

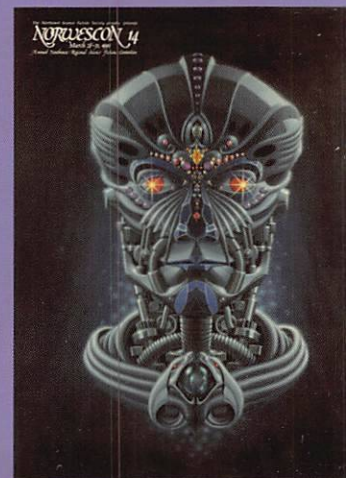
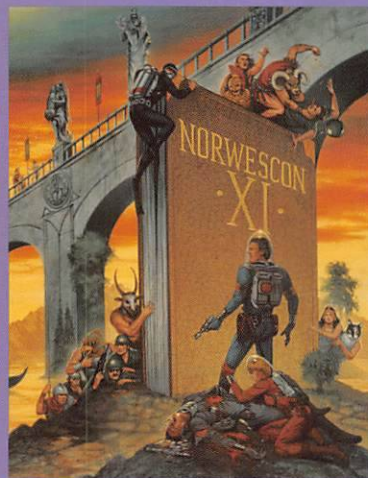
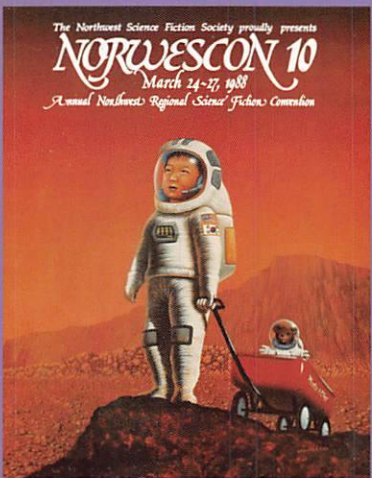
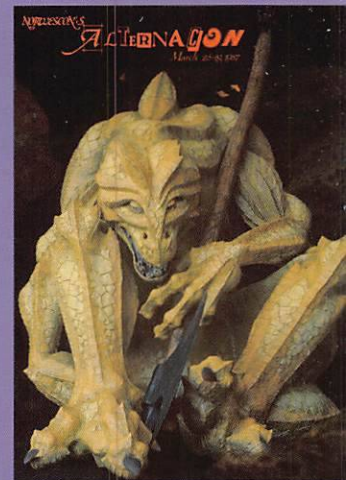
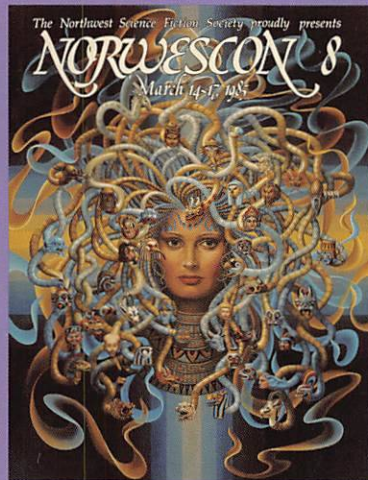
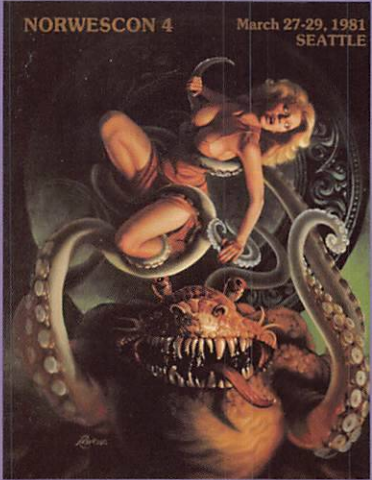
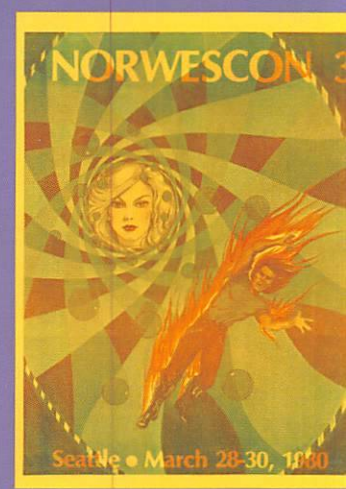
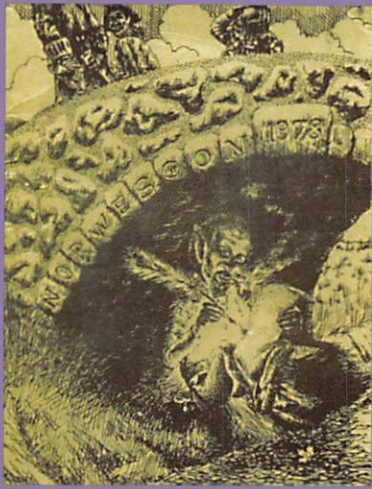
The Northwest Science Fiction Society proudly presents

# Norwescon 25

March 28-31, 2002

Annual Northwest Science Fiction and Fantasy Convention





Color Scans, Separations, Film Output & Printing  
Capitol City Press, Olympia, WA

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# NORWESCON 25

March 28-31, 2002

Annual Northwest Science Fiction and Fantasy Convention  
DoubleTree Hotel/SeaTac

Twenty-Fifth Annual Northwest Regional  
Science Fiction Convention

Sponsored by the:  
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P.O. Box 68547  
Seattle, WA 98168

Guest of Honor  
**Jack Vance**

Costuming Guests of Honor  
**Shelia Lenkman  
& Scott Corwin**

Artist Guest of Honor  
**Brom**

Special Guest  
**Roger S. Baum**

Fan Guest of Honor  
**Andrew I. Porter**

Spotlighted Publisher  
**Peter Archer  
for Wizards  
of the Coast**

Science Guest of Honor  
**James C. Glass**

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# Norwescon 25

## Twenty-five years of Norwescon Following the Yellow Brick Road

Twenty-five years ago a group of people came together to start on a journey down a road that would lead far beyond what they could have ever imagined. They came from the different interests that had develop in the Northwest, the Puget Sound Star Trek'er's, L5 Society, and the Nameless Ones. Their desire was to bring another Worldcon to Seattle. Realizing that they had little experience in running a convention, it was decided that they might want to practice a bit and Norwescon was born. "Seattle in '81" was their rallying cry!

So many wonderful things have happened over the years. I hardly know where to start and no room here to list them all. The first Norwescon saw 415 people attend. The next year it increased to 725 and we've had a steady growth until now where our average attendance is 2700 members. The list of Guests of Honor that we have had rivals that of any Worldcon.

Speaking of Guests of Honor, this year we are bringing you more GoHs than ever before in celebration of our 25 years.

You are holding another part of our celebration in your hands. This year we have added more pages to the program book and, for this year only, we have brought back the gallery of artists—in full color no less.

This year's activities will be pretty amazing. The Great Norwescon Science Debate, "Will Robots Be Our Friends?", will be something you won't want to miss. Also, Norwescon has started a tradition of "Honors" where our Guests of Honor are hailed for their contributions to their fields. Also this year we'll be doing a series of Koffee Klatches with our Guest of Honor in our hospitality, making our GoH even more accessible than ever. If you're a fan of *Harry Potter* we'll have something very special for you. Master

Payne the magician will be presenting his show, "Wizards School International Magic Show". Master Payne has been a favorite performer of Norwescon members for years. If the *Wizard of Oz* is your passion, then the numerous panels and the ambiance that we have created for this year's convention should be exciting. Have you ever wondered about the deeper side of Klingons? Well, this year is your opportunity to get to know more about Klingons than you ever imagined with demonstrations of a Klingon wedding, a battle demonstration (which some people say are the same thing), Klingon Karaoke and the Klingon *Weakest Link*. How much more fun or bloodletting could a convention ask for? Also this year, not only will we continue with live demonstrations in the lobby but have expended them, to include artists, poets and a musician.

This has been a year of reflection for Norwescon—not just for the 25 years of our existence but, like everyone else, this past six months Norwescon has had to look hard at who we are and what our role is in these uncertain times. I think that what we've found is that we do have an important part to play. Not because we entertain 2700 of our closest friends for four days but because we bring together people of all backgrounds, races and ideas. We look to the future and hope to see a wonderful place. We share a common interest in science fiction, fantasy, for a future and worlds of magic and beauty.

I wasn't part of that first generation of the Norwescon ConCom, I used to think of myself as the next, but the reality is that there are more generations coming, and the next generation is starting to step up to the task of continuing what has already come. But it is a daunting task and, as with other volunteer organizations, we are facing declining participation. I invite you, if not challenge you, to be part of continuing a dream created by a group of people who wanted to bring the positive messages of the future and to insure that the traditions of science fiction and fantasy literature will not be lost. I can tell you that you will gain a personal sense of reward, relationships

that will last a lifetime and the knowledge that you are part of something that is important. Norwescon is an ever changing and growing entity and you can continue to ensure that as we move into this century that Norwescon will have a 50<sup>th</sup> anniversary. How cool is that? And I'll only be 68!

You may ask whatever happened to that first Worldcon bid. Well they didn't win the bid for '81 but it's been often repeated to me, "Thank God, we didn't get it." What they did do was follow that yellow brick road. They didn't know where it was going to lead them and it's had many a turn and twist. We've seen the dark woods, and the poppy fields. It's been a journey of the imagination, of the soul, of love. Some times we don't know where we are going but we always seem to get there, and that might be the most amazing thing about all of this.

I want to thank those who started all of this and the volunteers that came before me. I owe them a great thanks for starting something that has become such an important part of my life. To all the volunteers that it has been my honor to work with over the years, each one of you is special for all the hard work, dedication, laughter, friendship, love, and tears that have brought us to this point. And lastly to those who are yet to come: the next 25 years—make it so!

Patricia M. Booze  
Chairman, Norwescon 25

Artist Guest of Honor  
**Gallery**



*Soul Forge* © 2002 by Brom.

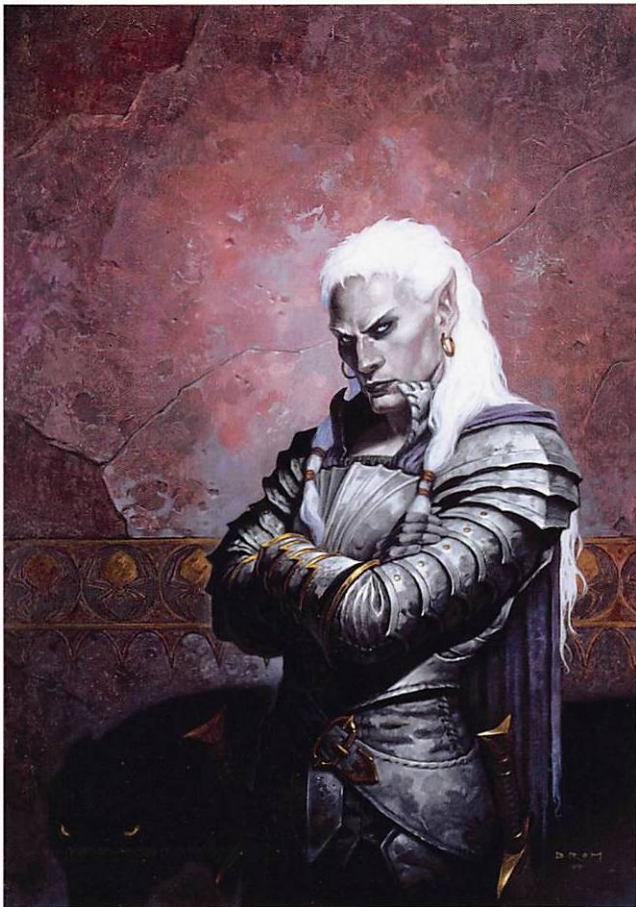
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# Programming



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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 25 and hopes that you have an enjoyable convention.



