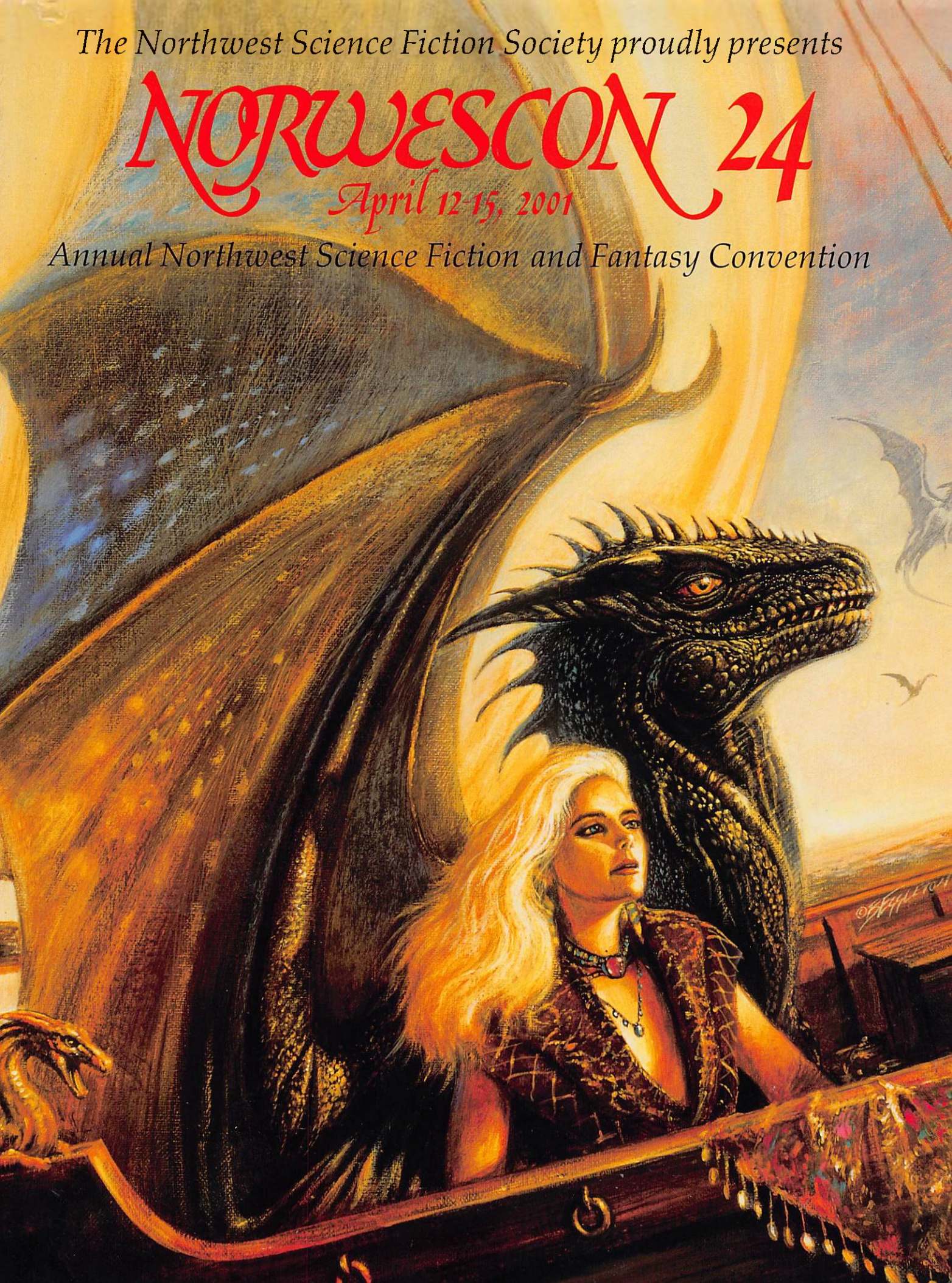


The Northwest Science Fiction Society proudly presents

# NORWESCON 24

April 12-15, 2001

Annual Northwest Science Fiction and Fantasy Convention





# LOCUS

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The Northwest Science Fiction Society proudly presents

# NORWESCON 24

April 12-15, 2001

Annual Northwest Science Fiction and Fantasy Convention

April 12-15, 2001 - DoubleTree Hotel/SeaTac

Twenty-Fourth 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 Becky Fallis and Elizabeth Brocha  
and all of the other friends we lost this year*

Guest of Honor  
**Connie Willis**

Special Guest  
**James P. Hogan**

Artist Guest of Honor  
**Bob Eggleton**

Special Guest  
**Dragon Dronet**

Fan Guest of Honor  
**Charles N. Brown**

Spotlighted Publisher  
**Anne Lesley Groell  
for Bantam Dell  
Publishing Group**

## Table of Contents

Front Cover— <i>Sailing with Dragons</i> , copyright © 2001 by Bob Eggleton. Originally published by <i>Asimov's SF Magazine</i> , December 2000.	
Programming .....	2
Writer Guest of Honor: Connie Willis by James Patrick Kelly & Shelia Williams .....	31
Artist Guest of Honor: Bob Eggleton by Don Maitz .....	34
Artist Guest of Honor: Bob Eggleton by Vincent Di Fate .....	34
Gallery .....	37
Fan Guest of Honor: Charles N. Brown by Connie Willis .....	41
Spotlighted Publisher: Bantam Dell Publishing Group and Anne Lesley Groell .....	43
Special Guest: James P. Hogan by Vivian Perry .....	45
Cryptic Crossword by James P. Hogan .....	46
Special Guest: Dragon Dronet by Hans P. Meier .....	47
Guests of Norwescon .....	49
Cryptic Crossword Solution and Explanation by James P. Hogan .....	71
In Memoriam: Becky Fallis by Doug & Pat Booze .....	72
Members of Norwescon .....	73
Advertisers & Art Credits .....	76
Acknowledgements .....	76
Back Cover— <i>Titan Falling</i> , copyright © 2001 by Bob Eggleton. Originally published by <i>Absolute Magnitude Science Fiction Magazine</i> . Nametag © 2001 by Bob Eggleton	

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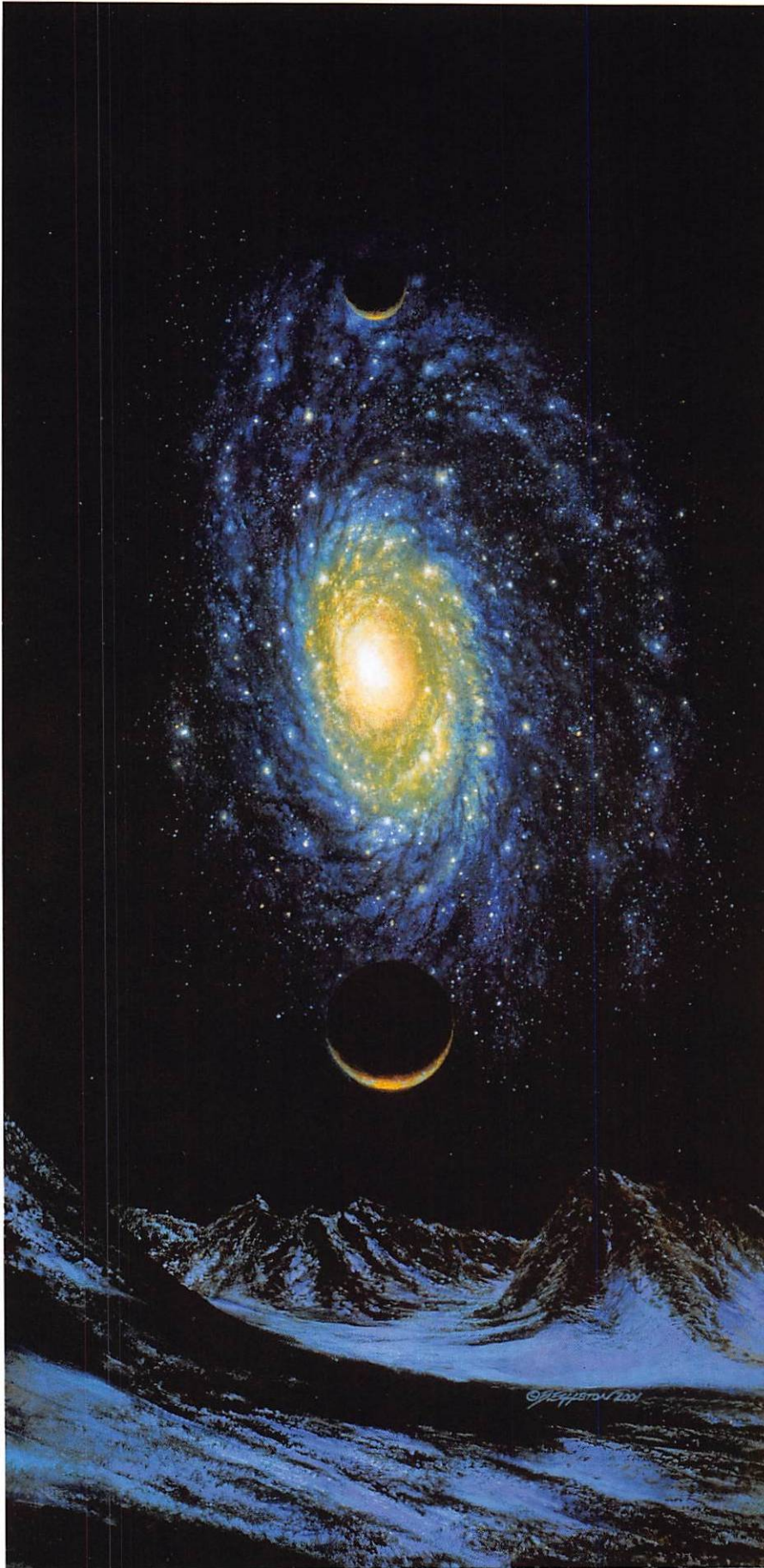
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## INTRODUCTION TO THE PROGRAM

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. 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 24 and hopes that you have an enjoyable convention.

*The Lost Galaxy* © 2001 by Bob Eggleton.  
Previously unpublished.



# Programming

## THURSDAY

3-4 PM

### **Galaxy Quest II: The Phenomenon Returns**

Cascade 7 & 8  
Fandom

An encore performance from last year! How close to home is *Galaxy Quest* from the tacky costumes to the fannish geeks? *Betty Bigelow (M)*, *Adam Buckner*, *Sharree Dahm*, *Michael Kenmir*, *Ted D. Butler*

3-5 PM

### **Hypnotism**

Evergreen 2  
Socio-Cultural

Hypnotist and psychotherapist Bruce Taylor will demonstrate hypnosis and discuss hypnotism.  
*Bruce Taylor*

4-5 PM

### **Celebrating Space: The Shuttle's First Flight**

Cascade 7 & 8  
Science

Celebrate the 20<sup>th</sup> anniversary of the very first space shuttle mission with a question/answer session with one of the flight controllers who worked in the control room, Trajectory Officer Terry Burlison. Find out how the flight narrowly avoided being scrubbed at the last second, the close calls during re-entry that could have cost the lives of the crew, and more.

*Terry Burlison*

### **Fanzine Library**

Cascade 4

The Fanzine Library is now open for your reading pleasure. Come and browse through the collection of fanzines, clubzines, APAs, and other fannish literature.

*R'ykandar Korra'ti*

5-5:30 PM

### **Reading: Louise Marley**

Olympic 1

Ms. Marley will read from her novel, *The Glass Harmonica*.

5-6 PM

### **Web Graphics and You**

Cascade 3

Computer

When should you use glitz and flash; and when is simple better?

*Ted D. Butler (M)*, *Donna Barr*, *Ron Richardson*, *Ryan K. Johnson*, *Marti McKenna*

### **What Was I thinking?**

Olympic 2

Costuming

Join us for the kick-off of Norwescon 24 Costume paneling as we share some of the strange, bizarre, off-the-wall, downright silly and disgusting things we have done in the name of costuming.

*Lori Edwards (M)*, *Anita Taylor*, *Dave Tackett*, *Garth Stubbs*, *Richard Stephens*

5-7 PM

### **Science Fiction Pictionary**

Cascade 5 & 6

Come play the popular game with a sci-fi twist. Guess the movie, book, TV show, etc. along with your favorite artists.

*Ed Stiner (M)*, *Craig Figley*, *Wolf Lahti*, *R. Stephen Adams*

### **Improbable Poetic Improvisation: Stump the Imposter!**

Cascade 7 & 8

Poetry

Panelists will do improvisational speeches to your situations mixed with standard Shakespearean characters: Puck meets Han Solo, Henry V at the Alamo, MacBeth and Kenneth Starr. "Verily, Luke, I am thy Father!" Come join the fun!

*Greg Robin Smith (M)*, *Andrew Dolbeck*, *Chad Hensley*, *Beverly Marshall Saling*

### **Chainmail Workshop**

Cascade 13

Medieval Warfare

This will be a hands-on workshop teaching chainmail weaving techniques. Materials are limited, so the maximum class size will be 20 people on a first-come basis.

*Jeff Larson (M)*, *Andrew Wilson*, *Russ Jensen*

5:30-6 PM

### **Reading: Ken Scholes**

Olympic 1

6-6:30 PM

### **Reading: Arinn Dembo**

Olympic 1

*Suicide Watch*: A brief excerpt from a post-modern horror novel.

6-7 PM

### **Live! It's Dragon Dronet!**

Grand Ballroom 2

The Dragon is back at Norwescon and he wants all his fannish friends and family to join him for a tantalizing titillation of the Dragon and Hollywood.

*Dragon Dronet*

### **How to Get Published in**

### **Star Wars Gamer or Star Wars Insider**

Cascade 3

Gaming

Find out how you can contribute to the *Star Wars* saga! Learn the steps to submitting articles, adventures, stories, and artwork to *Star Wars Gamer* and *Star Wars Insider* magazines.

*Christopher Perkins*

6:30-7 PM

### **Reading: Kij Johnson**

Olympic 1

Kij reads from a section from her medieval Japanese fantasy novel, *The Fox Woman*.

7-8 PM

### **Norwescon 24 Opening Ceremonies— Cirque de la Nuit**

Grand Ballroom 2

Step into our big top at Opening Ceremonies as we welcome you to bring your Sense of Wonder to the *Cirque De La Nuit*, Circus of the Night! Meet our Guests of Honor, find out where they will be this weekend and discover why you want to be sure to see them at a panel or reading. A terrific preview of super programming and extra special events that will make this weekend a memorable one.

*Richard Stephens—Master of Ceremonies*, *Pat Booze—Chairman*, *Robert J. Grieve—Programming Director*, *All of our wonderful GoHs: Connie Willis*, *Charles N. Brown*, *Bob Eggleton*, *Anne Lesley Groell*, *James P. Hogan*, and *Dragon Dronet*, and a cast of thousands?

8-9 PM

### **Creating a Horror Scenario in One Hour**

Cascade 3

Gaming

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

*Julie Hoverson*

### **Art Into Costume**

Cascade 7 & 8

Costuming

Movies, book covers, toys, and cartoons provide us with an endless supply of inspiration for recreation costumes. But how do you take a 2-D image or a six-inch tall action figure and turn it into an easily recognizable costume? Tips from artists and recreation masquerade winners will get you started.

*Margaret Richardson (M)*, *Julie Hoverson*, *Jeff Larson*, *R. Stephen Adams*





Darkness Descending © 2001 by Bob Eggleton.  
Cover for the book by Harry Turtledove.

**Getting Laid  
at Science Fiction Conventions**  
Evergreen 1

*Alternative Lifestyles*

A fun and informal panel discussion on the dos and don'ts of sex at SF Conventions and otherwise. We'll cover everything from the basics of flirting, learning how to hear "No," safer sex practices, and pick-up lines that really work. Bring your own stories of sex at conventions and let's get the convention off to the right start!

Ron Richardson (M), Diana Vick,  
Lisa Boleyn, Robert Grey

**Dreams and the Creative Process**  
Olympic 2

*Poetry*

Are dreams really more creative than waking time? How can we enhance the creative process through dreaming? During dreams, do we access a part of our awareness that is essential to the creative process?

Carol Duby (M), Jeffrey Adams, Chad Hensley, Andrew Dolbeck, Bruce Taylor

**Within the Mind's Eye:  
Exploring Inspiration**  
Olympic 3

*Fantasy*

What inspires the author and where can I get me some? Some say writers are down-right nuts... eccentric, but what really makes them tick? Come explore what inspires and motivates the author. Exchange ideas and learn some techniques to keep the creative juices flowing. (Audience participation required).

Kij Johnson (M), Greg Robin Smith, Joan M. McCarty, Loren Coleman, Bridget McKenna

**8-10 PM  
Clay-O-Rama**  
Cascade 13

*Art*

Come learn to make little creatures and play a hilarious game with them with the one and only Betty Bigelow.

**8 PM - MIDNIGHT  
Fanzine Library**  
Cascade 4

The Fanzine Library is now open for your reading pleasure. Come and browse through the collection of fanzines, clubzines, APAs, and other fannish literature.

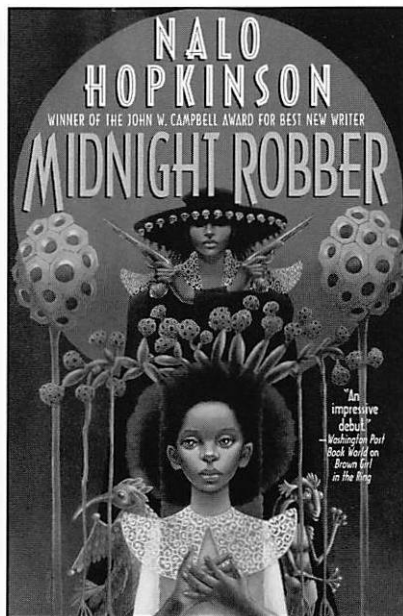
R'ykandar Korra'ti



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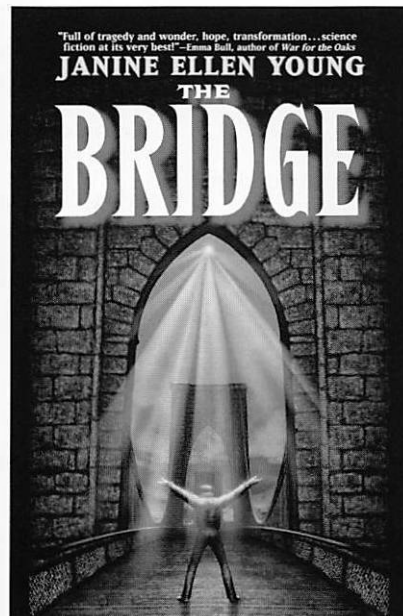
NALO HOPKINSON  
and  
JANINE ELLEN YOUNG

Finalists for the  
Philip K. Dick Award



“Comparable to anything  
read in the works of any  
of the notable contempo-  
rary West Indian authors.”

—*Black Issues Book Review*  
on *Midnight Robber*



“An evocative tribute to the  
human ability to dream.”

—*SF Site* on *The Bridge*



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**Drum Circle: "Drums of Tamanawis"**

Evergreen 3 & 4  
The Norwescon 24 Drumming Circles present: "Drums of Tamanawis" (Sahaptin word for *Power... of a spiritual nature*), markedly different from larger drums or traditional "Pow Wow." Join Dr. Terry Tafoya in discovering the effect, especially if one stands in the center, of a dozen or more drums being struck in the same rhythm pattern, and the profound physiological effect that is very different than experiencing the "Big Drum." Terry will be bringing in a number of hand drums, but people are encouraged to bring in their own drums and rattles, and their willingness to be "of one mind, one heart" in the use of them.  
*Terry Tafoya, Ph.D.*

**8 PM - 1 AM**

**Camarilla**  
Evergreen 2  
*Gaming*  
The Cam is up just in time for brunch with freshly sharpened fangs! Watch out!  
*Julie Christensen*

**8 PM - 5 AM**

**Open Circle**  
Cascade 5 & 6  
*Filking*  
Songs, stories, puns, and lots of wonderful moments for everyone to share.  
*Karen Rall*

**9-10 PM**

**Intellectual Property in the Information Age**  
Cascade 3  
*Computer*  
With Napster, and all of the other peer-to-peer technologies for sharing files and information popping up these days, what is the future of intellectual property on the Internet?  
*John R. Gray III (M), Joan M. McCarty, Dave Howell, Greg Paddock, Dave Doering*

**Smut as Entertainment**

Cascade 7 & 8  
*Alternative Lifestyles*  
Explore the world of producing science fiction and fantasy (and maybe other genre) erotic entertainment. We'll discuss the ins and outs of writing erotica, producing pornography, creating sexy illustrations, and any other form of erotic art we can come up with. What makes good smut and what makes for boring porn?  
*Diana Vick (M), Charlie Wise, Ron Richardson, Tillie King*

**Project Management for Costumers**

Olympic 1  
*Costuming*  
Tired of all those late nights and stressful days getting your costumes ready for a con? Don't think you can schedule the creative process? See how project management and organization techniques and tips can work just as well for planning your next costuming project as they do for getting software released—maybe even better! Costumers and artists also discuss what goes into making a comfortable and useful work area, while dealing with those ever-present budget, space, and housemate constraints.  
*Anita Taylor (M), Lori Edwards, Steve Greenfield, Julie Zetterburg*

**The E-Book Revolution**

Olympic 2  
*Publishing*  
Are the days of paper and ink books numbered? A discussion of the coming tide of books published on the web, palm computers, and other forms of electronic publishing.  
*Lorelei Shannon (M), Marti McKenna, Bridget McKenna,*

**Friends of Bill W.**

Olympic 3

**9 PM - 2 AM**

**Kim Poua's World Music Dance Party**  
Grand Ballroom 2 & 3  
The finest in danceable music from around the world. Break out your dancing shoes and boogie the night away. The con is young  
*Kim Poua*

**10-11 PM**

**ISS 101: Imperial Starbase Society**  
Cascade 3  
*Fannish*  
Everything you wanted to know about Imperial Starbase Society and more.  
*Miriah Miller (M), Collin Miller, Dave Franklin, Shirley Franklin, Eric Wilkinson*

**Alien Sex**

Cascade 7 & 8  
*Science*  
How might aliens reproduce? What about courting rituals? How about a world where the dominate species has three, four, five, or more genders?  
*Patricia MacEwen (M), John Schlick, Russ Jensen, Bryce Walden*

**10 PM - MIDNIGHT**

**Sexy Fashions for the Luxury-Sized Fan**  
Evergreen 1  
*Costuming*  
A practical panel discussion and fashion show on cut, fabric, design and pattern selection, accessories and attitudes to create a sensual look for voluptuous body types.  
*Julie Holverson (M), Shannon Flint, Margo Loes, Terri "Sprite" Specht, Sharree Dahm, Venus & Group*

**10 PM - 1 AM**

**Maundy Thursday Church Service**  
Olympic 1  
A celebration of the Holy Eucharist based on Rite Two of the Episcopal Church, with traditional foot washing. Members of all faiths are welcome to come to the service and all baptized Christians are invited to share communion with us.  
*Brought to the Norwescon membership by the Order of St. Chiro*

**10 PM - 2 AM**

**Designing a Writers Track for a Con**  
Olympic 3  
*Writing*  
Everyone has ideas about what's right and what's wrong with this or that Con's writing track, just listen in the bar. Well, bring those ideas here, cause we're going to put them down on paper and use them next year for Norwescon 25. Come one, come all (Thursday 10pm until the "Bar" closes).  
*Mike Moscoe*

**11 PM - 1 AM**

**Midnight Horror Readings**  
Cascade 7 & 8  
*Literature*  
The witching hour is back at Norwescon as readers spin dark tales of the Macabre. Come and find out the true meaning of horror.  
*John Pelan (M), Joan McCarty, Geoffrey Lucier*

# Friday

**9-10 AM**

**Tai Chi**  
Grand Ballroom 2  
A great way to start the morning and prepare yourself for the day. Our Tai Chi Master, Steven Barnes, will show you how.

**Costumers Coffee Klatch**

Olympic 2  
*Costuming*  
A casual problem solving/costuming discussion over coffee. Bring your sewing project and join us!  
*Anita Taylor (M)*

**Writers Coffee Klatch**

Olympic 3  
*Writing*  
 Come join the writers for coffee!  
 Mike Moscoe (M)

**10-10:30 AM**

**Reading: Bruce Taylor**  
 Olympic 1  
 Come join Bruce Taylor AKA "Mr. Magic Realism" as he reads from one of his works.

**10-11 AM**

**Movie Previews**  
 Grand Ballroom 2  
 The first session of the latest and greatest from Hollywood, hosted by Daryl Allison.

**Ask the Net—Searching On-line**

Cascade 3  
*Computer*  
 What is the best (and the worst) ways to find fast and accurate information online? How do you sift through the tons of potentially inaccurate junk to find the one or two gems without getting a migraine?  
 Ted D. Butler (M), Kathy Watts,  
 Lisa L. Satterlund, Anthony Ward

**Costuming Without a Sewing Machine**

Cascade 4  
*Costuming*  
 Whether you want to make something quickly and inexpensively, stretch the limits of your creativity, or just take a break from your sewing machine, this panel is for you. Beginners welcome!  
 Gail Glass (M), Garth Stubbs, Vicki Glover,  
 Keri Doering

**Victorian Bustles**

Cascade 5  
*Costuming*  
 Learn how to create the chic elegance of late Victorian bustle fashions. Discussion includes the how-to's of building or buying your own bustle, supplies and dealers, and how to create a skirt that will give you full reign of artistic expression and limitless possibilities to trim and embellish.  
 Lori M. Edwards (M), Anita Taylor,  
 Judith Smith, Kate McClure, JoAnne Kirley

**The World is Your Oyster! Pearls of Wisdom Every Writer Should Know.**

Cascade 6  
*Fantasy*  
 From scams you should be aware of and avoid to writing traps you may set yourself up for. From writing short stories and novels to selling them. From small press and print to books on disk and the web. Learn some of the tricks and triumphs only our panel of experts can teach you!  
 David G. Hartwell (M), Geoffrey Lucier,  
 Kuo-Yu Liang, Patrick J. Swenson

**Space Travel: A Historical Perspective**

Cascade 7 & 8  
*Science*  
 Shouldn't we be farther along than we are now? What has held us up? What can we do about it?  
 Brian Tillotson (M), Chris Erikson,  
 Thomas Quinn, Terry Burlison

**Celtic Knots**

Evergreen 2  
 Learn the intricacies of this ancient skill.  
 Dave Butler

**Mars: Who's Going?**

Evergreen 3  
*Science*  
 Yowzer! More than a year in cramped quarters. Who can withstand the rigors? How do you pick people who won't kill each other in mid flight?  
 Chris Vancil (M), Bryce Walden,  
 Cheryl Lynn York

**Asperger's 101: Aliens Among Us**

Olympic 2  
*Science*  
 What do Albert Einstein, Mr. Spock, Isaac Newton, Bert (from *Sesame Street*), our panelist, and the *Third Rock from the Sun* crew have in common? Asperger's Syndrome—an alternate way of perceiving the world that is hardwired into the brains of one out of five hundred of us. Come and see if this turns a light on in your life (no we are not looking for converts—Aspies don't like to lead and make terrible followers).  
 Barbara Beden-Hill

**Plot/Content:**

**Where Do We Go From Page 1?**

Olympic 3  
*Writing*  
 What do Shakespeare's *MacBeth* and *Pinky and the Brain* have in common? Come and hear the two plot paths that practically every story in Western literature share. What will make your story memorable? They're all here. Handouts provided.  
 Mike Moscoe (M), Kay Kenyon,  
 Janine Ellen Young, Steven R. Boyett

**10 AM - NOON**

**Let's Make a Movie – Part I**

Evergreen 4  
*Fandom*  
 Back again this year! Hey baby, I can make you a star! No, really. You see; we are making this movie at Norwescon and ...yeah, that's right! A movie! We will be doing the whole nine yards. Script, production, filming, and acting. So why don't you join us? We'll watch the finished product on Sunday. Really cool, eh?  
 Edward Martin III (M), Brian D. Oberquell,  
 Ryan K. Johnson, Adam Buckner

**10 AM - 4 PM**

**Becky Fallis Memorial Blood Drive**

Cascade 13  
 Our annual blood drive, this year in memory of Becky Fallis. Please stop in and save a life. Your blood is needed. This is a really easy way to help someone else.

**10:30-11 AM**

**Reading: Rob Vagle**  
 Olympic 1  
 A reading by a new author from Oregon.

**11-11:30 AM**

**Reading: Janine Ellen Young**  
 Olympic 1  
 Nominated for the Philip K. Dick Award, Janine Ellen Young will read from her book, *The Bridge*.

**11 AM - NOON**

**Real Books from Real Trees for Real People**

Cascade 3  
 Electronic books are getting better all the time; will this be the year you finally start your electronic science fiction library?  
 Bridget McKenna (M), Kuo-Yu Liang,  
 Marti McKenna, Dave Howell

**.COM to .BOMB**

Cascade 4  
*Computer*  
 Yesterday it was the hot new IPO on the block. Today, it's on top of the trash heap. What does the future hold when tech start-ups have a hard time finding investors?  
 Jack Beslanwitch

**Armor 101**

Cascade 5  
*Medieval Warfare*  
 Informational discussion of the use of leather and other materials in the construction of armor for both men and women. SCA-legal armor in An Tir will be included.  
 Jeff Larson (M), Timothy Armstrong (*Tadgh Fairbairn*), Michael Miller, Terry Smith

**Women in Comics**

Cascade 6  
*Art*  
 Ok, its been a while since we talked about it—is it better yet? Have things improved in the predominately male world of comics?  
 Diana Vick (M), Donna Barr,  
 Julia Lacquemont, Roberta Gregory



**Costuming and Your Psyche**

Cascade 7 & 8

Costuming

Why do you prefer the costuming you do? What kind of reaction do you like to get from others or an audience? Who or what do you dress up or create images for and why? How much of your personality is involved in what you wear or the creature or "thing" you create? Explore these questions with us.

Gail Glass (M), Vicki Glover, JoAnne Kirley, Keri Doering

**The Creature Factory: Is that a Troll in Your Closet or Just My Imagination?**

Evergreen 1

Fantasy

Strange and interesting creatures dominate fantasy, but are you restricted to the same old choices? Learn the rules behind popular and mythological creatures—behavior, special powers, ecology—then learn how to break the rules. Build your own creatures too! If you have been wondering how all those creatures work, then this is the panel for you! Bring your pen and paper... and don't forget your imagination! After all, this is a "hands-on" panel!

Rich Redman (M), Carolyn Kephart, Irene Radford, Suzanne Jachim, Kathy Watts

**Photography as SF/F Art Slide Show**

Evergreen 2

Fandom

Photographs that without touch up could make it into the art show—alien landscapes, castles and other oddities.

Lisa L. Satterlund

**Decoding the Ribosome**

Evergreen 3

Science

Nature's own nano-assembler has now been decoded and mapped. What does this mean for the future of nanotechnology and bioengineering?

Jim Kling (M), Forest Bishop,

Patricia MacEwen, Thomas P. Hopp

**On-line Gaming and Multiplayer Worlds**

Olympic 2

Computer Gaming

You've got a computer, you've got a net card, and you've got bandwidth. Now where are the games?

J.T. Traub (M), Jon Wilkie, Martin Cirulis, Derek Starr

**Small Press/E-Publishing/Print on Demand: How To and is It For You?**

Olympic 3

Writing

Oh, the publishing world, it's a changing. Come listen to what small press and e-publishers and their writers have to say about it.

C.A. Casey (M), Joan McCarty,

Dave Doering, I.J. Bothell

**11:30 AM - NOON**

**Reading: Maya Kaathryn Bohnhoff**

Olympic 1

Join Maya Kaathryn Bohnhoff as she reads from her new book, *Magic Time II: Blues*. It is the second book in the soon-to-be-released *Magic Time* series from HarperCollins.

**12-12:30 PM**

**Reading: Thomas P. Hopp**

Olympic 1

Come and listen to Thomas P. Hopp read from his book *Dinosaur Wars*. Tales of a race of human-sized, intelligent dinosaurs which cause humans to become the endangered species! Action, Adventure and Romance!

**NOON - 1 PM**

**Computer Technology versus the Artist**

Cascade 3

Computer

Computers are capable of more and more these days. With a render farm, a person can make realistic landscapes in hours or overnight. Where do the artists retain control when there are packages to do everything from landscapes to realistic portraits?

