

The Northwest Science Fiction Society proudly presents

NORWESCON 22

April 14, 1999

Annual Northwest Science Fiction and Fantasy Convention



CATCH THESE MINISTRY AUTHORS & ARTISTS AT NORWESCON...



STEPAN CHAPMAN

P.K. Dick Award Winner for *The Troika*
Locus Recommended Reading List



BRUCE TAYLOR

Seattle native, multiple award nominee
Author of *The Final Trick of Funnyman*



MARK MCLAUGHLIN

A Year's Best Horror Stories contributor
Author of *Feeding the Glamour Hogs*



ALAN M. CLARK

World Fantasy Award Winner
Cover Artist for *The Troika* and *Leviathan 1*

THE MINISTRY OF WHIMSY is honored to be this year's spotlight publisher. The Norwescon staff (including Judith Herman, Pat Booze, and Michael Brocha) has been wonderful and deserves a lot of praise. And we're really looking forward to meeting with and talking to as many attendees as possible--Our authors should be easy to identify, as all of them will be wearing blue "Minister of Whimsy" badges (well, if they go along with it--they're an independent and unruly lot). You can also meet them at the Ministry of Whimsy panel, Friday from 11:00 a.m. to noon.

Unfortunately, Jeffrey Thomas, author of our latest release, *Punktown*, couldn't make it, but one of his biggest supporters, Buzzcity Press publisher Ann Kennedy, will read a story from his forthcoming collection during the Ministry panel. (Ann, by the way, has just published a marvelous book by Michael Cisco called *The Divinity Student*--Michael's at the convention too, and you should check out his work.) To promote Jeffrey Thomas' *Punktown*, out in late May, we've arranged to have flyers about the book distributed in your freebie packets. About 30 of those flyers (specially-marked) entitle you to redeem them for the entire set of Ministry books in print, shipped to you at no cost--our way of saying "Thanks" to you, the readers, who make what we do possible.

We will also be launching our new Editor Roundtable web site (<http://www.mindspring.com/~tooness/roundtable>) during the Norwescon weekend. Some of the most influential independent publishers weigh in on important issues facing the publishing industry today. All in all, we're looking forward to having a lot of fun! - Jeff VanderMeer, Ministry of Whimsy Press



Jeff VanderMeer

**ALL MINISTRY OF WHIMSY BOOKS ARE AVAILABLE FROM
LADY JAYNE BOOKS IN THE DEALER'S ROOM**

THE MINISTRY OF WHIMSY & NORWESCON

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Designers Service Bureau, Olympia, WA

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Autograph Party: Alyson Dyar
Camarilla Track: Jeff Carnegie
Computer Track: David Schmidt
Costuming Track: Richard Stephens
Filk Track: Karen Rall
Gaming Track: Jon Wilkie
Green Room: Suzanne R. Sweeney, Christine Sweeney, Lynda Bertram
Guest Relations: Pat Booze
Assistant Guest Relations: Rob Stewart
Literature Track: Lorlei Shannon
Opening/Closing Ceremonies: Terri Specht
P.K. Dick Award Reception: William Sadorus
Poetry/Filk Track: Greg/Robin Smith
Pro Reception: George Nyhen, Lisa Woodings
Religion Track: Theo Williams
Science Track: Ed Wright
Writing Track: Bridget McKenna
Hard Planet Cafe: William Sadorus

Personnel: Betty Claar
Staff Support: Elinor Fadgen, Becky Citrak
Runners: Vicky Rudesill
Volunteers: Mary Westerling
Assistant: Denise Prowse
Recruitment: Connie Kesterson
Rover: Terry Swan
Staff Lounge: Charlene Bell

The Northwest Science Fiction Society proudly presents

NORWESCON 22

April 14, 1999

Annual Northwest Science Fiction and Fantasy Convention

April 1-4, 1999 - DoubleTree Hotel/SeaTac

Twenty-Second Annual Northwest Regional
Science Fiction Convention

Sponsored by the:
Northwest Science Fiction Society
P.O. Box 68547
Seattle, WA 98168

Dedicated to the memory of Richard A. Wright

Guest of Honor
Harry Turtledove

Volunteer Guest of Honor
Susan Allen

Artist Guest of Honor
Richard Hescoc

Fan Guest of Honor
Jack Chalker

Science Guest of Honor
Jack Horner

Fan Guest of Honor
Eva Whitley

Spotlighted Publisher
Ministry of Whimsy

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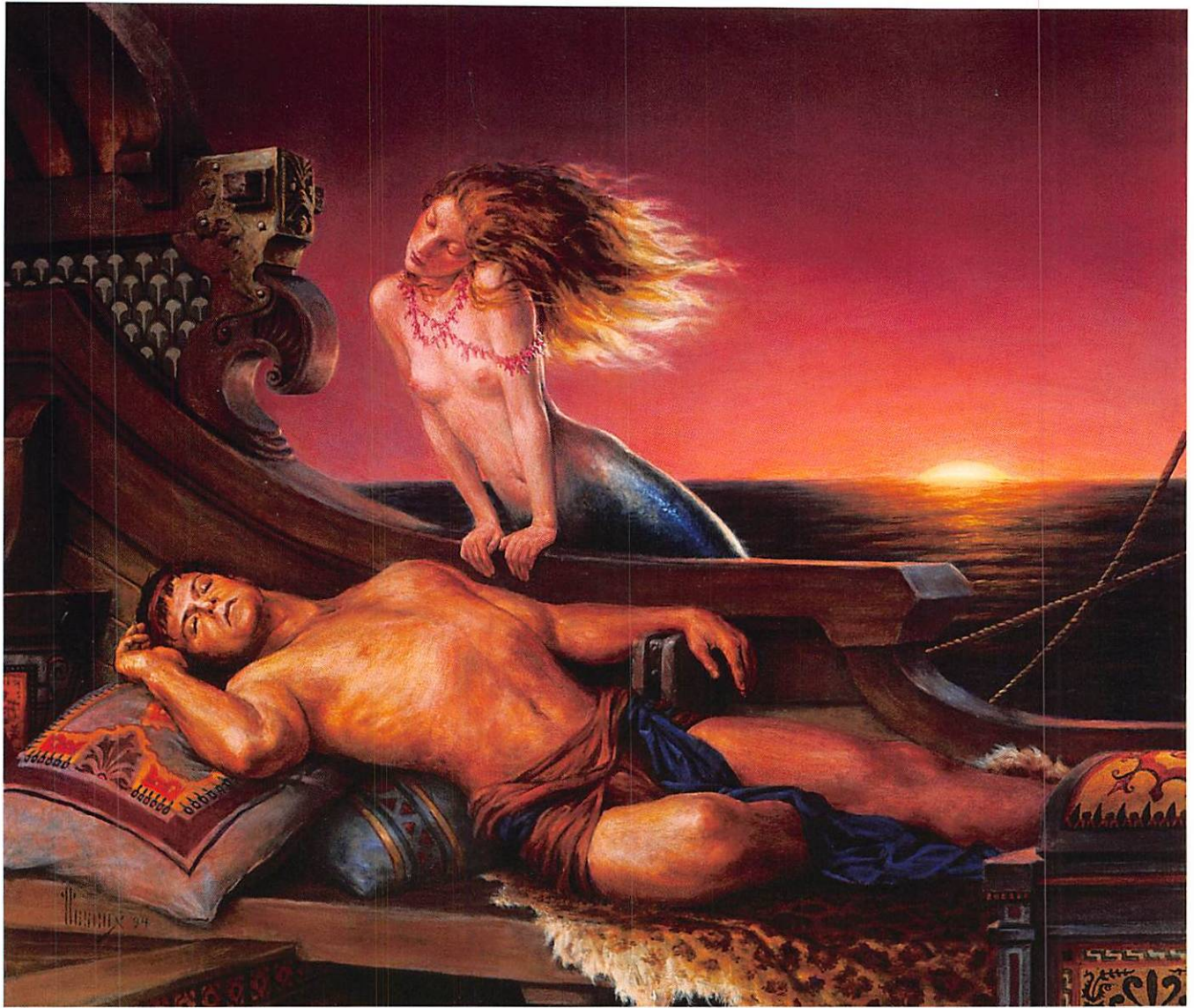
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The Dreaming Sea © 1999 by Richard Hescox

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.

The following listing shows most of the programming events. Things change daily before and even during the con and panelists sometimes have to drop out. Check the Pocket Program for day and time. More up-to-the-minute changes are listed at the Information Table in the convention lobby and on the hour-by-hour signs outside of

each programming room. Programs start on the hour and are one hour long unless stated otherwise.

The convention committee welcomes you to Norwescon 22 and hopes that you have an enjoyable convention.

Programming

THURSDAY

6 PM

Opening Ceremonies

Grand 2

general

Your first chance to see our Guests of Honor and find out a bit about what will be going on this year.

Richard C. Stephens, Richard Hescocx, Lori Edwards, Terri Specht, William Sadorus, Jeff VanderMeer, Jack Horner, Judith Herman, Eva Whitley, Harry Turtledove, Jack L. Chalker

7 PM

Virginia Regling-McColm

Poetry Performance

Cascade 1

reading

Virginia Regling-McColm

8 PM

Don't Know Jack... 'Bout SF—The Sequel

Evergreen 1&2

fan

Come have fun at this trivia contest and see just how much (or little) you know about what we've all been reading these many years. Prizes will be awarded.

Kat Hartman

What All Writers Wished Someone Had Told Them

Evergreen 3&4

writing

An open workshop for writers with an emphasis on information for someone starting out. This workshop will cover topics such as, "what is conflict?" and "what is plot progression?" The workshop is two hours long and comes with hand-outs.

Rebecca V. Neason

Ted Butler Reading

Cascade 1

reading

"2176"

Ted D. Butler

Effective Interactive Villians in Role Playing Games

Cascade 4

gaming

There are always great ideas for villains that just won't work when they have to actually deal with players. How to put the human element back into your RPG had guys.

Lorelei Shannon, Julie Hoverson

Filk 101

Cascade 5

filk

Whether you're new to the circle or an experienced participant, come with your questions and your comments.

Jeff Hitchin, Darragh Metzger, Paul Kwinn, Karen Rall

Regency Dance Costuming

Cascade 11

costume

How to create a "do" to round out your experience of regency dance.

Rachel E. Holmen, Richard C. Stephens, Anita Taylor, Lori Edwards

Airbrush Demo

Cascade 12

art - demo

John R. Gray III

The Interdimensional Brewpub Tour

Cascade 13

general

Come with us, as we wend our way to the famous and infamous brewpubs of the alterworlds. We will take you to see the places of otherbrew, beers that never existed, or never became popular on our world.

John H. Reiher, Jr.

8:15 PM

Prince Ka and Marten Ross Travel Beyond the Event Horizon

Grand 2&3

general

Richard Stierl and Aaron McCartney provide an alternative view of Life, Beauty and Lifetime Commitment through a pagan ceremony celebrating their hand-clasping. Through this ceremony, we begin a weekend of discovering alternative realities.

Richard "Prince Ka" Stierl

9 PM

Thursday Night Dance

Grand 2&3

general

Break out your dancing shoes and hoogie the night away. The con is young!

Kim Valentine

General Filking—Thursday

Cascade 5

filk

Come join our circle.

Karen Rall

Maundy Thursday Church Service

Cascade 6

religion

A celebration of the Holy Eucharist based on Rite Two of the Episcopal Church, with a traditional footwashing. Members of all faiths are welcome to come to the service, and all baptized Christians are invited to share communion with us. Offered by the Order of St. Chiros.

J. Spyder Isaacson, Mark Eddy, Michel Mir Plennmons

Dress For Disaster

Cascade 11

costume

A panel surveying not only the clothing from the Age of Opulence in First Class on the Titanic, but also what the passengers in Second and Third class were wearing, too. Sources for patterns and accessories will also be showcased.

Anita Taylor, Lori Edwards, Julie A. Zetterberg

Science of Jurassic Park

Cascade 13

science

Jack Horner, our Science GoH and technical advisor on the *Jurassic Park* movies, will discuss the science behind the movies. The movie will be shown in the room afterwards.

Jack Horner

10 PM

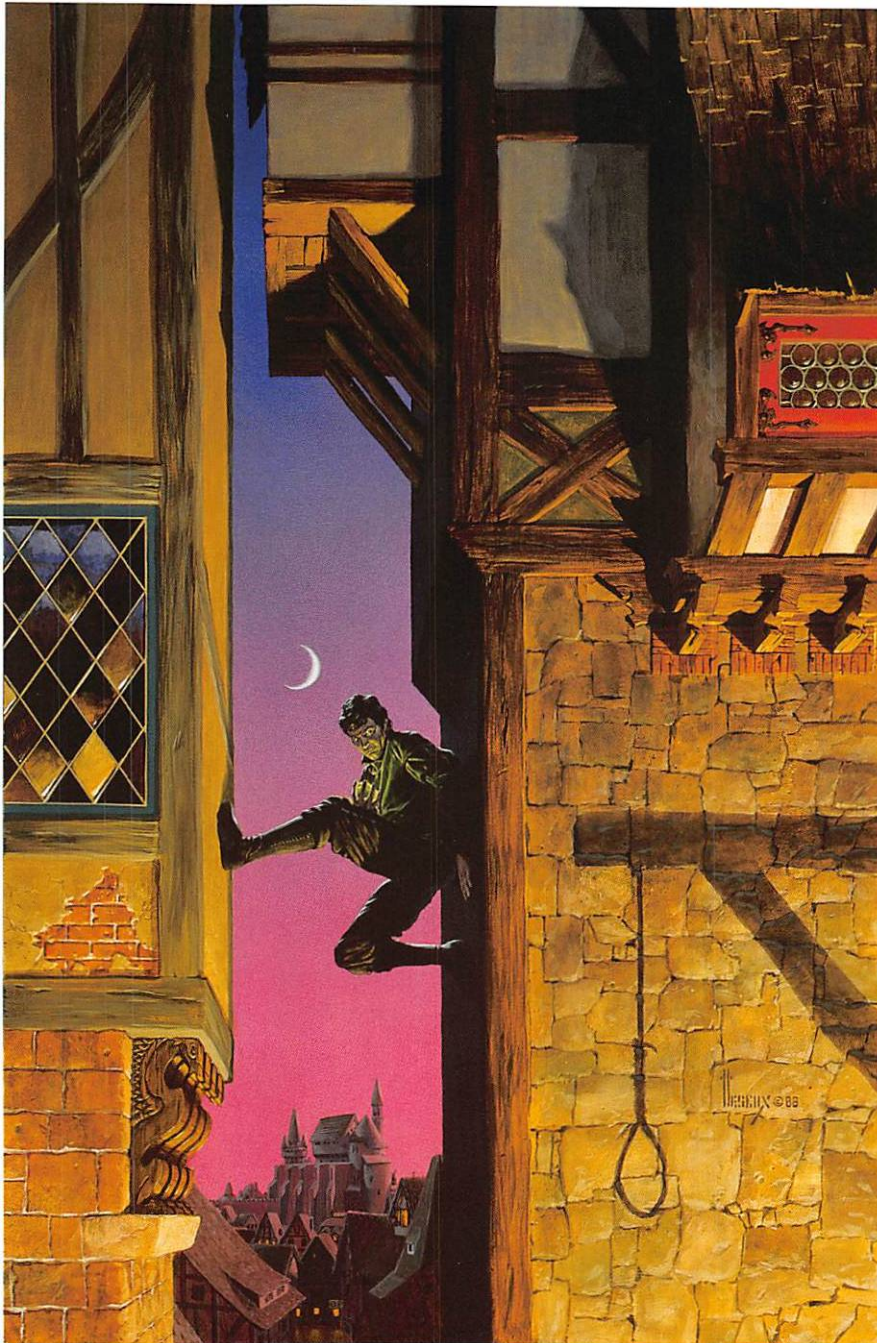
Jurassic Park

Cascade 13

You heard the science behind it now watch the movie with new appreciation.



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Shadow Climber © 1999 by Richard Hescocx.
Cover for the book by Mickey Zucker Reichert, published by DAW Books.

FRIDAY

9 AM

Tai Chi

Grand 2

general

A great way to start the morning and prepare yourself for the day.

Steven E. Barnes

10 AM

What's New At Tor?

Evergreen 1

literature

What are the new releases coming from Tor Books?

Claire Eddy

The Workings of Fictional Magic

Evergreen 2

writing

Where we define, and redefine, "magic(k)" and how it works in fiction.

Mark McLaughlin, Bridget McKenna, Theo J. Williams

Breaking In and Staying In

Evergreen 3&4

writing

Helpful hints for beginning writers.

Patrick J. Swenson, Michael L. Scanlon, Alan Fairies, M. Christian, Tananarive Due, Syne Mitchell

Bruce Taylor Reading

Cascade 1

reading

"Final Trick of Funnyman"

Bruce Taylor

Fairwood Writers—Friday Sessions

Cascade 2

writing

Closed sessions for the writers who have entered manuscripts for review.

David R. Addleman, Patrick J. Swenson

Fanzines, E-zines and APAs, Oh My!

Cascade 3

fan

Are people still publishing 'zines? How does one get involved with a 'zine these days?

Ryan K. Johnson, Edward V. Stiner, R'ykandar Korra'ti

Space Force 2000:

The Military in Space

Cascade 4

science

Anthony Ward, Dafydd Neal Dyar

Art for the Untalented

Cascade 5

art

Or so you thought. Learning to draw when you don't think you can.

Joy Day, Lee Dacus, Betsy M. Mott, Rob Alexander

Imagination Fully Dilated

Cascade 6

literature

Discussing the process, including working with writers, editing, finding a publisher, use of web and computer technology.

Alan M. Clark

Brother Cadfael's Shrewsbury Abbey #2

Cascade 11

general

Where Elis Peter's set her mysteries—its history, present state and future in education. A hands-on & interactive experience.

Greg/Robin A. V. Smith

Drawing Historical Costumes

Cascade 12
art - demo
 Drawing from models wearing historical costumes.
Anita Taylor, Audrey Schmidt, Richard "Prince Ka" Stierl, Richard C. Stephens, Rob Alexander

10 AM - 4 PM

Richard Wright Memorial Blood Drive
 Cascade 13
 Give a pint in memory of Richard Wright, long-time fan and con organizer. You won't regret it.

11 AM

Introducing the Ministry of Whimsy
 Grand 2
writing
 Our Spotlighted Publisher. Where they started and what they're up to now and a general description of publishing.
Stepan Chapman, Ann Kennedy, Bruce Taylor, Jeff VanderMeer, Michael Cisco

Previewing a Series on Nanotechnology
 Evergreen 1

science
 Forrest Bishop previews a television series on Nanotechnology. Get a sneak peek at what everybody will be talking about at the water cooler!
Forrest Bishop

Using the Theory of "Baloneyum"

Evergreen 2
writing
 Incorporating believable speculative science in your science fiction.
Angus MacDonald, John G. Cramer, Eric S. Nylund, James C. Glass, Larry Niven

Making the Leap

Evergreen 3&4
general
 Preparing both financially and emotionally for the switch from an employee to a freelance career.
Ken Rand, Victoria E. Mitchell, Brian D. Oberquell, Greg Cox

Norm E. Hartman Reading

Cascade 1
reading
 "Contagion"
Norman E. Hartman

The Myth of the Middleman

Cascade 3
general
 How to dump your agent, and all the rest of the lampreys who are eating your profits and getting paid when you do all the work.
Roberta Gregory, Donna Barr

Fan Folklore

Cascade 4
fan
 Our panelists will bring to life our colorful fan past. A discussion of some of the more well-known or not so well-known escapades in the history of fandom. Did they really happen? You decide.
Jack L. Chalke, Eva Whitley

Spanking Your Sylvia

Cascade 5
general
 Being creative has its ups and downs. How does an artist bring themselves out of the pit of critics or do they want to stick their head in an oven for art? The injections of chronic glee that make living manic in a depressing society elementary.
Wolf Lahti, Susan Stejskal, Alan Fairies, Patty Watson-Halfhill, Matthew A. McCollm

Fandom and Children

Cascade 6
fan
 You've got young ones. You're a fan. Do they mix? Survival skills every con-going parent should have.
Kathryn Cramer, Jacquelyn D. Duram Nilsson, Jodi Scanlon, Trent Lum

11:30 AM

Figure Drawing Workshop 1

Cascade 12
art - demo
Betty Bigelow, Audrey Schmidt, Adrian Bourne

NOON

Richard Hescoc Slide Show

Grand 2
art
 This year's Artist GoH presents an overview of his work.
Richard Hescoc

Vacuum Energy and Einstein's Cosmological Constant

Evergreen 1
science
 New results from type Ia supernovas indicating that space itself may contain 3/4 of the energy of the universe and that the universe is expanding at an ever-increasing rate.
Norman E. Hartman, John G. Cramer, James C. Glass



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Mythmaking and Myhtaking

Evergreen 2
writing
 Creating mythologies that will work, or borrowing ones that already have.
Sunrise Fletcher, Andrew Dolbeck, Evelyn Gratrix, Kathy Watts, Kij Johnson, Julie Hoverson

E-Books: Fad or Wave of the Future?

Evergreen 3&4
literature
 Will paper and glue be replaced by bookscreens and software?
Thor Osborn, Ph.D., Kuo-Yu Liang, Claire Eddy, Kathy Lee

Lillian Csernica Reading

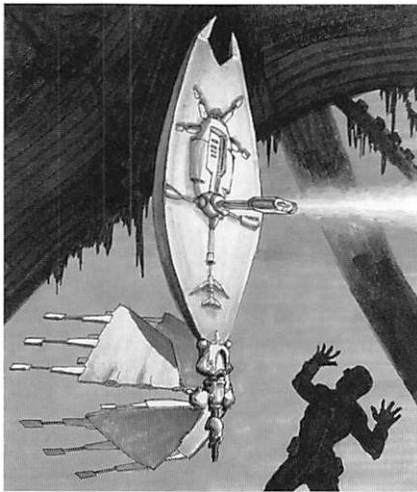
Cascade 1
reading
 "The Music Lover"
Lillian Csernica

Who Really Makes Money in the Art World?

Cascade 3
art
 Why is it or why isn't it the artists?
Jon M. Gustafson, Lonnie G. Davis, Jo Dianne Brown

What If Witches Really Could Do What the Trials Claimed?

Cascade 4
religion
 The witchcraft trial prosecutors attributed many things to the witches on trial. What if they had all been true? Where would we be today?
Elisabeth DeVos, Theo J. Williams, Roberta Gregory



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Alternative Views of the Hereafter

Cascade 5
 religion
 Nirvana, Valhalla, Heaven, Stovakore—the Klingons meet the religious right.
 Mark Eddy, Kat Hartman,
 Mark McLaughlin

Good Friday Church Service

Cascade 6
 religion
 A solemn commemoration of the hour of Christ's death, with traditional readings and prayers. Members of all faiths are welcome to come to the service. Offered by the Order of St. Chiros.
 Mark Eddy, J. Spyder Isaacson,
 Michel Mir Plemmons

Costuming is More than Sewing, It's...

Cascade 11
 costume
 Even if you've never costumed, if you are just starting out, or have been sewing for years, come and see the wide myriad of skills that are employed by local costumers that go beyond "just sewing."
 Dave Max, Caleb Skinner, Lori Edwards,
 Anita Taylor, Richard C. Stephens, David Tackett, Erik Hillcary, Cheryl J. Glover,
 Dave Marshall, Garth Stubbs

1 PM

Harry Turtledove Speaks

Grand 2
 writing
 Our Writer GoH addresses the convention.
 Harry Turtledove

Robotic Sumo Wrestling Competition

Grand 3
 science
 See robots fight to the death!
 Shawn Marier, Edward Martin III,
 Klaas Langhout

Privatization and the Future of NASA

Evergreen 1
 science
 Dan Goldin's proposal to privatize the Shuttle and ISS so NASA can concentrate on deep space. The pros and cons will be debated.
 Peter Gurevich, Bridget Landry,
 Chris Vancil, Randy Rumley

Dealing With Difficult People

Evergreen 2
 general
 Ted D. Butler, Tracey Knoedler,
 Karen Rall, Allyson M. W. Dyar

Pulling Story Ideas

Out of Your... um... Hat
 Evergreen 3&4
 writing
 How to get an idea when you haven't got a clue.
 Bridget McKenna, David R. Addleman, Judy L. Tucker, Syne Mitchell,
 Amy Axt Hanson

Kyle David Jelle Reading

Cascade 1
 reading
 "Thin Floor"
 Kyle David Jelle

Pricing Your Work

Cascade 3
 art
 Even in an art show, you have to figure out how much to ask.
 N. Monique Hayes, Lee Dacus,
 Betsy M. Mott, Durlyn Larson,
 Susan Stejskal, Jo Dianne Brown,
 Spring M. Schoenhuth

Connecting to the Internet: Cable Modem vs ADSL vs...

Cascade 4
 computer
 If that 56K modem is no longer fast enough for you to surf the web, what's next?
 Stephen Milton, Wolf Lahti,
 Brian D. Oberquell, Don Alexander

What is the P.K. Dick Award?

Cascade 5
 general
 What is it and why is it presented at Norwescon?
 David G. Hartwell, Gordon Van Gelder,
 William Sadorus

Publish It Yourself (Games That Is)

Cascade 6
 gaming
 Is your game too cool for words, but the big companies won't give you the time of day? We'll tell you how to get a business license, playtest your game, and get it published, all for less than \$4000. We'll also give you some good reasons why you shouldn't publish your own game.
 Anthony Pryor-Brown, Ryan S. Dancey,
 James Ernest, Scott Hungerford, Jon Wilkie

Colored Pencil Demo

Cascade 12
 art - demo
 Jacquelyn D. Duram Nilsson

Drawing a Dragon #1

Cascade 12
 art - demo
 Richard A. Enloe

Painting Skin Tones, Highlights, and Shadows

Cascade 12
 art - demo
 What colors to start with to give a foundation? How to determine placement of highlights and shadows along with coloration of them.
 Joy Day

2 PM

Jack Horner Addresses the Convention

Grand 2
 science
 Our Science GoH gives us an overview of his career.
 Jack Horner

Nanotechnology and Micromachines

Evergreen 1
 science
 Where the microsystems technology field has been, is, and is currently and where it is going. How it relates to science fiction tales using nanotechnology.
 Thor Osborn, Ph.D.

Old Religions in New Contexts

Evergreen 2
 religion
 From Shintoism to witchcraft.
 Joanne Orion Lyonesse, Kathy Watts,
 Joseph Traub, Kat Hartman

How on Earth

Do I Make This into a Story?

Evergreen 3&4
 writing
 You've just dreamed up a really nifty (pick one or more) character, setting, idea. Now what?
 Lillian Csernica, Ray Vukcevic,
 Syne Mitchell, Eric S. Nylund,
 Sherry Decker

Ray Vukceвич Reading

Cascade 1
reading
"The Man of Maybe Half a Dozen Faces"
Ray Vukceвич

Breaking into Print and Beyond

Cascade 3
writing
Royalties, contracts, marketing, submitting work, researching a publisher, editing and avoiding clichés and more.
Cris Newport, Jennifer DiMarco

You Can Find It on the Internet

Cascade 4
computer
Using the net to research history.
Scott MacHaffie, Alan Halfhill,
Ted D. Butler, Randy Lee Prinslow,
Dafydd Neal Dyar, Joan M. McCarty

Don't Try This at Home!

Cascade 5
media
A discussion and demo on the realistic and fantastic ways media portrays martial arts and personal combat in movies, TV and books.
Steven E. Barnes, Steven R. Boyett,
Brian D. Oberquell

**LARP 220:
Creating Good Historical Characters**

Cascade 6
Camarilla
A discussion on researching and playing consistent historical characters for live action role play.
David Kizzia, Wendy Prather,
Jason Vanhee

Faces of the World

Cascade 11
costume
Makeup historically has meant far more than cover-up or beauty augmentation. This panel reviews classic examples of ethnic makeup from around the world and from various periods in history. Each of our "aesthetic anthropologists" will also share with you what products you can use today to recreate the glamour, mystique, the ritual, and theatrical flair of another face from another place.
Deborah K. Strub, Betty Bigelow,
Terri Specht, Richard C. Stephens

**3 PM
Our Fan Guests of Honor Speak**

Grand 2
fan
Distinguished writer Jack L. Chalker and his wife, Eva Whitley, talk about their adventures in fandom.
Eva Whitley, Jack L. Chalker

THE ENDEAVOUR AWARD

The Endeavour Award for a distinguished Science Fiction or Fantasy novel written by a Pacific Northwest author(s) will be presented for the first time this November, for a book published during 1998. The award will include a statue and a cash grant of at least \$500, and will be announced at OryCon in Portland, Oregon.

Final judges for this year's award:
John Barnes — Ed Bryant — Esther Friesner

Deadline for books published during 1999: February 15, 2000

If you are a SF/F writer living in the Pacific Northwest [Oregon, Washington, Idaho, Alaska, and British Columbia], or know of a novel published by a Pacific Northwest writer, help us ensure that it is nominated for the Endeavour Award.

ELIGIBILITY: To be eligible for the award, a work must be an original science fiction or fantasy novel published—either as a hardcover or paperback—for the first time in the United States or Canada during the calendar year preceding the giving of the award. The publication date shall be the official date of publication, and not the date the book first appears on the stands.

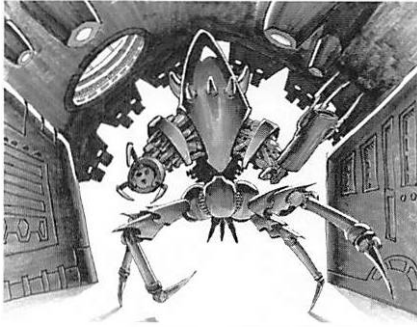
Eligible novels must be at least 40,000 words long, and must be generally available to the public in print. Comic books or graphic novels are not eligible.

Four copies of each nominated book should be mailed to the address below, with a nomination form. You will find the award rules and the nomination process, and an entry form, on-line at: <http://www.osfci.org/endeavour/index.html>

You may also obtain the nomination form by sending a stamped, self-addressed envelope to:

Endeavour Award
c/o OSFCI
P.O. Box 5703
Portland, Oregon 97228

If you have any questions, you can write Jim Fiscus, chairman of the award committee, at the above address, or email to fiscus@teleport.com.



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Cheap Access to Space

Evergreen 1
science

New developments in space transportation—both to orbiting platforms and beyond.

Chris Vancil, Randy Rumley, Patrick R. Bahn, N. Talbot Brady

What If Hitler Choked on a Cheese Doodle?

Evergreen 2
literature

The wonderful world of alternative time-line fiction.

Anthony Ward, John G. Cramer, Rebecca V. Neason

Writing on the Border

Evergreen 3&4
writing

When your writing doesn't fit a particular genre stereotype.

Ray Vukceвич, Joan M. McCarty, M. Christian, Roberta Gregory, Stepan Chapman, Kij Johnson, Michael Cisco

Louise Marley Reading

Cascade 1
reading

"Terrorists of Irustan"
Louise Marley

The Facts of Life for Writers

Cascade 4
writing

It's a jungle out there. Learn how to survive in it.

Claire Eddy, Bridget McKenna, Janna Silverstein, Marti McKenna

Music and Our Lives

Cascade 5
filk

What draws us to filk music? How do songs affect our moods and preserve our history?

Karen Rall, Jeff Hutchin, Paul Kwinn, Sunrise Fletcher

When Games Go Too Far

Cascade 6
gaming

At what point do game companies cross the line of decency and good taste? And whose line should we use? Self-censorship, warning labels, and the "no limits" approach will all be vigorously debated, with examples provided.

Anthony Pryor-Brown, Julie Hoverson, Lorelei Shannon, James Ernest, Paul Reed

Documenting Your Costume for the Masquerade

Cascade 11
costume

Developing a first rate summary of the historical and technical basis of your costume to present to the workmanship judges. Artwork, bibliography, footnotes will be covered. This is important if you want to win in the major leagues.

Richard C. Stephens, Lori Edwards, Anita Taylor, Deborah K. Strub

Painting Clouds

Cascade 12
art - demo

Ralph J. Ryan

Ribbon Dragon Workshop

Cascade 12
art - demo

Deborah A. Wood

Beginning Miniature Painting

Cascade 12
art - demo

A quick and easy method for painting role playing game miniatures. Including an overview of supplies, paints, figures, techniques, and tips, to introduce beginners to this fun hobby.

Eve Forward

4 PM

Dragon Talks

Grand 2
media

Dragon and his friends will present some of the magic behind FX and propmaking in Hollywood.

Dragon Dronct, Dave Max, Caleb Skinner, Bear Burge, Erik Hilleary, Dave Marshall

Social Consequences of Nanotech

Evergreen 1
science

Science fiction has theorized all sorts of uses for Nanotechnology ranging from cosmetic surgery to warfare. How wide-ranging will this technology be? How will it affect us and our society?