Sister Charity © 2002 by Brom.

## Thursday

2-3 PM

### Harry Potter is Going to Hell

Evergreen 1&2

Are the fundamentalist protestors right? Is *Harry Potter* promoting witchcraft? Is that a bad thing? Why is *Harry* such a phenom, anyway?

Amy Thomson (M), Ted Pedersen, Robin Hess, Mike Moscoe

3-4 PM

### How to be a Space Activist

Cascade 7&8

In these days of activism, and giving back to your community, join us and learn what you can do to transform your love of space into something that furthers the cause of really getting people into space.

Bryce Waldren (M), Cheryl York, John Schlick, Chris Vancil

### Lord of the Rings Smack Down

Evergreen 1&2

The book is number one! No, the movie is number one! Come, have a say. And when all the fur has flown, maybe we'll agree that the book and movie are classics to each of their genres. Then again, we're fans. Who has to agree to anything?

Janine Young (M), Joan McCarty, Wolf Lahti, J. Steven York, Chris York

4-5 PM

### Well, It's Suppose to be an Alien

Cascade 13

Techniques to make that alien and the alien landscape look real without being bogus.

Wolf Read (M), Patricia MacEwen

### Can We All Live Together?

Cascade 7&8

With the September 11th attacks, is there hope for the major and minor religions of the world to live together? Discuss how negative media attention on Muslims affects their ability to be in the mainstream culture, and other effects of negative actions.

Beverly Saling (M), Robyn Sondra Wills, Gail Glass

### Thinking Small

Evergreen 1&2

Where will the nanotech revolution lead? At a recent meeting of the American Academy of Sciences, a researcher reported that developments in nanotechnology are moving faster than predicted. Nanotechnology will make the future very different.

Greg Paddock (M), Elton Elliott, Thomas Hopp, Steve Gillette

### Space Survivor Top Ten

Olympic 2

If you were stranded in space and you could only have ten science fiction books to help you survive, what would they be? Why?

Phillip Brugalette (M), Ted Butler, Sara Stamey, Robert J. Griewe

### What is Magic Realism?

Olympic 3

The term has been tossed around, applied to everyone from Philip Jose Farmer to Clive Barker. But what exactly is it? This panel will be fun for both readers and writers of the fantastic.

Bruce Taylor (M), Sylvan Read, KuoYo Liang, Craig English

5-6 PM

### Fanzine, APA, What's the Difference?

Cascade 5

Has this self-publishing quandary been keeping you up at night? Come in and find out the subtle differences between these two long-standing fan publication types.

Chris Nilsson (M), Eric Wilkinson, Gene Breshears, John R. Gray III

### The Messianic Mythos of Dune

Evergreen 1&2

In writing his epic *Dune*, Frank Herbert set out to explore the character and implications of the Messianic Complex. The books that followed including the new prequels, penned by his son, developed this vibrant concept with startling insight.

Richard Stephens (M), Garth Stubbs, Lori Edwards, John Holdren

After 2001

Evergreen 3

Why is the world not like the world of 2001: *A Space Odyssey*? Let's look back at what we thought 2001 would be like: the space station open for business, robots doing the dishes, life in oval houses, and flying to work. What went wrong?

Elton Elliott (M), Robyn Sondra Wills, Amy Thomson, Brian Tillotson

### Should the U.S. Militarize Space?

Evergreen 4

Resolved: The U.S. should militarize space, vacate treaties, and deploy a ballistic missile defense.

Bryce Waldren (M), Greg Paddock, Cheryl York, Chris Erickson

**Costuming Outside of Cons**

Olympic 1  
 Costumers discuss working on theatrical productions, fairs and festivals, historical re-enactment events, Halloween haunted houses, and competitions other than Masquerade. *Julie Hoverson (M), Laurel Parshall, Cherie Harris, Sheila Lenkman, Vicki Glover*

**Getting that Novel Finished**

Olympic 2  
 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. *Susan Matthews (M), Dr. James C. Glass, Liz Williams, Chris York*

**Great, but Neglected, Science Fiction, Fantasy and Horror**

Olympic 3  
 Why is it that some of the best genre books have escaped adulation? What are they? *Jacquelyn Duran Nilsson (M), James Ernest, Wolf Lahti, David Tackett, Beverly Saling*

**5-7 PM**

**Clay-O-Rama**  
 Cascade 13  
 My critter can whip your monsters butt! Come and have fun with *Betty Bigelow (M)*

**How to do a Fantastic Reading**

Cascade 7&8  
 This panel will teach writers how to read their works out loud. A reading is supposed to generate new fans, but, sadly, it sometimes has the opposite effect, due to nerves, shyness or a lack of basic skills. *Craig English (M)*

**5-8 PM**

**RPGA**  
 Salon  
 Gaming hosted by RPGA. Check the gaming schedule for more details. *Robert Grey (M)*

**6-7 PM**

**Crazy Quilting or Quilting Crazy**  
 Cascade 5  
 Are we referring to a quilter's mentality? Come see and decide for yourself. Crazy quilting is a method of sewing bits of fabric in a haphazard fashion. Combined with embellishment, it allows freedom of expression that creates a unique piece of art. *Alisa McDonald (M), Lori Edwards*

**Publish Your Own Fanzine**

Cascade 6  
 From the experiences of those who have done so, we offer up a set of tips and tricks to get your own 'zine off the ground. What are the stumbling blocks and traps? How do you get started? *Chris Nilsson (M), Collin Miller, Eric Wilkinson, Gene Breshears*

**Techno Greens**

Evergreen 1&2  
 Is there a middle path between raping the land and living in a cave, or between classic anti-technology Greens and pro-technology polluters? Discuss how to support both nuclear power and composting worms, including what part of the solution we are. *Brian Tillotson (M), Ted Butler, Robin Hess*

**Women in Mythology**

Evergreen 3  
 A discussion about women figures in mythology and how they are portrayed. *Julia Clayton (M), Margo Loes, Anita Taylor*

**Cheating the Eye**

Evergreen 4  
 A "how did they do that?" panel, where costumers reveal their secrets to such things as making fabric look like jewelry, beadwork that isn't, fake embroidery, and foam cut and painted to look like anything but. *Richard Stephens (M), David Tackett, Amanda Harris-Forbes, Vicki Glover, Julie Hoverson*

**Reviewers—Unappreciated Members of the Writing/Publishing Team**

Olympic 2  
 Writers need an audience. Readers can't buy every book ever published. Enter the reviewer to tell you what they liked, but does the writer see a friend or foe? *Elton Elliot (M), Renee Stern, Janine Young, Keith R.A. DeCandido*

**Is it Religion or Magic?**

Olympic 3  
 In fantasy often times the lines between what makes up a religion and the rules of magic blur. How do religion and magic differ? Do they even have a clear set of rules? Is Fantasy a religion of its own? Should religion be included in fantasy? *Susan Matthews (M), Carole Dale Duby, Bruce Taylor*

**7-8 PM**

**Color Theory Workshop for Costumers and Artists**  
 Cascade 13  
 In this hands-on workshop, learn how to choose color combinations that not only work well together, but add interest, depth, and artistic appeal to your ball and Masquerade costumes. *Janet Borkowski (M), Margo Loes, Betty Bigelow, Shannon Flint*

**Tassels, Tassels & More Tassels**

Cascade 5  
 This is a hands on panel, showing various ways to create tassels using a variety of materials & techniques. Everyone attending will get the chance to create their own tassel to take home. *Terri "Sprite" Specht (M)*

**Users Guide to Norwescon I**

Cascade 6  
 If you have never been to an Norwescon, or any con before, come and get an introduction. Our panelists will fill you in on all the things you need to know to survive this experience. Trust these people, they've been there before. *Jack Beslanwitch (M), Barbara Beden-Hill*

**A Reading with Craig English**

Cascade 7&8  
 OK, he has told you how to do it. Now watch and listen to him do it.

**Tarot Workshop**

Evergreen 3  
 Learn to read the cards in this introductory workshop for the Tarot. *Lori White (M)*

**Writing in Other People's Universes**

Olympic 2  
 You love reading about your favorite characters and the fun/trouble they get into. You've got this great idea. Should you try to write in their universe or change the names and write in your universe? *Peter Archer (M), Maya Bohnhoff, J. Steven York, Ted Pedersen*

**Fantasy Creature Alternatives**

Olympic 3  
 Have you picked up a book only to think... oh no, not another dragon, unicorn, troll, etc? Would you like to see some new creatures? Then this is the panel for you! Study animal behaviors, creature compositions, use and everything animal. *Kij Johnson (M), Thomas Hojpp, James Clemens/Rollins, Arinn Dembo*

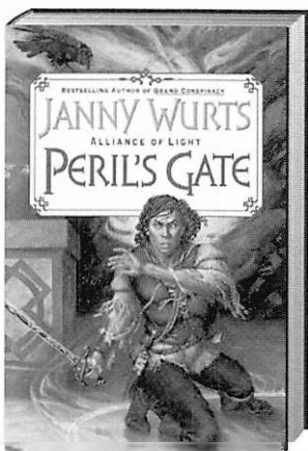
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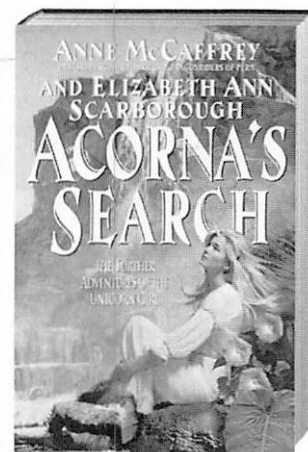
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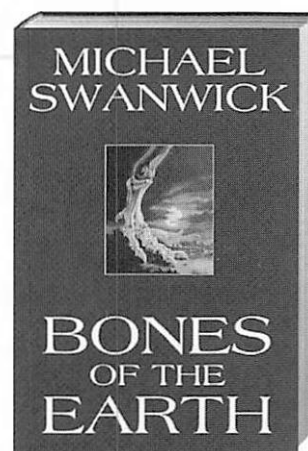


## BONES OF THE EARTH

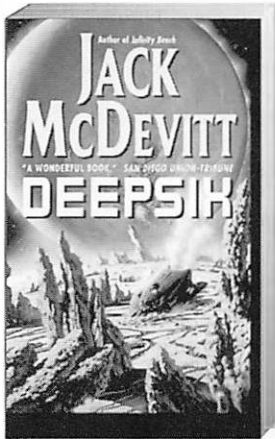
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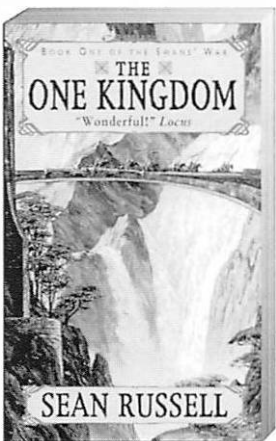
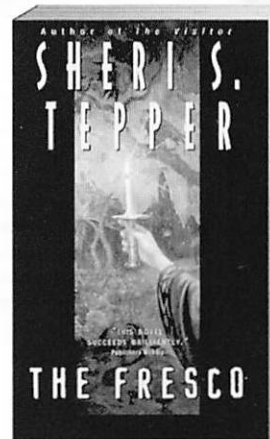
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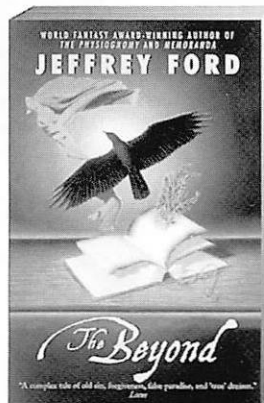
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**8-9 PM**

**Norwescon 25 Opening Ceremonies**

Evergreen 1&2

We're Off to See the Wizard.... To celebrate Norwescon's 25th Anniversary, we have assembled an incredible collection of Guests of Honor, events, and panels. Come join us to welcome Jack Vance, Roger S. Baum, Brom, Dr. James C. Glass, Scott Corwin, Sheila Lenkman, Andrew I. Porter, and Peter Archer to our convention in the land of the Emerald City.

