

The Northwest Science Fiction Society proudly presents

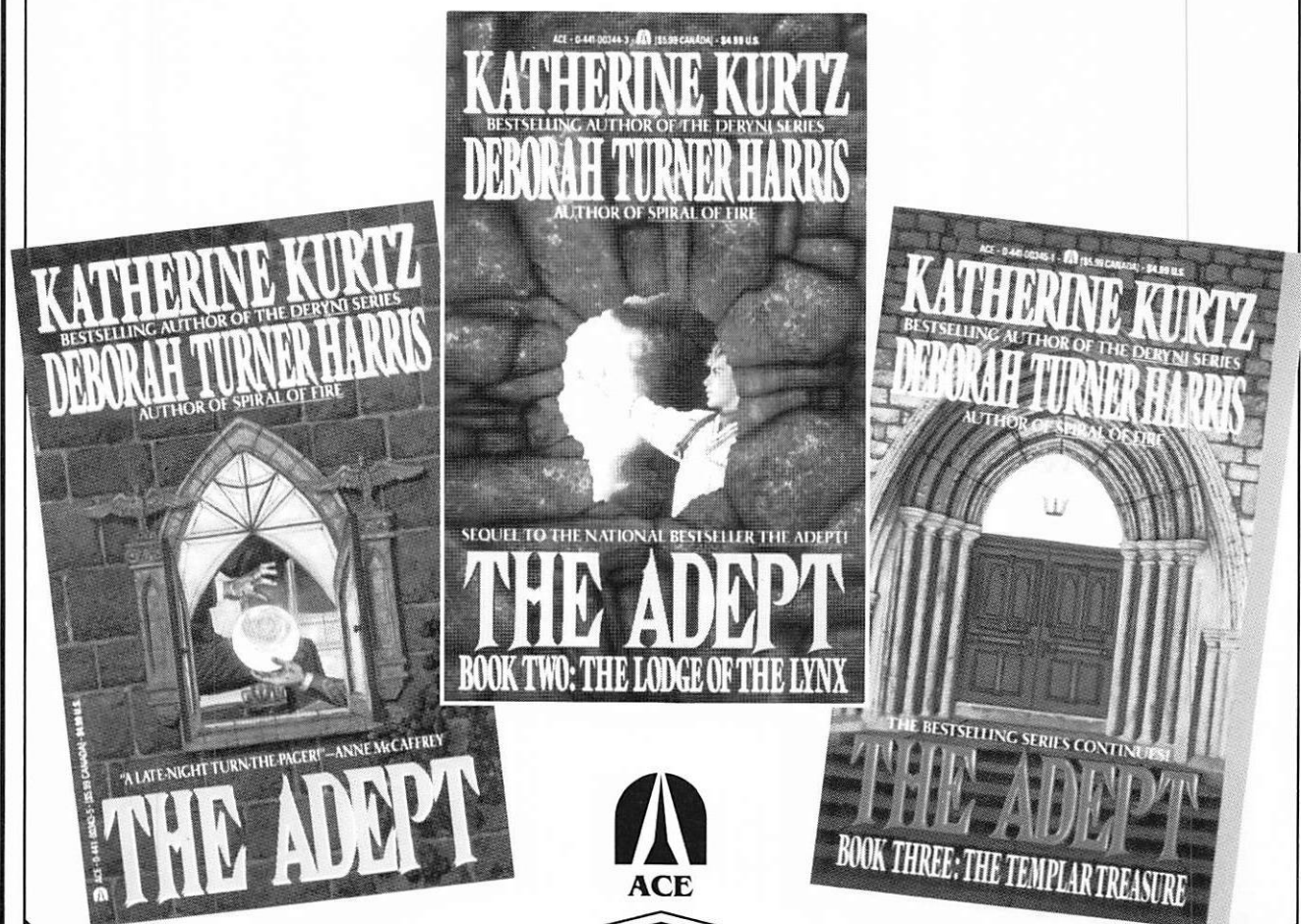
NORWESCON 17

March 31 - April 3, 1994

Annual Northwest Science Fiction Convention



ACE CONGRATULATES
NORWESCON '94
GUEST OF HONOR
KATHERINE KURTZ
CO-AUTHOR OF
THE BESTSELLING
ADEPT SERIES



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The Northwest Science Fiction Society proudly presents

NORWESCON 17

March 31-April 3, 1994

Annual Northwest Science Fiction Convention

MARCH 31ST - APRIL 3RD, 1994 - RED LION HOTEL/SEATAC

Seventeenth Annual Northwest Regional
Science Fiction Convention

Sponsored by the:
Northwest Science Fiction Society
P.O. Box 24207
Seattle, WA 98124

Guests of Honor

KATHERINE KURTZ
SCOTT MacMILLAN

Artist Guest of Honor

DARRELL K. SWEET

Fan Guest of Honor

PEGGY RAE PAVLAT

Volunteer Guest of Honor

DEBORAH A. WOOD

Editor Guest of Honor/Toastmaster

JANNA SILVERSTEIN

Table of Contents

Harpy Thyme © 1994 by Darrell K. Sweet.

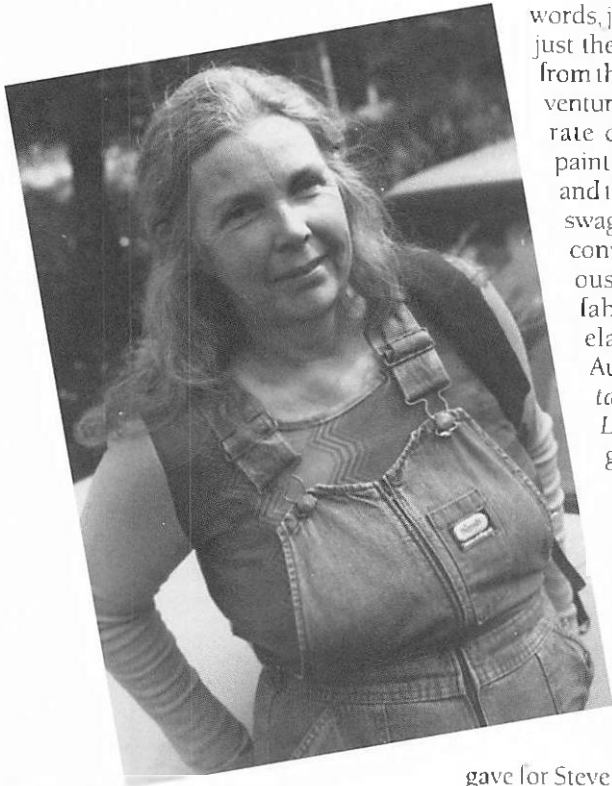
Cover for the book by Piers Anthony, published by Tor Books.....	Cover
In Memorium by Lynne Taylor Fahnestalk.....	2
Programming.....	3
Guests of Honor: Katherine Kurtz and Scott MacMillan by Anne McCaffrey.....	26
Art Guest of Honor: Darrell K. Sweet by Charles Toutant.....	29
Fan Guest of Honor: Peggy Rae Pavlat by Nancy Atherton.....	31
Volunteer Guest of Honor: Deborah A. Wood by Deborah A. Wood.....	33
Editor Guest of Honor/Toastmaster: Janna Silverstein by Katharine Kerr.....	35
Fiction: Prologue from Two Crowns for America by Katherine Kurtz.....	37
Gallery I.....	39
Guests of Norwescon.....	43
Fiction: Prologue from Knights of the Blood II: At Sword's Point by Scott MacMillan.....	61
Gallery II.....	62
Dealers.....	73
Members of Norwescon.....	75
Advertisers & Art Credits.....	79
Acknowledgements.....	80
Nametag © 1994 by Norwescon	



Dedicated to all of our many friends and family that passed away this year.

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IN MEMORIAM



ANNETTE MERCIER

February 14, 1931 - January 24, 1994

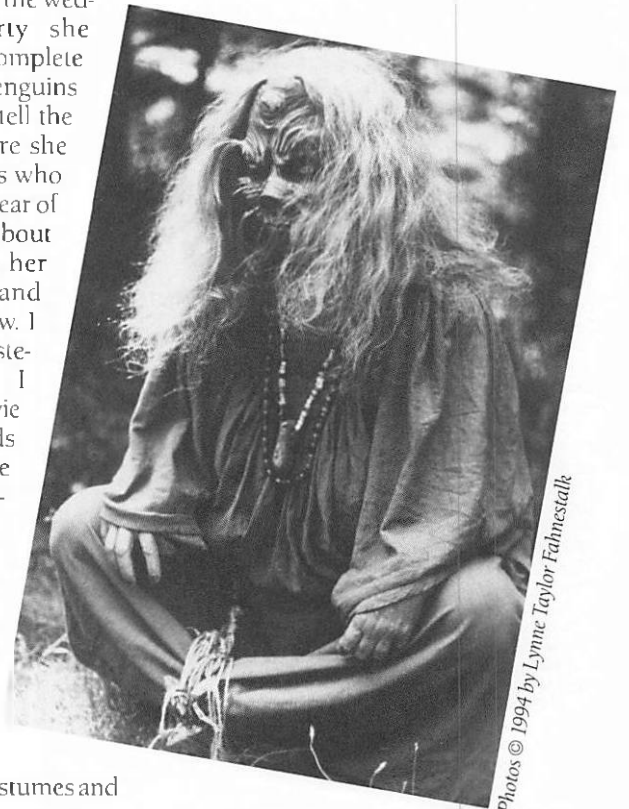
Annette Mercier, talented artist and costumer, actress, Earth Mother, free spirit, positive thinker and jovial friend, died January 24, 1994. She is survived by her husband, Tom Radine, two brothers, three children, four grandchildren and two great-grandchildren. Annette moved from Texas to the Pacific Northwest in the late 1960s. She attended her first SF convention in 1978 (we think it was Norwescon) and was an enthusiastic participant at conventions throughout North America for sixteen years. It took me many hours of deliberation to decide just what I wanted to say about my dear friend Annette. I have been searching for just the right

words, just the right stories to tell, just the right moments to share from the past 13 years. All the adventures, all the funny and elaborate costumes, the heartfelt paintings, the masks, the jokes and that great Texas/Mac West swagger. I should tell a million convention stories—all hilarious. I should tell about her fabulous costumes—from elaborate recreations like Aughra from *The Dark Crystal*, the Junk Lady from *Labyrinth*, and The Penguin from *Batman Returns*—to her ultra-silly costumes like “the Space Mime”, and “the California Raisin”, “the Rustycon Slug”, “the Tap-Dancing Robot”, and of course, “the Bride of Elvis”. I should tell the story of the wedding party she

gave for Steve and me—complete with Avram Davidson, penguins and fireworks. I should tell the whale watch story where she and I were the only ones who saw the great grey leap clear of the water. I should tell about her parade of animals, her amazing green thumb and the outhouse with a view. I should tell about the mysterious Tarot reading. I should tell about the movie marathons, the silly cards and the sillier presents, the swimsuit story, the Portland fire drill story and why we are all Neville Brothers. But all these stories are best told one-to-one or in small groups of her friends. So, if you knew her and loved her (as so many of us did); or if you enjoyed her many costumes and

delightful paintings; or if you had a chance to speak with her in Hospitality; or if you would just like to pay tribute to a truly grand lady—sometime during Norwescon, raise a glass to Annette Mercier, thank her for enriching our lives, and wish her well wherever she may be. She would appreciate it. Annette was a dear, dear friend. We'll miss her terribly. Goodbye.

—Lynne Taylor Fahnestalk



Photos © 1994 by Lynne Taylor Fahnestalk

PROGRAMMING

INTRODUCTION TO THE PROGRAM

The Norwescon Program can be regarded as sort of "meta-convention"—that is, the raw materials out of which one can construct one's own convention. We expect that no one attending Norwescon will experience exactly the same con, but do hope we've provided you with the opportunity to have the convention you want.

This year our themes are the Paranormal and Robotics and we offer many panel discussions on these subjects. In addition to our regular programming tracks of Writing, Art, Science, Costuming, Music, Gaming, Video, and Collecting, we also offer tracks in Magic, Medicine, Mythology, Research, Secret Societies, the 22nd Century, and War.

Each day there is a different "Science Fair" in Evergreen 1&2. Each fair has hands-on exhibits, demonstrations, and panel discussions. Drop by the rooms throughout the day and play for awhile and listen to panels on Gaming, Space, Cyberarts and Virtual Reality, and Video.

The following schedule shows most of the programming events. Whereas much work has gone into the scheduling of events and making the listings as complete and accurate as possible, things tend to change and panelists sometimes have to drop out. Be sure to check the Pocket Program to verify that the programs you wish to attend are still listed for the same time and location. More up-to-the-minute changes are listed at the Information Table in the convention lobby. Programs start on the hour and are one hour long unless stated otherwise.

The convention committee welcomes you to Norwescon 17 and hopes that you have an enjoyable convention.



The Magic Engineers © 1994 by Darrell K. Sweet

THURSDAY, MARCH 31

3-10 PM

Evergreen 1&2

SCIENCE FAIR—GAMING

This exhibit includes demonstrations, discussions, and opportunities to play computer games, card games, and roleplaying games. Specific panels are listed in the program descriptions.

3 PM

Grand Ballroom 2

It's Magic

Beverly Marshall Saling,

other wizards from *Wizards of the Coast*

Finding, collecting and trading the hottest cards around.

Cascade 1

The Hook

Bruce Taylor, Steve Barnes, Kent Patterson

How to reach out and grab your reader and never, never let him go until that very last page.

Cascade 2

Reading

Michael Armstrong

Cascade 3&4

Collecting First Editions

Daryl F. Mallett

This discussion will cover how to decide what to collect and where to find those rare books.

Cascade 5&6

Forever Knight

Becky Thomson, Diana Vick

This little-known late night television series features an intriguing vampire cop.

Cascade 7&8

Why Do We Need to Believe in the Paranormal?

Karen Rall, Ph.D.

Why do people believe (or not believe) in E.S.P., ghosts, and other paranormal occurrences?

Cascade 9&10

Vampire Art

Jean Dudley, Mary Prince, Wade Racine, Dan Fruchterman

A lively discussion on just exactly what vampires really look like.

Cascade 13

Warbots

Mike Kelly

A talk about the future of warfare, *Bolo* series to *Warbots*.

Evergreen 1&2

Gaming and the Gaming Market

Daniel Carver, Rick Garfield, John Sapienza

Three people who create games talk about games and the gaming market.

4 PM

Grand Ballroom 2

The Order of Knight's Templar

Donald McQuinn, Scott MacMillan

Order of the Knight's Templar, Magistral Legate to Ireland—Scott MacMillan—and Don McQuinn will discuss this ancient society and its place in today's world.

Cascade 1

Quick Sketch: Robots

Julia Lacquement

Come draw robots with Julia Lacquement. If you can't or won't draw, you can give suggestions or just watch. It's all fun.

Cascade 2

Reading

Steve Barnes

Cascade 3&4

Psychology of Dreams

Karen Rall, Robin James Burchett

Do dreams come true? Do they have meaning in our waking lives? Can you control what you dream? This is the place to find out.

Cascade 5&6

The Generation Ship

Greg Bennett, Leonardo Rufo

An engineer and an artist discuss spacecraft design.

Cascade 7&8

Will There Ever be a Data?

Amy Thomson, Ray Vukcevic

Robots, androids, "Virtual Girl's"—can we ever really create ourselves mechanically?

4-7 PM

Evergreen 3&4

Magic Tournament

Wizards of the Coast

What are all those people doing with those cards? How do you get the cards? What do you do with them once you get them? This fast growing game is demonstrated by the creators.

5 PM

Cascade 1

Performance Writing: The Movie Script

Daryl F. Mallett

For the professional writer, the how-to's of writing a script for the movies.

Cascade 2

Reading

Carol Severance

Cascade 3&4

Collecting Art

Jon Gustafson, Margaret Organ-Kean, Larry Lewis

Getting started, what to collect, how to maintain your collection.

Cascade 7&8

Covers

Betsy M. Mott

Book covers, magazine covers, program book covers, how to break into this art specialty.

Cascade 9&10

Art Demo: Black and White Illustration

Steve Gallacci

A demonstration of illustrating for black and white reproduction.

Cascade 13

Collecting Movie Memorabilia

Chris Lightfoot, Paul David Grover

Scripts, posters, T-shirts, props—what to collect and how to do it.

5-7 PM

Grand Ballroom 2

Going to Hollywood

Dragon, Bill Hay, Sean Runions, Sarah Bedrossian, Dean Johnson

Dragon and friends talk about getting to Hollywood, finding work, building reputations in the industry and helping others achieve that goal.

6 PM

Cascade 1

Nuts and Bolts of Writing: Pacing

James Ernest, Linda Nagata, Ray Vukcevic

Keeping the story moving.

Cascade 2

Reading

Robin James Burchett

Cascade 3&4

Hall Costumes

Richard Wright, David Tackett, Vicki Glover, Hans Meier

Hall costume judges and costumers talk about costumes worn for pleasure and show.

Cascade 5&6

22nd Century Communication

Kent Patterson, S. Mike Tanaka

If the information highway is upon us, what will the next century bring?

Cascade 13

Star Wars Roleplaying Games

Mike Kelly

A description of the Lucas-inspired roleplaying games.

6-8 PM

Cascade 9&10

Life Drawing

Larry Lewis

Models Diana Vick (pirate) and Carol Monohan (historical) will pose for artists. Bring sketch pad, and pen, pencil or charcoal to practice drawing the living figure.

7 PM

Cascade 1

Nuts and Bolts of Writing: Dialogue

Mike Moscoe, Kathy Tyers, Edd Vich

Do you really need all those quotation marks? How to make your characters speak like real people.

Cascade 2

Reading

Loren LeRon Coleman

Cascade 3&4

Masquerade Information Meeting

Rick Bligh, Vickie Bligh

Basic information on how to enter the masquerade. Questions answered here.



© 1994 by Margaret Organ-Kean

Cascade 5&6

Theater Costumes

Carol Monohan, A.L.H. Robkin, Joy Day

Theater costumes differ from other costumes, including those we see in masquerades. This panel will talk about those differences and how to break into this field.

Cascade 7&8

War Track: Overview

Raymond Churchfield, Cory Rueb, Ben Dilley, James Fiscus, Steve Gallacci, Don McQuinn

A guide to understanding the War track of programming. Panelists for the track will be introduced, terminology explained, reasons given, questions answered, and comments taken. Important to the novice and experienced alike.

Evergreen 3&4

Music

Kristi Austin

The first of our concerts. Come hear Kristi Austin (you may know her if you visited her bookstore) perform. Not to be missed.

8 PM

Cascade 1

Nuts and Bolts of Writing: Timing

Michael Armstrong, James Ernest, Beverly Marshall Saling

A roundtable discussion on the importance of timing and how to achieve it in your writing.

Cascade 2

Reading

Bridget McKenna

Cascade 3&4

Interspecies Communication

Maya Kaathryn Bohnhoff, Carol Severance

We are beginning to communicate with dolphins and whales. Elephants talk on a subsonic frequency, as we explore these methods of communication and translate them, are we learning to talk to our intergalactic neighbors at the same time?

Cascade 5&6

Art Demo: Sketching and Inking

David Duncan

Cascade 7&8

Developing Contacts

Durlyn Larson

Every contact you have with another person is a chance to sell your art. Durlyn recently produced Christmas cards for Providence Hospital and has since sold several pieces of art based on that contact.

Cascade 13

22nd Century Clothing

David Tackett, Dragon, Dean Wesley Smith

What will we be wearing ten, twenty, or one hundred years from now? Who will decide?

Evergreen 3&4

Music

Master Thomas Slye

A multi-talented performer that plays many musical instruments and does a very lively set.

8-9:30 PM

Grand Ballroom 2

Opening Ceremonies

Michael Citrak, Katherine Kurtz, Scott MacMillan, Janna Silverstein, Darrell K. Sweet, Peggy Rae Pavlat, Deborah Wood, Sue Bartruff

Welcome to Norwescon 17. A quick look at the program packet, remarks from our honored guests, a peek at what's coming up.

8-10 PM

Cascade 9&10

Art Demo: Mixed Media

Margaret Organ-Kcan

A two-hour demonstration of working with several media to create artwork.

9 PM

Cascade 1

Space Craft Design

Mike Moscoe, Leonardo Rufo

A writer and an artist look at the current and future designs of space craft.

Cascade 2

Reading

David Addleman

"A Few Watts Between Friends"

Cascade 3&4

Fannish Olympics Begin

Mark Richardson

Points to teams are given for participating in this event. Identify strange objects, begin the scavenger hunt and take part in other events too secret to list here. This is a fun event, so gather four of your best friends and compete in these events (one a day, culminating in a two-hour event on Sunday) and possibly win free passes to Norwescon 18 or other spiffy prizes.

Cascade 8

Mars Mission

Burt Webb

This is a audience participation discussion of what is happening with the Mars Mission and what should happen with it. Information may be gathered and sent to NASA and the government.



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Cascade 13

We Are the Camarilla

Wade Racine, Matt Buhrke, Susan Mohn, Kyle ManBar, Michelle Shephard

An introduction to the fastest growing live roleplaying game in the world. The Camarilla, started here in Seattle, is now an international organization with members numbering in the thousands. If you always wanted to know more about the interesting people wearing fangs and a lot of black, this is a good place to do so.

Evergreen 3&4

Music

Greg Robin Smith, Cymbric Early

This wonderful duo performs a variety of musical numbers.

9 PM-1 AM

Grand Ballroom 3

Thursday Night Dance

Shawn Marier

The alternative music dance

10 PM

Cascade 1

Research: Eavesdropping

Robin James Burchett

How to gather material for a book by listening to others. Is someone listening to you now?

Cascade 2

Reading

Ray Vukcevic

Cascade 3&4

Witches, Wizards & Warlocks: Lore

Thomas J. Lindell, Christopher Rush

From familiars to spells—arcane and interesting information.

10 PM-MIDNIGHT

Cascade 7&8

Magic Tournament

Wizards of the Coast

So now that you have those cards, what do you do with them? Find out here.

10 PM-1 AM

Grand Ballroom 2

Laser Tag

Brian Smith

Bring your gear and play in Norwescon's laser tag tournament. If you don't play, you can watch.

10 PM-2 AM

Cascade 9&10

Late Night Hospitality

10 PM-CLOSED

Cascade 13

Late Night Movies

Japanimation and first-run movies not yet out on video will be shown in this room. These items will not be shown on the convention video channels.

Evergreen 3&4

Filksinging

Steve Dixon

This is your chance to perform. Come sing along with the group.

11 PM

Cascade 3&4

Mars Colony: Recreation

Mike Kelly

Given the atmosphere and gravity on Mars, what will colonists do for recreation (given they have time after day-to-day survival).

11 PM-1 AM

Cascade 1

History of Roleplaying

Pro Ray

If you want to know what roleplaying is about, come and talk to the head of the Norwescon gaming department. Demonstrations will be given.

10 AM

Cascade 1

Medical Politics

Greg Abraham, Robert Howe

A serious look at the politics that will shape our future including health insurance coverage.

Cascade 2

Reading

Lenora Rain-Lee Good

Cascade 3&4

Hazards in the Studio

Betsy M. Mott, Steve Gallacci,

Robert D. Griffith

Artists often work with toxic chemicals. How do they protect themselves and the environment?

Cascade 5&6

Robotics: Ethics

Frank Catalano, Loren LeRon Coleman

We are on the verge of creating artificial intelligence. Now is the time to debate what morality and ethical considerations should be programmed into that intelligence. Give your opinion on this subject.

Cascade 13

UFO Sightings

David L. Doering, Craig Figley

The first reported Unidentified Flying Objects were seen over Mount Rainier in the 1940s and are still being seen all over the world today. Crop circles, the Peruvian chalk drawings, ancient cave drawings, and lights in the night sky will be the topic of discussion.

Evergreen 3&4

Didjeremob Ensemble

Doug Bridges, Ted Hunter,

Bryan Bridges, Jim Hunter

A performance by a unique troupe of instrumentalists from the Tacoma area performing on the Australian "didj", instruments that they have made themselves.

10 AM-1 PM

Grand Ballroom 2

Blue Screen Demo

Paul David Grover, David Tackett

You could be in the movies. Paul and David will use people from the audience to act in front of the blue screen and then show how that image is transposed onto various backgrounds to make movie magic. This is an actual demonstration of the equipment and technical expertise used for those amazing special effects.

FRIDAY, APRIL 1

9 AM

Grand Ballroom 2

Tai Chi

Steve Barnes

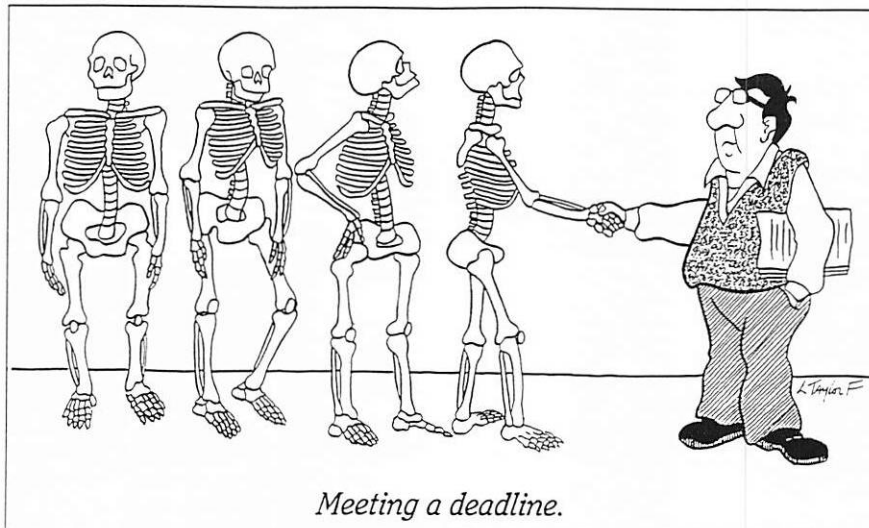
A one-hour participatory demonstration of the ancient art of moving meditation. Wear comfortable clothes and energize your entire day with this hour of gentle exercise and meditation.

10 AM-10 PM

SCIENCE FAIR-SPACE

Evergreen 1&2.

The L-5 Society, staff from NASA and many of our talented guests bring you displays, demonstrations, lectures, and slides about the current U.S. space program, space programs of other countries, and privately funded space programs. Specific panels are listed in the programming descriptions. Drop into this event to appreciate the displays.



© 1994 by Lynne Taylor Fahnestalk

MAN & AMOEBA UNITE— UNIVERSE TREMBLES!

ROBERT L. FORWARD

OCEAN UNDER THE ICE

MARTHA DODSON FORWARD



OCEAN UNDER THE ICE

ROBERT L. FORWARD

MARTHA DODSON FORWARD

When the first interstellar expedition reached Barnard's Star they found Rocheworld, and discovered therein the flouwen, giant amoeboids with a flair for math. Almost immediately, the medium-brained but high-tech humans from Earth forged happy alliance with the big-brained, lovable blobs, and a man-amoeba team set out for Zulu, the ice-shrouded moon of a gas giant in the Barnard system!

There they discovered deep oceans under the ice, and gigantic hot water geysers that sent their plumes two hundred kilometers into space. The flouwen, who live only for math and surfing, plan to ride a geyser to its top.

Neither human nor flouwen had expected that Zulu would have an intelligent native species that thrives on the nutrients around the hot water vents that spawn the geysers—and that the natives would interpret an alien approach as an assault on their food-supplies....

0-671-87600-7 • 464 pages • \$4.99 • JUNE



Distributed by Paramount.



"*Rocheworld* is a stunning achievement, combining lasers, advanced computers, and orbital mechanics into a marvelous novel."

—*Science Fiction Review*

"His SF-scientific imagination is unsurpassed....a must for anyone with a taste for hardcore science fiction."

—*Publishers Weekly*



"Robert Forward writes the hardest of science fiction....the man damned well knows what he's talking about."

—Larry Niven

"Forward's concept is... mind-boggling—it rates a solid ten on my mind-boggle scale...."

—Dan Chow, *Locus*





© 1994 by Douglas Herring

Cascade 7&8
Pattern Making

Shannon Taylor
Shannon will show you how to alter a regular blouse pattern into a pirate shirt. The techniques for changing sleeves, necklines and the body of the garment can be used on many patterns for both fancish and mundane clothing.

Cascade 9&10
Life Drawing Class

Julia Lacquement
Models will be Vicki Glover (fantasy costume) and Larry Lewis (Cyberpunk Streetclothes costume). Amateur and professional artists have an opportunity to take this guided drawing session using live models.

11 AM
Cascade 1
TV Script Writing

Chris Bunch
The author of many TV series will take a script from *Werewolf* and show how to write an effective story in this format.

Cascade 2
Ceremonial Magic

Michael Armstrong
Magic for the writer. How to use ceremonial magic within your story.

Cascade 3&4
Magazine Publication

Rachel Holman, Carol Monohan, Lisa Jean Bothell, James Glass
Starting up, finding a crew, and a printer. The ins and outs of publishing.

Cascade 5
Quick Sketch: Aliens

Christopher Rush
Draw along with Christopher or just watch. Loads of fun.

Cascade 13
Religion: Spiritism

Heather Rose Jones, Bruce Taylor
Belief in spirits is the central theme of this discussion.

Evergreen 1&2
Problems at NASA

Gregory Bennett, Cynthia Griffin
A look at the costs and problems at the National Space Agency.

Evergreen 3&4
War Track: Robot vs Human Soldier

James Fiscus, Mike Kelly, Keith Johnson
This is a formal presidential style debate with a chance for the audience to question both protagonists. The subject matter will be the future of war: whether it will be fought from a distance with machinery (robots), or up-close with human soldiers. Keith Johnson will moderate.

NOON
Cascade 1
Interview Techniques for the Print Media

George Nyhen, Anna Peckstok, Richard Wright
This is an actual interview with both cooperative and uncooperative subjects.

Cascade 2
Reading

Thomas J. Lindell

Cascade 3&4
Art Directors

Rachel Holman, Louise Terney
Rachel Holman is the art director for *Marion Zimmer Bradley's Fantasy Magazine* and Louise Terney is the art director for the Franklin Mint. Both will explain what they are looking for when they buy art and how to submit art for their perusal.

Cascade 5&6
What Not to Make

Julie Zetterberg, Shannon Taylor, Jo Ann Kirley
What comes first, the idea or the materials? These three talented costumers will talk about how to decide what to make.

Cascade 13
Art Demo: Pencil and Ink

David L. Doering
Demonstration of these techniques for the comic book artist.

Evergreen 3&4
Music

Harper Tasche
Our first (but not last) performance with this talented musician.

1 PM
Grand Ballroom 2
What's Next

Dragon, Dean Johnson, Bill Hay, Sean Runions, Sarah Bedrossian
Projects in the works.

Cascade 1
Hazards for the Writer

David Addleman, Janet Tanaka, Kathy Tyers
Besides rejection slips, what else lurks in the writers environment that is dangerous?

Cascade 2
Reading

Gregory Bennett

Cascade 3&4
Genetic Manipulation

Norman Hartman, Linda Nagata, Mary Roscnblum, Burt Webb
We are already introducing a controlled virus into the human body to aid the sick (Cystic Fibrosis) and the possibility exists that many diseases including cancer and AIDS can be controlled or cured this way. What other benefits and drawbacks can be found in this new science?

Cascade 5&6
Collecting '50s Nostalgia

Randy Prinslow
From records to furniture, '50s collectables continue to become harder to find and increase in value.

Cascade 7&8
War Track: Alien Hearts and Minds

Raymond Churchfield, Chris Bunch, Mark Colburn
Alliance, diplomacy and war with an alien species. How alien can they be before it becomes moot? How to do it, if it can be done?

Cascade 9&10
Costume Critique

Carol Monohan
Learn what judges look for when they view your costume in the masquerade, in the hall, or on the theater stage.