R. Stephen Adams (M), Donna Barr,

Craig Figley

**Judges Exposé**

Cascade 4

Costuming

Allay those fears and see just what goes on during workmanship and presentation judging for masquerade and hall costumes. Ask questions and learn what judges look for in this easy-going, no-holds-barred format.

Lori M. Edwards (M), Anita Taylor,

Richard Stephens, JoAnne Kirley

**Armor 102**

Cascade 5

Medieval Warfare

Continued discussion and demonstration of banded leather, chainmail and the use of aluminum and steel in armor.

Jeff Larson (M), Rob Valentine, Terry Smith,

Russell Jensen, Michael Miller

**Mythical Creatures**

Cascade 6

Art

Sea Serpents, Mermaids, Compassionate Conservatives, and other mythical creatures. Well, maybe not that third one. Even the esteemed Empress Sharreestra may not have enough imagination for that critter. But she certainly does for almost anything else.

Sharree Dahm (M)

**Life on Mars—Yes or No?**

Cascade 7 & 8

Science

An astrobiologist from the University of Washington discusses the latest finding on the subject.

Milt Gordon (M)

**What's new in British Media?**

Evergreen 1

Ryan K. Johnson

**Europa: Under the Ice Slide Show**

Evergreen 2

Art/Science

A look at the known conditions on Europa and some terrestrial examples known to exist under similar conditions, along with extrapolations on what we might find when we poke our heads through the ice.

Patricia MacEwen

**Call of the Wild: Animals in Fantasy**

Evergreen 4

Writing/Fantasy

Learn all you need to know about animals and how you can use them in your fantasy writing. From the knights trusted steed, to the wilderness animals that interact with your druid. From the wizard's familiar to the serf's common farm animals. Find out what you can and cannot do with them in your story and how they behave both instinctively and through training.

Kij Johnson (M), Melissa Lee Shaw,

Rich Redman, James Clemens/Rollins,

Janet R. Rhodes

**Filk Songs for Non-Filkers**

Olympic 2

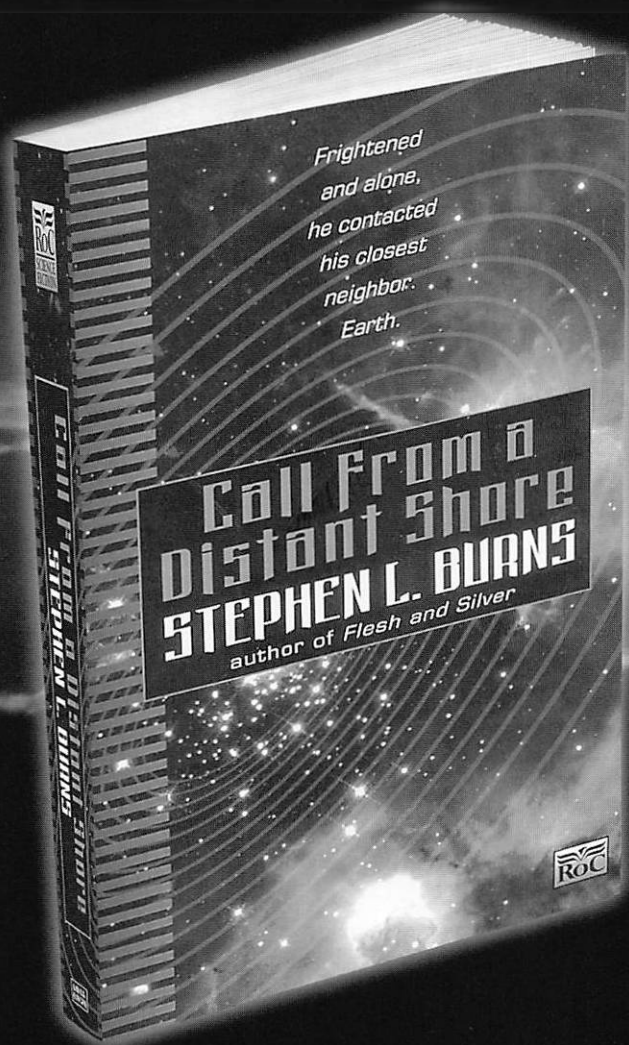
Filk

Have you played your favorite song for you friends or family and had them look at you strangely because it included references to aliens or gaming? Have you thought about how the attendees at tomorrow's open-mike session would really react to your spoof of the computer industry? Come and listen to some experienced performers sharing their own experiences of this kind. Song examples will be included.

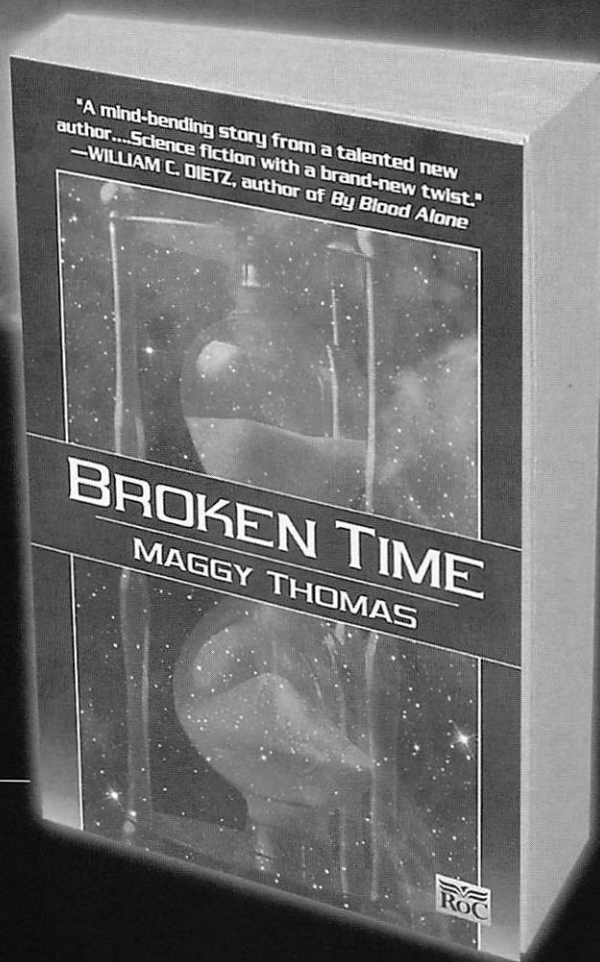
Karen Rall (M), Jeff Bohnhoff, Jeff Hutchin, Maya Kaathryn Bohnhoff, Darragh Metzger



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**Agents: Where, When, How?**

Olympic 3

Writing

Where does a writer find an agent? When should a writer get an agent? Can I sell without an agent? Should I sign a contract without an agent? Wouldn't you rather know the answer to these questions before you do something you'll wish you hadn't? Note: Any agents in the crowd should feel free to join this panel and shoot down the dastardly canards of the writers.

John Dalmas (M), Larry Niven, Ray Vukceвич, Susan R. Matthews

**NOON - 2 PM**

**Bill & Dragon's Secret Weird Show**

Grand Ballroom 2

Please! No cameras, tapes, or other recording devices!

Dragon Dronet

**Choose Your Weapon: Weapons Usage and Behavior for the Fantasy Writer**

Evergreen 3

Fantasy

Throw aside your inhibitions, put on your comfortable clothes—this panel is a hands-on look at weapons. From the seemingly ordinary to the unique, find out how fantasy weapons work, how to realistically write them, and what weapons are good for what situation and armor. Not all weapons are the same! Hold the weapons and get a feel for them so you can realistically write about them. Audience participation is encouraged.

Joan M. McCarty (M), Robyn Sondra Wills, Terry Tafoya, Ph.D., Timothy Armstrong (Tadgh Fairbairn)

**12:30-1 PM**

**Reading: Greg Cox**

Olympic 1

Please join Greg Cox as he reads from *The Eugenics Wars*, excerpts from the upcoming *Star Trek* novel!

**1-1:30 PM**

**Reading: Ray Vukceвич**

Olympic 1

Come and listen as Ray Vukceвич reads from some of his works.

**1-2 PM**

**How to Get Published in Dragon & Dungeon Magazines**

Cascade 4

Gaming

A brief presentation outlining how to pitch your article, adventure, or short story to the magazines and get it published. Includes a Q & A session with the editors.

Chris Perkins, Dave Gross

**Hercules to Agincourt**

Cascade 5

Costuming

So, now you know about basic fighting gear. Ready to add some pizzazz to your ensemble? Discuss what works, and what doesn't, for light and heavy fighters while maintaining comfort, safety, and realism. Then take the concept a step farther and see how you can create some great fantasy armor and accessories.

David Tackett (M), Anita Taylor, Andrew Wilson, Jeff Larson

**Electronic Resources for Writers**

Cascade 6

Computer

Come find out what has changed in the past year and what is available for finding markets, researching, talking with other writers and more.

Jack Beslanwitch (M), Ted Pedersen

**Adam Buckner Slide Show**

Evergreen 2

Science fiction and fantasy media.

**Teaching Science in Public Schools**

Evergreen 4

Barbara Beden-Hill, Marie Ormes, Ph.D., Beverly Marshall Saling

**MED1 Review and Renaissance Music**

Olympic 2

Folk

Some of our musicians share their songs.

Joc Bethancourt (M), John Moore, Don Parris, Darragh Metzger

**Why and How to Write Short and Where to Sell Short Fiction**

Olympic 3

Writing

How do you know if your idea is a short story or a trilogy? Why should you write short stories? Tricks to writing short and where to market those gems.

James C. Glass (M), Rob Vagle, Amy Axt Hanson, Cynthia Ward, David G. Hartwell

**1-3 PM**

**Tarot Cards**

Cascade 3

An introduction to Tarot cards along with easy ways to remember them.

Janine Ellen Young

**Blasting Off**

Cascade 7 & 8

Science

Will space station alpha and the proposed national missile defense system spur a surge into space—or do they detract attention and resources from where they should really be?

Chris Erickson (M), Chris Vancil, Milt Gordon, Tonya Harrison, Terry Burlison

**The Poetry (and Practicality) of Feng Shui**

Evergreen 1

Poetry

The art of placement and balance to create a harmonious space. Cymbric Van Faulker-Smith speaks of the liberating power of Feng Shui, and how it can help your writing or other creative endeavors. She can also give advice on your writing space. Drawing implements will be available to lay out your study, garret, or crawl space so that Cymbric can make suggestions.

Greg Robin Smith, Cymbric Van Faulker-Smith

**1:30-2 PM**

**Reading: John Dalmas**

Olympic 1

This wonderful writer from the Palouse will read from his novel, *Soldier*.

**1:30-3:30 PM**

**Dark Knight Productions**

Grand Ballroom 3

Ever watch a medieval/fantasy film or play and thought you could portray the hero or villain better than the performers? Here's your chance! Audience members will be the actors in "A Malicious Plot: The Revenge of Lord Malice", a new play by Dark Knight Productions, Seattle's newest acting/stage combat troupe.

Rob Valentine (M), Alan Paulsen, Philip Smith

**2-2:30 PM**

**Reading: Rebecca Neason**

Olympic 1

This local writer will be reading from her new novel, *The Thirteenth Scroll*.

**2-3 PM**

**Interview: Anne Lesley Groell**

Cascade 5

A one-hour interview with the chief editor of our Spotlighted Publisher, the Bantam-Dell Publishing Group.

**Lucette Workshop**

Cascade 6

Costuming

Learn how to create your own dimensional trims and cording in this hands-on workshop. Limited to 10 participants.

Deb Tatarek (M)

**You Can't Fool Mother Nature:  
Using the Unpredictably of  
Natural Order in Fantasy Writing**

Evergreen 2

Fantasy Writing

When Mother Nature rears her ugly head, what is a hero to do? Find out how to use natural occurrences—things we sometimes take for granted—to spice up your story line. Not all enemies come brandishing swords or magic, some enemies cannot be controlled: plagues, famine, hurricanes, snow, wind, rain, earthquakes and other natural disasters. Bring your imagination and curiosity with you and be prepared to throw some nature at our panel of experts.

*James Clemens/Rollins (M), Kij Johnson, Carolyn Kephart, Beverly Marshall Saling*

**Armor & Other Protective Clothing**

Evergreen 3

Literature

The psychology of the way armor is worn in literature and media and how its description and appearance can add depth to characters. Learn all about it with Fiacha.

**Speculative Fiction**

Evergreen 4

Science/Writing

How to push the boundaries of known science in your science fiction. When to stop. *Elton Elliott (M), Amy Axt Hanson, Ted D. Butler, Scott Westerfeld, Larry Niven*

**Viewpoint, Pacing and Scenes—  
Critical Writer Tools**

Olympic 3

Writing

You've figured out the story you want to tell and who's telling it. Now some thoughts on how to make it a grabber for the reader. Handouts provided.

*Mike Moscoe (M), Kay Kenyon, Michael Concy, L.J. Bothell, Blythe Ayne, Ph.D.*

**2-4 PM**

**Really Bad Space Travels**

Grand Ballroom 2

From the bowels of sunny California comes the latest epic in Finnish film, *Warning*: you will not want to miss this one! Hosted by Gabriel C. Koemer.

**ESP Drawings**

Cascade 4

Art

No explanation can adequately describe what will happen during this panel. This one has to be experienced, not told. Come and be amazed by Sharree Dahm.

**Musical Inspiration  
for Masquerade Costumes Workshop**

Olympic 2

Costuming

Many scenes in films were created for a musical score. Join us for a workshop where we take that concept and apply it to masquerade presentations.

*David Tackett (M), Richard Stephens, Mimi Noyes, Laurel Parshall, Garth Stubbs*

**2:30-3 PM**

**Reading: James C. Glass**

Olympic 1

This noted author from the Inland Empire will be reading from his new novel, *Empress of Light*.

**3-3:30 PM**

**Reading: Geoffrey Lucier**

Olympic 1

"Rug:" A tale concerning an ancient Oriental rug with an appetite!

**3-4 PM**

**Science Fiction and Fantasy**

**Cross Pollination**

Cascade 3

When is it science fiction and when is it fantasy? A discussion of one genre being fertilized with other genre.

*Kathryn Cramer (M), Duane A. Wilkins, Kuo-Yu Liang, Peter Dennis Pautz, Elton Elliott*

**Interview: GoH Charles N. Brown**

Cascade 5

A one-hour interview with the owner and editor of the most famous journal in science fiction and fantasy: *Locus*.

**Getting the Idea**

Cascade 6

Art

Do you sweat over ideas, or just buy them by the six-pack from Idea Service in Schenectady? Hints from the pros on how to get started on a piece of art from the very beginning.

*John R. Gray III (M), Craig Figley, Jacquelyn D. Duram Nilsson, Wolf Lahti, Betsy Mott*

**Costuming the Rapier Fighter**

Cascade 7 & 8

Costuming

Whether you want to actually wield one of those swishy-poky things or just be accurate in your artistic portrayal or persona, learn from experienced rapier fighters as they present a historical overview of rapier costuming, tips on fabric selection and fit and sources for patterns and accessories.

*Cheryl Glover (M), Stephen Henning, Terry Smith*

**Medic Please**

Evergreen 2

Fantasy

Think of a time when there was no modern medicine, then put your character there. Often, the hero goes through battle after battle unscathed. In reality, battle takes a lot out of a person, especially in a time when a cut could be deadly. Learn about simple and complex injuries and the natural way they were treated by different cultures.

*Charlie Wise (M), Lisa L. Satterlund, Terry Tafoya, Ph.D., Candi Wise*

**Space: The Unexpected Frontier**

Evergreen 3

Science

The devil is in the details. What unexpected and unplanned for problems are most likely to bedevil colonists and deep-space astronauts?

*Chris Erickson (M), Forest Bishop, John Cramer, Richard J. Lovett, Milt Gordon*

**Live, Armored Models**

Evergreen 4

Art

Bring your sketchbooks, pencil, pen, whatever and draw from real life models in armor.

*Larry Lewis (M), Timothy Armstrong (Tadgh Fairbairn), Russell Jensen, Kit Heinrichs, Jeff Larson*

**Hey, There's SF in My Mystery,  
Romance, Etc.**

Olympic 3

Writing

Writers talk about what does and/or doesn't work for their cross-genre fiction.

*Irene Radford (M), Maya Kaathryn Bohnhoff, Blythe Ayne, Ph.D.*

**3-6:30 PM**

**Camarilla**

Evergreen 1

Julie Christensen

**3:30-4 PM**

**Reading: Richard Paul Russo**

Olympic 1

Mr. Russo will read from the opening chapters of his novel, *Ship of Fools*.

**4-4:30 PM**

**Reading: Scott Westerfeld**

Olympic 1

Join Scott Westerfeld, a Philip K. Dick Nominee, as he reads from his nominated novel, *Evolution's Darling*.



4-5 PM

**Video and Computer Games from Yesterday till Tomorrow**

Cascade 3

*Computers/Gaming*

What were your favorite games? Why? What are your favorites now? What are the game designers doing right and wrong in their reach for the hit game of tomorrow?  
*Brian Tillotson (M), Jon Wilkie, Jeff Vogel, Derek Starr, Martin Cirulis*

**Alien Blueprints**

Cascade 5

*Science*

Is alien life likely to be DNA and protein-based? Or is alien architecture truly alien? What might they be made of?  
*Jim Kling (M), Janet R. Rhodes, Blane Bellerud*

**Computer Prints/Digital Printing**

Cascade 6

*Art*

Come discuss the ins, outs, drawbacks, positives and how-to's of computer printers, and prints with color specialist Dave Butler.

**Rapier 101**

Cascade 7 & 8

*Medieval Warfare*

Show and tell, Q & A with a demonstration of SCA rapier combat.  
*Stephen Henning (M), Cheryl Glover*

**Mars Needs Women**

Evergreen 2

*Socio-Cultural*

Are bug-eyed aliens stealing our women? Join us for an interesting discussion!  
*Bryce Walden*

**Shared Worlds**

Evergreen 3

*Fantasy*

With the success of *Dungeons and Dragons: The Movie*, shared world leaps once again into the spotlight. You really love the forgotten realm, but it is someone else's world. Bringing your ideas and characters to life is the easy part. Now learn how to legally profit from it. The folks from Wizard's of the Coast and other shared world writers will be on hand to tell you how to go about writing and selling work in your favorite settings including *Star Trek*, *Star Wars*, *Stargate: SG-1*, *Magic: The Gathering* and many more. Learn the boundaries and legalities of writing in shared world and what differentiates shared world writing from fanfic.

*Peter Archer (M), V.E. (Vicki) Mitchell, Dave Gross, Chris Perkins, Rebecca Neason*

**Live, Armored Models**

Evergreen 4

*Art*

Bring your sketchbooks, pencil, pen, whatever and draw from real life models in armor.

*Larry Lewis (M), Alan Paulsen, Philip Smith, Rob Valentine*

**Publicity for New Writers and the Bookstore Dance**

Olympic 3

*Writing*

Okay, I just finished the copy edits on the first novel, the second novel is pretty well done, so what do I do to help the sales of the first book along? Come hear some good ideas, some bad ideas, and maybe some good advice on which is which.

*Duane A. Wilkins (M), Edd Vick, Thomas P. Hopp, Ken Rand*

4-6 PM

**Slide Show: What I Did During My Summer Vacation in Kosovo**

Grand Ballroom 2

*Science*

The title says it all.

*Patricia MacEwen*

**Masquerade Presentation Workshop**

Olympic 2

*Costuming*

Whether you are putting the final touches on tomorrow night's presentation, or working through concept ideas for a future project, here's your chance to work with experienced actors, dancers, and stage managers to refine and improve your stage presence.

*Richard Stephens (M), Anita Taylor, Julie Hoverson, Lori M. Edwards, Shannon Flint*

4 PM - 1 AM

**Fanzine Library**

Cascade 4

The Fanzine Library is now open for your reading pleasure. Come and browse through the collection of fanzines, clubzines, APAs, and other fannish literature.

*R'ykandar Korra'ti*

4:30-5 PM

**Reading: Michael Coney**

Olympic 1

Join Michael Coney as he reads from "The Byrds", his humorous short story about the effects of an unlikely cult!

5-5:30 PM

**Reading: Michael Marshall Smith**

Olympic 1

Philip K Dick Award nominee Michael Marshall Smith has traveled from London. Please join him as he reads from his nominated book, *Only Forward*.

5-6 PM

**Computers, the Internet and Big Brother**

Cascade 3

*Computer*

Listen to the latest about the Internet and privacy issues.

*Glenn Stone (M), Jeff Vogel, Ron Richardson, Jack Beslanwitch*

**Satanism: The Urban Legend**

Cascade 6

*Heather Candelaria (M), Rhias K. Hall, Jana Danielle Wright*

**Space Venture Capitalism**

Cascade 7 & 8

*Science*

Where's the pot of gold? If you had a billion dollars to invest in a space enterprise, what would it be?

*Jim Kling (M), Chris Erickson, Terry Burlison, Milt Gordon*

**Bringing a Sense of Wonder to SF/Fantasy**

Evergreen 2

The universe, both real and fantasy, is a pretty awe-inspiring place. How do you capture that in your story? How do you reduce something so huge and magnificent to mere words? Here are some folks who do a great job of it.

*Larry Niven (M), Kathryn Cramer, Steve Barnes, Rebecca Neason, Marie Ormes, Ph.D.*

**Fermi Paradox**

Evergreen 3

*Science*

If they were out there, they'd already be here, wouldn't they? Our human panelists discuss.

*James C. Glass (M), John Cramer, Thomas Quinn, Blane Bellerud*

**SF Museum Trivia Game Show**

Evergreen 4

*Fandom*

Come and watch or participate in a trivia game show. Test your knowledge in 6 categories of sf trivia. Any member of the audience could end up in the winner's circle. Prizes will be offered.

*Edward V. Stiner*

**How to Wreck a Writing Career**

Olympic 3

*Writing*

Dozens of way that you, too, can mangle a perfectly good start at a writing career. You'll want to take copious notes. What you may wish you knew before things go awry.

*Mike Moscoe (M), Geoffrey Lucier, Kathy Watts, Sara Wrench*

# CONJOSÉ

The 60th World Science Fiction Convention<sup>®</sup>

San José, California  
 Thursday, August 29 through  
 Monday, September 2, 2002  
 San José McEnery  
 Convention Center

## How to Contact Us

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1. Buy a supporting membership (\$35) and say you want an installment membership.
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Site selection voters subtract \$30 from attending fees • Adult presupporters subtract \$20 more  
 Installment plan - \$35 minimum to start (L)

Member #1	Member #2	Member #3	Member #4	Address	Want. Pubs? Y N	Member Type (See table above) A C I S L	Voted? Y N	Pre-Sup? Y N	
_____	_____	_____	_____	_____	Y N	A C I S L	Y N	Y N	
_____	_____	_____	_____	_____	Y N	A C I S L	Y N	Y N	
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**5-7 PM**

**Rapier—Buccaneer Tournament**

Grand Ballroom 3

*Medieval Warfare*

Choose your favorite fop, watch the buckles swash, and hear the silly banter of local SCA rapier fighters as they fight in the Rapier Fun Tourney.

Stephen Henning (M), Cheryl Glover

**5-8 PM**

**Dragon Magazine Play-test:**

**The Seventh Arm**

Cascade 5

*Gaming*

Join the Editors-in-Chief in a play-test of "The Seventh Arm," a D & D adventure scheduled for an upcoming issue of *Dungeon Magazine*. Bring your own 7<sup>th</sup> level D & D character (using the magic item rules in the *Dungeon Master's Guide*) or use one of the pregenerated characters.

Chris Perkins (M), Dave Gross

**5:30-6 PM**

**Reading: Synce Mitchell**

Olympic 1

Join Synce Mitchell as she reads excerpts from her forthcoming novel, *Technogenesis*.

**6-6:30 PM**

**Reading: Roberta Gregory**

Olympic 1

Join Roberta Gregory as she reads from her new novel, *Mother Mountain*.

**6-7 PM**

**So, You Think You're a Web Designer?**

Cascade 3

*Computer*

These days, everyone and their brother advertise that they can do web design. Come talk with a few folks who have been doing it and find out how to make your site better, as well as what not to do.

Brian D. Oberquell (M), Dave Butler, Jack Beslanwitch, R. Stephen Adams, Martin Cirulis

**6-7 PM**

**Serial Killer Chic**

Cascade 6

*Goth/Horror*

With the arrival of the hotly anticipated film *Hannibal*, it seems as if the serial killer is just the latest monster to be added to our classic pantheon. What makes this mythical media creation so compelling to modern readers and cinema-goers?

Rhias K. Hall (M), Suzanne Jachim, Jana Danielle Wright, Lorelei Shannon

**Gravity Wells or Roll Your Own?**

Cascade 7 & 8

*Science*

Colonization: big rocks or space debris? Only a planet's outermost skin is accessible for plunder by colonists, and they'll have to fight unalterable gravity and weather. An asteroid or comet, on the other hand, can give its all to greedy terrans, including its uttermost core, and there's no biosphere to poison with mining/manufacturing pollution. On the other hand, there's just so much more stuff on a planet.

Judy Johnson (M), John Cramer, Forest Bishop, Greg Paddock, Thor Osborn

**Reading for the Future**

Evergreen 2

How do we get kids away from the boob tube and in to reading books?

David Glenn Anderson (M), Larry Lewis, Spring Schoenhuth, Marie Ormes, Ph.D.

**The Killing Fields:**

**Writing Siege Warfare**

Evergreen 3

*Fantasy*

By land, or upon sea, or in the clouds: Learn how to set up and execute the perfect siege that will have your reader riveted to the pages. Deploy the cavalry, set sail the pirate ships, send in the foot soldiers! Combat tactics and strategies that anyone can learn and understand. By the end of this panel, you too can set up believable large-scale warfare.

Mike Moscoe (M), John Dalmas, Rich Redman, Stoney Compton

**SF&F Collecting: What, Why, How?**

Evergreen 4

*Fannish*

Thinking about starting a sf collection? Why collect? What should you collect? How do you take care of it? Join the discussion and ask your questions and offer your answers.

Edward V. Stiner (M), John Pelan, Duane Wilkins

**Getting The Most Out**

**of a Writers Group**

Olympic 3

*Writing*

Writing is a lonely business. But it's also communication between the writer and the reader. Sometimes you need an outsider to let you know if the words on the page are matching the vision in your head. How writers groups can help that process.

Honna Swenson (M), Bill Nichols, V.E. (Vicki) Mitchell, Bruce Taylor

**6-8 PM**

**Air Brush Demo**

Cascade 13

*Art*

An air brush demonstration with John R. Gray III.

**Finding Your Power Animal: Power Animal Journey**

Olympic 2

Find your power animal, a guide that can help you access information from alternate realities. Power animals have been recognized in many cultures throughout history as helpers in the Shamanic realm. Experience a guided drumming journey to find your power animal and dialogue with it!

Carol Dale Duby

**6:30-7 PM**

**Reading: Steven R. Boyett**

Olympic 1

Listen as this new author reads from his works.

**7-7:30 PM**

**Reading: Loren L. Coleman**

Olympic 1

Join Loren L. Coleman as he reads from one of his short stories or excerpts from his latest novel!

**7-8 PM**

**Robotics 2000 Student Competition: A Challenge Renewed for Robotics 2002**

Cascade 3

*Science*

Find a hidden lava tube, penetrate it, and then install an airtight airlock, all by remote control. Talk and video by Bryce Walden, a judge at Robotics 2000.

**All Shook Up!**

Cascade 6

*Science*

Where were you when the big one hit? A discussion of the latest major rock 'n' roller in the Pacific Northwest. Come find out what it was all about and what we can expect in the future.

Andy Quinn

**Space: Independents vs. Nationals**

Cascade 7 & 8

*Science*

How will it play out when the Europeans, second-world nations and various maverick states routinely launch into space? Will NASA and other first-world space agencies lose control of space? What will the near-term political geography of the final frontier look like?

Terry Burlison (M), Elton Elliott, Chris Erickson, Cheryl Lynn York

*A Planet overlooked by two moons and an origin of destruction. Two stories of a race against time through sabotage and possession; cloning and rebirth magic and technology; a prophecy manipulated ending with the fate of a world.*

## **The Death of Jabari**

**A Science Fantasy Novel**

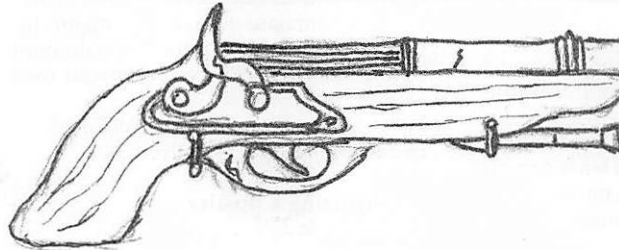
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### **Why Mars?**

Evergreen 2  
Science

It's colder than Antarctica, drier than any earthbound desert, and has thinner air than Everest. Should we look elsewhere for a first destination?

*Judy Johnson (M), Forest Bishop, Thomas Quinn, Chris Vancil, Tonya Harrison*

### **Forging Fiction with Heat, Hammers and Sweat**

Olympic 3  
Writing

Is writing more like forging horseshoes or bringing fire down from Olympus? A look at the writer's smithing tools—fire and sweat, muscle and iron, determination and guts. Not for the faint of heart, but for those who aren't. Come show off your writing muscles.

*Syne Mitchell (M), Mike Moscoe, Chris McKitterick, Peter Dennis Pautz*

### **7-8:30 PM**

#### **Philip K. Dick Reception**

Grand Ballroom 2

Join us for the presentation of the Philip K. Dick Award, presented to the best U.S. published original paperback of 2000.

*William Sadorus (M), David G. Hartwell, Pat Booze*

### **Drag 101: Male to Female or Female to Male in 90 Minutes!**

Evergreen 1

*Alternative Lifestyles/Costuming*

A discussion and demonstration. The title pretty much says it all. Come join the fun!

*Robyn Sondra Wills*

### **7:30-8 PM**

#### **Reading: Kathy Watts**

Olympic 1

The young widow of a whaler must discover which world she and her skeletonbaby belong to, this world or the spirit one. Join Kathy Watts as she reads from "The Skeletonbaby's Birthday."

### **8-9 PM**

#### **RPGA's Living Campaigns:**

#### **Almost Everything You Wanted to Know**

Cascade 3

Gaming

Talk with the coordinators of *Living City* (Forgotten Realms), *Living Greyhawk* (Greyhawk), and *Living Force* (Star Wars) See the Living Campaign through their eyes and try to pry out their secrets.

### **Nature vs. Nurture**

Cascade 5

Science

Do genes tell the whole story? How much does environment influence human identity?

*Richard J. Lovett (M), Lee Hood, Thomas P. Hopp, Blane Bellerud*

### **Warfare Tactics**

Cascade 6

*Medieval Warfare*

General SCA warfare tactics discussion, historical discussion/comparison.

*Timothy Armstrong (Tadgh Fairbairn) (M), Kit Heinrichs, Robert Grey, Fiacha*

### **Rose Bead Workshop**

Cascade 13

Costuming

Since ancient times, scented beads made of flower petals, resins and spices have been used as adornment for decorative and ritual purposes. In this workshop we will be making our own beads made from rose petal clay, and learning a little about the history and uses these beads have been put to. Handouts and clay will be provided. Wear or bring clothing you don't mind getting messy in. Limited to 10 participants though others may listen in.

*Kate McClure*



**Masquerade Meeting**

Olympic 1  
A must-attend panel for all those who plan on participating in the Masquerade. Attendance at this or the Saturday morning meeting is mandatory. Peggy Stewart, Masquerade Director, will be there to answer questions.