*Richard Stephens (M), William Sadorus, Patricia Booze, Robert J. Grieve*

**9-10 PM**

**Getting Laid at SF Conventions**

Cascade 5

It's our second year of the very popular panel discussion on the ins and outs of getting laid at science fiction conventions. We'll cover the basics like hygiene, safe sex, respectful flirting, as well as choosing not to get laid.

*Ron Richardson (M), Diana Vick, Rhias K. Hall, Michael Kenmir*

**Historical Costuming for Men**

Cascade 6

From Elizabethan doublets to Victorian suits, this panel for men gives an overview of men's historical costuming, with suggestions for selecting and fitting patterns, choosing your fabrics, construction techniques, and adding the finishing touches.

*Richard Stephens (M), Sheila Lenkman, Andrew Wilson*

**Alien Sex**

Cascade 7&8

A fun way to build aliens and their cultures is to start with their sex lives. Discuss ideas like what kind of culture results when sex is faral, when you need four genders, and when males and females never met.

*Scott Sigler (M), Jim Kling, Steve Greenfield*

**9-11 PM**

**Chain Mail Making Workshop I**

Cascade 13

A hands-on workshop and demonstration of chain mail weaving techniques. Supplies are limited to 20 students.

*Jeff Larson (M), Russ Jensen*

**Friends of Bill W.**

Olympic 1

**Blueprint for Terrorism**

Olympic 3

Are writers of horror, science fiction, and speculative military fiction responsible for the information they make public? Have terrorists already used fiction as a blueprint? Will they?

*Thomas Hopp (M), Chris McKitterick, Lorelei Shannon, James Clemens/Rollins*

**9 PM - 2 AM**

**Thursday Night Dance—The Big Mix**

Grand Ballroom 2&3

Come friends, and experience "The Big Mix"! An eclectic collection of danceable tunes from the 70s, 80s, and beyond! DJ "Hardware" (Mark Pringle) will be spinning the hits & directing the fun! See you there!

*Mark Pringle, DJ*

**WoD LARP—Sabot Venue**

Salon

The Bishop is hosting a Blood Feast in the finest tradition of the Sword of Caine. Come and join us in the Feast! (Caution, adult content.)

*Suzanne Jachim (M)*

**9 PM - 3 AM**

**Filking—Open Circle**

Evergreen 4

*Karen Ralls (M)*

**10-11 PM**

**Sex in the Emerald City**

Cascade 5

With all the rain in the area we must be doing something indoors, yes? We'll gather around and talk about resources available in the local area to the sexual enthusiast and adventurer, including swing clubs, health clinics, gay bars, and book stores.

*Allena Gabosch (M), Russell D. Brunelle, Gene Romaine, N. Santiago, Maxx Sundquist*

**The Joys and Hazards of Group Costumes**

Cascade 7&8

Whether you are designing uniforms for your role playing group, in charge of costumes for your child's play, or entering a dozen of your pals in Masquerade, this panel gives you tried and true tips from experienced costumers and volunteer group managers.

*Anita Taylor (M), Lori Edwards, Katrina Marier, Richard Stephens, Vicki Glover*

**Decadence, Old and New**

Olympic 2

Novels of horror and decadence have been popular since the 1800s. Some are supernatural, some are not, but they all share a jaded, sensual, and hopeless worldview. What are some of the classics? Can modern writers like Anne Rice pull it off?

*Lynda Williams (M), Andrew Dolbeck, Wolf Lahti, Chris Nilsson, Scott Sigler*

**11 PM - MIDNIGHT**

**Producing Smut**

Cascade 5

Wanna write, film, draw, code, create or distribute adult material? Then join the panel as we discuss the details of doing business in smut in the legally active U.S.A., from how much plot does your sex scene need, to whom will you sell it.

*John Schlick (M), Ron Richardson*

**How Far Can Too Far Go?**

Olympic 3

Is there such a thing as too much sex or gore in fiction? When does it become pornography? From splatterpunk to Brett Easton Ellis, has the envelope been pushed too far?

*Jon Wilkie (M), Robyn Sondra Wills*

**11 PM - 1 AM**

**Norwescon's Midnight Horror Reading**

Cascade 7&8

So. You think no one can scare you, huh? Well come and listen to these folks. Just thinking about it should send goosebumps up and down your spine.

*Craig English (M), Amy Sterling-Casil, Kij Johnson, Scott Sigler, Terry McGarry*

**11 PM - 5 AM**

**Tournament Gaming**

Cascade 6

Check the gaming schedule for more details.

*Robert Grey (M)*

**Tournament Gaming**

Evergreen 1&2

Vampire, the Eternal Struggle CCG

*Robert Grey (M)*

**Tournament Gaming**

Olympic 1

Check the gaming schedule for more details.

*Robert Grey (M)*

**MIDNIGHT - 5 AM**

**Gaming**

Cascade 5

TBD—Please check the gaming schedule.

*Robert Grey (M)*

**Gaming**

Cascade 6

TBD—Please check the gaming schedule.

*Robert Grey (M)*

**Gaming**

Olympic 1

TBD—Please check the gaming schedule.

*Robert Grey (M)*

# Friday

**9-10 AM**

**Tai Chi**

Grand Ballroom 2

A great way to start the day—come join us!  
Steven Barnes (M)

**The Norwescon Poets and Artists Hour**

Olympic 1

An hour to spend with some of our fine artists and poets in an informal setting.  
Robert J. Grieve (M)

**The Norwescon Writers Hour**

Olympic 2

An hour to spend with some of our very good writers in an informal setting.  
Mike Moscoe (M)

**Media Costuming Debate**

Olympic 3

An informal debate plus a chance to meet some of our wonderful costumers.  
Anita Taylor (M)

**9 AM - 1 PM**

**RPGA**

Salon

Gaming hosted by RPGA. Check the gaming schedule for more details.  
Robert Grey (M)

**10-10:30 AM**

**Reading: Kathy Watts**

Olympic 1

Ten thousand years ago, in the last days of Empire, two Atlantean princes and a local shaman mount an expedition to climb the volcano Tahoma, each for his own reasons.

**10-11 AM**

**So Many Contests, So Little Time**

Cascade 7&8

Students are bombarded with writing/art contests. Should they be encouraged to enter?

Phillip Brugalette (M), Mark Tiedemann,  
Amy Sterling Casil, Ted Butler

**Fairy Headpieces**

Evergreen 1&2

You want to be a fairy, so where are your antennae? Make your own custom fairy headdress with antennae using simple materials including wire, paint, ribbon, and beads.

Amanda Harris-Forbes (M)

**Isms and Ologies of the Science Fiction**

**World**

Evergreen 3

Come join in the discussion of the doctrines, theories, systems, and of course the science, that make science fiction what it is today.

Aerin Dembo (M), Lynda Williams

**3-D Computer Modeling**

Evergreen 4

Don Willits will discuss some of the finer points of creating 3-D computer models using LightWave 5.X+, 3D Studio Max R4 and Hash's Animation: Master 2000. Demos, animations, and screen shots will compliment the discussion.

Don Willits (M)

**Garbage In Art Out**

Grand Ballroom 3

Or, everything looks cooler painted silver. There's treasure in that trash, and the best part is it's usually free. Learn how these panelists have turned the costumer's three "R"s (Rescue, Recycle, and Remake) into an art form.

David Tackett (M), Shannon Flint,  
Scott Corwin, Vicki Glover, Steve Greenfield

**Plot—Where Do We Go From Page One?**

Olympic 2

What does Shakespeare's *MacBeth* have in common with *Pinky and the Brain*? Come and hear the two plot paths that practically every story in Western literature share. They're all here. Handouts provided.

Mike Moscoe (M), Lori White

**Great Influences on Modern Science**

**Fiction**

Olympic 3

Discuss how H.G. Wells, C.S. Lewis, Aldous Huxley, Jules Verne, and others laid the groundwork for what science fiction is today.

Sara Stamey (M), Robin Hess,  
James W. Fiscus, Robyn Sondra Wills

**10 AM - NOON**

**Let's Make a Movie, Part 1**

Grand Ballroom 2

In two hours, we'll go over what equipment we have, develop a story and script, and populate our resulting epic with a very, very local cast. Be sure to bring some ideas and be ready to move quickly!

Edward Martin III (M), Ryan K. Johnson,  
Brian Oberquell, Leopoldo Marino

**10 AM - 2 PM**

**COTI Team Alpha Day—Planet Building**

Cascade 5

Cultures of the Imagination Day I. Develop the biology and primitive culture of your alien species.

Wolf Read (M), Silven Read

**COTI Team Beta Day 1—Planet Building**

Cascade 6

Cultures of the Imagination Day I. Develop the biology and primitive culture of your alien species.

Silven Read (M), Wolf Read

**10 AM - 4 PM**

**Poul Anderson Memorial Blood Drive**

Cascade 13

Our annual blood drive, this year in memory of Poul Anderson. 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: Susan Matthews**

Olympic 1

Susan Reads from her current Jurisdiction novel, *Angel of Destruction*.

**11-11:30 AM**

**Reading: Terry McGarry**

Olympic 1

A gentle fantasy tale, with an unexpected bite, about clear vision and enduring love.

**11 AM - NOON**

**Fantastic Fairy Wings**

Cascade 7-8

See how to add wings to your costume, from easy and inexpensive hall costume accessories to grand articulated showpieces for the Masquerade.

Garth Stubbs (M), Cherie Harris,  
Amanda Harris-Forbes, Anita Taylor,  
Terri "Sprite" Specht

**GoH Hotplate Special**

Evergreen 1&2

An interview with Fan Guest of Honor Andrew I. Porter

Stuart Shiffman (M)

**Let's Bring an Asteroid to Earth**

Evergreen 3

Resolved: An asteroid should be brought permanently to near-earth space.

Chris Vancil (M), Bryce Waldren,  
Brian Tillotson, Greg Paddock

**SF: Truth or Dare?**

Evergreen 4

Many people get much of their knowledge of science from science fiction. But is it truth or misinformation?

Michelle Garrison (M), Roberta Rice

**Filk 101**

Grand Ballroom 3  
What is this filk thing all about? Here's your chance to learn all about it and have a lot of fun in the process. Don't miss this great opportunity.

