumes: Packing & Shipping	Beginning Airbrush Techniques			
Cascade 13		Easter Morning Church Service			Northwest Convention League Meeting		Historic Dance		
Evergreen 1&2				The Romper Room		The Romper Room			
Evergreen 3			Volunteer Event		Camarilla Post-Mortem				
Evergreen 4									
Olympic 1		Science & Tech in Historical/Fantasy		Better, Cheaper, Faster	Aye, Robots		Internet Tour 4	Fandom on the Net	
Alcove			How to Join a ConCom				John G. Cramer Interview		
Art Show									
Dealers									
KidKon									
Hospitality									
Gaming (Cascade 10)									

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**A Westercon\* bid for all ages.**

**Come celebrate the past, present,  
and future of Westercon at the  
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***Pre-Support: \$10.00***

***Pre-Oppose: \$19.98 (You keep your 2¢)***

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**Send your check to:**

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\*Westercon is a trademark of LASFS.  
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## HOSPITALITY & FANZINE LOUNGE

*Olympic Rooms 3 & 4*

Thursday	8pm-1am
Friday and Saturday	8am-1am
Sunday	8am-9pm

## KIDKON

*Rooms 1516, 1518 & 1519*

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

## QUIET ROOM

*Room 1517*

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

## TEEN ROOM

*Room 7101*

## GAMING

*Cascade 9 & 10*

Thursday	9pm-midnight
Friday and Saturday	10am-midnight
Sunday	10am-6pm
Award Ceremony	1pm

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

## BLOOD DRIVE

*Hotel Front Parking Lot*

Friday	10am-4pm
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## VIDEO ROOMS

*Rooms 2102, 2104 & 2106*

## THE ROMPER ROOM—A play room for grown-ups

*Evergreen Rooms 1 & 2*

Friday	Noon-9pm
Saturday	Noon-9pm
Sunday	Noon-5pm

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## MASQUERADE

Howdy. I am Don Glover, the younger, and I will be bringing you this year's Masquerade. I am planning a costumer friendly event in which we allow you, the costumer, to present your creation in the manner that suites you, while giving the audience the best show they have ever seen.

If you are not planning to participate in the Masquerade but would like to see the show from a backstage perspective, I am always acquiring staff for all areas of the Masquerade.

### Schedule

(Participant meetings are for your benefit—if you have never been in a masquerade before you are strongly advised to attend.)

#### Friday

Participant Meeting: 7pm *Cascade 5*

#### Saturday

Participant Meeting: 10:30am *Cascade 5*

Masquerade registration forms must be turned in at this meeting. You can get Masquerade registration forms at either of these meetings or at the Information Table. Children (age 12 and under) who will enter the main Masquerade and not the KidKon Masquerade need to attend one of these meetings with a responsible adult. A note of warning to parents: Children age 12 and under may enter either Masquerade. If a child enters the main Masquerade they will be judged in the "Juniors" division and might not win an award.

Volunteers Meeting: 11:30am *Cascade 5*

Deadline for submission of Masquerade Registration:  
1pm

Tech Crew Stations: 2pm *Grand 3*

On Stage Run-through: 3pm *Grand 3*

Though costumes are optional for the run-through, it is advised that shoes, alien feet, walking sticks, and anything else that might be cumbersome or hinder your vision or walking be worn.

Masquerade starts: 6:30pm *Grand 2 & 3*

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A videotape of the Masquerade will be available for purchase. It will be a high-quality VHS video with multi-camera setup and stereo sound. Cost to Masquerade staff, volunteers, and on-stage performers is \$10 for the first copy and \$15 for any additional copies. Copies will also be available to other conventioners for \$15 each. Orders for videos will be taken during the con and tapes will be mailed out as soon as they are produced.

## Hall Costumes

Joy Day and the Beyond Reality Costumers guild will again be recognizing hall costumes with awards.



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## NORWESCON 19 VIDEO SCHEDULE

### **2 THE BABY HED CHANNEL**

In an attempt to follow the theme of NWC 19, *The Year of the Child*, we here in video programming are bringing you Baby Hed. This delightful puppet will introduce many of the programs featured on this channel. Hong Kong films are a highlight of the programs presented here, including the original cut of Jackie Chan's *Rumble in the Bronx*. Broadcast on channel 2 throughout the hotel and in Video Viewing Room 2102.