**Where Have All the Amazonian Women Gone? Exploring the Lost and Exotic Cultures**

Olympic 2  
Writing  
From Atlantis and the Amazonian women of myth to the ancient Egyptians, Toltecs, Incas, Olmecs and beyond to the Polynesian culture and the nomadic Bedouin society still around today, explore the myths and realities of lost and exotic cultures and see how you can integrate them in your own fantasy setting.  
*Suzanne Jachim (M), Lisa L. Satterlund*

**Violence Against Gays II**

Olympic 3  
We hear about it on the radio. We watch reports of it on the television. Another senseless beating or murder. Why? Because of a different choice of sexual preference than yours. Come and learn what you can do to stop the madness and intolerance.  
*Alan Fairies (M), A.M. Dellamonica, Lee Elfman*

**8 PM - 1 AM**

**Filk Concerts**

Evergreen 3 & 4  
Filking  
A variety of artists will be entertaining you tonight.  
*Karen Rall (M)*

**9-10 PM**

**Role Playing 102: Running the Game**

Cascade 3  
Gaming  
Ready to run your first game? Come hear some tips and tricks from experienced game masters on how to make the game come alive.  
*Leopoldo Marino (M), Julie Hoverson, Martin Cirulis, Derek Starr*

**If It Isn't Scottish, It's Crap**

Cascade 6  
Costuming  
Whether you like to wield big swords, kill the English or prefer the comfort of wearing nothing under eight yards of wool, this panel is for you. Learn what the well-dressed highlander is wearing (or not wearing) from peasant garb to parade review, how to shop for a kilt, pleating and sewing your own, accessories for completing the look, and tips on the better and less expensive single malts will be discussed.  
*Garth Stubbs (M), Timothy Armstrong (Tadgh Fairbairn), Michael Edwards, Kate McClure, Randy Gordon*

**Defining Imaginative Cultures' Sexual Mores**

Cascade 7 & 8  
Alternative Lifestyles  
An examination of the many different sexual styles and behaviors of real earth cultures and extrapolation of what behaviors other imaginative cultures might display. Learn the basic questions to ask about sexual behavior when creating your own worlds and cultures.  
*Robyn Sondra Wills (M), Joan McCarty, Heather Candelaria, Alan Fairies*

**Constructing a Bustier**

Evergreen 1 & 2  
Costuming  
An introduction to the Bustier Fashion Show, costumers will present the basics of bustier construction including fitting figure types, pattern sources, fabrics and materials.  
*Ruth Margo Loes (M), Melissa Quinn, Anita Taylor, Lori M. Edwards, JoAnne Kirley, Alisa McDonald*

**Friends of Bill W.**

Olympic 1

**9-11 PM**

**Clan Court**

Cascade 13  
Gaming  
Live action role playing with Clan Burnout. All Burnout members are requested to attend and play in character. Anyone else is invited to attend and join our audience. Check out Clan Burnout Newsletter *The Smidgen*, available at the clan's club table to be up on the current story line  
*Charles Eakins (M), Bobby DuFault*

**9 PM - 2 AM**

**Stardance**

Grand Ballroom 2 & 3  
Watch our world famous Opening Number and then get on that dance floor and dance the night away. This year, DJ Shawn Marier will be mixing it up with a whole bunch of cover songs, so don't be surprised when you hear old favorites performed by new artists.  
*Shawn Marier*

**Camarilla**

Olympic 2 & 3  
Gaming  
Another night for the living dead. Let the bloodbath begin!  
*Julie Christensen*

**10-10:30 PM**

**Reading: James Rollins**

Olympic 1  
*Deep Fathom*...A preview of the next scientific thriller by James Rollins dealing with Polynesian mythology and the crash of Air Force One. Coming this July from HarperCollins.

**10-11 PM**

**Making Money on Shareware**

Cascade 3  
Computer  
It's an old way of selling software, especially games. Is it still viable?  
*Jeff Vogel (M), Glenn Stone, Bill Nichols*

**Lava Tubes as Habitats**

Cascade 5  
Science  
Lava tubes could provide shelter to colonists on the Moon and Mars. A slide show.  
*Bryce Walden (M)*

**Leather & Lace, Leash & Collars: Defining Alternate Relationships**

Cascade 7 & 8  
Alternative Lifestyles  
Poly, swingers, B&D, S&M, bi, queer, straight, or whatever. What's it all mean? An entertaining and light panel discussion on the loose definitions of all those sexual buzz words. What puppy pile do you belong in? Lots of audience participation encouraged!  
*Ron Richardson (M), N. Monique Mitchell, Beverly Marshall Saling, Russell Brunelle*

**10-11:30 PM**

**Space Meeting**

Cascade 6  
A gathering for the Mars Society, the Artemis Project, and the NSS.  
*Chris Vancil*



would like to thank

# Norwescon

for your continued support of public television

KBTC would also like to thank the following organizations and participants of Norwescon:

**Anglicon**

**The Emerald City Androgums**

**IKV'T Mar**

**Klingon Imperial Diplomatic Corps**

**Northwest Science Fiction Society**

**Seattle Westercon Organizing Committee**

**Society of the Rusting TARDIS**



Dr. Who – Saturdays @ 7PM

## EASTENDERS

Tuesdays and Thursdays @ 6PM

Saturdays @ 2PM



## The Black Adders

Mondays @ 10:30PM  
Saturdays @ 8PM

## WORLD NEWS

Weekdays @ 12AM



World News for Public Television  
Weekdays @ 6:30PM



## MYSTERY!

Fridays @ 8PM



**Bustier Fashion Show**

Evergreen 1 & 2

Costuming

Local costumers have prepared a late-night showcase of bustier fashions with all of the historical, fetish and fantasy you'd expect from a group such as ours. Adult themes. Absolutely no photography without advance permission.

*Richard Stephens—Master of Ceremonies, cast of thousands*

**11 PM - MIDNIGHT**

**Big Problems in Small Spaces**

Cascade 3

Science

Cramped quarters and re-circulating air could leave colonists and astronauts susceptible to infections by Earth-bound alien microbes. Will disease be the ignoble end to human colonization? How can it be avoided?

*Chris Erickson (M), Richard J. Lovett, Cheryl Lyn York*

**11 PM - 1 AM**

**Midnight Horror Readings**

Cascade 5

Things that go bump in the night. Things that go bump on your head. Things that bump your fear level up a bit. Come and bump with the readers of the darker side of fiction.

*John Pelan (M), Chad Hensley, Kathy Watts, Ken Scholes, Dan Clore*

**Good, Hot Science Fiction and Fantasy**

Cascade 7 & 8

Alternative Lifestyles

Bring you favorite examples of some of the sexiest stuff out there. We'll be showing off comics, animé, erotica, illustrations, and other stuff that makes us warm and squirmy. Here's a chance to share your favorites while learning about one or two new things out there.

*Charlie Wise (M), Roberta Gregory, Gareth Von Kallenback, Edd Vick*

**Life Drawing for Grown-ups!**

**Fetish Fashions**

Olympic 1

Art

Real live models in real live fetish attire. Sketch books only people, no cameras without permission.

*R. Stephen Adams (M)*

**11 PM - 8 AM**

**Tournament Gaming**

Cascade 13

Gaming

A schedule of gaming tournaments will be posted in the lobby and our convention daily zine.

**MIDNIGHT - 1 AM**

**Making Your Own Adult Video**

Cascade 7 & 8

Alternative Lifestyles

Dying to put that new digital camera to adult use, but unsure of how to start and what to do? Want to swap photos on the Internet, but your pictures make you and your house look less than inviting? We'll discuss the basics of making your own adult movie for fun and profit in this panel featuring people who do just that.

*Ron Richardson*

**MIDNIGHT - 2 AM**

**25<sup>th</sup> Anniversary of the Rocky Horror Picture Show**

Evergreen 1 & 2

Justin Mitchell

**Saturday**

**9-10 AM**

**Tai Chi**

Grand Ballroom 3

Become focused and energized for an event filled day. Participation encouraged. No previous experience required.

*Steven Barnes*

**10-11 AM**

**Masquerade Meeting**

Grand Ballroom 3

The second of two meetings—a must for all of those who are planning on participating in the Masquerade. Attendance at this or the previous night's meeting is mandatory.

*Peggy Stewart, Masquerade Director*

**Games That Suck VI**

Cascade 3

Gaming

Come out and air your complaints about the games you hate, while the panelists drag out the dirty laundry of the game industry. Six years and still finding things to complain about?

*Jon Wilkie (M), Martin E. Cirulis, Derek Starr, Robert Grey*

**New Net Technologies**

Cascade 4

Computer

ASPs, Net, Software as a Service. Will these ideas work, or should they die stillborn?

*J.T. Traub (M), Greg Paddock, Dave Howell, Leopoldo Marino*

**Poetic Forms of the Past and Future**

Cascade 5

Poetry

A discussion of style from those in history to those that have yet to be written.

*GregRobin Smith, Andrew Dolbeck, Philip Smith*

**The Well Dressed Wizard**

Cascade 6

Costuming

Whether it is a goblet of fire, a carved rune staff, a pointed hat, or the ever-popular cloak, all the finer points of magical dress and costumes for ritual will be discussed.

*Margaret Richardson (M), Kate McClure, Garth Stubbs, Gail Glass, Steve Greenfield*

**Future of Medicine**

Cascade 7 & 8

Science

What will the human genome mean for medicine?

*Jim Kling (M), Phil Bercano, Ann Harlan Prather, Gane Wong, Marcia Goldoff*

**Martial Arts**

Evergreen 3 & 4

Writing/Art

A demonstration of Martial Arts for the writer and artist. Learn what can be done and what is pure nonsense.

*Steve Barnes (M), Lori Ann White, Melissa Lee Shaw, Rich Redman*

**Collecting Art**

Olympic 1

Art

How to collect art, what to collect, why should you collect, and how much is enough.

*Jon M. Gustafson*

**The Basic Sales 101 Course:**

**Markets, Manuscripts, Offer Letters**

Olympic 3

Writing

Yes, you can ignore the basics. It makes it easier for the editor to reject your manuscript. But wouldn't you rather look like an old pro on your very first submission? Listen, grasshopper, and you will be enlightened.

*Peter Archer, John Dalmas, Ted Pedersen, Edd Vick, Janine Ellen Young*

**10 AM - NOON**

**Fantasy Origami Workshop**

Cascade 13

Art

Learn the art of Origami.

*Deborah A. Wood, Lisa Boleyn*

**The Art of Bob Eggleton**

Evergreen 1 & 2

Art

Artist Guest of Honor Bob Eggleton shows his art in this amazing slide show.

**Let's Make a Movie II**

Olympic 2  
Fandom

Lights!, Camera! Action! Our intrepid producers will be back at it again. Join them as they make cinematographic history at Norwescon.

Edward Martin III (M), Ryan K. Johnson, Brian D. Oberquell, Adam Buckner

**11-11:30 AM**

**Reading: A.M. Dellamonica**

Olympic 1

Join A.M. Dellamonica as she reads from her "Ballad of Indigo Springs". Set in her 'chantments universe, a young woman discovers a box of magical items and brings disaster down upon herself and her closest friends.

**11 AM - NOON**

**Electronic Publishing**

Cascade 3

Computer

So you've written something and want to publish it on-line. How should you go about doing that and what resources are out there to help you?

Donna Barr (M), Joan M. McCarty, J.T. Traub, Dave Doering

**Clone Thy Neighbor**

Cascade 4

Will human cloning become common place? What will be the implications if it does? For that matter, what will the implications be if only the elite has access to the technology?

Amy Axt Hanson (M), Phil Bereano, Gane Wong, Anne Harlan Prather, Thor Osborn

**Storytelling—The Mother of All Art**

Cascade 5

Poetry

Before the written word, history and knowledge was passed from one generation to another by word of mouth. The storyteller of any culture was an honored and revered person. Come listen to what was, and hear the echo in today's world.

Terry Tajoya, Ph.D. (M), Greg/Robin Smith, Andrew Dolbeck, Wolf Lahti

**My Starship Crew is Naked II**

Cascade 6

Costuming

Create a theme for your ship, design the costumes and characters, and make insignia. We will divide into three groups to discuss three different scenarios: a military fighting unit, a cruise ship, and a scientific mission, then share what each group has designed.

Lori Edwards (M), Andrew Wilson, Margaret Richardson, Dave Tackett, Jeff Larson

**Truth or Consequences:**

**The Price of Magic**

Cascade 7 & 8

Fantasy

Everything has its price, even magic. What price does your wizard pay for his craft? Does he age with each spell he casts? Does he have to go through special training? Does he forever bear the mark of this craft? Explore the pitfalls and traps that writers can fall into if their magical system is not well planned. Be prepared to build a magic system from the ground up and learn how to avoid those pitfalls that can destroy a perfect story line. You may want to bring pen and paper, as this is a very "hands-on" workshop!

James Clemens/Rollins (M), Maya Kaathryn Bohnhoff, Robin Hobb, Ted Pedersen

**Autograph Party—1<sup>st</sup> Seating**

Evergreen 3 & 4

Connie Willis, Charles N. Brown,

James P. Hogan, Greg Cox, John G. Cramer,

James C. Glass, Janine Ellen Young,

John Dalmás, Scott Westerfeld,

Dr. Robert L. Forward, Mike Moscoe,

Susan R. Matthews, Thomas P. Hopp,

Amy Thomson, Rebecca Neason

**Characters:**

**Whom Do We Go With From Page 1?**

Olympic 3

Writing

Every story needs a few. Here's how to develop, care and feed 'em. What can they do to you... er, for you?

Peter Dennis Pautz, Stoney Compton, Michael Coney, Melissa Shaw, Louise Marley

**11:30 AM - NOON**

**Reading: Irene Radford**

Olympic 1

Join Irene Radford as she tells of a descendent of Merlin at the time of King John and the Magna Carta when she reads from her book *Guardian of Trust, Merlin's Descendants #2*.

**NOON - 2 PM**

**The Riddle of Steel**

Grand Ballroom 2

Fandom

Dragon Dronet and friends are on the demonstration floor of Norwescon once again.

**NOON - 1 PM**

**RPGA's: Living City Campaigns**

Cascade 3

Gaming

Talk with the coordinators of *Living City* (Forgotten Realms), *Living Greyhawk* (Greyhawk), and *Living Force* (Star Wars). See the Living City Campaign through their eyes and try to pry out their secrets.

**Lessons from the Instruction Manual**

Cascade 4

Science

What did the human genome tell us that we didn't know before?

Jim Kling (M), Anne Harlan Prather, Lee Hood, Richard J. Lovett

**Introduction to Hall Costumes**

Cascade 5

Costuming

If you want to wear something more than just a cloak over your jeans and T-shirt but are not quite ready to make a 17<sup>th</sup> Century doublet or gown, this panel is for you. Share ideas for comfortable, easy-to-make hall costumes and accessories, and learn how to present your costume to its best advantage.

Julie Zetterberg (M), Judith Smith, Keri Doering, Terry Smith

**Clothing the Beast**

Cascade 6

Costuming

So you want to put a llama in pajamas or a hippo in a tutu, but the zoo won't let you in for a fitting? Here's a panel to celebrate the whimsical mix of animal characters in anthropomorphic personas, including designing and building mascot heads, and how to fit design and fit mascot costumes.

Cheryl Glover (M), Jeff Larson, Richard Stephens

**Interview: Connie Willis**

Cascade 7 & 8

Up close and personal—meet our wonderful Writer Guest of Honor.

**Autograph Party—2<sup>nd</sup> Seating**

Evergreen 3 & 4

Anne Lesley Groell, Bob Eggleton,

Bruce Taylor, Steve Barnes,

Maya Kaathryn Bohnhoff, Larry Niven,

Michael Marshall Smith,

David G. Hartwell, Kathryn Cramer,

Robin Hobb, Ken Rand,

V.E. (Vicki) Mitchell, Irene Radford,

James Clemens/James Rollins, Wolf Lahti

**Electronic Fandom**

Olympic 1

Computer

Fans have been on the net since the net began. What is currently going on with online fandom?

Jack Beslanwitch (M), Ryan K. Johnson, Nathan Doster, Derck Starr, Martin Cirulis

**Outside the Known Realms: Alternate/ Exotic Settings for the Fantasy Writer**  
Olympic 2

Writing

Sometimes terra firma is not always the best choice for adventuring. What does the sea hold for the adventurer, or the clouds, or what about other planes of existence? How do things work in these types of settings? Are there rules you should know of and what about your hero, is he from this realm or an outsider? Join our pros as they take you through settings only imagined and guide you into a sense of wonder!

*Ray Vukcevic, Carolyn Kephart, Marilyn Holt, Susan Matthews*

**What Happens to My Darling Manuscript After I Sell It, and to Me?**  
Olympic 3

Writing

What do they pay? How do they pay? How much attention do I have to pay to my editor's comments, my copy editor? Do I get approval of my cover art for my first novel? My thirtieth novel? Come listen to all the wonderful stories of what happened when the dream came true.

*Greg Cox (M), C.A. Casey, Kuo-Yu Liang, Rebecca Neason, Ted Pedersen*

**NOON - 2 PM**

**Developing Cover Art from a Story Workshop**

Cascade 13

Art

How do you decide what to illustrate and how to prepare to do the painting? What makes for a successful cover illustration? Sign up ahead of time for this workshop and get a copy of the story to read that we will be using. Then participants will discuss how to decide what to illustrate, and will work towards a sketch an art director might accept. All under the expert tutelage of the renowned Mr. Richard Hescox.

*Richard Hescox (M)*

**Forward Unlimited**

Evergreen 1 & 2

Science

The latest NASA-funded work on space tethers for going to the Moon or Mars.

*Dr. Robert L. Forward*

**1-1:30 PM**

**Reading: Susan R. Matthews**

Olympic 1

Join Susan R. Matthews as she reads excerpts from her upcoming (October 2001) novel *Angel of Destruction*.

**1-2 PM**

**ET Phone Home**

Cascade 3

Computer

Seti@Home and Distributed Technologies: The advent of distributed systems has made things like the SETI search more plausible. What has distributed computing technology brought us and what might it bring in the future?

*Bryce Walden (M), Brian Tillotson,*

*Greg Paddock, Burt Webb*

**All the King's Horses, All the King's Men: How to Build a Kingdom**

Cascade 4

Fantasy

What role does a chancellor play? Or how about a pasha? Is that eunuch in the corner really to be trusted? Can the church take over the kingdom without breaking a sweat? From the lowliest of serfs to the bravest of knights, from coronation to court intrigue, find out how to build an empire. Explore traditional courts, from the simple to the intricate, and learn it all! You will actually be building a kingdom during this workshop, so be prepared.

*Greg Robin Smith (M), Andrew Dolbeck,*

*Loren L. Coleman, Blythe Ayne, Ph.D.,*

*Robin Hobb*

**Time Traveling Lasers**

Cascade 5

Science

Last summer, news broke about laser pulses that emerged from a medium before they entered it. What's going on?

*John Cramer (M), Elton Elliott,*

*James C. Glass*

**Siege Weaponry**

Cascade 6

Medieval Warfare

Historical discussion and modern contraptions or: How to build a trebuchet in your backyard!

*Jeff Larson (M), Russell Jensen,*

*Anthony Ward*

**Interview: James P. Hogan**

Cascade 7 & 8

Come and meet our Special Guest James P. Hogan and hear all he has to say.

**Getting Started in Middle Eastern Costuming**

Olympic 2

Costuming

Costumers discuss the fabrics, trims, patterns, and techniques you can use to create the sheik chic look for hall, dance, or outdoor events.

*Laurel Parshall (M), Margaret Richardson,*

*Betty Bigelow, Deb Strub,*

*Terri "Sprite" Specht*

**The Art of the Pitch: Successfully Pitch and Sell to Publishers and Agents**

Olympic 3

Writing

Do you know what editor publishes books like yours? Do you know what that editor looks like? What about an agent who has clients who write like you? How to pick 'em, spot 'em, approach 'em, and what to say when you're standing in from of 'em. Come listen to folks who've survived this ordeal. If you have a two sentence pitch for you novel, bring it. You just might get a chance to try it out.

*David G. Hartwell (M), Larry Niven,*

*Kuo-Yu Liang, James Clemens/Rollins,*

*Peter Archver*

**1-2:30 PM**

**Celtic Dance Workshop**

Evergreen 3 & 4

Filk

Come learn a few of the simpler social dances of Celtic culture. It's fun and easier than they make it look.

*Scott MacHaffie*

**1:30-2 PM**

**Reading: Lorelei Shannon**

Olympic 1

"The Little Spark"—A darkly humorous story of discovery and death.

**2-2:30 PM**

**Reading: Ken Rand**

Olympic 1

*The Eternity Stone*, a fantasy novel set in a near-future Wyoming.

**2-3 PM**

**Super-Heroes We'd Rather Not See**

Cascade 4

Costuming

For every X-Man, there are thirty geeks who show up at the superhero auditions. Come hear about some of the scary, silly and deeply disturbing would-be heroes who are less than zeroes. Bring your ideas to share.

*Garth Stubbs (M), David Tackett,*

*Janet Borkoski, Laurel Parshall,*

*Melissa Quinn*

**Naval Tactics 1100-1580**

Cascade 5

Medieval Warfare

Naval developments during the Middle Ages: A discussion of naval tactics and ship building techniques from the fall of Rome to 1600.

*Kit Heinrichs (M), Tamara Becker*



# Life After Cons

ENRICH YOUR SCIENCE FICTION EXPERIENCE WITH THE  
NORTHWEST SCIENCE FICTION SOCIETY

**Socials** 3<sup>rd</sup> Saturday of the month

April – Outing to the Family Funplex in Renton!

May – Party at Fran & Jack Beslanwitch's, Kubota Gardens  
tour, hot tub, book discussion, videos, and more!

June – Picnic at Woodland Park.

## Outings

My Favorite Restaurant

1<sup>st</sup> week of the month:

May – Boca di Bepo's;

June – Spirit of Washington  
Dinner Train!

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our newszine.

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or call Mike Citrak at 360.438.0871.

**Hold the Rice!**

Cascade 6  
*Goth/Horror*  
 Classic vampire fiction from those golden years before Anne Rice screwed it all up. John Pelan (M), Dan Clore, Lorelei Shannon, Wilum Hopfrog Pugmire

**Mesozoic Today**

Cascade 7 & 8  
*Science*  
 What's new in the Mesozoic Era? Spring Schoenhuth (M)

**Couture Sutra—The Clothing of India**

Olympic 2  
*Costuming*  
 Saffron, silk, and saris. The intrigue and romance of India has enchanted Westerners since the time of Alexander the Great and can provide great inspiration for comfortable fantasy costumes. Step back in time as we review the rich culture and alluring blend of make-up, jewelry, and fabrics from the land that taught the world how to make love. Richard Stephens (M), Deb Strub, Kate McClure, Margaret Richardson

**Writing a Revision**

Olympic 3  
*Writing*  
 If I didn't get it right the first time, how do I do it better the second time? It's been said that the difference between an accepted and a rejected manuscript lies in the rewrite. But, how do you make the story better without draining the manuscript's vitality? Here are some folks who have learned to be their own best editors. Michael Coney (M), Lori Ann White, Louise Marley, Marilyn Holt, Susan R. Matthews

**2-4 PM**

**Watercolor Workshop**  
 Cascade 13  
*Art*  
 Rob Alexander

**2-5 PM**

**Dragon Magazine Playtest: The Seventh Arm**  
 Cascade 3  
*Gaming*  
 Join the Editors-in-Chief in a playtest of "The Seventh Arm", a D & D adventure scheduled for an upcoming issue of *Dungeon Magazine*. Bring your own 7<sup>th</sup> level D & D character (using the magic item rules in the *Dungeon Master's Guide*) or use one of the pre-generated characters. Chris Perkins (M), Dave Gross

**The Norwescon Science Debate: Tailored Genes: Superman or Supermess?**

Evergreen 1 & 2  
*Science*  
 Is human genetic alteration a good idea? Jim Kling (M), Phil Bercano, Dr. Lee Hood, Burt Webb, Blane Bellerud, Thomas P. Hopp, Thor Osborn

**2:30-3 PM**

**Reading: Mike Moscoe**  
 Olympic 1  
 Please join Mike Moscoe as he reads from his novel: *They also Serve*, or from his novelette, "A Day's work on the Moon."

**2:30-4 PM**

**Middle Eastern Dance Workshop**  
 Evergreen 3 & 4  
*Filking*  
 Learn the folkloric style dances for men and women of the Saudi and Gulf State countries with Betty Bigelow.

**3-4 PM**

**World Horror Con: What's It All About?**  
 Cascade 4  
 The World Horror Convention is coming to Seattle this year. Find out what it's all about.

**Military History and Tradition of Feudal Japan**

Cascade 5  
*Medieval Warfare*  
 A historical discussion includes a Kendo demonstration. Kit Heinrichs (M), Deb Strub, Timothy Armstrong

**Women and Vampires**

Cascade 6  
*Goth/Horror*  
 Why is it that all the major vampires are men? A discussion of the roles that women play in vampire mythology. Lorelei Shannon (M), Suzanne Jachim, Jana Danielle Wright, Rhias K, Hall

**Current Advances in 3D Technology**

Olympic 1  
*Computer*  
 Art and computers, especially 3D art, seem to go hand in hand these days in everything from games to photorealistic images. Dave Butler (M), Jeffrey Adams, R. Stephen Adams

**Costuming Sources on the Internet**

Olympic 2  
*Costuming*  
 The Internet provides great traditional and not-so-traditional sources of inspiration and materials for costumers. Join us and share your favorite sites for beads, auctions, trims, books, and more. Julie Zetterberg (M), Cherie Harris, Katrina Marier, Lisa L. Satterlund

**Three Chapters and an Outline, No Synopsis, or Treatment, oh, Whatever!**

Olympic 3  
*Writing*  
 Do they really want just three chapters? My outline is boring and my synopsis is worse. What are they going to use this stuff for, anyway? How do I give the editor what they need? Mike Moscoe (M), James Clemens/Rollins, Greg Cox, Louise Marley, Michael Marshall Smith

**3-5 PM**

**What Color is the Sky in Your World?**  
 Cascade 7 & 8  
*Fantasy*  
 World building for the fantasy author. Come prepared for two hours of playing god. From society structures, mind set, religion, justice systems to mapping the lay of the land, populating the land with critters, to humanoid/intelligent races, learn how to build your own fantasy world from the ground up. We will actually be building a mock world in this workshop. There will be hand out sheets, but please bring your notebooks and imaginations! Kij Johnson (M), Chris McKitterick, Rich Redman, Robin Hobb, A.M. Dellamonica

**4-5 PM**

**Young Science**  
 Cascade 5  
*Science*  
 Are we losing tomorrow's Einsteins? What's wrong with today's school science curriculum and what can we do to fix it? Maya Kaathryn Bohnhoff (M), Amy Thomson, Spring Schoenhuth, Marie Ormes, Ph.D. Marcia Goldoff

**Breaking In**

Cascade 6  
*Art*  
 (Getting your art published and career started, that is.) Find out how they did it, along with tips and suggestions from our panelists. Donna Barr (M), Julia Lacquemont, Richard Hescox, Rob Alexander, N. Monique Mitchell

**Reading: Steve Barnes**

Olympic 1  
 One of Norwescon's favorite authors, Steve will be reading from his alternate history novel, *Lion's Blood*.

**The Thing That Wouldn't Leave:  
The Enduring Influence of HP Lovecraft**

Olympic 2  
Goth/Horror

The master of the macabre still holds sway today. A discussion of his works and their influence on the modern-day dark side.

John Pelan (M), Wilum Hopfrog Pugmire, Arinn Dembo, Dan Clore, Rhias K. Hall

**Marketing Strategy  
for the Professional Writer**

Olympic 3  
Writing

Researching markets—from short stories to novels, find out how to get your work noticed by all the right people and how to plan writing goals that work. Learn strategies and tactics from our panel of experts so you can be the writer you aspire to be! Hand-outs provided.

Geoffrey Lucier (M), Marti McKenna, Ken Rand, Ted Pedersen

**4-6 PM**

**Customizing Action Figures and Toys**

Cascade 13  
Art

Demo with Northwest professional figure customizing expert Jeff Adams. Learn some of the secrets and techniques to create your own custom-made favorite super-heroes and villains that can't be found in stores or don't exist anywhere else!

**4 PM - 1 AM**

**Fanzine Library**

Cascade 4

The Fanzine Library is now open for your reading pleasure. Come and browse through the collection of fanzines, clubzines, APAs, and other fannish literature.

R'ykandar Korra'ti

**5-6 PM**

**Virtual Reality—How Real Does it Get?**

Cascade 3  
Computer

How close to real is real in this day and age? Have we gotten to the point yet where we can stimulate and simulate sensations electronically?

Edward V. Stiner (M), Burt Webb, Brian Tillotson, Anthony Ward

**Collecting Modern Horror**

Cascade 5  
Goth/Horror

John Pelan, and company, does a live version of his *Cemetery Dance* column. Wondering what to collect? What to avoid? Have some books that you think are worth money? Find out!

John Pelan (M), Ken Scholes, Arinn Dembo, Wilum Pugmire



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**A magazine of science fiction, fantasy and horror**

**Cartoonist Jam**

Cascade 6  
Art

Come suggest silly or interesting ideas to our panel of silly interesting cartoonists and see them appear before your very eyes. Great fun!

R. Stephen Adams (M), Diana Vick, Larry Lewis, Wolf Lahti, Roberta Gregory

**Behind the Scenes at Mission Control**

Cascade 7 & 8  
Science

Houston, Houston, do you read? Learn how things work in Mission Control: who really gets to talk to the astronauts, why NASA is still using 35-year-old computers to fly the shuttle, how to crash the Mission Operations Computer, how to get free drugs at the taxpayers' expense, and more!

Terry Burlison

**Infectious Diseases  
and other Military Disasters**

Olympic 1  
Medieval Warfare

The effect of plagues and disease on military campaigns throughout history.

Marcia Goldoff (M), Blane Bellerud, Rich Redman, Stoney Compton

**Writing Parodies**

Olympic 2  
Filk

How do you spin off of someone else's work and create something that everyone will enjoy? Come and learn some tricks from those who use classic rock songs, the software industry, fandom and other targets to make us laugh.

Jeff Bohnhoff (M)

**Research: Where to Do It,  
When to Do It, When to Stop**

Olympic 3  
Writing

Who was the Bishop of Paris back then? What sharp, pointy thing was in fashion at that time? How do you build a rocket ship in your garage? Does it matter? When can I finesse the question? When am I using research to dodge writing?

Rebecca Neason (M), V.E. (Vicki) Mitchell, Irene Radford, L.J. Bothell, Cheryl Lyn York

**5-6:30 PM**

**Norwescon Honors**

Evergreen 1 & 2

Come and hear from all of our Guests of Honor as we give them a bit more time to talk about their work and their interests!

Bob Eggleton, Connie Willis, Charles N. Brown, James P. Hogan, Dragon Dronet, Anne Lesley Groell

**The Imperial Court of the Elan Empire**

Evergreen 3 & 4  
Fandom

The Empire of the Elan returns to Norwescon after several years' absence. The Empire of the Elan is a live role-playing group that invites other science fiction groups to come and participate in an environment that promotes interaction between all the diverse groups at the local conventions. At this event there will be several visiting royals from other realms both within and without the science fiction community. As with every Imperial Court, there will be other science fiction/fantasy groups with presentation, awards to members past and present, declarations of war, and announcements of betrothals and possible wedding vows. The Empress will be awarding the dragon's Heart Award as well.

Michael Kenmir, Emperor; Sharree Dahm, Empress; cast of thousands



**6-7 PM  
Linux, Open Source,  
and the Future of Software**

Cascade 3  
*Computer*  
Are we still living in a Microsoft world, or is Open-source the savior everyone hypes it to be?  
*J.T. Traub (M), Glenn Stone, Anthony Ward, Jeff Vogel*

**Reptiles as Pets**

Cascade 5  
*Fandom*  
N. Monique Mitchell will lead the discussion about scales and mealworms in this fun panel.

**NASA in the Bush Era**

Cascade 6  
*Science*  
He has appointed a militarist Secretary of State and a "Star Wars" advocate to be Secretary of Defense. What impact will the Bush Administration have on space?  
*Bryce Walden (M), Terry Burlison, Chris Erickson, Chris Vancil, Elton Elliott*

**The World as it Was:  
Using Real History in Writing**

Cascade 7 & 8  
*Fantasy*  
Whether writing alternate history, retelling legends, myths and lore, or just using a historical figure or two, find out how to smoothly integrate real history into your writing. Learn the rules governing alternate history. What can you change? How much of the real history should you keep in? Also learn about researching a writing project that is historical in nature.  
*Kij Johnson (M), John Dalmas, Steven R. Boyett, A.M. Dellamonica, Stoney Compton*

**Horses in Art and Literature**

Olympic 1  
*Medieval Warfare*  
An interesting discussion on horses, their anatomy, how they move and behave especially under stressful situations and how to avoid common mistakes when writing about them or drawing/painting them.  
*Darragh Metzger (M), Ruth Margo Loes, Cheryl Ferguson*

**The Role of Modern Bards**

Olympic 2  
*Folk*  
Music which makes us laugh at our current society, which brings understanding to those who are in pain or confused, which makes us think about our political leaders and actions. These are just a few things which modern "bards" can do for our society. Come and discuss the way in which this takes place, and some tricks that make it more effective.  
*Greg Robin Smith (M), Andrew Dolbeck, Joe Bethancourt*

**Ten Great Ways to Sabotage Your Writing**

Olympic 3  
*Writing*  
Sometimes the writer is their own worst enemy.  
*Larry Niven (M), Loren Coleman, Scott Westerfeld, Kay Kenyon*

**6-9 PM  
Post-Apocalyptic Basket Weaving**

Cascade 13  
*Art*  
This panel is really meant for the concomm. They will need it at this point. For the rest of you: the ins and outs of weaving baskets by a master at the craft, Janet R. Rhodes.