*Karen Rall (M)*

**Agents—Where, When and How**

Olympic 2  
Join us and get the low-down on finding an agent, when a writer should get an agent, selling without an agent, and signing that all-important contract. Learn from those who know before you do something you'll wish you hadn't.

*Liz Williams (M), Ted Pedersen, Peter Dennis Pautz, J. Steven York*

**Scene of the Crime**

Olympic 3  
Forensics has come along way, so how can you kill someone and get away with it in a book? Learn about what elements of criminology writers should consider and just how much abuse can the human body take.

*Patricia MacEwen (M), Maya Bohnhoff, Robert J. Grieve, Keith DeCondido, Lori White*

**11:30 AM - NOON**

**Reading: Ted Butler**

Olympic 1  
Ted will be reading from his unpublished novel, "Keeping the Dream Alive." Here's a chance to listen to something new from one of Norwescon's favorite pros.

**NOON - 1 PM**

**Gothic Fashion Dos and Don'ts**

Cascade 7&8  
A panel that provides definitive Gothic fashion resources on what to wear and what not to wear, including how shoes make the outfit.

*Lisa Van Every (M), Diana Vick, Lorelei Shannon*

**WotC Publishing**

Evergreen 1&2  
Come and find out the inside scoop about Wizards of the Coast Publishing. An interview with Peter Archer.

*Lynda Williams (M), Peter Archer*

**I Want it to Look Just Like This**

Evergreen 3  
A 2-D to 3-D show and tell on the techniques used to create a complete re-creation costume from a picture. Subjects include media, anime, historical, and fantasy creatures.

*Lori Edwards (M), Melissa Quinn, Anita Taylor, David Tackett, Julie Zetterberg*

**Armor 101**

Evergreen 4  
Join us for a discussion and demonstration of how banded leather, chainmail, aluminum, steel, and plastics can be used to make armor.

*Jeff Larson (M), Kit Heinrichs, Tim Armstrong, Russ Jensen*

**Alien Plagues**

Grand Ballroom 3  
Will we give or get novel diseases when we meet aliens? Alien life may pose a biological threat through disease, toxicity, and allergic reactions, or their biochemistry could be similar enough to our own to cause other interesting problems.

*Michelle Garrison (M), Patricia MacEwen, Wolf Read, Jim Kling, Marcia Goldoff*

**The Future of Small Press, E-publishing, and Print on Demand**

Olympic 2  
Last year the future was very exciting. Now the dot coms are sinking and we are starting to get numbers. Come and see what small press and e-publishers have to offer.

*Marti McKenna (M), Dave Addleman, Joshua Ortega, Mike Moscoe*

**Order From Chaos—Building Fantasy Societies**

Olympic 3  
No matter if you write fantasy in this world or your own world, you are dealing with societies. Join our panel of experts as they take you through the elements needed to make your fantasy world "real" to your readers, including politics and religion.

*Arin Dembo (M), Donna Barr, Scott Sigler, Dave Duncan, William Hill*

**NOON - 2 PM  
Unmasking Magic  
Inside the Wizard's Emerald City**

Grand Ballroom 2  
Come and learn of all things magical in this intense workshop. Subjects range from schools of magic, wizards, witches, familiars, casting rules and components, casting rules, magic realism, and untraditional uses of magic, and traditional and untraditional uses.

*James Clemens/Rollins (M), Janine Young, Susan Matthews, Bruce Taylor, Andrew Dolbeck*

**Fantasy Classics Brown Bag**

Olympic 1  
A group of authors gather to share their favorite fantasy passages in an informal setting. The public is also invited to read their favorites aloud, or share their own stories of how fantasy shaped their life.

*Joan McCarty (M), Robyn Sondra Wills, Eric Gjovaag, Robin Hess*

**1-2 PM**

**Gothic Makeover—The Crow is Not Cool**

Cascade 7&8  
There is more to Goth for boys than the make up from the Crow. Come and see how to get the best bang for the buck.

*Lisa Van Every (M), Jeff Larson, Diana Vick*

**Science GoH Interview**

Evergreen 1&2  
An interview with our Science Guest of Honor, Dr. James C. Glass

*John Schlick (M), Bill Nichols, Dr. James C. Glass*

**Live Action Role Playing 101**

Evergreen 3  
How to participate in a LARP and get the most out of it. Dos and don'ts for first time players.

*Suzanne Jachim (M)*

**What's Up with the Space Station?**

Evergreen 4  
The Space Station is up? Come hear the latest update on the progress, pitfalls, and successes of the International Space Station.

*Bryce Waldren (M), Cheryl York, Terry Burlison, David Stuart, Randy Rumley*

**The Never-Ending Challenge of Viewpoint**

Olympic 2  
You know the he, she and the cat shouldn't be thinking in the same paragraph, page or even section. So, is that the end of viewpoint's problems? Discuss who gets the scene, how many viewpoint characters can one book have, and what do you owe them.

*Mike Moscoe (M), Chris York, Amy Sterling Casil, Keith CeCandido, Richard Paul Russo*

**Social Science Fiction and the Shape of Things to Come**

Olympic 3  
Many classics of social science fiction have proved to be uncannily accurate; some have been way off base. Which of today's social sf novelists are on the right track?

*Chris McKitterick (M), Lisa Bothell, Dave Addleman, William Hill, Kathy Watts*

**The Costumer's Way Creativity Workshop**

Salon  
Creative expression is the natural direction of life, yet sometimes we need to recover our creativity from limiting beliefs, fear, self-sabotage, and other inhibiting forces. Join us for this workshop based on ideas from Julia Cameron's *The Artist's Way*.

*Anita Taylor (M), Richard Stephens, Sharveetra Dahm, Gail Glass*



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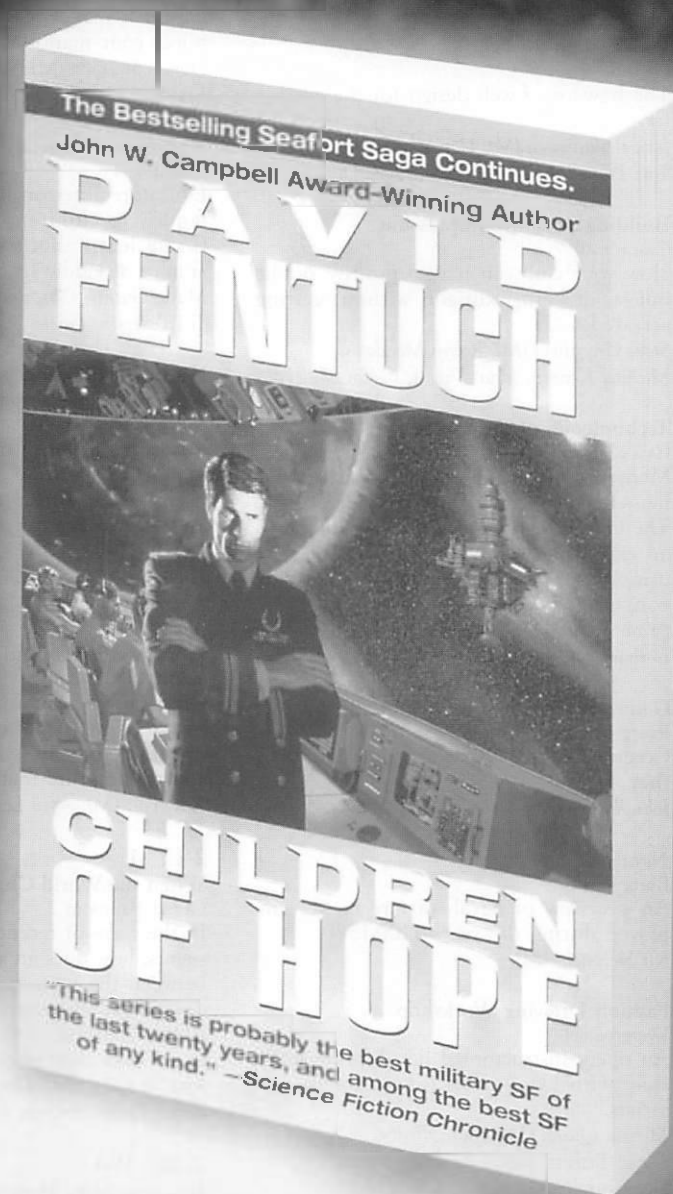
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**2-2:30 PM**

**Reading: Lori White**

Olympic 1  
 "This Mark is for the Demons" is a historical fantasy set in China at the time of the Boxer Rebellion.

**2-3 PM**

**Visit with Roger S. Baum**

Cascade 11  
 You and your favorite snack, sitting in a relaxed atmosphere visiting with our Special Guest of Honor. What could be better?  
*Judy Stryan (M), Roger S. Baum*

**Web Design for Fen**

Cascade 5  
 The how-tos of web design for the average fan.  
*Jack Beslanwitch (M), Don Willits, Tom Boutell, Greg Hader, Matthew Dockery*

**Building a Positive Impression**

Cascade 6  
 How your club can have a positive public image, or being Klingon without getting arrested.  
*Steve Greenfield (M), Robyn Meadows, Michael Kenmir, Jana Wright, Collin Miller*

**Technologies of the Sacred**

Cascade 7&8  
 Modern tools in the service of ancient beliefs—from Scientology to Heaven's Gate. The mix of high technology and religion is an explosive one. When will a cult start using advanced technology to manipulate converts?  
*Arinn Denbo (M), Janine Young, Barbara Beden-Hill*

**Games that Suck**

Evergreen 1&2  
 Come talk about the worst games and why they suck!  
*John Wilkie (M), James Ernest*

**Naval Warfare**

Evergreen 3  
 An overview of naval warfare tactics employed during the years 1100-1580.  
*Kit Heinrichs (M)*

**Fashion Drawing Workshop**

Evergreen 4  
 An open, instructor-led life drawing workshop with live models for costumers and artists.  
*Melissa Quinn (M), Anita Taylor, David Tackett, Laurel Parshall, Sharreestra Dahm*

**Improvisational Fight Choreography**

Grand Ballroom 3  
 Learn about the rules of improvisation and how to use them in live steel re-enactment situations.  
*Darragh Metzger (M), Alan Paulson*

**Putting the Dang Thing in the Mail or E-mail**

Olympic 2  
 Why bother with the stuff about one inch margins, courier font, 25 lines to a page. That's dumb. You don't want to look dumb, do you. Or are you? Yes, you can ignore the basics. It makes it easier for the editor to reject your manuscript.  
*Honna Swenson (M), Sara Stamey, Kuo-Yu Liang, Richard Paul Russo*

**Kiddie Lit Fantastic Ankle Biters**

Olympic 3  
 Educators differ on how soon to introduce fantasy to children. Can it be too soon? Come learn about some of the best examples of kiddie lit fantastic.  
*Marie Guthrie (M), Robin Hess, Ted Pedersen, Lorelei Shannon*

**Historical Influences in Media Costumes**

Penthouse Suite: Room 1352  
 Many costumes in science fiction and fantasy films, books, and art have incorporated elements from historical sources. Join us and learn to recognize these classic lines and basic elements, and uncover new/old sources for creative costuming.  
*Lori Edwards (M), Alisa McDonald, Andrew Wilson, Julie Zetterberg, Cherie Harris*

**Lions and Tigers and Bears, Oh My!**

Salon  
 Creating vivid fantasy art. *The Wizard of Oz* gave us some extremely colorful and bright images across the silver screen. How can an artist capture that kind of imagery?  
*R.K. Post (M), April Lee*

**2-4 PM**

**When the World Changed on 9-11**

Grand Ballroom 2  
 In the wake of recent disasters and current events, how does an author strike a balance between the fantastic and the reality? Our discussion will range from survival plans to the question of the media's responsibility to steer clear of certain topics.  
*Joan McCarty (M), Greg Cox, Steven Barnes, Bruce Taylor, Andrew I. Porter*

**2:30-3 PM**

**Reading: Mike Moscoe**

Olympic 1  
 Can Nanos free the world of religion? What might we lose along the way?