Evergreen 3&4
Music

Mark Geisler
Listen to the music of this impressive singer.

1-4 PM
Cascade 13
Life Writing

Steve Barnes
 This mini-seminar will show you how to take control of your life through writing about it and what you want.

2 PM
Grand Ballroom 2
Free Masonry

Katherine Kurtz, W. Karl Herzog, Don McQuinn, Suzanne Silver
 This ancient society figures strongly in many books and is a mystery to many. The history and purpose of Free Masonry will be the topic of this discussion.

Cascade 1
Nuts and Bolts of Writing:
The Name Game

Beverly Marshall Saling, Thomas J. Lindell, Ray Vukcevic, Edd Vick
 How to think up names for all those characters in your book without infringing on all the millions of characters names in books that have gone before.

Cascade 2
Reading

Maya Kaathryn Bohnhoff

Cascade 3&4
Psychology of Divination

Sonia Orin Lyrus
 We all know fey people—people who seem to know what is going to happen before it does. What clues let them in on the future? Can you use this information in the same way?

Cascade 5&6
Wigs

Paula Pickett, Betty Bigelow
 The difference a wig or a hairpiece can make to your overall costume look. How and where to purchase and how to style and wear a wig.

Cascade 7&8
From Holt to Hobbit

Nicolle Brown
 A look at elves, sprites and fantasy folk.

Cascade 9&10
Ribbon Dragons

Deborah Wood
 Our Volunteer Guest of Honor demonstrates how to make those wonderful ribbon dragons.

Evergreen 1&2
Robotics: Land Rovers

Edward Martin III
 Okay, so we get to Mars—how do we get around?

Evergreen 3&4
Music

Karen Lee Carmack-Gillmore, Ron Gillmore
 We have enjoyed Karen's for years; now we can enjoy the music of this duo.

3 PM
Cascade 1
Research: Market

David L. Doering, Mary K. Whittington
 How to find and use market research in your writing.

Cascade 2
Reading

David L. Doering

Cascade 3&4
Space Weapons

Mark Coen, Mike Moscoe
 A look at current and future weapons in our own (and perhaps others') space.

Cascade 5&6
The Tarot

Anthony Ferrucci, T. Brian Wagner
 A deck of cards foretells the future and makes decisions for millions of people each day. The panelists will talk about the history and use of Tarot in daily lives.

Cascade 7&8
Disease, Old and New Virus

Gregory Abraham, Frank Catalano
 E-coli, the Hanta Virus, even the plague are having a resurgence in the 21st century. What controls do we have and what help can we expect?

Cascade 9&10
Start Up Kit for Beginning Artists

Gail Butler, Dennis E. Cripps, Quinton Hoover, Darrell K. Sweet, Tammy Tripp
 Learn exactly what you need to start an art career or hobby and where you might get it inexpensively.

Evergreen 1&2
Hubble News

George Wallerstein
 It's working! Now what can we expect to see?

Evergreen 3&4
Music

Master Thomas Slye
 Another performance, but with an entirely different set of instruments and music by one of Seattle's most talented young performers.

Alcove 1
The Procrastinating Costumer

Vicki Glover, Betty Bigelow, Judith Smith
 Cheap and easy tricks to get that costume done before you step onto the stage. Vicki Glover won a trophy at Worldcon and tells us that she is an expert at getting things done at the last minute.

3-4:30 PM
Grand Ballroom 2
Psychic Cats

Heather Rose Jones, Lenora Rain-Lee Good, Kent Patterson
 This audience participation discussion centers around the uncanny ability of cats to foresee events, always land on their feet, and live up to whatever name they are given.



Open © 1994 by Michael Whelan

4 PM

Cascade 1

Networking, Science Fiction Clubs

Jan King, Becky Thomson, Richard Wright

If you belong to a science fiction club, or want to, come talk to people who run clubs here, in Eastern Washington and in Florida.

Cascade 2

Reading

Patrick Swenson

Cascade 3&4

Small Press Networking

Lisa Jean Bothell, Mike Glycer, Alan Newcomer

Small Press owners, staffers and contributors are invited to this networking session to share information and support.

Cascade 5&6

Mythology: Big Foot

Craig Figley, Norman Hartman, Mary K. Whittington

An appropriate room for a talk about a creature said to inhabit the Cascade mountains.

Cascade 7&8

War Track:

Bringing Your Military to Life

Ben Dilley, Don McQuinn, Steve Gallacci

A military organization should have character, too. How to give yours a distinctive color, flavor, and texture. Developing history, traditions, customs, and courtesies.

Cascade 9&10

Logos

Larry Lewis, Christopher Rush

How to develop and design a logo for your company, hobby, or work.

Evergreen 1&2

Private Lunar Landing

Gregory Bennett, Cynthia Griffin

There are actual plans to privately fund a lunar habitat. These engineers will tell you what the plans are and how you can help.

Evergreen 3&4

Star Trek: New Books

Linda Nagata, Rebecca Neason, Kathy Tyers, Julian May

These authors talk about their books and some of the tips for writing in this and other series.

4-6 PM

Cascade 13

Society of the Holy Grail

Suzanne Silver

A guided meditation. Reserve queries until meditation is ended.



© 1994 by Margaret Organ-Kcan

5 PM

Cascade 1

Record Keeping for Writers

Marie Orm

Heinlein had a terrific system for keeping track of his books, royalties, etc. Marie Orm who has extensively researched this system with Mrs. Heinlein tells all about it.

Cascade 2

Reading

Lorelei Shannon

"Kingdom Come, Kingdom Go"

Cascade 3&4

Hazards for the Costumer

David Tackett, Shannon Taylor, Hans Meier

Falling off stages, running sewing machine needles through your fingers, and getting burned when your costume catches fire (darn those dragons anyway) are just a few hazards that costumers face. Tips and tricks for living to tell the tale.

Cascade 5&6

22nd Century Agriculture

Linda Nagata, Mary Rosenblum

What the next ten to one hundred years will bring us in the way of new food and how it will be produced.

Cascade 7&8

2002 Worldcon Meeting

Mike Glycer, Peggy Rae Pavlat, Becky Thomson, Larry Baker, Linda Deneroff

Panelists talk about what it takes to put on a Worldcon and how you get ready to bid.

Evergreen 3&4

GoH Interviews

Katherine Kurtz, Scott MacMillan, Peggy Rae Pavlat, Deborah Wood, Janna Silverstein, Darrell K. Sweet

Our Guests of Honor talk to each other and to you. Your chance to interview our Guests.

5-8 PM

Cascade 9&10

Crossed Arrows Inn

Friendly innkeepers at the crossroads of space and time allow you to arrive and partake of refreshment in character. Brush up on your stage presence and roleplaying character. Advice given upon request by this line acting team.

5:30-7:30 PM

Grand Ballroom 2

Laser Tag

Brian Smith

Bring your equipment and have a good time in this event. Fun to watch also.

6 PM

Cascade 1

Character Development: The Seer

Sharon Sinclair, Maya Kaathryn Bohnhoff, Sonia Orin Lyris, Loren LeRon Coleman

How to write about a mystical, magical character realistically.

Cascade 2

Reading

Angela Marie Cunningham

Cascade 3&4

Internet

Peter Kafka, Shawn Maric, Matthew Skinner, Leif Harrison

Gateways and baud rates. How to use this portion of the information highway.

Cascade 5&6

Makeup

Paula Pickett, A.L.H. Robbin

How to apply and use makeup in several different venues.

Cascade 7&8

Shamanism

Anthony Ferrucci, Suzanne Silver

This belief system crosses many cultures.

Evergreen 3&4

Music

Kristi Austin

Another wonderful performance by this very talented lady.

6:30-7:30 PM

Cascade 13

Costume Choreography

Betty Bigelow, Pippin Sardo

How to get those moves exactly right for your costume presentation. Two experts in the field advise.

7 PM

Cascade 2

Reading

Kent Patterson

Cascade 3&4

Masquerade Meeting

Rick Bligh, Vickie Bligh

Informational meeting about the Norwegian Masquerade. Come get your questions answered.

Cascade 5&6

Interior Illustration

Daniel A. Duncan

Information on this art specialty.

Cascade 7&8

Is Roleplaying Harmful?

Jan King, Craig Figley, Karen Rall

Three psychologists look at the effects of roleplaying games on the people who play them.

Evergreen 1&2

Robotics: Nanotechnology

Burt Webb, Gregory Abraham, Linda Nagata

How microminaturization will continue to change our lives.

Evergreen 3&4

Music

David Honigsberg

A performance by this East Coast musician visiting the Northwest for the first time.

Alcove 1

Convention Live Roleplaying Game: Get Them Before They Get You

Richard Wright, Chuck Monson

ConComs have their views. Live Roleplaying Groups have theirs. Both share the common problem of managing and entertaining groups of people. L RPGs are increasing in membership and variety. How can the managers on both sides contend with the stress? ConComs and L RPG groups are invited to send participants to this open discussion.

7-9 PM

Cascade 1

Jump Start Your Writing Career

Bridget McKenna,

Mari McKenna, Lorelei Shannon

A near-inspirational discussion about overcoming everyday obstacles to writing, and solid professional advice on how to bridge the gap between wannabe and writer. Handouts for beginning writers will be available.

8 PM

Cascade 2

Reading

Dean Wesley Smith

Cascade 3&4

Costume Cost

David Doering, Vicki Glover, Judith Smith

How to save money and when you must absolutely spend it to get the effect you want to create that perfect costume.

Cascade 5&6

Witches, Wizards & Warlocks: Organization

Loren LeRon Coleman, Richard Man

From coven to commune—how Wiccan groups are grouped.

Cascade 7&8

Research: Using the Daily News

George Nyhen

How to use your local newspapers for your creative writing.

Cascade 9&10

All Vampires are Not Made Equal

Rhias Hall, Amber Bird,

Jana Wright, Jillian Sutter, Bill Movich

Find out who (or what) you are talking to when you strike up a conversation with a vampire. The differences between goth, punk goth, dark fantasy, and dark romanticism.

Cascade 13

Reading

Scott MacMillan

Knights of the Blood, Book Two

Alcove 1

Bringing the Big One to Seattle

Peter Adkison, Chuck Monson

Feel the ground tremble as amateurs and professionals join to discuss options in bringing a national tradeshow convention to the Northwest—or maybe building our own!

8-10 PM

Evergreen 3&4

Klingon Wedding Ceremony

For a warrior race, the Klingons sure have a lot of weddings. Paula Pickett is renewing her vows with her husband.

8:30 PM-CLOSED

Evergreen 1&2

Didjereemob Ensemble Workshop

Doug Bridges, Ted Hunter,

Bryan Bridges, Jim Hunter

This is a workshop to show how a Australian Didjereedoo is made and used. The ensemble will play their didjereedooos as well as some recorded music to show the versatility of this marvelously effective and affecting instrument.

9 PM

Cascade 1

The Caricaturist

Larry Lewis

A demonstration by one of the best in the Northwest.

Cascade 2

Reading

Gregory Abraham

Cascade 3&4

Fannish Olympic Meeting

Mark Richardson

Another zany round in this popular fannish sport. It's not too late to get a team together and enter fandom's wildest and weirdest contest.

Cascade 5&6

Robotics: Thinking

Ray Vukcevic

Where we are and where we are going with artificial intelligence and robotic thinking.

9 PM-2 AM

Grand Ballroom 2&3

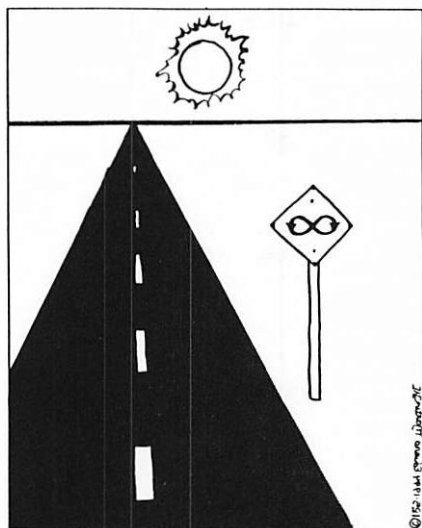
Stardance

Keith Johnson

The boogey being is back again with a mixture of the most-danced-to tunes from previous Norwescons. This comes complete with opening number (don't miss this one—bring your camcorder).



© 1994 by Douglas Herring



© 1994 by Edward Martin III

SATURDAY, APRIL 2

9 AM

Grand Ballroom 2

Tai Chi

Steve Barnes

A terrific way to start the day. This gentle moving meditation will focus and energize you for the activities of the day ahead. Just listening to Steve will be effective; but it is much more fun to take part. No previous experience required.

9:30-11 AM

Grand Ballroom 3

Sword Demo

Dragon, Jess Rowe,
Frank Teal, Sarah Bedrossian

Dragon and company will use the Masquerade runway and stage front to do several sword demonstrations using a variety of weapons and fighting styles. This is a not-to-be-missed event as our "Hollywood connection" shows us exactly how those light scenes are staged for the movies.

10 AM-6 PM

Evergreen 1&2

SCIENCE FAIR—CYBERARTS/VIRTUAL REALITY FAIR

Specific panels are listed in the program descriptions. Please drop into the room at any time during the day to see the displays and videos, and to talk with the panelists.

10 AM

Cascade 1

Collecting Autographs

Chris Lightfoot

Now that you have a few autographs, how (besides attending our wonderful autograph party) can you get more? Where to locate the autographs, how to determine whether current ones will become valuable later. How to store and preserve them.

Cascade 2

Reading

Mike Moscoe

Cascade 3&4

Telepathy

Rebecca V. Neason, S. Mahon,
Loren LeRon Coleman, David Addleman

A look at this mind science. Is it real? How does it work? Can anyone develop this ability?

Cascade 5&6

22nd Century Art

Craig Figley, Bruce Chrislip,
Margaret Organ-Kean, Tammy Tripp

As materials change, will the process change the artwork, too? A look into the future of the art world.

Cascade 7&8

Alternative Medicine

Bruce Taylor, Gregory Abraham,
Frank Catalano, Shannon Taylor

Some of the fastest growing disciplines in the health world are alternative medicines. Everything from shiatsu to homeopathy is being practiced. Many feel these methods are more successful than the allopathic approach has been.

Cascade 9&10

Art Demo: The Illuminated Manuscript

W. Karl Herzog

An ancient art made new. Some of the most priceless books in the world have been decorated with ornate capital letters and stylized scenes—this work is still being done. W. Karl will demonstrate this art form for you.

Cascade 13

From Dream to Reality

Peter Adhison, Cathleen Adhison,
Jesper Myrjors, Beverly Marshall Saling,
Lisa Stevens, Richard Garfield

The wizards from Wizards of the Coast will tell the fascinating story of the rise of this business, from a kitchen table dream to the international corporation it is today.

Evergreen 1&2

The Information Highway Becomes a Reality

John Hokenson, Brian Kary, Craig Rosenberg

Exploring the merging of computers, multimedia, virtual reality and animation. What the future holds as the information highway becomes a reality.

Evergreen 3&4

Mandatory Masquerade Meeting

Rick Bligh, Vickie Bligh

For those of you who will participate in the Masquerade, this is the start of your day. Most of it will be spent with the masters of the Norwescon Masquerade preparing and rehearsing. The rest of us will see the completed presentation tonight from the "other side of the house."

11 AM

Cascade 1

Eight Rules of Punctuation

Marie Orm

All you ever need to know to navigate safely through the punctuation maze.

Cascade 2

Reading

Amy Thomson

Cascade 9&10

Late Night Hospitality

9 PM-CLOSED

Cascade 13

Late Night Movies

A mixture of Japanimation and movies not yet out on video. These movies will not be shown on the convention video channels.

10 PM

Cascade 1

Quick Sketch:

Witches, Wizards & Warlocks

Quinton Hoover

Draw along with Quinton Hoover, make suggestions, or just watch. Lots of Fun!

10 PM-MIDNIGHT

Cascade 3&4

Introduction to Gaming

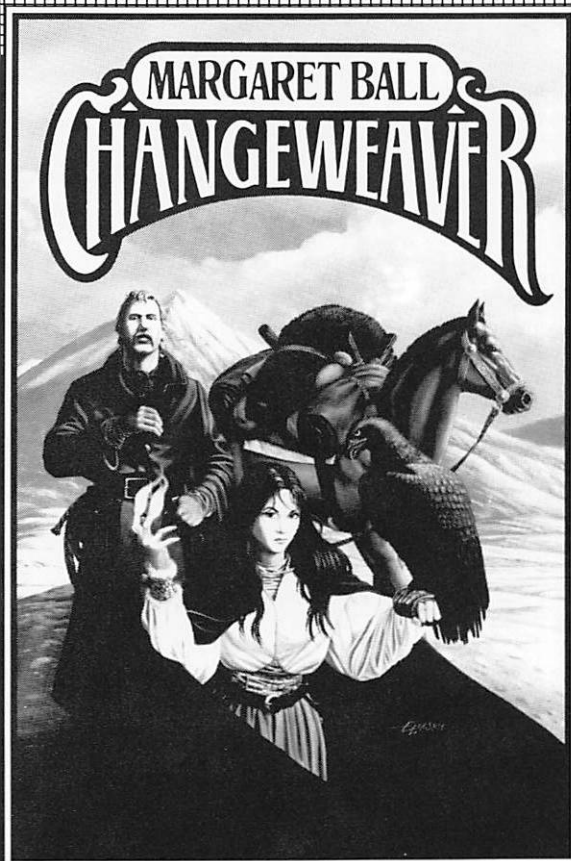
Robert Moshell

Cascade 7&8

Magic Tournament

Another chance to find out what to do with all those cards you're collecting.

Strong Women with Stronger Magic
From BAEN in June 1993



CHANGEWEAVER

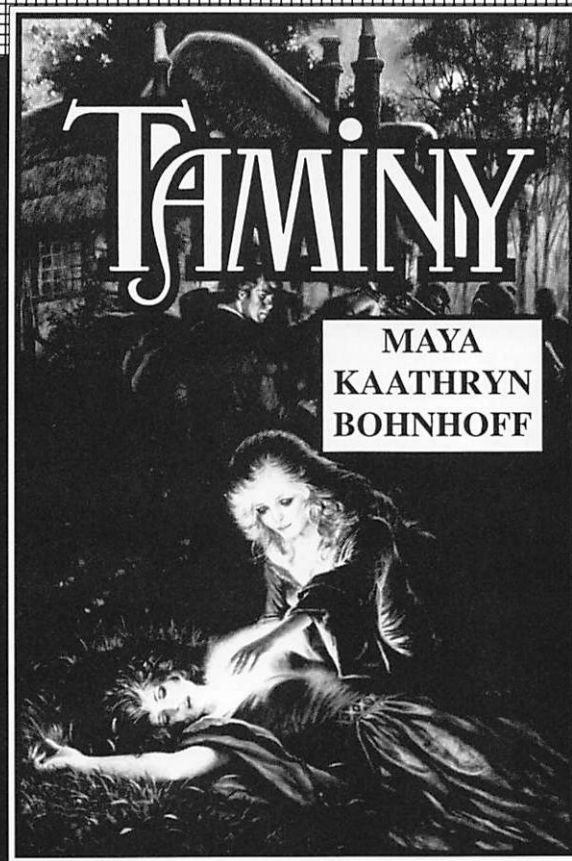
by the Coauthor of Partnership
MARGARET BALL

One of the most powerful women of her clan, but unable to "ground" her intense magic, Tamai is a danger to all those around her. Forever parted from her clan, she serves it by dealing with the world outside the mountains of the Hindu Hush, wherein Gandhara is nestled.

Enter Lord Charles Francis Carrington of the British Empire, on a secret mission to the mysterious Chin Empire. Tamai will be his guide east, past the demons that have isolated the Chin Empire for hundreds of years.

Together Carrington and Tamai will discover just why it is the Chin Empire is defended by demons—and in so doing change the course of time itself....

0-671-72173-9 • \$4.99



TAMINY

MAYA KAATHRYN BOHNHOFF

A Legend Walks: A New Fantasy
by the Author of The Meri

Taminy had power. And females weren't supposed to have power in her world. One hundred years after joining with the Meri and becoming her aspect on earth, Taminy is free to walk the land as a human once more. But still Taminy is no ordinary human. She has a mission from the Meri. And she will bring turmoil and social upheaval in her wake—and woman's place in the world of the Meri will be restored once more.

"... a gifted writer whose skillfully subtle use of language creates a beautiful reading experience... This is one author fans will watch in happy anticipation of future works."

—M. Helfer, *Rave Reviews*

0-671-72174-7 • \$4.99

Distributed by Simon & Schuster, 1230 Avenue of the Americas, New York, NY 10020

Cascade 3&4

Collecting Models

Leonardo Rufo, David Tackett

Which models are worth collecting? Should they be left unopened in their original boxes? Should assembled models be displayed or packed carefully away? What happens to those fragile models during an earthquake?

Cascade 5&6

Performance Critique

James Ernest, Pippin Sardo

How judges and critics look at "the show" and how performers could improve that impression.

Cascade 7&8

Writer's Group Dynamics

Robin James Burchett, James Glass, S. Mike Tanaka

A look at how writers groups function (and sometimes malfunction) and the kind of help you can expect from a group.

Cascade 9&10

Chimera by Request

Larry Lewis

How to draw fantastic creatures (dragons, unicorns, fair maidens in distress) but get your anatomy right.

Cascade 13

War Track: Psychology of War

Cory Ruch, Chris Bunch, Steve Gallacci, James Fiscus, Don McQuinn

What are the attitudes and values, both military and civilian, needed to win a war, and how does that war affect them both?

Evergreen 1&2

Demo: Computer Graphics and Animation

Craig Rosenberg

While this is not a hands-on workshop, there will be plenty of time for questions and answers during this demonstration.

Evergreen 3&4

Music

Greg Robin Smith, Cymbrie Early

Take time to relax and recharge. Attend this concert and refocus for the rest of the convention with this extraordinary musical entertainment.

11 AM-12:30 PM

Grand Ballroom 2

Autograph Party

Bring your books, book covers, artwork, or program book to be signed by our guests. This is your chance to meet new pros and old friends.

NOON

Cascade 1

Witches, Wizards & Warlocks:

Artifacts

Carol Severance

Magic wands, crystal balls, broomsticks: find the truth amidst the speculation in this informative talk about objects used by the magic makers.

Cascade 2

Reading

Sonia Orin Lyris

Cascade 3&4

Medical Ethics: Rationing

David Bigelow, Gregory Abraham, Betty Bigelow, Robert Howc, Mary Rosenblum

Will we experience some rationing of medical services similar to that of Canada when new health care takes effect?

Cascade 5&6

Developing Artistic Atmosphere

Darlyn Larson, William R. Warren, Jr.

Two of the Northwest's most evocative artists discuss how to create and express feeling in paintings.

Cascade 7&8

Desktop Publishing: Hardware

John Gustafson, Lisa Jean Bothell

The computer revolution appears to be ongoing. Find out what equipment is necessary to produce a quality publication.

Cascade 13

E.S.P.

Karen Rull, Craig Figley, Betsy M. Mott

For more than 100 years, scientists have tried to quantify the ability of some people to know what other people are thinking or doing. To date, there has been no clear scientific results of these studies; just more questions. These panelists will talk about Extrasensory Perception, its perceived origins and where mankind might go with it.

Evergreen 1&2

Demo: Human to Virtual Reality Interface Using the Data Glove

Brian Karr

A demonstration of the data glove interface to the virtual environment. Question and answer period included.

Evergreen 3&4

Music

Harper Tasche

You never know what to expect from Harper Tasche except an exceptional performance.



Wizard of the Owls © 1994 by Janny Wurts. Published by MZB's Fantasy Magazine, Ceaco Puzzle Co., and Dragon Tales Greeting Cards.

NOON-3 PM

Cascade 9&10

Watercolor Workshop

Rob Alexander

Workshop is limited to 15 participants. Sign up at the information table. Participants should bring a work in progress as well as their own supplies. Supplies should include paints, brushes, palette, water jars, and a towel or paper towels. Also bring any reference materials you may need (photographs, books, etc.). The first hour will be a demonstration by Rob followed by a two-hour session during which participants will work on their own paintings.

Alcove 1

Crossed Arrows Inn

This workshop takes the guise of an inn somewhere, someplace in time. Bring your character and drop in. Just enjoy the ambience or get advice from the actors in residence who run the inn.

Alcove 2

Life Drawing

Margaret Organ-Kean

Models are Pippin Sardo (historical costume) and Aron Edger (Camarilla street clothes). This is a drawing session for artists (amateur and professional).

1 PM

Cascade 1

Writing Critique

Robin James Burchett,

James Glass, S. Mike Tanaka

The hows and whys of a good critique.

Cascade 2

Reading

Bruce Taylor

Cascade 3&4

War Track: Politics of Covert Operations

Raymond Churchfield, Chris Bunch,

James Fiscus, Don McQuinn

Should we or shouldn't we? A discussion of the social, political, economic and moral consequences of covert military operations.

Cascade 5&6

When No Means No

Shareen Collins, Siobhan McElwee,

Karen Rall, Shamion Taylor

How the changes in the law (and it's interpretation by the courts) affect us all on the questions of what sexual harassment is and how we can prevent it from happening. Most conventions admit to several unpleasant incidents. How do you know what is too far?

Cascade 7&8

Costume Presentation Video

Julie Zetterberg

A video demonstrating how to move and present your costume. A discussion on the finer points will follow.

Cascade 13

The Wrong Way to do Comic Books

Donna Barr

One of the Northwest's preeminent comic artists talks about what not to do.

Evergreen 1&2

Electronic Illustration

John Hokenson

Examples of illustrations produced electronically, how to produce them, and tips and tricks for high-resolution magazine art.

Evergreen 3&4

Debate: Single Stage Rocket vs Multistage Orbiter

Gregory Bennett, Cynthia Griffin,

Richard Wright (moderator)

This college-style debate will cover the merits of single stage rockets versus the current multi-stage approach.

1:30-4 PM

Grand Ballroom 2

Banquet

Michael Citrak, The Crossed Arrows Players,

Katherine Kurtz, Scott MacMillan,

Darrell K. Sweet, Janna Silverstein, Peggy Rae

Pavlat, Deborah Wood, Richard Wright

During the first hour (while we eat) the Crossed Arrows Players will present a supernatural mystery dinner theater play. This will be followed by remarks from our Guests of Honor, the presentation of the Lifetime Member Award by Michael Citrak and the presentation of the Philip K. Dick Award by Richard Wright. Delicious food and lots of entertainment. Tickets will be sold at the registration desk until one hour before the banquet starts.

2 PM

Cascade 1

Synopsis Secrets

Burt Webb, Maya Kaathryn Bohnhoff,

Rebecca V. Neason and William F. Wu

Eventually your publisher will ask you for a synopsis of your story. This panel will tell you what a synopsis should be and how to write one effectively.

Cascade 2

Reading

Kathy Tyers



© 1994 by Lynne Taylor Fahnestalk

Cascade 3&4

Mythology: Norse

Michael Armstrong,

Douglas Herring, Thomas J. Lindell

From Odin to Freja, this round table discussion will cover one of the oldest of all mythological sagas.

Cascade 5&6

Religion: Wicca

Richard E. Man, Suzanne Silver

The Wiccan religion has been in existence many centuries (not really quantified as Wiccan until the 1600s, it was known as the "old" religion), but today most folks know relatively little about it.

Cascade 7&8

Archetypal Characters in Comic Books

David A. Duncan

An artist's interpretation of those bigger-than-life characters in comics.

Cascade 13

Research: Library

Heather Rose Jones, Daryl F. Mallett

The first really organized research facilities were the great libraries of the world. How, why, and when to make use of your local library.

Evergreen 1&2

Virtual Reality

Burt Webb, James Glass,

Sonia Orin Lyris, Mike Moscoe

We are closer to the virtual environment each and every day. What can we expect next?

Evergreen 3&4

Music

Karen Lee Carmack-Gillmore, Ron Gillmore

Songsmiths and dream weavers, take time out to appreciate this wonderful team.



Magician © 1994 by Don Maitz. Cover for the book by Raymond E. Feist, Published by Bantam Books. Available as a limited edition print from Mill Pond Press, 1-800-237-2233.

3 PM

Cascade 1

Performance Writing: TV. Script

Chris Bunch

This class is for writers who wish to sell to the TV market. The group will cover specific script-related writing techniques and tips on how to submit a script to an existing series.

Cascade 2

Reading

Don McQuinn

Cascade 3&4

Fanzines

Mike Glycer, Lisa Jean Bothell, John Hokenson, R'ykandar Korra'ti, George Nyhen.

A group of publishers/editors gets together and talks about current fanzines and production values versus cost containment.

Cascade 5&6

Painting Space

Gail Butler, Craig Figley

How to give the illusion of darkest space in your paintings.

Cascade 7&8

Disguising History

Donna Barr

Making use of history (reformed or not) in your work.

3 PM

Cascade 13

Witches, Wizards & Warlocks: In Film

Chris Lightfoot, Randy Prinslow

From *Bell, Book and Candle* to *The Haunting of Hillhouse*; a reprise of famous witches, wizards and warlocks in the film industry. Come and talk about your favorite film.

Evergreen 1&2

Human Factors of Virtual Reality

Craig Rosenberg

This presentation is by the H.I.T. lab at the University of Washington.

Evergreen 3&4

Special Effects and Model Building

Dragon, Bill Hay, Jess Rowe, Dean Johnson, Sarah Bedrossian, Sean Runions

A two-hour talk about projects that Dragon and friends are working with currently. You'll never know what wonderful things Dragon brought with him from your favorite TV shows and movies unless you attend this presentation.

3-5 PM

Cascade 9&10

Laser Tag

Brian Smith

This will be one of the sharpshooter or target events. Children are welcome. Only one or two shooters at a time.

Alcove 1

Set Dances Through the Ages

Pippin Sardo

A workshop of various set dances from ancient to present day. If you come to this workshop, be prepared to take part and have a fantastic time.

4 PM

Cascade 1

Art as a Business

Siobhan McElwee

It's hard to be both creative and run a business at the same time; but to be a successful artist you need to do both.

Cascade 2

Reading

Rebecca V. Neason

Cascade 3&4

New Age Cults

Paul David Grover, Fdd Vick

The Harmonic Convergence seemed to be the focus for a number of New Age influences including channelling, out of body experiences, and past life regression. The discussion will center around these influences.

Cascade 5&6

Good and Evil in Comic Books

Edward Martin III,

David A. Duncan, Douglas Herring

Two artists and a writer look and at good and evil as portrayed in comics.

Cascade 7&8

Performance Writing: Music

Patrick Swenson, David Bigelow

What it takes to actually get that piece of music written and sold.

Cascade 13

War Track: Giant Robots

Cory Ruch, Mark Colburn,

James Fiscus, Mike Kelly, Mike Moscoe

The ultimate war machines, or just expensive targets? Bring your opinions.

Evergreen 1&2

Robotics: Voice Recognition

Kent Patterson, Ray Vukcevic, Burt Webb

Computers can now identify voice patterns and record vocal data entry. This discussion centers around future applications of this technology.

5 PM

Cascade 1

Writing in the Star Wars Universe

Janna Silverstein, Kathy Tyers, Linda Nagata

The editor of this series and two of the authors discuss their books and how to submit stories for this series.

Cascade 2
Reading
Lisa Jean Bothell

Cascade 3&4
Art Preservation
Donna Barr, Darrell K. Sweet
How to create art using lasting materials and how to display that art without damage. How do we protect against catastrophes like fire and earthquake?

Cascade 5&6
22nd Century Religion
Beverly Marshall Saling, Craig Figley, Janet Tanaka
A look at how our religious beliefs might change in the next ten, twenty, or one hundred years.

Cascade 7&8
Art Critique
Bruce Alan Chrislip, Dennis E. Cripps
What judges and patrons look for when they are examining your art.