**7-8 PM  
E-Voting—Binary Ballots**

Cascade 3  
*Computer*  
With the recent election and all the hoopla about it, some people have talked about doing away with our current voting systems and replacing them with an electronic one.  
*J.T. Traub (M), Nathan Doster, Martin Cirulis*

**Serendipity in Art**

Cascade 5  
*Art*  
How many of those beautiful compositions are preconceived expressions of the artist's inner vision and how many come about by sheer luck, a guess, accident and/or desperate improvisation?  
*Betsy Mott (M), John R. Gray III, Jacquelyn D. Duram Nilsson, Larry Lewis*

**A Mind of His Own:  
The Free Will of Characters**

Cascade 6  
*Fantasy*  
Free will. Each of us have it and it is a key factor that separates us from the animals. It can be wildly unpredictable or infinitely patient, but what happens when that mild mannered, behind the scenes character asserts his or her free will demanding to be in the spotlight... now? Explore what motivates us and all aspects of free will but especially how you, the writer, can use this to your advantage.  
*Terry Tafoya, Ph.D. (M), Michael Marshall Smith, Charlie Wise, Chris McKitterick*

**Extra-Solar Planets**

Cascade 7 & 8  
*Science*  
Extra-Solar planets are starting to turn up en masse. Are any of them likely to be Earth-like? Are they targets for near-term space exploration?  
*Bryce Walden (M), Chris Vancil, Thomas Quinn*

**Readings: Wilum Hopfrog Pugmire & Chad Hensley**

Olympic 1  
A double billing of literature from the darker side of life.

**Getting that Novel Finished**

Olympic 3  
*Writing*  
Where do you find the discipline, persistence, and/or insanity to spend all those hours in front of a keyboard and get the damn novel done? Come listen to how some did and share your own ideas. Psychiatrists will not be admitted!  
*Syne Mitchell (M), Richard Paul Russo, Amy Thomson*

**7-9 PM  
Masquerade**

**A Sense of Wonder: Cirque 'd Norweson**  
Ballroom 2 & 3  
Stunning costumes, dazzling lights, and much, much more!  
*Peggy Stewart, Masquerade Director*

**7-11 PM  
Camarilla Saturday Night Gaming**

Evergreen 3 & 4  
*Gaming*  
The neck biters are at it again with Julie Christensen.

**8-8:30 PM  
Reading: Joan McCarty**

Olympic 1  
Come join this author from Oregon as she reads from her story, "The Harbingers."

*Kills  
Doctor  
Lucky*

*Needs  
a better  
Brain*

*Secretly  
hopes  
Devil  
Bunny  
will get  
a Ham*



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**8-9 PM**

**How Fast is Your Chip?**

Cascade 3  
Computer

There are predictions for 10-Gigahertz chips within the next five years. Are these predictions fact, fiction, or an attempt to pre-sell us swampland in Florida? What's next in the computer revolution and how long can Moore's Law hold?

*John Moore (M), Jeff Vogel, J.T. Traub*

**Sexual Civil Rights in the U.S.**

Cascade 7 & 8  
Alternative Lifestyles

Just a racial, religious, and political minorities (as well as those members of the majority who support them) have been subjected to criminal and social prosecution, members of sexual minorities are facing jail, the loss of their children and worse. Come to this discussion on the civil rights of sexual minorities and decide if you could be Big Brother's next target.

*Ron Richardson (M), Robyn Sondra Wills, Gil Levy, Sara Wrench, Alan Fairies*

**8-10 PM**

**Talebones: Live!**

Olympic 3  
Literature

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

*Patrick and Honna Swenson*

**8 PM - 1 AM**

**Laser Tag**

Evergreen 1 & 2

The only place at the con where you are allowed to draw a weapon and are encouraged to fire! Its time to get up and get active!

*Prudence Bonhas*

**8 PM - 8 AM**

**Tournament Gaming**

Olympic 2  
Gaming

Games will be posted at the convention. Check the Daily 'Zine.

**8:30-9 PM**

**Reading: James Clemens**

Olympic 1

*Witch Gate...* A preview of the fourth book in the *Banned and Banished* series, due out in the early autumn from Del Rey Books.

**8:30 PM - 5 AM**

**Filk Circle**

Cascade 5 & 6  
Filk

A variety of artists will be entertaining you tonight. Come and join in the fun.

*Karen Rall*

**9-10 PM**

**Where Have All the Monsters Gone?**

Cascade 3  
Goth/Horror

Is supernatural horror still viable?

*Ken Scholes (M), Arinn Dembo.*

*Lorelei Shannon, Wilum Pugmire*

**Sexual Nature vs. Nurture**

Cascade 7 & 8  
Alternative Lifestyles

The myth of monogamy and the reality of animal homosexuality: In recent years, biology has started to peel back the lid and take a serious scientific look at the sexual behavior of homo sapiens and our animal kin around the globe. It turns out swans aren't monogamous, even if they do mate for life, and seagull lesbians are ostracized by the rest of the flock while still managing to produce more offspring than their heterosexual counterparts. Come listen to this discussion on what modern science is telling us about sexual behavior and our panel guesses on what the next set of revelations will be.

*Ron Richardson (M), Patricia MacEwen, Bryce Walden*

**Friends of Bill W.**

Olympic 1

**9-11 PM**

**Polymer Clay Modeling**

Cascade 13  
Art

Learn how to make your own polymer clay critters. Instructions on making wire armatures, modeling, and baking.

*Lisa Boleyn (M)*

**9:30 PM - 2 AM**

**Mastermix Cafe and Radio Show Dance Club**

Grand Ballroom 2 & 3

Norwescon's veteran DJ, Keith Johnson, commands the turntables for another hot night of the latest radio dance hits and other surprises (Can you say "Experiment In Terror?" We knew you could.)

*Keith Johnson*

**10-11 PM**

**Living Poly—How & Why?**

Cascade 7 & 8  
Alternative Lifestyles

Ever since Robert Heinlein, the greater sf community has been fascinated with the non-monogamist lifestyle. Join our panelists as they discuss their own experiences with living in relationships that don't include monogamy. We'll run the range from recreational sex to followers of poly-fidelity who have a very limited number of intimate sexual partners.

*Russell Brunelle (M), Ron Richardson, Robert Grey, J.T. Traub, N. Monique Mitchell*

**11 PM - 1 AM**

**Easter Vigil Church Service**

Olympic 1  
Religion

A celebration of the Holy Eucharist based on Rite Two of the Episcopal Church. Members of all faiths are welcome to come the service, and all baptized Christians are invited to share communion with us.

*Offered by the Order of St. Chiros*

**Pain and Dominance Play—a Primer**

Cascade 7 & 8  
Alternative Lifestyles

Do you wonder about all those folks wandering around the convention in chains and leather? Got some embarrassing questions about why they do it? Come and listen to some members of the Seattle leather community explain how they play, why they do it, and give you the basics of kink.

*Robyn Sondra Wills (M), Tillie King, Alan Fairies*

**Midnight Horror Readings**

Olympic 3  
Literature

Things that go bump in the night. Things that go bump on your head. Things that bump your fear level up a bit. Come and bump with the readers of the darker side of fiction.

*John Pelan (M), Arinn Dembo, Wilum Hopfrog Pugmire, Steven R. Boyett*

**11 PM - 5 AM**

**Drum Circle**

Evergreen 3 & 4

I don't want to work, I just want to bang on the drum all day, or all night as it happens. Come join the fun!

**SUNDAY**

**9-10 AM**

**Tai Chi**

Grand Ballroom 2  
Traditional

A great way to start the final morning of this year's convention and prepare yourself for the last day of the con.

*Steven Barnes*

**9-11 AM**

**Easter Morning Church Service**

Olympic 1

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*



**10-11 AM**

**Richard's Panel**

Cascade 4  
Fandom

This is a fan panel. It is named after one fan in particular, but it is for every fan. Richard Wright contributed heavily to Northwest fandom. We wouldn't be what we are today without him. This panel is for you, Richard, and also for others who left their mark on fandom before they died and this panel is for them as well. No lengthy discussions or slide shows, just a place to chat with other fans about those who are no longer with us and/or spend a quiet moment and remember.

*Richard Wright (M), Becky Fallis, L. Sprague de Camp, Steve Allen, Sir Alec Guinness, Emil Petaja, Michael Gilbert, Gordon R. Dickson, Peggy Kennedy, Rick Shelley, Curt Siodmak, Robert Sacks*

**Asperger 202:**

**Anthropologists from Mars**

Cascade 5  
Fandom

Imagine you've just been plopped down on Mars and told to complete an anthropological study of the local inhabitants. That's life with Aspergers Syndrome. This will cover the practical aspects of living with Aspergers. This will end with an open discussion of coping techniques that have proven useful to local "anthropologists."  
*Barbara Beden-Hill*

**Aliens Among Us**

Cascade 7 & 8  
Science

Earth is filled with weird creatures that have been inspirations for aliens in science fiction literature and films. What other creatures out there might be model aliens? Our human panelists speculate.  
*Bryce Walden (M), Blane Bellerud, Milt Gordon*

**Improv Theater**

Evergreen 3  
Medieval Warfare

The six rules of improv and how to use them in any type of performing art.  
*Darragh Metzger (M), Philip Smith, Alan Paulsen*

**I Just Sold My First Story, Novel!**

**Whoopee!**

Olympic 3  
Writing

Yes, it still happens. Come listen to a few folks who have just been touched by pixie dust and are still pinching themselves to make sure it is real.

*Syne Mitchell (M), Ken Rand, Rob Vagle, Thomas Hopp*

**10 AM - 1 PM**

**Anime**

Evergreen 1 & 2  
Fannish

Movie and a critique session. Watch a full-length feature Anime film and state your opinion of it afterwards.

**10 AM-4 PM**

**RPGA – Gaming Tournament**

Evergreen 4  
Gaming

Official Gaming Tournament hosted by RPGA. Check the game schedule for the exact game being played.

**11 PM - 11:30 PM**

**Reading: Lee A. Elfman**

Olympic 1  
Literature

Join Lee Elfman as she takes a look at behind the scenes of a rock band when she reads from her book, *Apollo's Knight*.

**11 AM - NOON**

**ASFA**

Cascade 3  
Art/Clubs

The Association of Science Fiction Artists will be having an open meeting. All interested parties are welcome to attend.

**2001 in 2001**

Cascade 4  
Science

How close are we to realizing the scientific visions of Kubrick and Clarke? In what ways have we surpassed them? What went wrong along the way?

*Chris Vancil (M), Brian Tillotson, Greg Paddock, Terry Burlison*

**Stop Motion Animation 101**

Cascade 5  
Art

Come to see a demonstration on stop motion animation techniques used for television shows and films such as *The PJ's*, *The California Raisins*, *Gary and Mike*, *Army of Darkness* and *Jason and the Argonauts*. A fun filled hour with Leopoldo Marino.

**Anime Costuming**

Cascade 6  
Costuming Track

Anime provides us with some of our most interesting and unique costume ideas. Join the discussion on the joys and challenges of re-creating your favorite Anime characters.

*Melissa Quinn (M), Cherie Harris, Regina Ryan*

**Virii and Worms and Trojans, Oh My!**

Cascade 7 & 8  
Computer

The past few years have seen a marked increase in the number and sophistication of computer virii, worms, and trojans. Is there an end in sight?

*Ted D. Butler (M), Glenn Stone, Jeffrey Adams, Martin Cirulis*

**GoH on the Hot Plate**

Evergreen 3  
Fandom

An interview with our wonderful AGoH, Bob Eggleton.

**Norwescon 24 – The Poem**

Olympic 2  
Poetry

Readings of the poems done on site at the Poetry Table and in the halls by the Gorilla (sic) Revolutionary 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.

*GregRobin Smith (M), Andrew Dolbeck*

**Generating Story Ideas**

Olympic 3  
Writing

Haven't they all been taken? Where do I get a short story idea? My editor just rejected my novel outline, what do I do now? What is the P.O. number of that box in Schenectady?

*Cynthia Ward (M), Amy Thomson, Thomas P. Hopp*

**11:30 AM - NOON**

**Reading: Lori Ann White**

Olympic 1  
Literature

Lori Ann White will be reading excerpts from her book *The Marmots of Spokane Falls*, which is about marmots, morphic resonance, and Bing Crosby.

**NOON - 12:30 PM**

**Reading: Ted D. Butler**

Olympic 1  
Literature

Please join Ted D. Butler as he reads excerpts from his novel.

**NOON - 1 PM**

**Masquerade Onions & Roses**

Cascade 3  
Costuming

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

*Peggy Stewart, Masquerade Director*

**Beyond Latex:  
Aliens that are Really Alien**

Cascade 4  
Science

Enough of the paper maché add-ons. Give us aliens that are scientifically plausible, but really out there.

*Burt Webb (M), Milt Gordon,  
Blane Bellerud*

**Our Favorite Cons**

Cascade 5  
Fandom

A con is a con is a con is a con, or is it?

*Kathryn Cramer (M), Julie Zetterberg,  
David Glenn Anderson, Ted Pedersen,  
Jon Gustafson*

**Headpieces and Hair Dos and Don'ts**

Cascade 6  
Costuming

Putting the final touches on any costume usually involves something interesting to put on your head. Learn about making headpieces for stage and hall costumes, styling ideas for wigs, and creating the look you want with temporary and permanent hair colors.

*Shannon Flint (M), Kate McClure,  
Orchid Rose, Terri "Sprite" Specht,  
R. Margo Loes*

**Ribbon Dragons**

Cascade 13  
Art

Learn to make those wonderful ribbon critters!

*Deborah A. Wood*

**Take my Wizard Please! The Road  
Less Traveled: Breaking from Tradition**

Evergreen 3  
Fantasy

Does it seem like all fantasy plotlines are recycled over and over? Are there no new and exciting tales left to tell? Explore with us little known myths, plot spicers and the exotic so you can break away from the traditional hero saves princess plotlines of old. Making your fantasy rise above it all! (Research info will be handed out).

*Joh Dalmas (M), Rich Redman,  
Steven R. Boyett, Robyn Sondra Wills*

**Storytelling**

Olympic 2  
Filk

Humans have a tradition of oral storytelling that goes back millennia. A way of recording history, teaching values, sharing memories, and building communities. What form has this tradition taken in various societies over time? How are we continuing it in this age of books, television, and computers?

*Mimi Noyes (M), Maya Kaathryn Bohnhoff,  
John Bethancourt*

**Can't Someone Just Teach Me  
All This Writing Stuff?**

Olympic 3  
Writing

They teach everything in college, or maybe over the internet. So, can't someone teach me how to be a really great writer? What was the school Eddings or Rowlings went to?

*Marilyn Holt (M), Honna Swenson,  
Rebecca Neason, Larry Lewis*

**NOON-2 PM**

**Leaving Home (Parts 1 & 2)**

Cascade 7 & 8  
Science

Dani Elder came up with a matrix of space propulsion technologies that will be needed to get into space. What's missing, what is the current research and how can we fill in the gaps.

*Brian Tillotson (M), Terry Burlison,  
Forest Bishop, Thor Osborn*

**NOON - 4 PM**

**Art Auction**

Grand Ballroom 2

Time to bid on that piece of art that you always wanted hanging on the walls of your home. Don't let someone else have your artwork.

*Betty Claar (M), Auctioneers: Betty Bigelow,  
David Bigelow, Dave Howell*

**NOON - 4 PM**

**SCA Faire**

Grand Ballroom 3  
Fandom

Travel back in time with us and enjoy the Society for Creative Anachronism's fight demos, and a day at the Faire.

*Cheryl Glover-Hostess*

**12:30-1 PM**

**Reading: V.E. (Vicki) Mitchell**

Olympic 1  
Literature

Please join Vicki Mitchell as she reads from her mystery in progress.

**1-1:30 PM**

**Reading: Sara Wrench**

Olympic 1  
Literature

Join Sara Wrench as she reads from her Historical Fantasy *The Wild Boar's Legacy*.

**1-2 PM**

**Dolls of Wonder**

Cascade 4  
Costuming

Learn how to design and construct fantasy and historical costumes for rigid and soft body dolls. Topic of interest to doll collectors and costumers include: draping, pattern scaling, trims, and resources.

*Judith Smith (M), Gail Glass,  
Margie Goforth, R. Margo Loes*

**How Being a Published Writer  
Will Change Your Life... Not!**

Cascade 5  
Writing

The joys, sorrows, depressions and anxieties that you've been working your heart out for. Some good survival techniques and some bad ones. This panel will adjourn to the bar afterwards for some serious hands-on testing of examples suggested.

*Irene Radford (M), Richard Paul Russo,  
Chris McKitterick, Amy Thomson,  
Mike Moscoe*

**Costume Embellishment Ideas**

Cascade 6

**Costuming**

Suffering from "lack-o-trim-of-phobia"? Share ideas and techniques in this show-and-tell experience on beading, layered trims, piecework, embroidery, jewelry making, and more.

*Vicki Glover (M), Anita Taylor,  
Margaret Richardson, Richard Stephens,  
Gail Glass*

**Fan Acts at the Bijou**

Evergreen 1 & 2  
Fandom

Come enjoy a whole hour of fan-made films! Included in this showing will be the one that was made in our very own movie-making workshop!

*Ryan K. Johnson (M),  
Gareth Von Kallenbach, Edward Martin III,  
Adam Buckner*

**A Sense of Wonder:**

**The Computer Age and E-Publishing**

Evergreen 3  
Fantasy

In this age of computers and the net, what is a writer to do? Find out all you should know before you throw your story up on your website. Is E-publishing the way for you to go? What are the up sides of E-publishing and what are the down sides? Also, with this new form of publishing come new forms of scams. Learn what they are and how you can avoid their costly mistakes! (Reference sheets will be handed out).

*Dave Howell (M), Rhias K. Hall,  
Donna Barr, Greg Cox, Dave Doering*

**Harmony Workshop**

Olympic 2  
Filk

Come join some of our musicians in building vocal harmonies. No prior experience is needed and you'll find it's far simpler than you might imagine.

*Michelle Hansard (M), John Moore,  
Darragh Metzger, Don Parris*

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**2-2:30 PM**

**Reading: Robyn Sondra Wills**

Olympic 1

Literature

Hear about the taking of an innocent baby and training her to be an evil sorceress as Robyn reads from *The Orphan Princess*.

**2-3 PM**

**Camarilla—Garlic & Mirrors**

Cascade 3

Gaming

The Camarilla's Onion & Roses. How the con went for us and things we can do better next time.

*Julie Christensen*

**Alternatives to Christianity**

Cascade 4

Alternative Lifestyles

A discussion of other forms of religious belief, including having none at all.

*Heather Candelaria (M), Beverly Marshall Saling, Rhias K. Hall, Michael Kenmir*

**Imperial Starbase Society**

**Role Play Wrap Up**

Cascade 5

Fandom

Role playing in the ISS, or what we did all weekend. Includes role playing how to, and what was missed during the weekend.

*Miriah Miller (M), Dave Franklin, Dave Vogel*

**Lighted Costumes and Props**

Cascade 6

Costuming

Don't have a soldering iron, or afraid to try it because you don't know your watts from your ohms? Learn the basics for making costumes and props that light up reliably, including what tools you need, what power sources to use, and what to do with all those wires.

*Shannon Flint (M), Steve Greenfield, Orchid Rose, Andrew Wilson*

**Docking in Space:**

**It's Harder Than it Looks**

Cascade 7 & 8

Science

Almost every shuttle mission is now going to the International Space Station. But is rendezvous and docking really as easy as they make it look? Come learn about rendezvous from a former NASA rendezvous Flight Dynamics Officer and see how it's done.

*Terry Burlison (M)*

**Listening for the Big Bang**

Olympic 2

Science

New data on the character of the Big Bang as measured with a balloon in Antarctica.

*John Cramer (M), James C. Glass, Thor Osborn*

**Northwest Convention League and ConComCon Meeting**

Olympic 3

Fandom

The Norwescon meeting of the above will discuss issues relevant to fandom in the Northwest. Long live SciFi! Be sure to wear your beanie.

*Becky Citrak*

**2-4 PM**

**Shrink Art Plastic**

Cascade 13

Art

Yes, it is still around, and in more variations than you remember. Come and learn how to make your own jewelry and wearables with Jaqualynn D. Duram Nilsson.

**Movie Previews**

Evergreen 1 & 2

Come one, come all! Here's your last chance to catch the latest and greatest from Hollywood for this year. Can you predict the next big hit?

*Daryl Allison*

**3-4 PM**

**Clothing of Classic Antiquity**

Cascade 6

Costuming

So did everyone in ancient Greece wear white? Is a toga really just a loosely tied bed sheet? How accurate were the costumes in *Gladiator*? Learn about the clothing from ancient Greece and Rome; the fabrics they used, and the jewelry and accessories they wore.

*Terri "Sprite" Specht (M), Judith Smith, JoAnne Kirley, Keri Doering*

**Voodoo Science**

Cascade 7 & 8

Science

Even in our high tech age, pseudoscience is on the rise. Is scientific progress threatened? Why are people so ready to abandon scientific principles and is there anything we can do about it?

*Barbara Beden-Hill (M), Maya Kaathryn Bohnhoff, Spring Schoenhuth, Greg Paddock*

**Breakthrough Physics**

Evergreen 3

Science

Or: "Where is that confounded Higgins Boson?" Come hear about the latest trials and triumphs of particle physics.

*John Cramer (M), James C. Glass*

**3-5 PM**

**Sakuracon**

Olympic 2

Fandom

Come find out about this Northwest Anime convention.

*Melissa Quinn*

**SWOC**

Olympic 3

This is a general meeting of the Seattle Westercon Organizing Committee. Yes, Virginia, them folks is gonna do it again. Vote for Seattle in 2003!

*Jack Beslanwitch*

**4-5 PM**

**Onions & Roses**

Grand Ballroom 2

What did you like? What didn't you like? Come and tell us. If you have ideas on how to fix something, thought something could have been done better in a way that you know about, or have any other suggestions on how to improve this convention, we want to hear from you. We will also listen to any complaints or compliments. Tell us what you think is worth keeping and what needs to be put out with the cat.

*Cheryl Ferguson, Pat Booze, Robert J. Grieve, Jeanine Swanson, Terry Halverson*

**6-7 PM**

**Norwescon Closing Ceremonies**

Grand Ballroom 2

A last look at Norwescon 24. Say goodbye to all of our outstanding GoHs and hear tantalizing news about Norwescon 25!

*Lori M. Edwards (M), Connie Willis, Bob Eggleton, Charles N. Brown, Anne Lesley Groell, James P. Hogan, Dragon Dronet, Pat Booze, Robert J. Grieve*

**7-9 PM**

**Dead Sasquatch Pajama Party Dance and Spring Rites**

Cascade 11 & 12

What! Are you still here? Well then come on up to Hospitality. Join us for a few laughs and get daowwn and bogie. Will we see Pat Booze in her PJs? Will we see Michael Citrak on roller skates? These and many other provocative question will be heard as we say "Goodbye" to Norwescon 24 and "Hello!" to Spring. (Pajamas are optional—clothing however, is not.)

*Hospitality Staff*

# Writer Guest of Honor

## Connie Willis, Version 6.0

by

James Patrick Kelly

Usually I start these Connie Willis Guest of Honor appreciations by fulminating. I suppose you're wondering what I mean by *usually*. See, that's it exactly! Do you know how many of these I have written? *Five!* This is the sixth time I have had to type sentences like "Connie Willis will break your heart in *Doomsday Book* and make you fall out of your chair laughing in *To Say Nothing of the Dog*" or "Connie Willis is one of the funniest and most charming pros ever to give panel" or "Connie Willis is the best short story writer of my generation." When I won a Hugo last year, I actually thanked Connie Willis in my acceptance speech for not publishing in my category. What I want to know is, when did I get appointed Connie's personal John the Baptist? Okay, okay, we've been pals for almost twenty years. When we started out together, we were the dewiest of Neopros, standing on our tiptoes at the very edge of the crowd, trying to see what the Really Big Names were doing. Since then we've gone to writers' workshops together and read each other's novels in manuscript. We went to Gatorland and the Abbey Room at the Boston Public Library and the Tupperware Museum and the British Museum together. I've seen the video of her back operation. We've applauded for each other and offered each other shoulders to cry on. What, you think it's easy being Connie Willis? Well, it isn't — she just makes it look easy.

But as much as I love Connie Willis, I just can't keep writing these damned appreciations. I've told all the funny stories and offered all the encomiums I can bear. I'm tired, I tell you. I just can't think of any more new ways to say she's the greatest. You've got to (*choke*) leave



Connie Willis

me... alone... please (*sob*)... it's not my fault... L... just... can't....

*Note from Michael Brocha, Program Book Director: I've taken Jim to a dark, quiet room where he is resting comfortably. In the interests of completing this essay, I now introduce a special guest appreciator, Executive Editor of Asimov's Science Fiction, Sheila Williams. For those of you who don't know Sheila, she has been Connie's friend almost as long as Jim and, more important, has never before written a Connie Willis appreciation.*

## Why Connie Willis Doesn't Have More Hugos

by

Sheila Williams

I could write an essay about meeting Connie for the first time in 1982, the

night she won her first two Nebula awards—for "Fire Watch" and "A Letter from the Clearys." I could mention the exhilaration I felt the first time I read *Doomsday Book* in manuscript and knew that I was holding a future Hugo-award winning novel. I could even drop in a plug for the anthology we've just edited together—*A Woman's Liberation*—which will be published this fall by Aspect. Instead of revealing my great admiration for Connie as a short story writer or my deep appreciation of her stunning skills as a novelist, though, I thought I'd dwell on another of her skills, one that is also dear to my heart.

Connie is a magical seamstress. I knew that she had some talent for sewing before I found out the truth. I remember envying Connie's daughter, Cordelia, when I learned that she would be receiving a claret colored dress from her mother for Christmas. It would be a perfect replica of the dress that Harriet Vane wore in *Have His Carcass*. I knew that she could whip up a Lady MacBeth outfit (including blood) for a party. She'd even helped me shop for a wedding dress, and given me tips on alterations.

I could go on about Connie's well-deserved Hugo, in September 1993, for

*Doomsday Book*. Instead, I thought I'd mention, that my daughter, Irene, was born two days later. Over the years, my daughter has developed her own special relationship with Connie. Connie has always paid attention to their conversations. She knows what her favorite movies are, who her favorite characters are, and what her favorite books are. Because Irene's birthday is so close to WorldCon, she has been lucky enough to get presents from Connie at that convention.

At four, she received her first costume from Connie—Cinderella's ball gown, complete with glass slippers and a magic wand. She was the star of New York as we made our way up and down Broadway trick or treating in the stores and restaurants. At five, she received Dorothy's gingham dress, Toto in his basket, ruby slippers, and a beautifully illustrated copy of *The Wizard of Oz*. Connie took her to the ladies room of the restaurant we were in to change her. It looked as if Dorothy had landed in San Antonio as she made her way down the Riverwalk. She looked so lovely that no one was particularly surprised when she won a hall prize for her costume later that night.

We returned to Oz a couple of years later when Irene requested Glinda's dress. This time her sparking pink gown was matched by glittering pink shoes and a pink magic wand. The dress withstood both trick or treating on Broadway and trick or treating on every floor of the Natural History Museum.

Last year, with Connie hard at work on revisions to her new novel, *Passage*, I thought I'd avoid all reference to the subject of a new dress. I knew that her deadlines were tight. I didn't want to add to her workload or risk the wrath of her editor and agent. Connie, however, was listening. She knew my daughter had been devouring books all spring and summer. With some advice from Cordelia, she came up with the perfect gift. It was a Laura Ingalls dress very similar to one she'd made for Cordelia when she was in grade school. Of course, the dress was red, because, as Irene pointed out, "Mary's dress is blue." Somehow, Connie managed to make the perfect bonnet to match as well.

My daughter is reading all the time now. In the past year, she's passed through Alice, Mary Lennox, the Little Princess, Strawberry Girl, Mrs. Frankweiler's files, and Narnia. Her

imagination has been fired up by these books and she goes to sleep pretending that she inhabits their worlds. I don't know who she'll be this year, but I know it will be someone she'll love. I'd love to see the dresses continue—through Juliet, Elizabeth Bennet, Kivrin? I suppose they'll have to end. Connie needs some time to write, and my daughter may grow out of play clothes. She'll always know she had a very special childhood, though, and a truly magical godmother.

Gardner Dozois never fails to remind me that we could easily have had several award-winning novellas in the time it takes to make a Belle dress (the gold one, of course, not the blue). Perhaps my daughter is solely responsible, and not the novels, for the drop off we've seen in recent years in the number of short pieces from Connie. Sometimes I wonder, should I feel guilty for depriving the world of a wonderful Connie Willis story? Should I regret the lost opportunity for the magazine, for one more Hugo or Nebula award? But then I remember the glowing look on the face of my child as she opened the box that held her ruby slippers or removed the tissue from around Laura's bonnet, and I know that it's all worthwhile.

*Note from Michael Brocha, Program Book Director: Jim assures me that he's feeling better now. He would like to offer a few closing thoughts.*

## Connie Willis Users Guide

by

James Patrick Kelly  
(again)

Thank you, Sheila. (cough) I couldn't have gotten this far without you.

All right, I promised to write this thing and the least I can do at this point is to stagger home to the finish. I understand that some fen get a little nervous about just strolling up to a Big Name Guest of Honor like Connie Willis and starting to chat. Not to worry. Connie is easy to talk to and enjoys meeting people who have read her.

However, to enhance your Willis experience, here are a few behavioral and conversational tips:

~Try not to spill anything on her.

~She has, in fact, watched *All My Children* since it started.

~No, she'd rather not autograph the back of your hand.

~Even though it isn't necessarily her best story, "Firewatch" is indeed her favorite.

~Harrison Ford is definitely not 100 old for her.

~Yes, twenty-seven books are too many for her to sign.

~Of course O.J. was guilty.

~It is not advised to announce that her plots make no sense to you.

~Actually, she doesn't really need to see your tattoo.

~Even though she sings soprano in a Congregationalist church choir, she will not perform "Amazing Grace" in the bar.

~She has, in fact, admitted to publishing a story in *True Confessions* entitled "I Called My Husband A Lousy Lover On TV."

~Stand back! Give her some air!

With that, friends, I bid you good con. And the next time you read Connie's *GoH* appreciation in a program book, here's hoping that it isn't by me.

*James Patrick Kelly is author of three and a half novels and more than sixty short stories. His audio plays are a regular feature of SciFi.com's Seeing Ear Theater. Look for his novelette "Undone," coming soon to the cover of Asimov's. He is a two time Hugo winner and a seven time Nebula loser. Mostly because he lives in New Hampshire, he has never been to a Norwescon, but he has heard great things about you folks.*

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# Bob Eggleton: An Appreciation

by  
Don Maitz

In writing an appreciation about Bob, one must also write about the virtues of enthusiasm. Bob brings a remarkable degree of enthusiasm into the areas of his life and to all facets of his work. Not only does he share this excitement with all those he meets, he expresses it in every square inch of every work he has produced. It screams at you from all pencil lines and brush strokes on each drawing and painting that he has created. Even the spray from an airbrush dances to his tune.

In a world that has nourished apathy, mediocrity, and a “don’t get involved” life-style, enthusiasm is more than a good thing, it is a *great* thing. If we cannot put passion into what we do, how can we hope to instill motivation into our lives and inspire the lives of others?

Bob does not just paint terrific space scenes, spacecraft, astronauts, dragons, monsters and imaginary landscapes, he paints energetic and expressive spacescapes, spaceships, astronauts, dragons, monsters and landscapes and, lest I forget, an energetic and expressive Godzilla as well. He instinctively knows what to paint, how to paint it, and very importantly, when to stop painting it. This allows for a great deal of productivity as there is little mucking about in Bob’s work. It is direct, it is awesome, and, it is prolific.