**3-3:30 PM**

**Reading: Mark W. Tiedemann**

Olympic 1  
 Come and listen to this PK Dick nominee read from his works.

**3-4 PM**

**Coffee Klatsch with Jack Vance**

Cascade 11  
 Grab a cup of Joe and spend some quality time with our **Writer Guest of Honor**.  
*Judy Stryan (M), Jack Vance*

**Lyrics & Songwriting Workshop**

Cascade 5  
 Come join our musicians in creating lyrics and song writing. No prior experience is needed and you'll find it's far simpler than you might imagine.  
*Don Paris (M), Darragh Metzger*

**The Color of Money**

Cascade 6  
 Hobby or career? How does one market and utilize their artist talent in the real world? In other words: Can I quit my day job?  
*John R. Gray III (M), Larry Lewis, R. Stephen Adams, Marcus Rieck, Margaret Organ-Kean*

**Lower The Launch Costs**

Cascade 7&8  
 Is lowering launch costs the way forward? Join us and share your views on this controversial topic.  
*Chris Vancil (M), Cheryl York, Terry Burlison, Bogdan Udrea*

**The Glass Hour**

Evergreen 1&2  
 Sixty minutes of outstanding and astonishing tales of science with our Science GoH **Dr. James C. Glass**.  
*Dr. James C. Glass (M)*

**The Art World of WoTC**

Evergreen 3  
 Wizards of the Coast has showcased many fine art talents. How did it all happen? And what is happening at WoTC today?  
*R.K. Post (M), Peter Archer, Brom, Margaret Organ-Kean, Rob Alexander*

**Training the Brain—Science Fiction Rocks!**

Evergreen 4  
 Get your students thinking about science-related issues. Find out how to use science fiction to help your students better understand science and scientists and have fun doing it!  
*Phillip Brugalette (M), Marie Guthrie, Lynda Williams, Syne Mitchell*

**Hero on the Journey**

Olympic 2  
Or, off to see the wizard, or whatever. Every story has to have characters, preferably a lot. So, what do you do with them. Here's how to develop, care and feed 'em. What can they do to you, for you, with you?

*Dave Duncan (M), Kara Dalkey, Ray Vukcevic, Liz Williams*

**The Ancestors of Harry Potter**

Olympic 3  
It seems like Harry Potter and J.K. Rowling have suddenly burst on the scene. Come see how Harry's world is built solidly on the shoulders of the juvenile fantasy of the past, from C.S. Lewis, Roald Dahl, D. Manus Pinkwater and others.

*Barbara Beden-Hill (M), Ted Butler, Carol Dale Duby, Elton Elliot, Roberta Rice*

**Fashions and Accessories of Middle Earth**  
Salon

Join us for a survey of Hobbit haute couture, Elven elegance, Entish eccentricities, and Goblin garb, including suggestions for patterns, materials, and troubleshooting.

*Richard Stephens (M), Alisa McDonald, Garth Stubbs, Andrew Wilson, Margo Loes*

**3:30-4 PM**

**Reading: Ken Wharton**

Olympic 1  
Come and listen to this PK Dick nominee read from his works.

**3-5 PM**

**Beginning Kendo**

Grand Ballroom 3  
An introduction to Kendo, the art of Japanese fencing.

*Tim Armstrong (M)*

**4:4:30 PM**

**Reading: Liz Williams**

Olympic 1  
*Ghost Sister* is her first novel and a PK Dick Award nominee.

**4-5 PM**

**Choosing an Instrument**

Cascade 5  
What is the right instrument for you? This panel reviews a variety of instruments used in folk, level of difficulty in playing and how they affect the outcome of the song.

*Karen Rall (M)*

**Costuming Resources on the Internet**

Cascade 6  
The internet provides great traditional and not-so-traditional sources of inspiration and materials for costumers. Join us and share your favorite sites for media costuming, cool props, how-to articles, and more.

*Katrina Marier (M), Keri Lynn Doering, Laurel Parrshall, Melissa Quinn*

**An Hour of Oz**

Evergreen 1&2  
Our very special Guest of Honor will be reading from his works and answering questions from the audience.

*Roger S. Baum (M)*

**Creating a Horror Game Scenario in an Hour**

Evergreen 3  
A dab of imagination, a touch of fear, a sprinkle of horror...

*Julie Hoverson (M)*

**Artificial Idiot Savants**

Evergreen 4  
Would you trade your higher brain functions to amplify a specific talent? An Australian researcher thinks he can create artificial idiot savants by deliberately interfering with higher brain functions. Is this a good idea?

*Scott Sigler (M), Lynda Williams, Arinn Dembo, Barbara Beden-Hill, Amy Sterling Casil*

**Killing Characters for Fun and Profit**

Olympic 2  
They're yours! You can do anything to them you want and the FBI and CSI can't help them. But if you turn your characters into "red shirts" with targets painted on their backs, your readers may kill your career faster than you kill your characters.

*Susan Mathews (M), Lizzy Shannon, Ted Pedersen, Keith R.A. DeCandido, J. Steven York*

**Jack Vance, an Appreciation**

Olympic 3  
Come and appreciate.

*Paul Chadwick (M), Renee Stern, Duane Wilkins, Roberta Rice*

**It's a Small Underworld After All!**

Salon  
Since the beginning of time, man has known and feared his mortality and in every culture, he has given a face to this mysterious unknown. Join us for a scholarly, humorous retrospective on the career of Death, the Grim Reaper, Hades, Pluto, and Osirus.

*Richard Stephens (M), Lori Edwards, Garth Stubbs*

**4:30-5 PM**

**Reading: Ray Vukcevic**

Olympic 1  
"Meet Me in the Moon Room" (Small Beer Press) is a short story from a new collection of this PK Dick Award nominee.

**4-6 PM**

**Movie Previews**

Grand Ballroom 2  
Come see the latest and greatest!

*Daryl Allison (M)*

**5-5:30 PM**

**Reading: Arinn Dembo**

Olympic 1  
This Pacific Northwest author will read one of her short stories.

**5-6 PM**

**Computers, Inc. Wars**

Cascade 5  
Was the barrage between Microsoft and the government truly because of anti-monopoly or was it an attack by MS competitors? What is it like out there in the trenches.

*Jeff Vogel (M), Jack Bestanwutch, Nathan Doster, Bill Nichols*

**RPGA**

Cascade 6  
Gaming hosted by RPGA. Check the gaming schedule for more details.

*Robert Grey (M)*

**Wizard Costumes and Accessories**

Cascade 7&8  
Inspired by those wonderful wielders of magic from *Lord of the Rings* and *Harry Potter*, we explore the practically unlimited ways to design, construct, and accessorize a wizard costume.

*JoAnne Kivley (M), Keri Lynn Doering, Garth Stubbs, Steve Greenfield*

**Ministry of Homeland Security**

Evergreen 1&2  
How far is the new secretary going to go in the abridgement of freedoms guaranteed by the Constitution? Background checks on young men of Arab or Middle Eastern heritage, and checks into past associations. You can hear Mr. McCarthy yelling with joy.

*Jana Wright (M), Rhias K. Hall*

**Tools of the Trade**

Evergreen 3  
Art Materials: What you need, what it does, and where to find it. How to tell a palette from a jam.

*Rob Alexander (M), Donna Barr, R. Stephen Adams, Margaret Organ-Kean, Frank Wu*

**Frogs: To Knot or Not to Knot**

Evergreen 4  
Frog closures go back to ancient history in several cultures. Take inspiration from Asian art, Celtic knots, or the knot you got in your shoelaces to create a unique closure for your craft or costume project. Discuss the process of constructing them.

*Amanda Harris-Forbes (M)*

**Writer Scams**

Olympic 2  
Rule one: The money goes to the writer. Rule two: Consult rule one when someone offers you something different. Some of the scams attracting those who want to be published in the worst way—and can be.  
*James W. Fiscus (M), Peter Dennis Pautz, Amy Hanson, Elton Elliott*

**Internal Inconsistencies**

Olympic 3  
The magic's all wrong, the scientific theories are implausible, your story is crumbling faster than you can keep up! Explore the ways to identify and avoid the pitfalls and traps that often can catch an author unaware.  
*Steven Barnes (M), Scott Sigler, Kara Dalkey, Beverly Saling*

**5:30-6 PM**

**Reading: Richard Paul Russo**  
Olympic 1  
This PK Dick Award nominee will read a tale of a 17-year-old boy wandering across a violent, primitive wasteland on another world in the far future.

**5-7 PM**

**Rapier Demo**  
Grand Ballroom 3  
Choose your favorite fop, watch the buckles swash, and hear the silly banter of local SCA rapier fighters as they compete in a Rapier Fun Tourney  
*Kit Heinrichs (M)*

**6-7 PM**

**Mask Making Workshop**  
Cascade 13  
Make a unique mask for wearing or decoration. Using mask forms, carpet tape, and hot glue, you will have fun playing with goodies supplied by the Beyond Reality Costumers Guild. For adults of all ages.  
*Vicki Glover (M), Shannon Flint*

**Storybook Narrative Style**

Cascade 5  
Can you sustain the "once upon a time" tone through a whole story? Should you? What are the poetic elements and characteristics of the fairy tale and storytelling narrative style?  
*Wolf Lahti (M), Andrew Dolbeck, Robyn Sondra Wills, Dave Bigelow*

**Serial Killer Chic**

Cascade 6  
These creatures have come to dominate our fear of the dark. If the novelists are to be believed, there is a serial killer on every corner.  
*Jana Wright (M), Rhias K. Hall, Suzanne Jachim, Lorelei Shannon*

**Media's Portrayal of Fandom**

Cascade 7&8  
From Bill Shatner's infamous "Get a Life" skit on *Saturday Night Live*, to *Galaxy Quest*, to *Trekies*. How fandom is portrayed in the media, and is it accurate? Total rubbish, or does it hit a bit too close to home?  
*Greg Hader (M), Adam Buckner, Robyn Meadows, Mike West*

**Siege Weaponry**

Evergreen 1&2  
Learn about the history of siege weapons and modern contraptions, and see how you, too, can build a trebuchet in your backyard.  
*Russ Jensen (M), Jeff Larson*

**Different Students, Different Styles**

Olympic 1  
Student labels can get in the way of education. But all students are learners—with individual and unique styles. Discuss the different learning styles and hear tips about different techniques that work.  
*Roberta Rice (M), Michelle Garrison, Marie Guthrie, Beverly Saling*

**Liars Panel—How to Get Published**

Olympic 2  
Where writers and editors tell what they didn't do, or maybe some of the outrageous things they've heard desperate people did to get published—leaving the audience to figure out which is true and which aren't quite.  
*Dave Duncan (M), Greg Cox, Beth Meacham, Amy Thomson, J. Steven York*

**Women in Fantasy**

Olympic 3  
In the early days of fantasy, women often had to write under a male name to be noticed. However, today they have moved into the spotlight and even have shaped fantasy as we know it. Come see the female point of view on the fantasy genre.  
*Maya Bohnhoff (M), Kij Johnson, Robin Hobb, Claire Eddy*

**The Business of Fanzines**

Penthouse Suites Room 1352  
Here is a look at the costs in money, resources and time of putting together, publishing and delivering a fan publication. If you are considering starting one of your own, this is the panel for you!  
*Chris Nilsson (M), Andi Shechter, Collin Miller, Edd Vick, Eric Wilkenson*

**6-8 PM**

**Science Fiction Pictionary**  
Evergreen 3  
Come play the popular game with a sci-fi twist. Guess the movie, book, or TV show along with your favorite artists.  
*R. Stephen Adams (M), Donna Barr, Marcus Rieck, Roberta Gregory, Blane Bellerud*

**7-7:30 PM**

**Reading: Lorelei Shannon**  
Olympic 1  
Serial Killers! Classic Cadillacs! Belly Dancers! Curses! Carnivals! Saran Wrap! How can you possibly miss it?