Cascade 9&10
Precognition
Loren LeRon Coleman, Sonia Orin Lyriss, Norman Hartman
Those with this "talent" already know what will happen during this panel discussion and can stay away. Those of us without, will need to sit in to find out about this fascinating topic.

Cascade 13
Telekenesis
David Addleman, Loren LeRon Coleman, S. Mahon
Is it possible to move things without touching them or without the benefit of a transporter? Some people have this ability. Do we all?

Evergreen 3&4
Music
Master Thomas Slyc
A terrific show from that master of music himself.

Alcove 1
In a Publisher's Ear
Lisa Stevens, Jesper Myrfors, Richard Garfield
How to get your gaming ideas into print as games and gaming related articles, reviews or artwork. Professional help for those who need it (know what we mean)?

6 PM
Cascade 2
Mythology: Celtic
Christopher Rush
From the little people to the ghosts that haunt the old castles, this will be a review of Scots/Irish myth.

Cascade 3&4
Research: Life Observation
Michael Armstrong, Frank Catalano, Megan Lindholm
The best research may be what you live and see around you on a day to day basis in order to make your writing or art real and tell the story you want to tell.

Cascade 5&6
The Literate Vampire
Scott MacMillan, Jana Wright, Aron Anderson, Michelle Shephard
A discussion with members of the Camarilla and Scott MacMillan of recent vampire books (Tanya Huff's series, *Guilty Pleasures*, and *Knights of the Blood*).

Cascade 7&8
Ethics: Genetic Fingerprinting
Greg Abraham, Carol Severance, Mary Rosenblum
Genetic fingerprinting may lead to the solution of crimes and the understanding and even curing of diseases. What else might this technique hold for humanity?

Cascade 9&10
Artists Networking
Darrell K. Sweet, Gail Butler, Rob Alexander, Durlyn Larson
All artists at Norwescon are invited to gather here to talk to their peers, share ideas and concerns.

Cascade 13
Reading
Kathryn Kurtz
The latest in her *Adept* series.



© 1994 by Margaret Organ-Kean

Evergreen 3&4
Music
Kristi Austin
A superlative show from gifted musical artist.

Alcove 1
Games You Can Tell the Family About
Rick Middlebrook
Fun games to play with the family and friends: *Cosmic Encounter, Rail Baron, Adel Verpflichtect, Acquire, History of the World, Tales of the Arabian Nights, Scrutinize, Scotland Yard* and many more will be displayed and explained.

6-8 PM
Cascade 1
Turning Ideas Into Stories, a Workshop
Bridget McKenna, Marti McKenna, Lorelei Shannon
Bring a pencil and turn a story idea into a finished story outline. This workshop will help you learn how to keep ideas from being lost or buried during the writing process. If you don't have an idea, we'll help you get one.

7 PM
Cascade 2
Reading
Edd Vick

Cascade 3&4
Art Demo: Relief Printmaking
Karen Lee Carmack-Gillmore
A demonstration of a technique that is portable, entertaining, and can be done just about anywhere.

Cascade 5&6
Robotics: Robots in the Movies
Chris Lightfoot, Kent Patterson, T. Brian Wagner
Audience participation is requested in a talk about your favorite robots from the movies.

Cascade 13
Speculative Future Science
Robert Forward, Ph.D
Where do we go from here? New techniques and discoveries are made every day. How close are we to leaving this planet and will we ever venture beyond our solar system? These and other topics will be covered.

Evergreen 1&2
Open Gaming

Evergreen 3&4
Music
Mark Geisler
A versatile show from a very accomplished musician.

7-9 PM

Cascade 7&8

Art Demo: Life Mask Making

Julia Lacquement

A demonstration of a different portrait technique.

Cascade 9&10

Art Demo: Silk Painting

Mary Prince

The ancient Chinese are credited with developing this art shortly after they developed silk. It can be a difficult technique to master, but is well worth the effort.

7-9:30 PM

Grand Ballroom 2&3

Masquerade

Judges: Dragon, Betty Bigelow, Darrell K. Sweet

Norwescon's talented costumers bring you an hour of drama and comedy in a fabulous display.

8 PM

Grand Ballroom 2&3

Movie Previews

(Masquerade Halftime Entertainment)

Clips from upcoming releases. See it here first. Sponsored by Suncoast Motion Picture Company.

Cascade 1

Slush Pile Blues

Tom Dougherty, Rachel Holman

How to get your book submission out of the slush pile and going somewhere.

Cascade 2

Reading

Gregory Abraham, Mary Rosenblum

A joint reading of their new novel.



© 1994 by Douglas Herring

Cascade 5&6

Witches, Wizards & Warlocks: Fictional Characters

Maya Kaathryn Bohnhoff, Mark Coen

A round table chat about favorite fictional characters.

8-10 PM

Evergreen 3&4

Music

Telynor

Anna and John Peekstok bring their unique and beautiful musical concert to Norwescon.

8-11 PM

Cascade 3&4

Gaming for Beginners

Pro Ray, Robert Moshell

What goes on in the gaming department of a large convention? What kind of games can you expect to find there and how do you learn to play? A description of the games that will be running for the rest of the convention.

9 PM

Cascade 1

Mythology: South Seas

Carol Severance

A look at the little known myths of the Polynesians.

Cascade 2

Energy Work Without the Hocus Pocus

Shannon Taylor

A fascinating look at energy work and aura healing.

Cascade 7&8

Differences in Meditation Technique

Siobham McElwee

There are lots of meditation techniques. Which one is right for you?

9-11 PM

Cascade 5&6

New TV Series This Year

Becky Thomson

From *Babylon Five* to *Viper*, we have been inundated with new series based in the future. Bring your likes and gripes and be prepared to talk.

9 PM-2 AM

Cascade 9&10

Late Night Hospitality

9:30 PM-CLOSED

Cascade 13

Late Night Movies

Japanimation and movies not yet out on video will be shown in this room. These movies will not be shown on the convention television channels.

Evergreen 1&2

Didjereemob Ensemble Workshop

Doug Bridges, Ted Hunter,

Bryan Bridges, Jim Hunter

Another session with this talented group from Tacoma. They will play their "didjs" and talk about the history of the instrument and how to make one of your own.

10 PM

Cascade 1

Quick Sketch

Carol Monohan

You can draw along with this artist, make suggestions, or just watch. It's a lot of fun.

Evergreen 3&4

Filking

Steve Dixon

Come sing along.

10 PM-CLOSED

Cascade 7&8

Magic Tournament

Participate or watch the hottest new game.

10:30 PM-2 AM

Grand Ballroom 2&3

Old Wave Dance

Peter Kafka

Music from the '70s, '80s, '90s. "Hang ten on the wave."

MIDNIGHT

Cascade 3

Fannish Olympics Meeting

Mark Richardson

Another round in this wacky fannish activity.

SUNDAY, APRIL 3

9 AM

Grand Ballroom 2

Tai Chi

Steve Barnes

Our last chance until next year to practice this form of moving meditation and gentle exercise for all ages. Weekly Tai Chi classes are available at most community centers through the greater metropolitan area of Seattle. If you enjoyed this introduction, sign up for some classes and change your life.

News from Cellular One

(Seattle, WA -- March 14, 2017) Cellular One today announced that the Seattle-based company has perfected technology to "beam" human beings anywhere in the world through their cellular phones.

The product, called *Beam-A-Phone*, was unveiled at the 2017 Norwescon Science Fiction Convention. Conference attendees were sent to Hawaii through Cellular One's *Beam-A-Phone* to showcase the product's abilities.

"We knew it was just a matter of time before cellular phones were capable of doing absolutely everything," said Robert H. Johnson, Cellular One's general manager. "We're also proud that Star Trek has abandoned their conventional "beaming" devices in favor of the *Beam-A-Phone*."

America's airline companies, meanwhile, reacted with total dismay to Cellular One's announcement. "This is a total bummer for us," grumbled an anonymous airline executive.

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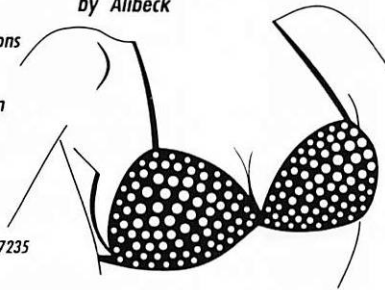
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10 AM-5 PM

Evergreen 1&2

SCIENCE FAIR—VIDEO

Specific panel discussions are listed in the programming descriptions. You may drop in to look at the equipment, see demonstrations, and talk to the panelist throughout the day.

10 AM

Cascade 1

Astronomy for Writers

George Wallerstein, Gregory Abraham, James Glass, Bruce Taylor, William Wu

Scientists and writers talk about how to portray astronomical matters correctly when writing about it.

Cascade 2

The First Sentence

Julian May

How to grab a bookstore browser's attention with that all important first sentence and then keep it going long enough (1st paragraph) to sell the book.

Cascade 3&4

Sympathetic Magic

Rebecca V. Neason, Mary K. Whittington

Can we make magic happen if we want it badly enough?

Cascade 7&8

Desktop Publishing: Software

Jon Gustafson, Mark Coen

Is Aldus PageMaker the be-all and end-all for the desktop publisher? Find out if there are other options.

Cascade 13

Collecting Comics

Bruce A. Chrislip, Douglas Herring, Robert D. Griffiths, Chris Lightfoot

A round table discussion on how to collect, where to collect, and how to maintain your comic collection.

Alcove 1

Practical Methods of Self Defense

Richard Reynolds

How to be safe wherever you are: walking; at night; anytime. Some tips and techniques to stay out of danger.

10 AM-12:30 PM

Grand Ballroom 2

Dragon and Company

Dragon, Sean Rumions, Dean Johnson, Bill Hay, Sarah Bedrossian

Some scenes that were edited from the movie *Demolition Man* which feature our friends from Hollywood.

10 AM-1 PM

Cascade 5&6

Life Drawing

Dennis E. Cripps

Models Jason Lowry and James Robertson. Artists are invited to sketch in this life drawing class.

10 AM-5 PM

Grand Ballroom 3

SCA Fair

Joel Card

The Society for Creative Anachronism takes us back centuries to when the code of chivalry ruled. Come visit a market fair and see fighting demonstration as the knights take the field for tournament.

11 AM

Cascade 1

Writing Ritual for Fiction

Siobhan McElwce

Tips for the writer on how to write about various rituals realistically.

Cascade 2

Science Fiction Poetry

Anne Marie Cunningham, A.L.H. Robkin, Lenora Rain-Lee Good

Poetry readings from three poets with very different outlooks. If you haven't heard science fiction poetry, you will be very surprised and delighted with this group.

Cascade 3&4

Jewelry Design

Robert Griffiths, Joanne Kirley

This is a difficult and rewarding art. Two practitioners tell how to design and create the perfect jewelry.

Cascade 7&8

Magazine Publication

Mike Glycer, Lisa Jean Bothell, John Hokenson, Carol Monohan

A chat with four publishers of magazines. Learn how to get started and what it takes to be successful.

Cascade 13

War Track: Paranormal Operations

Cory Ruch, Mark Colburn, Mike Kelly, Anthony Ferrucci

What, if any, would be the value of psionics and paranormal phenomenon in war? Offensive, defensive, intelligence, and other capabilities will be theorized and argued.

Evergreen 3&4

Music

Cecilia Eng

This superlative performer will enthral.

Alcove 1

Costumers Networking

Shannon Taylor

All costumers and would be costumers are invited to get together to share tips and techniques and to get to know one another.

11 AM-12:30 PM

Cascade 9&10

Finnish Olympics

Mark Richardson, Gregory Bennett

The concluding events in this wonderful contest. These events will be judged and the winning teams will collect some terrific prizes. If you can't join in, go watch. Loads of fun.

11 AM-1 PM

Evergreen 1&2

Animation: The Cost and the Trade-offs

Chris McDonell, Alan Halfhill

A look at what it takes to break into the video animation game along with the equipment needed. Chris will also talk about what it takes to make a really good video. Slow dissolves and fades, slow panning techniques, and correct framing.

NOON

Cascade 1

Pacific Northwest Writing Circles

David Addleman, Loren LeRon Coleman, Bruce Taylor, Sonia Orin Lyris, Mary K. Whittington

This panel will focus on how a writing circle can help the beginning writer as well as the more advanced writer.

Cascade 2
Reading
William F. Wu

Cascade 3&4
Masquerade Wrap-up Meeting
Rick Bligh, Vickie Bligh

For all those who took part in and/or worked as part of the masquerade team, this is the time to debrief, celebrate what went right, and plan for next year.

Cascade 7&8
Cartography as an Art Form
W. Karl Herzog, Betty Bigelow, Steve Gallacci

The maps on end papers in books and hanging in the art show are more than directions for getting somewhere. These are truly an art form.

Cascade 13
Personal Paranormal Experiences in Vietnam
Anthony Ferrucci

This soldier and his platoon made it through Vietnam because of his ability to listen to cues and clues most of us can't see or hear. This is a fascinating and true story. Don't miss it.

Alcove 1
Masquerade Costumes
Paula Pickett

How masquerade costumes differ from regular dress and/or hall costumes.

12:30-3:30 PM
Evergreen 3&4

The Elan Court
Attend this gathering of the Elan for the pleasure of watching this group perform.

1 PM
Cascade 1
Nuts and Bolts of Writing: Place
Carol Severance, Linda Nagata, Gregory Abraham, Julian May
Help for writers on setting the place of your story. How to give it history and validity.

Cascade 2
Reading
Mary Rosenblum

Cascade 3&4
Collecting: Radio Shows
Frank Catalano, Randy Prinslow
From Jack Armstrong to *The Shadow* to current fare, radio shows make great collectables but are hard to find unless you are taping them yourself. Advice on how to pursue this hobby from two who know.

Cascade 5&6
Power Behind the Throne
Cathleen Adkison
It takes a very creative person to organize all the creative people who make Wizards of the Coast operate. Come meet her and hear her story.

Cascade 7&8
What's What at Bantam Books
Janna Silverstein, Linda Dencroff
An interview with our Editor Guest of Honor and Toastmaster by a local friend and fan.

Cascade 13
Victorian Undergarments
Joy Day, Joanne Kirley, Judith Smith
What is the fascination with corsets and bloomers? Some of the most sexy and intriguing clothing comes from this era. A show and discussion of various intimate Victoriana.



Equinox (sketch) © 1994 by Michael Whelan

Alcove 1
Do You Have Any M_____ Cards?
Richard Garfield, Peter Adkison, Staffers of Wizards of the Coast
Fill in the blanks with the Wizard of the Coast. Staffers will use the M word... a lot, but there's more to learn about future WOTC gaming products. Questions are invited and will be answered by the production and administration staff.

1-2:30 PM
Grand Ballroom 2
Art Auction
Kathryn Howes, Tiffany Putnam and guest auctioneers
Norwescon 17's art auction will feature a charity auction in memory of Annette Mercier which will help set up a scholarship at a community college. A piece of art from our Artist Guest of Honor will be auctioned for this benefit.

1-3 PM
Evergreen 1&2
Editing Video Professionally
Alan Halfhill
A demonstration of professional video editing.

2 PM
Cascade 1
Nuts and Bolts of Writing: Authenticity
Robin James Burchett, Daryl F. Mallett, Ray Vukccovich
How writers create authenticity in their work.

Cascade 2
Reading
Kij Johnson

Cascade 3&4
Gaming Awards
Pro Ray, Robert Moshell
Norwescon 17's gaming winners will be announced and receive their awards from the gamemasters themselves.

Cascade 5&6
Phone Psychics
Heather Rose Jones
Infomercials show people finding out what's in the future for them with just a phone call. Are these people for real? Can someone many miles away help you with decisions in your life? Is this an expensive way to receive counseling? Find out here.

Cascade 7&8

Hazards for the Costumer No. 2

*Hans Meier, Judith Smith,
David Tackett, Shannon Taylor*

There are other hazards besides physical ones for the costumer. Do you have any space left in your house? How's your bank account? What happens to relationships when the push is on to get that costume done? Find out here.

Cascade 9&10

Tips and Techniques for the Model Builder

Leonardo Rufo

Just what it says, our master model builder will tell you all about it.

Cascade 13

Deep Space Nine

*Rebecca V. Neason, Chris Bunch,
Christopher Rush, Diana Vick*

A look at this series by writers and artists.

3 PM

Cascade 1

Masks

David Tackett, Joy Day, Joanne Kirley

Making masks for your costume, tips and advice.



© 1994 by Margaret Organ-Kean

Cascade 2

Chapbooks

Anne Marie Cunningham, Lisa Jean Bothell

What are chapbooks and where do you find them. Once found, what do you do with them?

Cascade 3&4

Mythology: Egyptian

Mike Kelly, Loren LeRon Coleman

From the legend of Osiris to the Curse of the Mummy, a look at the folklore and myth of that enigmatic country of Egypt.

Cascade 5&6

Effective Color Use

Siobhan McElwee

Tone, shade, intensity—how the colors relate on the wheel and how to use them effectively in your artwork.

Cascade 9&10

Psychology of Command

Betty Bigelow, Raymond Churchfield

A discussion of command from Machievelli to Dessert Storm. How to lead.

Cascade 13

Volunteer Hour

*Michael Citrak,
Katherine Kurtz, Scott MacMillan,
Janna Silverstein, Darrell K. Sweet,
Peggy Rae Pavlat, Deborah Wood*

A Thank You for all the volunteers for working so hard at Norwescon. Door prizes and the drawing to choose next year's Volunteer Guest of Honor.

Evergreen 1&2

What's New and Next in Video Equipment

Terrance Hatcher, Alan Halfhill, Rus Rudesil

3-5 PM

Cascade 7&8

Art Demo: Watercolor

Julia Lacquement

A demonstration of this most difficult but satisfying medium.

4 PM

Grand Ballroom 2

Ghosts I've Known

Scott MacMillan

True stories from our Guest of Honor about ghosts he met in childhood to the ones inhabiting his current home.

Cascade 1

Nuts and Bolts of Writing: Atmosphere

*Dean Wesley Smith, Kent Patterson,
Mary K. Whittington, Edd Vick*

The panel will help writers with the tricky problem of creating atmosphere in their stories.

Cascade 9&10

War Track: Human Amplification

Ben Dilley, Mark Colburn, Don McQuinn

From the first club, humans have used tools to amplify their killing potential; so where do we go from here? Cybernetic modifications? Drugs? Genetic engineering? Built-in helmet computers? Or all of the above?

Cascade 13

Art Slide Show

William R. Warren, Jr.

A look at the artwork of William R. Warren, Jr. through slides and drawings.

Evergreen 1&2

The Home Video Editor

Terrance Hatcher

You can edit your videos at home.

Evergreen 3&4

Onions and Roses

Michael Citrak, Sue Bartroff, Keith Johnson

If it went well or badly, what you liked and what you hated, this is the place to tell the ConCom all about it.

5 PM

Grand Ballroom 2

Closing Ceremonies

*James Ernest, Michael Citrak,
Katherine Kurtz, Scott MacMillan,
Janna Silverstein, Darrell K. Sweet,
Peggy Rae Pavlat, Deborah Wood*

See you next year!

5-7 PM

Evergreen 3&4

Camarilla Post Mortem

Wade Racine, Camarilla

Wrap up and discussion.

6 PM

Grand Ballroom 2

Movie Previews

Keith Johnson, Alan Halfhill

Movie Clips from upcoming attractions. Includes those shown at the Masquerade. Sponsored by Suncoast Motin Picture Company.

Grand Ballroom 3

Laser Tag

Brian Smith

One last tournament. Ends at Brian's discretion.

9 PM-MIDNIGHT

Grand Ballroom 3

Dead Sasquatch, Pajama Party and Spring Rites Dance

Kim Valentine, Acron Walton

A potpourri reflecting tastes of people attending.

The following category lists are provided as an aid in finding programming events that are similar and to help locate descriptions. Due to space limitations, not all programs and categories may be listed. Please check the Pocket Program to verify locations and times.

ART

Vampire Art
Th Cascade 9&10 3pm

Quick Sketch: Robots
Th Cascade 1 4pm

Space Ship Design: The Generation Ship
Th Cascade 5&6 4pm

Collecting Art
Th Cascade 3&4 5pm

Covers, Books, Program Books, Magazines
Th Cascade 7&8 5pm

Art Demo: Black and White Illustrations
Th Cascade 9&10 5pm

Life Drawing
Th Cascade 9&10 6-8pm
Fri Cascade 9&10 10am-2pm
Sat Alcove Two Noon-4pm

Art Demo: Sketching/Inking
Th Cascade 5&6 8pm

Developing Contacts
Th Cascade 7&8 8pm

Demo: Mixed Media
Th Cascade 9&10 8pm

Hazards in the Studio
Fri Cascade 3&4 10am

Quick Sketch: Aliens
Fri Cascade 5&6 11am

Art Directors
Fri Cascade 3&4 Noon

Demo: Pencil and Ink
Fri Cascade 13 Noon

Demo: Ribbon Dragons
Fri Cascade 9&10 2pm

Start Up Kit for Beginners
Fri Cascade 9&10 3pm

Demo: Logo's
Fri Cascade 9&10 4pm

Interior Illustration
Fri Cascade 5&6 7pm

The Caricaturist
Fri Cascade 1 9pm

Quick Sketch: Witches/Wizards/Warlocks
Fri Cascade 1 10pm

Demo: Illuminated Manuscripts
Sat Cascade 9&10 10am

Chimera by Request
Sat Cascade 9&10 11am

Developing Artistic Atmosphere
Sat Cascade 5&6 Noon

Watercolor Workshop
Sat Cascade 9&10 Noon-4pm

The Wrong Way to do Comic Books
Sat Cascade 13 1pm

Painting Space
Sat Cascade 5&6 3pm

Disguising History
Sat Cascade 7&8 3pm

Art as a Business
Sat Cascade 1 4pm

Good and Evil in the Comics
Sat Cascade 5&6 4pm

Art Preservation
Sat Cascade 3&4 5pm

Art Critique
Sat Cascade 7&8 5pm

Artist Networking
Sat Cascade 9&10 6pm

Relief Printmaking
Sat Cascade 3&4 7pm

Life Mask Making
Sat Cascade 7&8 7pm

Demo: Silk Painting
Sat Cascade 9&10 7pm

Quick Sketch
Sat Cascade 1 10pm

Jewelry Design
Sun Cascade 3&4 11am

Cartography as an Art Form
Sun Cascade 7&8 Noon

Art Auction
Sun Grand 2 1-3pm

Tips and Techniques for the Model Builder
Sun Cascade 9&10 2pm

Effective Color Use
Sun Cascade 5&6 3pm

Demo: Watercolor
Sun Cascade 7&8 3pm

Slide Show: William Warren, Jr.
Sun Cascade 9&10 4pm

COLLECTING

Collecting: Cards
Th Grand 2 3pm

Collecting: First Editions
Th Cascade 3&4 3pm

Collecting: Art
Th Cascade 3&4 5pm

Collecting: Movie Memorabilia
Th Cascade 13 5pm

Collecting: '50s Nostalgia
Fri Cascade 5&6 1pm

Collecting: Autographs
Sat Cascade 1 10am

Collecting: Models
Sat Cascade 3&4 11am

Collecting: Comics
Sun Cascade 13 10am

Collecting: Radio Shows
Sun Cascade 3&4 1pm

COSTUMING

Hall Costumes
Th Cascade 3&4 6pm

Masquerade Meeting
Th Cascade 3&4 7pm

Theater Costuming
Th Cascade 5&6 7pm

22nd Century Clothing
Th Cascade 13 8pm

Pattern Making
Fri Cascade 7&8 10am-1pm

Deciding What Not to Do
Fri Cascade 5&6 Noon

Costume Critique

Fri Cascade 9&10 1pm

Wigs
Fri Cascade 5&6 2pm

The Procrastination Costume
Fri Alcove One 3pm

Hazards for the Costumer #1
Fri Cascade 3 5pm

Hazards for Costumers #2
Sun Cascade 7&8 2pm

Crossed Arrows Inn Workshop
Fri Cascade 9&10 5-8pm

Makeup
Fri Cascade 5&6 6pm

Costume Choreography
Fri Cascade 13 6:30-7:30pm

Masquerade Meeting
Fri Cascade 3 7pm

Costume Cost
Fri Cascade 3&4 8pm

Masquerade Meeting and Rehearsal
Sat Grand 3 9am-End

Jewelry Design
Sun Cascade 3&4 11am

Costumers Networking
Sun Alcove One 11am

Masquerade Wrap-up Meeting
Sun Cascade 3 Noon

Masquerade Costumes
Sun Alcove One Noon

Victorian Undergarments
Sun Cascade 13 1pm

Masks
Sun Cascade 1 3pm

EVENTS

Dragon and Friends: Going to Hollywood
Th Grand 2 5-7pm

Opening Ceremonies
Th Grand 2 8-9:30 pm

Dance
Th Grand 3 9pm-1am
Sat Grand 2&3 10:30 pm-2am
Sun Grand 2 9pm-Mid

Stardance
Fri Grand 2&3 9pm-2am

Late Night Movies
Th Cascade 13 9pm-closed

Laser Tag
Th Grand 2 10pm-1am

Tai Chi
Fri Grand 2 9am
Sat Grand 2 9am
Sun Grand 2 9am

Gaming Fair
Th Evgn 1&2 3-10pm

Science Fair-Space
Fri Evgn 1&2 10am-8pm

Science Fair-Cyberarts and Virtual Reality
Sat Evgn 1&2 10am-6pm

Video Fair
Sun Evgn 1&2 10am-5pm

SCA Fair
Sun Grand 3 10am-5pm

Blue Screen Demo
Fri Grand 2 10am-1pm

Life Drawing
Fri Cascade 9&10 10am-1pm
Sat Alcove Two Noon-3pm
Sun Cascade 5&6 10am-1pm

Life Writing
Fri Cascade 13 1-5pm

Psychic Cats
Fri Grand 2 3-4:30 pm

Crossed Arrows Inn
Fri Cascade 9&10 5-8pm
Sat Alcove One Noon-3pm

Guest of Honor Interviews
Fri Evgn 3&4 5pm

Klingon Wedding Ceremony
Fri Evgn 3&4 8pm

Didjereemob Ensemble
Fri Evgn 3&4 10am

Didjereemob Ensemble Workshop
Fri Evgn 1&2 8:30 pm
Sat Evgn 1&2 9pm

Sword Demo-Dragon and Friends
Sat Grand 3 9:30-11am

Autograph Session
Sat Grand 2 11am-12:30 pm

Debate: Single Stage Rocket vs Multi Stage Rocket
Sat Evgn 3&4 1pm

Banquet
Sat Grand 2 2-4:30 pm

Laser Tag
Sat Cascade 9&10 3-5pm
Sun Grand 3 6pm-closed

Dragon-Special Effects and Model Building
Sat Evgn 3&4 3-4pm

Masquerade
Sat Grand 2&3 7-9:30 pm

Late Night Movies
Sat Cascade 13 10pm

Dragon/Demolition Man
Sun Grand 2 10am-12:30pm

Fannish Olympics
Sun Cascade 9&10 11am-1:30pm

Art Auction
Sun Grand 2 1-2:30 pm

The Elan Court
Sun Evgn 3&4 1-4pm

Volunteer Hour
Sun Cascade 13 3pm

Ghosts I've Known
Sun Grand 2 4pm

Onions and Roses
Sun Evgn 3&4 4pm

Closing Ceremonies
Sun Grand 2 5pm

Camerilla Post Mortem
Sun Evgn 3&4 5pm-closed

Movie Previews
Sun Grand 2 6pm-closed

GAMING
It's Magic
Th Grand 2 3pm

Gaming and the Gaming Market
Th Evgn 1&2 3pm

Roleplaying Games
Th Cascade 13 6pm

Open Gaming
Th Cascade 7&8 10pm-1am

History of Roleplaying
Th Cascade 1 11pm-1am

Is Roleplaying Harmful?
 Fri Cascade 7&8 7pm
Convention and LRP, Get Them Before They Get You.
 Fri Alcove One 7pm
Bringing the Big One to Seattle
 Fri Alcove One 8pm
Introduction to Gaming
 Fri Cascade 3&4 10pm-Mid
Magic Tournament
 Fri Cascade 7&8 10pm-Mid
 Sat Cascade 7&8 10pm-Mid
 Sun Cascade 5&6 4pm-closed
From Dream to Reality
 Sat Cascade 13 10am
In a Publisher's Ear
 Sat Alcove One 5pm
Games You Can Tell the Family About
 Sat Alcove One 6pm
Gaming for Beginners
 Sat Cascade 3&4 8pm
How to Choose a Game
 Sat Cascade 5&6 11pm-1am
Power Behind the Throne
 Sun Cascade 5&6 1pm
Do You Have Any M_____ Cards?
 Sun Alcove One 1pm
Gaming Awards
 Sun Cascade 3&4 2pm

GUEST OF HONOR EVENTS

Knights Templar
 (Scott MacMillan)
 Th Grand 2 4pm
Opening Ceremonies (All)
 Th Grand 2 8-9:30pm
Free Masonry (Katherine Kurtz)
 Fri Grand 2 2pm
Ribbon Dragons (Deborah Wood)
 Fri Cascade 9&10 2pm
Start Up Kit for Beginners
 (Darrell K. Sweet)
 Fri Cascade 9&10 3pm
2002 World Con
 (Peggy Rae Pavlat)
 Fri Cascade 7&8 5pm
Guest of Honor Interviews
 Fri Evgn 3&4 5pm
Reading (Scott MacMillan)
 Fri Cascade 13 8pm
Autograph Session (All)
 Sat Grand 2 11am-12:30pm
Banquet (All)
 Sat Grand 2 1:30-4:30pm
Writing in the Star Wars Universe
 (Janna Silverstein)
 Sat Cascade 1 5pm
Art Preservation (Darrell K. Sweet)
 Sat Cascade 3&4 5pm
The Literate Vampire
 (Scott MacMillan)
 Sat Cascade 5&6 5pm
Reading (Katherine Kurtz)
 Sat Cascade 13 5pm
Artist Networking
 (Darrell K. Sweet)
 Sat Cascade 9&10 6pm
What's What at Bantam
 (Janna Silverstein)
 Sun Cascade 7&8 1pm

Volunteer Hour (All)
 Sun Cascade 13 3pm
Closing Ceremonies (All)
 Sun Grand 2 5pm

MAGIC
Ceremonial Magic
 Fri Cascade 2 11am
Shamanism
 Fri Cascade 7&8 6pm
Sympathetic Magic
 Sun Cascade 3&4 10am

MEDICINE
Genetic Manipulation
 Fri Cascade 3&4 1pm
The Threat of Disease
 Fri Cascade 7&8 3pm
Alternative Medicine
 Sat Cascade 7&8 10am
Medical Rationing
 Sat Cascade 3&4 Noon
Genetic Fingerprinting
 Sat Cascade 7&8 6pm

MUSIC
Kristi Austin
 Th Evgn 3&4 7pm
 Fri Evgn 3&4 6pm
 Sat Evgn 3&4 6pm
Master Thomas Slye
 Th Evgn 3&4 8pm
 Fri Evgn 3&4 3pm
 Sat Evgn 3&4 5pm
Greg Robin Smith and Cymbric Early
 Th Evgn 3&4 9pm
 Sat Evgn 3&4 11am
Filksinging
 Th Evgn 3&4 10pm
 Fri Evgn 3&4 10pm
 Sat Evgn 3&4 10pm
Harper Tasche
 Fri Evgn 3&4 Noon
 Sat Evgn 3&4 Noon

Mark Geilser
 Fri Evgn 3&4 1pm
 Sat Evgn 3&4 7pm
Karen Carnack Gillmore and Ron Gillmore
 Fri Evgn 3&4 2pm
 Sat Evgn 3&4 2pm
Greg Honisberg
 Fri Evgn 3&4 7pm
Performance Writing: Music
 Sat Cascade 7&8 4pm
Telynor
 Sat Evgn 3&4 8pm
Cecilia Eng
 Sun Evgn 3&4 Noon