This does not mean he skimps just to get an effect. I said he is enthusiastic, not shallow. Several years ago, Janny and I were doing some tourist-related excursions after a convention in Great Britain. I was leaving a bookstore outside London with a some-

what rare and expensive edition of an art book on the work of Jerome and there, unexpectedly, I bumped into Bob on his way to see the area of the English countryside written into H.G. Wells’ novel, *The First Men in the Moon*. He wanted to see and experience the neighborhood that was described in the book, to achieve the authenticity that would be a springboard to the illustrated version he was about to begin. I remember being impressed that this artist who had a reputation for painting cosmic activity and spaceships, that are by nature speculative and open to interpretation, would take the time to investigate and experience the down to earth elements of the book project he was embarking on. I should have known better as Bob has been as conversant and up to date with the explorations within the space program as he has been with the nuances within the various *Godzilla* movie releases. I am actually surprised that Tokyo has not been burned to the ground by Mr. Eggleton so that his *Godzilla* paintings will carry more authenticity!

When Bob creates an image—be it a beautifully airbrushed astronomical scene, a painterly landscape, a horribly grotesque, toothy skull, an alien, a spacecraft, a dragon, or a monster—he does not paint it timidly. There is gusto and life in the entire work. He carries the same exuberance with him in his outlook on life. It drifts into his conversations and permeates his professional career. I have encountered Bob on many occasions, in many places for many years and the enthusiasm he has expressed for his various interests has not waned, indeed it has ripened. This is evidenced in our recent mutual participation as conceptual artists on an animated motion picture film and cable network series project, titled *Jimmy Neutron Boy Genius*, to be released in the Fall of 2001. In conversations developing images for the project, I witnessed that Bob was not what anyone would call shy and retiring as to the inspirations directed into

the work. I can’t wait to see his (and my) efforts animated and expanded to influence this hoot of a feature film.

I believe that when creativity is called upon in honest effort it expresses the soul of the author—you can draw, you can paint, you can generate anything, but you cannot hide. Bob brings this theory enthusiastically to life, or in words more appropriate, *KHOOOOLL!*... Bob’s hot!

# Veteran Cosmic Rocker

by  
Vincent Di Fate

I have heard it said of Bob Eggleton, Norwescon’s multi-talented Artist Guest of Honor, that Bob is fandom’s closest thing to a rock star, and I believe wholeheartedly in the accuracy of that statement. Bob is young (barely 40 by the time the convention rolls around), energetic, articulate, artistically gifted and charismatic.

He has the requisite long hair and flamboyant personality of a rocker and he is quite the raconteur when it comes to the colorful world of low-budget monster movies and things of a pop-cultural and fantastic nature. I would even go so far as to characterize his depth of knowledge in these subject areas as encyclopedic.

And to demonstrate just how articulate a young man he is, allow me to let Bob tell you about Bob: “I was born on September 13, 1960 in Concord, Massachusetts. I was inspired at an early age by dinosaurs, *Godzilla*, B movies, *The Creature from the Black Lagoon*, 2001, *Star Trek*, the Hammer horror films, anything Harryhausen, and the space explorations of the 1960s—a time that will never come again. My

# Artist Guest of Honor

dad showed me the joys of drawing and painting at the tender age of 4 and my life set its course. I got lost in Marvel Comics when I was younger. I loved *The Hulk* and all the great Kirby/Lee monsters in *Tales to Astonish* and such. I love Japanese non-monster sf movies as well. *Battle in Outer Space* (1959), *The Mysterians* (1957), *The H-Men* (1958)—all gems to this day—even *The Green Slime* (1969)."

Now for those of us who know Bob—I mean really know Bob—Godzilla's the thing! Just in case you've been off planet for a while and don't know the entity of whom I speak, Godzilla is that formidable, utterly invincible 400-foot-tall, fire-breathing lizard who takes great joy in rearranging the buildings in downtown Tokyo and, more recently, New York. (Godzilla was actually about 200 feet high in the early films, 300 feet in the Heisi films of the 1990s; the U.S. Godzilla was 180 feet long, and the new Godzilla 2000 is 170 feet high. Godzilla breathes radioactive gas, not so much fire. Okay, that's straight.—Bob) He was introduced to the western world in 1956, in a movie that was made two years earlier by Toho Productions. The American version (entitled *Godzilla, King of the Monsters*) includes added footage of Raymond Burr and a number of Japanese/American actors who provided the necessary expository dialogue in English—and also doubled for actors in the original Japanese footage. It was, if not the first successful foreign import to break box office records in the U.S., it was certainly among the first.

No ongoing motion picture series has enjoyed such global popularity. In all, it has had somewhere in the neighborhood of a dozen and a half sequels and several remakes. Of these films, Bob states: "My favorite Godzilla films include (other than the 1954 one—originally titled *Gojira*), *Monster Zero* (made in 1965 and released here in 1970), *Godzilla vs. the Thing* (1964) and its 1992 remake, *Godzilla vs. Mothra*, and *Godzilla vs. Destroyer*



Bob Eggleton copyright © 2001 by Beth Gwinn

(1995). I liked Nick Adams in *Monster Zero* so much, I nearly formed the 'Nick Adams Fan Club' some 27 years ago (Bob was about 12 at the time) until I found out he was dead. He starred in some gems: *Frankenstein Conquers the World* (1965)—another one in Japan. And *Die, Monster, Die* (with Boris Karloff) in 1965, done in England." You'll note that Bob doesn't mention Nick Adams' appearance in such "straight" classics as *Rebel Without a Cause* (1955), though I'm certain he knows of them, but then, that's the tunnel vision we genre mavens are notorious for.

When Bob's not waxing about things Godzilla or sitting in a darkened movie theater or in the comfort of his own home with his trusty DVD player at hand, he's in his Rhode Island stu-

dio, painting. His visions of distant worlds, far-flung galaxies, and the dark demons and bizarre creatures of fantasy have made Bob a star in the rarified firmament of fantastic literature. It is for this ever-growing and incomparable body of work that Norwescon honors him this year. The fact that Bob's a charming fellow, a natural born performer and great guy to boot, is icing on the cake, as they say.

Bob began his career, after a harrowing and unproductive 18 months at Rhode Island College, inauspiciously working in an art supply store that catered to students of the Rhode Island School of Design (aka RISD—pronounced RIS-DEE to us art ed insiders—one of America's premiere art schools). Bob estimates that he got an \$80,000 art education for free by "talk-

ing shop" with the store's patrons and by being invited to sit in on classes. But Bob's education began much earlier, at home. He writes: "My late, great dad never had a formal education yet he would somehow invent the Teflon nonstick frying pan process and basically engineer machines that suit-and-tie execs said could never be created. He told me to always use common sense."

Bob's father is an example of the way things used to be when the United States was truly at the cutting edge of technology and it didn't matter how you knew what you knew, only that you knew how to make things that worked. NASA's wild and woolly past, its great early successes, were the product of many engineers without degrees who simply knew by instinct, intuition and experience how to get things done. Of NASA, Bob states: "I also think NASA missed the boat. The 1960's heyday will never, ever be repeated. I was glad to be alive to see that on TV. They didn't know what they were doing, only the goal—and the goal (going to the Moon) defined the means. Now the means has to have six million redundant systems in case something goes wrong and everyone argues about that and it stays on the ground. And the spaceship designs—artists' nightmares! I like pointy rockets and George Pal stuff. That's what gets us to the stars."

Bob Eggleton, as much as he was the product of a caring home, was also a product of fandom. After setting out in the early 1980s to make his fortune,

Bob started doing art for small publications and newspapers and eventually began selling his work at convention art shows. He started illustrating covers for Bean Books in 1984 and by 1988 was a regular nominee on the Best Professional Artist Hugo ballot. He has since won the Hugo in 1994, 1996, 1997, 1998 and 1999. He's also garnered an astonishing ten Chesleys from the Association of Science Fiction and Fantasy Artists in the last 12 years.

Of his art and meteoric success, Bob states, somewhat modestly, "I'm most unpretentious about art. After all, it's a pretty picture we are making. The cover sells the book then, really, it's finished its job. If someone likes it and buys it, then this is frosting on the cake. I view science fiction as 'pop culture' in the highest sense. I am a fan of all kinds of pop culture—drive-ins, bubble gum music, and period cars with pointy fins, after all, the Hugo was in reality, just a hood ornament. Pop culture is what makes a society breathe and survive—the trends, the ups and downs. Same with science fiction: books, movies, comics—it's all pop culture, and I'm not afraid of saying that." In fact, Bob has recently turned his attentions to the film industry working as a concept artist on "Star Trek: The Experience" motion picture based thrill ride, *Sphere*, and most recently *Jimmy Neutron Boy Genius*, due out from Paramount/Nickelodeon in late 2001.

Regardless of whether we see our genre in the limited objectives of its commercial life, or view it as the nec-

tar of the gods with a profound mission and a durability that will survive the ages, there is no denying the impact of Bob's work. His unique vision has made him a major player in a field that grinds up and spits out the best of us with a savage and indifferent ease.

The strength of Bob's art is in its color and its complexity and in the iconography he chooses to concentrate on. Although he's never said so to me directly, I imagine he believes that monsters are a common denominator for those of us with an interest in the fantastic. I've often thought that myself when I'm the most candid and truthful in my thinking about the genre. He depicts these monsters as creatures of titanic strength and vast size, of fearsome and horrific aspect and yet, of quiet dignity. His paintings speak to us uniquely of this noble aspect, and therein, I believe, is why we have come to embrace his magnificent art.

The fact that Bob has all that, does all that, thinks all that, and still has all the charm and attractiveness of a rock star is, as I've said, only icing on the cake. His virtuoso talent is the main reason why we're here to honor him. And, as he's such a young man, we have decades yet to enjoy all that is and will be Bob Eggleton.



# Gallery



*Land is Born* © 2001 by Bob Eggleton.



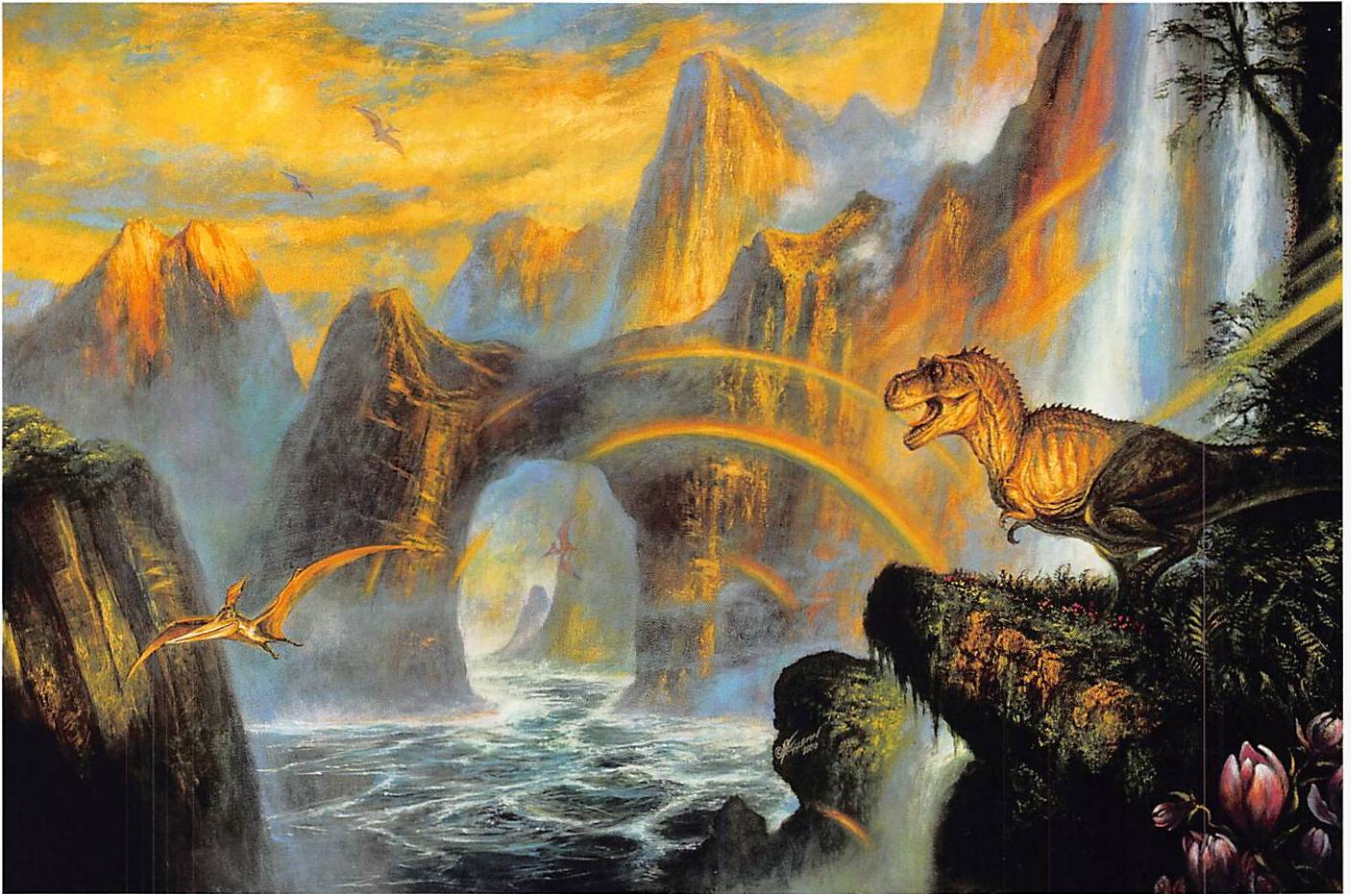






Land of the Gods  
© 2001 by Bob Eggleton.





*Sue's World* © 2001 by Bob Eggleton. Cover for the souvenir program for Chicon 2000, the 58th World Science Fiction Convention.



*The Last Retro Rocket* © 2001 by Bob Eggleton. Previously unpublished.



*Fountains of Fire* © 2001 by Bob Eggleton. Previously unpublished.



# Fan Guest of Honor

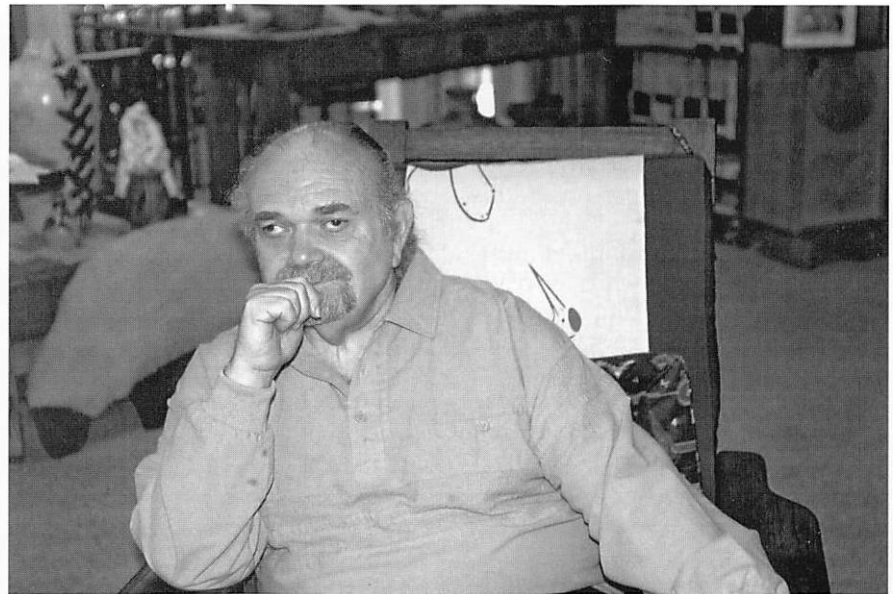
## The Award-winning Gourmet Bibliophile in the Hawaiian Shirt: A Non-Locus Profile of Charles N. Brown

by  
Connie Willis

I don't know why Charlie wanted me to write this bio of him—I don't even know his name.

I found out just last year that he *hates* being called Charlie. He wants people to call him Charles. Or possibly Charles N. I had no idea. I've been calling him Charlie for years (and have no intention of switching to Charles—I have trouble remembering my own name, let alone those of my friends. I've got Charlie down, and I'm sticking to it. But I'd suggest you call him Charles. Or Mr. Brown.)

What I *do* know about Charlie is that he's an excellent shopper (very rare in science fiction) and an excellent navigator (even rarer—I cannot tell you the number of times editors have been NO HELP AT ALL as I attempted to find my way through the wilds of Oregon and L.A., including one memorable time in Tucson when I asked Ellen Datlow to lean out the window and read the street sign, and she said, "Are those stars? Oh, my God, those are stars!"). Charlie and I have traveled together to see Jack



Charles N. Brown

Williamson and Billy the Kid's grave—it is NOT true that I threw him out of the car in the wilds of New Mexico and left him by the side of the road. Okay, I thought about throwing him out. I may have even threatened him, but I didn't do it—and seen kangaroos and wombats and emus in Australia, and not once did we get lost. Except that once, but that *hardly* counts.

Charlie's also a gourmet cook—you should try his sesame asparagus—and loves food. We first became friends because I was, in his words, "a good eater," and I think he would probably *not* be friends with Callista Flockhart. We've had some great meals together (me and Charlie, not me and Callista) in Sydney, Seattle, and Albuquerque, New Mexico, mostly because I've learned to let him order. He's got an unerring flair for picking the best thing on the menu, from mud crabs (this great place in Perth) to dim sum (this great place in San Francisco) to this sort of vertical column of arctic char and papaya and rice with walnuts (this great place in Chicago.)

He also loves books. His house is full of them—and of Hugo Awards. (He's got millions. Twenty-two, to be exact, and just in case you think winning

awards gets boring, he's just as worried before every Hugo ceremony as he was the first time and just as excited afterwards, although I'll admit it's hard to tell since Charlie cultivates a curmudgeonly manner. But you should have seen him the time he lost.)

The Arts-and-Crafts living room of his house is littered with Hugos (and with other awards—the Eaton Award for his *Bibliography of Science Fiction* and the International Science Fiction Award and numerous foreign awards—but they aren't the main attraction. That would be his book collection. He has a dazzling collection, from autographed copies of Heinlein's early works to Fritz Leiber first editions. There's not just science fiction—he has a set of James M. Cain that made me drool—but the science fiction's the main thing. There are complete sets of *Astounding* and the other early pulps.

The books aren't his first love, though. *Locus* is. He started it as a single-page mimeographed fanzine in 1968, sent out to sixty people, and built it up through the years to be the premiere magazine in the field that it is today: with full-color photos and over eighty pages of news, reviews,



convention updates, obituaries, market reports, and a circulation of eight thousand. And interviews. He's interviewed everyone in the field, from Andre Norton to Sean Stewart to Frank Kelly Freas, and they're wonderful glimpses into the real person and his work.

Charlie's made *Locus* into a must-have for anyone who writes or reads science fiction, and Charlie works endlessly on it. He has a staff of four, but his motto is "Trust no one," and he always has the latest layouts or roughs or galleys of the next issue in that

battered briefcase of his. It's his baby, his wife, and his Holy Grail, and he and it are inseparable. He loves it even more than books or good food.

Because he loves science fiction. He knows everyone (and has known everyone since he was an awkward kid, going to conventions and interviewing the likes of Bradbury and Poul Anderson and Fredric Brown for his fanzine.) He's a treasure trove of information and stories about everybody and everything in science fiction. He knows where the bodies are

buried (and who buried them), and he cares tremendously about the field.

So when you see him at this convention, talk to him about where science fiction's heading and what's happening in Chinese landom. Ask him about Ward Moore or Bruce Sterling or what restaurant he'd recommend in Seattle (and what to order). Compliment him on his Hawaiian shirt (I know, but he likes them) and ask him to show you the next issue of *Locus*. And, for heaven's sake, call him Charles.



# Spotlighted Publisher

## Bantam Dell Publishing Group

The Bantam Dell Book Group is currently the largest division of Random House, Inc.—which, itself, is the world's largest English-language general trade book publisher. The Bantam Dell Book Group is made up of three imprints: Bantam, Dell/Delacorte and the Dial Press.

George T. Delacorte founded the Dell Publishing Company in 1921, publishing pulp magazines and comic books. In 1945, following World War II, Dell became a major publisher of paperback books, and in 1963 a hardcover imprint was added to the company named the Delacorte Press. Best-selling Dell authors included James Jones, Irwin Shaw, Kurt Vonnegut, and Danielle Steel. In 1976 the Dell Publishing Company was sold to Nelson Doubleday Jr.'s Doubleday & Company.

Bantam Books was founded in 1945 by Ian Ballantine, covering all genres and featuring a rooster as the company logo. Bantam's early titles were paperback reprints of great American writers such as John Steinbeck, F. Scott Fitzgerald, Zane Grey and many more. In addition to these reprints, original titles and series were published and Bantam remains one of the most successful publishers of adult fiction and nonfiction in business today.

The Bertelsmann corporation, an international media company, acquired Bantam Books in 1977 and Doubleday & Company in 1986, at which time the Bantam Doubleday Dell Publishing Group was formed. The newly formed company experienced further success in the consumer trade book market, publishing a vast and varied list of current and backlist titles.

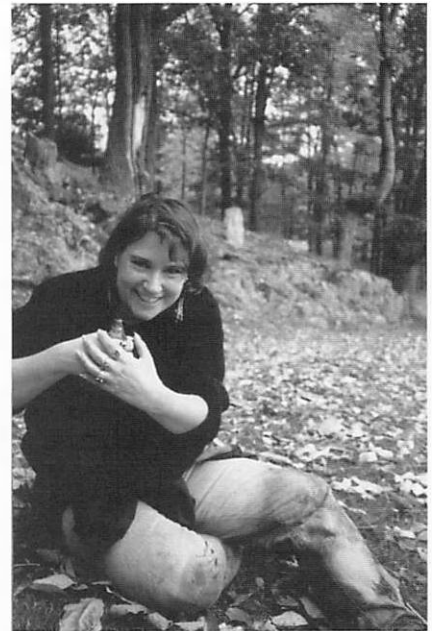
In 1998 Bertelsmann acquired Random House, Inc., and the Random House corporation as it is known today

was born. It is a division of the Bertelsmann Book Group of Bertelsmann AG, one of the foremost media companies in the world. The reach of Random House, Inc. is global, with subsidiaries and affiliated companies in Canada, the United Kingdom, Australia, and South Africa. Through Random House International, the books published by the imprints of Random House, Inc. are sold in virtually every country in the world.

Random House itself was founded in 1925, when Bennett Cerf and Donald Klopfer purchased The Modern Library, reprints of classic works of literature from publisher Horace Liveright. Two years later, in 1927, they decided to broaden their publishing activities, and the Random House colophon made its debut.

Random House first made international news by successfully defending in court the U.S. publication of James Joyce's masterpiece, *Ulysses*, setting a major legal precedent for freedom of speech. Beginning in the 1930s, the company moved into publishing for children, and over the years has become a leader in the field. Random House entered reference publishing in 1947 with the highly successful *American College Dictionary*, which was followed in 1966 by the equally successful unabridged *Random House Dictionary of the English Language*. It continues to publish numerous reference works, including the *Random House Webster's College Dictionary*.

In 1960, Random House acquired the distinguished American publishing house of Alfred A. Knopf, Inc., and, a year later, Pantheon Books, which had been established in New York by European editors to publish works from abroad. Both were assured complete editorial independence—a policy which continues in all parts of the company to this day.



Anne Lesley Groell and friend by Andy Heidel

## Anne Lesley Groell

Anne Lesley Groell is a native New Yorker who grew up on the Upper West Side and attended the Brearley School, during which time she scribed two embarrassingly juvenile novels—one in longhand in a notebook and one on an antique electric typewriter—and reveled in every creative writing assignment she was granted. A brief flirtation with science (minus the fiction) intervened, and she received a B.A. in Biology from Yale University. Following that was a four-year stint at the University of California at Irvine, where she received a Master's degree doing graduate research and undergraduate teaching in the field of Developmental Biology. Her field of specialty was limb regeneration in salamanders: a project which she still maintains was as close to science fiction as she could get without a spaceship. Eventually, missing seasons, she returned to New York, where she still resides, to become

*Continued on next page*

*Continued on next page*

### *Bantam Dell Continued*

Random House, Inc. was itself acquired in 1965 by the major media corporation, RCA. The publisher's expansion continued with the acquisition in 1973 of Ballantine Books, whose mass market paperback publishing program enabled Random House to reach a much broader and diverse readership.

In 1980, Random House was acquired by Advance Publications, Inc., a privately held company. There followed a period of significant growth, including the acquisition of the paperback publisher Fawcett Books in 1982; the creation of Villard Books, a new hardcover imprint, in 1983; the acquisition of Times Books from The New York Times Company in 1984; and Fodor's Travel Guides, acquired in 1986.

In 1988, Random House again grew dramatically with the acquisition of the Crown Publishing Group, whose imprints included Crown; Clarkson Potter, Inc.; Harmony Books; and the Outlet Book Company, a major publisher of low-priced books now known as Random House Value Publishing.

The divisions of the Random House corporation include the Bantam Dell Publishing Group, the Doubleday Broadway Publishing Group, The Ballantine Publishing Group, The Knopf Publishing Group, The Crown Publishing Group, the Random House Trade Publishing Group, the Random House Information Group, the Random House Audio Publishing Group and the Random House Children's Media Group. The Bantam Dell Publishing Group continues to be a leader in the business, publishing several of the most widely-known and bestselling authors writing today.

The Bantam hardcover list includes the bestselling novelists Dean Koontz, Tami Hoag, Elizabeth George, Iris Johansen, Diane Mott Davidson, George R.R. Martin, Michael Palmer and Luanne Rice. Bantam Books has also published some of the bestselling

nonfiction hardcovers of the last decade, including General H. Norman Schwarzkopf's *It Doesn't Take a Hero*; Jerry Seinfeld's *Seinlanguage*; Daniel Goleman's *Emotional Intelligence*, John Glenn's *John Glenn: A Memoir*, and the #1 *New York Times* bestseller *Flags of Our Fathers* by James Bradley with Ron Powers. Bestselling Bantam mass market and trade paperback authors include Maya Angelou, Jean Auel, Sandra Brown, Pat Conroy, Louis L'Amour, Nora Roberts, Tom Wolfe, Rita Mae Brown, and more than 40 original *Star Wars*<sup>TM</sup> fiction titles.

Dell Publishing is home to the bestselling female novelist of our time, Danielle Steel, who is published in Delacorte Hardcover and Dell Paperback. Dell also publishes the biggest-selling male novelist of the last decade, John Grisham, as a Dell Paperback author. Dell Publishing's extensive bestselling mass market and trade paperback backlist authors include Thomas Harris, Judy Blume, Maeve Binchy, Diana Gabaldon, Elmore Leonard, Sara Paretsky, Perri O'Shaughnessy, and Belva Plain. The Dial Press, an imprint of Dell Publishing, publishes literary fiction and nonfiction and includes works by Allegra Goodman, Caroline Knapp, Elizabeth McCracken, and Joe Klein, among others.

Bantam Spectra, an imprint of the Bantam Dell Book Group, is likewise committed to the highest possible standards in science fiction and fantasy publishing. In addition to *New York Times* bestselling author George R.R. Martin, we also publish Norwescon's GoH for this year, Connie Willis, who has won a total of fourteen Hugo and Nebula awards in her career, as well as a John W. Campbell Award for best first novel with *Lincoln's Dreams*. Also on our list are both Michael Marshall Smith, a Philip K. Dick Award nominee, and the bestselling Robin Hobb (a.k.a. Megan Lindholm), a Tacoma resident. Some of our other Pacific Northwest writers include Kay Kenyon, Ken Goddard

and Kristine Kathryn Rusch. We also publish Mark Anthony, Catherine Asaro, Stephen R. Donaldson, Lynn Flewelling, Maggie Furey, Katharine Kerr, John Marco, Charles Sheffield, Michael A. Stackpole, and Paula Volsky, to name but a few.



### *Anne Lesley Groell Continued*

an editor and writer. She worked for two and a half years at Avon Books as an Editorial Assistant during the last of the AvoNova days, then moved on to Bantam Spectra as an Associate Editor. Her first professional buy at Bantam was the then-newcomer Lynn Flewelling, and she has gone on to add such authors as Catherine Asaro, Mark Anthony, Tom Deitz, Ken Goddard, Norwescon attendee Kay Kenyon, and John Marco to the Spectra stable. Among her inherited authors are Norwescon's Author GoH Connie Willis, P.K. Dick nominee Michael Marshall Smith, *New York Times* bestseller George R.R. Martin, Norwescon attendee Robin Hobb, Michael A. Stackpole and Paula Volsky. She was also recently able to reissue-with the right cover treatment-her favorite book in the universe, Tami Lee's *The Silver Metal Lover*: a book she firmly believes no teenage girl should grow up without. After six and a half years at Bantam, she has attained the rank of Senior Editor, and August will mark her nine-year professional anniversary in the science fiction and fantasy field.

Moreover, after three more somewhat less embarrassing novels, she entered the arena as an author as well. Her first published novel, *Anvil of the Sun*, was released from Penguin/Roc in September of 1996, *Bridge of Valor* in July of 1997, and *Cauldron of Iniquity* in January of 2000.

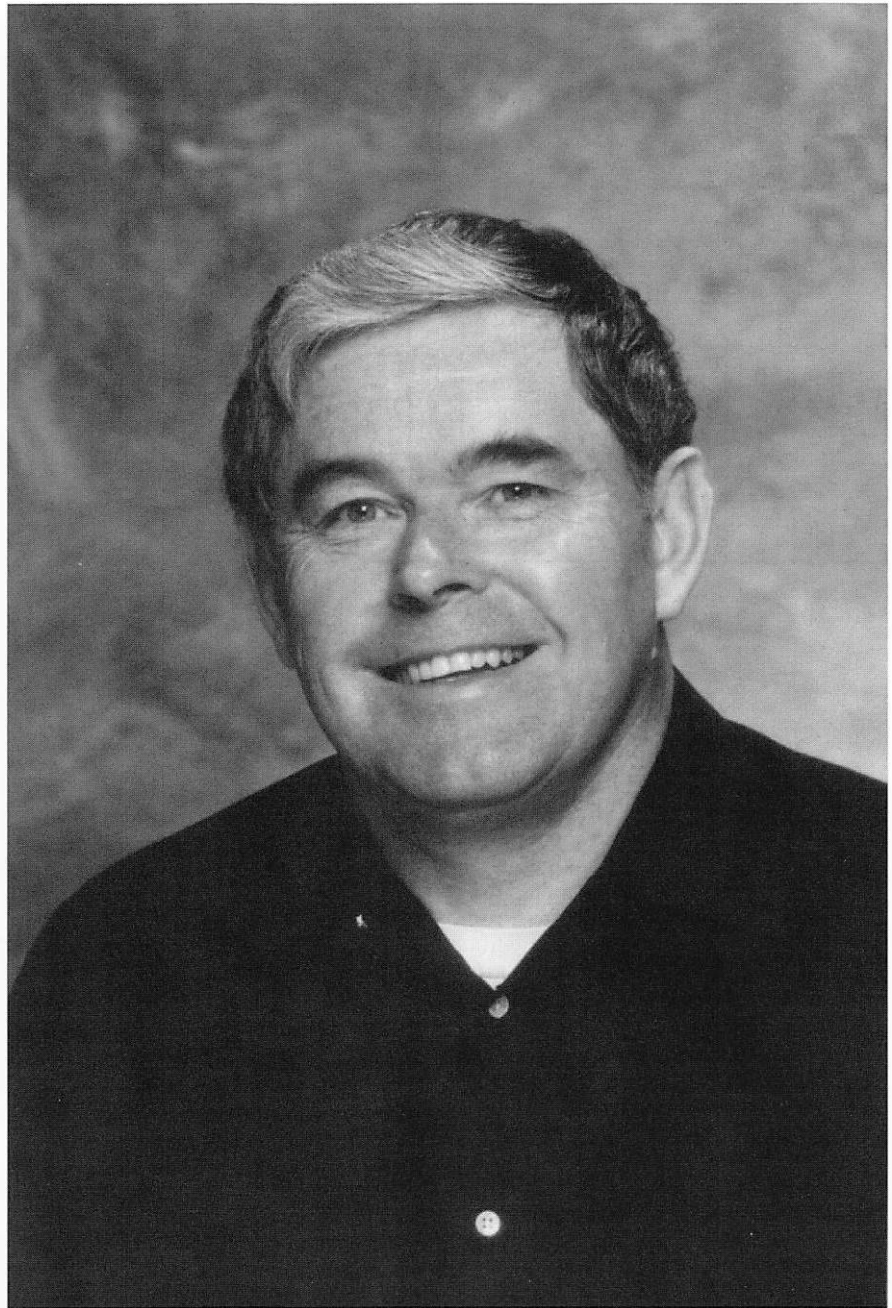
# Special Guest

## James Hogan

by

Vivian Perry

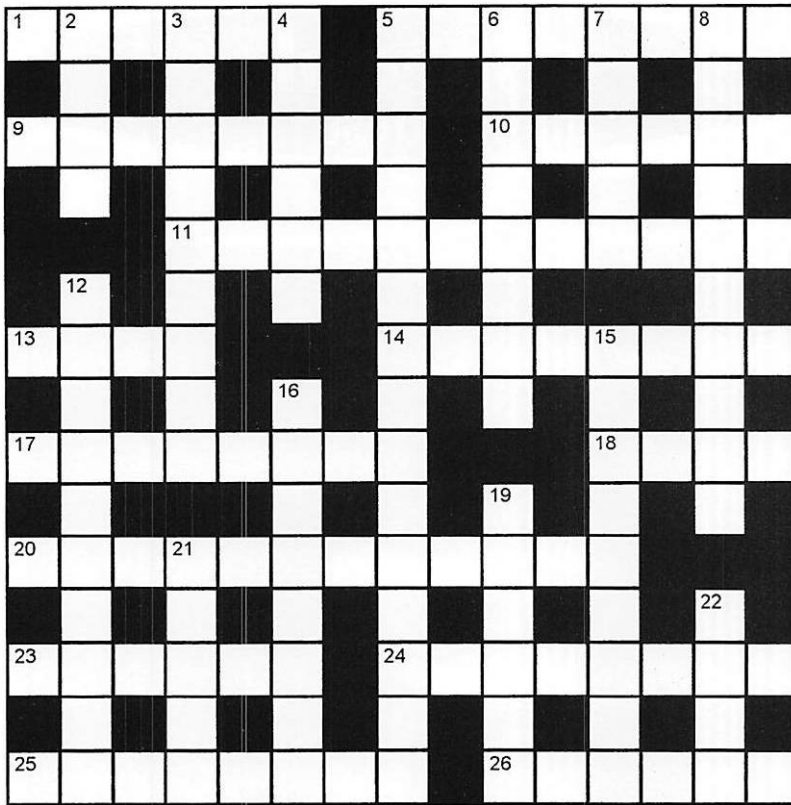
Once in a while, a reader has the good fortune to find an author whose prose is so completely engaging that you suddenly realize that it's too dark to read. I first met Jim's writing on a rainy spring afternoon in Dallas, Texas, and escaped to a mystery on the moon in his first book, *Inherit The Stars*. And as is common when a reader makes such a find, I scooped up everything I could find by this voice, and waited impatiently to get new fixes. I remember reading *Code of the Lifemaker* while walking across campus between classes, allowing my peripheral vision to scan for approaching feet to avoid collisions. So when I heard that Mr. Hogan would be the Guest Writer at Westercon 1985 I made plans to attend, still feeling very much a newbie to conventions. After a long, hot drive with a person of very questionable sanity, I relaxed in the hotel lounge with my friend Laura Brodian. She excused herself for a short period of time, and lo and behold, returned with a smiling Irishman and introduced him as the very man himself, James P. Hogan, who had yet to identify himself to the convention authorities. I discovered over cocktails that Jim's storytelling capacity was hardly limited to the page. Combined with his considerable Irish charm, a little Rand, and some engineering experience, his approachability and gregariousness made for a magical convention. His friendship proved to be a valuable source and ally when being (ultimately) invited out of a required Environmental Studies university program, and Jim is a valuable source in the struggle against anti-tech pessimism and over-righteous delusions. Skepticism without cynicism is rare these days, and Jim's essential good humor and generous ability to



James P. Hogan

engage the imagination (with characters you would actually let into your house, perhaps even invite to dinner) must be why they call it the "Luck of the Irish".