Forrest Bishop, Thor Osborn, Ph.D., Norman E. Hartman

Surrealtime

Evergreen 2
writing

Writing those stories that take a giant step off the wall.

Kyle David Jelle, Stepan Chapman, Ann Kennedy, Jeff VanderMeer, Bruce Taylor, Michael Cisco

Writing Alternative History as SF&F

Evergreen 3&4
writing

Not all alternative history books are science fiction or fantasy. Besides using time travel, how would one incorporate the alternative history genre into sf & f?

Angus MacDonald, Ken Rand, J. Gregory Keyes, Joan M. McCarty, Harry Turtledove

James C. Glass Reading

Cascade 1
reading

"Shanji"

James C. Glass

The Markets—1999

Cascade 2
writing

The good, the bad, and the defunct.

Alan Fairies, Mark McLaughlin, Patrick J. Swenson, Lisa Jean Bothell

The Publishing Contract Dissected

Cascade 3
writing

We'll take book and short fiction contracts apart and see what makes them tick (and explode).

Lonnie G. Davis, Robert C. "Bob" Cumbow, Darlene D. Bolesny

Developing Your Historical Frame of Reference

Cascade 4
writing

How to make sure your 17th century France doesn't come off like 20th century Brooklyn.

Rebecca V. Neason, John Dalmas, Louise Marley, Michael L. Scanlon, Kij Johnson

LARP 101: Introduction to Live Action Role Playing

Cascade 5
gaming

If you have never live action role played and want to know more about it, or you want to try playing for the first time, we can help. We'll tell you what to expect at your first game, how to find the right game, what to bring, and how to role play your character. (sponsored by the Camarilla)

Wendy Prather, Randy Nickel, Wade Racine, David Kizzia

The Magic of Masks

Cascade 6
costume

Masks, so potent, so full of mystery and historically linked to ritual and religion. This panel surveys some great examples of masks from various times and cultures and explores the purpose and symbolism of these masks. The second part of the panel is a showcase of masks made using traditional and non-traditional techniques and materials.

Terri Specht, David Tackett, Garth Stubbs, Deborah K. Strub, Ryan K. Johnson

Corset Making Workshop

Cascade 11
costume

A closed workshop covering the bare essentials of covering your bare essentials. You must have preregistered before the convention.

JoAnne Kirley

4:30 PM

Drawing Dinosaurs

Cascade 12
art - demo

Richard A. Scott

Horror Painting

Cascade 12
art - demo

Medium, techniques and tricks used for creating horrific artwork.

Adrian Bourne

Thinking with Ink

Cascade 12
art-demo

The new pigmented inks can be used as rich, deep transparent paints and combined with other media, on paper and canvas. New printing techniques allow use of inks for illustrations. Come see how!

Donna Barr

5 PM

Global Warming Warning?

Evergreen 1
science

What would the world look like if the sea level rises by 20 feet? By 65? By 600? It's done it before. Where would Seattle be?

Patricia H. MacEwen

When Good Rituals Go Bad

Evergreen 2
religion

What does and doesn't make sense for cultures and societies to revive (or stubbornly cling to) under the heading of "preserving our traditions?"

Marjorie Rosen, Karen Rall, Theo J. Williams, Michel Mir Plemmons

Stop Motion Animation 101 from Will Vinton Studios

Evergreen 3&4
art

Come see a demonstration on stop motion animation techniques used for television shows and films such as *The PJs*, *Army of Darkness* and *Jason and the Argonauts*.

Leopoldo R. Marino

**FINALIST!
Philip K. Dick Award**



TRADE PAPERBACK

Chosen from nearly 1,000 manuscripts, here is the winning entry in the Warner Aspect First Novel Contest, an utterly fresh and compelling tale of the world of Afro-Caribbean magic in the near future.

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—Tim Powers, author of *Last Call*

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ASPECT



Where Imagination Knows No Bounds

Eve Forward Reading

Cascade 1
reading
TBD
Eve Forward

The Heroine's Journey Revisited

Cascade 2
writing
Fictional themes and motifs to consider when your "hero" is a woman.
Darlene D. Bolesny, Alan Fairies, Amy Axt Hanson, Sara L. Stamey

Net-Gaming 101: How to Get Started

Cascade 3
computer
You have all heard how much fun it is to play your favorite computer games against other people instead of the the machine. Come and learn the basics on what you need to do to get started.
Stephen Milton, John Gronquist, Ryan S. Dancy, Joseph Traub

Alexandria Literature Company

Cascade 4
writing
Come meet the wave of the future in publishing—digital literature.
Kathy Ice, Margaret Organ-Kean, David Howell

Art for Games

Cascade 5
art
Producing art for role playing and card games is different from "art for art's sake." We'll be discussing unrealistic deadlines, picky art directors, meddling game designers, and other problems facing artists trying to break into the profession of "game artist."
Diana Vick, Dameon Willich, James Ernest

Earth and Sky Game Play—First Session

Cascade 6
gaming
Come experience a brand new game coming out this year.
Scott Hungerford

6 PM

**Philip K. Dick Reception/
Hard Planet Cafe**

Grand 2
Join us for the presentation of the Philip K. Dick Award, presented to the best U.S. published original paperback of 1998. Entertainment will follow.
David G. Hartwell, Gordon Van Gelder, William Sadorus

Design of Reusable Rockets

Evergreen 1
Science
Meet designers, visionaries, economists, and marketers to discuss mission roles for reusable launch vehicles. Learn about the reality of man's destiny in space and how to participate.
Brian J. Tillotson, Patrick R. Bahn, Peter Gurevich, N. Talbot Brady, Peter J. Keller

Bodacious Babes

Evergreen 2
fan
Seductive costuming including such topics as makeup for costumes, costume piece trade free-for-all, how to emphasize what you want to show off and deemphasize what you don't.
Susan Allen, Jody Franzen-Schreiber, Becky Simpson

Ken Rand Reading

Cascade 1
reading
"The Ten Percent Solution"
Ken Rand

Beyond Gadgets and Gizmos

Cascade 2
writing
There's got to be more to sf than nifty hardware. Doesn't there?
Victoria E. Mitchell, Pras Stillman, Syne Mitchell, Alan Fairies, John G. Cramer

**Urban Legends, the Internet
and Alternative History**

Cascade 3
computer
How do urban legends proliferate on the Internet? How do they proliferate into the media? Does the speed of information on the Internet provide good/bad opportunities to change how people look at historical and current day events?
Lisa Van Every, Scott MacHaffie, Sherri Pryor-Brown, Allyson M. W. Dyar, Edward Martin III, John H. Reiher, Jr., Anthony Pryor-Brown

Science Fact in Science Fiction Movies

Cascade 4
media
Can Hollywood ever get it right?
Marcia Goldoft, Bridget Landry, Anthony Ward, Kathy Watts, Kyle David Jelle



© 1999 by Richard Hescox

LARP 210: Storytelling at Cons

Cascade 5

Gaming

If you think managing five people in a table top RPG is challenging, come hear us describe the details of managing 100 players in a convention-wide live-action RPG! (sponsored by the Camarilla.)

David Kizzia, Randy Nickel, Wade Racine

Sculpting in Styrofoam

Cascade 12

costume

Styrofoam is a lightweight, easily carved material that is ideal for props and scenery in masquerade presentations. Tools and techniques for carving, sawing, gluing and painting Styrofoam will be demonstrated as well as "organic" sculpting with spray Styrofoam.

Cheryl J. Glover, David Tackett

Color Theory Workshop

Cascade 12

art - demo

Gail J. Butler

Poly-Fidelity

Cascade 13

adult

A history of relationship styles.

Lauri Miller, Terry N. Tafoya, Ph.D., Michael Gilbert

7 PM

Resource Allocation for Writers

Evergreen 2

writing

Time. Space. Energy. Money. There's only so much of each to go around. How to make it all work for you.

Ken Rand, Eve Gordon, Lisa Jean Bothell, Ray Vukcevic, Harold Gross

Lisa Smedman Reading

Cascade 1

reading

"The Forever Drug"

Lisa Smedman

Create a Horror Game Scenario in an Hour

Cascade 3

gaming

When you want to make some of your own scary fun.

Julie Hoverson

Songwriting Workshop

Cascade 4

folk

Bring a song you've been working on, a few chords, or just some ideas. Our experienced filkers will answer your questions and demonstrate the songwriting process in front of your ears.

Jeff Hitchin, Sunrise Fletcher, Joe Bethancourt

Superheroes and Their Babes

Cascade 5

art

The comic book industry. Is it still viable for an artist?

Richard A. Scott, Steve Adams, Paul Chadwick, Randy Lee Prinslow

7:30 PM

Getting It On

Cascade 12

costume

A hands-on workshop for learning how to stick, sew, glue, and couch just about anything on. New products and new techniques as well as new uses for old favorite products. Participants in the workshop will create a sampler to take home with them as a reminder of the various products and techniques.

Richard C. Stephens, Anita Taylor, Lori Edwards, Garth Stubbs, Terri Specht

8 PM

General Art Reception

Grand 1

art

Everybody is invited to come and meet the artists and find out what goes into art.

Marjorie Rosen

Earth-Based vs. Space-Based Religion

Evergreen 1

religion

What part does an Earth-centric point of view play in the development of a religious philosophy? How will a different frame of reference affect our religious practices?

J. Spyder Isaacson, Michel Mir Plemmons, Mark Eddy, Brian J. Tillotson, James C. Glass

So You Want to be a Merchant—I Don't Think So

Evergreen 2

fan

Yes, let's make lots of money off the fans. Is this an oxymoron? The fine art of selling at conventions and other subculture events.

Joanne Orion Lyonesse, Tracey Knuedler, Bill Trojan, Margie Goforth, Spring M. Schoenhuth

Treks Not Taken

Evergreen 3&4

general

Star Trek: The Next Generation episodes as if written in the style of famous writers of our time. A performance with musical accompaniment.

Steven R. Boyett

Eve Gordon & Harold Gross Reading

Cascade 1

reading

TBD

Harold Gross, Eve Gordon

Purgatory Gaming Tournament—First Session

Cascade 5

gaming

Come try out a new game premiering this year.

Jon Wilkie, Lisa Van Every

The Care and Feeding of Your Giant Lizard

Cascade 13

general

Oh sure, giant fire breathing lizards and rampaging dinosaurs are cute when they are tromping through town, but who is gonna shovel up all that poop? A humorous panel that studies some of the serious challenges in feeding, housing, and caring for the gargantuan reptile/amphibian/dinosaur in your life.

Richard C. Stephens, Marcia Goldoft, Eve Forward, Cheryl J. Glover, Jack Horner, Spring M. Schoenhuth

9 PM

Star "Toga" Dance

Grand 2&3

dance

Watch our world-famous Opening Number and then get on that dance floor and boogie! It's only Friday, for crying out loud!

Shawn Marier

Marti McKenna Reading

Cascade 1

reading

"Perchance To Dream"

Marti McKenna

Masquerade Initial Briefing

Cascade 6

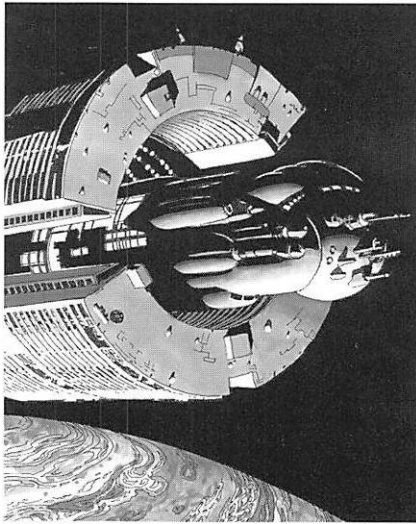
costume

If you are going to be in the Masquerade, you need to attend this briefing or the one tomorrow morning.

Peggy Stewart



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Drum Circle

Cascade 11

filk

Bring your percussion instruments (or boots, notebooks, or anything else that makes noise) and join us for some wild rhythms!

9:30 PM

**Breaking Into Hollywood
(The Troops Short)**

Cascade 13

general

An open forum regarding *Troops*, modeling, costumes, etc. Personal experiences, getting started, schools, jobs, portfolios... whatever... (includes a screening of *Troops* 15 min short).

*Caleb Skinner, Dave Marshall,
Erik Hilleary, Dave Max*

10 PM

Regency Dance

Evergreen 1&2

general

Come learn how to dance in a more civilized fashion.

Rachel E. Holmen

Puzzle Box Concert

Evergreen 3&4

filk

*Paul Kwinn, Taunya Shiffer,
Alisha Schaeftbauer*

Second Annual Talebones Live!

Cascade 1

reading

Writers who have contributed to the *Talebones* collection will give readings of their work.

*Honna Swenson, Patrick J. Swenson,
Ken Rand, Mark McLaughlin,
James C. Glass, Syne Mitchell,
Elisabeth DeVos, Bruce Taylor,
Jeff VanderMeer*

Camarilla Gaming—Friday night

Cascade 12

Camarilla

Several role playing games will be played.

Jeff Carnegie

10:30 PM

Bitchy Bitch Live

Cascade 13

adult

Rare videotape of one of the *Bitchy Bitch* live stage plays presented in Seattle in 1995. (Adults only.)

Roberta Gregory

SATURDAY

9 AM

Tai Chi

Grand 3

general

A great way to start the morning and prepare yourself for the day.

Steven E. Barnes

10 AM

Galileo Project News from JPL

Evergreen 1

science

Live from JPL., hear the latest news from the giant planet.

N. Talbot Brady

Making a Workshop Work for You

Evergreen 2

writing

All writers' workshops are not created equal. How to lind, form, and evaluate a writers' critique and support group.

*David R. Addleman, Marilyn J. Holt,
Patrick J. Swenson, Ted D. Butler,
Honna Swenson, Chris McKitterick,
Amy Axt Hanson*

Celtic Dance Workshop

Evergreen 3&4

filk

Have you seen *Riverdance*? Come learn a few of the simpler social dances of celtic culture. It's fun and easier than they make it look.

Karen Rall, Scott MacHaffie

Donna Barr Reading

Cascade 1

reading

"Bread and Swans"

Donna Barr

**Fairwood Writers—
Saturday Closed Session**

Cascade 2

writing

Closed session reviews of works submitted prior to the convention.

David R. Addleman, Patrick J. Swenson

Exotic Mythologies

Cascade 3

general

Explore some of the world's great mythologies that fantasy has yet to fully explore.

*Patricia H. MacEwen, Kij Johnson,
Terry N. Tafoya, Ph.D., Sara L. Stamey*

Susan 'Splains Runes

Cascade 4

general

Susan's totally biased, completely opinionated pronouncements from "On High" (of Susan's ego, that is) about the runes and the people who read them. There will be some readings, if time permits.

Susan R. Matthews

Application of 3-D Technology

Cascade 5

computer

It seems that every new piece of software released now has put in some sort of 3-D technology. Why is 3-D so hot? Why is it used when it shouldn't be?

*Dafydd Neal Dyar, Don Alexander,
Paul Reed, Kurt Pfeifer, Burt Webb*

The New Victorians

Cascade 6

psych/soc

With society's focus on the "morality" of our leaders and our denying our own actions, are we becoming the next Victorian era?

*Lisa Van Every, Kathryn Cramer,
Darragh Metzger, Michel Mir Plemmons,
David Tackett*

Masquerade Final Briefing

Cascade 11

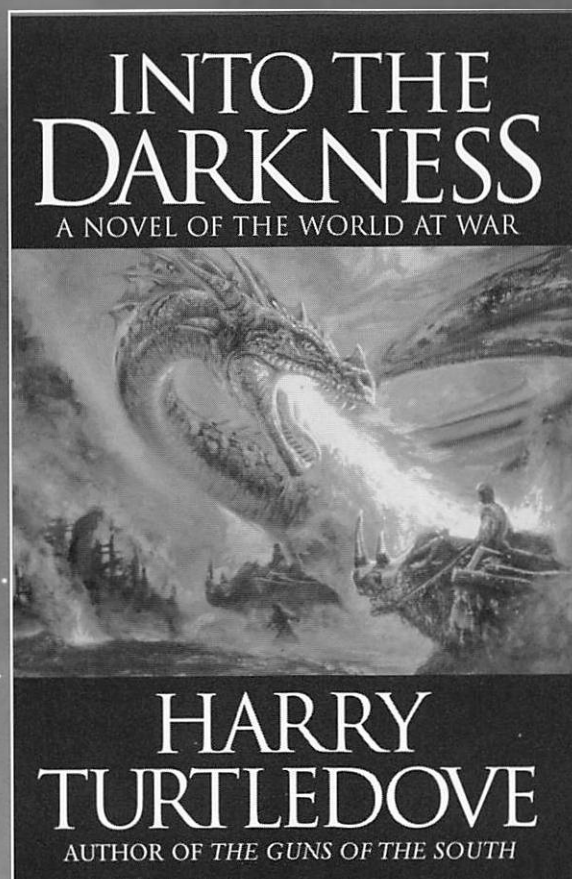
costume

Your last chance to be briefed as a Masquerade entrant. Those wishing to participate in the Masquerade must attend this meeting if they missed last night's.

Peggy Stewart

The launch of a major new fantasy series, from one
of the most popular authors in modern SF

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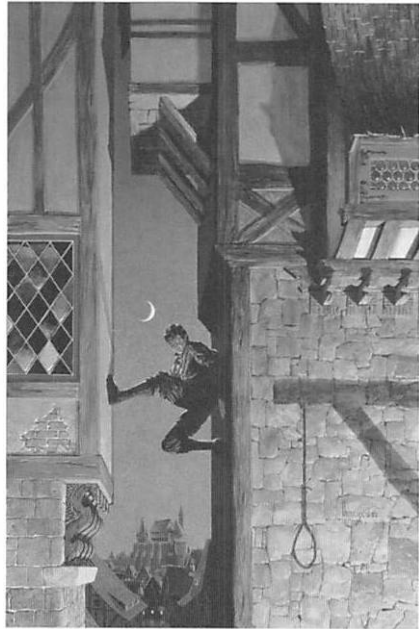
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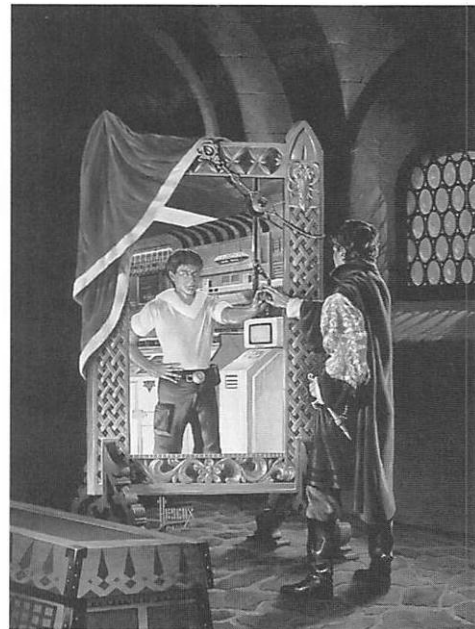
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AN APRIL 1999 HARDCOVER FROM TOR

STOLEN ARTWORK



Shadow Climber



The Other Side of the Mirror

Have you seen these paintings?

Please contact Richard Hescox at:

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or

(425) 806-3765

The Irish Empire

Cascade 13
general
 What if ... We had a different view of the United Kingdom?
Rebecca V. Neason, Bridget McKenna, Angus MacDonald, Matthew A. McColm, Marti McKenna

10:30 AM

Figure Drawing Workshop 2

Cascade 12
art - demo
Bryn Barnard, Richard Hescox, Audrey Schmidt, Paul Chadwick

11 AM

Interstellar Flight

Evergreen 1
science
 Slide show on NASA's planning for an interstellar mission.
Robert L. Forward, Ph.D.

A Celebration of Independent Publishing

Evergreen 2
literature
 Where else can you find a collection of Lovecraft's shopping lists bound in weasel skin? But seriously, while the big publishers are decreasing their midlist these heroes are taking risks to keep writers published.
Patrick J. Swenson, Kathryn Cramer, Sherry Decker, Mark McLaughlin, Bruce Taylor, Alan M. Clark, Michael Cisco, Jeff VanderMeer

John Dalmas Reading

Cascade 1
reading
 "The Lion Returns"
John Dalmas

Non-Competing Spheres of Influence: Science & Religion

Cascade 3
religion
 Do science and religion have to be in conflict with one another? Is it possible to agree that they cover different areas of human experience?
Thor Osborn, Ph.D., Brian J. Tillotson, Burt Webb, Rebecca V. Neason

You Do Too Need a Web Page?

Cascade 4
computer
 It's become a truism that you need a web page to promote yourself. But many people, artists among them, are questioning whether the risks of putting your livelihood online is worth the benefits.
Spring M. Schoenhuth, Susan Stejskal, Brian D. Oberquell, Don Alexander, Lee Dacus

B&W Art for Magazine Reproduction

Cascade 5
art
 What is the current black and white reproduction processes used in magazine/book publication? What works and what doesn't from the reproduction end? How much detail is lost in the reproduction process?
Margaret Organ-Kean, Julia Lacquement, Rachel E. Holmen, Steve Adams

Goth 101: An Introduction to the Gothic Subculture

Cascade 6
Camarilla
 What is it to be Goth? And why are they so pale? Join us as we discuss music, history, and fashion as it relates to the evergrowing Gothic scene.
Jane Izumoto, Alex Von Hochtrich, Rhias Hall

Preserving Fossils for Future Generations

Cascade 11
science
 What can be done to protect fossils from commercial exploitation (the "Save Sue" debacle)?
Jack Horner, Victoria E. Mitchell, Kathy Watts

Plausible Alternative Histories

Cascade 13
general
 What rules can you apply to develop a believable alternative history?
John H. Reiher, Jr., Harry Turtledove, J. Gregory Kcyes, Kuo-Yu Liang

NOON

Dragon's Sword Demo

Grand 2
general
 Dragon and friends show us how it's done.
Dragon Dronet, Cesar Felizardo, Chris Felizardo, Faith Castonguay, Helcna Martens, William Hay, Bear Burge, Will Castonguay, Brian Castonguay, Gwen Felizardo, Scott Castonguay, Jeff Lombardi, Sean Runions, Vivian Dronet, Dyllon Martens, Wanda Pietz, Daniel Felizardo, David Dimaggio

Mars Pathfinder or What I did On My Summer Vacation?

Evergreen 1
science
 Video and slide show about the Mars Pathfinder Mission and its results.
Bridget Landry

The Last Character Development Panel Ever (just kidding...)

Evergreen 2
writing
 How do you name them, how do you evolve them, and what would they say if you asked them out for pizza?
Bridget McKenna, Susan R. Matthews, Julie Hoverson, Lorelei Shannon, Amy Axt Hanson

Geoff Ryman Reading

Cascade 1
reading
 TBD
Geoff Ryman

Rules of Enchantment

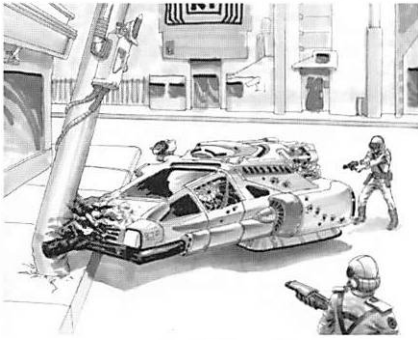
Cascade 3
literature
 Believable magic systems in fantasy fiction.
Wolf Lahti, Michael L. Scanlon, Evelyn Gratrix, Darragh Metzger

Writing Great Bad Guys

Cascade 4
writing
 Villains are tons more fun to write than your average, mind-numbingly boring hero. Here's why, and how to do it.
Eve Forward, Harold Gross, Greg Cox, Eve Gordon, Sherry Decker



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On Defining Fandom

Cascade 5
fan

Are writers, artists, jewelers, costumers, filkers, bondage/alternative sex people, gamers, furries, etc. all part of fandom? Should they be? Who gets to decide?
Edward V. Stiner, Eva Whitley, Karen Rall, Randy Lee Prinslow, Jack L. Chalker, Richard A. Scott, Raven c.s. McCracken

Science Fiction Literature and Religion

Cascade 6
religion

What do some of our favorite authors have to say about religion? Are the authors using sf literature to comment on religion or using religion to further the story? Or both?
Jeff Verona, Elisabeth DeVos, J. Spyder Isaacson

Alien Feet

Cascade 11
costuming

Design alternative footwear for your costumes.
Adrian Bourne, Cheryl L. Glover, Garth Stubbs, Terri Smith, Greg Sardo

Drapery Workshop

Cascade 12
art - demo

Margaret Organ-Kean, Rob Alexander

Music History

Cascade 13
filk

Come hear three classical trained musicians speak about music history.
Faith Castonguay, Vivian Dronet, Louise Marley

1 PM

Larry Niven's Ringworld Ship Designs

Evergreen 1
science

Larry Niven presents speculative designs for spaceships based on his popular Ringworld book series.
Larry Niven

Putting It All Together

Evergreen 2
writing

Creating a package to send to the editor or agent. What to send and what not to. Formatting a manuscript, writing a cover letter, and all that.
Janna Silverstein, M. Christian, Evelyn Gratrix, Rachel E. Holmen, Sara L. Stamey, Ann Kennedy

Autograph Party—First Seating

Evergreen 3&4
general

David R. Addleman, Steven E. Barnes, Adrian Bourne, Steven R. Boyett, Paul Chadwick, Jack L. Chalker, Greg Cox, John G. Cramer, Tananarive Due, Allyson M. W. Dyar, James C. Glass, Richard Hescox, Jack Horner, Mark McLaughlin, Victoria E. Mitchell, Rebecca V. Neason, Harry Turtledove, Leslie What

Lorelei Shannon Reading

Cascade 1
reading

"Black Dogs"
Lorelei Shannon

Designing Aliens

Cascade 3
art

Is there still room to come up with a truly original interpretation of an alien? What skeletal structures can we base an alien on besides the human form?
Lawrence Alden Lewis, Alan M. Clark, Patricia H. MacEwen

Elves an Endangered Species?

Cascade 4
literature

Is "classic" fantasy running out of gas?
David G. Hartwell, Eve Forward, Joan M. McCarty

Writing Parodies

Cascade 5
filk

There's more to writing parody than just coming up with new words to an old song. Participants share the subtle and hysterical art of creating parodies that tickle the subconscious funnybone.
Randy Lee Prinslow, Paul Kwinn, Jeff Hitchin, Joe Bethancourt

Design a Boardgame in an Hour

Cascade 6
gaming

What happens when a room of panelists and congoers face the ultimate deadline? Help the professional game designers develop a game from conception to finished product in less than one hour.
James Ernest, Jon Wilkie, John H. Reiher, Jr., Lisa Smedman

Shakespeare Aloud—How to Read Iambic Pentameter and Not Sound Silly

Cascade 11
poetry

Improvisational Shakespearean speeches to match your situations mixed with standard Shakespearean characters: "Puck meets Han Solo," "Henry the Fifth at the Alamo," "MacBeth and Kenneth Starr." Come ready for fun.
GregRobin A. V. Smith, Andrew Dolbeck, Betty Bigelow, Sherri Pryor-Brown, David Bigelow

New Technologies for your PC

Cascade 13
computer

Just a few years back a 100 MHz computer with a 1 Gig hard drive and a dual-speed CD-ROM gave you a state of the art machine. Today you need a +50 MHz with a 16 Gig HD and 4XDVD-ROM player. What's next?
Kurt Pfeifer, Alan Halfhill, Joseph Traub, Leopoldo R. Marino, Stephen Milton, Don Alexander

1:30 PM

Acrylics Demo

Cascade 12
art - demo

John R. Gray III

Scratchboard Demo

Cascade 12
art - demo

Jacquelynn D. Duram Nilsson

3-D Beadwork Demo

Cascade 12
art - demo

Julie Hoverson

2 PM

Plasma Thrusters for Manned Mars Missions

Evergreen 1
science

Joe Cassidy

Online Publishing: Will It Ever Go Mainstream?

Evergreen 2
literature

Will we one day see Ed McMahan hawking e-zine subscriptions?
Kathy Ice, Mark McLaughlin, Joan M. McCarty, Duane Wilkins, Kuo-Yu Liang, Burt Webb

Autograph Party—Second Seating

Evergreen 3&4

general

Donna Barr, Lisa Jean Bothell, Stepan Chapman, Michael Cisco, Alan M. Clark, Lillian Csernica, John Dalmas, Elisabeth DeVos, Allyson M. W. Dyar, Sunrise Fletcher, Robert L. Forward, Ph.D., Roberta Gregory, David G. Hartwell, J. Gregory Keyes, Louise Marley, Susan R. Matthews, Larry Niven, Honna Swenson, Patrick J. Swenson, Harry Turtledove, Jeff VanderMeer

Stepan Chapman Reading

Cascade 1

reading

"Minutes of the Last Meeting"

Stepan Chapman

Copyright Law: Recent Changes

Cascade 3

general

An overview of copyright law, especially recent changes, that artists and authors need to know.

Robert C. "Bob" Cumbow

Underpaintings

Cascade 4

art

What is the purpose of an underpainting? Are they needed for all mediums?

Rob Alexander, Michael McLaughlin, Paul Chadwick, Betsy M. Mott, Bryn Barnard

Fitness and the Zero-G Lifestyle

Cascade 5

general

They say the greatest barrier to long-term space voyage is the effect of the lack of gravity allowing our muscles to atrophy. Similarly, it is a difficult fight to progress from a sedentary lifestyle back to a more physically active one. Donnie Whetstone, a physical trainer will discuss the similarities and provide strategies for moving to a more fit body along with stretch exercises you can take home.

Donnie Whetstone

**Introducing Alternity—
An Alternate History RPG**

Cascade 6

gaming

WotC/TSR introduces a new role playing game using alternate history as its basis.

Jim Butler, Ryan S. Dancy

Soundtracks

Cascade 11

film

They are the heartbeat, the emotion, underlying the action in movies and TV shows. They contribute excitement, and suspense. We intend to discuss the marriage of the composer's vision to that of the director, and also when that marriage between sound and picture did not work quite as well. Some of the films we'll discuss are *Dune* (by TOTO), *Planet of the Apes* (Jerry Goldsmith), and *Blade Runner* (Vangelis).

Betsy M. Mott, Alan Halfhill, Brian D. Oberquell, Kyle David Jelle, Ryan K. Johnson

Writing the Media Tie-In Novel

Cascade 13

writing

Media tie-in fiction is a very popular field, however, writing for this area contains some pitfalls that the would-be writer should be aware of.

Victoria E. Mitchell, Rebecca V. Neason, Greg Cox

3 PM

Lunar Rover Construction

Evergreen 1

science

Al Krininger

Belly Dancing Klingon Style

Evergreen 2

general

You've seen Greek to Turkish to Saudi styles of belly dance. Now come experience a new belly dance class taught by a Klingon—none other than our own Betty Bigelow.

Betty Bigelow

Kij Johnson Reading

Cascade 1

reading

"Fox Woman"

Kij Johnson

History of SF 101

Cascade 3

literature

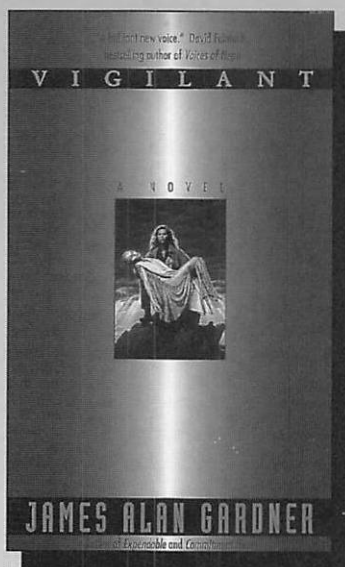
Books every well-educated fan should read.

Angus MacDonald, Duane Wilkins, Michael L. Scanlon, David G. Hartwell, Janna Silverstein



© 1999 by Richard Hescox

s p r i n g

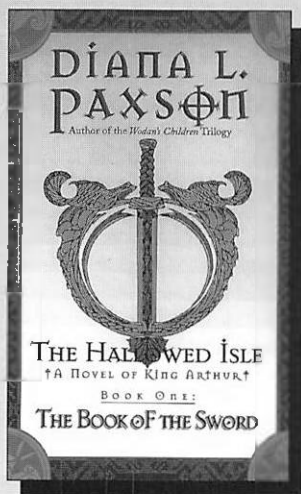
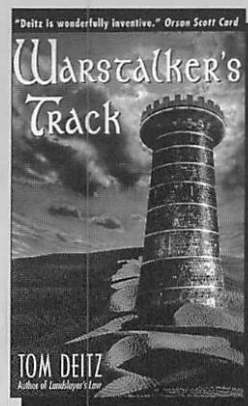


The members of the Vigil work for all, **brain-linked** to powerful computers. But now they are being murdered. Someone has declared war on the Vigil. Someone—or something.