MYTHOLOGY
Mythology: Big Foot
 Fri Cascade 5&6 4pm
Mythology: Norse
 Sat Cascade 3&4 2pm
Mythology: Celtic
 Sat Cascade 2 6pm
Mythology: South Seas
 Sat Cascade 1 9pm
Mythology: Egyptian
 Sun Cascade 3&4 3pm

PARANORMAL SUBJECTS
U.F.O. Sightings
 Fri Cascade 13 10am
Religion: Spiritism
 Fri Cascade 13 11am
Psychology of Divinations
 Fri Cascade 3 2pm
Character Development: The Scer
 Fri Cascade 1 6pm
Shamanism
 Fri Cascade 7&8 6pm
Telepathy
 Sat Cascade 3&4 10am
Witches/Wizards/Warlocks: Artifacts
 Sat Cascade 1 Noon
Witches/Wizards/Warlocks: In Film
 Sat Cascade 13 3pm
Witches/Wizards/Warlocks: Fictional Characters
 Sat Cascade 5&6 8pm
E.S.P.
 Sat Cascade 13 Noon
New Age Cults
 Sat Cascade 3&4 4pm
Precognition
 Sat Cascade 9&10 5pm
Telekinesis
 Sat Cascade 13 5pm
Sympathetic Magic
 Sun Cascade 3&4 10am
Writing Ritual for Fiction
 Sun Cascade 1 11am
War Track:
Paranormal Operations
 Sun Cascade 13 11am
Personal Paranormal Experiences in Viet Nam
 Sun Cascade 13 Noon
Phone Psychics
 Sun Cascade 5&6 2pm

RESEARCH
Research: Eavesdropping
 Th Cascade 1 10pm
Research: Market
 Fri Cascade 1 3pm
Research: The Daily News
 Fri Cascade 7&8 8pm
Research: Library
 Sat Cascade 13 2pm
Research: Life Observation
 Sat Cascade 3&4 6pm

ROBOTICS
Robotics: Ethics
 Fri Cascade 5&6 10am
Robotics: Land Rovers
 Fri Evgn 1&2 2pm
Robotics: Nanotechnology
 Fri Evgn 1&2 7pm
Robotics: Thinking
 Fri Cascade 5&6 9pm

SCIENCE
Space Ship Design: The Generation Ship
 Th Cascade 5&6 4pm
Will There Ever Be a Data?
 Th Cascade 7&8 4pm
Interspecies Communication
 Th Cascade 3&4 8pm
Mars Mission
 Th Cascade 7&8 9pm
Robotics: Ethics
 Fri Cascade 5&6 10am
Robotics: Land Rovers
 Fri Evgn 1&2 2pm
Robotics: Nanotechnology
 Fri Evgn 1&2 7pm
Robotics: Thinking
 Fri Cascade 5&6 9pm
Problems at NASA
 Fri Evgn 1&2 11am
Genetic Manipulation
 Fri Cascade 3&4 1pm
Hubble News
 Fri Evgn 1&2 3pm
Private Lunar Landing
 Fri Evgn 1&2 4pm
Information Highway Becomes a Reality
 Sat Evgn 1&2 10am
Demo: Human to Virtual Reality Interface Using the Data Glove
 Sat Evgn 1&2 Noon
Virtual Reality
 Sat Evgn 1&2 2pm
Human Factors of Virtual Reality
 Sat Evgn 1&2 3pm
Demo: Three Dimensional Sound Imaging in the Virtual Reality Environment
 Sat Evgn 1&2 5pm
Astronomy for Writers
 Sun Cascade 1 10am
Speculative Future Science
 Sat Cascade 13 7pm

SECRET SOCIETIES
Knights Templar
 Th Grand 2 4pm
Society of the Holy Grail
 Fri Cascade 13 4pm
Free Masonry
 Sat Grand 2 2pm

22ND CENTURY
22nd Century: Communication
 Th Cascade 5&6 6pm
22nd Century: Clothing
 Th Cascade 13 8pm
22nd Century: Agriculture
 Fri Cascade 5&6 5pm
22nd Century: Art
 Sat Cascade 5&6 10am
22nd Century: Religion
 Sat Cascade 5&6 5pm

VIDEO**Animation, The Costs and the Trade-offs**

Sun Evgn 1&2 11am

Editing Video Professionally

Sun Evgn 1&2 1pm

What's New and Next in Video Equipment

Sun Evgn 1&2 3pm

The Home Video Editor

Sun Evgn 1&2 4pm

WAR**War Track: Overview**

Th Cascade 7&8 7pm

War Track: Debate:**Robot vs Human Soldier**

Fri Evgn 3&4 11am

War Track:**Alien Hearts and Minds**

Fri Cascade 7&8 1pm

War Track:**Bringing Your Military to Life**

Fri Cascade 7&8 4pm

War Track: Psychology of War

Sat Cascade 13 11am

War Track:**Politics of Covert Operations**

Sat Cascade 3 1pm

War Track: Giant Robots

Sat Cascade 13 4pm

War Track:**Paranormal Operations**

Sun Cascade 13 11am

War Track: Human Amplification

Sun Cascade 9&10 4pm

WRITING**Nuts and Bolts: The Hook**

Th Cascade 1 3pm

Performance Writing:**The Movie Script**

Th Cascade 1 5pm

Nuts and Bolts: Pacing

Th Cascade 1 6pm

Nuts and Bolts: Dialogue

Th Cascade 1 7pm

Nuts and Bolts: Timing

Th Cascade 1 8pm

Nuts and Bolts: The Name Game

Fri Cascade 1 2pm

Nuts and Bolts: Place

Sun Cascade 1 1pm

Nuts and Bolts: Authenticity

Sun Cascade 1 2pm

Nuts and Bolts: Atmosphere

Sun Cascade 1 4pm

Research: Eavesdropping

Th Cascade 1 10pm

T.V. Script Writing

Fri Cascade 1 11am

Magazine Publication

Fri Cascade 3&4 11am

Interview for Print Techniques

Fri Cascade 1 Noon

Hazards for the Writer

Fri Cascade 1 1pm

Life Writing with Steve Barnes

Fri Cascade 13 1-5pm

Research: Market

Fri Cascade 1 3pm

Small Press Networking

Fri Cascade 3&4 4pm

Record Keeping for Writers

Fri Cascade 1 5pm

Character Development: The Secret

Fri Cascade 1 6pm

Jump Start Your Writing Career

Fri Cascade 1 7-9pm

Research: Using the Daily News

Fri Cascade 7&8 8pm

Eight Rules of Punctuation

Sat Cascade 1 11am

Writer's Group Dynamics

Sat Cascade 7&8 11am

Writing Critique

Sat Cascade 1 1pm

Synopsis Secrets

Sat Cascade 1 2pm

Research: Library

Sat Cascade 13 2pm

Performance Writing: T.V. Script

Sat Cascade 1 3pm

Fanzines

Sat Cascade 3&4 3pm

Writing in the Star Wars Universe

Sat Cascade 1 5pm

Workshop: Turning Your Idea Into a Story

Sat Cascade 1 6-8pm

Slush Pile Blues

Sat Cascade 1 8pm

Astronomy for Writers

Sun Cascade 1 10am

The First Sentence

Sun Cascade 2 10am

Writing Ritual for Fiction

Sun Cascade 1 11am

Magazine Publication #2

Sun Cascade 7&8 11am

Pacific Northwest Writer's Circles

Sun Cascade 1 Noon

What's What at Bantam

Sun Cascade 7&8 1pm

Chap Books

Sun Cascade 2 3pm

What hath night to do
with sleep?

-John Milton



A GROSS PROPHETS PRODUCTION

with a grant from the Addams Family.

Katherine Kurtz and Scott MacMillan— An Elegant Twosome

by
Anne McCaffrey

On the weekend in 1969 when Betty Ballantine was editing *Dragonquest* with me, she introduced me, in manuscript, to a new writer. The story was *Deryni Rising* book by a Katherine Kurtz. I remember staying up all hours to finish it. Then, in Ireland, I kept hearing about Katherine's success and happily bought all the books as they came out.

To my surprise and delight, she and her husband, Scott MacMillan, came castle-hunting in Ireland. (Contrary to belief, I do NOT live in a castle, despite its castley name—Dragonhold.) Knowing how small and uncomfortable most Norman keeps or the local Irish round towers were, I was amazed that they'd be looking for one. Naturally, I helped them. In fact, the day Katherine and Cameron MacMillan moved into rented digs in Bray, I had them to a quick supper at my place, driving through the wash of Hurricane Charlie on our way back to their house. They survived that, too.

I actually hadn't met Katherine face to face before that time and was delighted to find her as beautiful and serene as her pictures suggested. I knew she was interested in SCA and had had several titles on the West Coast but she was so lovely, so elegant, that she really fit the parts. It was also totally out of

character for a woman of her appearance to have been with Los Angeles Police Department—even as a researcher. However, this *genre* attracts all kinds and she was definitely an asset.

I liked Cameron, her stepson, too, as he reminded me muchly of my son, Todd, at the same age: Bright, precocious and able to hold his own in adult company.

Then I met Scott (aptly named) who is the perfect foil for his lovely wife, even if he is so Scots that it tweaks my Irishness. However, I do admire someone who is thorough and completely engrossed in a subject. And Scott has

many subjects in which he has experience and status.

The house they finally settled on was not a castle, for which let us all be grateful, but a notable mansion. As circumstance would have it, Holybrooke Hall was also part of the estate on which the Brennanstown Riding School was located. I did my apprenticeship in stable management with Brennanstown School, knew the house as the place where the film *Zardoz* was filmed, and a place which we were strictly enjoined by the owner of the Riding School to leave alone. Its stern exterior, high windows, graceful grounds made it a real mystery



Katherine Kurtz by David Valentine

GUESTS OF HONOR



Scott MacMillan by Geraldine Urch

house in which *anything* could legitimately happen. I was glad to legitimately inspect it in the company of prospective buyers—Katherine and Scott.

In buying it, they faced a restoration task of considerable extent, starting with a leaking slate roof. Nevertheless they've gone about the work in careful stages and have had the opportunity to rent the premises to commercial film companies and as a location for movies: the latest being *Scarlett*. As Scott has been involved with movie making from time to time, it's nice to see him getting the best end of the stick to assist the Holybrooke Restoration Fund. It'll be

fun to *know* that the period kitchen in that movie was actually part of the MacMillan dining room at Holybrooke. Gives a zest to film viewing.

It's always pleasant to have friendly wizards nearby to commune with—especially in a country where “s-f” has a totally different connotation to most folks! (Sinn Fein in case you haven't guessed what I meant.) I've inveigled quite a few American authors to come live here. “The Wizards of Wicklow” is what we call ourselves. There are some who add “witch” as well, or “warlock,” in the case of Scott, Peter Morwood, Diane Duane's husband and for a while, Jim Hogan.

We form a sort of loosely knit self-help group. When Katherine's computer went on the blink, she used mine to print out final copy of a novel. They travel more than I do and always bring back “care” packages—if the object is not too big. Scott's blue Bentley conveyed my daughter to and from her wedding, giving the proceedings a certain panache. (Not everyone can have a Bentley.) We also exchange Thanksgivings, Christmas cookies, and New Year's Parties.

It's sort of the kind of grouping that people suspect writers are always involved in, only generally we're not! Writing is a solitary occupation, requiring long spells of anti-social behaviour, and then occasionally mad confluences to make up for the drought. We respect each other's privacy but know that there is a friendly voice at the end of the telephone line if we are in deep kimchee and a good support system.

What has been fun has been watching Scott doing the writing bit, too, so he could qualify for the Irish artists' exemption on his own behalf. We all grinned when he said he'd write the ‘Nazi Vampires from Hell’. He did... though it was more circumspectly entitled *Knights of the Blood*: an impressive first novel for a man who had dabbled in many aspects of publishing but hadn't had the impetus to write a complete novel.

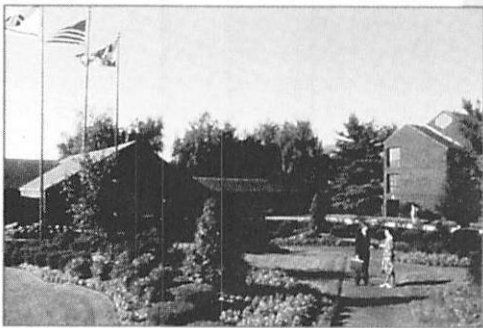
They're quite a couple, Scott and Katherine, and you are indeed lucky to share their company for a convention. I know you'll enjoy their grace, elegance, wit, humor and friendliness. I know I have and bless the day they settled so near me.

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A Flourish of Fantasy

by

Charles Toutant

Mischievous gnomes and exotic nymphs lurk in every corner of Darrell Sweet's house. In his closets, sullen ogres sit waiting for someone to open the doors.

But none of this distracts Mr. Sweet from his demanding work schedule. Over the past 30 years, the painter has built a successful career illustrating covers of science fiction novels, earning a following among readers along the way.

Mr. Sweet, who turns out a painting every two weeks or so, has lost count of his canvases. Hanging on the walls and stacked everywhere in his contemporary house are scenes of the lurid monsters and outlandish fantasies that are dreamed up by science fiction authors.

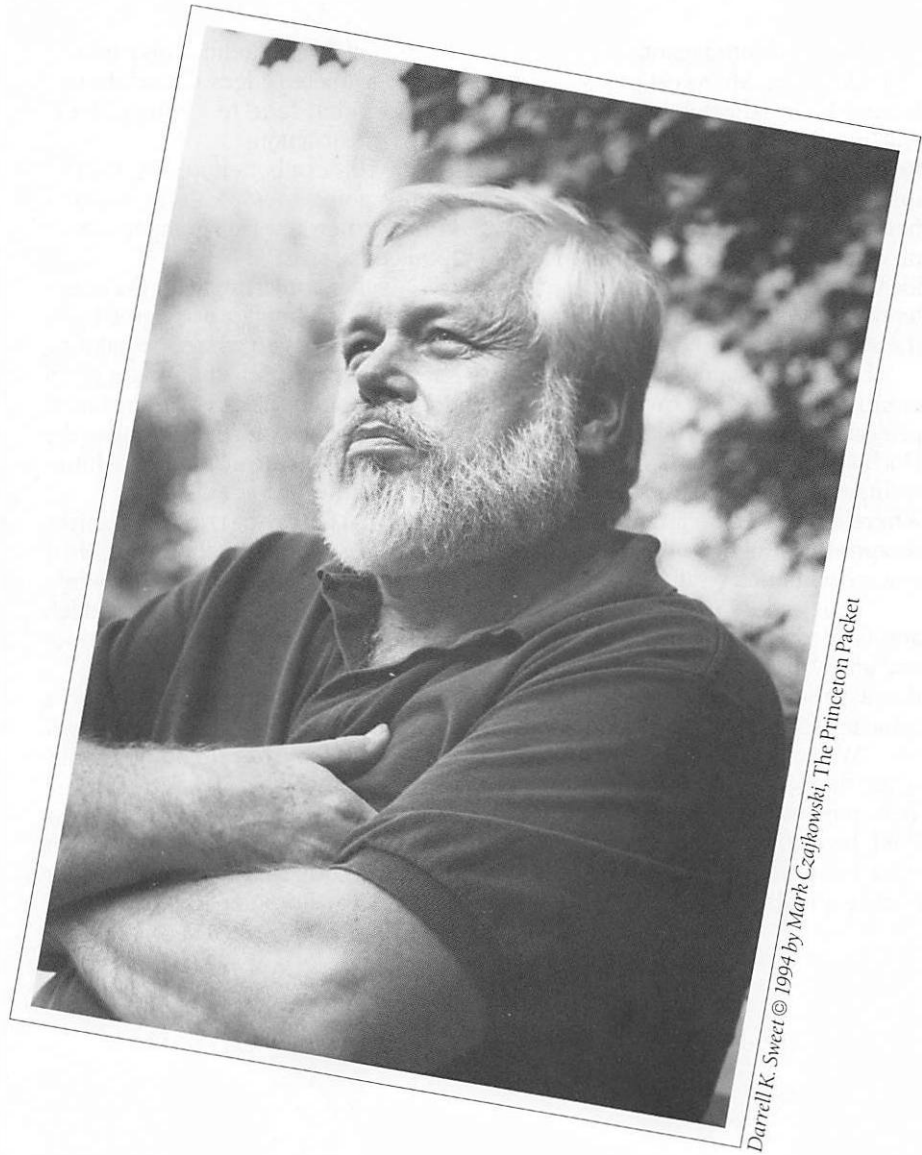
His work also appears on calendars and decorative plates, and recently a publisher from Pittsburgh asked him to do a series of science fiction collector cards.

"It's bananas. All of a sudden the business has exploded—I have more than I can handle," he said between phone calls from impatient editors reminding him of upcoming deadlines.

Painting in acrylics, which he said lack the depth of oils but dry much faster, on humid days he even resorts to taking a hair dryer to his works. Mr. Sweet points out that unlike most of his fellow graduates of the fine arts program at Syracuse University, which included studies of anatomy and form and movement, he actually supports himself and his family with his art.

His diligence—he works 10 hours a day, often on weekends too—belies the stereotype of the temperamental, fickle *artiste*.

"I consider myself lucky to survive this line of work—it's being tenacious



and doing twice as much as I need to that's allowed me to do this," he said. "If you have to eat next week on what you create it changes things."

Fresh from college in the late 1950s, Mr. Sweet started out illustrating botany texts and anatomy books, developing the research method that serves him well.

His light-filled home studio is crammed with costumes and shotguns and other clutter sometimes used for mod-

els in his paintings. A collection of animal skulls—deer, cow, dog, sheep, raccoon—look down from one wall; like Georgia O'Keefe, he finds the shapes "intriguing."

A filing cabinet overflows with photos and illustrations of people, animals, birds, trees and plants, and nearby is a library of books he refers to in researching his paintings.

"The people who read science fiction are very literal—you make a mistake and you get letters," Mr. Sweet said.

Presented with a manuscript of 500 or 1,000 pages, Mr. Sweet pores over it looking for just the right scene, one that will “get the feel or the style of the book, how it’s written, what it’s about. A lot of the color patterns that I play games with have to do with whether it’s a classic feel or whether it’s an outlandish sort of idea. You really try to inflect the character of the book in the design and feel of the artwork somehow.”

He bristles at any meddling in his creative process, as in one current project, an illustration for a novel called *Ducling Machine*. The book’s premise includes a sort of virtual reality chamber where combatants can choose their weapons and light to the death, then emerge without a scratch.

“I chewed on it and chewed on it and fiddled with it and fiddled with it and finally decided the smartest thing to do was to be absolutely straight and I did a ducling scene. I did it dark and moody.

“Well, he comes back with, gee whiz, shucks, he likes things like *Star Trek*—remember, “beam me up, Scotty.” Well, he wanted some effect like they were beaming up this whole action scene someplace.”

So Mr. Sweet modified his painting, adding feathered edges around the two warriors that fade to white, per the editor’s instructions.

“Well, he calls me and says, ‘Darrell, it’s not going to work.’ And I said, ‘I know,’ I knew it wasn’t going to work,” recalled the artist.

So after conferring with the editor for almost an hour, it was agreed that instead of fading to white, the painting should fade to black, and that a set of doors should be added, with technical doo-dads added on so it looks like the two combatants are inside a giant futuristic machine.

“What I’m saying is in three-fourths of the cases where somebody puts their thumbprint on it, it ends up not working and it comes back. Gee, if you’d left me alone, we would have been out of here by now,” he says testily.

Once his painting is made into a book cover, much of Mr. Sweet’s work is covered up by the title, author name, blurbs like “New York Times Best Seller,” and the bar code that allows the book to be scanned by supermarket checkers. But that does not bother Mr. Sweet, who notes that the Italian

Renaissance painter Titian peddled his paintings in the Venice fruit market.

“This is not fine arts, but I would rather people see the stuff and be involved in it.”

Demand for science fiction novels has shown no sign of falling off, said Mr. Sweet, who illustrates many series with names like *Xanth* and *Tor* whose common characters resurface in another paperback every few months.

Following the success of the *RoboCop* movies, a rash of books with robot themes were hatched, and lately more novels give women important roles, reflecting a growing female readership, he said. But most science fiction plots still are morality plays where good does battle with evil, he said.

Noting Gauguin’s interest in Tahiti, Mr. Sweet said that dreaming about what other worlds must be like has been a constant among intellectual people.

“I think the basic human urges never change,” said Mr. Sweet. “A lot of it has been centered on an escape from the mundane. If people don’t dream they’re in trouble.”

Story and photograph reprinted with permission from The Princeton Packet.

IN PRAISE OF PEGGY

by

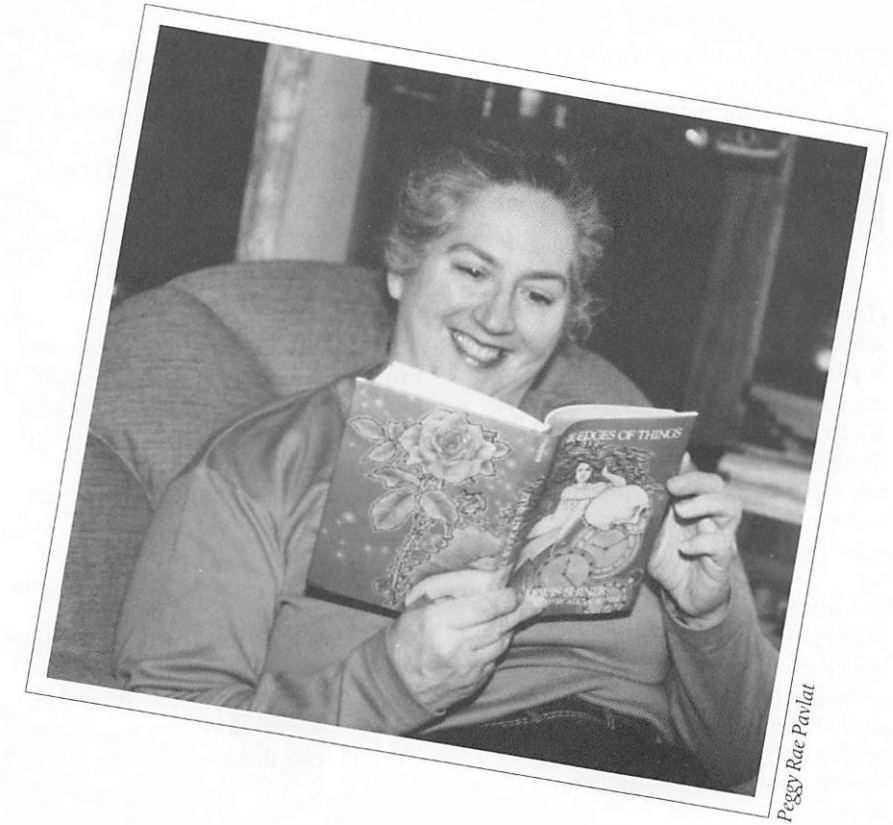
Nancy Atherton

In continuing the saga of The Great Fen
I Have Known,
No name shines forth more brightly,
night or day,
No one is more deserving of the honor
you bestow
Than our Fannish Guest of Honor,
Peggy Rae.

(Though I'll warn you now: Be careful
if she calls you just for fun,
With an "innocent" request for your at-
tention.
If you're not, before you know it you'll
have "volunteered" to run
A division, or to chair a whole conven-
tion!)

Peggy Rae was raised by fannish fans;
her parents were quite keen
To prepare her for the life that would
await her.
She spoke Fannish before English,
pubbed her first ish at fifteen
And she learned to Smoooooth in her
perambulator.

(And she hasn't changed! I'm warning
you—be cautious at that meeting
In a hallway, party, conference room, or
bar.
You may think that all you've done is to
exchange a friendly greeting
When, in fact, you have become Head
Registrar!)



Peggy Rae Pavlat

For Atlanta's Worldcon she devised a
Program rich as sin;
At Noreascon, put our History on dis-
play;
She made ConStellation sparkle,
worked for ConFrancisco's win,
Then she co-vice-chaired the Worldcon-
by-the-Bay.

(All of this while raising children! Work-
ing full-time! Doing good
In the Mundane world beyond
Trufandom's boundary,
In the League of Women Voters, in her
church, her neighborhood,
And in taking care of homeless waifs—
just like me!)

Hyperactive? Did I mention that she
helped produce a tome
(Text by Shiner, artwork by Alicia Aus-
tin),
And produced the FAPA Index—while
redecorating her home!
Hyperactive? Why, she'd fit right in, in
Boston!

(So please watch yourself—she's
fandom's foremost fannish talent-spot-
ter,
Much worse than a Smof—a Bubble
Brigadier
For without recruits she'd ne'er have
time to carry out or plot her
Countless projects, so I'm warning
you—steer clear!)

And what gives her all that energy? I'll tell you—it's a mix:
One part sushi, two parts Chinese food, or port,
Or a bowl of macadamias (chocolate, please!) from Trader Vic's—
For her, Cuisine is a religion, not a sport.

(But it isn't just Panethnic food that serves to energize her,
It's that both her son and daughter now are wed;
It's that now she is a grandmother and knows she's getting wiser:
She can play with Bryce, then head back home to bed!)

But above all, she's creative, and she helps us live our dreams
And she somehow makes hard working seem like play,
And that's why—against all common sense—we join her in her schemes,
And that's why we're here to honor her today.

If it's true that, as the saying goes, you get back what you're giving,
That you reap the field of friendships you've been sowing,
Then I'd say our Fan Guest of Honor is the richest woman living,
And her harvest, even as I write, keeps growing.

Building bridges bright and beautiful, through friendships great and small,
She unites us, whether near or far away,
So ignore my dire warnings when you hear her siren's call—
Go ahead and say, "I'll do it, Peggy Rae!"

(And you won't regret a minute, no, not even major flops,
'Cause you'll feel needed, meet amazing folks;
And one day when you are old and gray and hanging around Ops,
You will read this poem again—and get the jokes!)

So you BNFs and neos, raise a glass of Beaujolais
To a femmefan who's earned praises by the trainful:
May she live to be one thousand—here's to you, dear Peggy Rae!
(And may your next trip to Alaska be less painful!)

P.S. If there are references you do not understand,
Or that need an extra dose of explanation,
You're in luck! Because at Norwescon you have the Source at hand—
Ask your Fan Guest of Honor for a free translation!

VOLUNTEER GOH

DEBORAH A. WOOD

by
Deborah A. Wood

I first learned of Norwescon from my mother, Wilma Jensen, who had attended Norwescon 9. The first Norwescon I attended was the first year it was held at the Tacoma Sheraton Hotel (Norwescon 10). I have attended Norwescon every year since then, and a few other cons as well.

While I enjoyed myself at Norwescon 10, I wondered how much more fun I could have had if I knew more of the people involved. The next year I attended, I volunteered for several jobs, and there began some friendships that still persist today.

My favorite volunteer job is stage ninja at the Masquerade. While it's great that volunteers get preferred seating, it's nothing compared to seeing the costumes up close (and real personal when you help the large, awkward ones up on stage). Another great benefit for volunteering is the volunteer's lounge, where you can snack, relax, or pick up free posters and things that non-volunteers don't get.

I've always enjoyed reading science fiction. My parents had a large library, and were constantly adding to it. When the Science Fiction Book Club shipment arrived, it was a race to see who would get to read the books first. When I moved out on my own, I think I missed the books the most. Now, I have a library of my own to which new arrivals are eagerly added.

In addition to collecting books, I also collect dragons. Both of these hobbies can get to be rather expensive, however. I've noticed that attending conventions can stress one's finances as well. As a financial stress reliever, I make and

sell ribbon dragons. And, since lots of people like them, I get to meet lots of people.

In real life, I am a Computer Analyst/Programmer with the State Treasurer's Office in Olympia. I am divorced and have three children. Prudence is 17 and attended her first Norwescon in 1993. Robert is 15 and will attend in 1994. My youngest, Joey, is seven and is also eagerly anticipating his first convention.

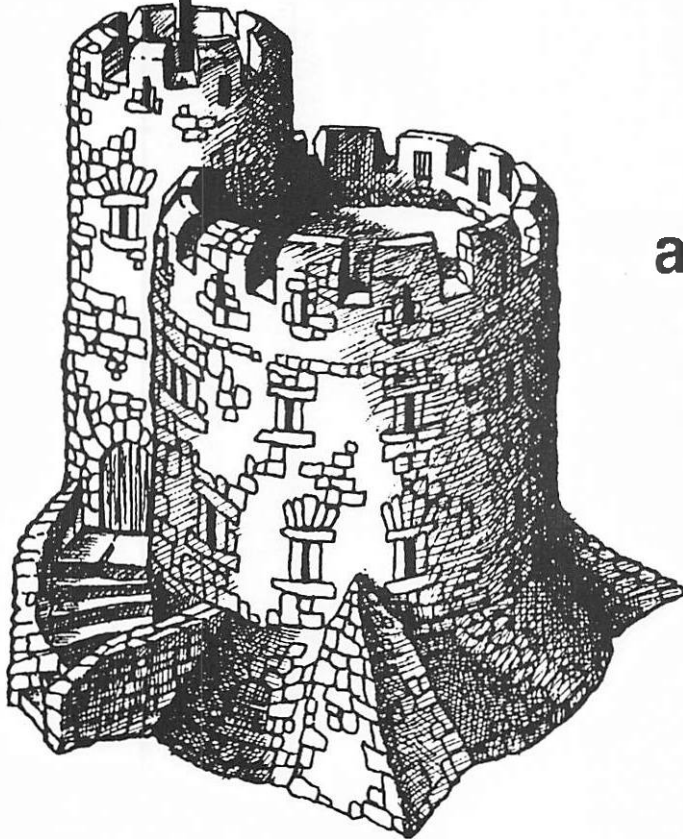




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EDITOR GOH & TOASTMASTER

Janna Silverstein

by

Katharine Kerr

The glamor world of New York publishing—the career she'd worked toward for years—her first day on the job at Bantam Editorial, Janna Silverstein answered the telephone to find herself blasted by a furious voice, berating her for something she'd never done. All unknowingly, Harlan Ellison was welcoming her to the wonderful world of books. That was nine years ago now, and fortunately for Janna herself as well as those of us lucky enough to work with her, things did improve from that point on. Still, well might you wonder how a nice girl from Long Island ended up in a job like this. For the first time, the truth will be revealed, right here in the *Norwescon Program Book*, along with many strange secrets of this editor's life and career.

Janna started out as a normal girl with a normal family. The family stayed normal, but she, alas, fell under the spell of adventure fiction, an evil force that has ruined many an innocent girl. As a child, Janna had her first encounter with science fiction in the form of old movies on Saturday afternoon television. The experience marked her, leading her down the primrose path to *Star Trek*, first the series re-runs, then the movies. At some point, too, she saw the *Rocky Horror Picture Show*, and her fate was sealed. She had discovered fandom.

All of this media watching led her inevitably to the really addictive core of adventure fiction—books. When she was sixteen, a boyfriend gave her a copy of *Stranger in a Strange Land*, which surprised her by being much better than television SF. She went on to devour the works of Heinlein, Asimov, and Clarke, among others. She also found herself strangely drawn to the dark power of the *Star Trek* novels.

SECRET NUMBER ONE: At one point in her life, Janna wrote Star Trek fanfic for fanzines—under a pseudonym she guards with her very life.

Her love of books and reading led Janna to Hofstra University and a degree in English with an emphasis in Publishing. While she was working her way through school by doing time in a Fotomat, she kept reading SF, though by now her tastes ran to the harder stuff, such as Niven and Pournelle and the works of Spider Robinson. She even admits that she edited a fanzine herself during these years.