## Cryptic Crossword

### Some Hints

Rather than presenting simple definitions or questions of general knowledge, the cryptic style of crossword uses clues typically built around word-plays, metaphor, and double meanings. It appeals to those who enjoy the challenge of creatively working out a solution as opposed to either just knowing an answer or not, or having to guess at it.

A clue will frequently comprise a definition of the answer along with directions for constructing it, very likely written in a misleading way to obscure which is which. Thus, the answer to "Satellite condition for descent on the house" turns out to be "Freefall"—the condition of an orbiting satellite—constructed from "free," meaning "on the house," and "fall," i.e. descent.

Always look for possible meanings of words other than the apparently obvious. Thus, "Die of cold" could refer to an ice cube; "Tower of strength" to a horse towing a barge; "flower" might be a river—something that flows—and not a plant. Words like "confused," "rearranged," "could be" occurring in clues are often hints to the existence of an anagram. When considering anagrams, be aware that "one" may indicate the letter I, while "quarter," "point," or "direction" may indicate the compass

points, N, E, S, or W. Likewise, "note" could mean any of the musical notes: A, B, C, D, E, F, or G. The answer to "Sailor becomes famous with direction" thus turns out to be "Star": S plus "tar," a sailor. Or again, "Note agate mixed in the drink" gives the solver instructions to "mix"—form an anagram from—"note," in this case G, and the letters of "agate" to give something found in a drink: "Tea bag." Roman numerals, C, D, L, M, X are often used similarly.

Words like "back" or "returns" can indicate a word or letter sequence written backward, for example "Drab" as the answer to "Minstrel returns, dull and colorless" ("bard" written backward). Similarly, "up" can indicate a word or letter sequence reversed in a Down clue. Words like "seen in," "found in," "held by" can indicate the solution to be literally in the clue; thus, "Stance," the answer to "Position embraced by earliest ancestors" was there all the time in earlyST ANCEstors.

There are no rigid rules. The idea is to exercise ingenuity and have fun. A name frequently implies a diminutive form, such as "Ed" or "Ted" for Edward. "Said" or "sounds like" usually indicates homophones, such as "rain dear" and "reindeer." "Head," "tail," "beginning," "end," and so forth can refer to the first or last letters of a word, e.g. "Rarity" as the answer to "Odd parity has new beginning." Occasionally, a construction has no other merit than to inflict on the solver some exceptionally warped interpretation of a meaning that the compiler was unable to resist.

Figures in parentheses after a clue give the letter count of the words making up the answer. Thus (3, 2, 6) would indicate a three-word solution of 3, 2, and 6 letters.

#### Across

- 1 Reformed iceman lacks color (6)  
 5 Euphoric mood-elevating sports event? (4, 4)  
 9 Order mixed gin with the salad (8)  
 10 Drug no Greek character consumed (6)  
 11 Earth spirit rebuilds Roman tree hut (6, 6)  
 13 Reginald gives up Edna to find her (4)  
 14 Maybe Elvis initially exited to move things along (8)  
 17 Ethan loses his head but gets a kilo to you. That's gratitude! (5, 3)  
 18 Sounds like a French river you'd be crazy to be in (4)  
 20 Fainter ether reconstituted later in the story (12)  
 23 Do return after fall and make a stand (6)  
 24 Insect with nothing in a broken ring, knowing nothing (8)  
 25 Officially orange? (8)  
 26 Feline family flower (6)  
 19 Concerning races in Nazereth, Nicaea (6)  
 21 Quick outcome of two of a kind and five hundred (5)  
 22 Against the first insect (4)

#### Down

- 2 Your average kind of guy (4)  
 3 Fruit preparation from scent and lemon ingredients (9)  
 4 Printed material. (Hint—found in capitals of China and Zaire) (6)  
 5 Teaching needed to come top of the class? (6,9)  
 6 Adults swell up in two directions (5-3)  
 7 Meeting place (5)  
 8 Bringing to ripeness a thousand at the old city over giant ruin (10)  
 12 Disease from Hydrogen & Iodine. Death. RIP (10)  
 15 Leave rodent for soldier in Africa (6, 3)  
 16 Solid form of lyric end (8)  
 19 Concerning races in Nazereth, Nicaea (6)  
 21 Quick outcome of two of a kind and five hundred (5)  
 22 Against the first insect (4)

## Dragon Dronet

by

Hans P. Meier

It's 3:45 am. I'm sitting in front of my computer staring at a blinking cursor, every once in a while I move the mouse so that the toasters stop flying across my screen. At this point in time I am reminded of... do you remember in the comic strip *Bloom County* when Opus decided to become a cartoonist and was suffering from writer's block and his editor stood over him with a Tommy gun? Well, to quote Opus, "...I'm on a roll."

As I think back and try to remember things, some interesting memories come floating back, nothing to do with Dragon of course. I first met Dragon at Rustycon 3 in the masquerade, he was dressed in his leather buckskin armor and I in my black "Ruin Lord" costume. We were of course competitors, He won Best of Show naturally, although I managed to win Best SF. As we parted ways from the ballroom I looked down at him, literally (nice trick, though I will admit that my shoes for the costume are 13 inches in height), and said, "I'm going to beat you next time." He said, "Go for it" and when we competed against each other next, at Norwescon 9, I actually did beat him.

I have known Dragon for nigh unto fifteen years now. I've spent time on his couch when I broke up with a girlfriend, and he has been to my parties. I guess I know him pretty well, which I suppose qualifies me to write this. Although I wish someone would have told me that I needed to write a major bio, and not one of the small ones. Oh, well.

Dragon has been in Northwest fandom for many years, ever since Norwescon 5 and although he is currently living in Los Angeles (a possible retaliation for all the Californians moving up here?), he still finds time to return

to his old stomping grounds at least once a year. His distinctive costuming makes him to stand out where ever he goes, especially in public. Mundanes love to stare at him and, if out of the ordinary, those that are around him. Which reminds me of the time Dragon, Dameon Willich and Frank Teele were in an elevator together. They were all dressed as they usually are—black leather, various pieces of chain and armor, and bristling with swords and knives. The elevator stopped at a floor, as elevators are want to do, and the doors opened to reveal a nicely-dressed elderly couple waiting. All conversation stopped as Dragon, Dameon and Frank turned to see who was entering the car. No one moved the entire time the door was open. The elderly couple stared at them and they stared at the elderly couple. The doors closed and the car went on its way... Dragon and company laughing all the way to the ground floor. To this day, the elderly couple probably think hard before summoning an elevator.

About nine years ago Dragon decided to follow his dreams and moved to Los Angeles. Thereafter followed some tough times with no work and no money. I spoke to him many times during this period and although things were tough and he often thought of coming home, he persevered and decided to stick to his dreams. Today he is working his butt off doing what he loves; making models and props (and even acting a little), working on movies, and watching movies from the side of the camera that you and I rarely see. He has amassed a resume a mile long. To name just a few: he has made props that have appeared in *Demolition Man* (watch for him in the underground scenes), *Star Trek: Generations*, *Speed*, *The Doors*, *Hook*, *Batman Returns*, *Total Recall*, *T-Rex*, *Star Trek: The Next Generation*, *Star Trek: Deep Space Nine*, *Babylon 5*, *Space Rangers*, *seaQuest*, various music videos, and *Demon Knight*; leatherwork for *Wayne's World 2*, *The Shadow*, and *Yakuza*; miniatures for *Ed Wood*, *Cyborg II*, *Mr. Destiny*, and *Mov-*

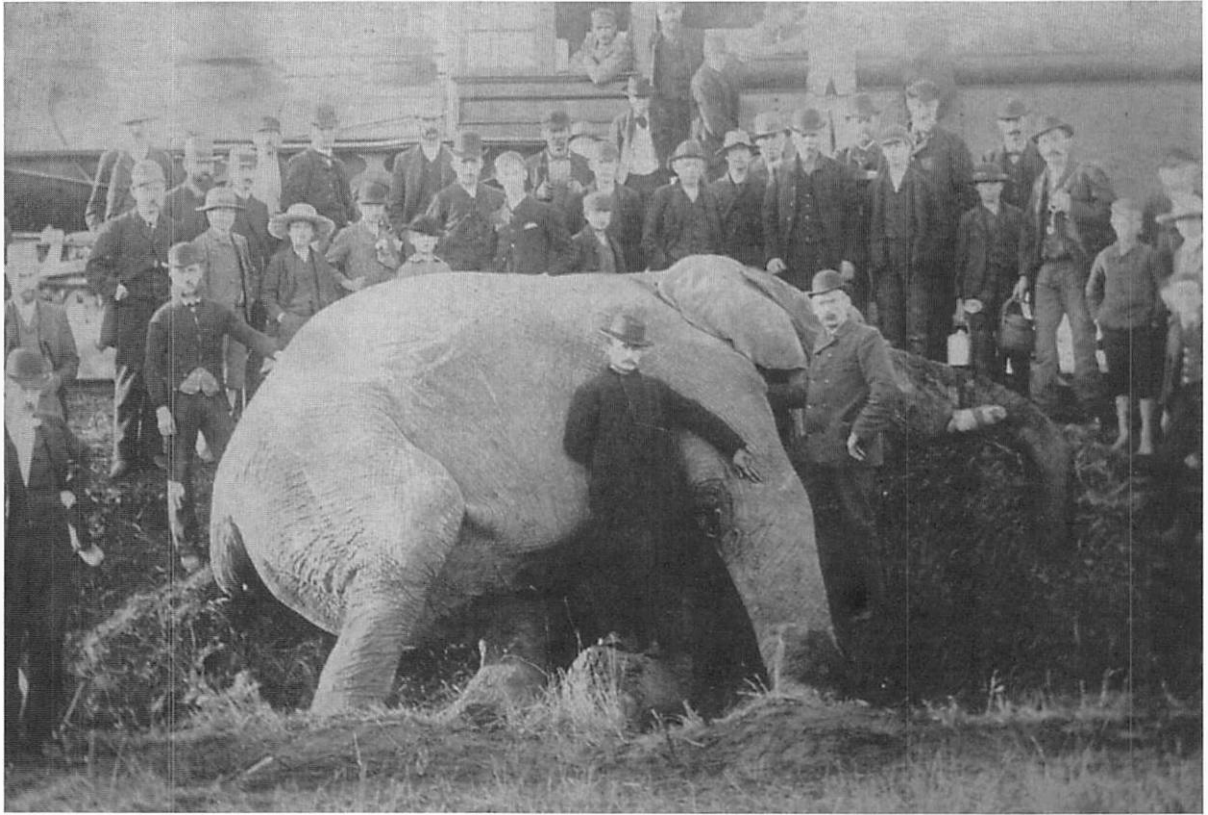


Dragon Dronet

*ing Target*; sculptures for *Water World* and *The Little Rascals*; and as swordmaster for *Highlander II* (don't blame him, it wasn't his fault—but watch for his boots at the beginning).

Yeah, he gets to see a lot of stuff before you and I do. (THPTTTTT!!).

Artist, model maker, fighter, actor, sculptor: a renaissance man of the film world (although he doesn't look anything like Danny De Vito). If you're out and about and you see a large group of people gathered around someone, laughing occasionally, it's probably Dragon. Stop by, he spins a wonderful tale, or catch him at one of his panels which are always informative and entertaining. And if you are a costumer he is a great source of knowledge and always willing to share.



*And so to bed.*

*— Samuel Pepys*

# 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.

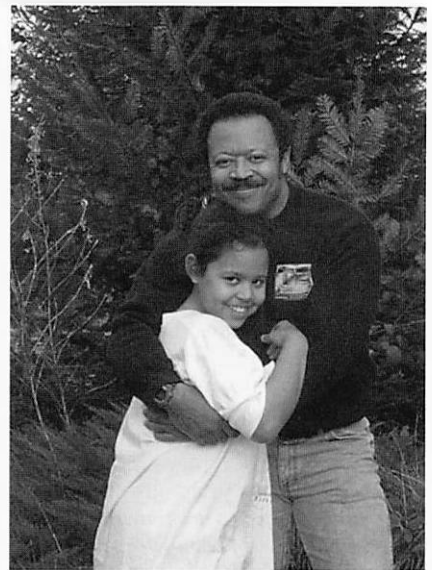
**JEFF ADAMS** is a bit of a late bloomer, always on the edge but never diving into the genre until the last few years. He has been offered a job with the Disney Animation Studios in Florida, but declined because, quite frankly, he doesn't enjoy the Florida geography and weather. Always interested in art, he's had a number of pieces published in the fanzine and gaming industries. He has recently entered the field of comic books, drawing and inking, but he's found that he really enjoys sculpting and toy making the most.



**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.

**BLYTHE AYNE, PH.D.**, has had hundreds of poems and short stories published. In an alternate reality, she's a therapist in private practice, and as both writer and therapist she's had considerable experience teaching and learning the myriad advantages of maintaining healthy self-esteem.



Born and raised in Southern California, **STEVE BARNES** currently resides in the Northwest because, in his own words, "the con dances are better up here." Author of thirty novels and television episodes (ranging from *Outer Limits* to *Baywatch*), he is now working on an alternate history novel, *Insh" Allah*, which is his pride and joy. His web page is [www.lifewrite.com](http://www.lifewrite.com).



Since 1986, **DONNA BARR** has been a constant, energetic and respected presence in drawn-book publishing. Her award-winning, acclaimed *The Desert Peach* and *Stinz* enjoy a loyal, worldwide audience. She is continuing the series *Bosom Enemies*, and her *Hader and the Colonel* is now available in collected form. Her books are also available from Amazon.com and Barnes and Noble. Don't be afraid to come say "Hi"—Donna's a small-d democrat. She'll talk to anybody! Check her out at [www.stinz.com](http://www.stinz.com).





Along, long, time ago in a college campus not so far away, **BARBARA BEDEN-HILL**, an unsuspecting sophomore, accepted an invitation to be transported over the border for immoral purposes. She attended her first con (a V-Con), won Best of Show in the masquerade and acquired yet two more obsessions: costuming and conventions. The next year, against her better judgment, she attended Norwescon 2, and, as they say, "The Rest Is History." Over the years obsessions have come and gone, but a few remain constant: books, sewing, books, family, books, live action role playing, books, gardening, and books. Barbara eventually got her college degree (science education) and went on to do a variety of panels at different cons (science, costuming, gaming—just about anything they asked her to do). She currently lives in Snohomish county with one husband, three sons, one cat, one dog, a tank of fish, two degus and a mortgage.

**PHIL BEREANO** is a professor of technical communication and adjunct professor of women studies and American ethnic studies at the University of Washington. He holds a law degree from Columbia Law School. Phil is a recognized expert on the ethical and social considerations of genetic engineering (having begun working on these issues in 1977) and an outspoken defender of civil liberties with respect to information technologies and computer databases (including bio-informatics). He chairs the American Civil Liberties Union's national Committee on Databases and Civil Liberties. He is a founding member of the Council for Responsible Genetics. In 1994, Phil received the University of Washington's Outstanding Public Service Award.



**JACK BESLANWITCH** has been reading, writing and hanging around science fiction conventions for many years, involving himself in many worth while projects related to fandom. Recent participation includes being the webmaster for the Norwescon website, the Westercon 50 and Westercon 52 sites as well as Northwest Science Fiction Resources ([www.sfnorthwest.org](http://www.sfnorthwest.org)), the Northwest Science Fiction Society ([www.nwsfs.org](http://www.nwsfs.org)) and for [writers.com](http://www.forwriters.com) ([www.forwriters.com](http://www.forwriters.com)) a site for writers that also includes Writers Notebook and Writers Workbook. He is the founder of the Seattle HTML SIG ([www.halcyon.com/seasigi/html.html](http://www.halcyon.com/seasigi/html.html)) and while not chasing around conventions, he is running his own web design business, Web Witchery Consulting ([www.webwitch.com](http://www.webwitch.com)). He is also the bid chair for bringing Westercon 56 to western Washington in 2003 ([www.webwitch.com/westercon56](http://www.webwitch.com/westercon56)).

**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 liddle. 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'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.

**LISA BOLEYN** became interested in fantasy sculpture at the age of 3, when her mother first sat her down at the kitchen table and handed her some clay. Lisa also expresses herself by folding paper, claiming that origami is a gateway to understanding the universe. After growing up in Gladstone, Oregon, Lisa escaped to The Evergreen State College where she received her bachelor of science degree.



**MAYA KAATHRYN BOHNHOFF**, an admitted sf addict, had her first story published in the mid-December 1989 issue of *Analog*. In 1990, *Analog* editor Dr. Stanley Schmidt honored her with a nomination for the John W. Campbell award for best new writer. Since, she has had dozens of stories published in *Analog* (qualifying her for the infamous *Analog* MAFLA), *Amazing Stories*, *Interzone*, and *Century*. Her short story, "The White Dog", made the short list for the 1999 British Science Fiction Association's Best Short Fiction Award.

Her first novel, *The Merit*, was published in 1992 by Baen and made *Locus* magazine's Best First Novel and Recommended Reading lists. This was followed by *Taminy*, *The Crystal Rose*, and *The Spirit Gate*, which was released in 1996 to glowing reviews. Maya's latest novel, *Magic Time Blues*, is due out late this year from HarperCollins.

Her nonfiction credits include essays and articles on themes ranging from the space program ("One Giant Step," *Locus*, Aug. 1994), to writing ("Taming the Fictional Wilds", 1998, *Fiction Magazine*).

Maya and her husband Jeff also write and perform original music and filk and have just released their first filk album, *Retro Rocket Science*.



**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.



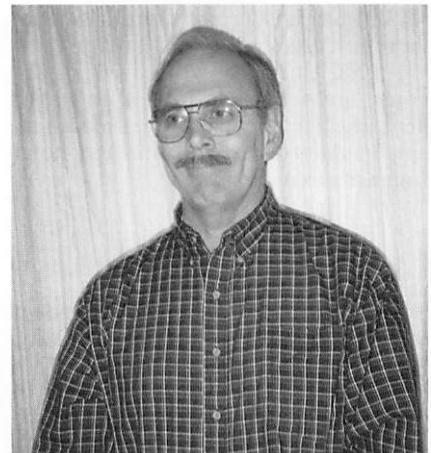
**ANDREW BRECHIN** has been working in the videogame industry for several years, on Mad Genius Software's *Gunmetal* and more recently on the upcoming Nintendo 64 RPG *Aidyn Chronicles: The First Mage*. In fannish circles, however, he is perhaps better known as the creator of *Baby Cthulhu*, whose #1-rated children's TV show features a fun and educational mix of songs, stories, skits and sacrifice.

Born in Seattle, **ADAM BUCKNER** has spent the last six years in Hollywood creating visual effects for film and television. He was nominated for the Emmy Awards for his work on the final episode of the *Star Trek* series *Star Trek: Deep Space Nine*. Adam has also won the International Monitor Award for Best Visual Effects on the *Deep Space Nine* episode "A Call to Arms," the season finale during his first year at Paramount Pictures. Other credits include such shows as *Babylon 5*, *Xena*, *Hercules*, and *Legend*.



**TERRY BURLISON** graduated from Purdue University with a degree in aerospace engineering. He worked in the NASA's Mission Control Center as a flight dynamics officer in the early days of the space shuttle program. In the early 1980s, he became employed by Boeing where he worked on numerous civilian and defense space programs, doing rendezvous and satellite constellation analysis. In 1991, he started his own software company, Six String Software, producing and selling music and game software. He is now also consulting for Kistler Aerospace, which hopes to be the first company to develop a fully-reusable launch system. He is also a published writer and is working on a number of articles about the space program.

**STEPHEN L. BURNS** is the author of the Philip K. Dick Award nominated book, *Call from a Distant Shore*. His short fiction has been published in *Asimov's* and *Analog* and is the author of the novel *Flesh and Silver*.



**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.

Both of **DIA CALHOUN's** young adult fantasy novels are ALA Best Books for Young Adults, and they also appear on *VOYA's* Best Science Fiction, Fantasy, and Horror lists of 1999 and 2000. *Firegold*, inspired by her in-laws' orchard in Eastern Washington, is also a *Booklist* Top Ten Fantasy Novel for Youth, a *Booklist* Top Ten First Novel, and *ForeWord Magazine's* Book of the Year Silver Medalist. Calhoun's new novel, *Aria of the Sea*, came from her extensive ballet training. A full-time writer, Calhoun lives in Tacoma, Washington, where she is working on a *Firegold* prequel to be published in Fall 2002.



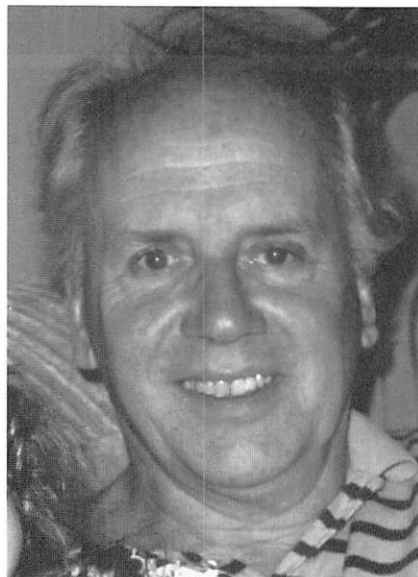
**JAMES CLEMENS** was born in Chicago, Illinois, in 1961. With his three brothers and three sisters, he was raised in the Midwest and rural Canada. There, he explored cornfields, tadpoles, and frozen ponds, dreaming of worlds and adventures beyond the next bend in the creek.

Eventually, forced to grow up, he went to school at the University of Missouri where he graduated with a doctorate in veterinary medicine in 1985. Presently, he shares his home with two Dalmatians, a stray Shepherd, and a love-sick parrot named Igor.

*Wit'ch Fire*, was his first novel, followed by *Wit'ch Storm* and the upcoming novel, *Wit'ch War*. He is currently hard at work on the fourth installment of his fantasy series.

James Clemens also writes a series of scientific/archaeological thrillers under the penname "James Rollins." These novels include *Subterranean*, and this upcoming summer's *Excavation*.

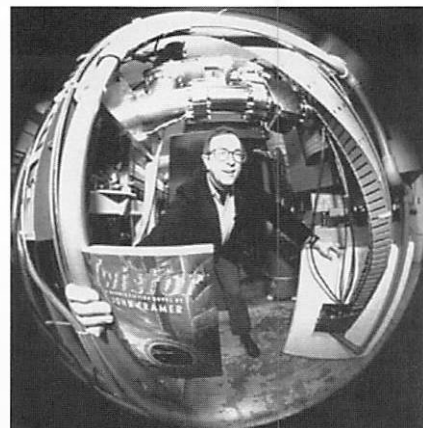
**STONEY COMPTON**, a relatively new resident of Washington State, is a graphic artist for Parametrix, Inc. in Kirkland. He spent three decades in Alaska before finally tiring of winter. He has had three short works see print and is currently working on novels and short stories.



**MICHAEL CONEY** of Sidney, B.C. has had around 60 short stories and 16 novels published, the most recent being two humorous Arthurian fantasies, *Fang, the Gnome*, and *King of the Scepter'd Isle*. Recent short stories include "Catnap" in *Alfred Hitchcock's Magazine*, "Suspicion" in *Crime through Time III*, and "Poppy Day" in *Spectrum*. Locally, Press Porcepic of Victoria, B.C. has reissued his classic *Rax* under the title *Pallahaxi Tide*, making a total of 12 editions in various languages. Mike has finally written a sequel to this novel titled *I Remember Pallahaxi*, recently serialized in the Russian magazine *ESLI*.



**GREG COX's** most recent book is *Roswell: Loose Ends*, due out this Spring and based on the popular television series. He has also written numerous *Star Trek* novels, including *The Q Continuum*, *Assignment: Eternity*, *The Black Shore*, *Devil In The Sky*, and *Dragon's Honor* (with Kij Johnson). Other books include three *X-Men* novels, two *Iron Man* books, and an unauthorized look at *Xena: Warrior Princess*. An alumni of Clarion West, Greg now lives in New York City, where he works as a consulting editor for Tor Books.



**JOHN CRAMER's** latest hard sf novel *Einstein's Bridge* (Avon, 1997) is now available as a \$3.99 Avon paperback. It's about particle physics, wormholes, alien contact, time travel, and the killing of the Superconducting Supercollider project. John's first hard sf novel *Twistor* (Morrow, 1989), also out as a new Avon paperback, twice earned him John W. Campbell Award nominations as best new sf writer. Since 1984 he has written the bimonthly science-fact column, "The Alternate View" for *Analog Science Fiction/Fact* and recently submitted his 102nd column.

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, participating in experiments at the CERN in Geneva, Switzerland and Brookhaven National Laboratory on Long Island, NY. His work on the transactional interpretation of quantum mechanics (see <http://www.npl.washington.edu/ti>) was featured in John Gribbin's 1995 science-fact book *Schrodinger's Kittens* and Paul Preuss' recent sf novel *Secret Passages*. John also works in high-energy astrophysics. Reprints of John's *Analog* columns and selected physics publications, as well as information about his novels, can be found at his web site at <http://faculty.washington.edu/jcramer>.

**KATHRYN CRAMER** has recently completed the first volume of a new anthology series, *Year's Best Fantasy*, co-edited with her husband David G. Hartwell for Harper Eos. She is currently at work on a reprint anthology of hard sf of the 1990s. She won a World Fantasy Award for best anthology for *The Architecture of Fear* co-edited with Peter Pautz; and was nominated for a World Fantasy Award for her anthology, *Walls of Fear*. She is on the editorial board of *The New York Review of Science Fiction*. She lives in Pleasantville, NY.



**SHARRÉE L. DAHM** (AKA The Empress Sharreestra) has been attending sf/f conventions since the primordial days of Norwescon's .5s. She has been an avid costumer, semi-pro artist, and exuberant fan. She has volunteered for cons donning many hats—gopher, hospitality, designing sets for dances, choreography, lighting, make-up, costuming, and panels. She has even been a costuming judge. She has raised three wonderful children, two of which are involved in SCA and sf. She is still working on her cowboy son Aaron, who, last August, presented her with her only grandson, Avery Donovan Sledge. She now resides in Spokane with her 95-year-old grandmother, Pearl Cooper.

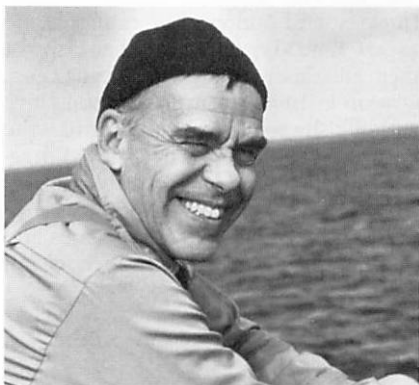


**A.M. DELLAMONICA** has been an actor, rape crisis worker, guerilla secretary, piccolo diva, burglar alarm monitor, and theatre technician. Located in Vancouver, B.C., she is a student of ki aikido and an avid but inept gardener. Her work has appeared in *Crank!*, *Realms of Fantasy*, and various other magazines and anthologies, most recently at scifi.com. She also writes book and software reviews for a variety of on-line publications, and maintains a web site at <http://www.sff.net/people/alyx>.

A member of the Fangs of God writer's workshop, she is currently at work on a novel called *The Ballad of Indigo Springs*.



**DAVID DOERING** is a free-lance journalist in the computer industry. He's been an editor of a regional sf magazine, three-time chair of Provo's annual con, twenty-year fan of conventions, Head of the Utah Costumers Guild, president of TechVoice (a communications consulting firm), and has had every story he's ever submitted published. His most recent fiction has appeared in the anthology *Washed by a Wave of Wind*.



**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. Besides assorted short fiction, he's had 23 novels published, the most recent being *The Three Cornered War* and *The Lion Returns*. His 24th and 25th, *Soldiers*, and *The Puppet Master*, will be out in 2001, from Baen Books.



**ARRINN DEMBO** is a professional writer and critic, and has worked full-time reviewing sf, fantasy and horror media since 1990. Her essays and insights have appeared in print venues, on-line and even on television. Her first science fiction short story, "Sisterhood of the Skin", appeared in *The Magazine of Fantasy and Science Fiction* in 1996; her first novel, *The Sign of Fire*, is still in progress. She is 31 years old.



**KERI LYN DOERING** is a noted costumer who has won awards at every level: here at Norwescon, regional conventions and finally at Worldcon. Her first costume appeared at the San Francisco Worldcon (1993), which she entered only because no one ever told her how difficult it was to compete at that level. She is currently president of the Utah Costumers Guild. Keri runs her own costuming, quilting and sewing business in Utah.



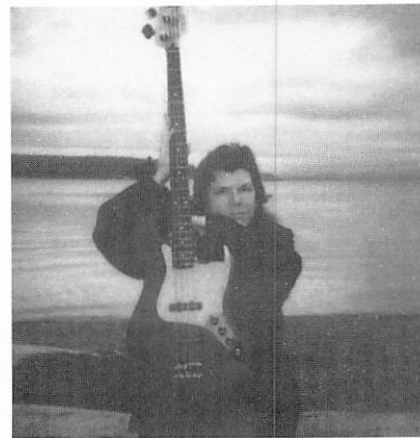
Guerilla poet, playwright and storyteller, **ANDREW DOLBECK** has been active at Norwescon for many years. He has written six full-length plays, and many shorter ones, usually with fantasy or historical themes. Many of his plays have been produced locally on a semi-professional level. He has also acted and directed in community theater productions, and has told stories (both his own and folktales) professionally. For his most recent trick, he has managed the poetic and scripting arts to write his most recent play, *Love Amongst the Lost*, entirely in verse.