**7-8 PM**

**Wig and Hair Piece Styling Demo**  
Cascade 13  
Stylists show how to create "The Look" for men's and women's wizard, anime, Klingon, and historical costumes, including hair braiding techniques and hair accessories.  
*Margo Loes (M), Robyn Meadows, Laurel Parshall, Terri "Sprite" Specht*

**Storybook Magic**

Cascade 5  
Instead of considering magic as nothing more than a set of supernatural abilities, why not think of it as a metaphor within your story? Or, what does it really mean to awaken a princess with a kiss?  
*Dave Bigelow (M), Wolf Lahti, Andrew Dolbeck, Robyn Sondra Wills*

**The World of the Modern Vampire**

Cascade 6  
Anne Rice, Laurell F. Hamilton, and Nancy Collins are not the only authors writing in this genre. Lestat needs to move over and make room for Anita Blake and Sonja Blue and the others waiting in the wings to take his place.  
*Loree Parks (M), Diana Vick, Suzanne Jachim*

**Other Earths?**

Evergreen 1&2  
New astronomical instruments are being built, and we have found more than 50 giant extra-solar planets orbiting nearby stars, but how goes the hunt for new Earths?  
*Greg Paddock (M), Steve Gillette*

**Star Wars: Hoping Jedi Empires**

**Attack Episodic Clones**  
Evergreen 4  
With clones attacking left and right and Darth Petulant finally getting his own motorcycle, maybe it's time to ask where this series is going. Are we seeing natural progression of an epic story or the weird fizzling out of something ill-designed?  
*John J. Guth (M), Brian Oberquell*

# The International Wizard of



**J**oin us! A classic American fantasy, *The Wonderful Wizard of Oz*, has attracted fans of all ages since it was first published in 1900.

Today, members of the International Wizard of Oz Club continue to sustain and explore the influence Oz has had on our collective imagination. Our journal, *The Baum Bugle*, features popular and scholarly articles about all Oz topics. It includes rare photographs, collectible checklists, book reviews, and more. The Club also publishes new sequels to L. Frank Baum's original tale, reprints scarce material and hosts annual conventions around the country. Our meetings include presentations, entertainment, auctions, parties and fun.



## In the Land of the Emerald City

While at Norwescon, visit our **Lobby Fan Table** for membership information. Watch for members of the International Wizard of Oz Club, including our panel participants,

**Eric Gjovaag and Robin Hess.**

Introduce yourself! We're always eager to meet Oz fans

Find online Club information, membership forms and more at [www.OzClub.org](http://www.OzClub.org).

*If my heart were a hill, the Emerald City would sit at its top.* Philip Jose Farmer

*Oz--where the young stay young and the old grow young forever--these books are for readers of all ages.* Ray Bradbury

*The land of Oz has managed to fascinate each new generation...the Oz books continue to exert their spell...and those who read [them] are often made what they were not -*  
*-imaginative, tolerant, alert to wonders, life.* Gore Vidal

*To please a child is a sweet and lovely thing that warms one's heart and brings its own reward.*

L. Frank Baum



The International Wizard of Oz Club, Inc.



1407 A Street, Suite D  
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**Ten Great Ways to Sabotage Your Writing**

Olympic 2  
Sometimes the writer is their own worst enemy. Writers aren't born blocked—they have to build them, one brick at a time. Come and discover you are not alone.  
*Chris York (M), A.M. Dellamonica, Scott Sigler*

**The Art of War: Fantasy War Plans**

Olympic 3  
Fantasy stories often wander into the battle field for large scale attacks, or arenas for gladiatorial combat. How does an author set up, execute, and conclude these? Join us and see why battle strategies are important, even to a band of marauding orcs.  
*Mike Moscoe (M), Dave Duncan, Thomas Hopp*

**7-9 PM  
Philip K. Dick Reception and Hard Planet Cafe**

Grand Ballroom 2  
Join us for the presentation of the Philip K. Dick Award, presented to the best original paperback novel, published in the U.S.A., for 2001. Norwescon is fortunate to have with us, for this very special event, nominees Ken Wharton, Richard Paul Russo, Liz Williams, Ray Vukcevic, and Mark W. Tiedemann. We may also be hearing from the 6th nominee, Julie E. Czerneda.  
*William Sadosis (M), Gordon Van Gelder*

**7-11 PM  
Filk Concerts**

Cascade 7&8  
A variety of artists will be entertaining you tonight.  
*Karen Rall (M)*

**7:30-8 PM  
Reading: TBA**

Olympic 1

**8-8:30 PM  
Reading: Scott Sigler**

Olympic 1  
Scott will be reading from his sf/horror monster tale "Earth Core."

**8-9 PM  
25 Years of Norwescon**

Cascade 5  
A retrospective of the 25-year history of Norwescon. Where we started. Where we've wound up. Possible directions for the future.  
*Dan Glover (M), Michael Kenmir, Shamestra Dahm, Carolyn Palmer, Michael Citrak*

**Electronic Fan Fiction (eFanFic)**

Cascade 6  
Is anyone reading it? Can you afford the time to write it? Does any of that matter?  
*Chris Nilsson (M), Eric Wilkinson, Gene Breshears, Mark Allen Davis*

**Living in a .BOMB world**

Cascade 7&8  
Vini, Vidi, Vici. They came, they saw, they conquered. And then they went under in terrific fashion. What the heck happened to the .COM industry?  
*Tom Boutell (M), Syne Mitchell, Bill Nichols, Ted Pedersen, Matthew Dockery*

**2-D Graphics in a 3-D world**

Evergreen 1&2  
More and more computer graphics are achieving incredible depth. But are they truly 3-D?  
*R. Stephen Adams (M), Adam Buckner, Brian Oberquell, Ron Richardson*

**Current Trends in Anime Costuming**

Evergreen 3  
The subject of Anime costuming is filled with new ideas and great opportunities for costumers. Expand your horizons, find out what's hot in the world of anime costuming, and discuss your favorite cosplay subjects.  
*Melissa Quinn (M), Cherie Harris, Katrina Marier, Alisa McDonald, Lori Edwards*

**The Best Movies You've Never Seen**

Evergreen 4  
Watched *The Matrix* until your eyes are bleeding? Seen *The Exorcist* so many times that your head is spinning? Then come and learn about movies you haven't seen a thousand times, creepy Japanese horror flicks like *Uzumaki* and *The Ring*, and classic sci-fi.  
*Rhias K. Hall (M), Leopoldo Marino*

**Revision:  
If I Didn't Get It Right the First Time,  
How Do I Do It Better the Second?**

Olympic 2  
It's been said that the difference between an accepted and rejected manuscript lies in the rewrite. But how do you make the story better without draining off the manuscript's vitality? Here's some folks who have learned to be their own best editors.  
*Kij Johnson (M), Chris York, Keith R.A. DeCandido, Kara Dalkey*

**The Good Witch Syndrome**

Olympic 3  
Are the days of the black-hearted, wart on the nose, cackling, broom riding witch passed us by due to political correctness? Must all magic wielding these days be good? Can fantasy survive under these conditions? Join us for these questions and more.  
*Janine Young (M), James Clemens/Rollins*

**8:30-9 PM  
Reading: Donna Barr**

Olympic 1  
Articles from the *World DMZ*. Mike Momany, editor of *World DMZ*, gave Donna free rein to say what she please. The fool!

**9-10 PM  
Painting on the Palette**

Cascade 13  
Hor brearb meets canvas in this stimulating conversation about erotic art.  
*R. Stephen Adams (M), Wolf Lahti*

**Poly—A Basic Primer**

Evergreen 1&2  
Science fiction has been exploring new relationship models, at least back to Heinlien and arguably further. Many fans have been discovering "poly" relationships, where love is not an exclusive, limited resource.  
*Ron Richardson (M), Robert Grey, Allena Gabosch*

**Masquerade Meeting**

Evergreen 3  
A must for those planning on participating in the Masquerade. Attendance at this or the Saturday morning meeting is mandatory.  
*Kate McChure, Masquerade Director (M), Vicki Glover*

**Cheap Space Exploration**

Evergreen 4  
The hows and whys of X-Space exploration on the cheap.  
*Bryce Waldren (M), Cheryl York, Tanya Harrison, Chris Vancil, Bogdan Udrea*

**Friends of Bill W.**

Olympic 1

**Rejection—A Survival Guide**

Olympic 2  
Nobody likes rejection, but nobody becomes a writer without getting a lot of it. How some folks manage to laugh in the face of it, or at least cry where nobody notices.  
*James Clemens/Rollins (M), Amy Sterling Casil, Ray Vukcevic*

**Did Fantasy Make Me Do It?**

Olympic 3  
 Since fantasy began, it is seeped in mystery and has pushed public boundaries. *Dungeons and Dragons* has been blamed for murders and accused of promoting Satanism. Vampires have been used as a defense for murder, even *Harry Potter* has been banned.  
*Rhias K. Hall (M), Bruce Taylor, Dave Bigelow, Betty Bigelow*

**9 PM - 2 AM**

**Norwescon's Stardance**  
 Grand Ballroom 2&3  
 If you like to dance to music from the 80s and 90s and beyond, then this is the dance for you. So put on your ruby slippers and dance the night away.  
*Shawn Marie, DJ*

**10-10:30 PM**

**Reading: Keith R.A. DeCandido**  
 Olympic 1  
 Keith will be reading from either his *Star Trek* or *Farscape* novel that is currently in progress.