### **6 THE ANIMATION CHANNEL**

Showing animation for both children and adults alike, we are featuring films from America, Japan, and the rest of the world. Be sure to watch Canada's *Reboot*. This fully computer animated cartoon features a cameo by *The X-Files*' Gillian Anderson as the voice of Data Nully in the "Web World War" episodes. Broadcast on channel 6 throughout the hotel and in Video Viewing Room 2104.

### **14 THE SCIENCE FICTION AND FANTASY CHANNEL**

Those classics we've seen dozens of times plus a few surprises. *The Masquerade* will be shown live on Saturday night, and rebroadcast at midnight and again at 4pm on Sunday. Broadcast on channel 14 throughout the hotel and in Video Viewing Room 2106.

All show times are tentative. Actual starting times may be different. These are the anticipated channels of broadcast and may be changed. Check the daily 'zine, *The Claw*, for any changes. The listed ratings are not the actual ratings of the movies but are provided as a guideline.

† Indicates a wide screen (letterbox) presentation



TIME	CHANNEL	TITLE	RUNNING TIME	RATING
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### THURSDAY

4:00pm	3	The Jungle Book ( <i>live action</i> )†	1:51	PG
	14	Star Trek II: The Wrath of Khan	1:54	PG
5:00	2	Dune	2:56	PG
6:00	3	The Lion King†	1:28	G
	14	Star Trek III: The Search for Spock†	1:45	PG
7:30	3	My Neighbor Totoro	1:26	G
7:45	14	Star Trek IV: The Voyage Home†	1:59	PG
8:00	2	Jackie Chan: Rumble in the Bronx†	1:45	PG
9:00	3	Sleeping Beauty	1:30	G
9:45	2	Jackie Chan: Island on Fire†	1:32	PG
	14	MST-3k versus Star Trek V	1:50	PG
10:30	3	The Nightmare Before Christmas†	1:16	PG
11:45	14	Baby Hed's Intro to American Gothic	:15	PG

### EARLY FRIDAY

Midnight	2	Jackie Chan: Armor of God†	1:39	PG
	3	Akira†	2:04	R
	14	American Gothic Marathon	9:30	PG
1:45am	2	Blue Velvet†	2:05	R
2:00	3	Spike & Mike's Twisted Animation	:57	PG
3:00	3	The Lawnmower Man	2:20	R
3:45	2	Eraserhead†	1:30	R
5:15	2	The Little Mermaid	1:23	G
5:30	3	George Orwell's Animal Farm	1:12	PG

### FRIDAY MORNING

6:35am	2	Beauty and the Beast†	1:24	G
6:45	3	Cinderella	1:15	G
8:00	2	Gunhed†	1:39	PG
	3	Star Trek Toon Festival	8:00	G
	14	American Gothic Marathon (cont.)	1:30	PG
9:30	6	Dinosaur! (science)	1:35	G
9:45	2	Waterworld†	2:15	PG

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11:15	<b>14</b>	Jurassic Park†	2:07	PG
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### FRIDAY AFTERNOON

Noon	<b>2</b>	Street Fighter†	1:42	PG
1:30p m	<b>14</b>	Dragonslayer	1:49	PG
1:45	<b>2</b>	Big Trouble in Little China†	1:40	PG
4:00	<b>2</b>	Batman Forever†	2:02	PG
	<b>3</b>	Tank Police	2:40	PG
	<b>14</b>	The Abyss†	2:51	PG

### FRIDAY EVENING

6:15pm	<b>2</b>	Legend	1:31	PG
6:45	<b>3</b>	The Dagger of Kamui	2:12	PG
7:45	<b>2</b>	Pulp Fiction†	2:34	R
8:00	<b>14</b>	Highlander	1:56	R
9:00	<b>3</b>	Legend of Arislan	:59	PG
10:00	<b>3</b>	Oh My Goddess	1:57	PG
	<b>14</b>	MST-3k versus Highlander 2	1:33	R
10:30	<b>2</b>	Wicked City†	1:30	R