Yet, since Janna also has a real taste and talent for art, her first job after graduation wasn't in editorial, but in the production department. She spent a year and a half doing typesetter and proofreader liaison, as well as some light design work, so that she knows the book business from the bottom up. After that stint, she went to work in the Edi-

torial Department of Bantam's fantasy and science fiction imprint, Spectra, starting as most editors do, as an editorial assistant. In those early days, she worked with Lou Aronica, Shawna McCarthy, and Amy Stout. Later, she became a co-editor with Pat LoBrutto on several projects.

This solid apprenticeship gave her the tools she needed to become an editor on her own, but Janna has forged her own unique editorial style. Her philosophy can perhaps best be understood in the light of a button she keeps on her office computer, which reads, "Nuke'em from Space! It's the only way to be sure." Those of us who have worked with her for years refer to her by her office title, "Mistress Janna." The Accounting Department in particular lives in terror of her.

SECRET NUMBER TWO: Once Janna received a gift box from a pair of well-known horror writers. Inside lay a



Janna Silverstein by John Betancourt

black leather glove, heavily studded, and the accompanying card read, "For that firm editorial hand."

Today Janna is one of Bantam's top editors with a wide range of authors. Over the years she's worked with Elizabeth Vonaburg, Kathy Tyers, David Gerrold, Katharine Kerr, Vonda McIntyre, Raymond Feist, William Barton, Michael Capobianco, John Skipp and Craig Spector, and Michael Kandel, among many others. She's most proud, of course, of the writers whose work she's acquired for Bantam or led into a new direction, such as Angus Wells, Paula Volsky, Tricia Sullivan, Kristine Kathryn Rusch, and Jennifer Roberson—again, among others. As one of "her" authors, I can testify that Janna's always thorough, patient, and as objective as a human can be when she's working her way through a manuscript. She even gets things done fast and when she says she will.

Do those qualities sound pedestrian, a little dull, as if they should be taken for granted? Do you wonder why I'm bothering to list them here? Then you've never been published, have you? The editor horror stories I could tell... but won't. Let's just say that Janna's the rare gem, the exception rather than the rule in this more than a little crazed industry. If there were more reliable editors like her, there would be fewer bitter authors.

To continue with our subject, some of Bantam's most successful sellers, titles that attained the rarefied heights of the New York Times Best Seller list, are Janna's editorial projects, such as *The Death and Life of Superman* and *Star Wars: The Truce at Bakura*. As these books would indicate, Janna's also the overseer of many of Bantam's successful licensed series, including *Aliens* and *Batman*, as well as (surprise!) the editor of the recent *Star Trek* reissues. In general she's Bantam's liaison with the world of action comix, particularly with DC Comics in New York. She also handles twenty to thirty conventions a

year as Bantam's liaison, though of course she can't quite attend all of those!

SECRET NUMBER THREE: Janna had a brief but passionate affair with Chewbacca. We have a picture snapped of the two of them at Disney World to prove it. It's a good thing that his wife is many light-years away. After all, would you like to get into a fight with a jealous Wookiee?

Besides all these Spectra projects, Janna's been working on several other upcoming Bantam books, including two about dolphins: *The Dolphin Chronicles* and *The Secret Oceans*, in the company of those legends of publishing, Ian and Betty Ballantine. These books are particularly meaningful to Janna, because she once swam with dolphins, an experience she describes in almost mystical terms as one of the most significant in her life.

How, you might well ask, does she keep up with all this work? She's a woman of boundless energy, our Janna, and as well, she has a capable assistant, who at Worldcon described herself as "the blond, beautiful, and psychotic Heather McConnell." Others who have asked to be nameless describe Janna and Heather as an "utterly gorgeous version of Dr. Frankenstein and Igor." Well, to be precise, these Others have insisted upon being nameless.

SECRET NUMBER FOUR: So, dear reader, you find the image of this office strangely fascinating, do you? A black leather glove, a computer, perhaps a black leather whip as befits a woman known as Mistress—what other secrets does this office conceal? A pair of Tribbles sit atop the computer, and yes, one of them purrs. A stipple drawing of Mr. Spock in Vulcan robes hangs on one wall. Books and manuscripts lie on every available surface and pile up on the floor. Otherwise, cat imagery abounds in pictures and figurines.

Of course, Janna does have a life beyond the office. She's not only decorated her New York apartment in Early Cat style—cat posters, cat pictures, cat wall plaques, cat dinnerware—but she shares it with two real live members of

that species, Merlin and Flatbush. In her practically non-existent spare time, she works on her own fiction and attends a writing workshop twice a month. She's had two pieces of short fiction published, "Her Mother's Cries" in Claudia O'Keefe's *Ghosttide*, and "Spellcaster" in John Gregory Betancourt's *Swashbuckling Editor Stories*. She also puts some real effort into staying healthy despite the stress of an editor's life by working out when she can.

Janna has a real interest in New Age and esoteric studies, the sort of thing often misnamed "the occult." When she's not writing or sweating at aerobics, she likes to study books on philosophy and magic, including a lot of reading in her own ethnic tradition of the Kaballah. She once described herself, in fact, as "the only Jewish Witch in town." She's attended several Ethericons and participated in panels and workshops there. I myself can testify to her psychic powers—she can magically tell when an author's going to be late with a manuscript.

Dennis McKiernan also testifies to our Toastmistress's psychic powers:

"The first time I met Janna was in New York. I took her to lunch. I even paid the check. Ha! An author paying for an editor's lunch? Yep."

Obviously Janna is adept at Thought Control.

Janna also squeezes out a little time to appear on GENIE Network, where she presides over a topic devoted to her own doings in the Science Fiction Round Table. She also contributes choice bits of news to the Bantam-Spectra topic in the same area.

FINAL SECRET: Janna participates on a small BBS under the handle of Scarlett, and this BBS is most definitely not devoted to books. And no, I'm not going to tell you which BBS it is. Not even for ready money. Not even for a lot of ready money. So you can all put those wads of cash away.

FICTION

By Katherine Kurtz

The following passage is the current draft of the prologue for Two Crowns for America, to be published by Bantam in 1995.

In the midnight fastness of a secluded estate somewhere in northern Germany, a solitary man sat before a blackened mirror and, by the light of a single candle, watched incense smoke roil across the surface of the polished glass. He had made his preparations, drunk the elixir that gave him the far vision: now he quested outward with mind and spirit, seeking the man whose destiny it was to wear a victor's crown.

It was March of 1775, and Europe was in growing turmoil; but the man the Master sought had never set foot in the Master's world. Born some forty-three years before, in a land named for a virgin queen, he had spent his life thus far preparing for a very special destiny, little though he knew it.

But the Master knew. The name of the man whose image even now was forming in the blackened mirror would soon be on the lips of thousands, both in blessing and in curse. The Master's gaze sharpened as the scene began to unfold before his dark eyes, and he leaned a little closer, setting elegant, beringed hands lightly on either side of the mirror to steady it. Two men now could be seen, one of them personally known to the Master; but it was the other on whom the Master fixed his full concentration.

Slowly the image steadied—of a tall, commanding figure in a full-cut black cloak with shoulder capelets, striding across a muddy yard toward a brown-clad, slightly younger man holding a pair of horses. Behind him stood several other men, of whom he had just taken his leave. He wore a black tricorne, and his reddish brown hair was tied back with a black ribbon. Well-muddied

boots with spurs showed below fawn colored breeches as he set one toe in the stirrup the other man held and swung up on a tall, rangy grey. The gloved hands that gathered up the reins were big, almost a little awkward, the thighs gripping the grey's sides thick and powerful. A silver-hilted small-sword hung at his left side, just visible beneath the cloak he settled over the horse's rump.

"Where next, Colonel?" the other man asked, mounting up on a sturdy bay. "Back to Mount Vernon, or do you want to push on to Alexandria?"

"Mount Vernon, Doctor," the colonel replied. "The weather would appear to be worsening. I wanted to drill Captain Westcott's militia, but we'll make a fresh start in the morning."

The horses picked their way daintily across the muddy yard and moved out smartly as they gained the road, heading east at a ground-eating trot. Dirty snow still edged the road to either side, hard-crusting where it had thawed and refrozen repeatedly in the past week, and ice still rimmed some of the puddles pocking the road itself. The men huddled down in their cloaks as they rode, and jammed their hats more closely over foreheads, for the wind was sharp, and growing colder.

As soon as a long, straight stretch presented itself, the pair exchanged confirming glances and set spurs to their mounts, eager to reach shelter before it rained. The two horses paced one another, cantering easily abreast, until suddenly the grey stumbled and went down, launching its rider over its shoulder, rolling, and coming up a snorting mass of mud.

For its rider, the event did not seem at all sudden. The colonel was aware of the instant of the stumble, of parting company with the saddle and somersaulting through the air as if in slow motion—and landing hard, flat on his back.

For a stunned instant, everything went dark. Then, through a haze of urgency that began slowly to draw him

back to painful consciousness, he became aware of the dream that was to haunt him for years to come.

He was standing in a candlelit room, giving the pass sign of a Master Mason. The place was none he had ever seen before, but by its furnishings, he could entertain no doubt that it was, indeed, intended as a Lodge of Freemasonry.

But it was not *exactly* a proper masonic Lodge. An Unseen Master presided from the far end of the room, both known and unknown, and though some of the other brethren in the room seemed vaguely familiar, the colonel could not quite seem to pin identities on any of them.

A Bible lay open on a small table before the Master's chair, as must always be present in any proper Lodge, and the colonel found himself kneeling to lay both hands upon it. The binding was distinctive, with corners and clasps fashioned of silver-gilt. The words of the obligation being asked of him rang in his ears, wholly acceptable yet somehow beyond his present comprehension as his stunned mind reeled from the force of his fall and a part of his body started insisting that he really ought to breathe.

There was more, all in a blurred rush of images, admonitions, instructions: a flagon of oil from which someone anointed his forehead; a crown of laurel leaves laid upon his brow by a woman who should not have been in a Lodge of Freemasonry but somehow belonged in this one; his sword—and another sword—and something done between the two of them, so that by the time his own was laid back in his hands, he knew that it was somehow—changed.

Then he was fighting his way back to consciousness in earnest, gulping raggedly for breath, struggling to sit up as strong arms supported him behind the shoulders and a faraway voice called his name and counseled slow, deep breaths.

"Easy, Colonel. It's Watson. You'll be fine when you've caught your breath. You've just had a nasty fall."

The face he saw, as he managed to open his eyes, belonged to the voice. It was long familiar, and had been in the dream.

But even as he found himself able to breathe again, and the world stopped reeling, memory of the dream began slipping away, so that by the time he could speak, he was not sure of any of it at all—except that, against all logic, one hand was clenched quite determinedly around the hilt of his sword....

Smiling, the Master sat back from his mirror, watching the man named Watson help the other one shakily to rise. When they had remounted and were on their way again, he let the images fade from the mirror, drew pen and paper before him, and began to write.

My dear Chevalier...

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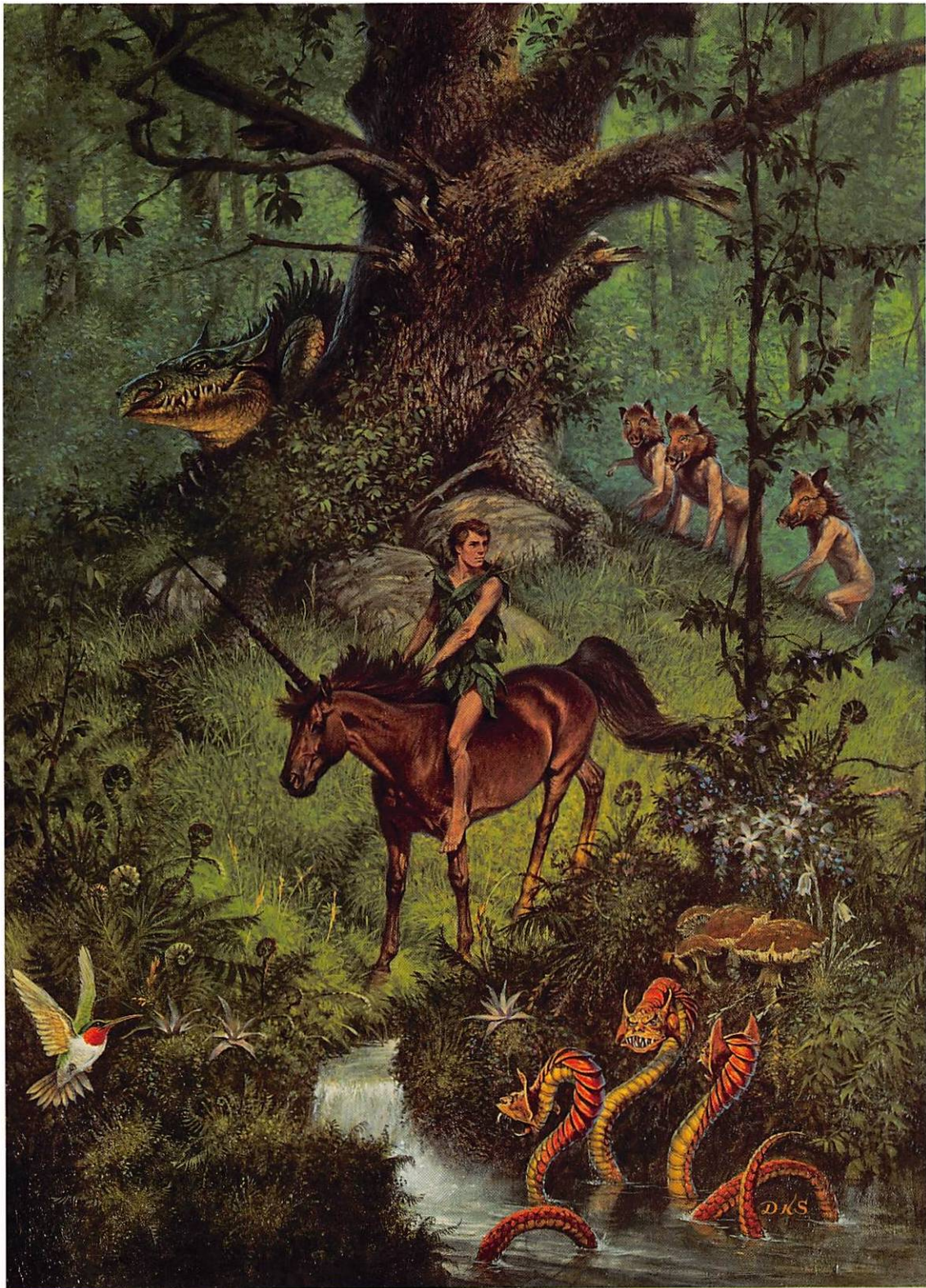
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GUESTS



GREG ABRAHAM started writing speculative fiction just a few short years ago. His second story sold to Greg Bear's anthology *New Legends*, due to be published in Britain this fall. His stories have also sold to *Aboriginal*, *Aberations*, and *Renovated Lighthouse*. A collaboration with Mary Rosenblum will be appearing in *Asimov's*. He and Ms. Rosenblum are completing a novel as well.

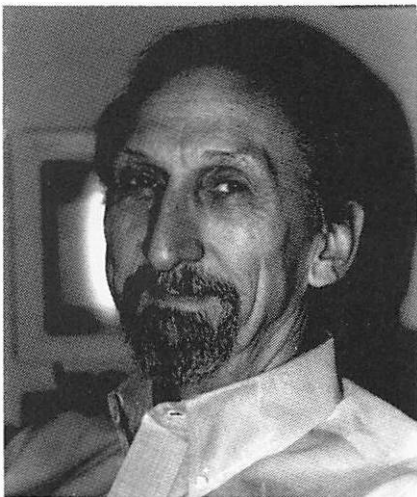
Greg resides in Portland, Oregon, where he shares a squalid urban apartment with a bass guitar.



PETER ADKISON is the president and co-founder of Wizards of the Coast, a rapidly growing Northwest gaming company. Aside from his work as an administrator, Peter has contributed to the company's product line by writing *The Primal Order*. He is currently working with Wade Racine on *The Military Order*, the next book in the *Capsystem* series.



A native of Seattle and child of GAFIATED fans, **KRISTI N. AUSTIN** grew up hearing tales of conventions and fandom, but didn't attend her first con until she was in her mid-20s. Subsequent fan activity has included membership in two APAs, con-going, and owning and operating The Arkadian Bookshop, which served Seattle's science fiction readership for over four years (1988-1993). Since selling the store she's worked in the music business as a agent and manager, and frequently performs.

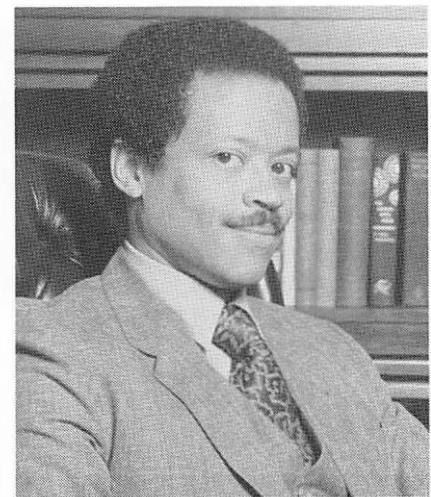


DAVID ADDLEMAN has recently sold stories to *2AM*, *Aberations*, *Ellipsis*, *Figment*, *Helio-centric Net*, *Lighthouse*, *Marion Zimmer Bradley's Fantasy Magazine*, *Midnight Zoo*, *Pandora*, *Pulphouse*, *The Vampire's Crypt*, *Thin Ice*, and *Vision*.

Dave lives in Auburn with his wife and five-year-old son. He works at Boeing as a Software Engineer. He plays chess, swims, and holds a first-dan black belt in Uechi Ryu karate. He is active in the Fairwood Writers Group.



ROB ALEXANDER has been a freelance illustrator in the Seattle area for the past four years. This means that he has spent most of that time working on projects with people from every place but Seattle. Past projects include the cover for *Deathscape*, published by Berkley/Ace, and illustrations for *Amazing Stories* and *Marion Zimmer Bradley's Fantasy Magazine*. Currently he is working with Wizards of the Coast on covers for gaming manuals and illustrations for the popular game *Magic: The Gathering*.



STEVE BARNES is a novelist, television writer, martial artist and human dynamics consultant. The audience for his various works numbers over a billion people. He and his family live in Canyon Country, California.

SAROH BEDROSIAN is a behind-the-scenes video artist for movies and television. Some of his work includes documenting movies as they are being made.

He has also worked on vehicles for movies, and appeared as an extra.



GREGORY BENNETT, Norwescon's founder, attributes a great deal of his success as a professional science fiction writer and Aerospace Engineer to his background in SF fandom. He is the author of the critically acclaimed novelettes, "Tinker's Spectacles" and "Swan Song," which appeared in *Analog* in 1993. His novella "The Last Plague" is in the April 1994 issue of *Analog*.

In 1976, Bennett founded both the Northwest Science Fiction Society and the Northwest I-5 Society (now several local chapters of the National Space Society). During three years of editing *Westwind* and serving as chairman of NWSFS, the first three Norwescons, and the Seattle in 1981 Worldcon bid, he became known for opening each meeting by entertaining a motion to impeach the chairman.

In late 1979 he moved to Houston to take a job in America's manned space program—and perhaps to escape from all those chairmanships. Today, he works at the Johnson Space Center as Manager of EVA Development for Space Station *Freedom*.

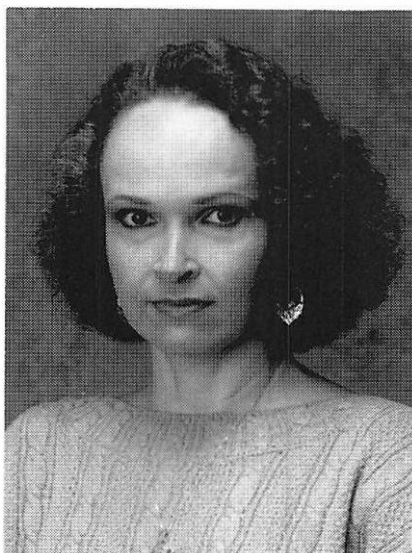
Greg lives in League City, Texas with his wife, Melva, and their five-year-old son, Alexander.

DAVID H. BIGELOW is best known as The Singing Klingon in the halftime entertainment at the costume events at Rustycon and Westercon. He is often seen at conventions as a Klingon in the company of Betty Bigelow.

He has several short stories scheduled to appear in *Pulphouse Magazine*.



BETTY BIGELOW is an old fan (115 and counting) best known for her award-winning costuming. She is also an artist—under the nom de plume of Rena Bassilvergoran—working in a variety of media. She has studied Belly Dance, Flamenco, and Middle Eastern Ethnic Dance for 21 years. She is Artistic Director of Shahrazad Middle Eastern Dance Ensemble, head of the Klingon Diplomatic Corps, and a graduate of the Ballard Driving Academy. She is married to a cute guy named Dave.

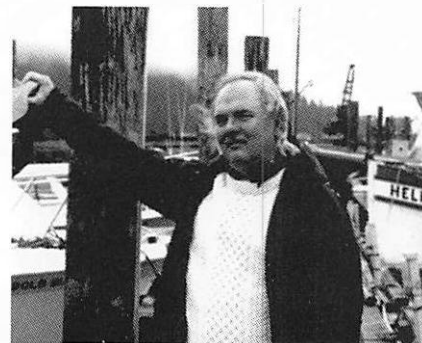


Hooked on SF as a child, **MAYA KAATHRYN BOHNHOFF** gave up writing fiction for ten years when a high school teacher said her stories were too long to publish. Revenge was her first published story, a 19,500 word novella in the mid-December 1989 *Analog*.

Since, her stories have appeared in *Analog*, *Amazing* and a Warner anthology. Her two fantasies published by Baen Books, *The Men* (a *Locus* preferred reading and best first novel nominee) and *Taminy*, will be followed by a third, *The Crystal Rose*, in 1994.



LISA JEAN BOTHELL is the author of the SF novels *Nashramh: The Red Thread* and *Nashramh: The Blue Thread* as well as over two dozen accepted or published short stories and articles in magazines such as *Heart Attack*, *SCAV NL*, and *Gathering Darkness* and the anthologies *No Cats Allowed*, and *Charisms*. She is also a member of SPWAO and HWA. She, with Three-Stones Publications Ltd., is the publisher and editor of the award-nominated *Heliocentric Net Magazine*, the *Heliocentric Net Newsletter*, the *Detours* line of chapbooks, and the *Heliocentric Network Guide*.

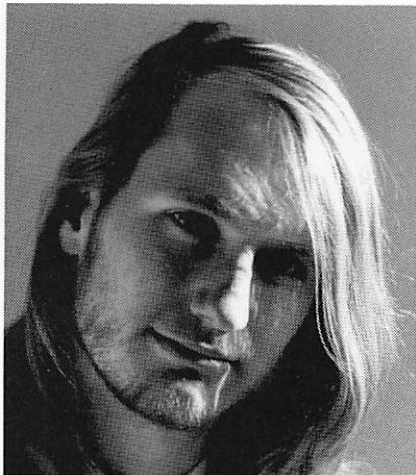


CHRIS BUNCH is a former veteran newsman who, along with Allan Cole, started his film and book career in 1980.

A former Ranger who served in Vietnam, Chris was also a combat reporter for *Stars and Stripes*. His later news career included everything from the underground press to free-lancing for such publications as *Look Magazine* and *Rolling Stone*.

Since 1980 Chris and Allan have penned nine novels (including *The Far Kingdoms*, *Freedom Bird*, *A Reckoning For Kings*, and the *Sten* series), one which was nominated for the Pulitzer Prize in 1987 and four which were paperback best sellers.

They have also written more than one hundred scripts for movies, movies of the week, and numerous television pilots and episodes. TV episodes include *Dark Justice*, *The Incredible Hulk*, *Magnum, PI*, *Quincy*, *Buck Rogers in the 25th Century*, *Trapper John MD*, *The Rockford Files*, and *Werewolf*.



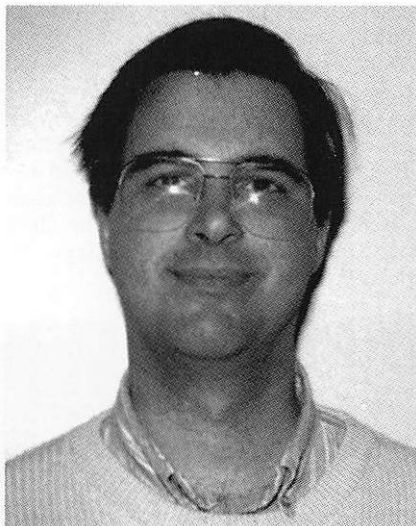
ROBIN JAMES BURCHETT has just finished his second novel, *Just Add Water*, and hopes to have found an agent by the time of the convention. Until the big advances start rolling in, he works as a BalloonWizard™, entertaining "children of all ages" with bizarre balloon creations. He's lived in Seattle for four years, and now feels justified in complaining about how crowded the place is getting. His short stories have appeared in *Midnight Zoo* and the January 1993 issue of *Heliocentric Net*.

DANIEL (Ugly John) CARVER is a long-time prisoner of the gaming industry. He started out as a programmer and a game designer at Flying Buffalo, the oldest computer moderated play-by-mail company in the United States. From there he went to Sierra On-Line, the company that originated the animated adventure game, as a programmer and project manager. Daniel then moved to Microsoft, where he is currently a program manager in the entertainment division.

Daniel's credits include *Mobius I. Berserker*, *King's Quest V Multimedia*, *Space Quest IV Multimedia*, *Ecoquest Multimedia*, *Laura Bow II Multimedia*, and *Microsoft Golf Multimedia*. He lives near Seattle with his wife Lorelei and far too many animals. When he isn't spellbound by his computer, he can often be found engaged in bloodcurdling fencing duels.



LOREN L. COLEMAN is a new writer coming into the field, working closely with Pulp-house Publishing and the Eugene Writers' Workshop. His current credits include "The Ares Convention" in issue #22 of *Battle Technology Magazine* and "Mastermech" in issue #23. He has also sold material to Mayfair Games Inc. for a roleplaying supplement.



FRANK CATALANO is a software industry consultant and award-winning broadcaster. His essays, articles, columns, and fiction on the future of technology have appeared in *Omni*, the *Seattle Times*, *MacWEEK*, *MacGuide*, *The Magazine of Fantasy & Science Fiction*, *Amazing*, *Analog*, and *Writer's Digest*. Currently a software marketing consultant, he also was a marketing manager for Egghead Software and the Apple Programmers and Developers Association and was a veteran broadcast journalist regularly heard on KING-AM Seattle and NBC Radio. He is a former Secretary of the Science Fiction Writers of America, and has emceed the Norwescon Masquerade many times.



Born in Marin County, California (an "Air Force Force Brat"), **GAIL BUTLER** moved from coast to coast with her family before settling in Cheney, WA in 1962. She escaped from Cheney in 1983 and now lives in Everett with Theo, Rustycon's former chief vidiot. Gail describes herself as a "biophile and frustrated technophile". Best known for her *The Embassy* series of fantasy paintings, her illustrations have been published in *Analog* and *Marion Zimmer Bradley's Fantasy Magazine* (including the cover of issue #14). In her spare time she is a volunteer Jewish mother to much of the Northwest's art fandom.



DENNIS CRIPPS produced *Gutblowout*, the *Post Vegas Vatican* and cartoons for *The Stark Fist*. He hopes to participate in the terraforming of Mars and the moons of Jupiter through the use of life extension techniques. He is currently inviting alien visitations and is reportedly raising a child of cosmic origin. He strives to be politically incorrect yet morally steadfast. Rumor has it Bob Dobbs recently placed a price on his skull.



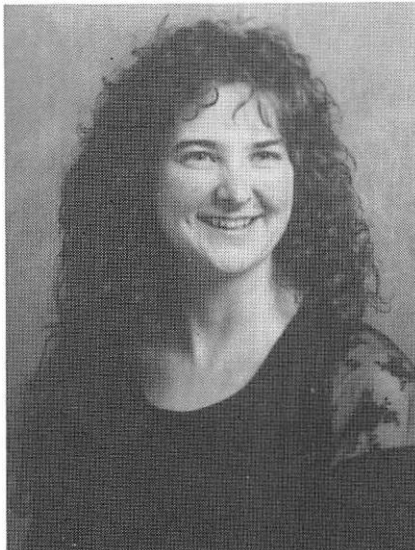
If you ask **ANGELA MARIE CUNNINGHAM** what her favorite project has been to date, she would tell you about her sixth grade Bicentennial poem and artwork which won first place in a district wide competition. It's her favorite because it fused poetry and image.

Her poetry has since been published in *Poetic Voices in America 1988*, *On The Threshold of a Dream*, and the *13th Annual World of Poetry Anthology*. A collection of her work, *Of Unseen Origins* (published in 1993 by Celtic Dragon Productions), received critical praise.

As a journalist, her series on animal experimentation was a strong motivator in consumer change.

She lives in the San Francisco Bay area where she is an independent caterer, lecturer, and teacher on multi-ethnic gourmet vegetarian food.

DIDJEREEMOB ENSEMBLE is led by **DOUGLAS BRIDGES**, an artist and craftsman of various nontraditional instruments such as the didjereedoo, rainsticks, shakers, and clicksticks. His works have been featured at several ethnic art and music shops from Seattle to Portland. He enjoys sharing the origins and applications of the didjereedoo with others in both semiformal settings, such as workshops, and impromptu demos during "walkabouts" at festivals.



JOY DAY is a professional costume designer and artist from the Portland area. She has a fine arts degree in costume design and has been costuming for most of her life. She has designed costumes for many shows including *Jesus Christ Superstar*, *Dangerous Liaisons*, *Heidi Chronicles*, and *The Nerd*. She has won many awards and honors for her costumes and is a member of Beyond Reality Costumer's Guild. Joy owns and operates JTI, a costume and artwork design and production studio. She is currently Resident Costume Designer and Costume Shop Manager for Linfield College in McMinnville, Oregon.



In the last four years, **DAN DUNCAN** has produced numerous illustrations and cartoons—some have even seen print. He has had illustrations published in the *Fandom Directory*, a cartoon in *Comic Buyer's Guide* and has published three issues of *Mortar Man* comic book. He has also published many small press publications and has been awarded honorable mention in the Illustrators of the Future Contest five quarters running. He is an active member of Shoptalk and Capa-Alpha APAs.



DRAGON DRONET has produced props for feature films such as *Batman Returns*, *RoboCop III*, *The Abyss*, *Terminator 2*, *Cyborg II*, and made props and appeared in *Highlander II*, and *Demolition Man*. His television work includes *Star Trek: TNG* (acting, sculpture, props), *Star Trek: Deep Space Nine*, and *SeaQuest* (where he made glowing squid diamonds and historical artifacts). His leather work and sculpture can be seen in the upcoming movies *The Shadow*, *Leprechaun II*, *The Little Rascals*, and *Star Trek VII*.

CECELIA ENG is a writer of SF and fantasy songs. She works with Firebird Arts & Music, Inc. writing arrangements and working with their MIDI music programs and synthesizers. She has two solo albums of her music and is featured on a number of other albums.

As president of Friends of Filk, she is often found behind their table in the dealers room raising funds to bring musicians to the Pacific Northwest from around the country and the world. She also serves as treasurer of Oregon Science Fiction Conventions, Inc. which sponsors OryCon, Con. CascadeCon, the Portland Westercons, and the Susan C. Petrey Clarion Scholarship Fund.



JAMES ERNEST is a professional juggler and comic. He can juggle five clubs at one time. As you might imagine, practicing fills his every waking moment. He barely has time to eat.