**10-11 PM**

**Mermaids Make Me Wet**  
 Cascade 6  
 Dive beneath the waves and discover the aquatic diversity of merfolk, ondines, sirens, lorelei and more as we surf the world's waterways to find water creatures of different lands.  
*Richard Stephens (M), Garth Stubbs*

**Alternative Lifestyles**

**Beyond Sex and Religion**  
 Evergreen 1&2  
 "Alternative Lifestyles. Isn't that just another phrase for kinky sex?" Science fiction fans think differently than the mainstream in many ways. Let's examine some of our "alternarive" religious, political, economic, and intellectual lifestyles.  
*Syne Mitchell (M), Katherine Bennet, Ron Richardson*

**The Evolution of Eroticism in SF**

Olympic 2  
 Those tight outfits featured on pulp fiction covers in the 1950s are now worn by women joggers on the street. From no sex on the spaceship in Heinlein's *Methuselah's Children*, to *Time Enough for Love* in the 80s, we discuss eroticism in popular sf.  
*Beverly Saling (M), Lisa Bothell*

**10 PM - 2 AM**

**WoD LARP - Garou Venue**  
 Cascade 13  
 Will the Eater of Sould continue its mad rampage and will the disease plaguing the Garou be stopped? The Warriors of Gaia are howling for a good game. Come and share in the Glory, Honor and Wisdom.  
*Suzanne Jachim (M)*

**10:30-11 PM**

**Reading: TBA**  
 Olympic 1

**11 PM - MIDNIGHT**

**BDSM a Basic Primer**  
 Evergreen 1&2  
 From the leather-clad whip-wielding dominatrix walking through the convention halls, to the leashed and collared, those who are into both SM/B&D and science fiction are many and visible. Come listen to the panel talk about beginning steps and concepts.  
*Allena Gabosch (M), N. Santiago, Leopoldo Marino, Maxx Sundquist, Gene Romaine*

**Historical Fashions for the Rubenesque Woman**

Evergreen 3  
 Join us for a discussion on historical costuming tips and techniques for the voluptuous figure, including patterns, fabric and trims, fitting and alterations, and accessories.  
*Terri "Sprite" Specht (M), Margo Loes, Sharmestra Dahm, Julie Zetterberg, Sheila Lenkman*

**11 PM - 1 AM**

**Norwescon's Midnight Horror Reading**  
 Olympic 2  
 Chills, shudders, and sudden shock! It's the witching hour again, oh no!  
*Arinn Dembo (M), Donna Barr, Julie Hoverson, Joan McCarty, Lorelei Shannon*

**11 PM - 5 AM**

**Filk—Open Circle**  
 Cascade 7&8  
 Come Join the fun!  
*Karen Rall (M)*

**11:30 PM - 2 AM**

**Rocky Horror Picture Show**  
 Evergreen 3&4  
 Back by popular demand—*The Rocky Horror Picture Show* at Norwescon. The Vicarious Theatre Company will be on hand to do this live production in full *Rocky* tradition. Seating will begin about 20 minutes before the witching hour. Be there!  
*Justin Mitchell (M) and The Vicarious Theatre Company*

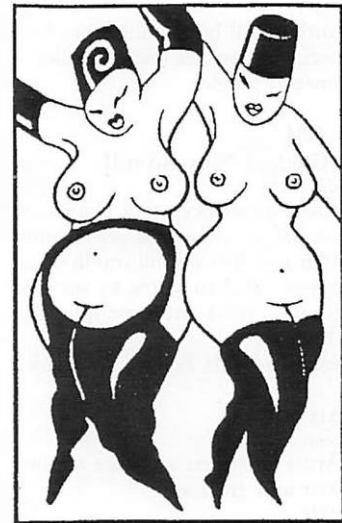
**MIDNIGHT - 5 AM**

**Gaming**  
 Cascade 5  
 TBD—Please check the gaming schedule.  
*Robert Grey (M)*

**Gaming**  
 Cascade 6  
 TBD—Please check the gaming schedule.  
*Robert Grey (M)*

**2-5 AM**  
**Gaming**  
 Cascade 7&8  
 TBD—Please check the gaming schedule.  
*Robert Grey (M)*

**Gaming**  
 Olympic 2  
 TBD—Please check the gaming schedule.  
*Robert Grey (M)*



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# Saturday

9-10 AM

## Tai Chi

Grand Ballroom 3

A great way to start the morning and prepare yourself for the day. Join one of Norwescon's favorite people and get things off to a good start.

Steven Barnes (M)

10-11 AM

## Modge, Podge and More

Cascade 13

No it's not the new Teletubbie, or Austin Power's latest nemesis. Come learn how to use Modge Podge, Shrinky Art and other creative substances for various craft and costume projects.

Richard Stephens (M),

Jackie Durham-Nilsson

10-10:30 AM

## Reading: James Clemens/Rollins

Olympic 1

This author will be reading from his newest novel, *Amazonia*, a technothriller set in the Amazon jungle.

10-11 AM

## Users Guide to Norwescon II

Cascade 7&8

If you have never been to a Norwescon, or any con before, come and get an introduction. Our panelists will fill you in on all the things you need to know to survive this experience. Trust these people, they've been there before

Jack Beslanwitch (M), Barbara Beden-Hill

## The Art of Brom

Evergreen 1&2

Our Artist GoH gets a chance to show off his latest and greatest.

Brom (M)

## Just Give the Kid a Book

Evergreen 3&4

They're highly motivated, or disaffected; they're top readers, or they've never read a book; they want to reach higher, or just need the extra credit to pass. They're students, and you need to reach them somehow. Why not with a science fiction/fantasy book?

Lynda Williams (M), Michelle Garrison,

Amy Sterling Casil, Janine Young

## Masquerade Meeting

Grand Ballroom 3

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

Kate McClure (M), Vicki Glover

## How to Write and Where to Sell Small

Olympic 2

Please, Mr., Miss, or Ms. Writer, tell me if my idea is a short story or a trilogy. Join us as we talk about tricks to writing short and where to market those small gems.

Ray Vagle (M), Ray Vukcevic, A.M. Dellamonica, Jerry Olton

## Lions and Tigers and Bears— Inside the World of Oz

Olympic 3

The *Wizard of Oz* has impacted generations. Join us as we explore the original connotations of this enduring work, what made Oz such a phenomenon, was Frank Baum delivering us all a message, and the darker side to the Oz stories.

Roger S. Baum (M), Robin Hess,

Arin Dembo, Eric Gjovaag

## Easy and Fun Hall Costumes

Salon

Share ideas for comfortable, easy-to-make hall costumes and accessories, and learn how to present your costume to its best advantage.

Terri "Sprite" Specht (M), Alisa McDonald,

Gail Glass, Robyn Meadows, Orchid Cavett

10 AM - 2 PM

## COTI Team Alpha Day 2—

### Biology Building

Cascade 5

Cultures of the Imagination Day 2. Take your species from yesterday and flesh out the culture and biology, then develop its technology.

Wolf Read (M), Silven Read

## COTI Team Beta Day 2—

### Biology Building

Cascade 6

Cultures of the Imagination Day 2. Take your species from yesterday and flesh out the culture and biology, then develop its technology.

Silven Read (M), Wolf Read

10:30-11 AM

## Reading: Loren Coleman

Olympic 1

Excerpts from *Rogue Flyer*, an alternate history novel.

11-11:30 AM

## Reading: Eric Gjovaag

Olympic 1

Follow the yellow brick road as Eric reads selections from the Oz books.

11 AM - NOON

## Theatrical Make Up Demo

Cascade 13

Watch as make up artists create texture, color, facial feature definition, and special effects with make up.

Terri "Sprite" Specht (M), Margo Loes

## Hot Stage Lights Interview with NWC 25's Costume GoHs

Evergreen 1&2

A select panel of costuming's finest grill Scott and Sheila on their deepest, darkest secrets. Well, at least ask them which contest they won first and things like that. Audience participation encouraged.

Richard Stephens (M), Scott Corwin,

Sheila Lenkman Corwin

## Autograph Party—1st Sitting

Evergreen 3&4

Jack Vance, Roger S. Baum,

Andrew L. Porter, Dr. James C. Glass,

Scott Corwin, Sheila Lenkman,

Steven Barnes, Maya Bohnhoff, Lisa Bothell,

Ted Butler, James Clemens/Rollins,

Elton Elliott, Thomas P. Hopp,

Syne Mitchell, Peter Dennis Pautz,

Ted Pedersen, Sarah Stamey, Bruce Taylor,

Amy Thomson, Lori White.

Angela Suryan (M)

## Klingon Wedding and Bat'Leth Demo

Grand Ballroom 3

Attend the Klingon Wedding and stay for the workshop. Develop your essential Bat'Leth skills without losing an eye (of your own) as well as get tips on what the well-dressed Klingon warrior is wearing.

Steve Greenfield (M), Ray Nacanaynay,

Andy Okicic, Bob Jones, Robyn Meadows

## The Art of the Pitch to Editors and Agents

Olympic 2

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 front of 'em.

Mike Moscoe (M), Greg Cox, Syne Mitchell,

Ray Vukcevic, Richard Paul Russo

## Fantasy Today: Blending Genres

Olympic 3

More and more we see fantasy that blurs the genre lines: fantasy/mystery, fantasy detective stories, fantasy/sci fi, and fantasy/horror. With all these changes, is there still room for the traditional high fantasy?

Peter Archer (M), Patrick Swenson, Clair Eddy,

Kou-Yu Liang, Keith R.A. DeCandido

## Costume Embellishment Ideas

Salon

Share ideas and techniques in this show-and-tell experience on beading, layered trims, piece-work, embroidery, and more.

Vicki Glover (M), Julia Clayton,

Janet Borkowski, Cherie Harris,

Shannon Flint





# KANSAS CITY IN 2006

## A BID FOR THE 64TH

### WORLD SCIENCE FICTION CONVENTION

#### AUGUST 31-SEPTEMBER 4, 2006

In 1976, Kansas City hosted the 34th World Science Fiction Convention. A generation of new fans emerged from that experience and spread throughout the midwest, founding clubs and starting conventions, many of which are still in existence. We look forward to the opportunity to provide a similar transformative experience to the youth of today and tomorrow, 30 years after the original.

Overland Park (one of the many suburbs that make up the greater Kansas City area) is constructing a state-of-the-art convention center that will provide more than enough function space for a WorldCon's needs. Phase One (currently running a month ahead of schedule) will be finished this fall, and Phase Two, which will double the size of the Convention Center, will be completed in 2005. Phase One includes 237,000 square feet of total space, including a 60,000 square foot exhibit hall, a multi-purpose facility with stage that seats 2500 and meeting rooms that can be configured as needed. The attached Sheraton hotel offers a 12,000 square foot ballroom and 13,000 square feet of meeting room space. There is also a 25,000 square foot courtyard between the hotel and convention center for outdoor demonstrations, and 225 covered and 1200 surface parking spaces, in addition to the hotel parking. All parking, both at the convention center and the hotels, will be free. You can watch the progress from our website, [www.midamericon.org](http://www.midamericon.org). There will be over 1100 rooms connected to or immediately adjacent to the convention center, with a total of over 5,000 rooms within a 10 minute drive. The committee, hotels, convention center, convention and visitors bureau, and the City of Overland Park are working together to coordinate shuttle service between the hotels, the convention and nearby shopping and dining areas.

Our Bid Committee consists of fans both from the midwest and throughout the country with experience working local and regional conventions, as well as WorldCons. Our local group hosted the Nebula Weekend in 1997 (which went over so well we've been asked to do it again in 2002). Our annual convention, ConQueST (now in its fourth decade), is renowned as one of the finest (and most fun) cons in the midwest. And members of our committee are also part of the group hosting the 2003 World Horror Convention in Kansas City.

Kansas City is in the heart of America; it's a major transportation hub with easy travel connections and a modern, spacious airport. You'll be amazed at how little you'll have to pay for hotel rooms and fine dining in our fair city. The convention center is located directly adjacent to a major interstate and is easily accessible from any direction.

Kansas City is famous for its jazz, blues, fine dining, barbecue and its park-like, scenic beauty. There are also many attractions awaiting your discovery, including the Kansas City Zoo, the Harry S Truman Library and Museum, the Nelson-Atkins Museum (with a major expansion to be completed in 2005), the Kemper Museum of Contemporary Art, several riverboat casinos, the world-renowned Country Club Plaza shopping district and much more, all within thirty minutes of the convention center.