**CAROL DALE DUBY** is an artist and therapist with a counseling practice in Mount Vernon, Washington, where she integrates traditional psychotherapy with shamanic healing, art therapy, and astrology. Carol's paintings have been exhibited in juried shows in the Puget Sound area over the last several years. Her paintings portray an experience of the numinous and invite the viewer to encounter an archetypal realm. A life-long fan of fantasy and science fiction, she lives with two horses, four dogs, two cats, and one Wolf (Lahu) in Skagit Valley.



**NATHAN G. DOSTER** has been active as an educator, writer and game designer. He has contributed to collectible card games, miniatures and board games, and computer game designs. He is currently living on the central coast of California and working on the sequel to the game *The Quest for Piptwynn's Scroll*, and the book *Boonya's Epic Adventure*.



**LEE A. ELFMAN** is a free-lance multimedia artist/ animator and author. A native San Franciscan, during her ten-year stint in the music industry as a manager and sound technician she authored two books about the business: *Going to the Dogs* and *Journey to Infinity*. She appeared in an episode of the TV show *Nurses* in 1992. Currently she is working on two series: one about the antics of a fictitious rock band, and the other gay fantasy. She also writes horror stories. She is co-president of Dr. Fantasy's, a multimedia group currently producing short films. An elf by nature, in her spare time she enjoys playing bass and singing with her rock band.

**MIKE EDENFEILD** and **KIM GRAHAM**, being unabashed enthusiasts of big clay sculptures, have been doing performance art demonstrations of 3-D for conventions across the U.S. They enjoy sharing their work and techniques with other aspiring artists. These sculpting demos gives them a chance to talk to and encourage people to get their hands into some real clay. Mostly, though, they do it because it is a lot of fun.

Michelle "vixy" Hansard, Matthew "Fishy" Dockrey, and Audrey "Xia" Eschright are **ESCAPE KEY**. Vixy maintains that Fish got them into this by taking her to her first con, Orycon in 1997, where she fell so in love with filk she went straight home to write her first song, *Merlin*. They started dragging Xia along, and have been filking ever since. Their first concert was at Norwescon in 2000, under their individual names, and they're delighted to be playing their second one.

#### **LORI M. EDWARDS**

Lace covered ballgowns and tudors of satin: Large flowered hats that are held on by hat pins: Tightly fitted corsets all laced up with string: These are a few of my favorite things.

Big black arachnids and huge fabric stashes: Feathers and sequins and long false eyelashes: Bustles and snakeskin and dressing like Spring: These are a few of my favorite things.

When the pins bite, when my eyes sting:  
When the coffee's bad: I put on a few of my  
favorite things: And then I don't feel so sad.

Since January 1996 **ELTON ELLIOTT** has served as Chairman, President, and Co-founder of VA Technologies, Inc., a company specializing in digital projection systems for the entertainment industry.

Elton, a former magazine publisher and editor, is a novelist, anthologist, essayist, poet, playwright, lecturer, and public relations consultant, whose work has been featured or mentioned in publications ranging from *Amazing Stories* to *Scientific American*.

He served as editor for his latest book, *Nanodreams* (Baen Books, August 1995), an anthology of stories and essays on nanotechnology. Dr. Gregory Benford, in the *Magazine of Fantasy and Science Fiction* (May 1995), called *Nanodreams* a good example of "firm thinking," and *Scientific American* (April 1996) observed that it explores "the societal implications of a nanotechnological future."

He currently is working on two story cycles, one set on an Alderson Disc, and the other in the same universe as "Lighting Candles On The River Styx" (*Amazing*, March 1991).



**ALAN (SEYMORE) FAIRIES** has been an sf/fantasy artist for the last 16 years or so. He's been writing since he was a teenager. His first work was a play he wrote with a friend called *Return of the Ripper*. It ran for three weeks. Soon after that he moved to Spokane with his family and started attending conventions. Two years ago his first book, *Shorts by Candlelight*, came out. It was most of the short stories he had written over the years. He is working on his second book about the Boogiemans. He is also working on turning one of his short stories into a screenplay which will be put into production in 2001 by Dr. Fantasy's. In his spare time he hangs out with friends (which are more like his family). He has three great godchildren: Cassandra, Sebastian and his little sister Zoe. Seymore also loves cheap, cheesy movies and anything done by Fullmoon. He and his cat, Trekie, watch the Power Puff Girls. So when you see him walking around come up and say "Hi" to him (he won't bite unless you want him to).



**CRAIG FIGLEY** is a sf artist from the eastern Washington area who fills his life with family, artistic pursuits, the Internet, reading and music. Somewhere amongst all that, he also earns a living as a school psychologist, is active in his church, and even manages to help coach youth soccer. Norwescan regulars know him for his artwork, which has won various awards over the years, his participation on a wide-range of panels (everything from Alien Psychology to Xenophobia in Science Fiction), his convention T-shirt designs and his tendency to lurk in unexpected places. Craig was recently Art Guest of Honor at Rustycon 15 and is prone to dropping names rather shamelessly; he has successfully monopolized several Norwescan Art Guests of Honor for hours at a time, all in the worthwhile cause of learning another artistic trick or two. An old hand with the airbrush and a veteran of several art demos at Norwescan, he is remembered as the guy who once blew up his airbrush hose after unwittingly setting the line pressure at 1800 psi. He is glad to be attending Norwescan this year and looks forward to renewing old acquaintances among the science fiction faithful.

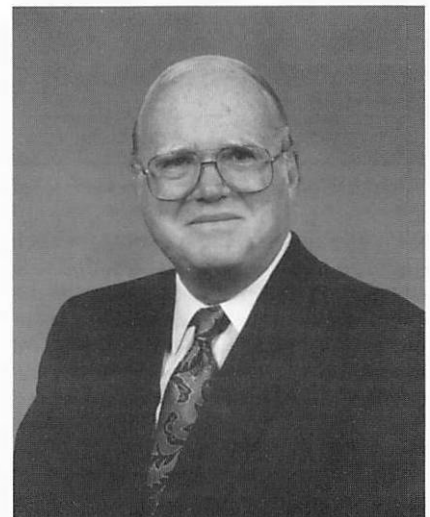
A *Writers of the Future* grand prize winner (*WotF Vol. VII*), **JAMES C. GLASS** has sold over thirty stories to a variety of magazines including *Analog*, *Aboriginal S.F.*, and *Talebones*. His second novel in mass market paperback form, *Empress of Light*, has recently come out from Baen Books, and is the sequel to *Shanjī*. Five novels remain available in audio editions from Books in Motion, and a selection of his short stories can be found on the web at [www.alexlit.com](http://www.alexlit.com).

Jim is a recently retired physics professor and dean at Eastern Washington University. His research over a thirty-plus year academic career was in molecular biophysics and superconductivity. He and wife Gail, a costumer, live in Spokane, and are often seen at Northwestern cons.



**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





American/Norwegian **GAIL GLASS** hails from Fargo. Before retiring, she was a recreation therapist teaching dance, drama, puppetry and other skills to mentally ill and developmentally disabled people. From these stage experiences she developed an interest in creative costuming. She is primarily a hall costumer, but has won best of show contests at smaller cons and has been a judge for them. She has worked backstage at world CostumeCon and Norwescon. Other interests include alternative medicine, traveling with her husband Jim, and collecting turtles.



**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' 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.



**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.



When she isn't protecting the castle from mercenaries with Clan Carn (Oh wait! We're the mercs..), **CHERYL GLOVER** will be found building new costumes, dodging errant pins and picking fur bits off the couch. This closet "meeper" has been building costumes since the mid '80s and has recently been the target of furry creature sightings in convention hallways and stages. In her vast amounts of "spare time" (ha..) she also dabbles in carpentry, personal web design & acrylic painting, and vows to someday finish a piece of artwork.

**STEVE GREENFIELD** is a gadget geekoid who's cries of "DeDe, no!" can be heard echoing throughout his basement lab. You may have seen Steve and his wife, Robyn, behind the Polymorph table at past conventions or in their shop in Tacoma, Alien Relics Collectibles, masquerading as humans. Lately they've been letting their true Klingon natures show with the IKV T'Mar in Tacoma performing public service as humans and as Klingons. [www.ikvtmar.com](http://www.ikvtmar.com).

**DAVE GROSS** joined TSR in 1993 as associate editor for *Polyhedron Newzine*. From there he moved to editor of *Dungeon Magazine* and then *Dragon Magazine*, where he currently resides as editor-in-chief. His most recent fiction appears in *The Halls of Stormweather*, and his novel *Black Wolf* appears in November 2001.



**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).

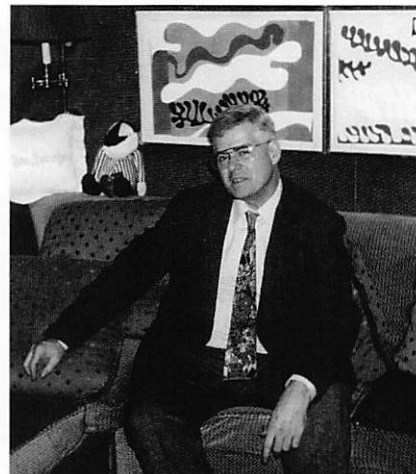
In 1986, his first work of fiction appeared in *Writers of the Future, Volume II* anthology, and he has had fiction appear in the legendary *The Moscow Moffia Presents Rat Tales* anthology and *Figment*. His first book was a biography: *CHROMA: The Art of Alex Schomburg*. Jon recently completed editing 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.

**RITAS K. HALL** is the horror and poetry editor for Alexandria Digital Literature, <http://www.alexlit.com>. She also holds a seat on the board of directors for the Seattle Star Wars Society, and is a member of the Camarilla: a vampire fan organization. In addition to her other activities, she is working on several projects which include the creation a newsletter for the Museum of Death (located in Hollywood, CA.), and a fully annotated script for the film *Velvet Goldmine*.



**AMY AXT HANSON** has personally interviewed Apple Computer founder Steve Wozniak, Nobel laureate Glenn T. Seaborg, and Bob Hope in her many years as a science writer at newspapers, magazines, and the "Bill Nye the Science Guy" TV show. Before all that, she was a microbiologist; after all that, she inflicted herself on the good folks at Clarion West. She now has a career as a "do-it-yourselfer," learning to side houses, caulk windows, teach bio labs, raise children, and write the kind of novel she's been looking for all these years. (The novel is not yet done, but the house is finally weatherproofed.) In other activities, she helps organize the amazingly wonderful writers—and artists track programming at Wiscon, the feminist science fiction/fantasy convention in Madison, Wisconsin (May 26-29—[www.sf3.org/wiscon](http://www.sf3.org/wiscon)).

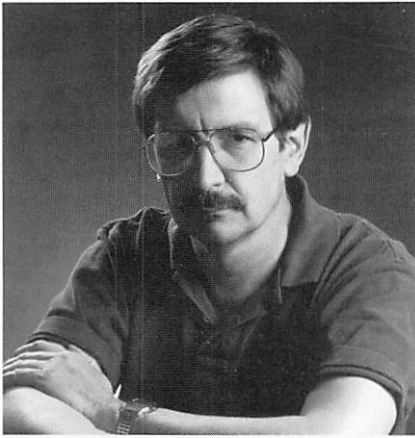
**KIT HEINRICHS** has a bachelor of arts degree in history from Seattle University specializing in Asian and military history and served as an officer in the United States Navy. He is a member of the Northwest Historical Miniatures Gaming Society and the Society for Creative Anachronism. He currently works as a network engineer for a *Fortune 100* company.



**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*. 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.

**CHAD HENSLEY** is an explorer of the strange and perverse, traversing the depths of dark literature, music, and art. His fiction, non-fiction and poetry have appeared in anthologies and magazines around the world. Some of his sales include Roc's *The Darker Side*, *The Dead Inn*, *Enigmatic Tales*, *Nasty Piece of Work*, *Space & Time*, *Deathrealm*, *The Silver Web*, and *Dreams and Nightmares*. His poetry has received honorable mentions in *Year's Best Fantasy and Horror* as well as being nominated for the Rhysling Award. His second poetry collection, *What the Cacodaemon Whispered*, has just been released from Flesh and Blood Press. His nonfiction credits include *Apocalypse Culture 2*, *Seconds*, *Juxtapoz*, *Gothic.Net*, *Panik*, and *Jobs in Hell*. Finally, Chad edits *EsoTerra—The Journal of Extreme Culture*, [www.esoterra.org](http://www.esoterra.org), and is an active member of the Horror Writers Association.





**RICHARD HESCOX** earned a bachelor of fine arts degree from Art Center College of Design in 1972. His first paperback cover for DAW books appeared in 1976, and since then he has produced scores of book covers for nearly every major publisher of fantasy and science fiction. Among his other credits are illustrations for the motion picture industry. He did pre-production illustrations for *The Howling* and *The Philadelphia Experiment*. Surrealist paintings for the film *House* were used as props in the movie. Ad campaigns include *E.T.*, *The Dark Crystal*, *The Fly* and *Swamp Thing* (for which he created the theatrical release poster).

He has since worked with computer games including the acclaimed *Ripley's Believe It or Not "The Riddle of Master Lu"* and the *Rama* games, working with Arthur C. Clarke and Gentry Lee.

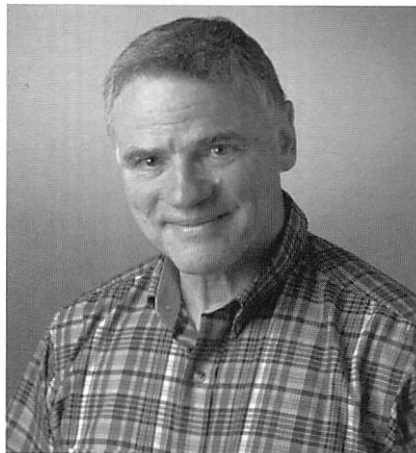
**ROBIN HOBBS** is the author of *The Farseer Trilogy* (*Assassin's Apprentice*, *Royal Assassin*, and *Assassin's Quest*) and *The Liveship Traders Trilogy* (*Ship of Magic*, *Mad Ship*, and *Ship of Destiny*). All are available in the U.S. from Bantam Books. Hobb's current work in progress is *Fool's Errand*. Robin Hobb resides in Tacoma, Washington.

Winner of the John W. Campbell Award for best new writer, **NALO HOPKINSON** is the author of the Philip K. Dick nominated book, *Midnight Robber*.

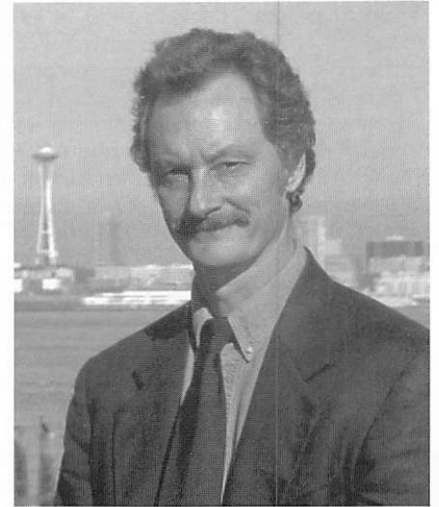
Nalo's previous book, *Brown Girl in the Ring*, was a finalist for the Philip K. Dick award two years ago.



**MARILYN J. HOLT** writes science fiction, mainstream, and mystery fiction. She is widely published in nonfiction, including articles on science fiction and horror, and, most usually, business finance topics. She is a Certified Management Consultant specializing in finance, mergers and acquisitions, and turnaround management. She recently joined Endeavour Award committee. Long ago and far away she co-founded, with J.T. Stewart, the Clarion West Writers' Workshop.



**DR. LEROY HOOD** is recognized as one of the world's leading scientists in molecular biotechnology and genomics. His professional career began at Caltech, where he and colleagues developed an instrument that has revolutionized genomics by allowing the rapid automated sequencing of DNA. Dr. Hood also was one of the first advocates and is a key player in the Human Genome Project. In 1999, Dr. Hood founded the Institute for Systems Biology in Seattle, Washington to pioneer systems approaches to biology and medicine. Dr. Hood has played a role in founding several biotechnology companies, including Amgen, Applied Biosystems, Systemix, Darwin and Rosetta. Dr. Hood's hobbies include mountain climbing, running, photography, and science fiction.



**THOMAS P. HOPP** was born in Seattle, Washington. He earned his Ph.D. degree in biochemistry at Cornell University Medical College in Manhattan, then studied genetic engineering at Rockefeller University and the Massachusetts Institute of Technology. He helped to found one of the most successful biotechnology companies, Seattle's Immunex Corporation. There, he created genetically altered animals with a mix of human and animal traits. He has published 64 scientific articles and holds eight U.S. patents covering methods of DNA and protein manipulation.

His first novel, *Dinosaur Wars*, was published in October, 2000 by iUniverse Press.

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.

**DAVE HOWELL** is founder and CEO of Alexandria Digital Literature, a publishing company selling digital fiction via the World Wide Web, [www.alexlit.com](http://www.alexlit.com). He was also the Chairbeing for *Foolscap I*, an sf conference held June 11-13, 1999, and was, once upon a time, Employee #7 at Wizards of the Coast, and a member of the concom for Norwescon 12 through 17. His cat believes he needs to find more free time, as there is an insufficient amount of ear-scratching going on.

After graduating from school in Hawaii, **SUZANNE JACHIM** developed an interest in Polynesian culture and myth. This interest aided her in creating more an interesting adventures for the role playing games she had been playing, different and interesting monsters and settings. Since moving to Seattle, she has become more interested in criminal profiling/psychology, among other interests. Of course none of this has anything to do with what she has been doing for a living.

**KU JOHNSON** is the author of a novel, *The Fox Woman* (available from Tor Books), and over twenty short stories, in markets ranging from *Analog* to the old *Twilight Zone Magazine*. Her short story, "Fox Magic," won the Theodore A. Sturgeon Award for the best short story of 1993. Her short fiction has been collected into an ebook, *Tales for the Long Rains*, published by Scorpius Digital.

Each summer she assists with the Science Fiction Writing Workshop led by James Gunn, and teaches a series of seminars on writing and publishing at the gaming convention, GenCon. Since 1996, she has been one of the final judges for the Sturgeon Awards, along with Gunn and Frederik Pohl. She lives with writer Chris McKitterick, a dog, a cat, a frog, and four motorcycles and three cars.



**KAY KENYON's** latest novel, *Tropic of Creation*, draws on the themes of war, mercy, and kinship. Receiving a starred review in *Publishers Weekly*, it is about a deadly ecological transformation on the planet Null testing the endurance of a human outpost and a girl coming of age among a hated alien race. Robert Sawyer called the story an exciting, fascinating, mind-blowing ride." Kenyon believes in character-driven sf with both hard edges and heart, and has written about the collapse of terraforming (*Rift*) and a galactic search for biodiversity (*The Seeds of Time*). Kay lives in Edmonds, Washington. [www.kaykenyon.com](http://www.kaykenyon.com).

**JIM KLING** is a science writer based in Bellingham, Washington. He has written about biotechnology, the environment, and business for publications such as *Science*, *Scientific American*, and newsletters of the Harvard Business School. He has also had two science fiction short stories published. For more, see his web site at <http://nasw.org/users/jkling>.



**WOLF LAHTI** is a professional artist, editor, folksinger, web site designer, writer, and amateur everything else. He lives on six-plus acres in the Pacific Northwest with four dogs, two cats, two horses, and one shaman. He is not now, nor ever has been, a member of the Communist Party.



**RYAN K. JOHNSON** is an independent filmmaker living in Seattle who has produced 13 shorts ranging from parodies to thrillers. He is best known for *Star Trek: The Pepsi Generation* and pastiches of *Mystery Science Theater 3000* and *Doctor Who*. He recently shot a documentary pilot at MIT about television and art, and is well-regarded for his extensive knowledge about British TV which he writes about for [About.com](http://About.com).

**JOANNE KIRLEY** has been costuming professionally for over twenty years, and while she loves media and fantasy, modern and future fashions, she loves historical best. Her creations have captured Best of Show on Norwescon Masquerade stages, as well as at other events across the country, and her creations have gone on from there to places around the world.

Her costume shop is in Auburn, but you can catch some of her costumes online at <http://members.aol.com/dressmup> but if you can, visit her shop, you can try things on there!

Currently she is hiring her services out to Village Theater in Issaquah, where she heads the Wardrobe Department. She is in production to create a series of instructional videos as well.



**JEMIE "THE GRUNTING CAVALIER" LARSON** has just finished codirecting LepraCon 2000's Grande Masque with his cohort in crime. He is a mad costumer and has been on a continuous search for the perfect hat for longer than he remembers. But, in between the searching, he can be found on the SCA warfield with sword and shield in the ranks of Clan Carn, or finding new and interesting ways to build costumes. (The more hot, heavy or uncomfortable, the better it must be.)

**LARRY LEWIS** has been a fan (saw *Lost In Space*, *Astro Boy*, *Tobor*, *The Eighth Man*, and *Star Trek* in their first runs), a gamer ("Now roll a dex check"), a SMOF (helped start Dreamcon, concom 9 of 10 years), an artist (many sales, several awards), and a pro speaker (first pro gig: Worldcon/ConFrancisco!).

Always looking for new challenges, he's done minicomics, T-shirts, a comic strip, stories, five terms as president of Cartoonists Northwest, illustrations, many classes through the Seattle Academy of Fine Art, Wonder School of the Arts, and other venues, and a recent stint as Guest Innovator for DARPA. And he can even pull a damn good mocha.

He lives in Seattle with his wife, Marie, and way too little bookshelf space.



**KUO-YU LIANG** is the Associate Publisher at Del Rey Books in New York City, which is an imprint of Ballantine Books, which is a Division of Random House, Inc., which is a part of Bertelsmann and so on and so on. Del Rey Books is a leading publisher of science fiction/fantasy/alternate history print/ebook. Among the authors and programs include Stephen Baxter, Greg Bear, Terry Brooks, David Eddings, David Gemmel, Jane Jensen, Anne McCaffrey, R.A. Salvatore, Harry Turtledove, *Babylon 5*, *Spider-Man*, and *Star Wars*. Kuo-Yu used to live in Bellevue and is very happy to return to the Pacific Northwest to attend Norwescon 24. The Del Rey website is at [scaelpel@atomichydrax.com](mailto:scaelpel@atomichydrax.com) [www.randomhouse.com/delrey](http://www.randomhouse.com/delrey).

**MARGO LOES**, an Aries with the moon in Gemini, has always wanted to go to the stars... but there's that restraining order thingy. Margo is interested in costumes, art, costumes, theatre, costumes, makeup, costumes, fabrics, costumes, hats, costumes and and history. Oh yeah, did she mention costumes? (Actually going to the stars simply opens up lots of new costume and fabric storage space.)

**GEOFFREY R. LUCIER** lives in a small city on the southern coast of Massachusetts which is but a stone's throw from the graves of Lizzy Borden and H.P. Lovecraft. He was first published in 1966(!) in *Creepy* magazine, a black and white horror comic from Warren Publishing, Warren Publishing had a contest inviting subscribers to submit stories and artwork for possible publication. As luck would have it, his short story called "Pipeline" was accepted and appeared in issue #13. Their editors cleaned it up 'gore-wise' ("The creature dug its razor sharp talons into Paul's abdomen, splitting his torso like an overripe grape!") as the world was a much simpler and innocent place back then (or so it seemed).

After a twenty year hiatus, due to the interruption of going to college, getting married, building a home and raising two sons, etc., he put pen to paper once again which ultimately resulted in one of his short stories entitled "Drag Strip" to appear in the 1990 premier issue of the now defunct *Dark Side* magazine.

Since then, he has been fortunate enough to have his work appear in *Midnight Zoo Calendar* (1992), *Midnight Zoo* (three times), *Short Story Digest*, *Kracked Mirror Mysteries*, *The Silver Web*, *Heliocentric Net* (twice), *In Darkness Eternal* and *The Ultimate Unknown* (three times). Along with writing, Geoffrey has just taken up duties as horror editor and film critic for *Alternate Realities*, a new Internet webzine that is rapidly growing in popularity.



**PAT MACEWEN** is a forensic technician who is also the author of a growing number of published science fiction and fantasy stories. Her work gives her grist for her stories and novels and great, real-life stories to tell.

Pat was Science Guest of Honor at Norwescon 21.



**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 few 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 five novels published by Ace Science Fiction. *Sing the Light*, *Sing the Warmth*, and *Receive the Gift* comprise the science fantasy *Singers of Nevyra* trilogy. *The Terrorists of Irustan* is a finalist for the Endeavour Award, is on the preliminary Nebula ballot and the James B. Tripp Jr. recommended reading list, and was listed by *VOYA Magazine* as one of the "Best Books of 1999" in science fiction. *The Glass Harmonica* appeared in September 2000 in trade paperback from Ace.

She has had the short stories "Small in the Saddle," published by Atomic Westerns, and "Body and Blood," in the Canadian anthology, *Divine Realms*, published by Turnstone Press. She has authored a number of nonfiction articles on musical subjects, including one for *Seattle Opera Magazine* about the comprimario artists of the company.

She is also a classical concert and opera singer who appears frequently with Seattle Opera, the Seattle Symphony, St. James Cathedral Concerts, and others. Her concerts and recitals have taken her across the United States and to Russia and Italy.

Louise lives in the Seattle area with her husband and son and is at work on a sixth novel, due out in 2002.



A variety of magazines must admit the shame of publishing work by **EDWARD MARTIN III**. Cartoons, poems, prose fiction, humor writing, and illustration are all fields defiled by this man. He inflicts the on-line world with a variety of nano-prose, naughty animations, essays, and travelogues. Most recently, he's enjoyed the sick, sick vertigo of writing full-length motion picture screenplays, six of which have actually been completed.



**SUSAN R. MATTHEWS'** fourth and latest novel, *Avalanche Soldier*, steps away from the Jurisdiction universe to follow the spiritual journey of a young woman struggling to reconcile her civic duty with her religious convictions—a theme it has in common with the Koscuisko novels.

Susan lives on Capital Hill in Seattle with Maggie, her domestic partner of 20 years, and two joyful Pomeranian puppies who are not completely clear yet on the concept of "potty training." Though tempted on a regular basis, she has yet to quit her day job. Check out Susan's website at [www.sff.net/people/Susan\\_scribens!](http://www.sff.net/people/Susan_scribens!)



After living much of her life in a fantasy world, **JOAN M. MCCARTY** decided to finally put it all to paper when her real world came crashing down. After an on the job injury left her disabled in '94, writing quite literally saved her from depression. In '96 she started the online magazine *Alternate Realities Webzine* as an experiment in learning how to HTML code. From there the magazine took on a life of its own. Now celebrating its 4 year anniversary *Alternate Realities Webzine* is an award winning, critically acclaimed magazine for both readers and writers of the Speculative Fiction Genres. Though you would think this is enough, for Joan it is not. She also creates her own fantasy worlds in the form of both books and short stories. Her short stories have been seen both in small press print and online. Recently, she has finished her second book *The Harbingers* which her agent says "...is the one!"

Currently, she is working on two new books, and has several short stories going to print later in 2001. She lives in Portland, Oregon. Joan would also like to thank your Norwescon 24 Head of Programing, for the confidence he placed in her by allowing her to plan the fantasy track! (Thanks Bob!) This year she wishes to dedicate all her achievements to her father Jack R. McCarty (1933-2000)—Love and miss you, Da.  
[www.alternaterealitieszine.com](http://www.alternaterealitieszine.com)



**BRIDGET MCKENNA** has written and edited for Sierra Online, Electronic Arts, ImagiNation Network, Microsoft, and many other companies since 1988 before founding Scorpious Digital Publishing with Marti McKenna in the summer of 2000. She is the published author of six novels and numerous works of short fiction. Her current novel-in-progress is a fantasy set in Hell, Purgatory, and Heaven. She lives with her daughter, granddaughter, and eight quadrupeds on a hillside in Seattle, Washington, overlooking Puget Sound.



**MARTI MCKENNA'S** short fiction has appeared in *Tomorrow SF* and the anthology *More Amazing Stories*. After 12 years writing for the entertainment software industry, she recently abandoned the security of a day job for the freefall sensation of running a publishing company—Scorpious Digital Publishing, founded in 2000 with Bridget McKenna. She is mother to the lovely and talented Jessie McKenna, and the proud owner of a rat, two weasels, and a dingo.



CHRISTOPHER MCKITTRICK's fiction and non-fiction have appeared in *Analog*, *E-Scape*, *Extrapolation*, and *Tomorrow*, among other places. Currently, he lives in Seattle with his beautiful monkeygirl, Kij Johnson. He's a technical editor at Microsoft, and Nominations Director of the Theodore Sturgeon Memorial Award for best short science fiction of the year. Chris is just finishing a novel, *Empire Ship*. Another, *Transcendence*, is looking for a home with help from his agent, Algis Budrys.



N. Monique Hayes is now N. MONIQUE MITCHELL, living in Tacoma with two husbands, and has found a boyfriend who just adores that bulldyke Plymouth she persists in driving. Her art studio has been upgraded, and all else is well in the Coma of the Coast!



DARRAGH METZGER, rabid filker, makes her living in the world's two lowest-paying professions: acting and writing. She can most often be seen on the Spirit of Washington Murder Mystery dinner train, plotting someone's demise, or riding horses and swinging swords in The Seattle Knights. She is a member of the Fairwood Writer's Group, and has a novel at Del Rey awaiting publication. She is married to artist/fight director, Dameon Willich, who hates filk. Mixed marriages are tough.



VICTORIA E. MITCHELL has been involved in science fiction for over 20 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 Maffia 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 Maffia 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. She has had three more *Star Trek* books published since then. She also sold a novella to *Amazing Stories*, which was published in May and June, 1992. She continues to work on novels, short stories, and articles. She is married to Jon Gustafson and is owned by a gigantic and excessively silly dog named Shilo.



SYNE MITCHELL's first novel, *Murphy's Gambit*, was published by ROC in December 2000. She is hard at work on a second novel which will be published in early 2002. She has a master's degree in solid-state physics and now works as a Web developer. When she's not writing code or science fiction, you can find Syne shooting the rapids in her kayak, practicing Kung Fu, or crafting jewelry in her studio.

**JOHN MOORE** is a professional stage combat instructor/choreographer/performer with the Seattle Knights, who spends his free time being an actor, weapons smith, costumer, martial artist, singer, and dabbling in anything else that interests him, which covers a very wide field! John lives in the U-district of Seattle with his books and his houseful of sharp, pointy things. He codirects and sings with the musical group, A Little Knight Music.



After nine years of college and two masters' degrees (English literature and theatre) **BESY MOTT** decided to be a professional artist. For over fifteen years her media portrait and fantasy paintings have been seen in science fiction art shows all over the country. Her work can also be seen on MacMillan's *Imagine It! SciFi* CD-ROM, on the *Landmark* and *Great Warrior* series of notecards and in fanzines and collections around the world. 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, a Mensan, and a Mayflower descendent. Her hobbies include gaming, kayaking, researching obscure subjects and playing trumpet in local pit orchestras and wind ensembles.



**MIKE MOSCOE**'s latest book *They Also Serve*, continues his swashbuckling far future saga of starships and human struggle begun with *The First Casualty* and *The Price of Peace*. His next book will follow Trouble's great-granddaughter as she does for the Navy what Grampa did for the Corps. Mike's latest novelette, in the July/August 2000 *Analog*, told about his toddler granddaughter's future first job, delivering pizza—on the moon, and made the Nebula Ballot!

Mike lives in Vancouver, Washington, with his wife Ellen. He enjoys reading, writing, dreaming, watching grandchildren for story ideas and upgrading his computer—all are never ending.



**REBECCA NEASON** is the author of numerous nonfiction articles which, along with her poetry, have been featured in regional, national and international publications. In 1988 she was awarded a Certificate of Recognition for Outstanding Literary Merit by the Pacific Northwest Writers Conference and she is a graduate of the Clarion West Writers' Workshop. A frequent speaker at local science fiction conventions, Ms. Neason also lectures on pre-Christian through Medieval British History, Middle English, and the development of English as a written language, and she works with elementary school children on developing the creative process. She plays four musical instruments and, specializing in Celtic folk music, is a participant in such yearly events as the Celtic Arts Showcase and the Seattle Scottish Highland Games.