VIGILANT
James Alan Gardner

The King of Faerie must be freed to prevent a bloodbath. But that's not all. A way must be found to **move an entire world** far from the realms of men—in order to save it.

WARSTALKER'S TRACK
Tom Deitz

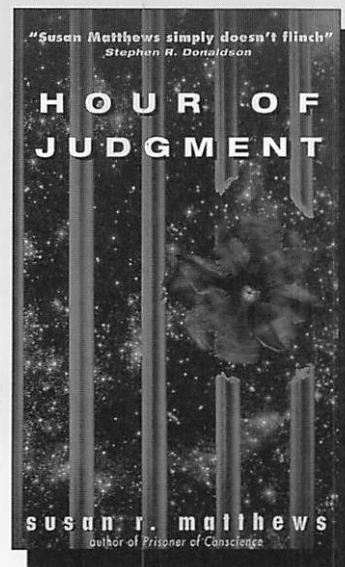


In a **dark, mystical age**, amidst ancient Celtic ritual, a future king is born in secret. But his name will one day be writ large. For he is Arthur. And his story now begins.

THE HALLOWED ISLE BOOK ONE:
THE BOOK OF THE SWORD
Diana L. Paxson

He is a healer. And a vicious Inquisitor. So he dances between reason and madness. For even **in the far future**, we still yearn for redemption.

HOUR OF JUDGMENT
Susan R. Matthews

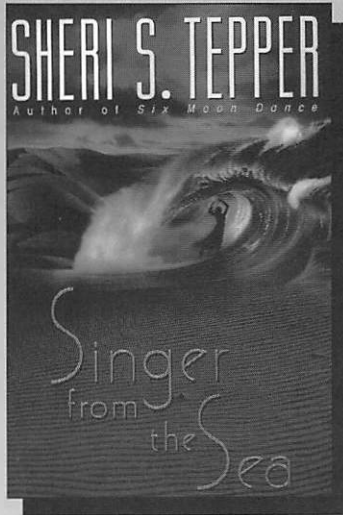


The five represent fire, water, earth, air, and spirit. At the Blending, their **magicks become one**. But now they are captured. Separated. And perhaps doomed.

BETRAYALS:
BOOK FOUR OF THE BLENDING
Sharon Green



E O S



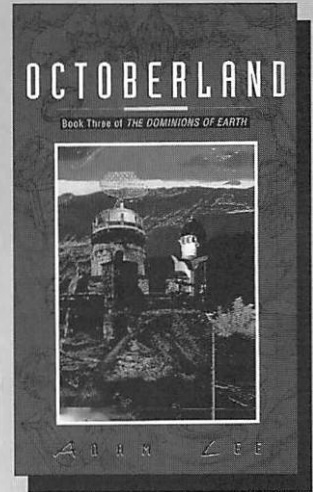
On the planet of Haven

women of privilege are allowed the gift of youth. They may wait to marry. To become the wives and mothers of Haven's leaders. And to pay the ultimate price for their privilege.

SINGER FROM THE SEA
Sheri S. Tepper

He has **lost his magic** and gained a life of peace. But to rescue a friend, he must make a dangerous journey far away—just as the peace is shattered by monsters.

OCTOBERLAND:
BOOK THREE OF THE
DOMINIONS OF IRTH
Adam Lee



All this and more.

AVON EOS TITLES
ON SALE NOW:

CIRCUIT OF HEAVEN by Dennis Danvers, \$5.99 / \$7.99 (Can.); **HOUR OF JUDGMENT** by Susan R. Matthews, \$5.99 / \$7.99; **COLONY** by Ben Bova, \$6.99 / \$8.99; **THE HALLOWED ISLE BOOK ONE: THE BOOK OF THE SWORD** by Diana L. Paxson (trade paperback), \$10.00 / \$13.00; **COSM** by Gregory Benford, \$6.99 / \$8.99; **HAND OF PROPHECY** by Severna Park, \$5.99 / \$7.99; and **BETRAYALS: BOOK FOUR OF THE BLENDING** by Sharon Green, \$6.50 / \$8.50. **ON SALE IN FEBRUARY: VIGILANT** by James Alan Gardner, \$5.99 / \$7.99; **SPEAKING STONES** by Stephen Leigh, \$5.99 / \$7.99; and **THE SHADOW EATER: BOOK TWO OF THE DOMINIONS OF IRTH** by Adam Lee, \$5.99 / \$7.99. **ON SALE IN MARCH: OCTOBERLAND: BOOK THREE OF THE DOMINIONS OF IRTH** by Adam Lee (tp), \$13.50 / \$19.50; **SHARDS OF A BROKEN CROWN: VOLUME IV OF THE SERPENTWAR SAGA** by Raymond E. Feist, \$6.99 / \$8.99; **GAMBLER'S STAR, BOOK TWO: LEGACIES AND LIES** by Nancy Holder, \$5.99 / \$7.99; **WARSTALKER'S TRACK** by Tom Deitz, \$6.50 / \$8.50; and **BROTHER TO SHADOWS** by Andre Norton, \$5.99 / \$7.99. **ON SALE IN APRIL: SINGER FROM THE SEA** by Sheri S. Tepper (hc), \$24.00 / \$35.00; **THE HALLOWED ISLE BOOK TWO: THE SPEAR** by Diana L. Paxson (tp), \$10.00 / \$14.50; **SIX MOON DANCE** by Sheri S. Tepper, \$6.99 / \$8.99; and **FIRE ANGELS** by Jane Routley, \$6.99 / \$8.99.

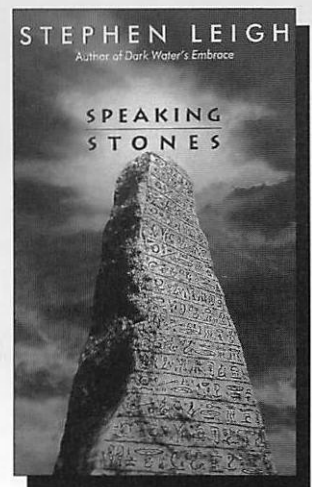


On **Moonbase Vegas**, you're either a player or a sucker. So if you've quit your allegiance to one Family without joining another, which is it?

GAMBLER'S STAR,
BOOK TWO: LEGACIES AND LIES
Nancy Holder

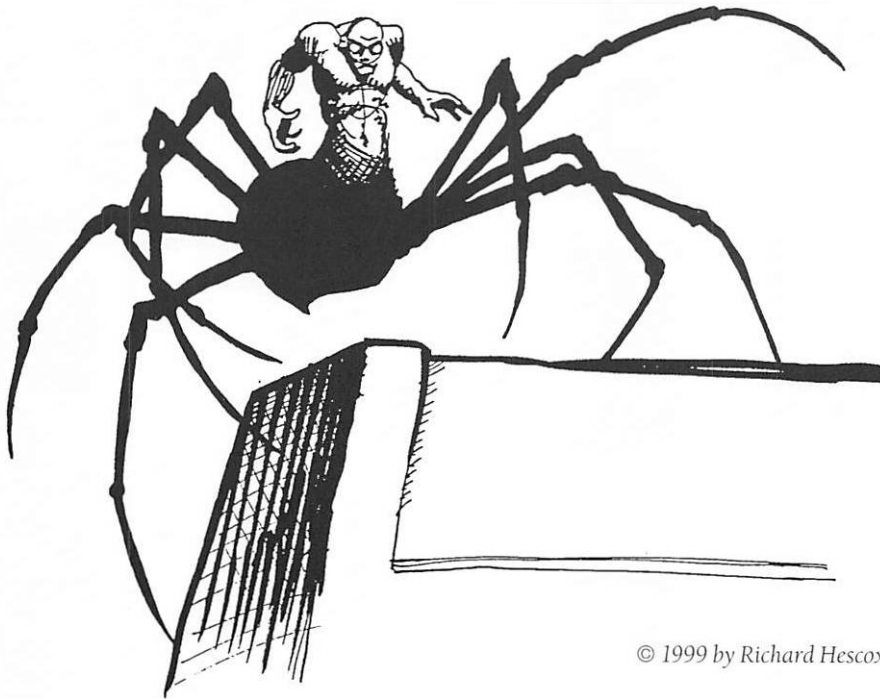
On Mictlan, humans have mutated into **three genders**. But when a midmale child is kidnapped, the uneasy peace between two sentient species is shattered.

SPEAKING STONES
Stephen Leigh



AVON BOOKS
The Hearst Corporation

www.avonbooks.com/eos



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The Panel of Social Inventions

Cascade 4

psych/soc

Our group of panelists will brainstorm socially innovative non-technological ideas and projects on the spot.

Michael Gilbert, Louise Marley, Lawrence Alden Lewis, Marilyn J. Holt, Burt Webb

A Trip to Tomorrow Movie

Cascade 5

general

A spoof of those old films which tried to show the wonders of the future. This was produced for cable TV back in the mid 1980s. Our Artist GoH, Richard Hescox, was the conceptual designer on this movie.

Richard Hescox

Earth and Sky Game Play—Second Session

Cascade 6

gaming

You were introduced to Earth and Sky on Friday. Now, get some more experience.

Scott Hungerford

Sex and the Single E.T.

Cascade 11

adult

Taking a peculiar reproductive method known from some arcane terrestrial example and using it to build an individual and its society.

Patricia H. MacEwen

Glass Etching Workshop

Cascade 12

art - demo

Learn to acid etch and make a mug of your own. Take home instructions so you can do it on your own. The workshop will be limited to six people making the mugs.

Jo Dianne Brown, JoAnne Orion Lyonesse

Ceramic Fountain Demo

Cascade 12

art - demo

Sculpting or squishing your creative energies into a soothing useful decoration—the hows and how nots of ceramic fountains.

Patty Watson-Halfhill

Sculpey Dragons

Cascade 12

art demo

N. Monique Hayes

Jurassic Big Game Hunting

Cascade 13

science

What does it really take to kill a dinosaur? How do you go about tracking and locating one? What would you pack for the expedition? What sort of clothes should you bring? How will you travel across prehistoric terrain? Can you live off the land? Are there edible plants? Don't sign up for a time trip until you've attended this panel.

Spring M. Schoenhuth, Jack Horner, John H. Reiher, Jr., Harry Turtledove, John R. Gray III

4 PM

Fusion Power for Space Propulsion

Evergreen 1

science

John T. Slough

What's New in Hollywood with Dragon

Evergreen 3&4

media

Find out what's up in Tinseltown with our own favorite dude.

Dragon Dronet, Helena Martens, Caesar Felizardo, Dave Max, Erik Hilleary, Dave Marshall, Brian Castonguay, Scott Castonguay, David Dimaggio, Faith Castonguay, Jeff Lombardi, Dyllon Martens, Wanda Piety, William Hay, Caleb Skimmer, Bear Burge, Will Castonguay, Sean Runions, Daniel Felizardo, Gwen Felizardo, Vivian Dronet

Elisabeth DeVos Reading

Cascade 1

reading

"Future Shades"

Elisabeth DeVos

After the Critique, What's Next?

Cascade 2

writing

Closed panel for attendees of the Fairwood Writer's Workshop. It is a forum specifically designed to deal with the rewrite difficulties after a critique.

Rebecca Neason

The 18th Century Without Tears

Cascade 3

costume

Here's a panel which will demystify the beautiful fashions of men and women in the 18th century and offer practical suggestions on material selection, pattern alteration, basic research, accessories and more. Even if you've never done "historical" costuming before, this will be a fun and exciting panel that will inspire and challenge you.

Lori Edwards, Judith Smith, Julie A. Zetterberg

The Business of CD-ROM Publishing

Cascade 4

general

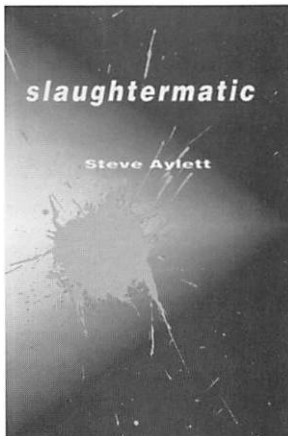
What are your rights as a writer and publisher in this medium? How does licensing and royalties work? Who gets paid when old works get republished on disk? Who gets paid when properties gets transferred to new companies? How can you protect yourself?

Lonnice G. Davis, Jon M. Gustafson, Robert C. "Bob" Cumbow

Congratulations to the Nominees of the Philip K. Dick Award

**from the Philadelphia Science Fiction Society
and the Northwest Science Fiction Society**

The Philip K. Dick Award for distinguished science fiction published in paperback original form in the United States will be presented on Friday at 6pm in Grand 2. This ceremony is open to all, though seating is limited. The presentation of the award will be followed by entertainment at the Hard Planet Cafe.



Steve Aylett
Slaughtermatic
published by
Four Walls Eight Windows

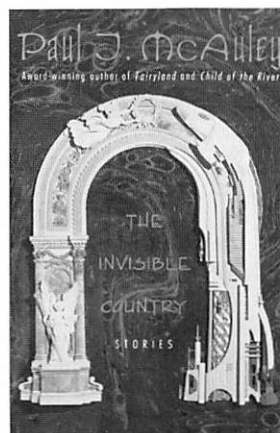


Paul Di Filippo
Lost Pages
published by
Four Walls Eight Windows

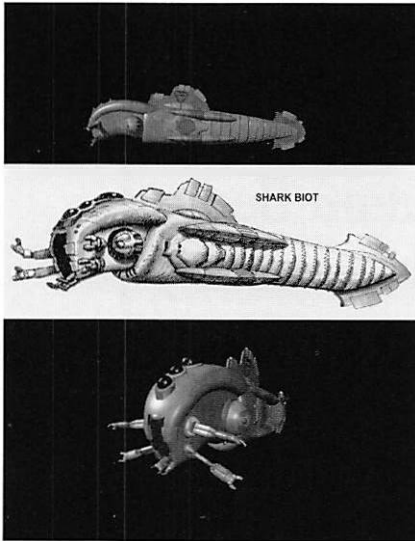


Geoff Ryman
253
published by
St. Martin's Griffin

Nalo Hopkinson
Brown Girl in the Ring
published by
Aspect



Paul J. McAuley
The Invisible Country
published by
Avan Books



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What's New at Del Rey?

Cascade 5
literature
 A look at the soon-to-be-released books by Del Rey.
 Kuo-Yu Liang

Safe S**

Cascade 11
adult
 How not to take home something you did not want to take home.
 Marcia Goldoff

Digital Character Animation 101

Cascade 13
art
 A discussion on how to set up a home animation workstation. This panel will cover how to choose hardware and software and learning to do character animation with an eye towards getting into the industry.
 John Gronquist, Leopoldo R. Marino

4:30 PM

Celtic Knotwork
 Cascade 12
art - demo
 David Butler 2

Origami Dragon Workshop

Cascade 12
art - demo
 Deborah A. Wood

5 PM

**The Zero-G Experience:
 Riding NASA's "Vomit Comet"**

Evergreen 1
Science
 It's the ultimate roller coaster. NASA's KC-135 jet gives scientists and astronauts brief zero gravity without going into space. How does it work? How many passengers use air sick bags? How does it compare to a ride on the shuttle?
 Brian J. Tillotson

**Arrangement, the Foundation
 of Good Filk**

Evergreen 2
filk
 Ever hear the same song done by different performers and be amazed at how different it can sound when the arrangement is altered? Filk originated as an offshoot of folk but things are changing. Rock and Roll, Jazz, Blues, C&W, Big Band, even the monastic chants of the Tibetan monks can inspire new and exciting arrangements.
 Joe Bethancourt, Jeff Hitchin,
 Alisa Schaeffbauer, Paul Kwinn

Susan R. Matthews Reading

Cascade 1
reading
 "Avalanche Soldier"
 Susan R. Matthews

ASFA Auction and Meeting

Cascade 3
art
 Art, art materials, and books are just some of the items that may go on the auction block in the name of the Association of Science Fiction and Fantasy Artists.
 Margaret Organ-Kean

Small Press Artwork

Cascade 4
art
 What do small press publishers look for in art and artists (and what do artists look for in a small press)? How can artists break into the field? And should they want to?
 Ann Kennedy, John R. Gray III,
 Alan M. Clark, Rachel E. Holmen

**Paul Chadwick:
 Illustrations and Comic Art**

Cascade 5
art
 Images from science fiction books, magazines, movie posters, preproduction art and comics—including his new science fiction series, *The World Below*.
 Paul Chadwick

Next Year in Games

Cascade 6
gaming
 Who wants to look back at 1998? Not us! Our panel of game company representatives will be forced to divulge new products coming in 1999, along with any industry rumors, predictions, and dark secrets we can find.
 Jim Butler, Ryan S. Dancey,
 Jon Wilkie, Scott Hungerford

Kink at Cons

Cascade 11
adult
 Why do some fans wear leashes? How do kinky people meet each other? Does "no" mean "no"? Is "ouch" a good safeword? An adult discussion of the sexual smorgasbord of BDSM. Caution: graphic demos and discussions.
 Michael Gilbert, Lauri Miller

Color Composition

Cascade 12
art - demo
 Using color to define the objects and create a cohesive picture.
 Julia Lacquement, Gail J. Butler,
 Crystal Smith

Where do You Want to Go Today?

Cascade 13
general
 Long term planning for your career. Is this necessary? Or does this stunt your growth and freedom as a creative person? What business models could be adapted to long-term career planning?
 J. Spyder Isaacson, Jodi Scanlon,
 Ken Rand, Lillian Csernica,
 Thor Osborn, Ph.D., Marilyn J. Holt

6 PM

**The National Space Society
 (Open Meeting)**

Evergreen 1
space
 The Seattle chapter of the National Space Society hosts an open meeting. The meeting will include an open roundtable on space policy.
 Vince Creisler

Middle-of-the-Book (or story) Blues

Evergreen 2
writing
 Beginnings are easy. Endings are hard. Middles are the path to madness.
 John Dalmás, Victoria E. Mitchell,
 Donna Barr, Chris McKitterick,
 Darlene D. Bolesny, Eric S. Nyhund,
 Sara L. Stamey, Stepan Chapman

Brad Libs

Evergreen 3&4

Jan

Hear a reading of a Ray Bradbury story and a Harlan Ellison story done in a way guaranteed never to be heard before. Steven Boyett will read "Something Blank That Way Blanked" and "I Have No Blank and I Must Blank." Be part of the audience, yelling out words to create a new retelling of a story.

Steven R. Boyett

Jeff VanderMeer Reading

Cascade 1

reading

"Spore Mouth and Corpse Head"

Jeff VanderMeer

Poetic Forms

Cascade 2

poetry

Established poetic forms and new ones. How to create new ones for your characters/cultures. Diagrams and hands-on exploration provided.

GregRobin A.V. Smith, Andrew Dolbeck

And Then Lots of People Died

Cascade 3

science

Plagues in fact.

Marcia Goldoff

The Human Body for Writers

Cascade 4

writing

How it works and how it doesn't. Why it lives and how it dies, and how to make fictional ones do what they're supposed to.

Donnie Whetstone, Steven E. Barnes

Add One Stormy Night and Stir Vigorously

Cascade 5

literature

The elements of a good horror story.

Pras Stillman, Mark McLaughlin,

Lorelei Shannon, Michael Cisco,

Lillian Csernica, Kyle David Jelle

Games for Non-Gamers

Cascade 6

gaming

Your boyfriend loves Magic, but you'd rather eat glass. This panel is for every person who just doesn't get the appeal of dice rolling and card flipping. We'll show you some games made for people who hate games.

James Ernest, Lisa Van Every

The SCA

Cascade 13

Jan

Alternative History at its best? Worst? Most fun?

Joe Bethancourt, Michel Mir Plemmons,

Jeff Verona

7 PM

Masquerade

Grand 2&3

general

Stunning costumes. Dazzling light shows. Enthralling performances. Bad jokes. All this plus Movie Previews during halftime.

David Bigelow, Betty Bigelow,

Steve Newman, Daryl Allison

Cross-Dressing for Writers

Evergreen 2

writing

Writing the opposite sex and making your readers believe it.

M. Christian, Alan Fairies, Leslie What,

Susan R. Matthews, Elisabeth DeVos

Jennifer DiMarco Reading

Cascade 1

reading

"Escape to the Wind"

Jennifer DiMarco

Gothic Bedtime Stories

Cascade 3

Camarilla

Readings of children's stories with a Gothic flavor.

Suzanne Jachim

Purgatory Gaming Tournament—Session Two

Cascade 5

gaming

Another chance to try this game from one of our own local game developers—Jon Wilkie.

Jon Wilkie, Lisa Van Every

Filk Open Circle—Saturday

Cascade 6

filk

Karen Rall

The Serial Killer Hour

Cascade 11

adult

Are things improving? How can you protect yourself? And why do they do that? Come and join the serialophiles in a spirited discussion of this most unusual hobby.

Jodi Scanlon, Lorelei Shannon,

Alan Paulsen

Massage Workshop

Cascade 13

general

Richard A. Enloe, Theo J. Williams

8 PM

Cris Newport Reading

Cascade 1

reading

"The White Bones of Truth"

Cris Newport

Other Dimensions of Sexuality

Cascade 11

adult

New theories are defining more than just two sexes for humans. How many are there really? How will changes in this view affect our society in the future?

John Dalmas, Terry N. Tafoya, Ph.D.,

Roberta Gregory, Donna Barr,

Michel Mir Plemmons

Camarilla Role Playing—Saturday Night

Cascade 12

camarilla

Several role playing games will be played.

Jeff Carnegie

9 PM

Laser Tag

Evergreen 1&2

general

The only place at the con where anyone is allowed to draw a weapon and even encouraged to fire. You've been sitting around all day. It's time to get active! Happiness is a warm laser, mama.

Prudence Bonhas



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Sunrise Fletcher Concert

Evergreen 3&4
filk
Sunrise Fletcher

Steven Boyett Reading

Cascade 1
reading
TBD
Steven R. Boyett

**One Hundred One
Uses For Human Skin**

Cascade 11
adult
Caution: The photographs in this panel are
explicit and not for the weak of heart or
stomach.
Jodi Scanlon

10 PM

Saturday Night Dance

Grand 2&3
dance
It may already be Saturday night, but we
know that you still have the energy to
dance the night away!
Keith Johnson

Joe Bethancourt Concert

Evergreen 3&4
filk
Joe Bethancourt

M. Christian Reading

Cascade 1
reading
TBD
M. Christian

Gamemaster Felonies

Cascade 5
gaming
If it's illegal, does that make it wrong for
your gaming group? In the sequel to last
year's controversial "Make Your Players
Cry" panel, we'll be discussing the ethical-
ity and practical usage of sleep deprivation,
carbo loading, ultrasonics, illegal drugs,
and other non-standard gaming aids.
Jon Wilkie, Ryan S. Dancey,
Stephen Milton, Scott Hungerford

First (Sexual) Contact

Cascade 11
adult
Is there any reason to believe humans and
aliens would really do the big nasty? If so,
how do you make the parts match up? If
not, why not?
Jeff Verona, Patricia H. MacEwen,
Bridget McKenna

**Poly-fidelity:
An Alternative to Monogamy**

Cascade 13
adult
Robert Heinlein and H.G. Wells wrote
about it. H.G. actually lived some of the
things he wrote about. Now different kinds
of relationships are popping up all over the
place. The panelists will discuss how these
relationships have changed their lives now
and how they may shape the future of our
society.
Anthony Pryor-Brown, Sherri Pryor-Brown,
Virginia Regling-McColm, Joseph Traub,
Leopoldo R. Marino, Matthew A. McColm,
N. Monique Hayes, Edward Martin III

10:30 PM

Music at Warped Speed Concert

Evergreen 3&4
filk
Jeff Hitchin

11 PM

General Filling—Saturday

Evergreen 3&4
filk
While there is yet a song to be sung...
Karen Rall

Michael Terry Cisco Reading

Cascade 1
reading
TBD
Michael Cisco



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Easter Vigil Church Service

Cascade 4
religion
A celebration of the Holy Eucharist based on Rite Two of the Episcopal Church. Members of all faiths are welcome to come to the service, and all baptized Christians are invited to share communion with us. Offered by the Order of St. Chiros.
Mark Eddy, J. Spyder Isaacson,
Michel Mir Plemmons

Being a Whip Mistress

Cascade 11
costume
It isn't all that it's cracked up to be. The etiquette of bondage attire. And does this qualify for costuming?
Deborah K. Strub, Lori Edwards,
David Tackett, Richard C. Stephens,
Audrey Schmidt, Lauri Miller

MIDNIGHT

Mark McLaughlin Reading
Cascade 1
reading
"Agatha Says" and other horror stories
Mark McLaughlin

Pagan Circle

Cascade 13
religion
Theo J. Williams, Marjorie Rosen

SUNDAY

9 AM

Tai Chi
Grand 2
general
Your last chance to get your heart pumping with Steve Barnes.
Steven E. Barnes

10 AM

Rocketry for Beginners
Evergreen 1&2
science
Better than *October Sky*. Why watch when you can do it?
Brian J. Tillotson, Vince Creisler,
Peter J. Keller, Peter Gurevich

Steven Barnes Reading

Cascade 1
reading
TBD
Steven E. Barnes

Easter Morning Church Service

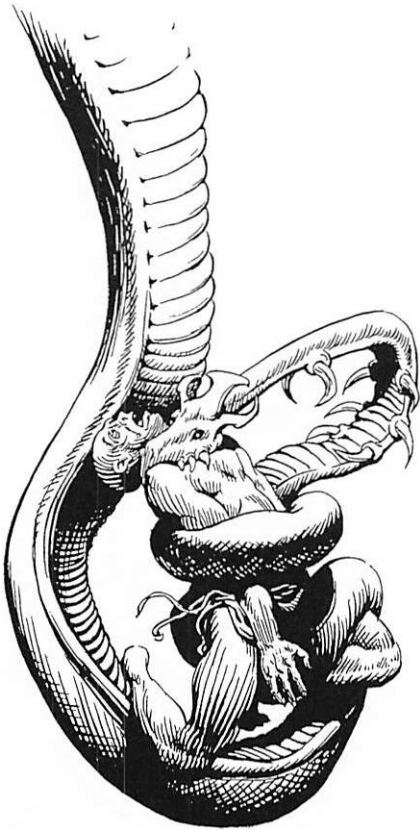
Cascade 4
religion
An Easter celebration of the Holy Eucharist based on Rite Two of the Episcopal Church. Members of all faiths are welcome to come to the service, and all baptized Christians are invited to share communion with us. Offered by the Order of St. Chiros.
J. Spyder Isaacson, Mark Eddy,
Michel Mir Plemmons

Creating Non-Human Characters

Cascade 5
writing
Enough aliens in human clothing, already. What makes an alien truly alien, yet still allows readers to identify?
Kyle David Jelle, Patricia H. MacEwen,
Harold Gross, Pras Stillman, Lawrence Alden Lewis, Eve Gordon



St. Martin's Griffin
congratulates
Geoff Ryman
author of
253: The Print Remix
on his nomination for the
Philip K. Dick Award



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The Future of Computer Gaming

Cascade 6
computer

Two years ago the rage was first person shooters. Last year, it was real-time strategy games. What is the next hot computer trend?

Joseph Traub, Paul Reed,
Raven c.s. McCracken, Kurt Pfeifer

Masquerade Debriefing

Cascade 11
costuming

If you were in the Masquerade let us know how it went for you.

Peggy Stewart

The Well-Rounded Artist

Cascade 13
art

How many mediums of art does an artist need to know? And which ones? What are the pros and cons to diversifying?

Lisa Jean Bothell, Ralph J. Ryan,
N. Monique Hayes, Durlyn Larson,
Gail J. Butler

11 AM

Space Launch Disasters

Evergreen 1&2
science

Why do rockets still keep blowing up?

Peter J. Keller, Vince Creisler,
Patrick R. Bah, Dafydd Neal Dyar

V.E. Mitchell Reading

Cascade 1
reading
TBD

Victoria E. Mitchell

In Praise of Time Travel

Cascade 5
literature

From romance to Armageddon, the time travel novel is one of the most diverse sub-genres of sf.

John G. Cramer, Ryan K. Johnson,
Burt Webb, David Bigelow

Urban Fantasy Gaming

Cascade 6
gaming

Or "How I learned to stop worrying and let the elves carry Uzis." Fantasy gaming in a modern setting is becoming more popular than ever. Join us for a discussion of the genre and how it can be brought to life for players. (sponsored by the Camarilla.)

Rhias Hall, David Kizzia,
Scott Hungerford, Jeff Carnegie,
Aron Anderson

Historical Costuming for All Body Types

Cascade 11
costume

Anita Taylor, Julie Hoverson,
Lori Edwards, David Tackett, Terri Specht

**Computer Art—
True Art or Paint By Numbers?**

Cascade 13
art

Can anyone make pictures using the current set of software packages? Or, is art still more than rendering?

Michael McLaughlin, Adrian Bourne,
Lee Dacu, Steve Adams, Taunya Shiffer

NOON

Art Auction

Grand 2
art
Betty Bigelow

SCA Faire

Grand 3
fan

Travel back in time with the Society for Creative Anachronism. A medieval faire in the hotel.

Priscilla Verzola

Space Tethers to Luna and Mars

Evergreen 1&2
science

Slide and video show. Dr. Forward will show the recent advances in space tether transportation systems.

Robert L. Forward, Ph.D.

Historical Underwear Fashion Show

Evergreen 3&4
costume

Long before there was Hanes and Fruit of the Loom... Say, what did people wear under all those clothes? Did people in ancient times wear underwear at all? What about in so called primitive societies or third world cultures? A "combination" fashion show and panel discussion on the hidden unmentionables of the past. ***No Photography allowed before, during, or after this presentation.***

Cheryl J. Glover, Lori Edwards,
Audrey Schmidt, Anita Taylor,
Deborah K. Strub, JoAnne Kirley,
Richard C. Stephens

Jeff Verona Reading

Cascade 1
reading

TBD
Jeff Verona

With a Little Help From Your Friends

Cascade 5
writing

Why to do the workshop thing, why not to, and whose criticisms to take seriously.

Bruce Taylor, Ray Vukceovich, Harold Gross,
Eve Gordon

Games that Suck IV

Cascade 6
gaming

Smashing egos and empires for the fourth consecutive year, this panel dares to bitch about bad games, tired cliches, and crappy cardstock. We'll be praising the good guys, destroying the bad guys, and ranting about everything wrong in the hobby game industry. Come rant with us.

Paul Reed, James Ernest, Jon Wilkie,
Anthony Pryor-Brown

Art Directors and Other Vermin

Cascade 13
art

Horror stories of being subjected to bad art direction.

Richard Hescoc, Paul Chadwick,
Rachel E. Holmen, Bryn Barnard

1 PM

Harry Turtledove Reading

Evergreen 1&2
reading

Harry Turtledove

How to Mount a Horse

Cascade 3
general
 Horses are used a great deal in fantasy writing. This panel will separate fact from fiction about how horses really operate. How you ride them? How you actually get on them—not always as easy as it looks? A look at different saddles.
Darragh Metzger, Dameon Willich, Crystal Smith, Cheryl Ferguson, Alan Paulsen

Lifewriting

Cascade 4
writing
Steven E. Barnes

Hey! Where's my Hover Car?