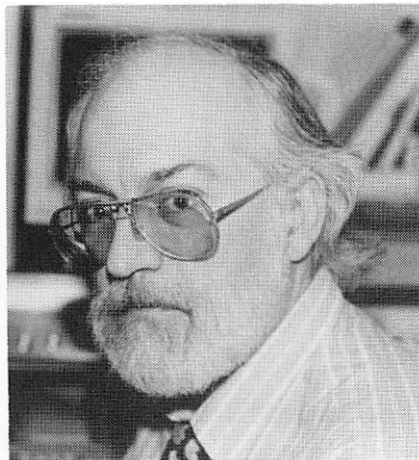
LYNNE TAYLOR FAHNESTALK started her career as a professional illustrator over 18 years ago when she drew over 250 fish for a ichthyology textbook. She was paid \$1.75 an hour for her labors. Since then, her non-fish artwork has appeared in *Marion Zimmer Bradley's Fantasy Magazine*, *Dragon* and *Dungeon* magazines, *Pulphouse: The Hardback Magazine*, *Pulphouse Fiction Magazine*, *F&SF*, *Science Fiction Review*, *Fantasy Tales* and *On-Spec* magazine.

Lynne received the Canadian Aurora Award for Artistic Achievement in 1991 and 1993.

She has been the art director of *On Spec*, Canada's Anglophone SF magazine, since 1992.

Lynne's hobbies include gardening, puns, and adding to her lip collection. She lives in Edmonton, Alberta with the lovely and talented Steve Fahnestalk. She estimates she is now making, oh, around \$1.80 an hour with her artwork.

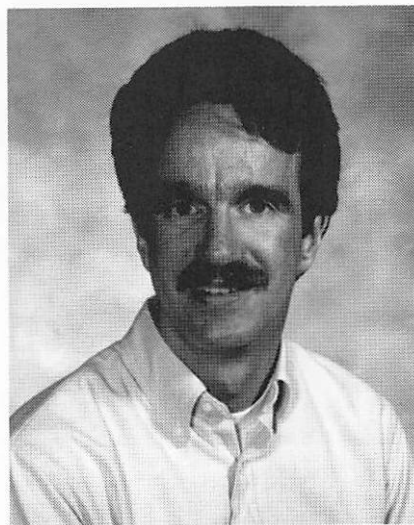
Photo by Pat Gerow



STEVE FAHNESTALK, coming to Norwescon straight from the fleshpots of New Orleans, usually hails from the snowpits (armpit) of Alberta. He'll have stories published in *Pulphouse* and the *Rats in the Souffle II* anthology within the next few months and probably in an upcoming anthology titled *Splatterfairies*. Steve is s-l-o-w-l-y writing a *Star Trek: The Next Generation* novel, but he admits that computer programming has gotten in the way recently. Hey, it pays the bills.

Steve is married to two-time Aurora award winner Lynne Taylor Fahnestalk; they live in Edmonton between two sets of genuine mutants.

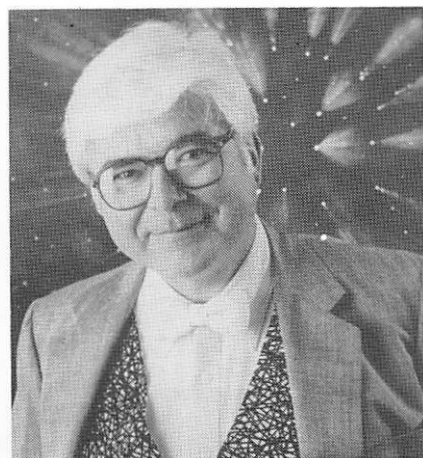
Photo by Ken Ames



CRAIG FIGLEY is a self-taught science fiction illustrator whose design work has graced public buildings, publications, and byways in Eastern Washington. Formally trained as an educator with advanced degrees in Child Development and Applied Psychology, Craig is listed in the 1993 edition of *Who's Who Among America's Teachers*. His illustrations have won top awards at the Science Fiction Art Show in Los Angeles, and he also dabbles in acrylic sculpture, silkscreen printing, and music.

If you've ever participated in the Norwescon Masquerade, you've met **ANTHONY "UNCLE DRAGGI" FERRUCCI**. At Norwescon 2 he found a hallway jammed with chaos; the masquerade participants had no idea what was happening and tempers were starting to flare. Being an ex-Drill Sergeant, he took charge of the participants and created a semblance of order. This eventually led to helping people with their presentation. He has been told several times that this help made a difference between a "nice" costume and a prize-winning presentation.

He has a long-standing interest in magic and the paranormal. He has read Tarot cards professionally, taught classes of the "Magic 101" type, and written an article or two.



DR. ROBERT L. FORWARD is a science fiction and science fact writer, and consulting aerospace scientist. For his thesis he built and operated the world's first bar antenna for the detection of gravitational radiation, now at the Smithsonian Museum. For 31 years he worked at the Hughes Research Laboratories where he wrote 80 scientific papers and obtained 19 patents. From 1983 to the present, Dr. Forward has had a series of contracts with NASA and the Department of Defense to explore the forefront of physics and engineering in order to find new energy sources that will produce breakthroughs in spacecraft power and propulsion. His published works include two science fact books, *Future Magic* (Avon), and *Mirror Matter: Pioneering Antimatter Physics* with Joel Davis (Wiley), and eight hard science fiction novels, *Dragon's Egg* (Del Rey) and its sequel *Starquake* (Del Rey), *Rocheworld* (Baen), *Martian Rainbow* (Del Rey), *Timemaster* (Tor), *Return to Rocheworld* with Julie Forward Fuller (Baen), *Marooned on Eden* with Martha Dodson Forward (Baen), and *Camelot 30 K* (Tor).

Photo © 1994 by Claudia Kunin



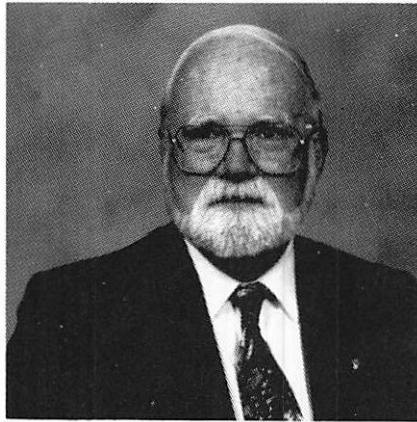
MARK GEISLER is widely-known for his talents as a multi-instrumentalist, singer/songwriter, performer, recording artist, and producer. His performances sparkle with his rich vocals, guitar, violin, harp, and hammered dulcimer in a captivating blend of traditional and original Celtic and contemporary music.

Mark has performed and toured with many notable Northwest artists and also enjoys a rich and rewarding solo career. His latest album, *Gypsies Under the Moon*, is currently receiving extensive airplay throughout the United States and Europe. His albums are available at his performances and in the dealers room.



RON GILLMORE and **KAREN LEE CARMACK-GILLMORE** live in Victoria, British Columbia, and are very active in the Vancouver Island folk music scene. Ron has a background in Celtic, French Canadian, Contra-dance, fiddle tunes, Swing, Greek Rembetika, and Morris dance music. Karen's main interest lies in Medieval, Renaissance, and Celtic music, as well as composing and arranging. She has produced a solo album, *The Winds of Time*. As a duo, their speciality is Celtic traditional music. Ron is a versatile and tasteful guitarist; with Karen's expressive vocals and lyrical Irish flute they are a team you won't want to miss.

Karen is a visual artist currently working in the field of relief printmaking—look for her work at the art show.



JAMES C. GLASS has stories sold to *Aboriginal SF*, *Pulphouse*, *Midnight Zoo*, *Figment*, *Eldritch Tales*, and appeared in *Writers of the Future VII* as the Grand Prize winner of WOTF for 1991. Two novels, *Visions* and *Toth*, are currently seeking a home, and Jim is working on a new one titled *Shanji*. By day, Jim is a college dean at Eastern Washington University. His wife Gail is a trekker and B&B fanatic and loves cons.



VICKI GLOVER is proof that you can be an expert at anything. Her expertise is in Procrastination. Despite this she has won a few costuming awards, including one at the 1993 Worldcon. You may remember her as the *Queen's Royal Night Light* or *Dr. Whoopie's Safe Sex Representative*. (Or, you may not.)

When not dreaming up costumes (and stories, and art) she'll create RealSoonNow, she answers phones for a living. She also sings, which helps to put doing things off further.

She is survived by a husband and three cats.

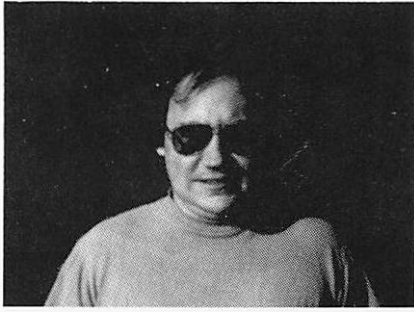
Photo © 1994 by Thom Walls



An editor for the Boeing Company, **LENORA RAIN-LEE GOOD** goes home and writes poetry, articles, and fiction for her own enjoyment. Her poetry has appeared, among other places, in the TOV '91 anthology (The Olympic View Writers' Conference, 1991) and in Jerry Pournelle's *There Will be War, Volume VIII* (Tor Books) and will be included in forthcoming volumes. Her articles have appeared in local publications including *The Portland Oregonian* and the *Seattle Times*.

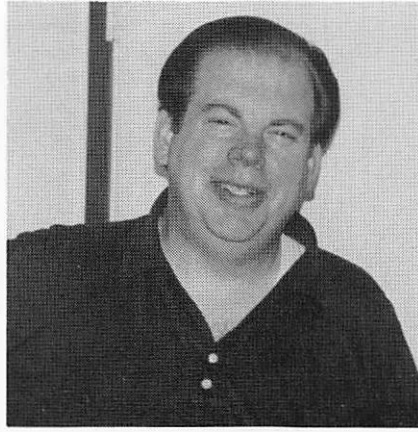


A writer of science fiction/fact and other diverse topics ranging from comedy to architecture, **CYNTHIA GRIFFIN** writing credits include *Aviation Week & Space Technology*, *Final Frontier*, *Spacecause*, *Space Watch*, and *Star Trek*. She is the founder of Space Station Freedom Fighters, a national grass-roots organization of volunteers who advocate the completion of NASA's space station. She is employed as a research analyst/writer in Houston, Texas.



After earning a Bachelor of Science degree in Liberal Arts at the University of Oregon, **ROBERT D. GRIFFITHS** went to work with sculptor Raymond D. Hunter. From there he went to Dark Horse Miniatures. He is currently employed at a jewelry company.

Robert enjoys role playing games and as a game master draws many maps and kingdoms for his games. Other pastimes include creating intricate, one-of-a-kind objects of art in sterling silver, gold, and precious and semiprecious stones; reading and attending as many cons as time allows.

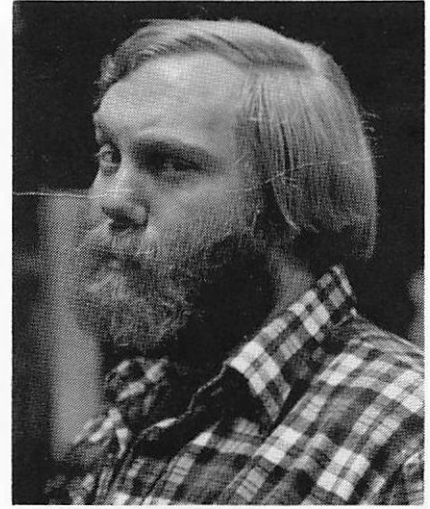


JON GUSTAFSON began writing a column on art criticism for *Science Fiction Review* in 1974 and has since had articles on SF and fantasy art included in *The Visual Encyclopedia of Science Fiction* and *Starlog Science Fiction Yearbook*. He has also contributed over 80 biographies of SF artists for Peter Nicholl's *The Encyclopedia of Science Fiction*. In 1986 his first fiction appeared in *Writers of the Future, Volume II*, and he has had work included in *Rat Tales* and *Figment Magazine*. He is also the author of *Chroma: The Art of Alex Schomburg*.

In 1983 Jon started JMG Appraisals, the first professional SF/fantasy art and book appraisal service in North America.

He has finished editing a new anthology titled *Rats in the Souffle*, which is available at the con. He has written quarterly columns on SF art for *Pulphouse: The Hardback Magazine*, *Figment* and *Science Fiction Review*. He is now a contributing editor for *Pulphouse: The Magazine*.

Jon is married to the best-selling author V.E. (Vicki) Mitchell.



DOUGLAS HERRING is a freelance artist and computer game designer whose art has appeared in SF comic, and *Trek* fan publications throughout the '70s and '80s. His art has also been published by Marvel Comics, Malibu, Fantagraphics, and Pulphouse Publishing. He has been the Art Director and/or lead artist on such computer games as *Ringworld*, *Space Quest I*, *The Castle of Dr. Brain*, *Mixed-Up Fairy Tales*, and *Spider-Man vs. The Kingpin*; the latter done for the Sega Genesis CD. He is currently working as Art Director on the *Star Trek: Deep Space Nine* computer game for Paramount Interactive. He is married to science fiction and mystery writer Bridget McKenna.



PAUL DAVID GROVER began making rubber masks in the early '70s after seeing one of the Planet of the Apes movies. At college he focused on theatre arts where he gained skills in prop making, set construction, stage direction, lighting, sound mixing, pyrotechnics, writing and acting. After college, while furthering his acting experience, he became involved in local cable access where he gained more experience and skills, eventually producing and directing his own programs.

From there he gained experience with several motion picture and television productions and added cel animation painting, model making, and building rubber aliens to his resumé. He has recently turned his attention to 3-D animation on the computer.



NORM HARTMAN lives in Tigard, Oregon with his wife, Ann, surrounded by numerous computers, thousands of books, and more magazines than can be easily counted. Norm's last appearance in print was a short story in the recent publication, *Infinite Loop*, published by Miller Freeman Books. He is also a book reviewer for the magazines *Midnight Zoo* and *Tails of Wonder*.

Illustration by Christine Markel

This is **W. KARI HERZOG's** first appearance as a speaker at Norwescon. He will be representing the Masonic point of view on panels. As a teen he was active in DeMolay (a Masonic youth group), where he was a past master councilor of his chapter and was elected Washington State Scribe. In 1990 he was raised to a Master Mason. He is also a member of the Society for Creative Anachronism and will be demonstrating illumination and cartography in bringing new life to SF planetary maps.

RACHEL E. HOLMEN is the Publisher of *Marion Zimmer Bradley's Fantasy Magazine*, where she coordinates the magazine's production and promotion. She also serves as art director, copy editor, and database expert. She has been active in SF and fantasy publishing since 1979.



JOHN HOKENSON is an engineer and freelance writer, teacher, and communications consultant with experience in security and public safety. His articles on video and home automation have appeared in *ComputerCraft* and *Circuit Cellar Project File*. His current projects include three volumes on the electronic house and radio and appliance repair. He is past editor of the Northwest Electronic Musician's *Oscillator* and *The Northwest Cyberartist*.



QUINTON HOOVER is freelance illustrator who makes his home in rural Baker City, Oregon. His wife, Fran, holds a real job and keeps him fed, and his four children keep him just on this side of well-adjusted with their astounding imitations of nature's more untameable lower life forms.

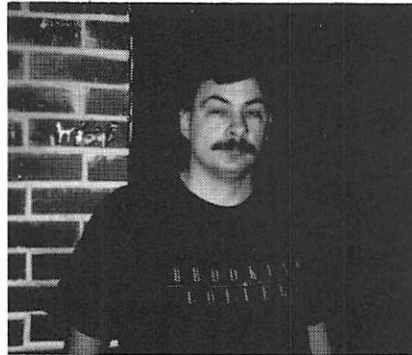
He's had a good year: projects with Wizard's of the Coast (including working on *Magic: The Gathering*); illustrations for game manuals for White Wolf; art sales through the gallery, Wizards; and continuing work (a tale for *Goodies*, pencils on *Morgana X* and *Twilight Agency*, and inks on a *XXXenophile* story).

He turned 30 shortly before Norwescon. Sigh...

DEAN JOHNSON is a kid who went to Hollywood with a lot of heart and good vibes and has worked his way through. Dean is a local kid making it in Hollywood.



KIJ JOHNSON has had over twenty short stories published by magazines such as *Asimov's*, *F&SF*, *Amazing*, and the old *Twilight Zone Magazine*. She has two novels due out in 1995, more or less: *The Fox Woman* and *Dragon's Honor*, a *Star Trek: The Next Generation* novel. She has worked as a managing editor and book designer for Tor Books, and as Books and Collections Editor for Dark Horse Comics in Portland, Oregon.

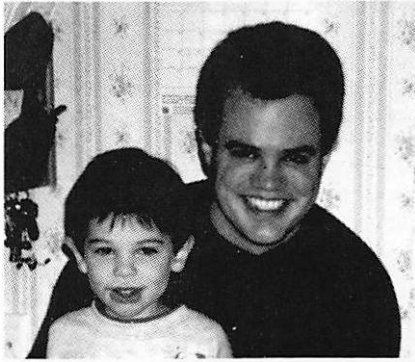


DAVID M. HONIGSBERG lives, works, and writes in New York City. His game books, *GURPS Fantasy Adventures 2* (Steve Jackson Games) and *CHAOSWORLD Campaign Book* (with Mike Stackpole, to be published by Hero Games) will be released later this year. A student of Jewish Mysticism, he teaches courses in Kabbalah at The Open Center in Manhattan. David is a singer/songwriter/guitarist and has appeared in Greenwich Village. He also worked as a disk jockey in Hartford, CT. His scholarly pursuits include Arthurian studies and Judaica.

ROBERT J. HOWE has had his short fiction published in *Analog*, *Pulphouse*, *Weird Tales*, *Newer York*, *Pandora*, and several small press magazines. His most recently published stories are "De Gustibus" in the October, 1993, *Analog* and "The Way the West Was Won" in the December, 1993, *Sirius Visions*. He is co-editor, with John Ordovery, of *Coney Island Wonder Stories*, an anthology due out from Wildside Press in 1994. Robert is an assistant editor for *The Magazine of Fantasy & Science Fiction*, and writes a non-fiction column for *Pulphouse* magazine. A native New Yorker, he and his wife, writer Kij Johnson, now live in Portland, Oregon.



MIKE KELLY is the author of *BattleTank: 5600 - Rules for Tank Combat in the Far Future* (Metro Gaming Systems, Inc.) and is the current editor of *FGMP-16* magazine for GDW.



KEVIN F. KERR is a technical writer, computer training software designer and a founding member of the Fairwood Writers Group. A 1985 graduate of Clarion West, Kevin's fiction has been published in *Marion Zimmer Bradley's Fantasy Magazine* and *Midnight Zoo* and his short story, "Coherent Dispatch," appears in issue #1 of *Siege Engine*. He also co-authored the computer networking book *Inside TOPS*. Kevin lives in Auburn, WA, with his wife Janis and three children, including Justin (the shott guy on the left), who has just completed his graphic novel, *Vacation 1993*.



JAN KING is an school psychologist and educator from Colville, Washington. As an advisor to a science fiction and fantasy club for high school students, she shares her eclectic interests in literature, art, costuming, future worlds, cyberpunk, and *Highlander*. To retaliate, the club members taught her gaming and now she is sometimes a lovely vampire with MPD. For several years, she has chaperoned groups of young people at the con so they can experience life in a galaxy far removed from their mundane rural existence. Jan is constantly researching science fiction and fantasy literature for children/young adults and would appreciate any suggestions you have for her list. In her spare time, she works at restructuring public education, collects rocks and minerals and oak leaves, studies cognitive neuropsychology, and lives among dragons at Telgar Weyr.



JULIA LACQUEMENT is a French-Canadian-born artist who was kidnapped by gypsies and sold into slavery to DC Comics. When not chained to the drawing board, hoarding what crumbs are tossed to lowly color artists, she draws and paints her own work that can be seen at liner science fiction conventions in your neighborhood.



JOANNE KIRLEY has been a professional costumer for more than 20 years, 12 of them in the Seattle area. Owner and head designer of Costumes, Period for eleven years, she has also been a participant of NW cons since Rustycon 4. Recently she has also been developing a Victorian-based crafts and folklore fair/festival to be called *Victoriana*®. *Victoriana*® is designed to appeal to historians and costumers, and will involve another of her passions—equestrians.

Other than that, Joanne's proudest achievements are her two perfect children (this is science fiction and fantasy, after all!).



DURLYN LARSON started her life in art when she began three years of private art lessons while in the seventh grade in Hemet, California. During her college years, during which she gave birth to three children, her art studies fell by the wayside.

About five years ago, Durlyn met fandom and Gail Butler. Her urge to create through art, which had lain dormant since college, began to resurface. She utilized the slow hours of working the graveyard shift at Providence Hospital to develop her drawing skills and has since been working at being a freelance artist. Durlyn, formerly a very shy person, loves meeting people and talking art to anyone.

While working as art show coordinator for Dreamcon, she saw the need for artists to share ideas and techniques and continues working toward that goal.



CHRIS LIGHTFOOT has worked for Golden Age Collectables for six years and is an advisor to the *Overstreet Comic Book Price Guide*. He also writes and stars in KidStar 1250's weekly radio feature, "Comic Book News." Chris and his wife, Leslie, have collaborated on several short stories and a three-year-old son named Nicholas.

Their work has most recently appeared in the *Furkindred* series published by MU Press.



TERRY LUSIAN was born in Encino, California, but spent most of her formative years chasing rabbits and battling nettles on San Juan Island. She now resides in a big, dilapidated house in Everett with her two sons, Jeff and Jordan, her roomie, Dave, and far too many pets.

Terry is a member of The Olympic View Writers' Conference® and has been assisting with workshops for two years. Her work has appeared in the *TOV '91 Anthology* (The Olympic View Writers' Conference®, 1991), recent issues of *Westwind*, and *SuperNova Newsletter*. Currently, Terry attends Western Washington University and is a contributing editor to *Westwind*.



MEGAN LINDHOLM resides in exciting Roy, WA. Her most recent publication credits include *The Gypsy*, a collaboration with Steven Brust (TOR, 1992), *Alien Earth* (Bantam, 1992) and *Cloven Hooves* (Bantam, 1991), and a short story in Jane Yolen's anthology *Xanadu 2*, "The Fifth Squashed Cat." This short story is somewhat unusual in that the first four paragraphs were composed on a word processor in a bathroom of the ConCom room at a Norwescon several years ago, as part of a panel exercise that was supposed to have a number of pros contribute a few paragraphs each. The story definitely shows the influence of such an atmosphere.

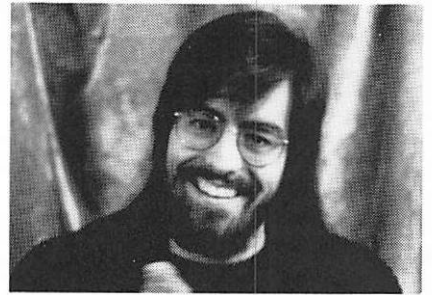
An event of great excitement for her this year was the reappearance of *Wizard of the Pigeons* as a limited edition book from Hypatia Press. This story of a down-on-his-luck street wizard, set in modern Seattle, has been out of print for a number of years. She rejoices in being able to say it is once more available.



SONIA ORIN LYRIS' most recently published stories include "A Hand in the Mirror" (*Asimov's*, August 1993), "It Might Be Sunlight" (*Asimov's*, November 1993), "Motherhood" (*Pulphouse* #16), and "The Animal Game" (*Infinite Loop: Software Development's Own Anthology of Science Fiction*, Miller Freeman.) Sonia is a graduate of Clarion West.

Photo by Volnack

S. MAHON is currently attending Olympic Community College in desperate pursuit of a dual Comparative Religion/English major. Her works have been printed in many newspapers and small press magazines, and her first novel is to be published by Tor Books in 1994. Beneath her ogreish exterior she really is a pleasant person. She wants to be Harlan Ellison when she grows up.



EDWARD MARTIN III is an editor at Dark Horse Comics. His recent projects include *Tank Girl 2*, *Godzilla vs. Barkley*, *Timecop* and assisting with *Dark Horse Presents*, *Dark Horse Comics*, *Redblade*, *Virus*, *The Eudaemon* and *RoboCop—Prime Suspect*.

His latest work has appeared in *Dark Horse Comics*, *Aquarium Fish Magazine*, *Westwind*, and a story scheduled to appear in *Midnight Zoo*. He publishes less-than-tasteful minicomics, copies of which he will often give away if you ask nicely.

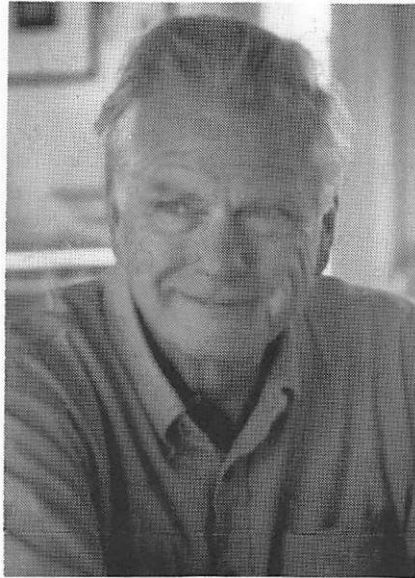
He lives in Milwaukie, Oregon, with his beloved wife Katrina and a *Melanochromis auratis* named Fish, who may eventually eat all of Creation.



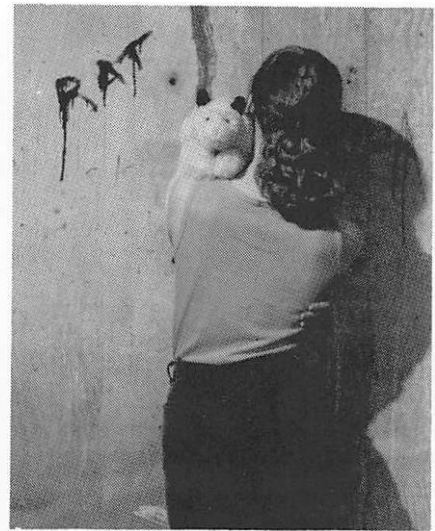
JULIAN MAY's latest book is *Diamond Mask*, published in March by Knopf. She recently sold Russian translation rights to all her books via fax. For real money.



CHRISTOPHER McDONELL is a biomedical technician who works at a local hospital fixing the machines that go BING. In his non-existent spare time he does computer animation for surgical training videos and plays with his Video Toaster. What time he has left he uses to do random acts of video at local conventions. He has a cat and a dog and will talk your leg off about Video Revolution.



DON McQUINN's latest speculative fiction novel, *Wanderer*, is the second of a trilogy, published in November of 1993 by Del Rey Books. It was preceded by *Warrior*, with the third novel, *Witch*, to follow in November, 1994. He is also the author of four other published novels and is presently working on a new project. He lives in Seattle with his wife, Carol.



CAROL MONAHAN is a talented writer, cartoonist, artist, and editor of *Rat Magazine*. She has recently taken a job at a local game company and dropped from the face of the earth.



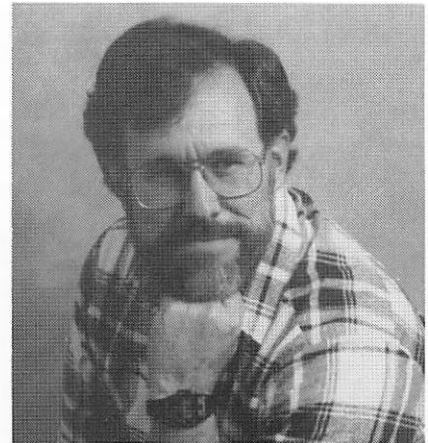
BRIDGET McKENNA lives in California's Gold Country with her husband, SF illustrator Douglas Herring. Her short fiction has appeared in *Pulphouse: The Hardback Magazine*, *Amazing Stories*, *Asimov's*, and *F&SF*, among other places. Her mystery novels featuring private detective Caley Burke are published by Berkley Prime Crime. She is currently a finalist for the 1993 Nebula Award for her short story "The Good Pup" (*F&SF*, March 1993), and spends her spare time sitting by her koi pond plotting murders.

Photo by David Ashcraft



Active in the Northwest convention scene for many years, **VICKI MITCHELL** has won many awards for her costuming. In 1986 she won the *Amazing Stories* Calendar Story Contest and had a story included in a mainstream anthology. Her first novel, *Enemy Unseen* (a *Star Trek* novel published by Pocket Books), appeared in late 1990 and spent three weeks on the New York Times Best Seller list. Her second novel, *Imbalance* (a *Star Trek: The Next Generation* novel), was published in 1992 and the third, *Windows on a Lost World*, was published in 1993. Her fourth *Star Trek* novel will be published this summer. She has also sold a novella, "Against the Night," to *Amazing Stories*. Four more novels are currently making the rounds of the publishers and she is working on her dissertation for a Ph.D. in geology.

She is married to Jon Gustafson and is owned by a gigantic and excessively silly dog, Mica.



MIKE MOSCOE started writing with the U.S. Government twenty years ago, answering congressional inquiries. Once he ghosted a letter for Vice President Spiro T. Agnew's signature. Shortly after that, Agnew resigned to avoid prosecution. Of course, Mike had nothing to do with that. After two decades of writing policies, Mike had had enough fantasy and started writing science fiction. His fiction has appeared in *Analog* and *Aboriginal*. Look for "A Picture is Worth..." in *Analog* early this year. Mike's story "Smart Weapons" is scheduled to appear in Jerry Pournelle's *High Tech War* anthology coming from Baen Books sometime in 1994.

Mike is an experienced public speaker. Recently he was nominated for "The Best Stand-up Comedy Routine" at a MOSS Software Users Convention. Admittedly, the competition was thin, but it's the thought that counts.



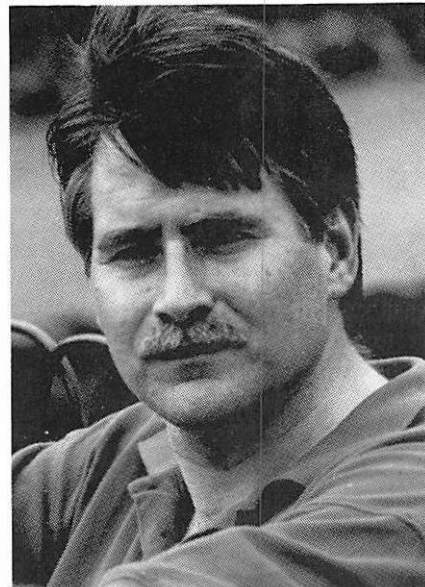
After nine years of college and two masters degrees (English lit. and theatre) **BETSY MOTT** decided she loved painting more than almost anything else she could do. For the past nine years her media portraits and fantasy paintings have been seen at cons all over the West and in fanzines and private collections throughout the world. She is listed in the Directory of American Artists and is a member of ASFA. A fourth generation native of Spokane, her hobbies include gaming, kayak/sailing, researching obscure topics, and playing trumpet in local pit orchestras and wind ensembles.



REBECCA V. NEASON is the author of numerous non-fiction articles and poems. In 1988, she was awarded a Certificate of Recognition for Outstanding Literary Merit by the Pacific Northwest Writers Conference. She is also a graduate of the Clarion West Writers Workshop.

As well as speaking at SF conventions, Rebecca also lectures on pre-Christian through Medieval British History; Middle English, and the development of English as a written language. Last year she worked with grade school children on developing the creative process.

Rebecca's first novel, *Guises of the Mind*, is a *Star Trek: The Next Generation* novel.