### EARLY SATURDAY

Midnight	<b>2</b>	Evil Dead Flesh-tival†	4:30	R
	<b>3</b>	Bubblegum Crisis	5:33	PG
	<b>14</b>	Alien†	1:57	R
2:00am	<b>14</b>	Aliens†	2:34	R
4:30	<b>2</b>	Phantasm†	1:30	R
4:35	<b>14</b>	Alien <sup>3</sup> †	1:55	R
5:30	<b>3</b>	Astroboy	1:50	G

### SATURDAY MORNING

6:00am	<b>2</b>	The Aristocats	1:30	G
6:30	<b>14</b>	Beetlejuice	1:32	PG
7:20	<b>3</b>	Award Winning Animation	:40	PG
7:30	<b>2</b>	Reboot:Talent Night	:23	G
8:00	<b>2</b>	Roswell	1:35	PG
	<b>3</b>	Aladdin†	1:30	G
	<b>14</b>	Star Wars IV:A New Hope†	2:01	PG
9:35	<b>2</b>	Alien Autopsy	1:06	PG
9:45	<b>3</b>	Snow White and the 7 Dwarves	1:24	G

10:00	<b>14</b>	Star Wars V:The Empire Strikes Back†	2:04	PG
10:45	<b>2</b>	The X-Files:Duane Barry/Ascension	1:35	PG
11:15	<b>3</b>	Who Framed Roger Rabbit?†	1:44	PG

### SATURDAY AFTERNNON

Noon	<b>14</b>	Star Wars VI: Return of the Jedi†	2:13	PG
12:30pm	<b>2</b>	Fire in the Sky†	1:51	PG
1:00	<b>3</b>	The Rescuers Down Under	1:16	G
2:27	<b>14</b>	The Dark Crystal†	1:33	PG
2:30	<b>2</b>	The Brady Bunch Movie†	1:30	PG
	<b>3</b>	Peter Pan	1:17	G
4:00	<b>2</b>	Tank Girl†	1:45	PG
	<b>3</b>	Fantasia	2:00	G
	<b>14</b>	The Planet of the Apes†	1:52	PG
5:45	<b>2</b>	Plan 9 from Outer Space	1:19	PG
5:55	<b>14</b>	Beneath the Planet of the Apes†	1:35	PG

### SATURDAY EVENING

6:00pm	<b>3</b>	Allegro Non Troppo	1:15	PG
7:15	<b>2</b>	Ed Wood†	2:07	R
	<b>3</b>	A Midsummer's Night's Dream	1:49	PG
7:30	<b>14</b>	MASQUERADE (Live from Spandex Hall!)	2:30	PG
9:15	<b>3</b>	Cool World†	1:41	PG
9:30	<b>2</b>	Virtuosity†	1:45	R
10:30	<b>14</b>	The Day the Earth Stood Still	1:32	PG
11:00	<b>3</b>	Root Search	:44	PG
11:15	<b>2</b>	20 Years of Rocky Horror	:45	PG

### EARLY SUNDAY

Midnight	<b>2</b>	The Rocky Horror Picture Show†	1:46	R
	<b>3</b>	Light Years	1:19	PG
	<b>14</b>	MASQUERADE	2:00	PG
1:30am	<b>3</b>	Reboot:Wizards & Warriors	:23	G
1:45	<b>2</b>	Intro to Hong Kong Festival	:15	PG
1:53	<b>3</b>	Reboot:Bad Bob	:23	G
2:00	<b>2</b>	A Chinese Ghost Story I†	1:35	R
	<b>14</b>	Forbidden Planet†	1:42	PG

2:16	<b>3</b>	Reboot:Infected	:23	G
2:39	<b>3</b>	Reboot:Web World Wars Trilogy	1:06	G
3:45	<b>2</b>	A Chinese Ghost Story II†	1:42	R
	<b>14</b>	RoboCop	1:43	R
4:00	<b>3</b>	Lady and the Tramp	1:15	G

### TIME CHANGE

Daylight Savings Time begins.

Times listed after this point are Daylight Savings.