Cascade 5
literature
 A history of predictions (accurate and outrageous) in science fiction literature.
Dafydd Neal Dyar, Jeff Verona, Ted D. Butler, Norman E. Hartman, Edward V. Stiner, Burt Webb

Transitioning from 2-D to 3-D Graphics in Computer Games

Cascade 6
computer
 The shift from using traditional animation that is scanned into the computer to building models in the computer that can be rendered in close to realtime.
Michael McLaughlin, Kurt Pfeifer, Adrian Bourne

Futureshock—Corporate Dress in the 21st Century

Cascade 11
costume
 How will we dress for work in the future? How will telecommuting and “Casual Friday” shape the look of corporate culture? Will we continue to become more individualistic or will we become more conservative in the way we are expected to dress for work? Personal technology, international conglomerates, macroeconomics... what do you think you are going to wear?
Lisa Van Every, Audrey Schmidt, Julie A. Zetterberg, Karen Rall

Rob Alexander's Watercolor Workshop

Cascade 12
art - demo
Rob Alexander

2 PM

Volunteer Event
 Evergreen 3&4
 For Volunteers Only! A chance to see our GoHs and win prizes.
Betty Claar

Darlene Bolesny Reading

Cascade 1
reading
 “Dark Hunt”
Darlene D. Bolesny

The Amazing Story

Cascade 3
writing
 When Hugo Gernsback founded this landmark science fiction magazine back in 1926, did he ever dream it would still be on the shelves more than 70 years later? Talk with editor-in-chief Kim Mohan and the *Amazing Stories* editorial staff about the past, present, and future of the world's first science fiction magazine. If you want to make contact with the editors of *Amazing Stories*, you will want to attend this panel. Writer's guidelines and giveaways available to attendees!
Kim Mohan, Sue Weinlein-Cook, Pamala Mohan

Poetry Readings by “GRAPPLE”

Cascade 4
poetry
 Readings of the poems done on site at the Poetry Table and in the halls by the Gorilla (sic) Revelotinary Army of Poets, Pundits, Liars and Essayists—“GRAPPLE.” Your con character immortalized in verse. Come and hear poems about you performed by the artists who composed them. Copies will be made available.
Matthew A. McColm, Andrew Dolbeck, Virginia Regling-McColm, GregRobin A. V. Smith

The Well-Rounded Writer

Cascade 5
writing
 All the stuff you need besides more instruction in your craft in order to write about the real world.
Janna Silverstein, M. Christian, Chris McKitterick, Ken Rand, Kij Johnson

Goth 201: Where It's Been and Where It's Going

Cascade 6
Camarilla
 A roundtable discussion on the origins of the current Goth movement, and opinions on where it will go, and what drives it in that direction.
Rhias Hall, Alex Von Hochtrich, Jane Izumoto, Jillian Venters

New Makeup Products and Old Favorites

Cascade 11
costume
 A showcase and demonstration of new theatrical makeup products as well as a review of some makeup essentials every fan who likes to dress up should have.
Terri Specht, Richard “Prince Ka” Stierl

Richard Wright Memorial

Cascade 13
fan
 Let's take some time to honor an influential member of our fannish community.
Judy Suryan, Michael Citrak

3 PM

Movie Previews

Evergreen 1&2
media
Daryl Allison

The Camarilla Post-Mortem

Cascade 6
Camarilla
 The Camarilla's Onion (Garlic?) & Roses. How the con went for us and things we can do better next time.
Jeff Carnegie

Clothing of MesoAmerica

Cascade 11
costume
 Step back in time as we review the fashion splendor of Aztec, Inca, and Mayan warriors and kings with artistry showcased in gold, feathers and fur.
Richard C. Stephens, Garth Stubbs

Con League Meeting

Cascade 13
fan
 A meeting for the organizers of cons throughout the Northwest. A great place to make connections and possibly secure a position on a con committee.
Becky Simpson

4 PM

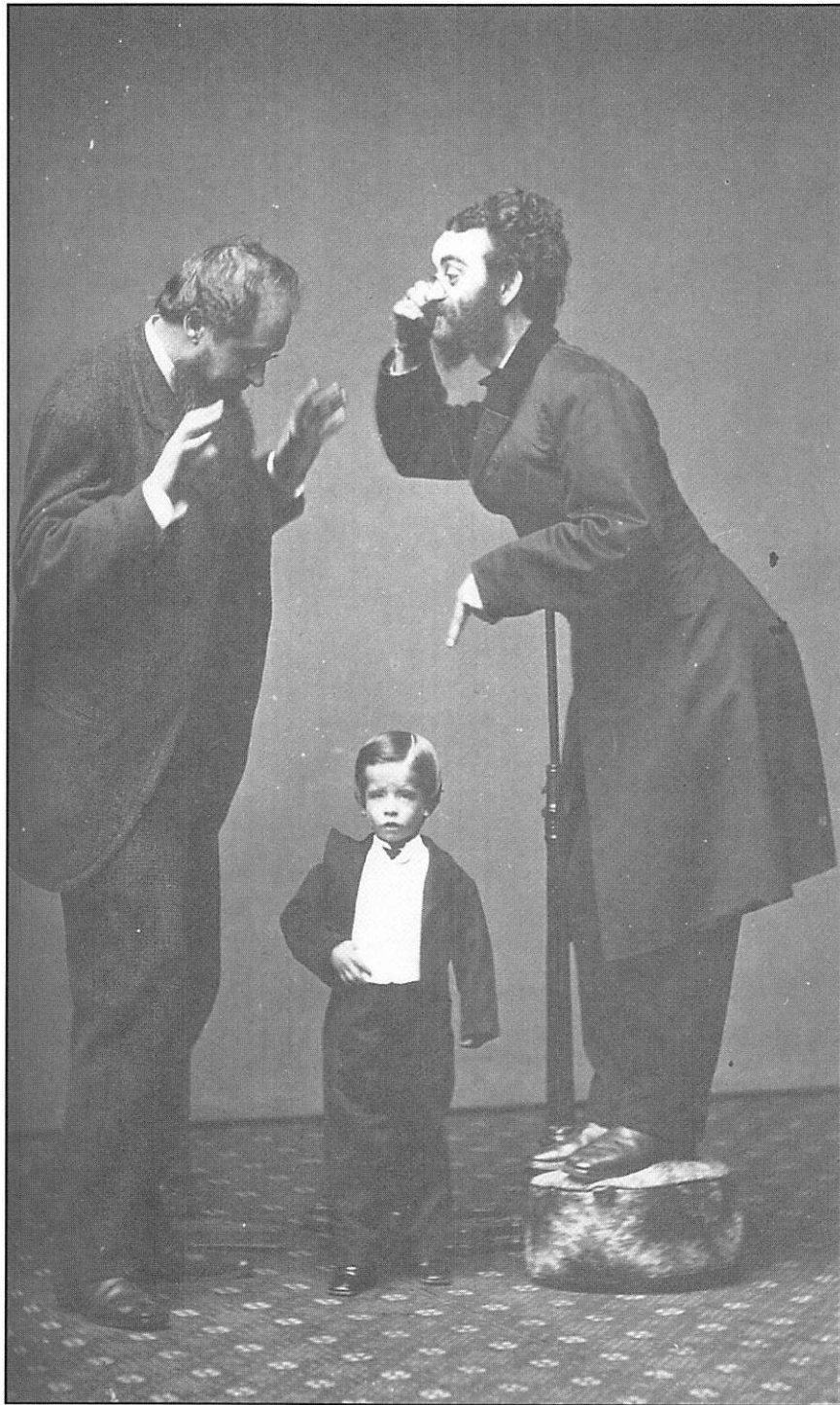
Onions & Roses

Cascade 6
general
 What did you like? What did you dislike? Let us know.
Judith Herman, William Sadorus, Cheryl Ferguson

5 PM

Closing Ceremonies

Grand 2
general
 Say goodbye to Norwescon 22. Find out a little bit about 23.
Eva Whitley, Jack L. Chalker, Jack Horner, Richard C. Stephens, William Sadorus, Richard Hescox



*It takes two to speak the truth—
one to speak, and another to hear.*

—Henry David Thoreau

A GROSS PROPHETS PRODUCTION with a grant from the Addams Family Foundation.

Writer Guest of Honor

Harry Turtledove

by
S.M. Stirling

Harry Turtledove is a member of an endangered minority group—he was born and raised in Southern California. In the land people go to, he is a *from*. This streak of stubborn nonconformity has stayed with him all his life.

Originally he wanted to be an engineer, but reading Sprague de Camp's classic time-travel novel *Lest Darkness Fall* hooked him on... Byzantine history!

So Harry went on to a Ph.D in Byzantine history, acquiring along the way the Classical languages and a beard. This degree qualified him for a decade's service as a civil servant in Los Angeles, but none of his friends really hold his bureaucratic past against him. Much. Although some of us have been known to absent-mindedly ask him for an easement permit.

Harry's first stories were fantasies set in a quasi-Roman-Mycenaean world, and published under the name "Eric Ivanson"... because the publisher thought that "Harry Turtledove" wouldn't be credible. This shows you how much publishers know. Selah.

It was with the "Videssos Cycle," set in an alternate Byzantium, that Harry first made his mark on the field under his own name. They involved dumping part of a Roman legion from Caesar's time into the world of Videssos, where an ancient crumbling empire, its sorcerous enemies and innumerable factions contend in... well, I have to say it, a mass of Byzantine complexity. In it, amid magic, mayhem, intrigue, love, death and adventure, Romans show that they can cope with (or evolve into) creditable Byzantines themselves.

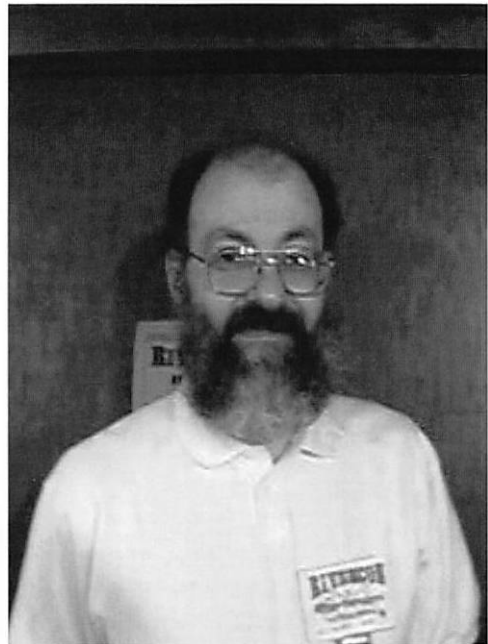
Since then Harry has gone on to show himself a master of every aspect

of our field, winning implausible numbers of awards and rave reviews. He writes everything from space opera—he managed to write a believable story about Earth being invaded by teddy bears with flintlocks, and if that isn't mastery, what is?—to high fantasy. Most recently, his alternate histories have helped propell that subgenre to new heights; or, where puns are concerned, new depths. *Guns of the South* and the *Great War: American Front* series have shown what can be done with meticulous research, intensely human characters, and worlds that feel much bigger than a book can rightly contain. They also set new records in terms of audacity; using Lincoln and Twain as characters, and managing to speak convincingly in their voices, is a tour de force any writer would envy.

Along the way, Harry met and married Laura Turtledove, also a scholar and writer (of some fine mysteries), and together they have produced three terrifyingly intelligent daughters, who have already produced some award-winning writing of their own. Geneticists could study them with profit.

Harry is instantly recognizable; an immensely tall, immensely charming man with a dark beard and a gracious manner. He does, however, have one major fault for which forgiveness is nearly impossible; although prolific, he can't write nearly as fast as I can read, leaving long gaps in which the only possible activity is compulsive rereading of his work."

© 1999 by S.M. Stirling



Harry Turtledove

A Partial Bibliography of Harry Turtledove

Novels

Between the Rivers, Tor, 1998
The Case of the Toxic Spell Dump, Baen, 1993
The Guns of the South, Del Rey, 1992
Justinian, (alternate title, *The Lion & the Asp*), (writing as H.N. Turteltaub) Forge, 1998
Thessalonica, Baen, 1997
A World of Difference, Del Rey, 1990

with Richard Dreyfuss

The Two Georges, Hodder & Stoughton, 1995, Tor, 1996

Series

Videssos

The Misplaced Legion, Del Rey, 1987
An Emperor for the Legion, Del Rey, 1987
The Legion of Videssos, Del Rey, 1987
Swords of the Legion, Del Rey, 1987

Tale of Krispos

Krispos Rising, Del Rey, 1991
Krispos of Videssos, Del Rey, 1991
Krispos The Emperor, Del Rey, 1994

Worldwar

Worldwar: In the Balance, Del Rey, 1994
Worldwar: Tilting the Balance, Del Rey, 1995
Worldwar: Upsetting the Balance, Del Rey, 1996
Worldwar: Striking the Balance, Del Rey, 1996

Worldwar Colonization

Colonization: Second Contact, Del Rey, forthcoming in February 1999

The Great War

How Few Remain, Easton Press, 1997, reprinted by Del Rey, 1997. Prequel to "The Great War" series.
American Front, Del Rey, 1998

Darkness

Into the Darkness, Tor, forthcoming in April 1999

Time of Troubles

The Stolen Throne, Del Rey, 1995
Hammer and Anvil, Del Rey, 1996
The Thousand Cities, Del Rey, 1997
Videssos Besieged, Del Rey, 1998

Gerin the Fox

(as Eric Iverson), *Wereblood*, Belmont Tower, 1979, Trojan (UK), 1979
(as Eric Iverson), *Werenight*, Belmont Tower, 1979
Werenight, Baen, 1994. (This is a revision and omnibus of the two Belmont Tower books.
The Prince of the North, Baen, 1994
King of the North, Baen, 1996
Fox and Empire, Baen, 1998

Collections

Noninterference, Del Rey, 1988
Kelcidoscope, Del Rey, 1990
Earthgrip, Easton Press, 1991
Departures, Del Rey, 1993

Artist Guest of Honor

Richard Hescox

by

Paul Chadwick

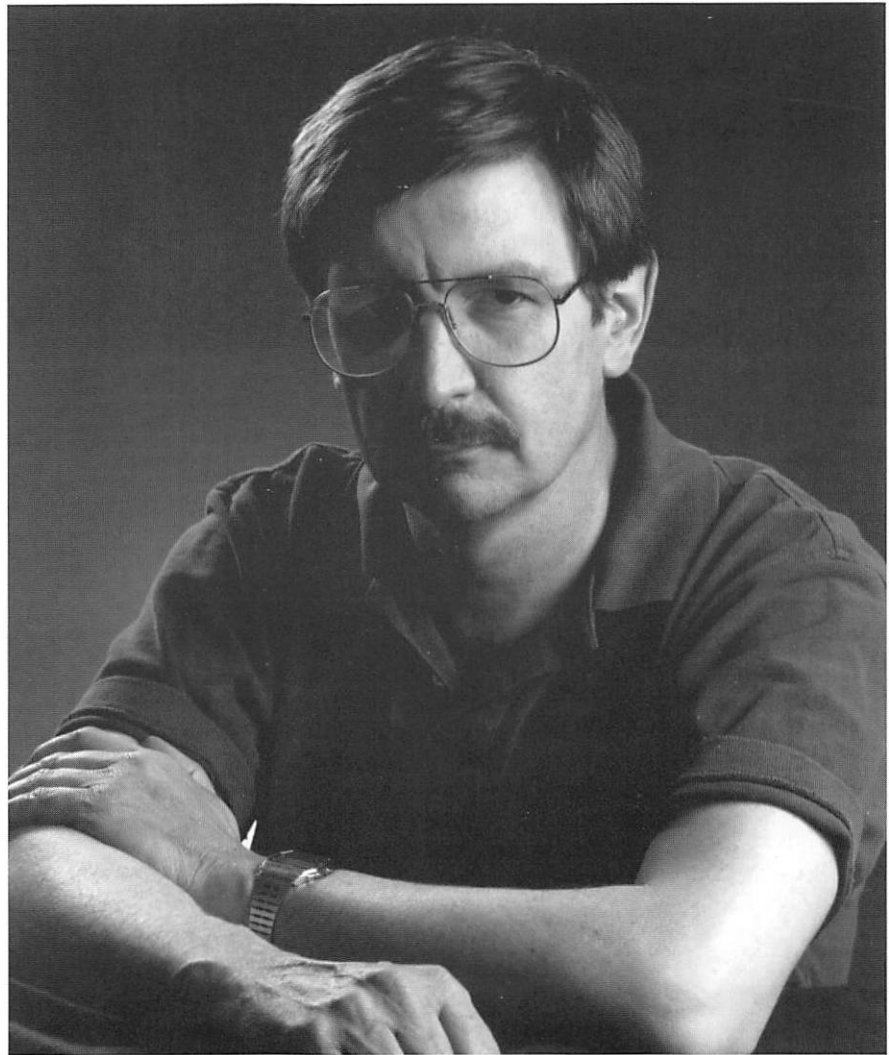
From his wistfully romantic paintings, you wouldn't expect Richard Hescox's wicked wit and curmudgeonly take on people, politics and the art world. But maybe it makes sense. What but a deep dissatisfaction with the world as it is could move a man to paint what he does, images evoking a never-was time of beauty, magic, and sensuality?

I shared a studio with Richard in the mid-80s. Rocketeer creator Dave Stevens had just moved out; William Stout, famous for his underground comix, dinosaur art and, in recent years, Antarctic paintings, had the big room in back. I wound up being present at the first of Richard's two great leaps forward.

Richard had been painting paperback covers since soon after getting his degree from Art Center College of Design in the '70s. The ones I remember most were Burroughsesque swordsmen and monsters, oil paintings with a lot of spirit but occasionally too much made-up draughtsmanship.

But the art show at the 1984 Worldcon in Anaheim, CA deeply impressed him. The art reflected the trend of tight photorealism which, alas, came to dominate the field overmuch in later years. But the degree of finish, and the obviously well-referenced figures and faces moved Richard to rededicate himself to pushing his paintings further.

The results were a blossoming of his cover painting career. He never worked again without shooting well-lit reference photos, often with elaborate costumes and props. I myself was an Amazon of Darkover for one cover (as it was a winter scene, Richard was able to feminize my physique with heavy garments). He switched to acrylic paint, in which the painting of



Richard Hescox

machinery, architecture and spacecraft is much easier. And generally he took more pains.

It paid off. One memorable *Locus* column suggested Michael Whelan's "crown" might well be passed to Richard Hescox. These were happy years, creatively, for Richard. Hunt down his trading card set and you'll see 90 fabulous images of masterful SF and fantasy illustration.

But the free-lance life is precarious, and with a family to support, Richard made the sober choice of finding salaried work, first on the SF animated series *Spiral Zone*, then in the computer-

gaming industry. Several recent years were spent on the Arthur C. Clarke/Gentry Lee computer game: RAMA. He now works at Sierra Games as a designer and art director.

Richard's second great leap forward in his painting has occurred in this present period. It stems from the fact, I believe, that he paints after hours now, just for himself, without clients (or cover typography) to accommodate. It's the best work of his career.

For lack of a better term, Richard calls them his "Academic" paintings. In many ways they are reminiscent of the rigorous approach to history and

Orientalist paintings of the 19th century Academics of Europe. Softly painted oils of maidens, sometimes fantastical (sirens, tree nymphs, mermaids) in usually quiet scenes of antiquity, they obviously come out a deep place in his psyche that yearns for rest, beauty, and mystery.

Richard's now mining a vein that the English romantic realists of the late 1800s—J.W. Waterhouse, Arthur Hacker, Frank Dicksee, Herbert Draper, and others—first worked. Other favorites of his are the nonpareil American illustrator J.C. Leyendecker and Australian sensualist Norman Lindsay.

Richard has a clipping collection of these and other brilliant but often obscure artists that is the envy of his circle of illustrator friends. Years of combing bookstores, ephemera shows and now the Internet have produced a treasure trove of images which inspire and inform his own work.

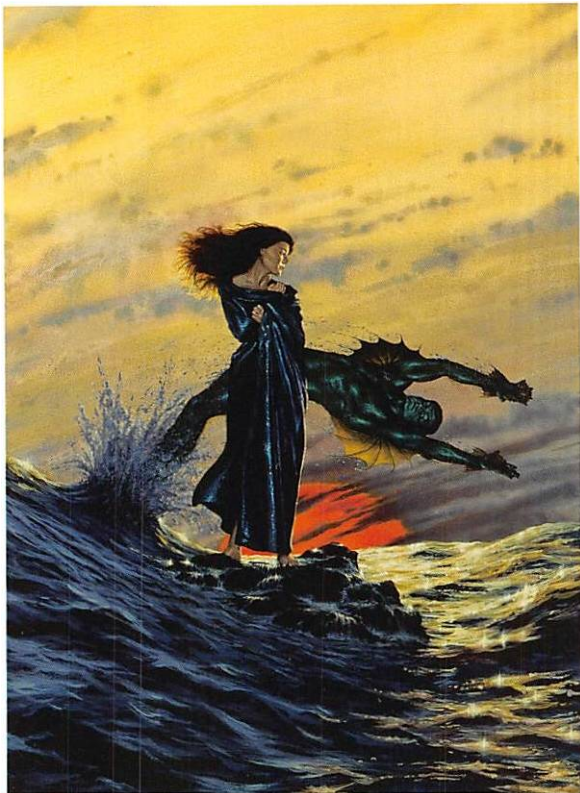
Richard looks forward to the day when he can live solely off gallery sales and limited-edition prints of his paintings. These latter can be ordered through his web site at <http://premier1.net/~amch/>

© 1999 by Paul Chadwick

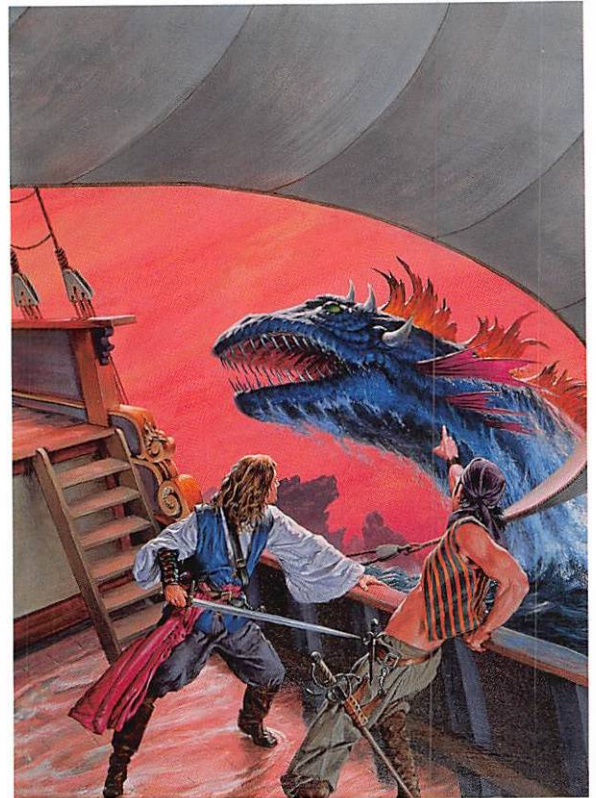
Gallery



The Master of Chaos © 1999 by Richard Hescox. Cover for the book by Terry A. Adams, published by DAW Books.



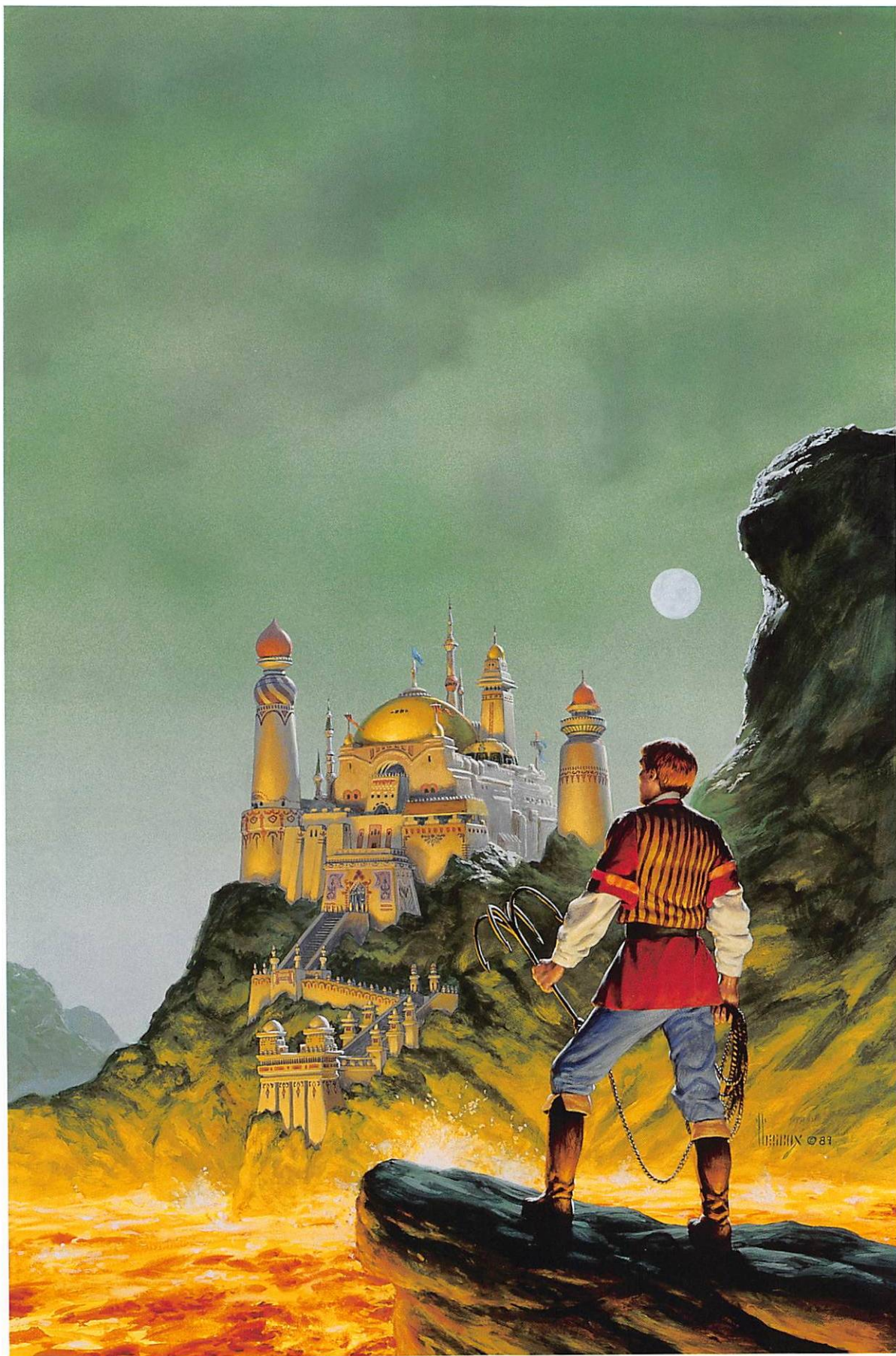
Red Sun Of Darkover © 1999 by Richard Hescox.
Cover for the book by Marion Zimmer Bradley,
published by DAW Books.



Lords of the Sword © 1999 by Richard Hescox.
Cover for the book by Hugh Cook,
published by ROC Books.



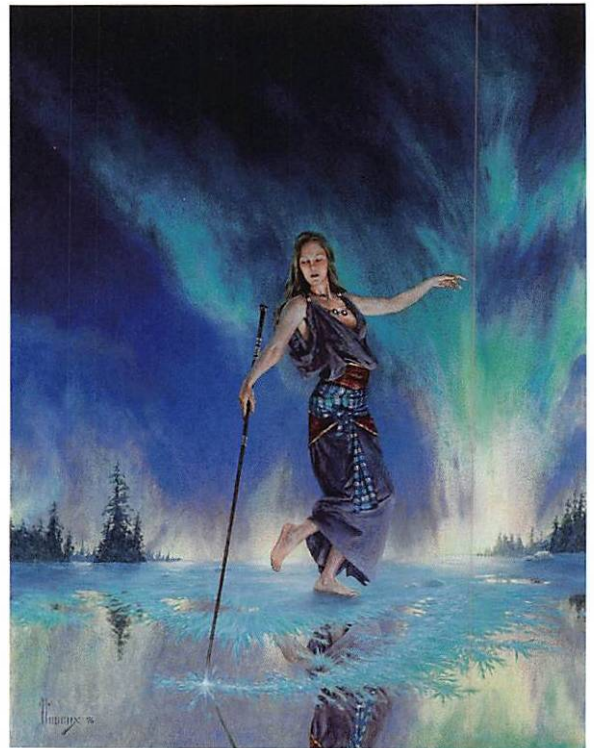
The Twilight Gate © 1999 by Richard Hescox. Previously unpublished.



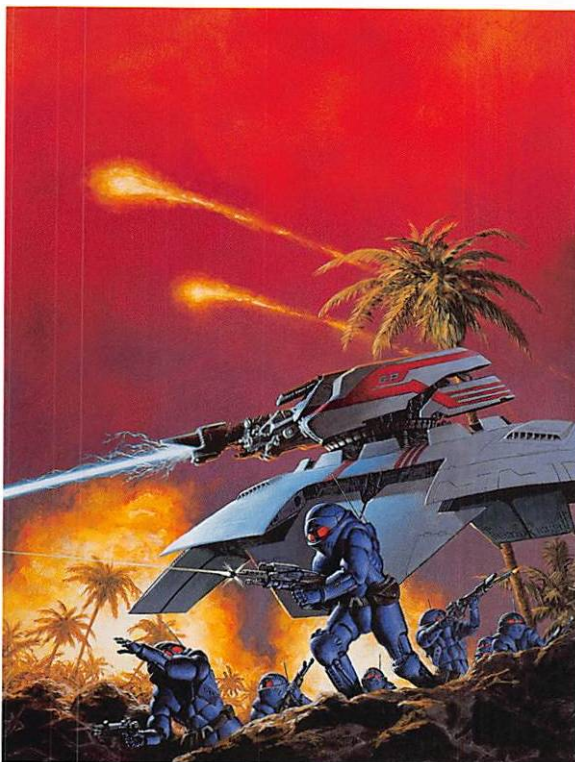
The Fires Stone © 1999 by Richard Hescox. Cover for the book by Tanya Huff, published by DAW Books.



Dragon Companion © 1999 by Richard Hescoc.
Cover for the book by Don Callander,
published by Ace Books.



Aurora © 1999 by Richard Hescoc.
Previously unpublished.



March or Die © 1999 by Richard Hescoc.
Cover for the book by Andrew and William Keith,
published by ROC Books.



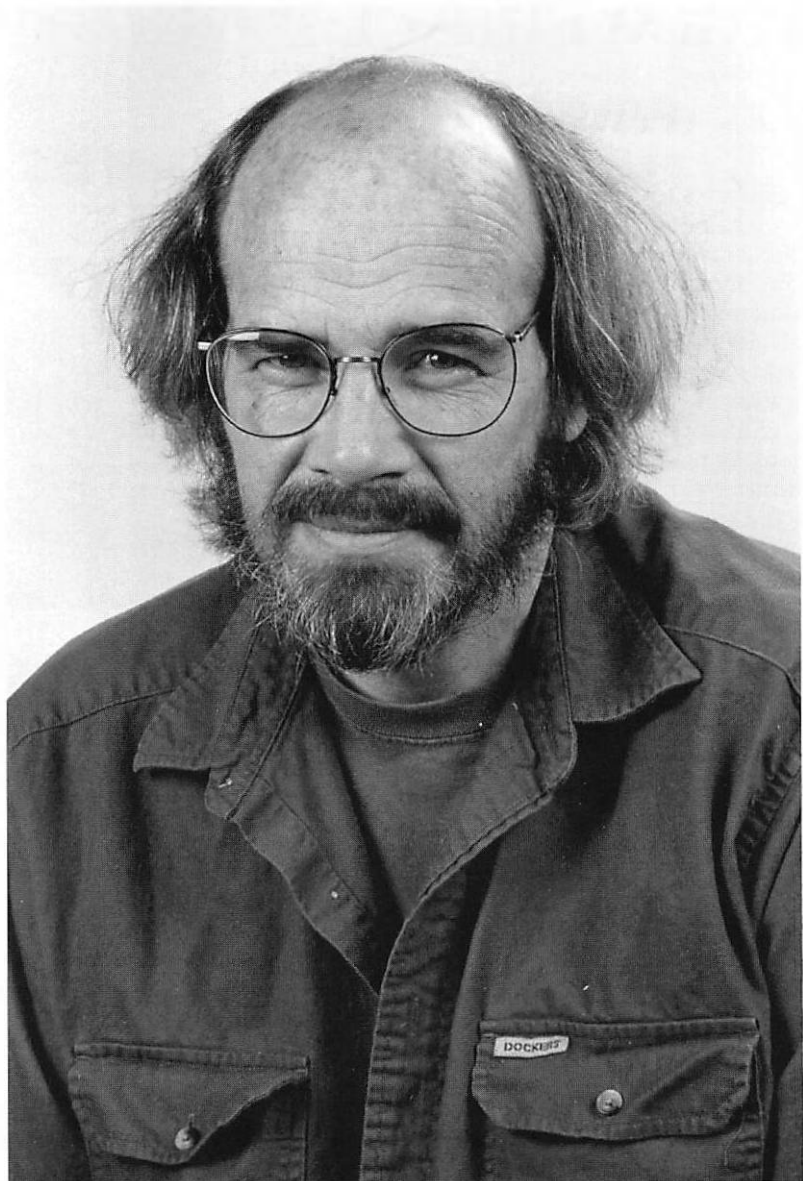
Lair Of The Cyclops © 1999 by Richard Hescoc.
Cover for the book by Allen L. Wold,
published by Questar.