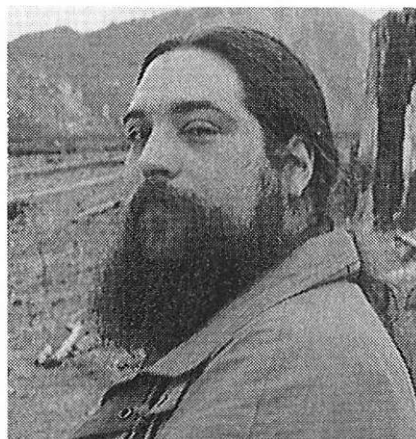


ALAN PAULSEN is the editor of the Washington State National Guard's magazine, *The Evergreen*, and has written numerous articles on military subjects for national and international publications. Having served on active duty in the Army as an enlisted soldier and then officer as a military specialist, infantry platoon leader, and paratrooper, Alan is now a captain in the National Guard. He is also a law enforcement officer for the State of Washington.

Alan has completed his first science fiction novel, *Promises to Keep*, and is working on his second, *Fairchild the Fearless*. He currently lives in Seattle, and enjoys fencing, skydiving, and volleyball.



LINDA NAGATA is a science fiction writer from Maui, Hawaii. She has a special interest in biology and cultural evolution. Her most recent published works include a novelette, "Liberator," in the June 1993 issue of *F&SF*, and another novelette, "Small Victories," in the September 1993 issue of *Analog*. She has just sold her first novel to Bantam Books. Linda also serves as an instructor with Writer's Digest School. With her husband, she shares the joys and challenges of raising two active children.



A manager and technical writer in a previous life, **GEORGE E. NYHEN** is now writing his first science fiction novel. He has had short stories published in several small press magazines. He is also the current editor of *Westwind*, the news magazine of the Northwest Science Fiction Society.

KENT PATTERSON feels that the only way he will ever get fiction strange enough for his personal taste is to write it. He has sold fiction to *Analog*, *Amazing*, *F&SF*, and *Pulphouse* and has visions of touring the universe in a large friendly blimp.

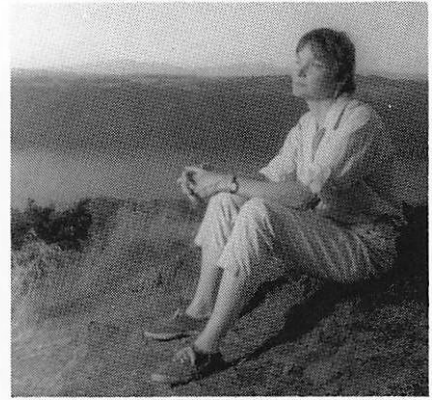
By day, he writes non-fiction and has had maybe 200 magazine articles and software manuals published—he stopped counting years ago. He is now working as the regional editor of *Oregon Business Magazine*.



PAULA "QELDAS" PICKETT is a veteran entertainer. She spent many summers working in motion pictures and television as a stuntwoman/actress in Hollywood. She was also a professional singer and dancer in many live shows. She has appeared in many places throughout the world in her career. Now she is semiretired, living with her husband, Vaughn, in Northern California where she does costuming and appears in theatre productions. She has won top honors at Worldcon, ConFrancisco '93, in the masquerade. She is also a member of the West Coast Costumers Guild. She now heads the Western Fleet of the Klingon Assault Group. BatlhveSw1!



RANDY LEE PRINSLOW is an artist, writer, editor, publisher, and *Batman* collector extraordinaire. Starting in 1990, his illustrations and comic strips have appeared in *Science Fiction Review*, *The Betty Pages*, *SPAMM!*, and *Sgt. Roadkill*. He produced the fanzine *Batmaniac's Index* in 1992, and currently publishes a small press comic, *Shadowfool*. Randy lives in Portland, Oregon, where he is an art and film editor for the entertainment magazine *Montage*. His secret ambition is to find his own personal Catwoman.



MARY ROSENBLUM ventured into writing by attending the 1988 Clarion West Writers Workshop. After that, there was no turning back. She writes obsessively and continuously, while sharing space on her rural acreage with her two sons, a herd of goats, some very large dogs, and an assortment of other creatures. When not writing, she climbs mountains, hikes, and makes cheese.

Since 1988 she has had more than 20 pieces of fiction published in *Asimov's*, *FE-SF*, and various anthologies. Two novels, *The Drylands* and *Chimera*, were released by Del Rey in 1993. More are on the way.

MARY PRINCE attended her first convention when Anne McCaffery appeared at Milwaukee's "X-Con." In 1982 she entered art for the first time at a con art show, and has been regularly attending Wisconsin cons ever since. She started doing fanzine illustrations for a friend's *Beauty and the Beast* songbook and has done art for other media fanzines from Vancouver to Chicago. She has worked in many different areas in doing her artwork: oil painting, acrylic painting, jewelry, copper enamel, beading, fabric paint, silk resist painting, stained glass, and fused glass.

She works full-time in the exciting field of warehouse inventory control.



A.L.H. ROBKIN is a tall, stunning redhead with great legs, disguised as a dumpy, middle-aged housewife. She used to be active in The Little Men's Marching and Chowder Society in the bay Area a hundred and two years ago (or so it seems). Her #2 son once teched on Frank Herbert's *Hugo*, while it was in the custody of Alva Rogers, a First Fan and neighbor. She also belonged to the SCA in its infancy, but had to drop all that to pursue her Ph.D. in drama arts. She has had several articles published in the field of Classical Archaeology, has edited a book, and illustrated four other books. The most recent book containing her illustrations is *Decoding Ancient History*; *The Historian as Detective*, authored by Thomas and Wick. She is presently (and interminably) writing a mystery novel. She is married to a professor and has three grown children, all of whom are good-looking, talented, brilliant, and pretty good writers, too.



Born in a far, far away land known as New York in a region called the Bronx, **LEONARDO D. RUFO** began making models from kits at a very early age. Bored with the mundane simplicity of kits, he began experimenting with kit-conversion and scratch building. As a young adult, Leonardo traveled across the continent and settled in a hamlet known as Eugene where he attended the University of Oregon. After receiving a degree in architecture, he heeded his true calling and immediately returned to model building, and was soon hired to work on a movie called *The Adventures of the Space Beavers*. Searching for a way to share his creations, Leonardo discovered the convention circuit and began exhibiting at Norwescon 14. He has since won numerous awards including Best of Show at Dreamcon 7. Leonardo continues to create models and miniatures for the movie industry and exhibit them in the art shows at cons.



SEAN RUNIONS has been working in the movie business for only two years. In that time he has made props and sculptures for *Cyborg II*, *The Shadow*, *Ed Wood*, *Wayne's World II*, *Reverse Heaven*, and *seaQuest*. He has also acted in *Demolition Man* and portrayed a cyborg in the theatrical trailer for *Cyborg III*.



CAROL SEVERANCE is a Hawaii-based writer with a special interest in cross-cultural interaction. Carol is the author of the *Island Warrior* trilogy consisting of *Demon Drums* (1992), *Storm Caller* (1993), and *Sorcerous Sea* (1993), all published by Del Rey. Her science fiction novel *Reefsong* (Del Rey, 1991), a tale of Pacific island ways and peoples, was awarded the 1992 Compton Crook Award for best first novel. She is also a prize-winning playwright and a graduate of Clarion West 1984. She lives in Hilo, Hawaii with a scholarly fisherman, a surfer and an undetermined number of geckos.



BEVERLY MARSHALL SALING is the executive editor at *Wizards of the Coast*. She has edited most of *WotC's* books, including the *Primal Order*, and *Talisanta* series. She co-wrote the second edition of *The Complete Alchemist*, for *WotC* and edited *A Winter's Tale* and *Drums Around the Fire* for *White Wolf*.

A loyal employee, she spends her "free" time playing *WotC's Magic: The Gathering* and trying to collect as many Vesuvian Doppelgangers as possible. Eventually, she hopes to teach her cats to play the game more correctly.



PIPPIN SARDO has been costuming since her tender years when she spent many earnest moments trying to convince her mother not to throw away all that neat stuff from the '40s. 30 years later she is still playing dress-up. Having immersed herself in studying and creating historic dress, science fiction, and fantasy costuming since 1975, she can now claim with (some) authority that real Conans do not wear brass briefs! You may have seen her at *Norwescon*, *Rustycons*, *OryCons*, *Westercons*, and *CostumeCons* as: the Queen of the Gypsy Moths, *Airlock Annie*, *Cosmic Bag Lady*, a *Mercilette* to *Madame Ming*, or as the moon in *2001: A Space Ballet*.

Photo © 1994 by Photogenics

JOHN T. SAPIENZA, JR., is 51 and lives in College Park, Maryland (a Washington, DC, suburb). He has been active in SF fandom since his high school days, with a *GAFI*ation for college and law school. He has written for role gaming pro- and fanzines, and was an editor for *Different Worlds*. More recently, John has worked as a department head several years for *Disclave*, and headed a subdivision for the 1993 *Worldcon*. In real life, John is an attorney for the Internal Revenue Service.



LORELEI SHANNON is a writer, computer game designer, and surrogate mother to a marsupial. By day she can be found creating adventure games for *Sierra On-Line*. By night she writes horror and science fiction with a rat perched on her shoulder. Lorelei enjoys reading, wrestling with her dogs, howling at the moon, and belly dancing to *Oingo Boingo*.

Lorelei has sold stories to *Pulphouse*, *Midnight Zoo*, and several anthologies, including *Zebra's New Blood*. Her game credits include *Pepper's Adventure in Time*, *Pepper and the Grammar Pirates*, and a multimedia product which would cause her death at the hands of *Microsoft* if she were to include the title. She is currently co-designing *King's Quest VII* for *Sierra*. Lorelei lives near Seattle with her husband, *Daniel Carver*, and their rats, ferrets, dogs, tarantula, and somewhat chubby opossum.



SHARON SINCLAIR is an historian whose research has ranged from Babylonian horoscopes to Project Mercury. She founded the Olympic View Writers' Conference in 1989 and has coordinated it for the past six years. This conference now goes dark so that senior staff members may enjoy their sabbaticals.

Sharon co-edited the *TOV '91 Anthology* (The Olympic View Writers' Conference©, 1991) with A.L.H. Robkin. And she still grows enough *Nepeta* to share with the neighborhood cats, but is thinking about giving up collecting hats.



MASTER THOMAS SLYE had his first accordian at the age of four and a half and appeared on local television programs. Later, he took up the trumpet and played in school bands. In college he began playing around with classical guitar and piano and entered the world of "international folk dancing."

In 1599 AD, Master Thomas Slye played flute and drum (English pipe and tabor) on the highway from London to Norwich, England, and into history. His music gave dance to the feet of William Kemp, of the Lord Chamberlain's Servants and the Globe Theatre renown, whose famous "morrice dance" was chronicled in the pamphlet *Kemp's Nine Dais Wonder*.

And now, Master Thomas Slye, *Traveling Minstrel*, continues his musical journey through space and time.



DEAN WESLEY SMITH has sold three novels and over 60 short stories. He has been a three-time Hugo Award nominee for his editing and in 1989 won the World Fantasy Award for his publishing of *Pulphouse*. Currently he is editing books for *Pulphouse* and writing full time.

Photo by Jack E. Smith



PATRICK SWENSON, a graduate of Clarion West Writer's Workshop, most recently wrote a SF music review column for the small press magazine, *Figment* (now closed). His short fiction has appeared in *Marion Zimmer Bradley's Fantasy Magazine*, *Figment*, *Midnight Zoo*, and *Northwest Writers*. His first novel, *Snowblind*, waits somewhere on an agent's desk, and his second novel, *Four Quarters in the Rain*, is currently in progress. He belongs to the Fairwood Writer's Group in Kent.

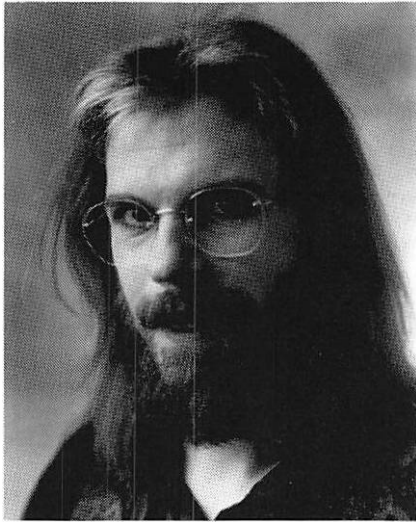
Patrick has taught high school music and English for ten years, and also works part time as a bellman for the Radisson Hotel just down the road. Don't ask him to carry your luggage unless you plan to tip well.

LISA STEVENS is a well-known game industry personality who began gaming in 1981. She was the vice president of Lion Rampant, a gaming company started in 1986 by fellow college gamers, Mark Rein-Hagen and Jonathan Tweet, where she edited every project and was a developer for the *Ars Magica* game system. In 1990, Lisa was instrumental in the merger between Lion Rampant and White Wolf Publishing, becoming the vice president of White Wolf and the assistant editor of *White Wolf Magazine*. Lisa was one of the authors of the *Vampire* roleplaying game, authored adventures for *Citybook IV: On the Road for Flying Buffalo*, and has had articles and short stories published in *White Wolf*, *Polyhedron*, and the anthology *Dragons Over England*.



JANET TANAKA has worn enough hats to make Bartholomew Cubbins jealous: bureaucrat, full-time homemaker, political activist, singer, geohazards consultant, lay religious teacher, and writer/editor/publisher. She currently publishes *Volcano Quarterly*, represents the Baha'i Faith on the Interfaith Council of Washington, consults and speaks on earthquakes and volcanic hazards, reigns as Tribal Monarch over her six married children and their offspring, and is revising her second and third novels manuscripts.

Janet and her husband, Mike, live in Issaquah, Washington, amid his collection of rocks and her 87 stuffed koalas.



HARPER TASCHE (pronounced like "mackintosh") was born in Washington and spent his life in the rural Northwest and Alaska. Fascinated with all kinds of musical instruments since childhood, Harper performed with a wide range of instruments and styles and earned a Bachelor's degree in classical music in 1982. Graduate work in theology, counseling, psychology, and thanatology (death studies) has had an enormous impact on his personal and professional development. The additions of the small harp and bowed psaltery to his performance repertoire have integrated these other interests, giving him an easily recognizable, haunting compositional sound.

SHANNON TAYLOR is a costume designer who works in all kinds of fabrics. She has a line of clothing that is currently marketed through boutiques. She also makes the occasional "gallery" piece.

Shannon also works with palmistry and astrology. In the "esoteric magic" area, she is a wiccan with a shamanistic background and a registered SHES (a non-denominational organization which believes that all belief systems are valid) minister.



As **TELYNOR, JOHN AND ANNA PEEK-STOK** play traditional folk and early music from the British Isles, Appalachia, and beyond on far too many instruments, including the cittern, hurdy-gurdy and Celtic harp (not to mention the guitar, bodhran, recorder, tinwhistle, and fiddle). They have released three recordings (*Telynor*, *Telynor 2*, and *Off the Beaten Track*, an album of unusual Christmas music) and published a songbook.

John is post-production manager at Dusty Strings (makers of fine hammered dulcimers and folk harps), and Anna is a medical editor at the University of Washington.

LOUISE K. TERNAY is Vice President of Artists Relations for the Franklin Mint. She contacts artists worldwide for rights to reproduce and commission new artwork.

AMY THOMSON is a fan, critic, and writer of science fiction and fantasy. She was a critic of short fiction for *Locus* magazine for two years, and has reviewed science fiction and fantasy for the *Seattle Times*. She has also been involved in several APAs and is currently the official editor of *BWA*, an international women's APA. Her first book, *Virtual Girl*, a novel about robots, artificial intelligence, and homelessness, was published in July, 1993, by Ace Books. She is currently working on her second novel, which is set in an alien rainforest.



After wandering around for some years lost in Mundania, **TAMMY TRIPP** has finally found her way back to fantasia. Her work has been awarded Director's Choice awards, Best Print awards, and was named runner-up in the Oregon Lottery Scratch-It Ticket design contest (*Stellar Fortune*). She reside quite happily out in the sagebrush and wheat fields of Oregon with her husband, mother, and nine critters. The forever view of the night sky out there is awesome.

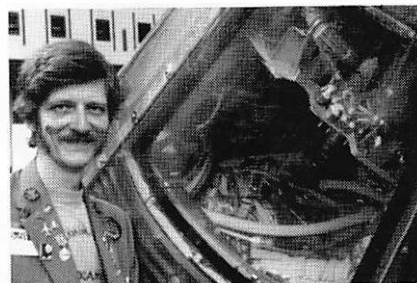


Intending to target the young adult market, **KATHY TYERS** started writing science fiction in 1983. Bantam Books asked her to rewrite her space adventure, *Firebird* (1986), as an adult novel. The 1994 release of *Star Wars: The Truce at Bakura* marks her return to space opera for all ages. Her other novels include *Fusion Fire*, *Crystal Witness*, and *Shivering World* (all published by Bantam Spectra). She is also the author of *Exploring the Northern Rockies* (Companion Press, 1991).

A flutist and Irish harper, Kathy performs and records semiprofessionally with her husband, Mark. They have one son and live in Bozeman, Montana.

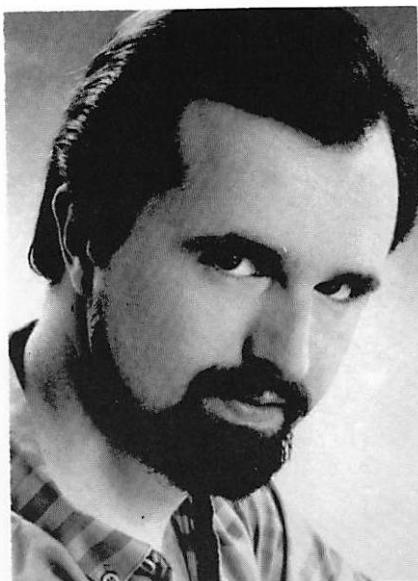


RAY VUKCEVICH has sold fiction to *Aboriginal*, *Asimov's*, *F&SF*, *Pulphouse*, and other magazines. He is a research assistant for the Institute of Cognitive and Decision Sciences at the University of Oregon in Eugene. He is currently working on a novel.



WILLIAM R. WARREN, JR. is an artist whose work has appeared in the *Star Trek Concordance*, *Minus Ten and Counting*, and *L. Ron Hubbard's Writers of the Future*. He is currently one of the most-published illustrators in *Analog*. He works for Boeing Motion Picture and Television where, as an art director, he produces computer animation, miniatures and a variety of display and presentation graphics.

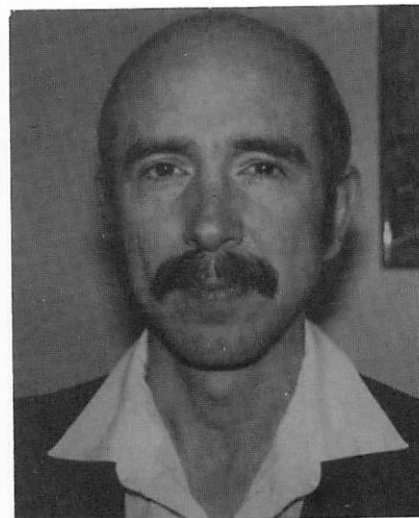
DIANA VICK, her two ferrets, and fellow artist Mike Raabe, live in Seattle where they attempt to make art. (Yes, even the ferrets.) Past projects include numerous fanzines, Egghead Software product illustrations, and various comic books such as *Wild Kingdom* (MU Press). Currently, she is illustrating *Magic* cards for Wizards of the Coast. When time permits, she is writing a vampire graphic novel entitled *Blood & Silver*.



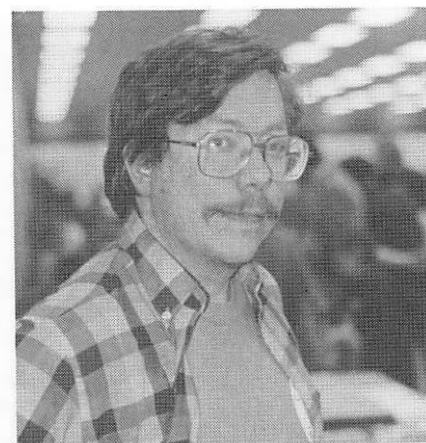
T. BRIAN WAGNER latest accomplishment was the premiere production of *The Desert Peach Musical* in Seattle in November, 1992, which he not only co-wrote, but also directed. He is fully recovered and despite warnings from his doctor is preparing to embark on another production of his psychodrama entitled *Survivors: Three Portraits of Post-Trauma*. His credits also include the screenplays for *The Wolfe Project* and *Broken Doors*.

He has appeared as an actor in local video productions such as *Ryan's As-Yet Untitled SF Program*, *Star Trek: The Pepsi Generation*, *Visions of Utomu*, and a promo for *Star Trek: The Next Generation*. His attempts to destroy all copies of these projects have been unsuccessful so far.

He is a member of the Dramatists Guild, the Northwest Playwrights Guild, and the Secret Society of the Grail.



BURT WEBB has appeared on radio, television, and in print on such topics as anthropology, biology, cosmology, psychology, microcomputers, robotics, SETI, artificial intelligence, nanotechnology and virtual reality. He starred in the SF short film *Eat the Sun*, and contributed computer graphics to *Star Trek III: The Search for Spock*. His science column "On the Future," appeared in *Science Fiction Review*. He is working on two SF novels and collaborating on a fantasy screenplay and recording his own songs.



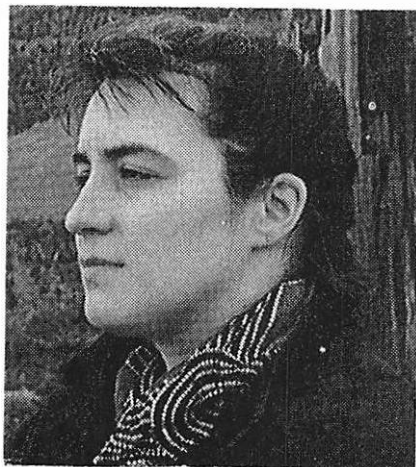
Seven years ago, **EDD VICK** moseyed to the Great Northwest from Dallas, Texas, with a ton of books and the budding MU Press. Now ensconced in one of the most livable cities in the U.S. and propelled by more than mediocre amounts of Dr. Pepper and awful microwave dinners, Edd and MU have come to publish such comic delights as *The Desert Peach*, *Rhudiprrt*, and *The Furkindred*.

He has published fanzines and small press things (comics, calendars, chapbooks) since 1980, occasionally writes and too-frequently draws cartoons. For a living, he manages Half Price Books in Edmonds, where he spends a sizeable portion of his paycheck.

Edd lives in a shameless den of bibliomania with Bounder the Neurotic Cat, braving torrents of rain, hordes of laute drinkers, and any number of roommates who constantly plague him with "Watcha readin', Edd?"



The author of children's picture books and stories for young adults, **MARY K. WHITTINGTON** teaches creative writing classes to adults at Lake Washington Technical College and to children throughout the Puget Sound area (and sometimes beyond). She lives in Kirkland, where she is currently working on a mid-grade fantasy novel and several picture books.



LISA WOODINGS is an environmental engineer and industrial hygienist. She has spent several years working on hazardous waste sites and is now working to prevent their occurrence. She writes an environmental column for *Westwind*, entitled "Environmentally Speaking," that addresses environmental issues and their effects on our future.



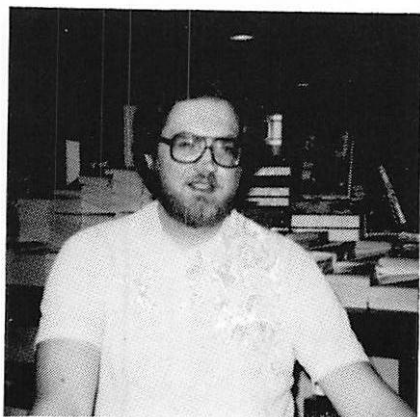
Currently the Chairman of the Northwest Science Fiction Society, **RICHARD WRIGHT** has also chaired Norwescon and Westercon 46, worked on numerous other cons, and has been a panelist, emcee, and masquerade judge. He has been the Fan Guest of Honor at Lepricon, MosCon, and Rustycon. During the day, he manages the introduction of new computer technology at a nearby aerospace firm.

Illustration © 1994 by Frank Kelly Ficus



WILLIAM F. WU's six-novel series, *Isaac Asimov's Robots in Time*, published by Avon Books, is currently up to the fourth volume. His short story collection, *Wong's Lost and Found Emporium and Other Oddities*, appeared from Pulphouse Publishing in their Author's Choice Monthly series. A novel, *Hong on the Range* (Walker and Company), was chosen for the *Wilson Library Bulletin*'s list of best science fiction novels of the 1980s and was named to three "best of the year" lists.

William is a five-time nominee for the Hugo, Nebula, and World Fantasy Awards. He also writes for the *Wild Cards* shared worlds anthologies, has a complete series of stories in *Pulphouse: The Hardback Magazine*, and has written a series of collaborations with Rob Chilson which have appeared in *Analog*. He is divorced and lives in the Mojave Desert.



DUANE WILKINS is a native-born Seattleite. His life was ruined one day in elementary school when his sister handed him a copy of *Rocket Ship Gallileo*, and said "read this". In 1987 he began working in the book department at the University Book Store. He gradually assumed full control of the science fiction section and now orders most of the SF, controls the displays and inventory, sets up autograph sessions and readings, and plans other SF events.



JULIE ZETTERBERG has practiced the hobby of making and wearing costumes for far too long. Since her first convention masquerade (as Princes Leia at Norwescon 1 in 1978), she has competed throughout North America as everything from Olive Oyl to Venus (the planet). Costuming has given her many odd pleasures and occasional rewards, including winning awards at all of the Worldcons that have been held in the U.S. since 1986. She lives in an increasingly jammed abode in Seattle, and is one of the three co-chairs for CostumeCon 14 which will be held in Seattle, May 23-27, 1996.

By Scott MacMillan

The following is the Prologue from Knights of the Blood II: At Sword's Point, a July release from ROC.

The hissing camp lantern made the dome-shaped tent in the small clearing glow with an amber incandescence. The young couple inside were locked in the heaving passions of their embrace, unaware of the erotic shadows their entwined bodies cast on the wall of the tent.

Outside, a light mist softened the shadows and stood like beads of perspiration on Wilhelm Kluge's well muscled shoulders, forming small rivulets as they ran down his back and across his buttocks. The moonlight glinted on a small silver quaich that hung from a golden chain around his neck. Naked, his hands resting on the pommel of his sword, Kluge didn't feel the damp chill of the late summer rain as he waited patiently for his victims to finish their last earthly pleasures.

Finally, the shadows stopped thrusting on the inside of the tent and the sounds of heavy breathing were lost in the hiss of the lantern. Slowly the young man pushed himself away from the girl, rising first to his knees and then to his feet. As he threw back the flap of the tent, a slice of yellow light fell across the clearing.

The rain had stopped, and the mossy ground felt damp through the soles of his thick wool hiking socks as he stepped outside, drawn now by another, more pressing call of nature. Still naked, shivering, he cupped his hands and blew on them to keep them warm as he moved into the pale chill of the moonlight, away from the tent, to relieve himself.

Kluge stepped silently from the shadows and made his way around the tent, avoiding the pale sliver of lantern-light that spilled from the open flap.

Stopping just behind the oblivious victim, his sword at the ready, Kluge paused for a single moment. Steam was rising from the moss-covered rocks at the young man's feet; and over the sounds of the splattering urine and hissing camp lantern Kluge could hear the pumping surge of the red tide that rose with each beat of the young man's heart. For a moment Kluge savored the sound, as other men might savor a lover's caress.

Then Kluge's sword flashed through the moonlight, the flat arc of its bright blue blade severing the head, sending it bouncing into the darkness. The steaming trickle of urine was lost in a frothing geyser of blood as the headless body crumpled silently forward onto its knees before finally sprawling chest down on the ground.

Turning, Kluge walked slowly over to the tent. He could see her shadow on the tent wall, the lantern showing him where the sacrifice waited. Standing quietly outside, he raised his sword and, with a downward thrust, slit open the thin wall of the tent.

The girl was helpless in Kluge's grasp, paralyzed with fear. Yanking her up by the hair, he dragged her out into the chill moonlit night and, before she could cry out, drew the titanium blade of his sword across the side of her throat.

Her body arched as searing pain exploded through her, but Kluge's vice-like grip on her throat prevented any sound escaping into the night. Using his free hand he drove his sword deep into the soft loam of the clearing. Then, bending down as if to caress his victim, he pressed his mouth over the wound he had opened in the girl's neck.

He drank deeply, the hot, foaming blood gushing into his mouth as he relaxed his grip slightly on her throat. When he felt the reserves of his powers replenished, he lifted his head and drew a triumphant breath. Then, still holding her by the throat, he pulled his sword from the red-soaked earth and held it

high above his head, its sharpened tip pointed toward the North Star.

From the edge of the clearing a hunting horn sounded, followed by others deeper in the woods. At the horns winded their eerie *cour de chasse*, other shadowy figures stepped into the clearing, nearly a dozen of them, their swords held before them, blades pointed skyward. As they solemnly made their way to where Kluge stood, he earthed his sword again.

The vampires drew near in a semi-circle before their Master, also plunging their swords into the mossy ground. At his gesture they approached him one by one, the first of them distinguished by a black eyepatch. As the one-eyed man dropped to his knees at his Master's feet, Kluge took the quaich from around his neck and filled it with the girl's blood, then passed the silver vessel into upraised hands. When the man had drained its contents and returned the quaich, he rose and backed off to be replaced by another suppliant. All drank deeply of the cup, blood running from the corners of their mouth and down their chins, matting in the hair on their chests.

Finally, when all had been served and the last notes of the horns died away in the chill air of the forest, Kluge threw the girl's body back into the tent. Pulling his sword from the ground he pointed it once again at the Northern Star and cried, "Sieg Heil!"

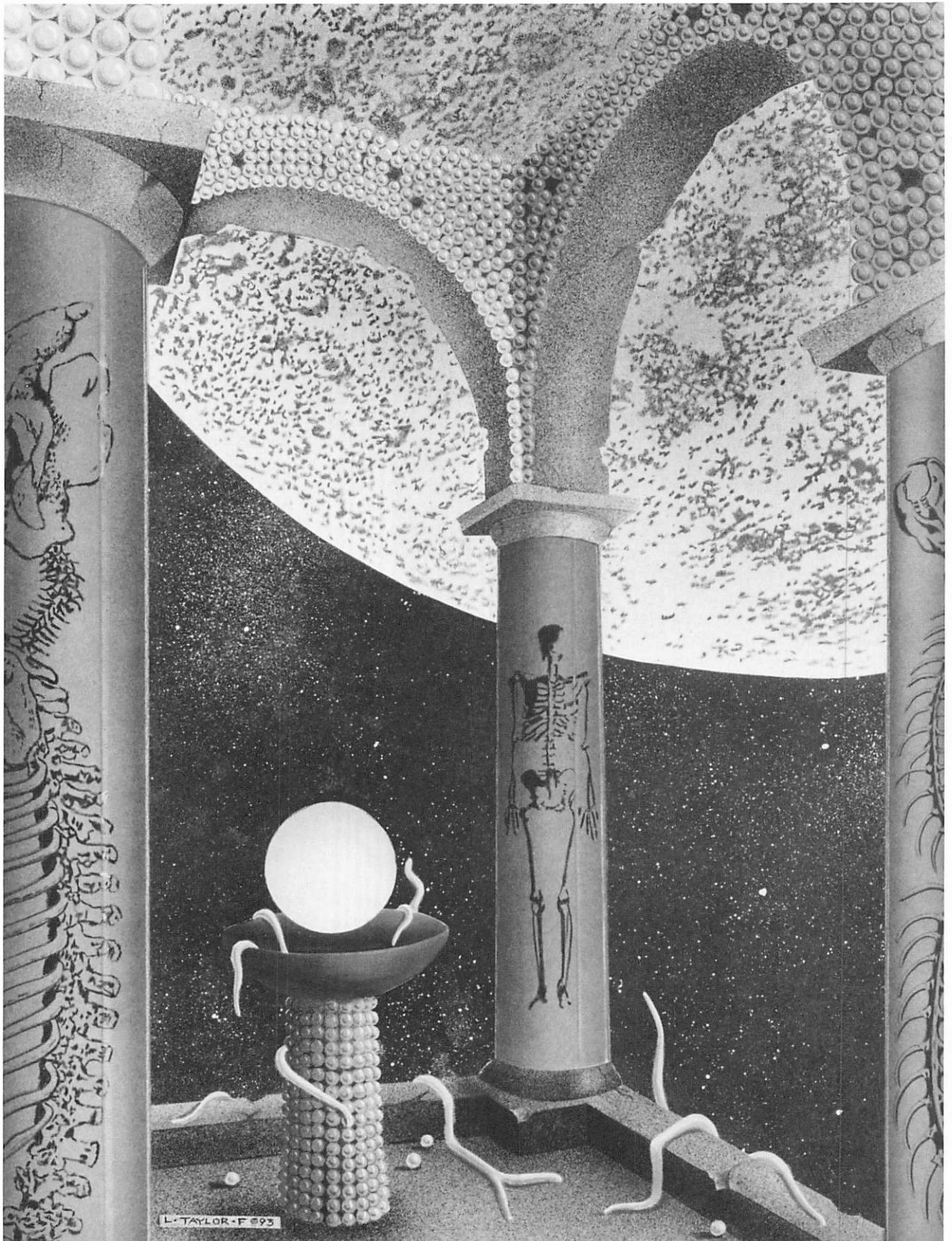
Together the vampires echoed their Master's salute, raising their blades to the darkened heavens.