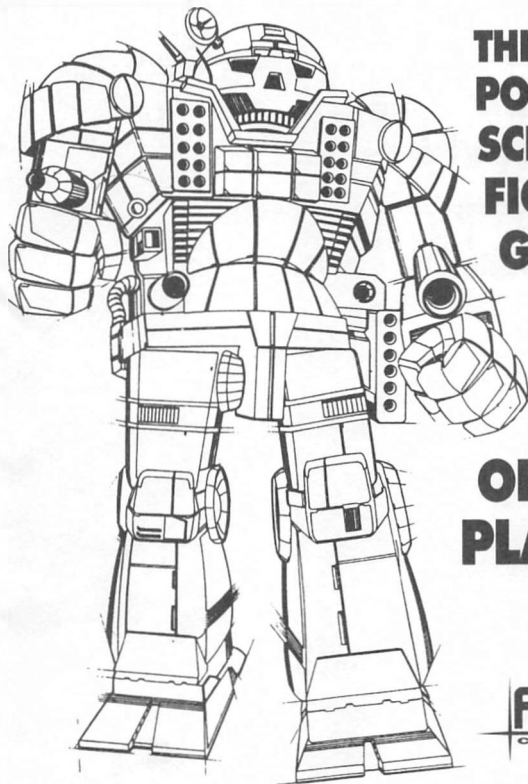
### SUNDAY MORNING

6:30am	<b>2</b>	A Chinese Ghost Story III†	1:49	R
	<b>3</b>	Innerspace†	2:00	PG
	<b>14</b>	Flatliners†	1:51	R
8:30	<b>2</b>	Thunderbirds†	:30	G
	<b>14</b>	Reboot:High Code	:30	G
9:00	<b>2</b>	Tron†	1:35	PG
	<b>3</b>	Lensman	1:48	PG
	<b>14</b>	2001: A Space Odyssey†	2:19	PG
10:35	<b>2</b>	Mortal Kombat†	1:41	PG
11:00	<b>3</b>	Bubblegum Crash	2:19	PG
11:30	<b>14</b>	2010	1:55	PG

### SUNDAY AFTERNOON

12:30pm	<b>2</b>	Johnny Mnemonic†	1:38	R
1:30	<b>3</b>	Orange Road	1:44	PG
	<b>14</b>	Metropolis	1:23	PG
2:30	<b>2</b>	Repo Man†	1:33	PG
3:00	<b>14</b>	E.T. The Extra-Terrestrial	1:55	PG
3:15	<b>3</b>	Vampire Princess Miyu	1:40	PG
4:20	<b>2</b>	American Gothic Marathon *Rebroadcast	9:30	PG
5:00	<b>14</b>	MASQUERADE	2:00	PG