Science Guest of Honor

John “Jack” Horner

A Short Biography

John “Jack” Horner was born June 15, 1946, raised in Shelby Montana, and attended the University of Montana where he majored in geology and zoology. In 1975, he was hired as a research assistant in the Museum of Natural History at Princeton University, where he worked until 1982. From 1982 until the present he has worked at the Museum of the Rockies in Bozeman, Montana, where he is Curator of Paleontology. Dr. Horner discovered the first dinosaur eggs in the Western Hemisphere, the first evidence of dinosaur colonial nesting, the first evidence of parental care among dinosaurs, and the first dinosaur embryos. Dr. Horner’s research covers a wide range of topics about dinosaurs, including their behavior, physiology, ecology and evolution. Dr. Horner does not hold a formal college degree but was awarded an Honorary Doctorate of Science from the University of Montana in 1986. Also in 1986 he was awarded a MacArthur Fellowship. He has written 40 professional papers, 25 popular articles, co-authored five popular books, and co-edited one technical book. His work has been featured in numerous magazines and television specials. He was the technical advisor to Steven Spielberg for the movies *Jurassic Park* and it’s sequel, *The Lost World*.



Jack Horner by Bruce Selyem. Copyright © 1999 by Museum of the Rockies.

Fan Guests of Honor

Eva Whitley

by
Eva Whitley

I grew up a few blocks from a legendary fanzine fan (Linda Bushyager) but didn't meet her until college. I got into fandom via my old boyfriend, Tom Marcinko (best known as the author of "Star Trek, Deep Space Sein"). I didn't actually attend cons until after graduating from Penn State in 1977.

(Although I certainly *tried* to attend cons. Being snowed in was a perpetual winter hazard in Happy Valley, and for some reason many of the cons in the mid-Atlantic and Northeast are in the winter: Lunacon, Boskone, Philcon, and, once, memorably, Balticon, which becomes more important later in this narrative.)

But finally I had my degree, and armed with graduation present money I was in a car full of fans I had never met before, driving non-stop to Suncon in Miami Beach. I had no idea I was at a terrible con. I had a blast. Tom and I even went to the beach and nudged and ogled Robert Silverberg on a nearby beach towel. Robert Silverberg! Tom had done a paper on him for the class on science fiction we took from Phil Klass and now here he was, on the same beach, in a Speedo! Cons were truly wondrous.

(Although I did mourn slightly, heading home, that I had blown off several panels that looked interesting in favor of going to parties and talking until late at night. Obviously, I didn't know how to do cons. Surely all right-minded fans went to all these panels and blew off the parties. But I had a blast at those parties, even singing a parody of *That Old Time Religion* with verses I had never heard of before.)

I still didn't have a post college job (and didn't get one for another 20 years) but took some classes, found temp jobs, collected some Social Security and VA money thanks to my dad. I went to cons and crashed on floors.



Eva Whitley and Steve Chalker © 1999 by Dave Chalker

One January during this period I took a Greyhound bus from State College, Pennsylvania to Ann Arbor, Michigan during a snowstorm (it took about 14 hours) to go to ConFusion. I was seeing one guy, who decided to impress me by introducing me to his writer friend, Jack Chalker. It worked. I was impressed.

Over that winter a friend and I decided to run a con. (Ah, to be as naive as youth!) After being turned down by Phil Klass, I called Linda Bushyager for advice. She suggested Jack Chalker, who had just sold 3 books for \$10,000. "He's so excited about being published he might pay you!" she laughed. Hmm. Well, that would certainly fit our budget.

Jack Chalker, Jack Chalker. Wasn't he the writer Paul introduced me to at ConFusion? Seemed like a nice guy. What the hey. If he turns us down, maybe George Ewing will say yes.

So off I went to Lunacon (fortunately, it didn't snow that weekend) and got re-introduced to Jack Chalker. And we started talking. And talking. And I ended up the second night crashing in his room instead of the puppy pile in Linda's room.

And I went back and waited for Jack to call. And waited. And finally I called him. He had lost my number. We spent the month calling back and forth, and made plans to get together a month after Lunacon, at Balticon.

Balticon was wonderful. By the time it ended, we decided I should move to Baltimore after the winter. Jack offered to drive me to Harrisburg, Pennsylvania (about an hour away) which would cut the price of my bus ticket in half. When we got to Harrisburg Jack said "How much further is it?" and I told him it was about two hours more. He shrugged, said why not, and drove me the rest of the way.

As we drove through the mountains of central Pennsylvania the snow started, and kept falling... and falling... and falling.

Jack, of course, had to spend the night rather than drive home in the snow, and he proposed.

We had our con, which was fairly successful, and went on to have several more. I went on to do a terrible fanzine (*Conventional Fanzine*, great title, awful design), and run two Disclaves, one with Jack, one without. I've run more baby-sitting rooms and kid's program-

Fan Guests of Honor

ming tracks than I care to think of. Even more fun was running a Hugo Awards Crab Feast for 1100 folks and running a Hugo Nominees Reception. I made mistakes doing all these things, of course, but they've always been new mistakes.

I'm only fertile in years ending in '01 (hmm, better have that operation next year!) so our kids are widely spaced. Dave is 17 now (and not here at Norwescon: he's a department head at Balticon, and wasn't about to blow that off just because his parents are GoHs) and Steve (who is here) is 7. (Steve shows no interest in things fannish—heck, he didn't even like dinosaurs!—but maybe it will develop.)

I am quite thrilled to be a guest at Norwescon. I've long wanted to attend this con, but there's always been something (money, school schedules, and, for now, both) that's prevented us. I love this area, the only other place other than my beloved Baltimore I'd consider living in. For a girl married on a ferryboat, and whose first "date" was riding a ferry, the sheer volume and variety of ferrys is thrilling. Thank you for having us, and I'll try to be a good guest.

© 1999 by Eva Whitley

Who is Jack L. Chalker?

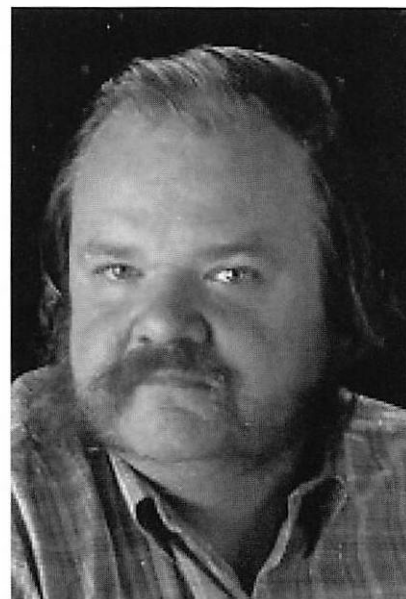
Concise Biographical Notes for the Interested

by

Jack Chalker

Born: 12/17/44, Baltimore, MD (although all bios and even *Who's Who* say Norfolk so who am I to argue with *Who's Who*?). It's a self-perpetuating error that has grown too large to be worth correcting. I really don't mind since I have roots and tons of family in Norfolk, anyway.

Education: Baltimore City public schools, B.S. Towson State College (now Towson University), graduate degrees from Johns Hopkins University. Although I have a strong science background, my degrees are in history and English. My graduate specialty is the "History of Ideas," which is to say I'm a certified expert on isms and ologies. I have taught history on the



Jack Chalker

high school and college levels, and am or have been a lecturer at the Smithsonian, The National Institutes of Health, and numerous colleges and universities, mostly on science fiction and technology subjects.

Occupations: Aside from the usual kid occupations, I've been a professional typesetter, a sound engineer for outdoor rock concerts, an audio and computer reviewer, free-lance editor, a publisher (founder and now sole owner of The Mirage Press, Ltd.), a book packager, an Air National Guard Information Director, new and used book dealer, and teacher as mentioned above. I was a special forces Air Commando during the Vietnam war period but never served west of Amarillo (note, however, that no Viet Cong penetrated east of Albuquerque while I was there). I was, however, in the war—my TDY duty tour in Vietnam lasted a bit over 4 hours, but I got the ribbon and combat pay. Since 1978 I have made my living solely by writing, although Mirage Press continues in business and produced *The Harlan Ellison Hornbook/Harlan Ellison's Movie* in 1990 and *The Science-Fantasy*

Publishers in 1991 and its continuing supplements, with possibly more as time and market permits.

Family: Married Eva C. Whitley on the ferryboat Roaring Bull in the middle of the Susquehanna River in 1978; 2 sons, David Whitley Chalker, b.1981; Steven Lloyd Chalker, b.1991. Also inhabiting the house is Stonewall J. Alleycat, one of the dumbest cats in history and a strong argument against evolution, now, alas, also old and blind, and Mavra Chang, the Valley Girl of Pekingese.

Memberships: Sierra Club (life member), National Parks & Monuments Association, Amnesty International, The Natural Resources Defense Council, The National Trust for Historic Preservation, The National Aquarium, Maryland Academy of Sciences, American Association for the Advancement of Science, Smithsonian, Maryland Historical Society, Washington Science Fiction Association, American Film Institute, American Legion, many others, with varying degrees of activism. I have long been active in and supportive of conservation and historical preservation causes. I'm also a past 3-term treasurer of the Science Fiction Writers of America. I am a registered Democrat and two-time unsuccessful candidate for office. I am also a Kentucky Colonel and an Honorary Mayor of Baton Rouge, Louisiana, among other things. This information is given not as advocacy to my readers but basically to show you where the

"real" Jack L. Chalker is coming from, which, I know, is not the political image I tend to have from people who read and don't quite understand my works.

Awards include the Dedalus Award (1983), The Gold Medal of the West Coast Review of Books (1984), Skylark Award (1985), Hamilton-Brackett Memorial Award (1979), others of varying importance. Two time John W. Campbell Award nominee, no wins. Hugo nominee four times, zero wins (but, hey, Spielberg finally got an Oscar and Hitchcock never did so who knows?).

Continuing Interests and Avocations: Ferryboats, travel, national parks and monuments, consumer electronics, politics, history, space program, printing and publishing, book collecting, auctioneering, old time radio and classic TV, computers. This one is a Chalker-built P2/450 BX system running, yes, Windows 98 if you care, and also around is a Toshiba 405CS notebook computer that I take with me when I travel. My wife uses a home built AMD k6/300 and my oldest son uses his HP Pavilion with an Evergreen upgrade. Lately I've been weirdly writing my books in Adobe FrameMaker, a high end dtp package but it's comfortable, being EMACS based like my old DOS wp, Borland's Sprint. Yes, I know how to program but consider it in the same thrilling vein as being asked to inventory sand grains in Libya. I am frequently on Compuserve

in the Corelapp and Adobe sections (not in the sf section there—too huge), but if you have a specific question for me the best way (if you have a computer and modem) is to ask it on Delphi's sf SiG, where I tend to hang out regularly. Many sf writers hang out Wednesday nights around 10 PM Eastern in Delphi's sf conference, occasionally including me. You can email me: jchalker@miragepress.com.

For those wondering, that is me in *Faces of Science Fiction*, and my satellite dish, and my oldest son (who's 17 now), and my dog, but it's not my house. The photo was taken with my old house at the photographer's back. She wanted the dish more than the house in the picture; it seems I'm the only U.S. sf author she photographed who owned one. Now you'll never see that house; I moved to a much larger one further into the mountains. I still have a dish, though, whose input I can watch from the indoor Jacuzzi. Decadence is wonderful. Incidentally, not only is that not my house, but my son's now far older and my beloved little puppy dog in the photo, Hoy, died Nolacon weekend, 1988. He could not be replaced, but his successor is Mavra Chang, a sable Pekinese who is giving a good imitation of a canine airheaded valley girl, and is David's dog in the same way Hoy was mine. Steve has tried to appropriate her, but really demands a dog of his own. I tell him that this will happen sooner or later, but Not That Soon...

Volunteer Guest of Honor



Susan Allen © 1999 by Kurt Schubert

Susan Allen

by

Sue Bartroff

Susan Allen, our Volunteer Guest of Honor, has been an active member of Norwescon for the past 13 years. She has volunteered in the cloak room as well as KidKon and the art show and is known for her wonderful children's costumes. Susan has two terrific daughters who have actually grown

up with KidKon (or it has grown up with them?) as the very first KidKon was attended by Nicolle who was then a six month old infant. Pamela joined us a few years later. Susan is often seen attending and participating in panels and would encourage you all to volunteer in order to have the "full Norwescon experience."

Please take a few minutes to chat with her during the convention and gain an unique perspective on the convention and volunteering in general.

© 1999 by Sue Bartroff

Spotlighted Publisher

Jeff VanderMeer of Ministry of Whimsy by Jeff VanderMeer

Jeff VanderMeer was born in Pennsylvania in 1968, but spent much of his childhood in the Fiji Islands, where his parents worked for the Peace Corps. This experience, and the resulting trip back to the U.S. through Asia, Africa, and Europe, deeply influenced him.

Although primarily a fiction writer, VanderMeer has also pursued careers in editing and publishing for the past 15 years. He founded the Ministry of Whimsy in 1984, its name derived from the ironically-named ministries in Orwell's novel *1984*. Since then, the Ministry of Whimsy has striven to publish challenging but entertaining fiction, usually with a science fiction, fantasy, or horror flavor. In the past, the Ministry has published magazines, chapbooks, and newsletters while also sponsoring writer's workshops, readings, lectures, and poetry contests. Currently, the Ministry publishes the highly-acclaimed *Leviathan* anthology, the *No Frills Chapbook* series, and a number of trade paperback novels and collections. It also maintains an award-winning website at www.mindspring.com/~toonies/ministry.html. In 1998, the Ministry's *Troika*, by Stepan Chapman, became the first independent press book to win the Philip K. Dick Award. VanderMeer, along with partner Tom Winstead, was also a recent finalist for the World Fantasy Award. Ministry of Whimsy books frequently make *Locus*' recommended reading list and have achieved a reputation for unique content and beautifully-designed covers. Among the authors published by the Ministry over the years are National



Jeff VanderMeer

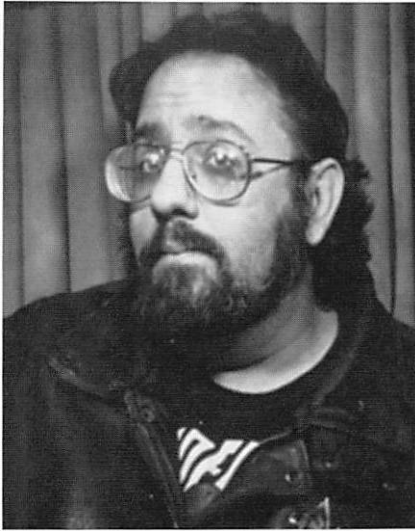
Book Award Winner Richard Eberhart, Pulitzer Prize Winner Donald Justice, Kathie Koja, Richard Calder, L. Timmel Duchamp, Mark Rich, Karl Edward Wagner, Steve Rasnic Tem, Bruce Taylor, and Mark McLaughlin.

In addition to his publishing activities, VanderMeer writes fiction and nonfiction. His work has appeared in eight languages in 12 countries, including magazines such as *Asimov's SF Magazine*, *Amazing Stories*, *Weird Tales*, *Interzone*, *Pulphouse*, *Ikarie B* (Czech), *2001* (India), *The Silver Web*, *Magic Realism*, *The Third Alternative* (UK), and anthologies such as *Nebula Awards 30*, *Best New Horror 7*, *The Year's Best Fantastic Fiction*, *Dark Voices 5* (UK), *Dark Terrors* (UK), *Fantasy* (Germany), *The White of the Moon* (UK) and *Palace Corbie*. Honors include winning the 1994 Rhysling Award, *Fear Magazine's* Best Short Story Award, and a \$5,000 Florida Individual Artist Fellowship for Excellence in Fiction, in addition to being a finalist for the ReaderCon Best Short Work Award and the Theodore Sturgeon Award. Recent books include *The Book of Lost Places* (Dark Regions Press), *Dradin, In Love* (Buzzcity Press), and *Dradin, In Love & Other Stories* (Oxy Publishing, Greece). *The Early History of Ambergris*,

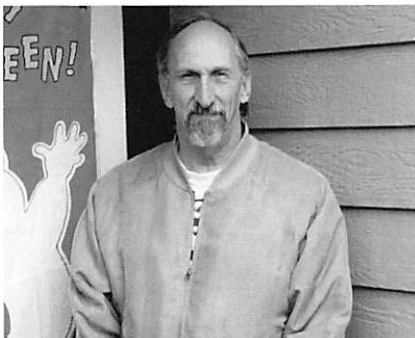
a novella, is forthcoming this summer from Necropolitan Press.

VanderMeer's nonfiction has appeared in *Novel & Short Story Writer's Markets*, *SF Eye*, *The St. James Guide to Horror & Gothic Writers*, *The New York Review of SF*, *Magill's Guide to SF & Fantasy Literature*, and publications from Gale Research. He teaches creative writing via the nationally-distributed student magazine *Merlin's Pen* and was a founding member of the University of Rhode Island's Council for Literature of the Fantastic. By day, he works as a technical writer/project administrator for Infinity Software Development in Tallahassee, Florida. He enjoys playing racquetball and soccer. A fine collection of Angela Carter and Frederic Prokosch first editions rests somewhere among the hundreds of books that make his home look disheveled and disorganized.

Guests



STEVE ADAMS is an artist/illustrator/cartoonist and all around art whore—he'll draw anything for money! While his most recent pro contract has been providing graphics for CBT's (Computer Based Training Programs) in the airline industry (Boeing and Airbus), he is still found doing everything from comic books, to sf/f painting, computer art, and is the current art director for *Westwind*. He has been published by several comic publishers, has several art awards to his credit, and a recent degree in computer graphics and animation.



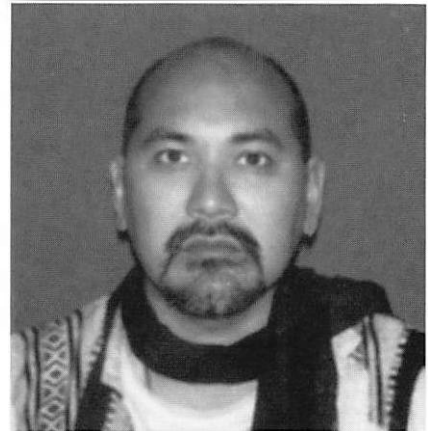
DAVE R. ADDLEMAN has sold over 89 short stories. Two mystery novels were published on audio tape in late 1998: *Irrevocable Trust* and *A Contract on Stone*. A third mystery, *Shy Guy*, will be out in early 1999. Two additional novels: *The Osmian Search*, (sf) and *Witch Hunter*, (fantasy) are also out. Dave is a charter member of the Fairwood Writers Group in Kent, Washington, and teaches fiction writing at Renton Technical College. He competes in masters swimming and holds a black belt in Uechi Ryu karate. Dave lives in Auburn, Washington, with his wife, Deborah, and his ten-year-old son, Paul.



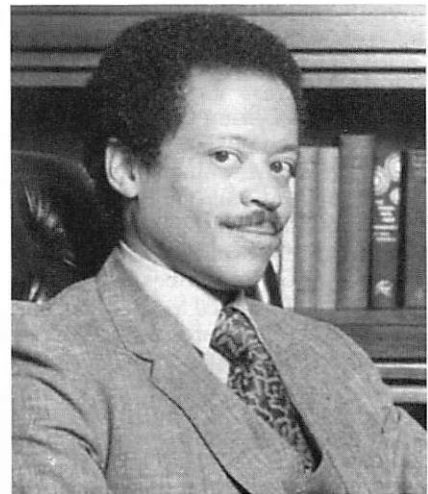
ROB ALEXANDER is often described as a Canadian-born watercolour artist and illustrator. But to most people, he is the artist who paints pictures of sad-eyed women, eerie beings who perch in trees and carve mysterious messages in skulls, hauntingly beautiful landscapes, and young children who either discover, imagine or make beautiful, wondrous things.

Rob has been able to explore and share his views of the world by working with companies like Berkley Publishing, HarperCollins, *Amazing Stories*, *The Duelist* and *Inquest* magazines. In the past few years he has won awards such as Best of Show at World Fantasy Con and Worldcon, a Chesley Award from the Association of Science Fiction & Fantasy Artists, and his art has appeared in *Spectrum*, the book series on the best in contemporary fantastic art. He has done card art for over 8 collectible card games, including *Magic: The Gathering*, *Legend of the Five Rings*, one based on Tolkien's Middle Earth, and numerous covers for gaming books.

A little over two years ago, he relocated to a small 1910 house on five acres in rural Oregon, with his wife and the cat, and hopes of slowing down his life a bit. So far the schedule remains unchanged, but every time he walks through the bracken, he discovers new ideas and stories to explore and paint.



PATRICK BAHN was born in Seattle, before the Boeing Corporation decided to encourage his family to seek employment elsewhere in the 1960s. Patrick attended prep school in New England, going on to receive his B.S. from Clarkson College in 1984 and his M.B.A./M.P.A. from Southeastern University in 1991. Patrick worked in the computer industry for many years and is now working to create cheap access to space.



Born in 1952 in Los Angeles, **STEVEN BARNES** was described in *The Portland Oregonian* as "The only black, male, heterosexual science fiction writer in the world."

Among his works are the best-selling *Dream Park* series, *Beowulf's Children*, *Firedance*, and *Blood Brothers*.

For four years one of the rotating hosts of KPFK's *Hour 25* radio show, Steven was also a monthly columnist for *Black Belt* magazine, and, much to his embarrassment, appeared on television's *The Dating Game* twice, winning both times.

His television credits include *The Real Ghostbusters*, *The Twilight Zone*, and *Baywatch*.



Since 1986, **DONNA BARR** has been a constant, energetic and respected presence in drawn-book publishing. Her award-winning, acclaimed *The Desert Peach and Sting* enjoy a loyal, worldwide audience.

Her awards include San Diego Comicon International's "Inkpot," Cartoonists Northwest's "Toonie," and the Washington Press Association's Communicator of Excellence for Fiction. Since 1997, her work has been published by her own company, A Fine Line Press. She has been called "charming and witty," and is always glad to see her many readers. She has taught, lectured, and spoken from Paris to San Diego, and appeared on radio and television.

Donna lives in Bremerton, WA, with her husband, Dan, a gang of spoiled cats, and Kitsap County's largest Deodar Fir.

JOE BETHANCOURT was raised mostly in the Southern Appalachians, in North Carolina, and absorbed the music almost from the time he could walk.

He began learning banjo at age 9, after he heard his grandfather, C.H. Burnett, playing fiddle. His first banjo was given to him by his grandfather. When his family moved to Phoenix in 1961, Joe began learning guitar, hanging around coffeehouses, mariachi bands, bluegrass groups, and a place called "J.D.'s," where he would sneak in to listen to a local guy called Waylon Jennings. He has worked as a pro musician since 1964. He plays, at current count, over 64 different stringed instruments, both modern and medieval, and is a walking library of traditional American and Irish music.

Joe was introduced to filking by Bjo Trimble, who knew him from his activities within the SCA. Joe is known in the SCA as "Joseph of Locksley," and his CD with Leslie Fish, *Serious Steel*, is a best seller in that group. Currently, Joe is working on a CD based on the "Bordertown" stories and a CD of songs about the exploration of space.

Joe's tape of the songs from Manly Wade Wellman's "Silver John" stories, called *Who Fears the Devil*, is an acknowledged masterwork. Joe is also a fan of H.P. Lovecraft, and operates the famed "Campus Crusade for Cthulhu" web page.



Bon vivant, raconteur, woman about town, and evil sword wielding dominatrix of the pesky space time continuum, **BETTY BIGELOW** is an old fan (119 and counting) best known for her award-winning costuming and her singing and dancing Klingon halftime reviews.

Betty is also an artist (under the nom de paintbrush of Rena Bassilvergoran) who works in a variety of media. She has also studied belly dance, flamenco, and Middle Eastern ethnic dance for 27 years. She is artistic director of Shahrazad Middle Eastern Dance Ensemble.



DAVE BIGELOW is a writer of science fiction short stories. He belongs to the Seattle writers group known as "The Ink Slingers," and had a story included in the 1994 Worldcon (Winnipeg) program book.



DARLENE BOLESNY believes that becoming a fantasy author was simply the next, natural(?) step in her bizarre life. After living in Isfahan, Iran for four years, spending five years as a full-time firefighter/emergency medical technician in Denton, Texas, and picking up hobbies which have ranged from motorcycle racing to tournament pool shooting to sword work (primarily rapiers), it seemed that fate was grooming her to write fantasy action adventure. Her first novel, *Trail of Darkness*, was released in September, 1996 and she is currently working on a sequel to that novel as well as a mainstream novel containing fantasy elements. Darlene lives in the French Quarter of New Orleans, Louisiana. (Where else would you live after all that?)



LISA JEAN BOTHELL has been involved with independent publishing since the publication of her first science fiction novel, *Nashramh: The Red Thread* in 1984. She also authored *Nashramh: The Blue Thread*, and co-authored two more *Nashramh* novels with local Seattle authors. She has had numerous short stories and articles published in *Horrors! 365 Scary Stories*, *Speculations*, *The Urbanite*, *Heart Attack*, *Neophyte*, *Scavenger's Newsletter*, and *The Magic Within*. In 1991, Lisa developed the quarterly *Heliocentric Net Magazine* which she turned into the *Heliocentric Net/STIGMATA Anthology* (currently on hiatus); she also created and now edits the bimonthly *Writer's Network* newsletter. She is currently studying graphic design and will pursue illustration in addition to writing.



ADRIAN BOURNE became a hemophilic fiend in the technologically choked atmosphere of Silicon Valley, California. In high school he was informed by his horrified art teacher that only art slavishly copied from photographs was worth anything. Fortunately he resisted this mundane influence and continued to draw dragons, wizards, and eviscerating demons playing banjos. He hung his art in an art show for the first time in 1981 at the Sacramento Westercon. He hasn't been able to shake the compulsion since, exposing the fan community to his fantasy, horror, and science fiction images. Adrian now sleeps in a pine box in Seattle, Washington. Currently he (re)animates and illustrates for Cavedog Entertainment in Bothell, Washington, collects celebrity skulls, and is painting a series of disturbing images for the home.

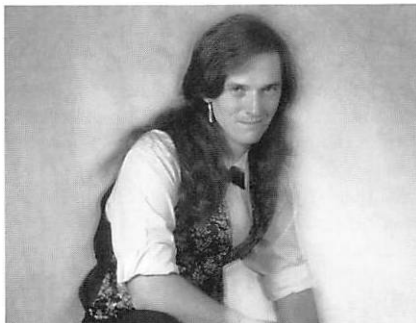


JO BROWN lives with her family, cats, and horses on a small farm in Roy, Washington. She has been interested in science fiction and fantasy from an early age. Her hobbies include reading, dance, and theatre.

As an artist, Jo is primarily self-taught, although she has studied with Alberta Babcock, Pat Potter, and Alice Matson. She has had various commissions throughout the Northwest, as well as making trophies for the Westminster Dog Show in New York and regional Arabian Horse awards. Jo discovered the art show at Norwescon 4 and was soon exhibiting her own work. She is best known as the "Mirror Lady."

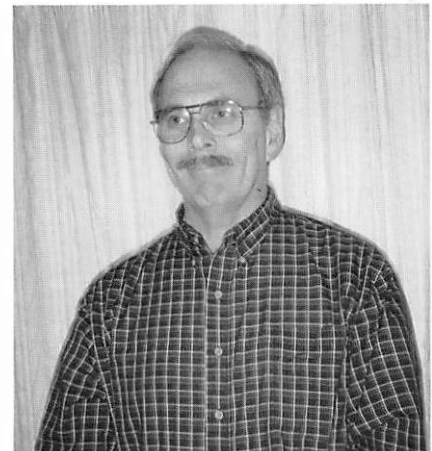


GAIL J. BUTLER was born in Marin County, California (an Air Farce—er—Air Force brat). She moved involuntarily from coast to coast with her family until they settled in Cheney, Washington in 1962. Gail escaped from Cheney in 1983 and now lives in Everett with Theo Williams, Rustycon's former chief idiot. Gail describes herself as a "biophile and frustrated technophile" (in other words, she domesticates any passing life-form and wishes she had better techno-toys). Best known for the "Embassy" series of fantasy paintings, Gail has illustrated for *Analog* and *MZB's Fantasy Magazine* (including the cover of issue 14). In her theoretical free time, she's Jewish-mother-by-default to much of Northwest art-fandom.



STEVEN R. BOYETT is the author of *Ariel*, *The Architect of Sleep*, *The Gnome* (with illustrator, Alan Aldridge), and the truly whacked parody, *Treks Not Taken*. His shorter works have appeared in literary, science fiction, and horror magazines, as well as newspapers and comic books. Most recently, he completed the screenplay for *Toy Story 2: Collector's Edition* for Pixar/Disney. Boyett's fiction is known for its irreverence, intelligence, iconoclasm, and other impressive words beginning with the letter "i." He lives in Burbank, CA, where he drinks gallons of coffee, types 110 wpm, and waves his arms around a lot.

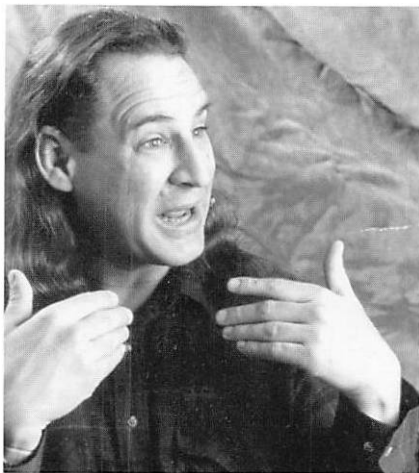
CLIO BROWN spends her days administering unix systems and managing a network operations and communications center. She takes out her job frustration by breaking assorted hardware, software media, network cables, toys, and other odd cast-offs and recycling them into sculpture. She is building a new site, techno-muse.com, to catalogue her various rants, thoughts on being a female geek, and her smut, which she produces in both poetic and fictional format. Clio helps administer a MUD, web space for the Portland Cacophony Society, and is getting involved with brainkick.com, which will evolve into a storehouse for a myriad of creative expressions. She has a serious caffeine habit and confesses that none of this is related to what she did in college, although she'd be delighted to explain to anyone who buys her a drink her thoughts on decapitation.



TED D. BUTLER is an emerging technology analyst and computer virus specialist who has had several short stories published. His first novel won an award at the Pacific Northwest Writer's Conference. A second novel is in the works.

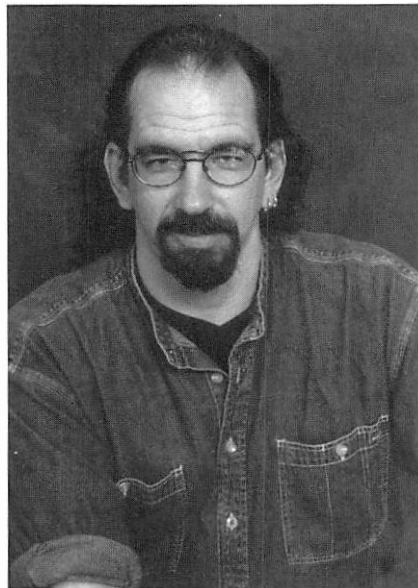


PAUL CHADWICK grew up in Bellevue, WA, reading Ted White's sf 'zines and far too many comics. His early cartoons appeared in fanzines including *Science Fiction Review*. He majored in illustration at the Art Center College of Design. Afterwards, he drew movie storyboards for Disney, Lucasfilm, and other studios; painted advertising posters for films and book covers for Jack Vance, Tamith Lee, Gordon Dickson and many others; and served as production designer for the film, *After Midnight*. He's best known for his comics series *Concrete*, winner of many awards and currently being developed as a film by Disney Studios. His new comics series, *The World Below*, debuts April 1999, sf adventure set in the strange, vast world beneath Washington state. He lives in the San Juans.



STEPAN CHAPMAN writes novels, short stories, and scripts, and draws cartoons. His novel, *The Troika*, won the 1997 Philip K. Dick Memorial Award. His stories have appeared in *Access*, *The Baffler*, *Chicago Review*, *Happy*, *Hawaii Review*, *Implosion*, *International Quarterly*, *Puncture*, and *Wisconsin Review*. His novelette, "Minutes of the Last Meeting," is featured in the new Ministry of Whimsy anthology, *Leviathan II*.

Photo © 1999 by Jerry Weissman



M. CHRISTIAN's work has been called "ingenious, and deeply weird... mingling strangeness and sex" (Kirkus Reviews), and "He makes the usual parameters work for him, turning them inside out and going all the way over the top. He laughs in the face of taste and restraint, but does so skillfully. This wins Best of Issue," (Lillian Csernica, in *Tangents*). In addition to having some seventy or so published stories in a wide range of markets, he is also the editor of the anthologies, *Eros Ex Machina: Eroticizing the Mechanical*, *Midsummer Night's Dreams: Many Tales, One Story*, *Guilty Pleasures: True Stories of Erotic Indulgences*, and—with Simon Sheppard—*Rough Stuff: Tales of Gay Men, Sex and Power*. He is a regular contributor to *SexLife!*, *Batteries Not Included*, and is a columnist for *gothic.net*.