"Sieg Heil!"

The forest muffled the cry of the vampires, but deep within, the primordial gods listened, and accepted the sacrifice.

GALLERY 2

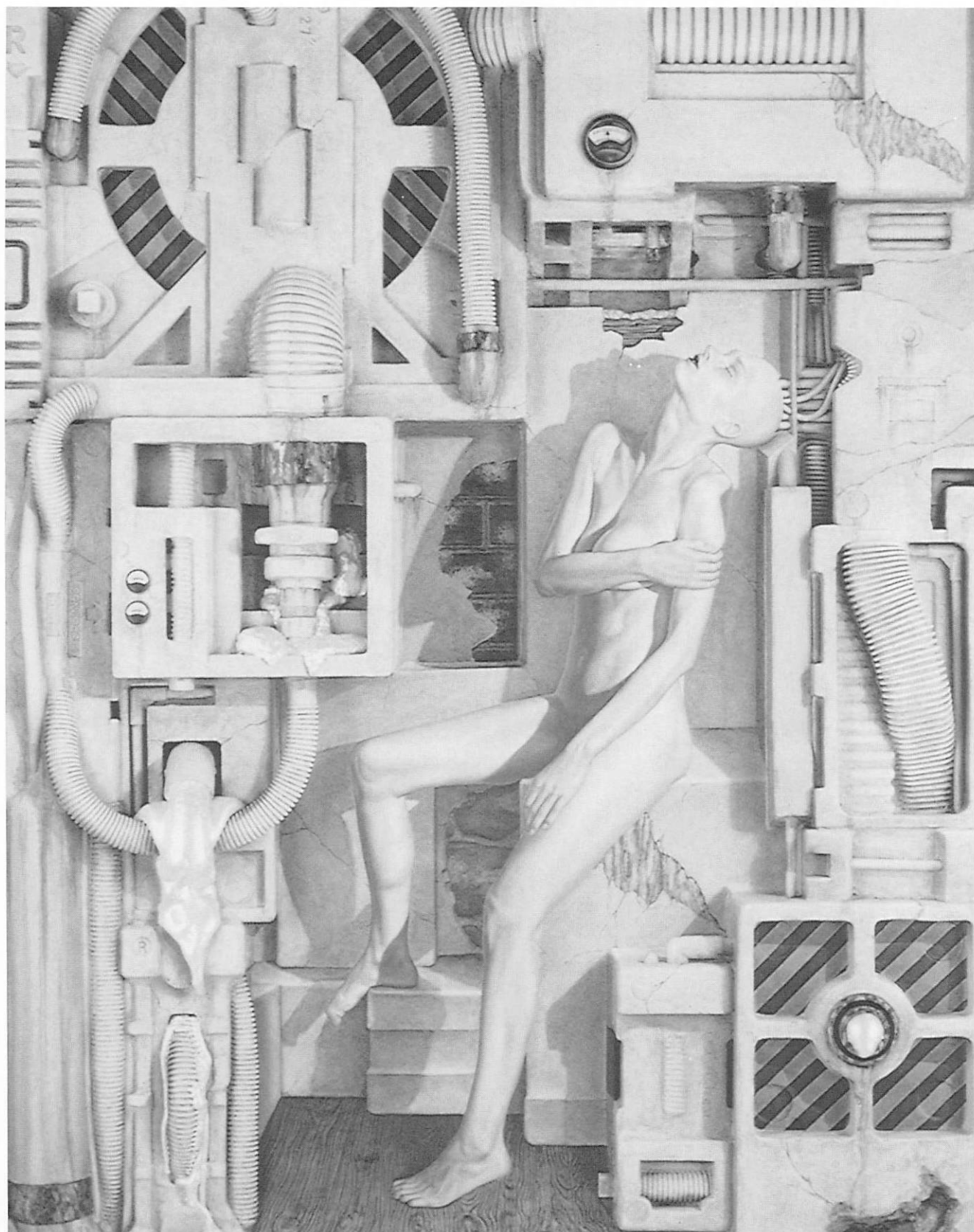
LYNNE TAYLOR FAHNESTALK



L-TAYLOR-F 993

Forgotten Gateway © 1994 by Lynne Taylor Fahnestalk

BARCLAY SHAW



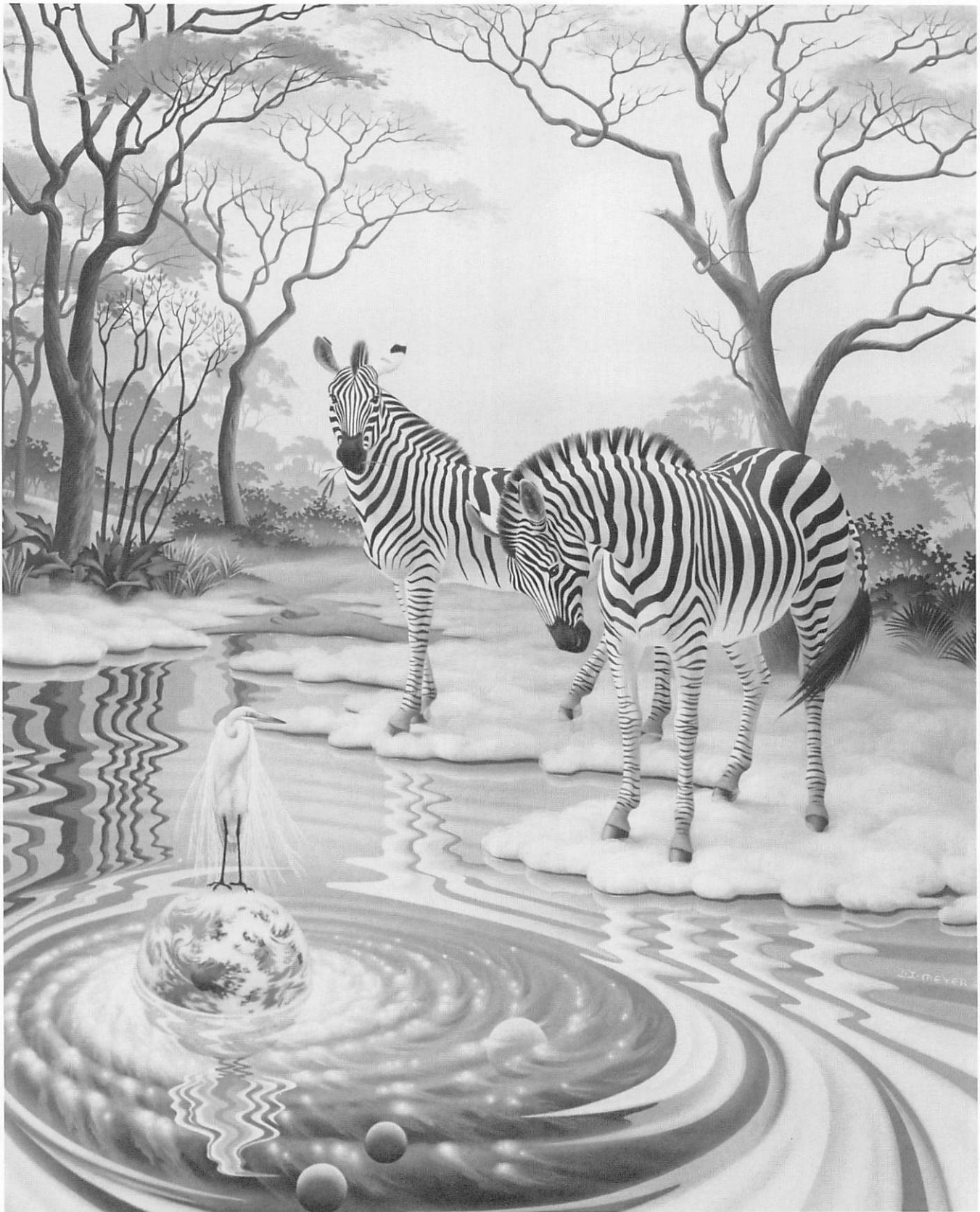
Work in Progress © 1994 by Barclay Shaw

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MARGARET ORGAN-KEAN



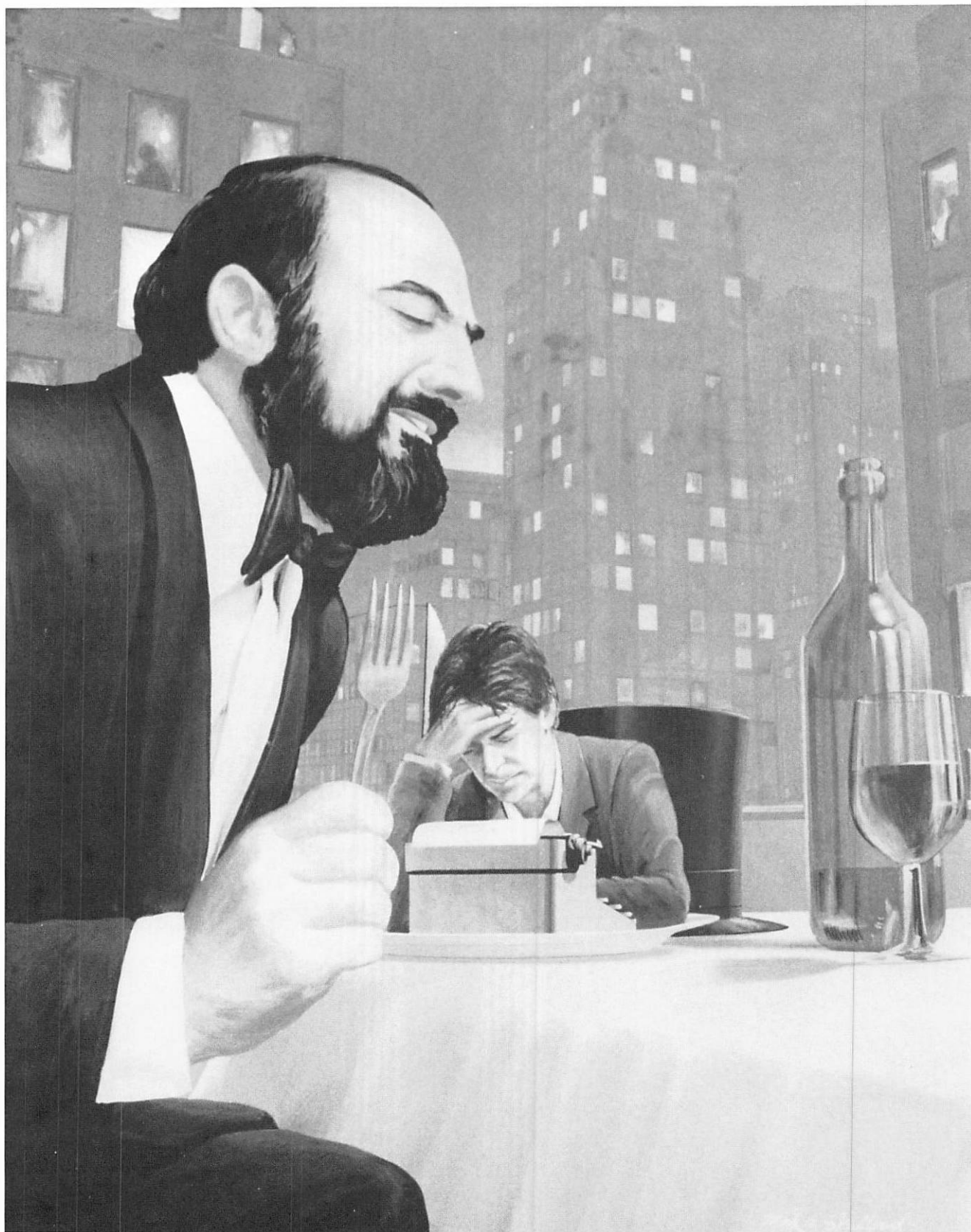
ILENE MEYER



The Crown © 1994 by Ilene Meyer

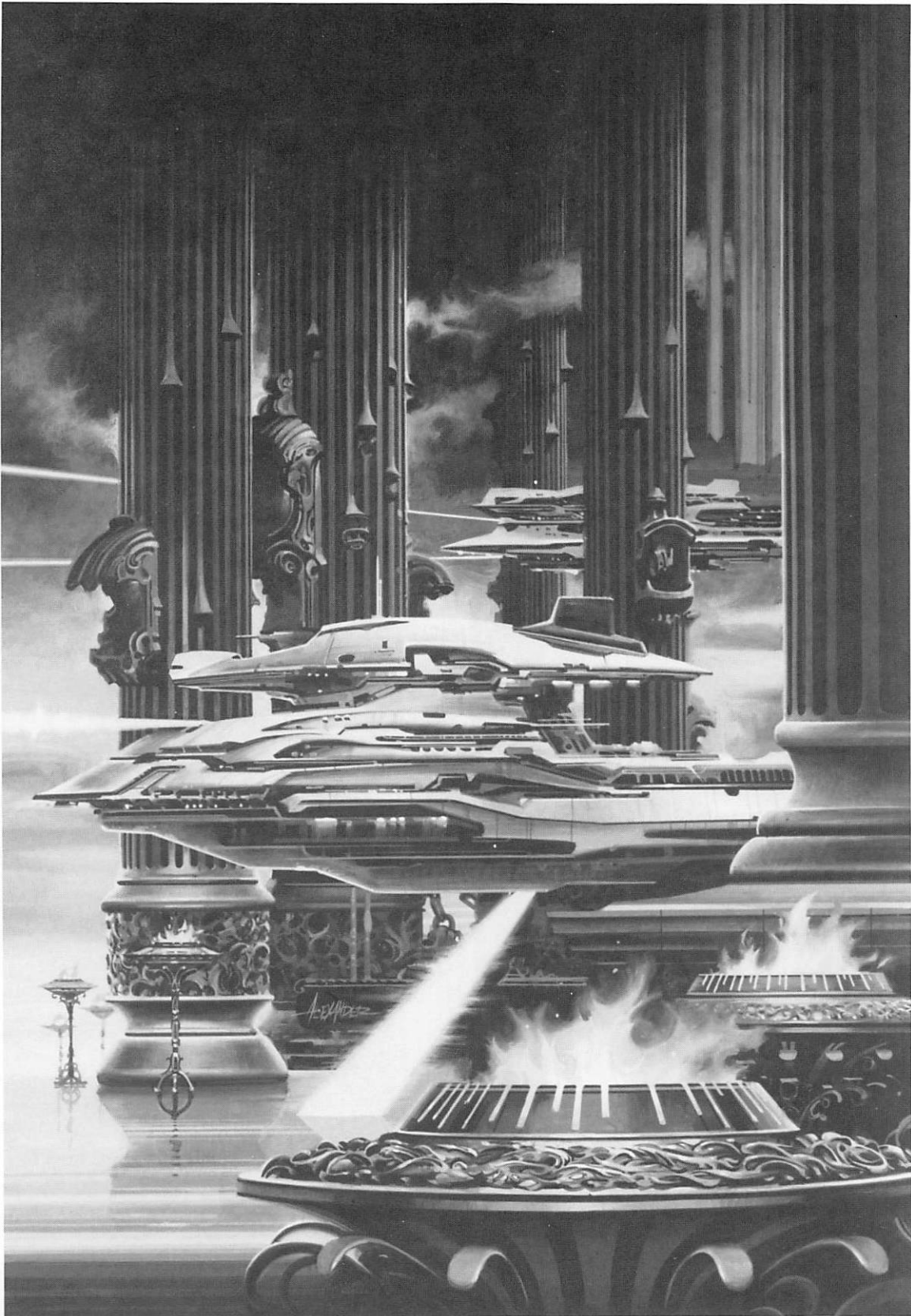
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MARKA. SKULLERUD



© 1994 by Mark a. Skullerud

PAUL R. ALEXANDER



Crown of Empire © 1994 by Paul R. Alexander. Cover for the book by David Drake, published by Baen Books.

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ROB ALEXANDER



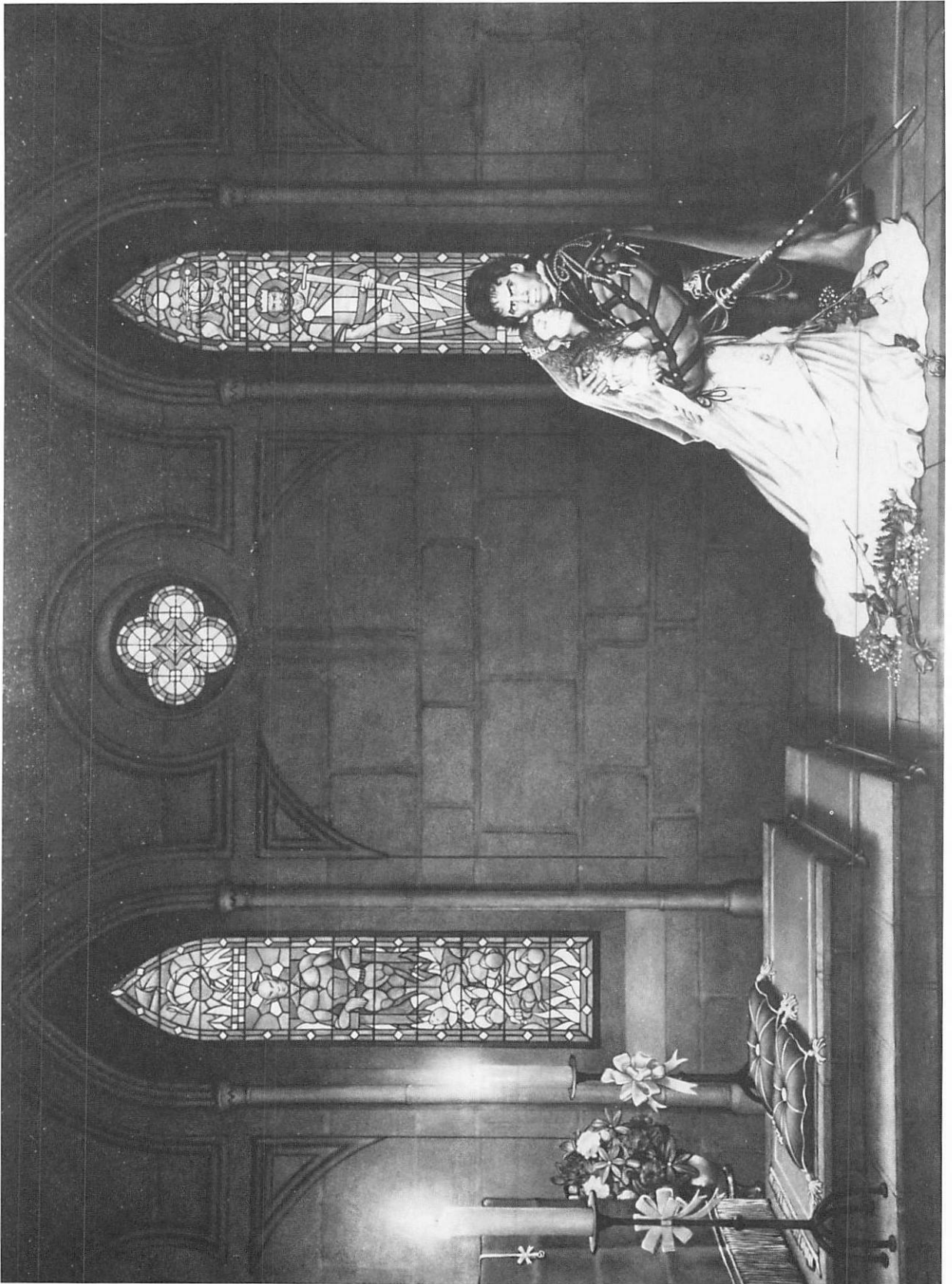
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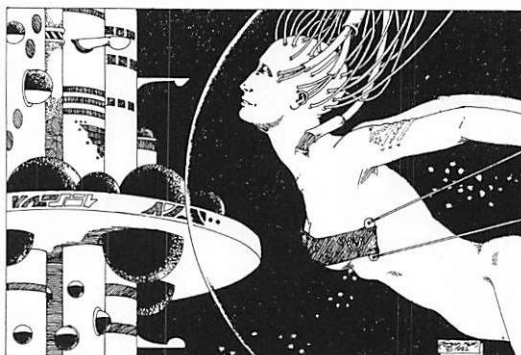
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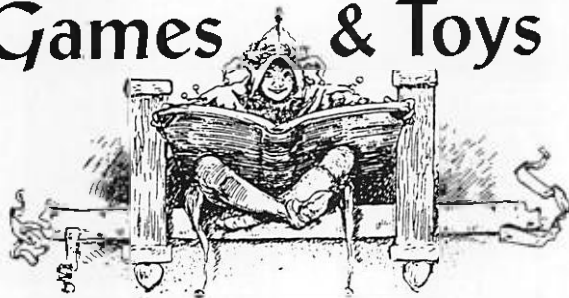


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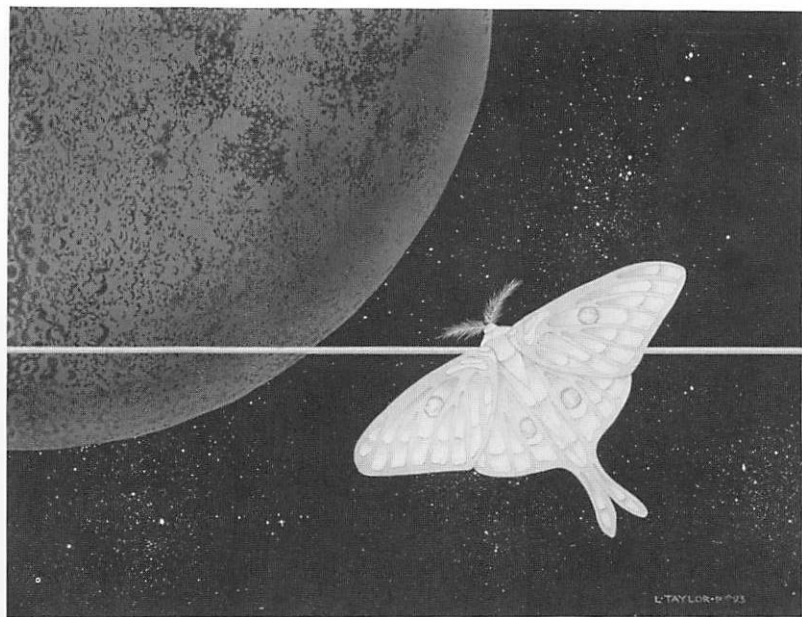
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158	Michael Riggers	63	Darrell Stephen
309	Barbara Riley	753	Renee Stern
622	Laurel Rinchart	399	Lisa Stevens
623	Sean Rinehart	51	Paul A. Stone
614	Bruce Ritter	474	Jeff Stout
615	Judith Ritter	198	Paul Stratton
609	Debra Roberts	298	John Strilcov
228	Michelle Roberts	370	Bernard L. Strub
142	Randall Robinson	369	Deborah K. Strub
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160-A	Gereih Rodolf	627	Joan Stuart
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410	Mary Rosenblum	87	Carl M. Stultz
411	Nate Rosenblum	653	Chris Sullivan
131	Pro Roy	57	Peter Sundholm
91-A	Becky Rudesill	115	Martha Sundstrom
92	Danny Rudesill	275	George Surplus
93	Heidi Rudesill	8	Judy Suryan
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854	Sean Rumions	6	Darrell K. Sweet
424	Chris Rush	831	Patrick J. Swenson
125	Lea Rush	504	David Tackett
667	William Sadorus	416	Janet Cullen Tanaka
795	Peggy Sala	408	S. Mike Tanaka
794	Stephen L. Sala	851	Harper Tasche
532	Rick D. Saling	285	Deborah A. Tatarek
605	Guest of J. Sallee	132	Aaron Tate
604	John Sallee	263	Anita Taylor
603	Judy Sallee	702	Bill Taylor
267	Kris Samuelson	396	Bruce Taylor
541	Kathy Sanders	116	Douglas W. Taylor
911	Kimberly Sanders	701	Sue Lyn Torgerson Taylor
912	Sex Slave Of Kim Sanders	264	Tim Taylor
572	Sherry Anne Sanfilippo	839	Louise K. Ternay
644	Guest of Sandra Santara	161-A	Andrew Thomas
643	Sandra Santara	270	Geoff Thomas
793	Nan Santaripa	707	Hideko Thomas
843	John T. Sapienza Jr.	879	James Thomas
539	Deborah Sardo	335	Bruce M. Thompson
167	David Satnik	216	Clyde Thompson
464	Jon Scaee	656	Karen Thompson
34	Paul Schaper	147	LAURIE THOMPSON
521	Benjamin Schreiber	215	Lillian Thompson
816	Dave Schrottenboer	215-A	Michael Thompson
669	Rob Schultz	216-A	Rosanne Thompson
489	Diane Scirca	849	Amy Thomson
798	Susan I. Scofield	545	Becky S. Thomson
798-A	Will Scofield	176	Kevin Thrapp
880	Stacie Scott	173	Susan Thrapp
848	Lorelei Seiert	927	Stephanie L. Tipton
711	William Seil	931	Guest 5 Of 5 Todd
534	Carol Severance	154	Guest of #1 Todd
693	Jeff Shannon	155	Guest of #2 Todd
845	Lorelei Shannon	156	Guest of #3 Todd
387	Anthony Sharer	930	Guest Of #4 Todd
119	Shel Sheldermine	153	Viola C. Todd
304	David Shoemaker	234	Martha Todd-Prather
303	Michelle Showmaker	104	Glenn Torgerson
789	Kathleen Shrock	113	Maryanne Torgerson
4	Janna Silverstein	613	John P. Toutoungi
508	Suzanne Silvri	910	Christopher Travers
293	Jana Simmons	60	Sigfried Trent
48	Becky Simpson	637	Guest of Ron Trimble
48-A	Jesse Simpson	636	Ron Trimble
172	Evelyn Simpson	645	Bill Trojan
100	Brenda Simpson-Nelson	646	Guest of Bill Trojan
817	Guest Of Sharon Sinclair	749	Nina Tryggvason
824	Sharon Sinclair	405	Kathy Tyers
89	Daryle Skinner	406	Mark Tyers
95	Margo Skinner	405-A	Matthew Tyers
260	Matthew Skinner	110	Daniel Updike
280	Marin Sleeman	44	David Valentine
561	Thomas Slye	47	John Valentine
820	Lisa Smedman	46	Kimberly Valentine
350	Simone Smit	45	Lou Anna Valentine
271	Brian Smith	327	Chuck van der Linden
781	Celia M. Smith	195	Calley Vandegriff



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892	Paul Vander Heiden	3	Deborah Wood	13	Richard Wright
893	Veronica Vander Heiden	352	Robert A. Woodward	649	Paul Wngley
668	Lisa VanEvery	311	Janet Worley	138	Audrey A. Yager
149	Wolf Vanhee	522	Brandon Worrell	802	Carol Zehold
152	Chris Vaughn	341	Dusty Worrell	273	Lisa Zerby
639	Priscilla Verzola	241	Janis Worrell	540	Julie Zetterberg
547	Diana Vick				
836	Edd Vick				
187	Diane Kuulei Villalbor				
777	Suraphol Vipharatana				
921	Elizabeth Visser				
762	Jay Vosburgh				
430	Ray Vukcevic				
648	Tess Wade				
163	Peter Wagener				
515	T. Brian Wagner				
578	Dick Wald				
579	Guest of Dick Wald				
696	Allen Walker				
397	George Wallerstein				
9	Thom Walls				
301	Dylan Walsh				
202	Merry Walsh				
752	Michael Walsh				
203	Sean Walsh				
269	Aeron Walton				
206	Anthony Ward				
10	Elizabeth Warren				
528	Joy Warren				
527	William R. Warren Jr				
922	Marlow Weaver				
445	Burt Webb				
366	Eric Weber				
181	James R. Weber				
367	Phillip Welch				
654	Roger Wells				
150	Scott J. Wentworth				
400	Victor Wertz				
186	Alison F. West				
231	Mary Westerling				
277	Dave Wheat				
278	Judy Wheat				
634	David White				
787	Jessie White				
887	Julie White				
214	Victoria Whitlock				
436	Mary K. Whitton				
321	Bill Wichgers				
322-A	Nicole Wichgers				
322-B	Pamela Wichgers				
56	Marion Widger				
337	Shirley J. Wilcox				
705	Kathy Wilkie				
704	Peter M. Wilkie				
706	Roy Wilkie				
855	Duane A. Wilkins				
856	Val Wilkins				
220	Ronita Williams				
376	Nelson J. Williams Jr				
439	Pat Wilson				
208	Sally Woehrie				

ADVERTISERS

American Eagles	38
The Avalon Hill Game Company	28
Baen Books	7, 13
Berkley/Ace	Inside Front Cover
Cellular One	19
Fantastic Games & Toys	77
Games Plus	76
Gary's Games	34
GDW	78
Outrageous Temptations	20
Wizards of the Coast	Inside Back Cover

ARTISTS CREDITS

Paul Alexander	67
Rob Alexander	68
Lynne Taylor Fahnestalk	6, 15, 62, 79
Douglas Herring	8, 11, 18, 72, 77
Don Maitz	16, 70
Edward Martin III	5, 12, 76
Ilene Meyer	65
Margaret Organ-Kean	4, 10, 17, 22, 64, 74, 76
Barclay Shaw	63
Mark a. Skullerud	66
Darrell K. Sweet	Cover, 3, 39, 40, 41, 42, 75
Michael Whelan	9, 21, 69
Janny Wurts	14, 71

ACK



Some of the Norwescon 17 staff enjoy the sun at The Inn at Silverdale, September 1993. Back row (left to right): Lauraine Miranda, Deb Anderson, Bob Grieve, Jane Larsen, Richard Wright, Robin Smith, Dave Howell, Kathy Smith, Raymond Burke, Sue Bartroff, Terrence Hatcher, Judy Suryan, Denise De Lisle, LouAnna Valentine, and David Valentine. Front row: Bechy Simpson, Paul Schaper, Scott Anderson, Michael Citrak, Hans Meier, Bonnie Baker, and Pat Oros.

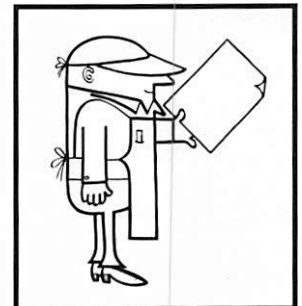
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