# **BATTLETECH<sup>®</sup>**

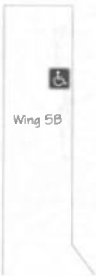


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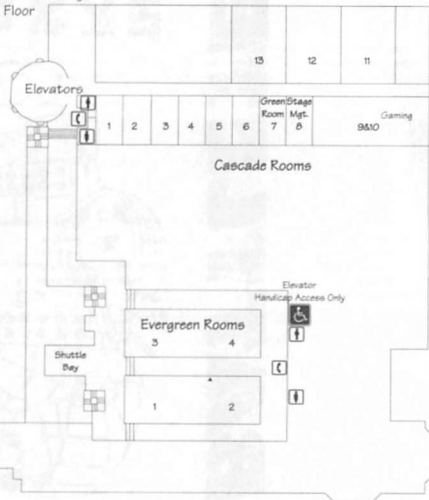
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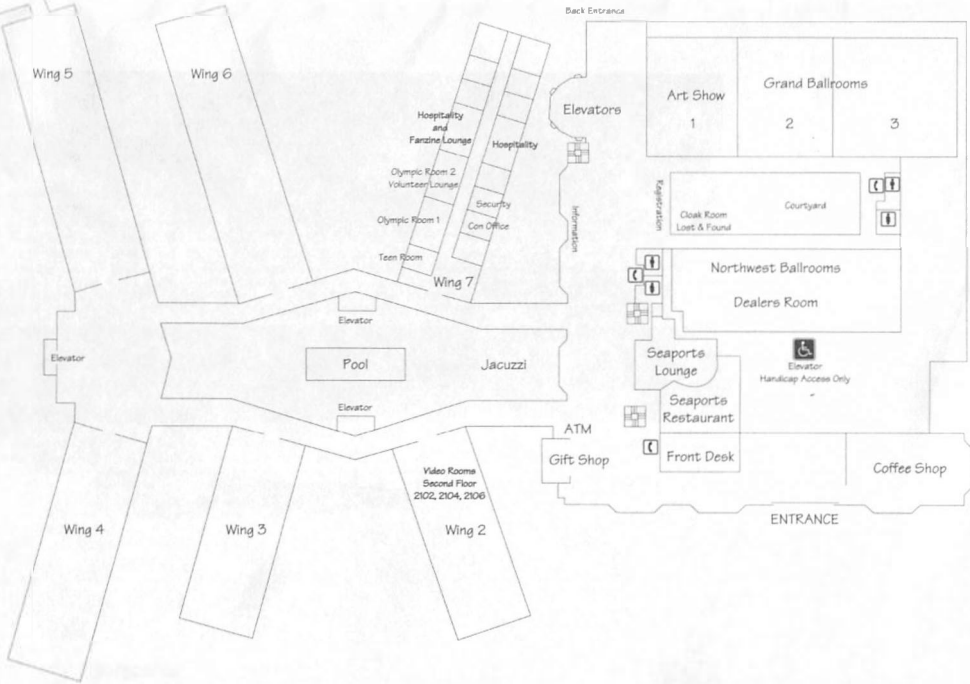


Maxi's Restaurant & Lounge  
14th Floor

KidKon  
1516, 1518, 1519  
(5th Floor)  
Quiet Room  
1517



Second Floor



Wing 5

Wing 6

Hospitality and Fanzine Lounge

Hospitality

Olympic Room 2  
Volunteer Lounge

Olympic Room 1

Teen Room

Security

Con Office

Wing 7

Elevator

Pool

Jacuzzi

Elevator

Elevator

Back Entrance

Elevators

Art Show

Grand Ballrooms

1

2

3

Registration

Cloak Room  
Lost & Found

Courtyard

Northwest Ballrooms

Dealers Room

Seaports Lounge

Seaports Restaurant

Elevator

Handicap Access Only

Front Desk

Coffee Shop

ATM

Gift Shop

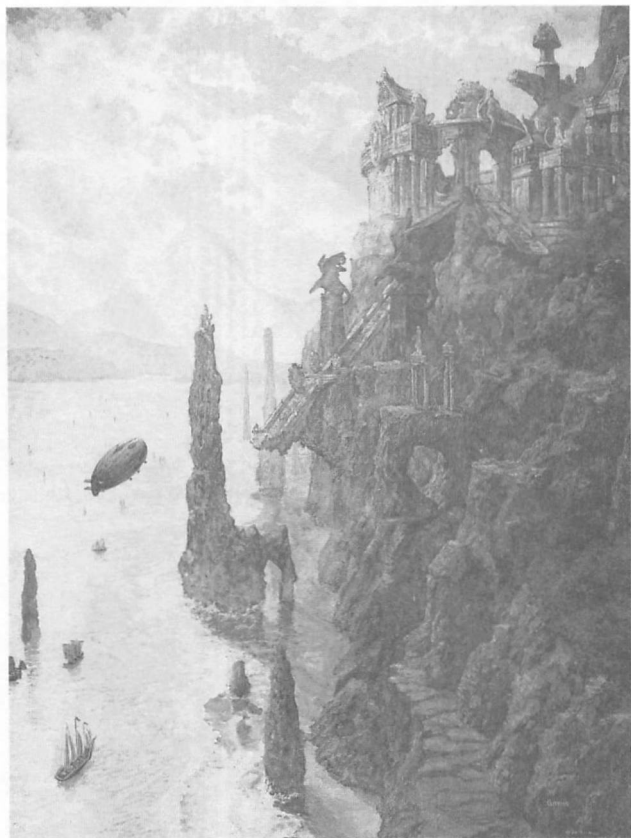
Video Rooms  
Second Floor  
2102, 2104, 2106

Wing 4

Wing 3

Wing 2

ENTRANCE



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