No roster of infamy and shame would be complete without the name of **MICHAEL CISCO**, an obscure writer of obscure ability whose work has appeared or will appear in *Crypt of Cthulhu*, *Tales of Lovecraftian Horror*, *Lore*, *The Silver Web*, and elsewhere. This year, Buzzcity Press will release his first novel, *The Divinity Student*, illustrated by Harry O. Morris. "Mr." Cisco is a graduate student and free-lance writer currently practicing in New York.



GREG COX's most recent books include, *The Q Continuum Trilogy* (a *New York Times* best seller) and *Battle On!: An Unauthorized, Irreverent Look at Xena: Warrior Princess*. He is currently at work on an *X-Men/Avengers* trilogy to be published in summer 1999. Other books include several more *Star Trek* novels, two *Iron Man* novels, and two anthologies of vampire and werewolf stories. A graduate of the Clarion West writing workshop, he now lives in New York city, where he works as a Consulting Editor for Tor Books.

KATHRYN CRAMER is a writer and anthologist presently doing website design. She won a World Fantasy Award for best anthology for *The Architecture of Fear* co-edited with Peter Pautz; she was nominated for a World Fantasy Award for her anthology, *Walls of Fear*. She co-edited several anthologies of Christmas and fantasy stories with David G. Hartwell but her most recent book is a huge anthology of hard sf, *The Ascent of Wonder*, co-edited with David G. Hartwell. She was a runner-up for the Pioneer Award for best essay on sf of the year, and is on the editorial board of *The New York Review of Science Fiction*, of which she is also the Art Director. Her dark fantasy hypertext, *In Small and Large Pieces*, was published by Eastgate Systems, Inc. She was named on a list of the 50 most important people in hypertext/electronic literature. She lives in Pleasantville, NY where in 1997 she became the mother of Peter Henry Cramer Hartwell.

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If you don't vote, your pre-support becomes a supporting membership in Westercon 54. Supporting memberships can always upgrade to an attending membership by just paying the difference between the current membership rate and the supporting rate.



JOHN CRAMER's novel *Twistor* earned him two nominations for the John W. Campbell Award as best new SF writer. Since 1984 he has written the bimonthly science-fact column, "The Alternate View" for *Analog Science Fiction/Fact*.

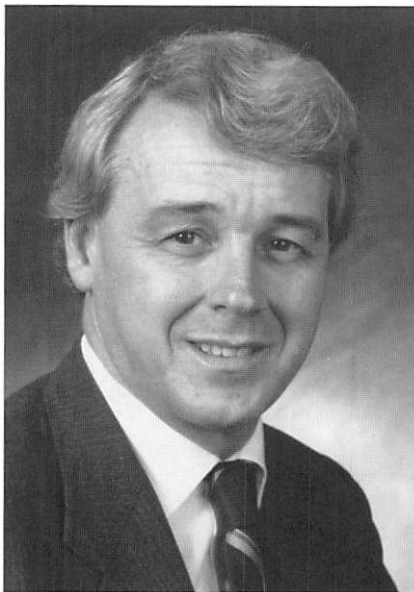
John is a Professor of Physics at the University of Washington in Seattle, where he leads a research program in ultra-relativistic heavy ion physics with major experiments at CERN and Brookhaven. His work on the transactional interpretation of quantum mechanics was featured in John Gribbin's book *Schrodinger's Kittens*. He also works in astrophysics and has published a physics paper on natural wormholes as gravitational lenses.



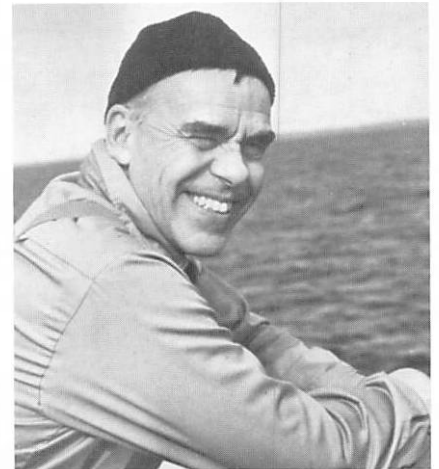
VINCE CREISLER is President of NSS Seattle, the Seattle chapter of the National Space Society. He is a member of Spacecause and has had articles on space activism published in *Spacecause News*. Vince is a journeyman-rated member of the International Association of Machinists and Aerospace Workers employed with Boeing as a technician. Much of Vince's efforts as a space activist are focused on generating support for space among aerospace workers and throughout organized labor.



LILLIAN CSERNICA's short fiction has appeared in *DAW's Year's Best Horror Stories XXI* and *100 Wicked Little Witch Stories*. Barnes & Noble's *Horrors! 365 Scary Stories* features three of Lillian's stories, two of them written in collaboration with Kevin Andrew Murphy. Her columns on writing technique and literary criticism have appeared in *Speculations* and *Tangent*, respectively. She recently signed with the Ashley Grayson Literary Agency for representation of her historical novels.



ROBERT C. CUMBOW is an attorney whose practice focuses on copyright, trademark, advertising and Internet law. Bob holds bachelor's and master's degrees in English from Seattle University, and a law degree from University of Puget Sound School of Law (now Seattle University School of Law). He has written widely on law, film, language and literature, teaches at Seattle University and Seattle University of Law, and has taught science fiction film at the University of Washington. The second edition of his book, *Order in the Universe: The Films of John Carpenter* will be published by Scarecrow Press in Spring, 1999.



JOHN DALMAS has been a soldier (1944-46), merchant seaman, and logger; and after belatedly attending college, a district forester. Later came a doctorate, and 17 years as a research forest ecologist. Next came several years primarily as a casual laborer and free-lance editor in L.A., while trying to break into screenplay writing. Finally he settled into sf. So far he's had 22 novels published—the most recent being *The Three Cornered War*—along with assorted short fiction. It wraps up the *Regiment* series. A 23rd novel, *The Lion Returns*, will be published later this year. It wraps up the *Farside* series.



JOY DAY is a professional artist specializing in astronomy, landscapes, science fiction and fantasy paintings. She is represented in galleries in several states and has shown and sold her work from coast to coast and abroad. Her work has been published on CD-ROMs, prints, bookmarks, and notecards.

Joy has a creative arts degree, but is entirely self-taught in the reverse glass technique. She has devoted herself to her art full-time for many years, producing numerous glass paintings. Her studio was recently relocated to the beautiful village of Carmel-by-the-Sea, CA. In her ocean view studio, she works on her glass and is authoring and illustrating children's books. She has had many gallery shows and is currently represented by Nova-graphics Space Art Gallery, in Tucson, Arizona and by Glass Nebula Studio.



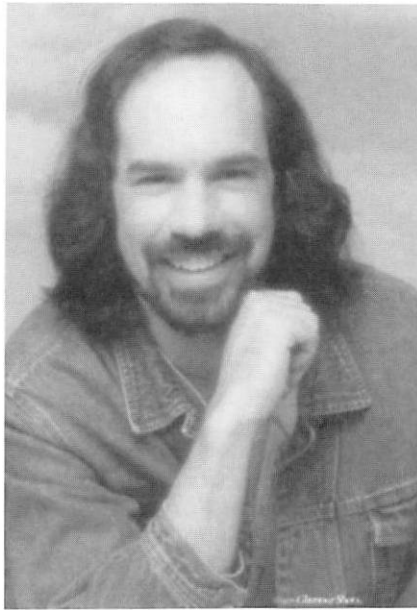
A.M. DELLAMONICA has been a rape crisis worker, theater technician, piccolo diva, burglar alarm monitor, guerilla secretary and actor. A resident of Vancouver, BC, where she lives with the most wonderful woman in the world, she is a member of the Fangs of God writer's workshop. She is also a student of ki aikido.

Current grooves include the history of Quebec, medical trivia and epidemiology. She is at work on a novel and her most recent appearances in print have been in *Realms of Fantasy* and the *Best of Crank!* anthology.

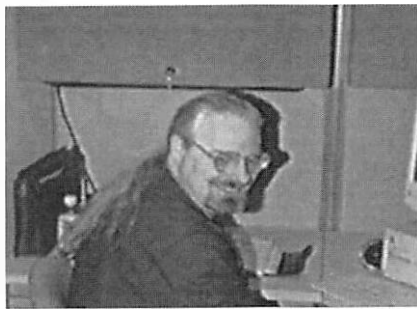


ELISABETH DEVOS left high school to become a ballerina, left dance to get a computer science degree, and left software engineering to write uncategorizable science fiction/fantasy. Her debut novel, *The Seraphim Rising*, draws on her experiences growing up amid Central Florida's amusement parks, space shuttles, and mammoth churches. Recently she made her first short fiction sale to *Talebones*. Several years before that, Elisabeth and her husband escaped the sunshine, tourists and humidity by moving to the Seattle area, where she is now at work on her second novel.

Photo © 1999 by Dominic Bonuccelli



Poet and playwright, **ANDREW DOLBECK** has also worked as a professional storyteller and a semiprofessional actor. A number of his plays have been staged locally, including *The Firebird* and *The Snowmaiden*, a fantasy piece based on old Russian folk tales. His most recent accomplishment was directing a full length production of *MacBeth*—an experience he not only survived, but actually enjoyed.



DAFYDD NEAL DYAR is a mild-mannered technical writer/editor for the likes of Microsoft by day and a fearless crusader for Truth, Justice and the (idealized) American Way by night. During his 20 year career in the U.S. Air Force, he achieved an Expert ranking in avionics, broadcast journalism and computer systems analysis. He is now helping to rewrite history, debunking the "Tokyo Rose" myth and vindicating the wrongfully convicted American patriot Iva Toguri with is "Orphan Ann" home page. (http://www.halcyon.com/dyar/orphan_ann/orphanan.html)



DRAGON DRONET started in costume contests at Norwescon 5 and ended up in Hollywood. His work has been seen in *Terminator 2*, *Batman Returns*, *Batman Forever*, *Batman & Robin*, *Star Trek: First Contact*, *Eraser*, *Star Trek: Generations*, and *Alien 4*.



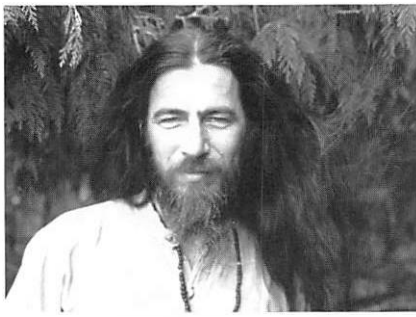
MARK EDDY is a chemist and devout scientist who has been active in fandom for a number of years. He is the prior of the Order of St. Chiros, a Christian science fiction and fantasy fan and service organization, a herald in the Society for Creative Anachronism, and an avid gamer who runs regular *Shadowrun* and *In Nomine* games, which he tries to keep from overlapping. He lives east of Woodinville, Washington, with his beautiful wife, Jeanette (who was kind enough to write his bio for him), her falcon, and assorted other critters.

LORI EDWARDS has recently returned to Earth after being abducted by aliens. She is currently undergoing treatment for Fabriholism and Glitzophenia and spends a great deal of her time designing and sewing fantasy and historical impression costumes. Actually, I spend ALL OF MY TIME DOING THIS, AND YOU KNOW WHAT, I AM NOT SICK, NNNNOOOOOO, I AM JUST FFFIIINNNNEEE, NO MATTER WHAT ANYONE SAYS, AAAHHHHHH!... all sewing and no play makes Lori a dull girl, all sewing and no play makes Lori a dull girl, all sewing and no play makes Lori a dull girl, all sewing and no play makes Lori a dull girl.

RICHARD ENLOE is an award winning Northwest artist that has been displaying his work at local conventions for over a decade. He has painted for the card game *Duel for the Stars*, for future release from Prism Games. Well known for his black and white art, he has moved on to color airbrush paintings. Richard has been a program participant at local conventions for years and enjoys teaching drawing.



Ever since he was a boy, **JAMES ERNEST** has dreamed of making the world a better place for mankind. But trial and hardship have confronted him at every juncture. From his twelve-year sojourn in darkest Tibet, James learned many cruel and harrowing lessons. He also writes games and publishes them himself.



SUNRISE FLETCHER, a sf/fantasy fan all his life, has been a professional entertainer for 35 years and a homesteading permaculturist for 25 years. Born in Brooklyn and schooled in Santa Monica, he moved to the Northwest rain forest in 1972 as part of the back-to-the-land movement.

Sunrise has four previous albums, *Alive at Pierre's*, *Love in the Garden*, *Up Front*, and *Earth and Spirit*. His latest creation, *Searching for the Gates of Love*, the story of Cara's Quest, is an epic fantasy.



EVE FORWARD is the author of *Villains By Necessity* (1996, Tor Books), as well as numerous scripts for animated TV shows, such as *Biker Mice from Mars*. She has just completed her second novel, tentatively titled, "Animist," and is working on a third. She lives in Washington with snakes, cats, ferrets, rats, turtles, lizards, mice, and a husband. Yes, she is Robert L. Forward's daughter.



DR. ROBERT L. FORWARD is a consulting scientist, future technologist, lecturer, and science fact and science fiction writer. He is Owner and Chief Scientist of Forward Unlimited, a consulting firm established in 1962, specializing in exotic physics and advanced space propulsion, and Partner and Chief Scientist of Tethers Unlimited, a partnership formed in 1994 with Dr. Robert P. Hoyt, specializing in highly survivable space tethers. The latest of his 13 published book-length works include (a collection of short fiction stories and science fact articles), and sf novels *Rocheworld* and its four sequels, *Return to Rocheworld*, *Ocean Under the Ice*, *Marooned on Eden*, and *Rescued From Paradise*; *Camelot 30K* and *Saturn Rukh*. His novels and short stories are "hard" science fiction, where the science is as accurate as possible, and each story always includes humans interacting with biologically feasible nonhumanoid aliens.

Photo © 1998 by Claudia Kunin



In the 24 years since his first con, **MICHAEL GILBERT** has annoyed many people by pushing the limits of discussion in fandom. He studied technology and social change as an undergraduate and has an M.S. in genetics, which is now vestigial from lack of use.

As the Director of The Gilbert Center, Michael helps people who want to change the world. For fifteen years he has provided management and technological consulting to social change and social service organizations. He's been a lobbyist and a political campaign director. He has a lifetime interest in power and human relationships, both political and personal.



A Writers of the Future grand prize winner, **JAMES C. GLASS** has sold over thirty stories to a variety of magazines including *Analog*, *Aboriginal*, *Pulphouse*, and *Talebones*. His novel, *Shanji*, is due out from Baen books in February of 1999. Four novels are available in audio editions from Books in Motion, and a selection of his stories can be found on the web at www.alexlit.com.

By day, Jim is a physics professor at Eastern Washington University. His research has been in molecular biophysics and superconductivity. He and wife, Gail, live in Spokane, and are often seen at Northwest-cons.

Born and raised in urban America, **CHERYL GLOVER** (aka Tigerlily) has managed to revert to other, more interesting costuming periods of history and fantasy. She has been actively involved in costuming for somewhere around 10 years.

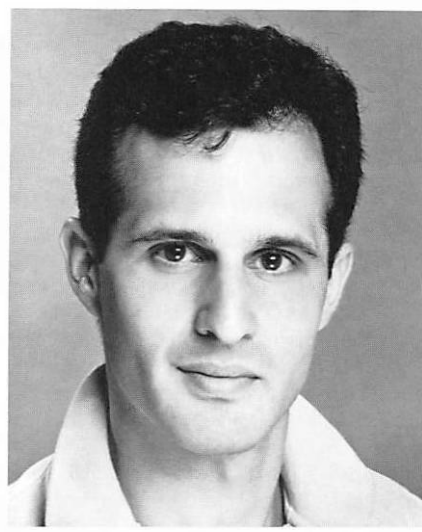
When not in the process of creating more costumes (which is rare), her hobbies include art, music, reading, and SCA heavy fighting. (And according to um, recipients, she throws a mean pike.) Cheryl was abducted by aliens and has now returned.

EVE GORDON works as an independent computer programmer and certified trainer. Writing with partner Harold Gross as Gordon Gross, she has previously been published in *FE-SF* ("Communion," 6/96). Last year's reading of their short story, "Out of Warranty," at Norwescon 21 gave listeners a preview of the story before it subsequently sold to *Analog* where it will appear in the near future. Eve's other interests include obsessive gardening, reading, stand-up comedy and scuba diving.



JOHN R. GRAY III (member ASFA) has been showing his artwork at convention art shows nationally since 1981. At these shows he has taken a number of awards, including Best Fantasy, Best Color, Best Use of Humor, Most Unusual Concept, and Director's Choice.

Publishing history includes book and cassette covers, a series of fantasy bookplates, CD-ROM fantasy clip art collections, gaming books and illustrations in various convention program books and fan publications.



HAROLD GROSS has been a professional actor for many years and a computer programmer for almost as long. Writing with partner Eve Gordon as Gordon Gross, he has been published in *FE-SF* ("Communion," 6/96). Last year's reading of their short story, "Out of Warranty," at Norwescon 21 gave listeners a preview of the story before it subsequently sold to *Analog* where it will appear in the near future.



ROBERTA GREGORY has been creating strange stuff ever since she first picked up a crayola. The latest issue (#27) of her notorious comic book, *Naughty Bits*, visits the 14th century, where Bitchy Bitch is a witch! She has finally published the second part of her graphic novel, *Winging It: A Work of Fantasy* (for want of a better term to describe something starring angels, horned beasts, anthropomorphic winged horses, and one very confused human being!) And now she's fooling around with animation.



JON GUSTAFSON has two bachelor's degrees, one in fine arts and the other in education. He now works primarily as an editor and art appraiser.

Active in Northwest convention activities, he edited the program book for the 1993 Seattle Westercon, edited the 1992 MagiCon (Worldcon) program book, which was called (by people other than himself, even) the best Worldcon program book ever created, and the 1994 Winnipeg Worldcon program book. In 1988, he edited the MosCon 10 program book, called by Algis Budrys the best convention program book ever produced.

He was one of the founding members of many organizations, including ASFA (the Association of Science Fiction/Fantasy Artists), the Northwest Convention League, PESFA (the Palouse Empire Science Fiction Association), MosCon, the Moscow Moffia Writers' Program, Writer's Bloc, and J. Martin & Associates Literary Agency.

In 1976, he entered professional publishing by writing a history of sf art for Brian Ash's *The Visual Encyclopedia of Science Fiction* (1977). In 1978, he wrote sf artists' biographies for Peter Nicholl's *The Encyclopedia of Science Fiction* (1979; a Hugo winner) and added more bios for the updated, award-winning version of it (1994). He wrote artists' biographies for James Gunn's *New Encyclopedia of Science Fiction* (Viking, 1988) and edited a large fiction anthology titled *Rat Tales* (Pulphouse Press, 1994).

In 1986, his first work of fiction appeared in *Writers of the Future, Volume II* anthology, and he has had fiction appear in the legendary *The Moscow Moffia Presents Rat Tales* anthology and *Fgment*. His first book was a biography: *CHROMA: The Art of Alex Schomburg*. Jon recently completed editing a series of eight science fiction/fantasy art CD-ROMs. In 1997 he was nominated for a Chesley Award, ASFA's equivalent of the Hugo Award. He is married to best-selling author V.E. (Vicki) Mitchell.



KAT HARTMAN's 23 years in law enforcement serves her well training and supervising Child Support Enforcement Officers in California. She is also a student of religion and philosophy having been on panels for several years dealing with reincarnation and past lives. Trust her to add her two cents whenever she can. Your questions and comments are welcome.

As an avid sf/f reader and collector, Kat has conducted Name that Tune contests throughout the Northwest for several years. This year she will MC our popular all-media Monster, Sci-Fi, Fantasy and Horror Trivia contest. Come to play or cheer your favorite contestant. Prizes for the winners and door prize drawings, too? What a deal!



DAVID G. HARTWELL is a Senior Editor of Tor/Forge Books. He is the proprietor of Dragon Press, publisher and bookseller, which publishes *The New York Review of Science Fiction*, criticism by Samuel R. Delany and other books, and the President of David G. Hartwell, Inc., a consulting editorial firm. He is the author of *Age of Wonders* and the editor of many anthologies, including *The Dark Descent*, *Masterpieces of Fantasy and Enchantment*; *The World Treasury of Science Fiction*, *Northern Stars*, *The Ascent of Wonder* (co-edited with Kathryn Cramer) and a number of Christmas anthologies, among others. Recently he edited the third annual paperback volume of *Year's Best SF*. New anthologies in 1999 include *Northern Suns* (new Canadian sf) and *Centaurus* (best of Australian sf). Currently, he is revising the history of sf. He has won the Eaton Award, the World Fantasy Award, the Science Fiction Chronicle Poll, and has been nominated for the Hugo Award eighteen times to date. He also has theories about fashion in clothing, especially men's neckties. A lot more info is available at his website.



AMY AXT HANSON, a graduate of Clarion West Writers' Workshop, writes science fiction for women. Trained as a microbiologist, she used to be a science writer at newspapers, magazines, and the *Bill Nye the Science Guy* TV show.



NORMAN E. HARTMAN lives in Tigard, Oregon. He is comfortably semi-retired, and his primary occupation these days consists of writing his book review column, "Norm's Notes," which appears about four times a year on his web page at: www.teleport.com/~nhartman/normsnotes.com His most recent appearance in print was with his short story *Contagion*, in Elton Elliott's anthology, *NanoDreams*. More recently he has placed several short stories with Alexandria Digital Library, where they are accessible to anyone who has a web browser.

Illustration © 1999 by Christine Mansfield

N. MONIQUE HAYES is doing it again—changes, changes, changes! Having lost her home (twice), her "real" job (twice), her artist's work space, and the love of her life (...and ALL of this since NWC 21), she's hiding out in Canada hoping it won't be too long before the powers that be stop using her life for a punch line (grin). On the up side, she's got the work space replaced, gets to sleep indoors, and spends her time with her favorite knight-in-Klingon-battle-armor. Oh, and the hullydyke Plymouth is till around, so when in Portland, watch yourself on the sidewalks...

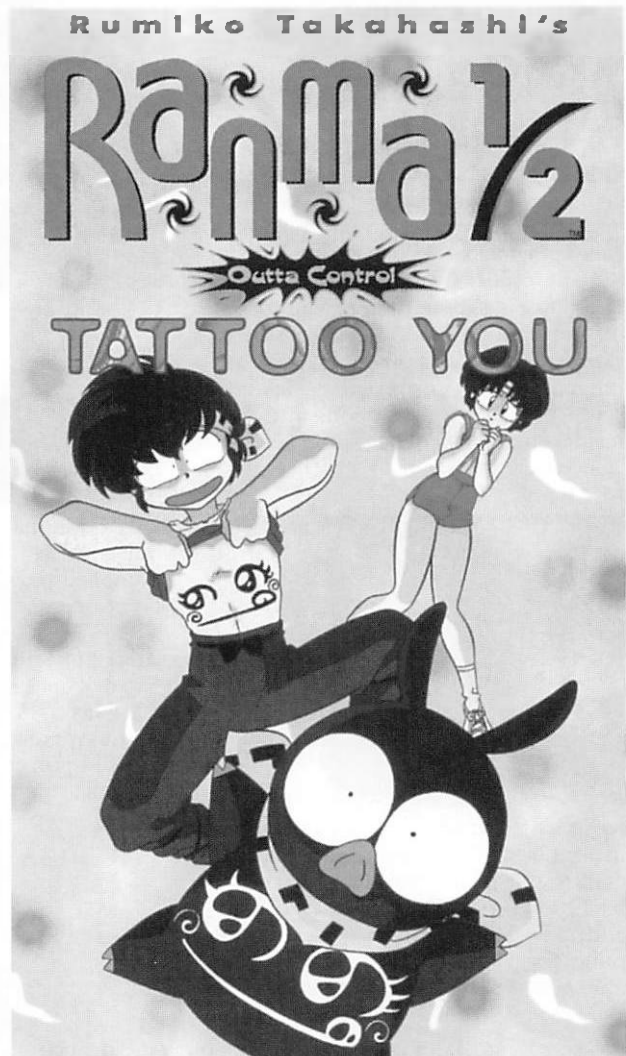




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MARILYN J. HOLT writes mainstream, science fiction, and mystery fiction. She is published regularly on business topics in magazines such as *Washington CFO* and *Venturer*. She is very interested in non-paper publishing, e-books, and the decentralization of and the entrepreneurial resurgence in publishing. She is a Certified Management Consultant specializing in capital formation, mergers and acquisitions, and corporate finance. She serves on the board of directors of the Hope Heart Institute, and co-founded, with J.T. Stewart, the Clarion West Writers' Workshop.

The publisher and chief butt-kicker for the Origins Award-nominated role playing fanzine *Serendipity's Circle*, **JULIE HOVERSON** has been running and writing in the horror gaming genre for over half her life, both for fun and profit. A woman of half-a-dozen faces, Julie is also a costumer who specializes in amusing, odd, and downright cartoony costumes, both for the stage and the halls. She also constructs elaborate sculptures (such as dragons and mermaids) entirely out of beads.



KATHY ICE is a writer/editor born and raised in Seattle. She spent two years at Wizards of the Coast, editing the *Magic: the Gathering* fiction series. She now edits for Alexandria Digital Literature, a local online publisher. Her articles and short stories have appeared in *The Duelist* magazine.

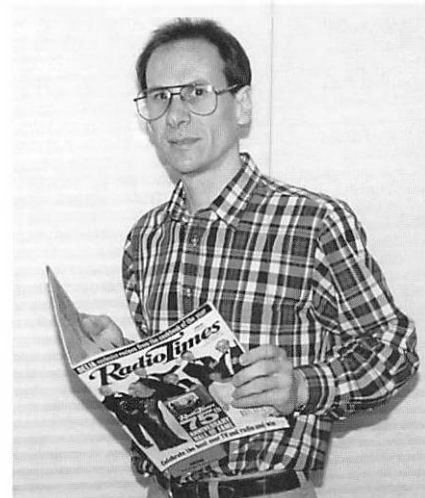


J. SPYDER ISAACSON has a very eclectic history. Currently serving as Brother Karol of the Order of St. Chiros (and head of the order's Spokane Hermitage), he is a technical engineer with Software Spectrum providing support for a major PC operating system release. A longtime con veteran and even longer-time comic book collector, he is sometime professional actor (soon to be working on the film "Being in the Nik of Time") and is currently composing the music for a new stage musical.



KYLE DAVID JELLE is a dangerously unstable individual. He is obsessed with the pursuit of money, power, world domination, and faster Internet access. Even worse, he is a writer: "Black on Black," his first published short story, can be found in *Writers of the Future Volume XIII*, and reliable informants tell us he has even completed a novel! If you see this person, please remain calm and inform the proper authorities at once. Do not attempt to apprehend him yourself.

KIJ JOHNSON is the author of over twenty published short stories and two novels: a *Star Trek: The Next Generation* novel (titled *Dragon's Honor*), and a novel due later this year in hardcover from Tor Books (titled *The Fox Woman*). She has also edited and/or produced comics, fiction, and role playing games.



RYAN K. JOHNSON is an independent filmmaker living near Seattle, who has produced 13 shorts, ranging from parodies to thrillers. He is best known for his *Star Trek: The Pepsi Generation*, which has appeared on the BBC. An ardent fan of British media, he helped co-found Anglicon (now in its 12th year), started a video club that has met biweekly since 1985, and is paid to write reviews of British television on the Mining Co. website.

ANN KENNEDY publishes and edits, through Buzzcity Press, Buzzcity Press First Editions and the surrealist magazine *The Silver Web*. Work from her magazine has won the British Fantasy Award, the Rhysling Award, and a Florida Individual Artist's Fellowship, and has also been reprinted in *The Year's Best Fantastic Fiction* and *The Year's Best Horror Stories*. The first novel she published, *Dradin In Love*, by Jeff VanderMeer, was a finalist for the Theodore Sturgeon Award and named one of the year's hottest books by *The New York Review of Science Fiction*. The second Buzzcity Press First Editions release will be Michael Cisco's *The Divinity Student* in mid-1999.

Ann's nonfiction credits include essays for *The St. James Guide to Gothic*, *Ghost and Horror Writers* (Gale Research Press). She has two children, a son and a daughter, and works during the day as the software manager for Alpha Data Systems in Tallahassee, Florida.



JULIA LACQUEMENT is a premiere watercolorist with a flair for color and design. She received her formal training in Canada before coming to the U.S. to pursue a career in comics, sf, and fantasy art. Tending toward fantasy themes, she has also painted botanicals, nudes, horror, and Asian pieces. Exhibiting for more than a decade, she has won repeated awards for Best of Class, Show, Color, and Humor—remember her "Drinking Dragons?" Her work may be found in numerous publications (most notably MZB's *Fantasy Magazine*), on t-shirts and CD-ROMs. Passionate about wanting to know how to do it all, Julia also does jewelry, sculpture, and fashion. In developing her designs, she draws upon her Celtic heritage, scrupulous research, and vivid imagination to create art that is not merely pretty to look at but richly woven with symbolism.



WOLF LAHTI is an artist, writer, and folk singer (and sometimes Clint Eastwood look-alike). He makes his living in northwestern Washington as a technical editor and lives on five-plus acres with ten chickens, seven dogs, two cats, two horses, and one shaman.



KUO-YU LIANG is the Associate Publisher of Del Rey, a leading publisher of science fiction, fantasy, and alternate history books since 1977. Kuo-Yu is in charge of the day-to-day operations and supervises all aspects of Del Rey's business, including sales, marketing, editorial, promotions, production rights, publicity and finance. Authors Kuo-Yu publishes at Del Rey includes Greg Bear, Stephan Baxter, Terry Brooks, Orson Scott Card, Arthur C. Clarke, David Eddings, Greg Keyes, Anne McCaffrey, and R.A. Salvatore. Del Rey is the proud publisher of Norwescon's Guests of Honor Harry Turtledove and Jack Chalker.

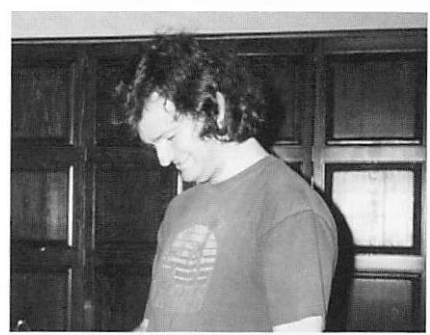


MONIKA LIVINGSTONE has been working in the paper games field, recently doing card art for *Legend of the Five Rings* and a new game entitled *The Burning Sands*, as well as other games. Her work can be found on most of the fantasy art CDs produced by CD TITLES over the last two years. Some titles include *Atlantis to the Stars*, *Dragons and Dinosaurs*, *Sci-Fi & Fantasy 2000 The Stars and Beyond*, *A Child's Garden of Fantasy* (which was her idea contribution for a CD), to name a few. She still produces work for the CDs, and there seems no end to all the ideas for the proposed CDs.

She has worked for companies such as Dark Horse, Marvel, DC Comics, Viewmaster, Fox Kids TV, and more, as well as taking on private commissions.

Her goal is to write, illustrate and produce fantasy and children's books with her husband, Dave.

She is currently being held prisoner in California near the time warped beach city of Santa Cruz. She lives with her husband, seven cats, and various flora and fauna that live in the woods where her home sits.



SCOTT MACHAFFIE is a lead software engineer with a small company in Tigard, OR, which specializes in math-based software. In his copious amounts of spare time, he has managed to learn and even teach Scottish and Irish dancing. He is also a shodan in aikido with the Oregon Ki Society.



LEOPOLDO MARINO graduated from The Evergreen State College with a B.S. in computer science (human interface technologies) and a B.A. in film (animation). He has been working as a systems administrator at Will Vinton Studios for the last three years. Leopoldo runs role playing games, leads a BDSM discussion group and is foolish enough to jump into Puget Sound in winter (with Scuba gear on).



LOUISE MARLEY is the author of the science fiction novels, *Sing the Light, Sing the Warmth*, and *Receive the Gift*, published by Ace. *The Terrorists of Iruстан*, also from Ace has a publishing date of June, 1999. "Body and Blood," a short story, appeared in the anthology, *Divine Realms*, published by Turnstone Press, and "Small in the Saddle" was published in chapbook form by Atomic Westerns. Nonfiction articles on a variety of subjects have appeared in professional journals, including one on compri-mario artists in Seattle Opera's Winter Magazine.

Marley is also a classical concert and opera singer, a mezzo-soprano who has appeared many times with Seattle Opera, the Seattle Symphony, and other NW organizations. Her concert and recital performances have taken her across the United States and to Italy and Russia. She lives in the Seattle area with her husband and son.