Ms. Neason is the author of *Highlander: The Path* and the bestselling *Star Trek: The Next Generation* novel, *Guises of the Mind*.

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. Working in colored pencil, scratchboard, watercolor and anything else she thinks will enhance the piece she is working on, her prints and costume jewelry are truly unique.

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, and *Rockets and Robots* CD. 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 © 2001 Beth Gwinn



**MARIE ORMES** conned the University of KY into granting her a Ph.D. in exchange for a fun and useful dissertation on the complete (including unpublished) works of Robert A. Heinlein. She is a past chair of SFN/NWSFS, and currently teaches at Seattle University.

**GREG PADDOCK's** education in physics and astronomy, experience as an astronomical systems engineer and computer programmer, over 30 years of science fiction and fact reading, and over 20 years of con attendance have contributed to a deep interest in the past, present, and future of space travel, medicine, transportation, nanotechnology, and other technologies.



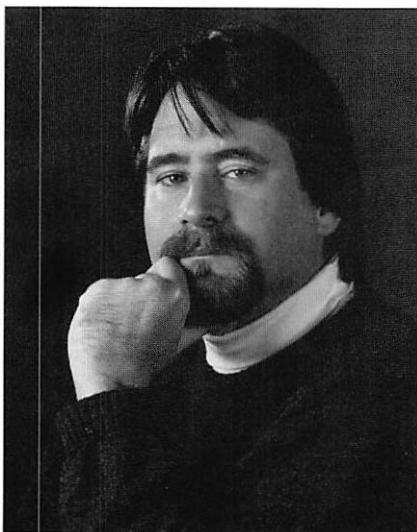
**PETER DENNIS PAUTZ** was born in New Jersey and takes a piece of it everywhere, including to his work as a marriage and family therapist. He served as the Executive Secretary of the Science-Fiction and Fantasy Writers of America, Inc., for 20 years, and has been President of the World Fantasy Awards Association since 1981. (Having occasionally welded the shovel, he knows where the bodies are buried.) He co-edited the World Fantasy Award-winning anthology, *The Architecture of Fear*, with Kathryn Cramer, and *Nebulas Winners Fifteen* with Frank Herbert.



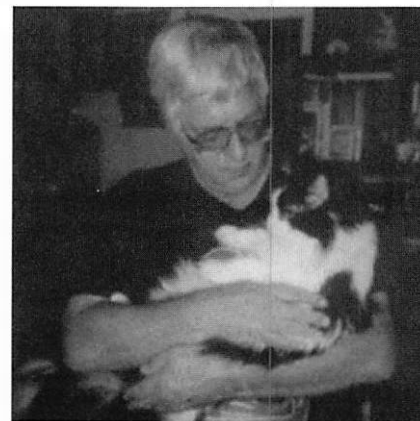
With 20 years of experience in the special FX industry, **BRIAN OBERQUELL's** work has ranged from community theatre to trade shows to major motion pictures. His recent accomplishments include working on the opening and closing shows for the 2000 B&H Symphony of Fire in Vancouver, BC.

An avid fencer, when he's not rigging mayhem or building props he can usually be found with a sword in his hand. He also enjoys reading, working with computers and classical animation.

Brian resides in Port Moody, BC with his wife and pet rabbit.



Actor, author, soldier, cop: **ALAN PAULSEN's** adventures and misadventures have included exploring the pyramids of Egypt, fighting forest fires, parachuting out of perfectly good airplanes and investigating homicides. Active for several years in local theatre, Alan is making the transition to film and television, having worked with Sylvester Stallone in *Get Carter* and is waiting to hear from CBS about a role in *The Fugitive* series. In partnership with Valentine Armouries, Alan is director, co-owner and co-founder of the Pacific Northwest's newest acting troupe, Dark Knight Productions. His chief passions are riding his horse, Beau Geste, and savoring Bushmills single malt Irish whiskey and the occasional fine Cuban cigar.



**TED PEDERSEN** was born and raised in the Pacific Northwest, but journeyed south to La La Land twenty years ago, where he continues to live today near the surging surf of Venice Beach. He has written almost 200 TV scripts, mostly animation, including his own series, *Centurions* and multiple episodes of *X-Men*, *Teenage Mutant Ninja Turtles*, *ExoSquad*, and (his personal favorite) *Attack of the Killer Tomatoes*. A few years ago he started writing books and has co-authored the very popular *Internet For Kids* series (beginning back in the "old days" when the Net and Web still seemed like a fad), the *CyberSurfers* books and several *Star Trek: Deep Space Nine* YA titles. His current projects include an original interactive adventure series for the Web and a mystery/science-fiction novel.



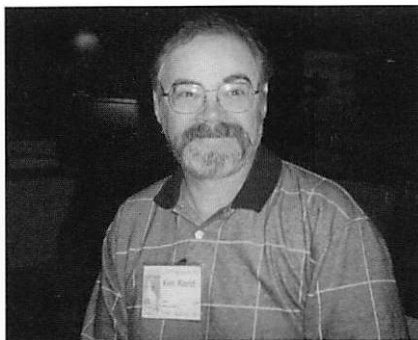
**JOHN PELAN** has been active in the field for over ten years, both as a writer and as editor/publisher of the highly regarded imprint Silver Salamander Press. As a writer John and his frequent collaborator Edward Lee are often referred to as the "Tag-Team Champions of Hardcore Horror." Among their recent works are the novella *Goon* published by Necro Press and "The Piano Player Has No Fingers" in the 1996 issue of *Palace Corbie*. John and his wife Kathy reside in Seattle and have attended each Norwescon since Norwescon 7.

**CHRIS PERKINS** wrote adventures for *Dungeon Magazine* before joining the TSR Periodicals staff in 1997, working on *Dungeon* and *Dragon* magazines. He is currently the editor-in-chief of *Dungeon Magazine* and *Star Wars Gamer Magazine*, as well as the art director of *Dungeon Magazine* and the senior editor of *Star Wars*.

**ANNE HARIAN PRATIER** invented her first race of people for the purpose of genetic exploration at the age of 11. She has been an avid reader of science fiction since then, in a desperate search for role models of girl geek geneticists. She discovered filking in 1978 after hearing Leslie Fish sing at a WindyCon. She has been addicted to filk ever since. Her recordings include *Storyteller*, *Space Heroes and Other Fools*, *High Wngs* and *Renaissance*. She currently lives and works at the University of Washington, where she is pursuing a Ph.D. in botany.



**KAREN RALI** entered fandom in 1987, and spent the next six 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 a M.S. in social-developmental psychology and works as a case manager/counselor with at-risk children and families: a job which she loves. In her "copious spare time" she maintains an active social life, helps some musician friends at their shows, does a bit of Irish step-dancing at local concerts, and attempts to stay on top of her e-mail and myriad research projects in psychology, history, the space program, and belief systems of various cultures.



Ex-reporter **KEN RAND** began his "semi-fulltime" writing career in 1992. He resides in Utah.

He's sold fiction to *Writer's of the Future*, Volume 13 (2nd place), *Star Trek: Strange New Worlds*, Volume 2 (3rd place), *Extremes: Terror on the High Seas* (Lone Wolf Publications), *Weird Tales*, *Aboriginal SF*, and four dozen other magazines and anthologies. His first novel, *The Eternity Stone*, will be out soon from The Fiction Works.

Rand's *The 10% Solution: Self-editing for the Modern Writer*, Fairwood Press, is in its third printing. He does interviews for *Talchones Magazine*.

His writing and living philosophy: "Lighten up."

**RICH REDMAN** has been a science fiction fan since he could read (anybody else remember *Tom Swift, Jr.*?) and a gamer for roughly the last 20 years. He received a bachelor's degree in foreign affairs from the University of Virginia on an Army ROTC scholarship. His active duty assignment included Operation Desert Shield and Desert Storm. After the army, Rich worked as a PC repairman, a salesman (both retail and door-to-door), and is now the customer service supervisor for Wizards of the Coast.

**JANET RHODES** has had short stories included in four *Darkover* anthologies and in *Marion Zimmer Bradley's Fantasy Magazine*. She has worked in the environmental field for over 25 years and has a degree in microbiology. In recent years, she has studied herbology, massage, and counseling. Her first science fiction novel, taking place on an alien planet where hostility between two sentient subspecies has led to infanticide, is nearly ready to send to a publisher.

Janet facilitates meetings and workshops and is a volunteer mediator with the county dispute resolution center.



**MARGARET RICHARDSON** primarily considers herself a creator of wearable art, employing many recycled fabrics and quilting piecework techniques in her projects. One of her long-term goals is to have as many people on the planet as possible dressed in "rags." She had a garment selected for the Hoffman International 1999 Traveling Quilt Show and a garment published in *Quick and Easy Vests and Jackets* by Kate Mathews (Lark Books). Also, she enjoys playing Klingon—even if her shipmates are on another continent. She is really looking forward to retirement from the Army in a few years, so she'll have more time to pursue her artistic interests and get off Prozac.



**RICHARD PAUL RUSSO** has had six novels, more than two dozen short stories, and one story collection published. His books have been published in England, Germany, Italy, and Israel.

His second novel, *Subterranean Gallery*, won the Philip K. Dick Memorial Award for 1989, and was a finalist for the Arthur C. Clarke Award in England. *Destroying Angel* was also a finalist for the Clarke Award, and his two subsequent novels—*Carlucci's Edge* and *Carlucci's Heart*—were both finalists once again for the Philip K. Dick Award. His first story collection, *Terminal Visions*, was published by Golden Gryphon in 2000, and *Ship of Fools*, his newest novel, has just been published by Ace Books.

**BEVERLY MARSHALL SALING** was the second paid employee at Wizards of the Coast, where she has edited role playing games, trading card games, family games, and many other game-related materials. She especially enjoyed her most recent project, Wizards' upcoming *MLB Showdown 2000* card game, which let her surf the Web for the latest baseball stats and call it working. Known for her ability to discuss Celtic mythology, cat-bathing techniques, and the serial comma with equal aplomb, Beverly recently left Wizards and now spends her time working on a variety of free-lance projects and catching up on nine years' worth of reading.

After 20 years of costuming and interest in SF, **LISA L. SATTERLUND** is finally starting to figure out what's going on. She's discovered that working on the masquerade gets you the best view of the costumes and that being on panels lets you meet neat people. With a background that includes law and librarianship, she knows where to find things out but not always what to do with the information.



As unconventional as her name, **SPRING SCHOENHUTH** has been a taco bender, archaeologist, actress, credit investigator, legal aide, historian, scenic designer, radio announcer, artist, jewelry designer/creator, and educator from preschool special education to college level. She has way too many college credits to speak of and consequently thinks she knows everything. She concurrently works for three East Bay school districts, and in her copious spare time also works for a large retail fine jewelry store. 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, clothes, astronomy, shopping, fashioning fun and fine jewelry and shaping future generations of readers of science fact, fiction and fantasy. She currently resides with her longtime love, Dave, in Dublin, California.



**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!



**GREG ROBIN AV SMITH** is a writer, poet, historian and educator, as well as an accomplished singer and musician. As General Manager of A Knight's Tour, an interactive education company, he's developed curriculum about: "Medieval Life;" "Period Poetic Forms;" "Shakespeare and His Audience/His World" and "The History of Shrewsbury Abbey." Currently he's working on a project to connect museums with artisans who will supply duplicated "artifacts" for hands-on displays. GregRobin is a bard for *Renaissance Magazine*. He's also been published in *Chronique* and *The Journal of Chivalry*. For further info, browse [www.knightstour.org](http://www.knightstour.org).



**MICHAEL MARSHALL SMITH** is a novelist and screenwriter. He is the author of three novels: *Only Forward*, winner of the August Derleth Award and nominated for this year's Philip K. Dick Award; *Spare*, which was optioned by Stephen Spielberg and has been translated into 17 languages; and *One of Us*, currently under option by Warner Brothers. He has won three British Fantasy Awards and received two World Fantasy Award nominations for his short fiction, and a collection of these stories, *What You Make It*, is published by HarperCollins in the UK. He lives in London with his wife Paula and two cats, and is currently engaged on screenwriting projects and completing his fourth novel, *The Straw Man*.



**TERRI "SPRITE" SPECHT** has been doing theatrical costuming and makeup and FX makeup for longer than she will admit. She is currently working to expand her repertoire to include historical costuming. Sprite has done makeup for many Best of Show and Best of Class—Master masquerade winners. She has also won Best of Class—Journeyman and Best in Show for her costumes at local masquerades.

Sprite has volunteered at **The Taproot Theater** (a small community theater) and with a North Seattle high school drama department. She enjoys sharing what she has learned in makeup and costuming with others and in encouraging people to try new ideas and to expand their abilities.

**RENEE STERN** is a former newspaper reporter turned free-lance writer. When not working for trade publications on topics ranging from growing apples to building furniture, she also writes fantasy novels. She is a member of the Fairwood Writers Group in Kent, Washington.

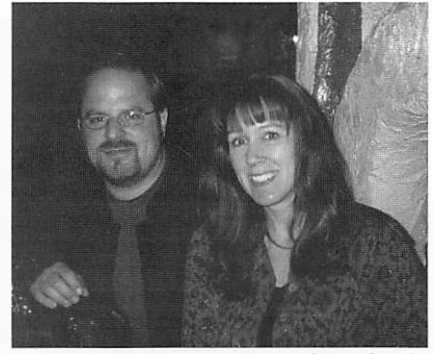
**DEBORAH K. STRUB** has been making and wearing costumes at Pacific Northwest conventions and SCA events for over 10 years. Some of her memorable masquerade costumes include "Satana, The Devil's Daughter," "Samurai Kitty," the dancer in "The Wrath of Ra," and "Katahira-Ainu Spellweaver." She specializes 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."



**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.



**GLENN STONE** has been on the Internet since the Great Renaming. An independent consultant, he has worked with Unix professionally since 1990, and discovered Linux in 1995. He has appeared both in print and on the cover of *Linux Journal*, and is a Red Hat Certified Engineer. He is a member of the Electronic Frontiers Foundation and the Libertarian Party.



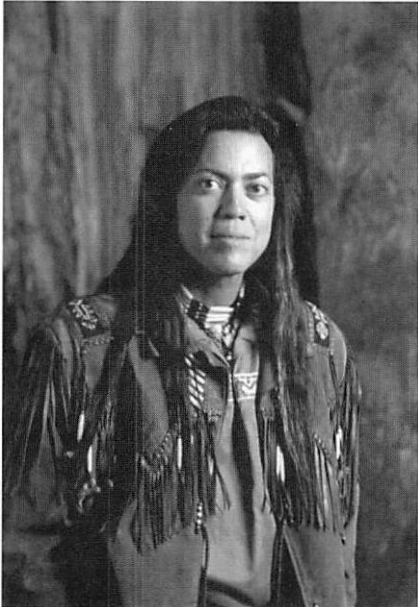
**PATRICK & HONNA SWENSON** edit and publish the quarterly semi-pro sf magazine *Talebones*. The magazine had two stories on the Preliminary Nebula ballot this past year. It has also had a Genre Writer's Association award for Best New Magazine/Editor, a nomination for an International Horror Guild Award for Best Publication, and Honorable Mentions in *The Year's Best Fantasy & Horror* and *The Year's Best Science Fiction*.

In early 2000, the parent company, **Fairwood Press**, incorporated to begin publishing a book division. Besides earlier small publications and chapbooks (Ken Rand's *The 10% Solution: Self-editing for the Modern Writer*, a collection entitled *Zom Bee Moo Vee & Other Freaky Shows* by Mark McLaughlin, and *Welcome to Hell: A Working Guide for the Beginning Writer* by Tom Piccirilli), their first trade paperback, *Other Voices, Other Doors*, by World Fantasy Award Nominee Patrick O'Leary was published in December. You can get more information about both the magazine and book division from their web page at: <http://www.fairwoodpress.com>.

Patrick & Honna have sold stories to such markets as *Marion Zimmer Bradley's Fantasy Magazine*, *Dialogue*, *Figment*, *Epitaph*, *Northwest Writers*, and other small press magazines. Patrick, a high school English teacher, is a graduate of the Clarion West Writer's Workshop. Honna is an optometric optician and plays top level soccer. The Swensons are members of the Fairwood Writers Group, based in Seattle, Washington. Both are working on novels.



**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...



Trained as a traditional Native American storyteller, **DR. TERRY TAFOYA** has utilized American Indian ritual and ceremony in his work as clinical faculty and senior staff at the UW's School of Medicine's Interpersonal Psychotherapy Clinic. He is also on the faculty of the Kinsey Institute, and has a long history of working with Norwescon. His writings often incorporate Native themes.



**ANITA TAYLOR**

Costuming is my shepherd; I shall always sew.

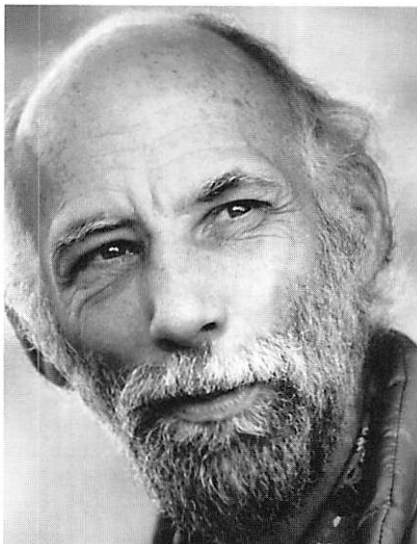
It maketh me lie down to mark hemlines,  
And keepeth me from lying down when I  
have projects to finish.

It leadeth me away from still waters,  
And taketh me to Cons and Wars and  
Guild Events and Tournaments,  
Where silks and velvets restoreth my soul.  
It leadeth me on the paths to museums and  
book stores for authenticity's sake.

Yea though I walk through the valley of  
brocade and moire,  
I will fear no remnant table;  
For my credit card is always with me.  
My Bernina and my Baby Lock, they  
comfort me.

My friends prepareth the banquet table  
before me to accommodate my hoops  
and panniers.

I burneth the midnight oil:  
My fabric bins they runneth over.  
Surely creativity and friendship shall follow  
me all the days of costuming,  
And I shall dwell in a house with lots of  
closet space forever.



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.



**BRIAN TILLOTSON** has been paid to figure out how to use dirt as rocket propellant, design spacecraft as large as Seattle and as small as the palm of your hand, program a robot to learn from experience, work in zero gravity aboard NASA's *Vomit Comet*, levitate water with a magnet, and measure how much stars twinkle. He is the author of over 20 published technical papers and a nonfiction fantasy article. He writes science fiction in his spare time.

**MAGGY THOMAS'** first novel, *Broken Time*, is a finalist for the Philip K. Dick Award.

She and her husband live in Phoenix, Arizona.

**JOSEPH TRAUB** has been involved with computers and programming since he was 14 and a professional in the computer industry for the past eight years. During that time he has worked on things as far ranging as computer games and email/list servers to multi-user online games. He is also a pagan (mostly solitary currently) and a practicing polyamorist. I've been involved in the con community since he was 18. He became involved with the local con and filk community when I moved here seven years ago. In addition to hosting semi-monthly Seattle area filks, he also runs the northwest filk mailing list.

**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!



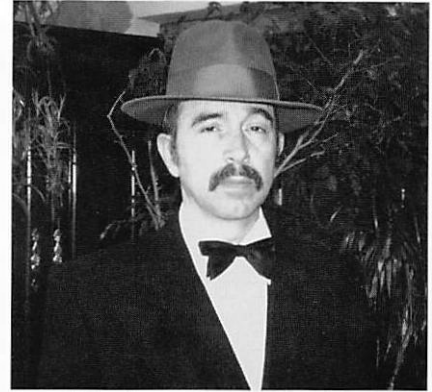
**DIANA VICK** is an illustrator, writer, pirate aficionado, and avid dancer. Her artwork can be seen on those pesky collectible cards in such games as *Magic*, *Legend of the Five Rings*, *Shadowfist*, *Deadlands*, and *Seventh Sea*. Despite not gaming, she finds the work challenging and fascinating to research. During her art directorship at MU Press, she helped create several titles including *Beauty of the Beasts* and *Wild Kingdom*. Her popular character, Cap'n Kate, saw her nascence there and graced her own book in 1999. A hobby of collecting cloisonne pins led her to design several for MU. Now living in Ballard, Diana continues to perpetrate ghastly puns, create magical art and cause her mother to murmur "Why can't she wear normal clothes?"

**JEFF VOGEL** is the president of Spiderweb Software, Inc., a Seattle-based company, founded in 1994, which creates shareware fantasy role playing games for Windows and Macintosh. He has authored the *Exile* series, *Nethergate*, and the *Avernium* series. He also writes regularly for *Computer Games Magazine*, including the monthly column "The Grumpy Gamer" which can be read at <http://www.cdmag.com>. Jeff worked briefly on *MechWarrior IV: Vengeance* for Microsoft. <http://www.spiderwebsoftware.com>.

**RAW VUKCEVICI's** first novel is *The Man of Maybe Half-a-Dozen Faces* from St. Martin's Minotaur. His short story "By The Time We Get to Uranus" is in *The Year's Best Fantasy and Horror* (Twelfth Annual Collection), and his short fiction has appeared in *Aboriginal*, *Asimov's*, *Fantasy and Science Fiction*, *Pulphouse*, *Talebones*, *Rosebud*, *The Urbanite*, *Sirius Visions*, and several anthologies. He is working on another novel.



**KATHY WATTS** used to live in L.A. and locate earthquakes for a living. Now she lives in a small costal town and writes darn near any kind of fiction that can have a ghost in it.

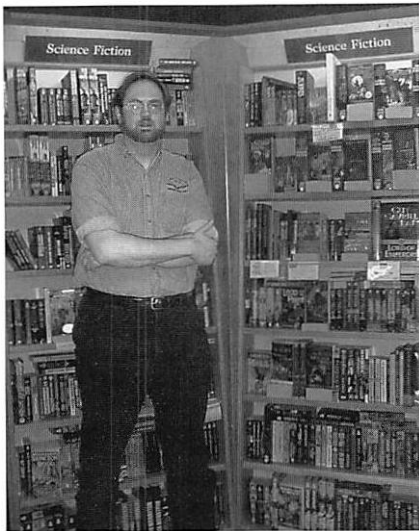


**BURT WEBB** has appeared on radio, television, and in print on such topics as biology, psychology, SETI, robotics, artificial intelligence, nanotechnology, virtual reality, and software agents. He starred in the sf film *Eat the Sun* and contributed computer graphics to *Star Trek: The Search for Spock*. He wrote a science column for *Science Fiction Review* and collaborated on *Yellow Bricks*, a sequel to *The Wizard of Oz*. Last year he wrote a novel called *Ancient Mars* and is working on an on-line game world based on it. He is president of NorthWest CyberArtists Productions and a past board member of the civic foundation.

**SCOTT WESTERFELD** is a writer, composer, and creator of new media. He is the author of three novels: *Polymorph* (Penguin/Roc 1997), *Fine Prey* (Penguin/Roc 1998), and *Evolution's Darling* (Four Walls Eight Windows 2000). The latter novel was selected as a *New York Times* Notable Book of 2000, and has been short-listed for the Philip K. Dick Award.

In the last year, Westerfeld has contributed essays to *Book Forum*, *Nerve* magazine, the scientific journal *Nature*, and to the on-line journals *Signum* and *BreakupGirl.com*. He has also ghostwritten several children's novels and an adult legal thriller.





**DUANE WILKINS** is the Science Fiction Buyer and Assistant Children's Buyer for the University Book Store in Seattle. His life was warped at an early age when his sister handed him a copy of *Rocket Ship Galileo*, and said "read this". A native Seattleite, he has been a bookseller for nearly fifteen years, working not only on buying and displaying titles, but also arranging author readings and signings. He is also a reviewer, whose work has regularly appeared in *Talebones*, as well as *Westwind* and the *UBS Footnotes*.

**JON WILKIE** has touched Neil Gaiman.

This does not automatically make Mr. Wilkie a famous person. However, it adds to the impressive list of Mr. Wilkie's accomplishments:

- Owner of Atomic Hyrax Games, makers of *Purgatory* and *God of Hardcore*
- Can hammer a nail into his face
- Co-creator of the infamous "Games That Suck" panel
- Has been kicked in the head by the owner of Cheapass Games
- Has discussed *Hello Kitty* with strippers

In the interests of full disclosure, we must report that although Mr. Wilkie has been close, he has actually never touched Neil Gaiman.

**ROBYN SONDRRA WILLS** was born on November 21, 1951 in Chicago, IL. As both a male-to-female transsexual and strange duck in any pond, "she" traveled the world not only as an airline brat, but a fifteen-year veteran of the U.S. Navy as well. Married, widowed, remarried, and divorced, this series of events not only ended an attempt to gain an electrical engineering degree, but brought forth (at last) a drive to take seriously her writing. Current works include *The Orphan Princess*, *The Mourning Princess* (both due for release this year from Dancing Willow Publications), and *The Wrong Princess* (forthcoming). Robyn is the Fantasy and Poetry Editor for *Alternate Realities Webzine*, spoke on several panels at last year's Norwescon, and currently lives in Portland, Oregon.

**CHARLIE WISE** has been writing, drawing, editing, lettering, and publishing comics for almost ten years now. He's created two series: *Blue Moon: The Adventures of Lyssa and the Pirates*, and the adult sci-fi classic *Utopia Unlimited*. Charlie's been a writer/artist/etc. on *Shanda the Panda* and a couple of other books whose names escape him at the present. And, he's drawn four of the award-winning *Xxenophile* cards, including the ubiquitous Squibulator card. Charlie's also an accomplished actor with roles ranging from Othello to Humphrey Bogart. When not writing or drawing comics, Charlie is called upon to write and draw dinosaur and Godzilla stories for the *Most Beautiful Girl in the World*, his 4-year-old daughter, Haily. He, his lovely wife, Cindi, the aforementioned Haily, and their three horses, one dog, and three cats live on four acres in beautiful Poulsbo, Washington.

**SARA WRENCH** is charging headlong at her 40th birthday, due in August. Though her last publisher dropped her in 1998 claiming her first novel, *The Duke of Sumava* (Baen Books, 1997), didn't sell "spectacularly," she picked up the shards of her ego at last and plunged into writing a new series—humorous fantasy this time. She also has the second Sumava book completed and ready for a publisher. Yoo-hoo, here publisherpublisherpublisher...



**JANINE ELLEN YOUNG** spent her childhood in a succession of "American Dream" homes, complete with the requisite heated pool, two-car garage and a seemingly boundless expanse of neighboring, dysfunctional families. After graduating from UCLA with a master's degree in English, she went on to teach writing at Santa Monica College. Her first novel, *Cinderblock*, made *Locus Magazine's* Recommended First Novel list and her current novel, *The Bridge*, a story of the infectious nature of first contact, was nominated for the 2000 Philip K. Dick award.

# Cryptic Crossword Solution and Explanation

## Across

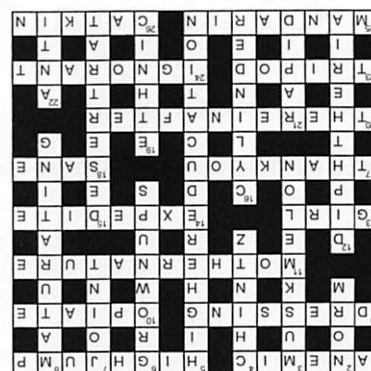
- 1 Reformed iceman lacks color (6)
- 5 Euphoric mood-elevating sports event? (4, 4)
- 9 Order mixed gin with the salad (8)
- 10 Drug no Greek character consumed (6)
- 11 Earth spirit rebuilds Roman tree hut (6, 6)
- 13 Reginald gives up Edna to find her (4)
- 14 Maybe Elvis initially exited to move things along (8)
- 17 Ethan loses his head but gets a kilo to you. That's gratitude! (5, 3)
- 18 Sounds like a French river you'd be crazy to be in (4) S
- 20 Fainter ether reconstituted later in the story (12)
- 23 Do return after fall and make a stand (6)
- 24 Insect with nothing in a broken ring, knowing nothing (8)
- 25 Officially orange? (8)
- 26 Feline family flower (6)

- ANEMIC (Anagram of ICEMAN)
- HIGH JUMP (Double meanings of high and elevate)
- DRESSING (DRESS = to order, ING mixed (anag of) GIN)
- OPIATE (O = no, PI, Greek character, ATE, consumed)
- MOTHER NATURE (Anagram)
- GIRL (REGINALD minus EDNA leaves RGIL)
- EXPEDITE (Anag of EP, initials of Elvis Presley, plus EXITED)
- THANK YOU (THAN (Ethan minus E) plus K to YOU)
- ANE (In + homophone of Seine = INSANE)
- THEREINAFTER (Anagram)
- TRIPOD (TRIP = fall, before OD, "do" reversed)
- IGNORANT (O = nothing, in broken (anag of) RING plus ANT)
- MANDARIN (Double meaning)
- CATKIN (CAT, feline, plus KIN, family)

## Down

- 2 Your average kind of guy (4)
- 3 Fruit preparation from scent and lemon ingredients (9)
- 4 Printed material (Hint—found in capitals of China and Zaire) (6)
- 5 Teaching needed to come top of the class? (6, 9)
- 6 Adults swell up in two directions (5-3)
- 7 Meeting place (5)
- 8 Bringing to ripeness a thousand at the old city over giant ruin (10)
- 12 Disease from Hydrogen & Iodine. Death. RIP (10)
- 15 Leave rodent for soldier in Africa (6, 3)
- 16 Solid form of lyric end (8)
- 19 Concerning races in Nazereth, Nicaea (6)
- 21 Quick outcome of two of a kind and five hundred (5)
- 22 Against the first insect (4)

- NORM (Double meaning)
- MUSKMELON (MUSK = perfume ingredient, plus MELON, "ingredients" of LEMON)
- CHINTZ (HINT inside "C" and "Z")
- HIGHER EDUCATION (Double meaning of higher)
- GROWN-UPS (GROW = swell, plus UP in "N" and "S")
- JOINT (Double meaning)
- MATURATING (M, 1000, plus AT UR over ruin (anag of) GIANT)
- DIPHTHERIA (Anag of H, I, DEATH, RIP)
- DESERT RAT (Double meaning)
- CYLINDER (Double meaning of form, anagram)
- ETHNIC (NazarETHNICaea)
- RAPID (Outcome (anag) of PAIR and D, 500)
- ANTI (ANT 1)



# In Memorium

## Becky Fallis: Our Friend

by

Doug and Pat Booze

One of the most independent, strong willed, and opinionated women that it has ever been our pleasure to call a friend was Becky Fallis. She was also one of the most generous and giving people that has touched our lives. It's a rare situation when you can watch the evolution of someone's life, and see them become stronger and wiser even as their bodies start to betray them. Becky's spirit, courage, and wisdom touched our souls and will always be part of who we are.

Some say that a person's life is measured by what they had when they died. We say it's what they did. Not the great wealth nor the fame that they gained in their lifetime but how they touched the people around them. Becky's contribution to Norwescon to the Northwest Science Fiction Society and to her friends made the worth of her life beyond measure. We will miss her in our lives but she will always be in our hearts.



Becky Fallis

## Remem- brances from the Chairman

by

Pat Booze

### Chairman of Norwescon

One of the great honors that a Chairman of Norwescon has is to be able to present a lifetime membership to someone who has made a significant contribution to the convention. Becky

Fallis was my first and only choice the first year I served as Chairman.

When scanning back through our program books, Becky's name first appeared as a member of Norwescon 2. I'd say this made her a true old timer. In those years since Norwescon 2 she volunteered at almost every convention in one capacity or another, whether it was just giving a few hours of her time to holding a concom position and helping plan events for Norwescon. She never asked for recognition or anything more than the fun and camaraderie that goes with being part of a convention family. But what she became was a touchstone that helped make us a great convention. Even as she endured through illness over the

last few years, she gave of her time and her spirit. Even at the last convention when she was too ill to volunteer she came to Norwescon for a short time, promising to do much more next year. She loved Norwescon and she exemplified what dedication, volunteering and fandom should be about.

The convention, and those of us whom it has been our greatest pleasure to know Becky, owe her a great debt and will always remember and honor her contribution to Norwescon and to fandom in the Northwest.



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## ADVERTISERS

Alternate Realities .....	23
Bantam Dell Publishing Group .....	33
BayCon .....	29
Boston in 2004 .....	Inside Back Cover
Cheapass Games .....	25
The Death of Jabari .....	15
KBTC .....	17
Locus .....	Inside Front Cover
ConJose .....	13
Northwest Science Fiction Society .....	21
ROC Books .....	9
Warner Apect .....	5



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