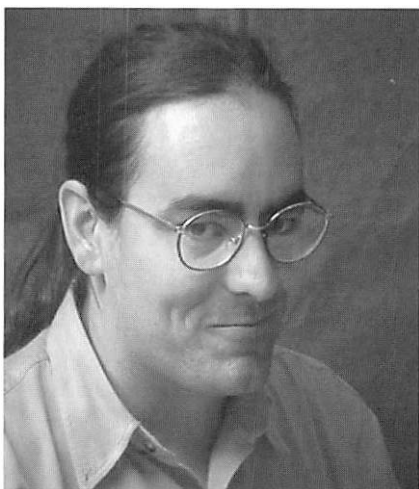
SUSAN R. MATTHEWS was raised an Army brat, an experience which resulted in her having been "around the world twice in a brown paper bag" by the time she was 13. A "business management analyst" (cost accountant) for the Boeing Company, Susan has found that an obsessive-compulsive personality disorder is an excellent productivity tool for people working full-time who also write (no intent to offend those suffering from clinical OPD).

She's got a B.S. in psychology, an M.B.A. in accounting, two new Pomeranian puppies to replace the 15-year-old "grande dame" who died in June, and not enough books (especially on polar exploration, Wyatt Earp, and Chinese literature). Susan and her partner, Maggie, live in a house on Seattle's Capital Hill where Susan maintains the worm bin, wages war against hindweed, and plants valerian in every corner she thinks she can hide from Maggie.

Author of *An Exchange of Hostages* (nominated for the 1997 Philip K. Dick Award), *Prisoner of Conscience* and *Hour of Judgment*, Susan's next novel, *Avalanche Soldier*, due out in December 1999, is a duty vs. honor conflict played out within the context of the messianic traditions of two related but antagonistic religious factions.



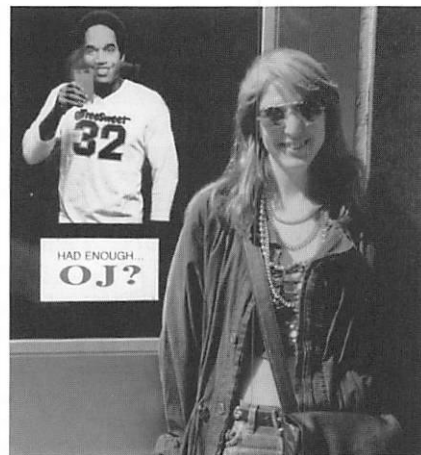
MARK McLAUGHLIN's fiction, poetry, nonfiction, and artwork have appeared in or has been accepted by almost 200 magazine's, anthologies, and webzines. These include *Galaxy*, *Transversions*, *Ghosts & Scholars*, *Gothic.net*, *Talebones*, *Palace Corbie*, *The Zone*, *Bending The Landscape*, and *The Year's Best Horror Stories* (DAW Books). He is the author of a chapbook, *Feeding the Glamour Hogs*, from Ministry of Whimsy Press. Two collections of his fiction will appear in 1999 from other publishers—one featuring cat horror and the other, humorous horror.



EDWARD MARTIN III has had prose published in such publications as *Heliocentric Net* and *Slightly West*, comic scripts in *Dark Horse Comics* and *Negative Burn*, cartoons in Joe Bob Briggs' *We are the Weird*, pornographic horror in a number of undisclosed publications, humor in *Exotic Magazine*, *The Fortean Times* and others, and is currently employed full time as a writer of subversive instructional manuals and otherwise informative brochures. His co-workers are inexplicably uneasy.

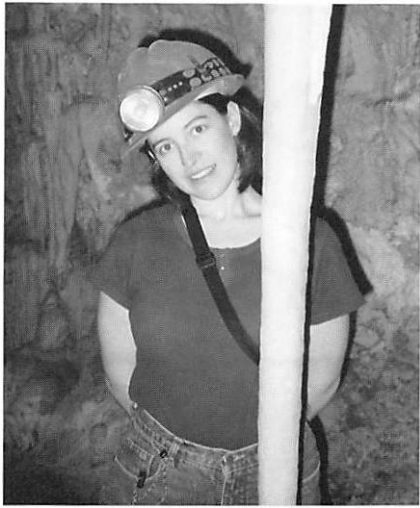


MATTHEW A. McCOILM has been married for three glorious years. Yackity corsets smackity. Is easily enchanted by chocolate. Yada Yoda Yada. He lives for his loves and his writing. Blah, blah and tattoo.



Activist pervert and CyberYenta, **LAURI MILLER** has been recruiting willing women into the Seattle leather community for over three years through the Women's Welcoming Committee. (<http://www.bent.org/wwc>) "It's not about the toaster ovens any more" says Lauri. "It's about helping women get their needs met safely." Since 1993 Lauri has been the Sysop of bent, a leather-oriented BBS serving western Washington. She identifies as a "primarily heterosexual, poly pervert" who herself is monogamous "by virtue of being overcommitted."

An Internet geek by trade, Lauri "relaxes" by playing with molten glass.

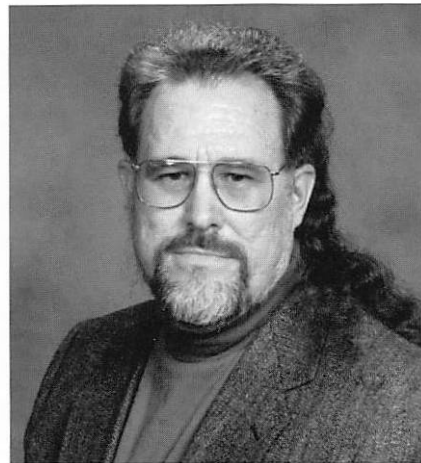


SYNE MITCHELL started college at the age of 13 and graduated summa cum laude when she was 15. She went on to get a master's degree in solid-state physics and now works for a major software company. In 1994, she attended Clarion West. Since then she's had eleven short stories published in markets such as *Sword & Sorceress* anthologies, *Writers of the Future*, *MZB's Fantasy Magazine*, and *Talebones*. She lives with her husband in the rain-drenched mountains east of Seattle.



VICTORIA E. MITCHELL has been involved in science fiction for over 18 years. She joined PESFA in 1977 and soon became one of the core members of the group. She was one of the founding members of MosCon, Writer's Bloc, the Moscow Moffia Writer's Program, and J. Martin & Associates Literary Agency. She has four college degrees, including a master's in geology and an M.B.A., and is currently working on her fifth, a Ph.D. in geology. She works full-time as a geologist for the Idaho Geological Survey.

Vicki has been writing for as long as she can remember. In 1986, she won the national *Amazing Stories* Calendar Story Contest and sold a short story to a mainstream anthology. In 1987, she had a story appear in the legendary *The Moscow Moffia Presents Rat Tales* anthology and had a different "Rats" story accepted for the other *Rat Tales* (1994) anthology from Pulphouse Publishing. Her first novel, *Enemy Unseen* (a *Star Trek* novel from Pocket Books, which has also appeared in English and German versions), appeared in 1990 and spent three weeks on the *New York Times* Best Seller list. Her second novel, *Imbalance* (a *Star Trek: The Next Generation* novel) came out from Pocket Books in June, 1992. Her third *Star Trek* book, *Windows on a Lost World*, appeared in June, 1993, and is still selling very well. It has also appeared in an audio tape version read by Walter Koenig. Her fourth *Star Trek* book, *Atlantis Station*, was a young adult book set in the *Star Trek: TNG* "Academy" series; it reached the bookstores in August, 1994. She also sold a novella to *Amazing Stories*, which came out in May and June, 1992. Four more novels are currently making the rounds of the publishers and she continues to work on novels, short stories, articles and her Ph.D. dissertation in geology. She is married to Jon Gustafson and is owned by a gigantic and excessively silly dog named Shilo.



MIKE MOSCOE's latest book, *First Casualty*, a far future science fiction novel, opens a new world full of space ships and human struggle. His earlier book *Lost Days*, completed the story he started in *First Dawn*, and *Second Fire*, but not Launa and Jack's adventures 6,000 years ago.

Growing up Navy, Mike learned early about change and the chain of command. He's worked as a bartender, personnel officer, and labor negotiator. Now retired from building databases about the critters of the Northwest, he's looking forward to a serious study of human folly and glory. He enjoys reading, writing, watching grandchildren for story ideas and upgrading his computer—all are never ending.



After nine years of college and two masters' degrees (English literature and theatre) **BETSY MOTT** decided she loved painting more than almost anything else she could do. For over ten years her media portrait and fantasy paintings and prints have been seen at science fiction conventions all over the country. Her work can also be seen on *Dragons and Dinosaurs* and *Wizards, Witches and Warlocks* art CD-ROMs. Her awards include Best of Show, Best Fantasy, Best Two Dimensional, Best Body of Work, People's Choice, Best Color, Best Science Fiction, Best Pro Artist, and many others. She is listed in the *Directory of American Artists* and is a member of ASFA. Betsy is a fourth generation native of Spokane and a Mensan. Her hobbies include gaming, kayaking, researching obscure subjects and playing trumpet in local pit orchestras and wind ensembles.

Sketching ever since she could remember, **JACQUALYNN D. DURAM NILSSON** quietly pursued her first love in spite of stories of the "starving artist," along with her second-animals. With several years of pre-veterinary medicine, fine art classes, and a degree from the Art Institute of Seattle, she now free-lances as a commercial graphic designer and illustrator under the business name of Gryphon Graphics.

She lives under the (not so) rainy skies of Edmonds, WA (Yes, that's near Seattle) with her husband, two children, and a healthy menagerie of birds, fish, cats and a salamander.

Her credits include the annual report of the State of Washington (1986), many commercial logos, covers for *Pulphouse: The Hardcover Magazine*, *Atlantis to the Stars* clip art CD, *Rockets and Robots* CD, and several forthcoming. She also has her own line of art prints, custom jewelry, cards, and rubber stamps.



LARRY NIVEN is the Hugo and Nebula Award-winning author of *Ringworld*, *The Ringworld Engineers*, *The Patchwork Girl*, *The Magic Goes Away*, *Protector*, *Neutron Star*, *The Integral Trees*, *N-Space*, and others. He has co-authored *Dream Park*, *The Barsoom Project*, and *The Descent of Anansi* with Steve Barnes and *A Mote in God's Eye*, *The Gripping Hand* (the sequel to *A Mote in God's Eye*), *Lucifer's Hammer*, *Footfall*, and others with Jerry Pournelle.

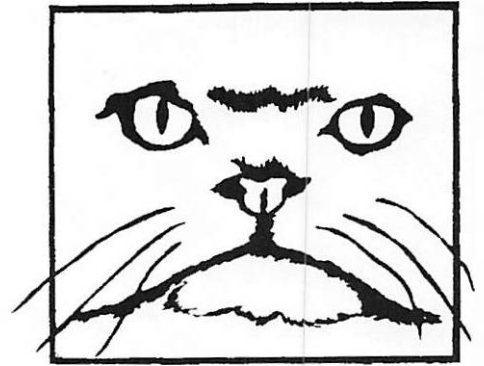
Playgrounds of the Mind is a retrospective of his career including short stories, articles, excerpts from novels, artwork, autobiographical material, and weird stuff.

Photo © 1999 Beth Gwinn

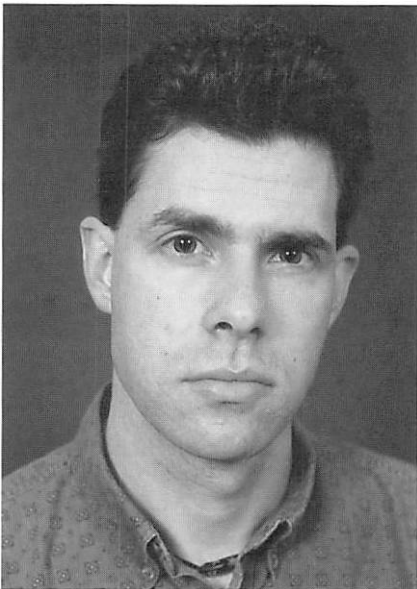
MARGARET ORGAN-KEAN's most important goal is to evoke a sense of magic on paper, a goal she kept through three universities (Boston University, Central Washington University and the University of Washington) and three majors before settling down to get a B.A. in art history in the regulation four years. It helped that all her majors had been related to art.

Currently she works in watercolor or pen-and-ink, and is beginning to work on the computer using Bryce, Fractal Paint, Photoshop and some other graphic programs (you can view her computer work at <http://www.alexicom.net/moonstone>). She uses photographic reference more extensively than she used to, with the result that not only are her paintings better, but her friends and family are showing up in the oddest places!

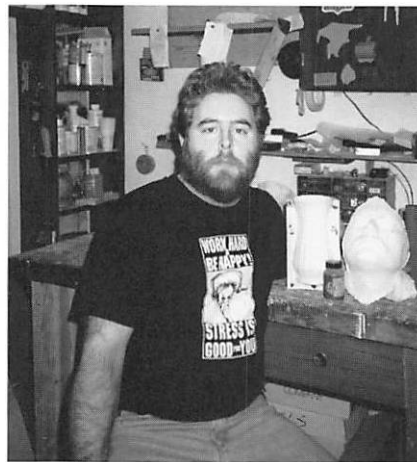
She lives with her husband in the north end of Seattle, and in her spare time enjoys reading fantasy and science fiction, walking around Green Lake, and baking gingerbread—but is busy enough painting that she doesn't spend much time on these hobbies!



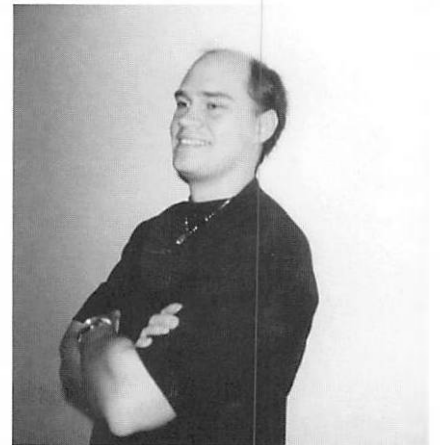
Bitten by the con bug at Norwescon 5, **ORION** soon turned to merchandising to support her habit. Over the years her fannish activities have included costuming, Orion at Twilight, a (defunct) pagan bookstore in Everett, co-writing *Thieves in Time*, a futuristic slash fanzine, merchandising in the SCA, founding the Imaginators, a group of wildly creative women, and, most recently, showing her etched glass in con art shows, as well as teaching etching at schools and to small groups. She is owned by two cats who just don't understand why she would leave them for a whole weekend.



ERIC S. NYLAND's latest novel, *A Signal Shattered*, is a sequel to last year's virtual reality thriller, *Signal To Noise*. It will be published by Avon Books this September. His other works include the contemporary fantasy novels, *Pawn's Dream*, and *Dry Water*, (nominated for the 1997 World Fantasy Award), and the science fiction novel, *A Game of Universe*. Eric attended the 1994 Clarion West Writer's workshop, and lives in North Bend with his wife, Syne Mitchell.



BRIAN D. OBERQUELL has worked in the field of special FX since 1981, which means that he's lugged heavy equipment, inhaled lots of smoke, been soaked by rain, spattered with blood, and risked singed eyebrows for almost 18 years. All this hard work hasn't deterred him from the craft he loves, but at least it does explain why he's so damn strange—and makes friends wonder why the federal authorities let him play with explosives...



DR. THOR OSBORN has a Ph.D. in bioengineering. He works in the field of microelectromechanical systems (MEMS).

He's presently working a truly science fiction job at Microvision: a local firm developing screenless, high-contrast, day-bright video displays using MEMS devices to scan a laser beam directly into the eye. With strong ties to the University of Washington, he's also worked at AlliedSignal and Motorola developing MEMS-based accelerometers. He's now indulging in a life-long interest in fantasy and sf by following his wife to the cons.



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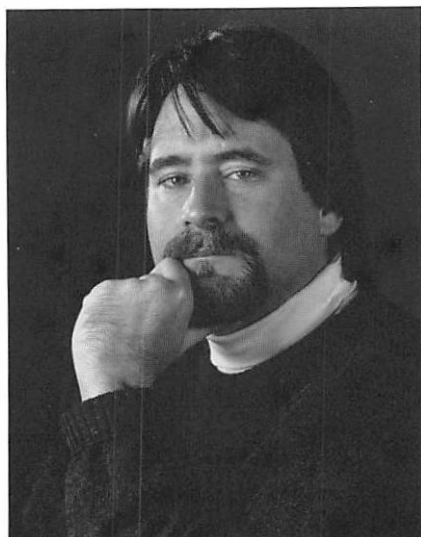
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Actor, author, soldier, cop: **ALAN PAULSEN**'s adventures—and misadventures—have taken him all over the world, from climbing pyramids to fighting forest fires to parachuting out of perfectly god airplanes. A certified stage combatant and jousting, Alan has performed with several stage and screen fight troupes and is one of the founding members of the Pacific Northwest's newest light troupe, the Dragonfire Theater Company. Alan hosted the *Babylon 5* website for Warner Bros. during the last year of the show, and is a published military nonfiction writer who has recently completed his first novel in the fantasy genre. Alan is an avid horseman which leaves him little time for any other hobbies.

MIR PLEMMONS (Greyfalcon) is an interfaith chaplain, working with several different religious traditions and focusing on building bridges between faith communities. Mir is also the chaplain of the Order of St. Chiro. She teaches archery, woodcraft, and metaphysics, and works with gender and ethnic identity issues. She's been active in fandom and the SCA in the Pacific Northwest for a decade (first con Norwescon 10, first event Ursalmas 88). Her biggest goals at cons are to actually "see" the art show and dealers room and to stay awake late enough to filk. Mir lives with Amanda Plemmons, two cats, a rat and an aquarium in Renton, WA



ANTHONY PRYOR-BROWN started writing for the gaming industry way back in 1985, and has produced material for *Battletech*, *The World of Talislanta*, *Advanced Dungeons and Dragons*, and many other games. He also helped design one of the world's worst role playing games, but he really doesn't want to talk about it right now... Presently he works for egghead.com writing advertising copy that makes obsolete Pentium 75s sound sexy, and produces the occasional work of online smut. He's also got the usual unpublished novels, too, so if anyone knows a good agent...



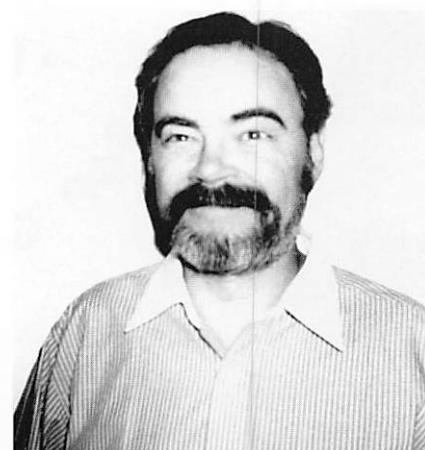
RANDY LEE PRINSLOW is a (naughty) cartoonist and writer. He created the comic strip "Psychic Stripper" for *Exotic Magazine*, as well as writing articles on such beautiful celebs as Julie Newmar and Bettie Page, while dabbling in the small press field. And he loves *Star Trek* and *Batman*. What more do you wanna know!?! Sheesh...



Puzzle Box—Paul Kwinn, Taunya Shiffer, Alisa Schaeferbauer



KAREN RALI entered fandom in 1987, and promptly spent several years running Volunteers, Security and Logistics at various Northwest conventions. She rediscovered the joy of actually attending programming during a break for graduate school and now sticks to running Folk Music activities and few errands onsite, and helping with the occasional overall Programming track in advance. In her mundane life, Karen has an M.S. in social developmental psychology and works as a counselor/case manager with at-risk children and families. In her "spare time" she maintains an active social life, practices with the NW Irish Dancers and avidly recruits new followers for *Babylon 5*. She also continues to study Celtic history, ongoing events in the space program, and the belief systems of various cultures.

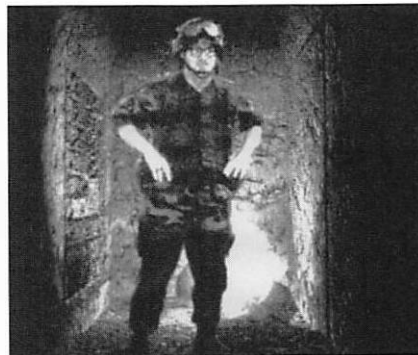


KEN RAND has written a nonfiction book, three novels, a hundred short stories, two hundred humor columns and thousands of interviews and nonfiction articles. He's made recent sales to *Aboriginal*, *Star Trek: Strange New Worlds*, and *Alexandria Digital Literature*. He makes kaleidoscopes for the fun of it.

PAUL REED's mother is still amazed that all the quarters he blew on video games managed to pay off somehow. A native of the Pacific Northwest, Paul has worked for several prominent game companies including Nintendo, Squaresoft, and Electronic Arts. His credits include the role playing games *Secret of Evermore*, and *Shadow Madness*. He is currently hard at work designing a new RPG for the Sony Playstation, and would like to plead innocent of all charges.



VIRGINIA REGLING-MCCOLM has lived a poly life since 1969 and taught seminars and Basic Sensuality courses in California and Washington. She began writing metaphysical and erotic poetry in 1972 and now is involved in Poetry Slam contests. She has published several chapbooks and been included in anthologies. She staged and directed six Poetry Concerts and was a leading force in the development of the first Poetry Circus in the Seattle Area.



JOHN H. REHER, JR. has been involved in the sf and gaming communities since 1975. He was one of the first playtesters for Tri Tac Systems, then known as Ticky-Tac Games. He worked as a free-lance game designer for Tri Tac for a couple of years, then became editor of a short lived newsletter for one of their games. He later signed on as a writer for two other newsletters, *Terror Watch* and *Infinite Crossroads*, and has written an sf short story for a small press group in Albuquerque, New Mexico.

Currently he is working for a large software manufacturer based in Redmond, WA, and for hobbies counts physical therapy and microbrewing as two sides of the same coin.



As unconventional as her name, **SPRING SCHOENIUTU** has been a taco bender, archaeologist, actress, credit investigator, legal aide, historian, scenic designer, radio announcer, artist, jewelry designer/creator, and educator from pre-school special education to college level. Currently, she teaches third grade in Seattle. She also owns Springtime Creations, purveyor of exotic and fun jewelry (whose work has been seen in *Star Trek: Deep Space Nine*). Her passions include paleontology, shopping, travel, shopping, clothes, shopping, astronomy, fashioning fine jewelry, and shaping future generations of readers of science fiction and fantasy. She currently lives in Seattle with her cat, Adonis.



LORELEI SHANNON was born in the Arizona desert and learned to walk holding on to the tail of a coyote. She is now a writer, computer game designer, sculptor, and punk belly dancer. Her short stories have appeared in a number of anthologies and magazines. Her last game, *A Puzzle of Flesh*, was banned in three foreign countries, and Sears department stores everywhere!



If genetics are fate, then **JANNA SILVERSTEIN** was doomed from the start. Her father was a technical editor, and her mother's family owned a small printing company. It was inevitable that she would pursue a career in publishing.

Janna spent most of her nine and a half years at Bantam Books working as an acquisitions editor for the science fiction and fantasy imprint, *Spectra*. During that time she worked with many authors including Raymond E. Feist, David Gerrold, Katharine Kerr, Vonda McIntyre, and Michael A. Stackpole, among others. She also had a lot of fun working on novels set in the *Star Wars*, *Aliens* and *Star Trek* universes.

She is currently a writer and editor for MSN Expedia, Microsoft's award-winning online travel service. She periodically teaches classes on publishing subjects for Discover U, a Seattle-based continuing education company. Her publications include a quarterly book review column in *Talchones* magazine, short fiction, and articles on travel and technology.

She lives in the Capitol Hill neighborhood of Seattle with her cats, her Powerbook, and her little red Saturn coupe.

Photo © 1999 by John Betancourt

CRYSTAL SMITH's artwork is collected internationally, and has been published as gaming cards and as interior illustrations in two books. Her works favor erotica done in color pencil.

Crystal is multi-talented. She has also worked professionally within the theater world, earning her Master Class status. Her current costuming focus is to create costumes that can be used during stage combat in an "in-the-round" venue. This costuming trend is an outgrowth of her involvement as a combatant within the Seattle Knights.

As a stage combatant, she has attained a competency with a variety of weapons: including sword, dagger, polearm, and rapier. Recently, Crystal participated in an International Stage Combat Workshop in Banff, Canada.



LISA SMEDMAN is the author of the *Shadowrun* novels, *The Lucifer Deck*, *Blood Sport*, and *Psychotrope*. She has also had a number of short science fiction and fantasy stories published in various magazines and anthologies, and in 1993 was a finalist in the Writers of the Future Contest. Formerly a newspaper reporter and magazine editor, she now works as a free-lance game designer and fiction writer. She has designed a number of adventures and written short fiction for TSR's *Ravenloft* and *Dark Sun* lines, and has designed gaming products for *Star Wars*, *Indiana Jones*, *Cyberpunk*, *Immortal*, *Shatterzone*, and *Millennium's End*.



GregRobin Smith, poetry track chair, is a published poet, produced playwright, educator and lecturer. Together with his wife and editor, Cym, they direct *A Knight's Tour*, teaching hands-on classes in medieval history. They also head Shrewsbury Quest of North America (a new project dedicated to the support of Shrewsbury Abbey in England and the establishment of medieval study centres patterned after Shrewsbury). Musically they perform as the duo Trilse'an (tril SHANE). E-mail sirbrand@u.washington.edu for a subscription to his free poetry e-zine. Favorite saying?: "Teamwork is the best work." Life goal?: "To see my works produced." Greatest accomplishment?: "In progress."

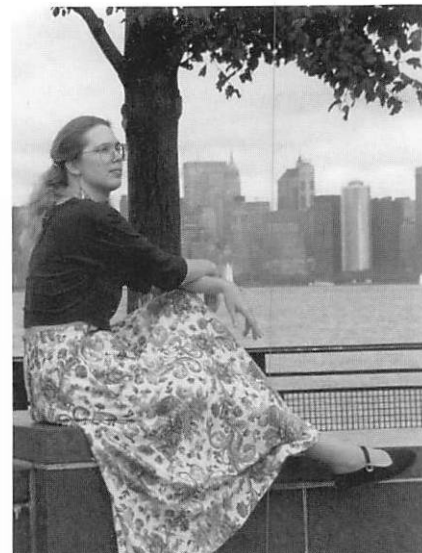
Illustration © 1999 by Julie Gaskill



BRIAN SNODDY has worked so much this past year that he is shocked that he's still in one piece. He painted a zillion trading cards for *Magic* and *Legend of the Five Rings* expansions. He also did four cards for the up and coming *Deadlands* trading card game, and other projects include *Give Me the Brain* by Cheapass, covers or interiors for the *Legend of the Five Rings* RPG, and *White Wolf's Trinity*.



SARA STAMEY, author of science fiction novels from Ace/Berkley, is a homegrown Pacific Northwesterner with certified webbed feet. In addition to her personal writing pursuits, she teaches fiction-writing part-time at Western Washington University and runs a free-lance editing service. Her checkered past includes repairing hearing aids, operating nuclear reactors, and teaching Scuba-diving in the Caribbean and Honduran islands. She has recently completed a psychic suspense novel set in the Virgin Islands.



SUSAN STEJSKAL paints intense paintings quite often with nude women in them. Nude women for the *Shadowfist* card game, nude women for the *Xenophile* card game, flaming tumbling nude women for personal pieces. You get the idea. Passion drives her, and subtly matters to her. And painting. Lots and lots of painting.



EDWARD V. STINER found science fiction in a 1950s school library. He read every Norton, Heinlein, Anderson, Clarke, and Vance story he could find. Since then, only the authors have changed. After a tour in the nuclear navy aboard the U.S.S. Enterprise, he got a job in the computer industry, where he continues to work. For several years he owned a game and comic book store. He has edited and published *The Die Hard Collector's Checklist*, *Event One* and *Star Pulse*. In 1990 he founded the organization that became The Science Fiction Museum, and is still on the Board of Directors. He is also on the board of Virtual Adventures, a new high tech entertainment company.

DEBORAH K. STRUB has been making and wearing costumes at Pacific Northwest conventions and SCA events for over 10 years. Some of her memorable masquerade costumes include "Satana, The Devil's Daughter," "Samurai Kitty," the dancer in "The Wrath of Ra," and "Katahira-Ainu Spellweaver." She specializes in medieval Japanese costume and is currently working on a comprehensive "History of Japanese Costume" class for the University of Ithra. "No costume is complete without cat hair."

GARTH STUBBS is a Seattle-based costumer who became interested in costuming after attending his first convention, Norwescon 8. He says that since that time he has been hooked on conventions and costuming. He has participated in many cons since then, and has received many awards on his way to attaining the status of Master Costumer (including the Best of Show Award at CostumeCon 14). An art graduate from the U of W, he has been a teacher and an exhibitor of his artwork at many conventions.

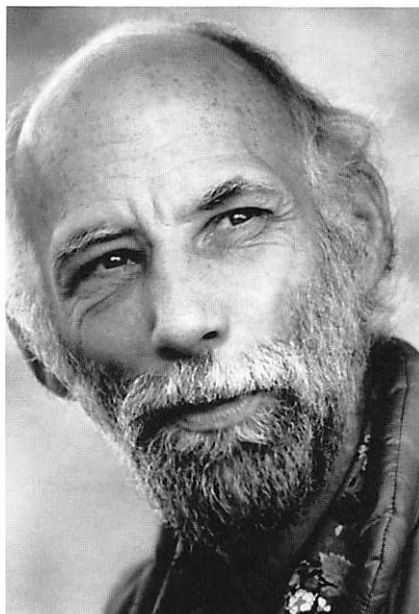
If you have seen any of his costumes on stage at a con, you know that he doesn't take things too seriously. "We're here to have fun," he says.

PATRICK & HONNA SWENSON edit and publish the quarterly semi-pro sf magazine *Talebones*. The magazine has received Nebula recommendations, a Genre Writer's Association award for Best New Magazine/Editor, and honorable mentions in *The Year's Best Fantasy & Horror* and *The Year's Best Science Fiction*. It is also on the ballot for the 1998 International Horror Guild Award for Best Publication.

Patrick and Honna have sold stories to such markets as *Marion Zimmer Bradley's Fantasy Magazine*, *Dialogue*, *Figment*, *Epitaph*, *Keen SF*, *Northwest Writers*, and other small press magazines. The Swensons also teach writing classes at The Wonder School of the Arts.



DAVID TACKETT was raised by wolves and founded Rome. He fell in love with *F&SF* at age four—can leap tall sewing machines in a single bound, twist fabric with his bare hands, makes costumes and props from other people's trash. He's pretty sure the fantasy world is the real one. He likes Irish Cream and freckled brunettes. And, not to brag, he is a genius; but only for about 30 seconds a day.



Born in 1947, **BRUCE TAYLOR** was raised in Seattle, his current home. Early in life he was drawn to science fiction, particularly the works of Jules Verne, H.G. Wells, C.S. Lewis, and Ray Bradbury. Later, he became equally familiar with Dostoevsky, Flaubert, Steinbeck, Chapek, Kafka, and Chekov.

He attended the UW, where he received a B.A. in sociology while also writing for the *UW Daily* and studying fiction with such teachers as Jack Leahy and Jack Cady. After leaving college he worked a number of jobs before taking a job as a counselor at Harborview Medical Center on the locked inpatient psychiatric unit. After a great deal of work in hypnosis and psychotherapy, Taylor now teaches classes at Harborview on stress management techniques.



Since **BRIAN TILLOTSON's** last appearance at Norwescon, he served eight years of life sentence in America's space program. Incarcerated in Huntsville, AL, he designed a spaceship that uses dirt as propellant, build a moon-walking robot the size of your hand, invented a weak but useful version of force shields and tractor beams, and experienced over two hours of zero gravity. He recently escaped from the space program and is believed to be at large in the Northwest.

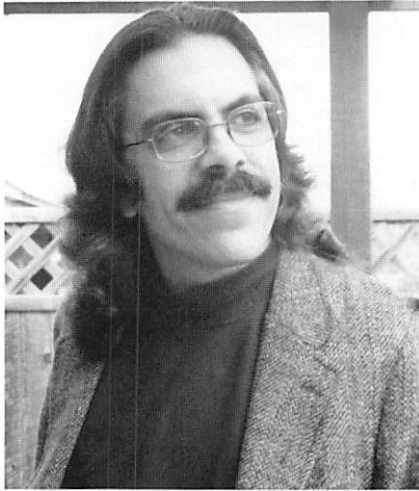
JUDY L. TUCKER is an Associate Editor for *Phantases: Online Journal of Fantasy Criticism*, which has published works by Terri Windling, Midori Snyder, Victoria Strauss and others. She is a writer of varied interests in parenting, folklore, women issues and poetry. Her works have appeared in various anthologies, recently in *Horrors! 365 Scary Stories*. She won the 1994 Critic's Choice Award for her poetry "Clothe."



LISA VAN EVERY is a professional dilettante who has managed to take up vast amounts of her life dabbling in the worlds of gaming (Atomic Hyrax Games), conventions (Anglicon), fan organizations (The Camarilla), and costuming (assorted home-grown horrors). She is also the only living goth to act as PBS pledge talent. In the copious spare time she has left, she is helplessly addicted to pop culture and online nonsense.

CHRIS VANCIL was born in Washington in the mid 1950s and has spent a large percent of his life here. He graduated from The Evergreen State College in the early '80s with a BA in visual arts. While he never made his living doing art, Chris did work as a technician at COCA in Seattle for a couple of seasons. Contracting and remodeling houses is how he mainly made a living.

Being a product of the second half of the 20th century and an eye witness to the beginnings of the Space Age, Chris is, for want of a better term, a Space Enthusiast. He is an active member of the American Institute of Aeronautics and Astronautics, International Artemis Society, National Space Society and of course the Mars Society. All of these organizations have one goal in common getting us into space! He is presently the vice-president of NSS Seattle and the contact person for the Puget Sound Chapter of the Mars Society. Ad Astra!



JEFF VERONA's work has appeared in a number of markets, including the Lambda and World Fantasy Award-winning anthology, *Bending the Landscape: Fantasy*. He teaches courses in creative writing and science fiction literature at Brookhaven College in Dallas, Texas, and he lives in Fort Worth with his wife, two cats, and two computers.



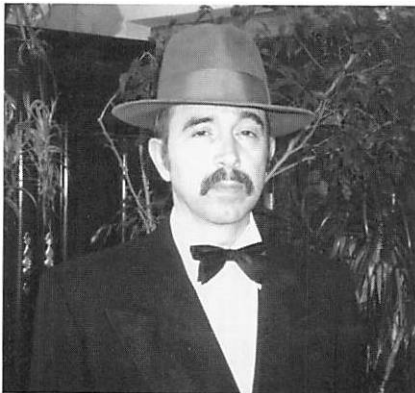
Artist, **DIANA VICK**, loves the challenge of creating teensy paintings for those ubiquitous collectible card games. She has worked on *Deadlands*, *Magic the Gathering*, and most notably *Legend of the Five Rings*. Now nearly able to paint samurai in her sleep, she turned her talents to a totally different project. Her comic book story appeared in issue 10 of *The Wild Kingdom* anthology series. It stars her fox pirate character, Captain Kate, in her third published adventure. Impromptu movie critic, goth horror aficionado and occasional ferret wrangler, Diana resides in the quaint 'burbs of Lynnwood, WA. She hopes one day to find the truth behind the similarity of brain scan readings from some men and lime gelatin.

RAY VURCEVICH's first novel, *The Man of Maybe Half a Dozen Faces*, will appear from St. Martin's Press this fall. He has sold short fiction to *Aboriginal*, *Asimov's*, *Fantasy & Science Fiction*, *Pulphouse*, *Rosebud*, *The Quarterly*, *The Urbanite*, *Sirius Visions*, *Green's Magazine*, and several anthologies.



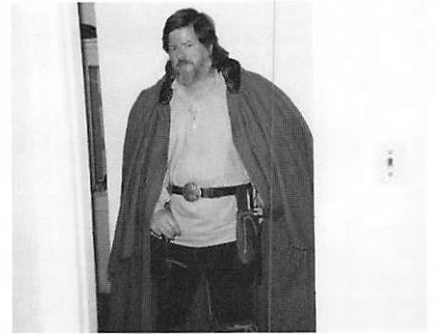
KATHY WATTS' last "real" job was an earthquake analyst and general public info person for a seismological laboratory. This was in the 1980s and early '90s. She has been published in, among other places, *Pulp-A Fiction Magazine*, *Pagan Digest*, *The Southern CA Network Bulletin*, *Modern Haiku*, and *Peace or Perish: A Crisis Anthology*.

She now lives in a small coastal town with loving husband Bang Bang, and writes anything so long as there's a ghost in it. This includes her newest short novel, *Cemetery Girl*.

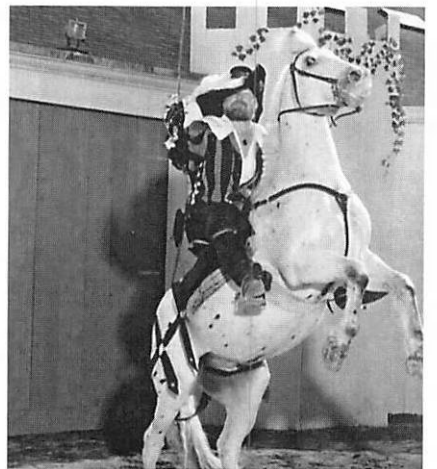


BURT WEBB has appeared on radio, television, and in print on such topics as biology, psychology, SETI, robotics, artificial intelligence, nanotechnology, virtual reality, and autonomous software agents. He also wrote a science column for *Science Fiction Review*.

He starred in the SF short film *Eat the Sun* and contributed computer graphics to *Star Trek: The Search for Spock*. He is co-author of the action screenplay *The Tracker*, which is nearing production in Australia. Other script collaborations include *Shadowmaster*, *Terraforma*, *Blackout*, and *Spellbinder*. He is currently the president of NorthWest CyberArtists Productions which is an organization dedicated to combining art and technology.



THEO J. WILLIAMS discovered sf at age 3, watching *Space Patrol* with his older brothers. He spent most of grade school ignoring anything that didn't have spaceship illos plastered all over it. (Still enthuses over sf and 'predictive' art from that era.) He discovered Actual Fandom in high school and developed pretensions to literacy as one of Ray Bradbury's ducklings. He moved to Seattle in the mid-1970s and got sucked into Puget Sound Star Trekkers, followed by forays into NWSFS, dove into meetings of The Nameless Ones, and got hooked on con-going. He's a board member and archivist (aka "scrounge") of the Science Fiction Museum, a retired video department head for Rustycon, and creative financier for the art career of his significant other, artist Gail Butler. Lately, he's confused everyone by "coming out of the broom closet" as a Wiccan, and gives presentations on Wicca and Paganism, and on witch trials both historical and contemporary. He also drinks far too much coffee and changes outfits with bewildering frequency. (At cons, anyway.)



DAMEON WILLICH is well known on the convention scene. An original Dharmic Engineer and cofounder of Northern Lights, he has created paintings and illustrations for DC Comics, WoTC, and many others. He is currently director/combat choreographer for the Seattle Knights, a steel-fighting and jousting troupe. Recently he worked as a stunt rider on the Warner Bros. release *The Postman*. Dameron lives in Seattle with his wife, actor/writer Darragh Metzger.

Members



The Catswold Portal © 1999 by Richard Hescox. Cover for the book by Shirley Rousseau Murphy, published by ROC.

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Cheryl Adams
Steve Adams
David R. Addleman
Ahnriha Antryg
Ajtqa
Alarik
Ale' Half Kender
Don Alexander
Rob Alexander
Shereen Allen
Susan Allen
Susan Allen
Susan Allen
Daryl Allison
Alpha Prime
Amber Corwin

Amberle
Ameranth
Amycat
Guest of Amycat
Anastasius
Aron Anderson
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Scott Anderson
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Guest of Deb Anderson #2
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Andrea of the many words
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Russell Burton
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Gail J. Butler
Ted D. Butler
Butterfly
Bye My Cards
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Cheryl Caldwell
Cameron
Michele Campton-Steh
Canisra
Lucy Carey
Jeff Carnegie
Carol
Carol
Laurie Cason
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Guest of Laurie Cason #2
Joe Cassidy
Brian Castonguay
Faith Castonguay
Scott Castonguay
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Nancy Coghe
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Bobby Conkey
Kristina Conkey
Sally Conner
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Cookie Man
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Greg Cox
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Crystal Dragon
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Cuddle Dragon
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Darkstar
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Nathan G. Doster
Dragon Spirit
Dragonheart
Dragon Dronet
Vivian Dronet
Drugan
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Shoshana Edwards
Raymund Eich
Filbert Eibenschwien
Elizabeth Eldred
Elena
Elijah Chalker the Satrite
Elizabeth
Sam Emery
Sam Emery
Richard Enloe
Barbara Erickson
Steven Ericson
Erk
James Ernest
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E.T.
Jen Evans

Jim Evans
Kathy Evans
Guest of Kathy Evans
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The Evil One
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Lori Ewing
E.J. Fadgen
Alan Fairies
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Cheryl Ferguson
Firestorm
Matt Fisher
Marcy Fitz-Randolf
Don Forbis
Donald Forbis
Holly Forbis
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Fox Fyre
Sarah Frances-Nelson
Jody Franzen-Schreiber
Frequent Flyer
Lynette Fricke
Norman Fricke
Fungus God
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Gelcah Knight
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Gemmin
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Michael Gilbert
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Cheryl J. Glover
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Guest of Margie Goforth
Margie Goforth
Margie Goforth
Marcia Goldoff
Henry Gonzales
Eve Gordon
Vivian Gordon
Randy Gordon
Gothic Angel
Evelyn I. Gratrix
Apriynn Gray
John R. Gray III
Sheila Green
Greg
Greg
Dom Gregorius
Roberta Gregory
Jane Grey
Greysshade
Ronda Grimm
Scott Grimm
Harold Gross
Guest of Rivka Gross
Gryphon
Gryphoness Summerglade
Peter Gurevich, Ph.D.
Jon M. Gustafson
David A. Gustafson
Gwynna-Marie
Mary Halner-Laney
Alan Hallhill
Rhias Hall
Andrew Hamlin/Westwind
Amy Axt Hanson
Derek Harbaugh
Karen Harbaugh
Ashley Harper
Ann Hartman

Kat Hartman
Norman E. Hartman
Sera Hartman
David G. Hartwell
Peter Hartwell
J. Hawk
William Hay
N. Monique Hayes
Ivy Hedera
Alex Helegson
Andrew Herington
Judith Herman
Dona Hertel
Alice Hescoc
David Hescoc
Richard Hescoc
Hetera Psyche
Hideko
Matthew Hill
Erik Hilleary
Morris Hilleary
Shannon Hillinger
Jeffrey Hitchin
Carol Ann Hoffman
Norah Hogoboom
Rachel E. Holmen
Marilyn J. Holt
Norman Hood
Guest of Morgan Hopkins
Celeste Horner
Jack Horner
Julie Hoverson
Dave Howell
Carl Howells
Katherine Howes
Dr. Robert P. Hoyt
Sandra Huibers
Scott Hungerford
Guest of Matt Hyra
Kathy Ice
Innosconce
Inquisitor Draco
Jesaka Irvin
Martin Irvin
Shelbie Irvin
J. Spyder Isaacson
Jane Izumoto
Suzanne Jachim
Jade Dawn
Jaded
Ardis Jakubaitis
Jamesier
Ann Jatho
Jeanie
Kyle David Jelle
Robert Jenkins
Jenny
Wilma Jensen
Jester
Jewelry Incarnate
Jim
Robert Johns
Keith Johnson
Keith Allen Johnson
Ken Johnson
Kij Johnson
Ryan K. Johnson
Joie
Todd Jones
Valerie Jones
William E. Jones
Jonwa
Julia
Jundragon
Jwam
Peter Kafka
Panocha Kajira
Ka'Ren Dragon Keeper
Kat
Kat The Cosmic Kounselor
Kathryn
Mike Keefer
Johnson Keith
Kenneth Keith
Charles Keith-Stanley
Pete Keller
Ann Kennedy
Miriam Kennedy
Tom Kennedy
Kevin F. Kerr
Tim Ketron

Kimmy Lou Who
Kira
JoAnne Kirley,
Costumes, Period
Kirsten
Kissacrean Firestorm
Kit
David Kizzia
Steven Klingler
Knightforce
William Knighthawk
KnightStalker
Charlie Knoedler
Courtney Knoedler
Morgan Knoedler
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Flaine Le Fey
Joe Legal
Laurel Leonard
Lesbiye
Leslie
Ginger Lewan
Larry Lewis
Lexi
KuYu Liang
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Lilith
Lily
Litcana
Little Fox
Dave Livingstone
Monika Livingstone
Llyra
L'Marie
Jeff Lomhardi
Lord Mandalore
Lord Stefan
Pam Luchini
Lucy The Leper
David L. Ludke
Pierce L. Ludke
Jason Lum
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Judy Lyen
Lynx
Orion Lyonesse
Devlin MacBane
Angus MacDonald
Patricia MacEwen
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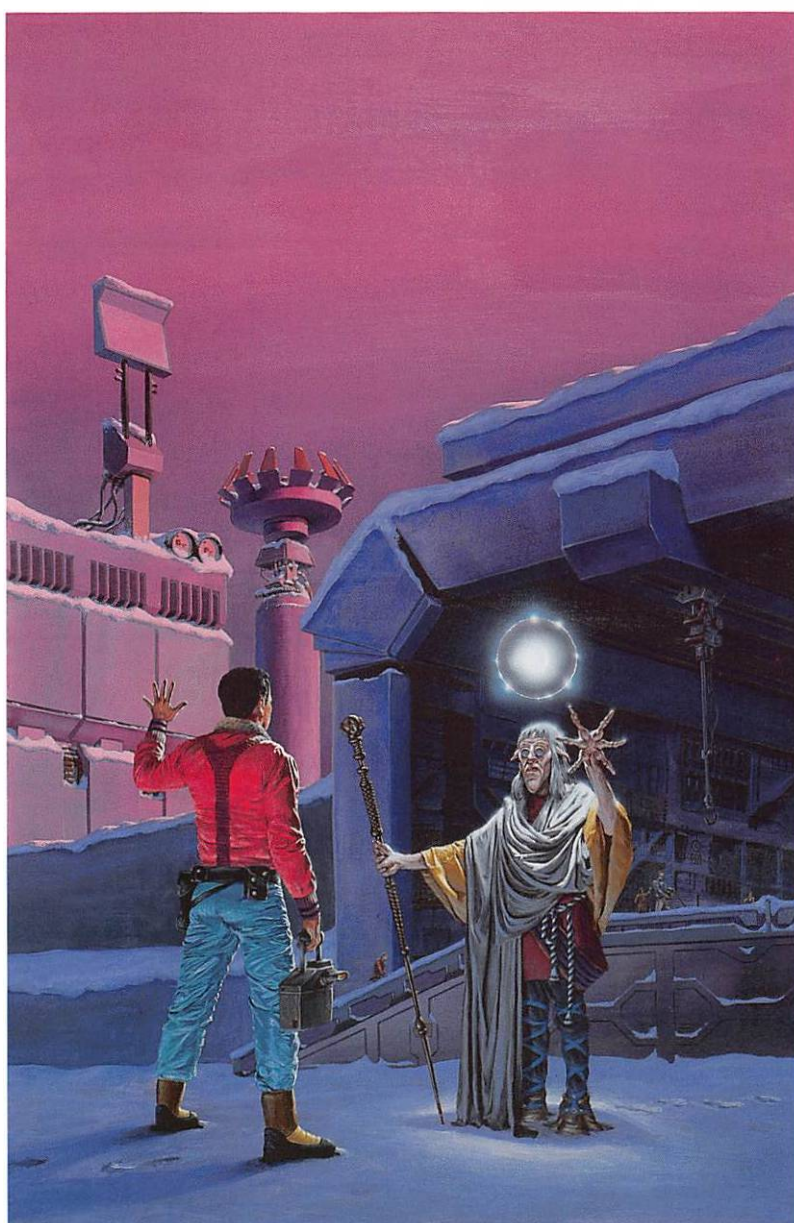
COL. MacLeod
 Mack
 Mad Max
 Maggie
 Maglena
 Magnus
 Magpie
 Magpie
 Kaiti Mahlen
 Manta Woman
 Maren
 Leopoldo R. Marino
 Marid
 Shawn Marier
 Marius
 Louise Marley
 Zack Marley
 Allan Marsh
 Dave Marshall
 Dyllon Martens
 Helena Martens
 Martin
 Katrina L. Martin
 Edward Martin III
 Susan R. Matthews
 Dave Max
 John McElroy
 Joan M. McCarty
 Matthew A. McCole
 Raven c.s. McCracken
 Meredith McCree
 Miwa McCree
 Christopher McDonell
 K. McDowell
 Guest of John McElroy
 Lisa McGovern - Chair V-con 24
 Bridget McKenna
 Jessie McKenna
 Marti McKenna
 Chris McKitterick
 Fred McLam
 Mark McLaughlin
 Michael McLaughlin
 M'Cori
 Medea
 Mel
 Mel S.A.
 Meldandy
 Melckane
 Merin
 Mermaid
 Donna Metz
 Marti Metz
 Darragh Metzger
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 Michael
 Thorn Michaels
 Tammy Midttun
 Ellie Miller
 Lauri Miller
 Guest of Lauri Miller
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 Stephen Milton
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 Mirsada
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 Nada
 Lex Nakashima
 Nancy
 Nancy

Nate
 Nate
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 NeuroJack
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 Cris Newport
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 Nightshade
 Chris Nilsson
 Jacquahynn D. Durham Nilsson
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 The Ninth Laird Of Castle Garth
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 Marilyn Niven
 NoBody
 Muggie Marianna Nowakowska
 Number 5
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 Eric S. Nyland
 Nymphkiiten
 Mad Tom O'Bedlam
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 Mary Oberquell
 Octavia
 The One Your Mother
 Warned You About
 Margaret Organ-Kean
 Marie Ormes
 Michael Ormes
 Matthew Orosz
 Michael Orosz
 Orphan
 Jordan Orr
 Guest of Jordan Orr
 Peter Orullian
 Thor Osborn
 Dick O'Shea
 Robert Otis
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 Karen Palinko
 Mara Palmen
 Carolyn Palms
 Pardus
 Angela Parker
 David Parker
 Laurel Parshall
 Party Boy
 Larry Paschelke
 Alan Paulsen
 Daniel Pawtowski
 Orion Pax
 Capt. Weston Peace
 Pearl
 Carol Pearsall
 Bill Pellet
 Donna Penz
 The People's Champion
 Pepper
 David Persell
 Guest of David Persell
 Kurt Pfeifer
 Phantom
 Phyllis
 Wanda Piety
 Pamela Pincha-Wagener
 Pixie Jesture of the Deep Woods
 Disco
 Amanda Plemmons
 Mir Plemmons
 Tracy Poag
 Nancy Polk
 Polymorph
 Pooh
 Cormac Power
 Rhiannon Power
 Wendy Prather
 Randy Lee Prinslow
 Priscilla of Firewolf
 Anthony Pryor-Brown
 PSI-Mech
 Pumpkin
 The Pumpkin King
 Pyxidragon
 Joyce Quan
 Guest of Quan
 Altair Quarong
 R.I. Rumley
 Racla
 Rain

Karen Rall
 Raller
 Rand
 Ken Rand
 Mike Rand
 Rai Bastard
 Judith Rauchfuss
 Shauna Lee Raven
 Ray
 Re El
 Dustin Rector
 Red
 Red
 Paul Reed
 Virginia Regling-McColm
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 Rexfelis
 Reznor
 Rhiannon
 William Rhodes
 Rhyme
 Michael Rice
 Roberta Rice
 Theora Rice
 Rick
 Rimrunner

Rimrunner
 Rita
 Bruce Ritter
 Corinne Ritter
 Rob O' The Beans Glens & Passes
 Garrett W. Roberts
 Michelle Roberts
 Patrick Roberts
 Robin (and Others)
 Randall Robinson
 Rocky (Squirrel)
 Elizabeth Rodolf
 Jess Roe
 Guest of Jess Roe
 Nathan Rollins
 Ron
 Kurt Rothington
 Daniel Rudesill
 Rebecca Rudesill
 Russ Rudesill
 Vicky Rudesill
 Sir Bodsworth Rugolsbee IV
 Randy J. Rumley
 Sean Rumons
 Michael G. Ryan
 Guest of Michael G. Ryan

Ralph J. Ryan
 William Sadorus
 SAFE
 Judy Sallie
 Kris Samuelson
 Sandra Santara
 Sapphire
 Sar
 Sara Pearson
 Sarah "Tembaly" Heacock
 Sasha de Sade
 M. Sadie
 Lisa Satterlund
 Ian Savage
 Savannah
 Jodi Scanlon
 Max Scanlon
 Michael L. Scanlon
 Victoria Scanlon
 Alisa Schaffbauer
 Lori S. Schanno-Ballentine
 Paul Schaper
 Muirghael Ni Sheamchain
 Alan Schmidt
 Audrey Schmidt
 Spring Schoenhuth



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 Carl Schulz
 Richard A. Scott
 Scoundrel
 Dr. Felix Scratchhundsniif
 Jon Seward
 Shadow
 Shadow
 Shadowwolf
 Shallah
 Lorlei Shannon
 Anthony Sharer
 Shasta
 Shaun
 Aaron Sheehan
 Sheperd
 Mindy Sherwood-Lewis
 Taunya Gren Shiffer
 Shroom
 David R. Silas
 Janna Silverstein
 Simply Simon
 Evelyn Simpson
 Sister Maggie, OSC
 Skedros Headsplitter
 Caleb Skinner
 Ida Slapter
 Lisa Smedman
 Crystal Smith
 GregRobin A.V. Smith
 Judith Smith
 Kathy Smith
 Philip Smith
 Socrates
 Solitaire
 Spaceman Spiff
 Spacepup
 Sparrow
 Spork
 Mrs. Spork
 Sprite
 Sr. Anne, OSC
 Sara Stamey
 Craig Steed
 Susan Stejskal
 Erick Steln
 Kaiy Steln
 Richard Stephens
 Robert J. Stephenson
 Peggy Stewart
 Rachel Stewart
 Richard "Prince Ka" Stierl
 Pras Stillman
 Edward V. Striner
 Storm Shadow
 Larry Stratton
 Marjorie Stratton
 Bernard L. Strub
 Deborah K. Strub
 Bob Stuart
 David Stuart
 Garth Stubbs
 Heather Stuliz
 Jen Stutesman
 Sulla Iaren
 Martha Sundstrom
 Sunrise
 Angela Suryan
 Judy Suryan
 Robert P. Suryan
 Jeanine Swanson
 Scott Swanson
 Hanna Swenson
 Patrick J. Swenson
 Syn
 David Tackett
 Terry Taloya
 T'airn'KA
 Mier Tam
 Tanna
 Tate
 Aaron Tate
 Anita Taylor
 Anita Taylor
 Bruce (aka Mr. Magic Realism)
 Taylor
 Leanne Taylor
 Timothy Taylor
 Lester Terwilliger
 Tesseract
 Tgo

Thaumaturgically Challenged
 Theresa
 Therwulfe
 Walt Thomas
 Mike Thompson
 Thorne
 Kevin Thrapp
 Thread
 Tiggr
 Brian Tillotson
 Tiny "The" Troll
 Tiny Kitten
 Titania
 T'Kaaet
 Toady
 Tobias
 Shilo Todd
 Martha Todd-Prather
 The Tooth Fairy
 Gail Torgerson
 Andrew J. Towle
 Kimberly Towle
 Shel Tozer-Kilts
 Tracy
 J.T. Traub
 Tre
 Treebyleaf
 Trezanna
 Lt. Cmd Robert Trinitile
 Bill Trojan
 Trotsky
 Trouble
 Judy I. Tucker
 Harry Turtledove
 The Tutor
 21 cm Hydrogen Line
 Ula
 Unavailable
 Unicorn Lady
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 David Valentine
 Kim Valentine
 LouAnna Valentine
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 Lisa Van Every
 Gordon Van Gelder
 Stacy Van Peurseem
 Guest of Stacy Van Peurseem
 Chris Vancil
 Jeff VanderMeer
 Jason Vanbee
 Barbara Vantilburg
 Jeff Verona
 Priscilla Verzola
 Diana Vick
 Vickie
 Victor
 Viq'ire
 Maleki Vordeth/Biohazard Host
 Joy Vosburgh
 Ray Vuckevich
 Peter Wagener
 Dick Wald
 Guest of Dick Wald
 James P. Wallace
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 Anthony D. Ward
 George Wasilchen
 Patty A. Watson-Halhill
 Kathy Watts
 Burt Webb
 James Weinrod
 Guest of James Weinrod
 Wes
 David W. Wheat
 Judy A. Wheat
 Donnie Whetstone
 Whimsical
 Danaldi White
 Kelscy White
 Kirby White
 White Rose
 White Spy
 Eva Whitley
 Barbara Whitt
 Bill Wichgers
 Myrrh Widgery
 Shirley Wilcox
 Wild Star
 Jon Wilkie
 Duane Wilkins



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In Memorium

Richard Austin Wright

by
Judy Suryan

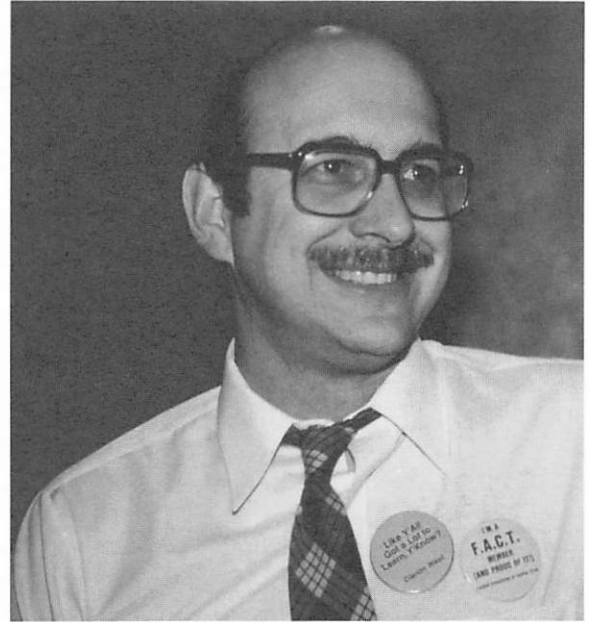
Age 55. Long time resident of Seattle, died in his sleep of natural causes, December 26, 1998. Richard was a computing system professional at Boeing and had retired last year.

For the past 25 years, one of Richard's great passions and his almost full time hobby were science fiction and fantasy and the fans that belonged to the various groups and organizations of the genre. He loved the literature, the art, the gaming and the costuming that are part of the fun and adventure of science fiction. Conventions, which are most often held on the weekends, were looked upon as mini vacations from the day to day real world. Back in the mid 1970s, he was one of the founders of Science Fiction Northwest that includes the Northwest Science Fiction Society (NWSFS) and it's annual convention, Norwescon, and was, again, the current chairman of NWSFS. His activities on the local, national and international levels within the science fiction and fantasy community ranged from department head, to Chairman, to being a Guest of Honor. His many conventions included Norwescon, Rustycon, Westercon, and the World Science Fiction convention. Richard also wrote for, worked on, or edited many fan magazines and convention program books.

He was born May 26, 1943, in El Paso, Texas and grew up in New Mexico where he graduated from New Mexico Military Academy before moving to Seattle. He had wanted to go onto Officers Training school but a problem with his feet kept him on the side lines. He went on to college where he obtained a bachelor's degree and did his graduate work. After moving to the Northwest, Richard taught computer science at the University of Washington before going to work at Boeing. He also ran for state representative back in those early years. About 12 years ago, Boeing sent

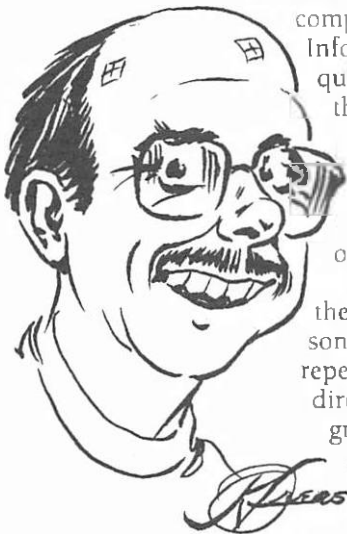
Richard back to the Southwest to open a computer services/sales department at Infomart in Dallas, Texas. After not quite two years, Richard returned to the Northwest saying he was never so glad to come back "home" to Seattle. He said the webs between his fingers and toes he had grown up here almost completely dried out in Texas.

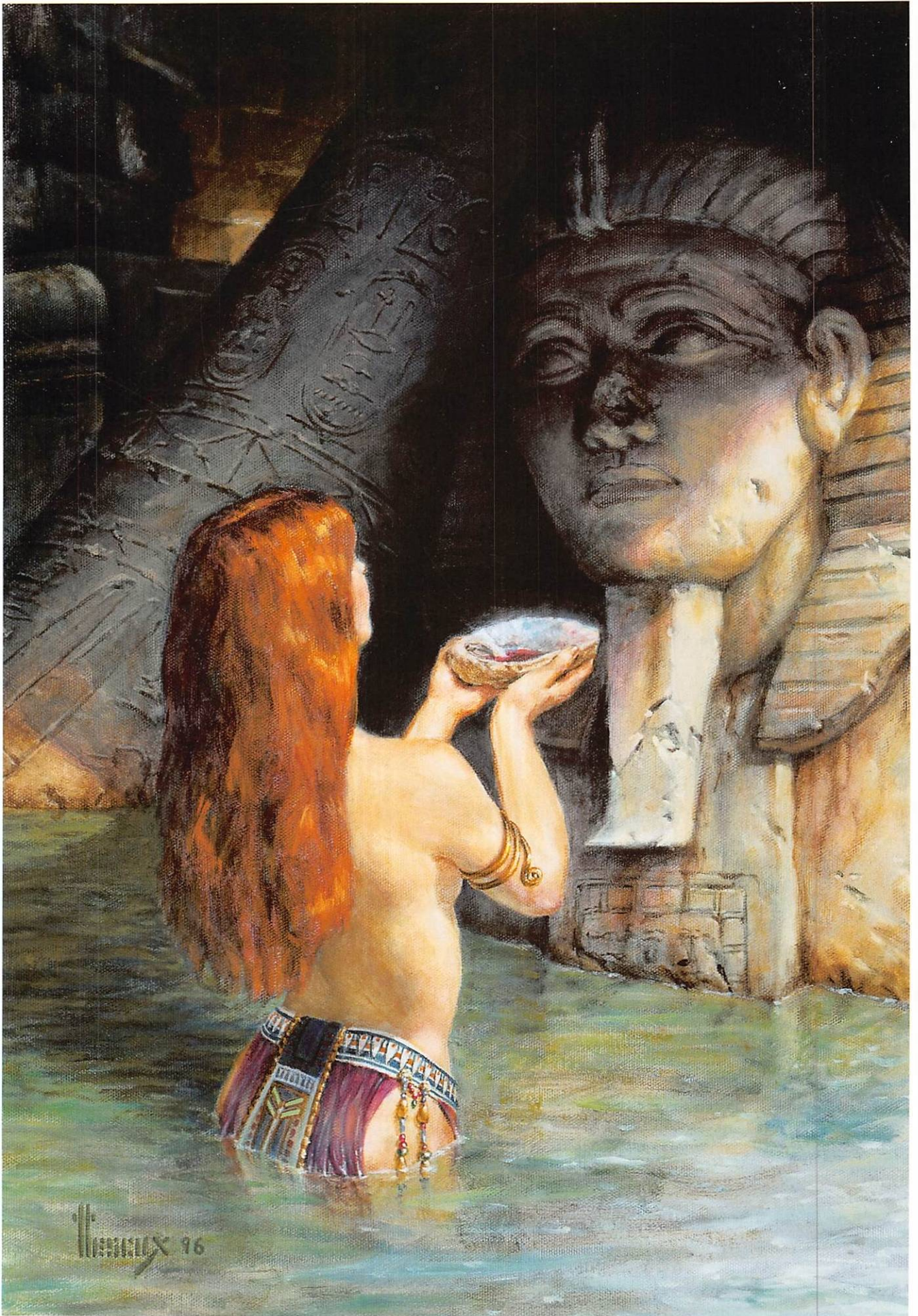
Another of Richard's loves was the theater and musicals. For many seasons he worked with various Seattle repertory theaters and even did some directing. He loved relaxing with a group of friends and a glass of wine listening to and singing along with songs from his favorite musicals. The next best thing was watching



musicals. If they were live on stage, it was even better. For many years a group of friends from work and he held season tickets to the 5th Avenue Theater. It would have had to been a catastrophe for him to miss those evenings as much as it would have been for him to miss the conventions and club events that were so much a part of his life.

Richard is survived by his mother, Loretta Wright, of New Mexico, his sisters, Patricia Wright and Cynthia Wasser of Texas and his Seattle family Bob and Judy Suryan and their children Angela, Peter and Richard's godchild, Alexander. And of course he will always be remembered and missed by his many, many friends.





Vanux 96