The Bid Committee believes we can make Labor Day weekend 2006 one of the most memorable in WorldCon history. We invite you to join us in the effort by presupporting our bid at one of the four levels explicated at right. The benefits listed will be received if you vote and we win. We thank you for your support, and look forward to seeing you in 2006.

Service Mark notice: "World Science Fiction Society," "WSFS," "World Science Fiction Convention," "NASFiC," "Hugo" and "WorldCon" are registered service marks of the World Science Fiction Society, an unincorporated literary society.

jazz Dragon Logo by Rachael Mayo.

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\$80 Can, £35, €56, ¥6624  
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listing in program book

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**11 AM - 1 PM**

**Weapons in Fantasy Writing**

Cascade 7&8

Learn about ancient weapons and sword-play, including the sword that held Europe for a thousand years, how a battle axe is held and used, the mace, the morning star, the flail, and the crossbow.

Joan McCarty (M), Tim Armstrong

**11:30 AM - NOON**

**Reading: Chris York**

Olympic 1

Chris will be reading from her short story set in the *Star Trek* universe.

**NOON - 1 PM**

**Autograph Party—2nd Sitting**

Evergreen 3&4

Roger S. Baum, Peter Archer, Brom, Dennis Bergum, Lisa Boleyn, Nathan Doster, Richard Hescoc, Robin Hobb, Joshua Ortega, rk post, Richard Paul Russo, Lorelei Shannon, Honna Swenson, Patrick Swenson, Mark W. Tiedemann, Ray Vukcevic, Robyn Sondra Wills, Angela Stryan (M)

**Wizard Schools**

**International Magic Show**

Grand Ballroom 3

Professor Hieronymous Payne has arrived to give the first-year orientation to those who will be attending a Wizard or Witch school in the upcoming year. A delightful and engaging audience participatory performance based on popular children's literature.

Payne (M)

**Research—**

**Where, When, and When To Stop**

Olympic 2

Research ranges from the name of the Bishop of Paris, to period fashions, to how to build a rocket ship in your garage. Learn when it matters, when to finesse the question, and when to ask yourself if you are just using research to dodge the writing.

Brian Tillotson (M), Phillip Brugalette, Susan Matthews, Kathy Oltion, Chris York

**Lord of the Rings Celebration**

Olympic 3

What makes this incredible fantasy cycle so timeless?

Barbara Beden-Hill (M), Betty Bigelow, Dave Bigelow, Dennis Bergum, Larry Lewis

**Writing Parodies**

Salon

How do you spin off 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.

Karen Rall (M), Jeff Bohnhoff

**NOON - 2 PM**

**Forward Unlimited**

Evergreen 1&2

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

Dr. Robert L. Forward (M)

**Jousting Demo**

Grand Ballroom 2

Three of the area's jousting troupes, Dark Knight productions, Joustabout, and the Seattle Knights, offer demonstrations and a panel on this sport of kings and knights for your education and entertainment.

Alan Paulsen (M), Phil Smith

**Fantasy Classics Brown Bag**

Olympic 1

A group of authors gather to share their favorite fantasy passages in an informal setting. The public is also invited to read their favorites aloud, or share their own stories of how fantasy shaped their life.

Joan McCarty (M), Wolf Lahti, Phillip Brugalette

**NOON - 3 PM**

**Watercolor Wonders**

Cascade 13

A watercolor workshop lead by our extremely talented artist, Rob Alexander.

Rob Alexander (M)

**1-2 PM**

**Games for the 21st Century**

Cascade 5

We have come a long way from Pong. What games will make *Dune*, *Doom*, and *Quake* look like Pong in the next few decades? What about human interface games?

Jeff Vogel (M), Jon Wilkie, Lynda Williams, Bill Nichols

**Dark Matter and Dark Energy**

Cascade 6

Physists are looking for dark matter to explain most of the mass of the universe, and dark energy may be accelerating the expansion of the universe. Now what strange beasts lurk on the frontiers of physics?

John Cramer (M), Dr. James C. Glass, Greg Paddock

**What Editors Like To See**

Cascade 7&8

Enough with asking editors what they want, let's have them tell us what they like to see in their "in" baskets, er, boxes, no, mail trucks. What gave them a laugh last month? Did anything make their boss's bunny jump?

Kuo-Yu Liang (M), Beth Meacham, Claire Eddy, Greg Cox, Patrick Swenson

**Costumes for Middle Eastern Dance**

Evergreen 3&4

An overview of traditional and modern Middle Eastern dance costumes, including sources for patterns and construction techniques, fabrics, trims, and accessories.

Laurel Parshall (M), Sharrestra Dahm, Betty Bigelow

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

Olympic 2

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's real.

Scott Sigler (M), Liz Williams, Ken Wharton, Lizzy Shannon

**Heroes and Anti-Heroes**

Olympic 3

Heroes today have rightfully moved into the spotlight, and the evil we fight has become so very real. With all current events in mind, how does an author create new heroes and villains? Do the events of today influence the fantasy of tomorrow?

Lorelei Shannon (M), William Hill

**Crafting Costumes Into Wearable Art**

Penthouse Suite: Room 1360

Learn various ways of changing your costume or garment into a piece of art as you sew. We'll suggest where to get inspiration, some techniques to try and how to create a one-of-a-kind wearable art piece.

Lori Edwards (M), Alisa McDonald

**Top 20 Filk Songs**

Salon

Join us for an overview of Norwescon's current top 20 filk songs.

Karen Rall (M)

**2-2:30 PM**

**Reading: Dave Duncan**

Olympic 1

Mr. Duncan has traveled all the way from Calgary to read to us from his next novel, *Paragon Lost*.

**2-3 PM**

**How Have Computers Changed the Face of Fan Publications?**

Cascade 5  
Or have computers changed anything? Come on down and find out, or add your own observations.

Chris Nilsson (M), Andrew I. Porter, Collin Miller, Gene Breshears, Jack Beslanwitch

**Samurai Warrior**

Cascade 6  
Step back in time with us to the grand traditions of feudal Japan for this cosuming adventure, where we explore the enduring influence of those who served, what they wore, and their weapons of choice.

Melissa Quinn (M), Garth Stubbs, Tim Armstrong, Jeff Larson, Katrina Marier

**State of the Art Hardware**

Cascade 7&8  
Remember when PC Write and PC File R were state of the art? Here is a panel that will tell you what is hot today. Catch it now before it becomes archaic in six months.

Scott Sigler (M), Tom Boutell, Leopoldo Marino, Don Willits, Nathan Doster

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

Olympic 2  
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.

Amy Thomson (M), Duane Wilkins, Thomas Hopp, Claire Eddy

**Time Travel, Alternate History and Fantasy**

Olympic 3  
From far future, to far past, where do you want to take your character? Join our panelists as they explore the role time travel plays in fantasy, the paradoxes fantasy characters face, and how much you can change in real history.

Steven Barnes (M), Joan McCarty, Kara Dalkey, Lizzy Shannon, Chris McKitterick

**Fear and Loathing in Gaming**

Penthouse Suite: Room 1360  
Learn how the masters make their players squirm and jump!

Julie Hoverson (M), Beverly Saling, Barbara Beden-Hill

**2-4 PM**

**Middle Eastern Dance Workshop**

Evergreen 3&4  
Learn the folkloric style dances for men and women of the Saudie and Gulf State countries.

Betty Bigelow (M), Laurel Parshall

**Harmony Workshop**

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

Don Parris (M), Darragh Metzger

**2:30-3 PM**

**Reading: Robin Hobb**

Olympic 1  
A favorite Northwest writer for many, Robin Hobb will read the opening chapter from her fantasy novel *Fool's Errand*. The mentor returns.

**Westercon 56  
July 3 - 6, 2003  
SeaTac, Washington**

**SeaTac DoubleTree**

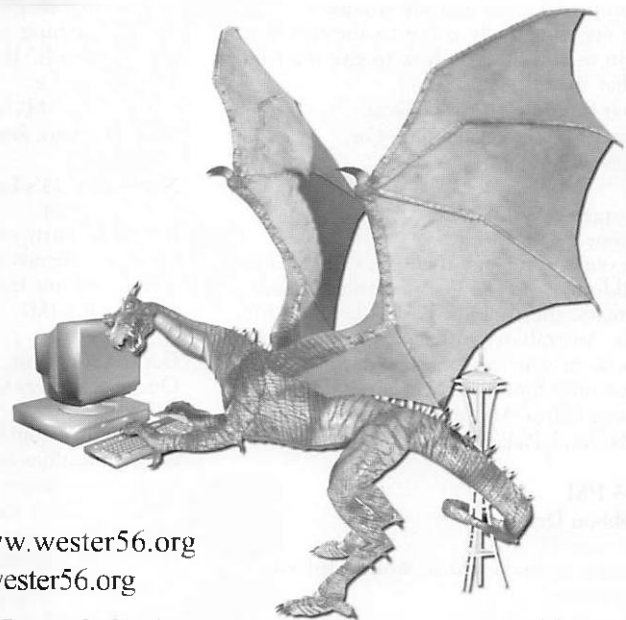
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**Fan Guest of Honor:  
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**2:30-3:30 PM**

**Norwescon Honors**

Evergreen 1&2

Come join us for the QonoS Edition of *The Weakest Link*, where our Guests of Honor will be subject to a grueling one-hour battle of wits for their honor and glory. Anne Robinson is too friendly for the Klingons. They are coming to do this right.

Margaret Richardson (M), Steve Greenfield, Robyn Meadows

**3-3:30 PM**

**Reading: Jerry Oltion**

Olympic 1

This science fiction writer will be reading from a new short story. Or maybe his next novel. Come and find out which.

**3-4 PM**

**Warrior Spirit in the Modern World**

Cascade 6

In today's world, terrorists and people with political agendas are willing to kill. Discuss how the spirit of the warrior, including the ability to commit violence, and the ability to deal with fear of loss, can be applied to modern life.

Fiacha (M), Alan Paulsen, Tim Armstrong

**The Net and Free Speech**

Cascade 7&8

Is the net the last Bastille of free speech? The powers that be are assailing the castle: will we be able to fend them off? Or do we really want to?

John Schlick (M), Jack Beslanwitch, Tom Bottell, Syne Mitchell, Greg Hader

**Three Chapters and an Outline**

Olympic 2

Do they really want just three chapters? My outline is boring and my synopsis is worse, so are they really going to use this stuff? Join us and find out how to give the editor what they need.

Amy Hanson (M), Mike Moscoe, James Clemens/Rollins, Greg Cox, Richard Paul Russo

**Untamed Wilderness**

Olympic 3

In our world alone there are vast, untamed wildernesses. The Alaska tundra, bamboo jungles, the Amazon Basin, darkest Africa, the Australian Outback, not to mention those in your own backyard. So why is it that most fantasy writers choose the forest?

Joseph Ortega (M), Arin Dembo, Wolf Read, Phillip Brugalette

**3-5 PM**

**Ribbon Dragons**

Cascade 13

Learn to make those wonderful ribbon creatures!

Deborah Wood (M)

**3:30-4 PM**

**Reading: Lizzy Shannon**

Olympic 1

A science fiction adventure romance, with just a touch of erotica, "Tempest Raised" will be the selection for this reading.

**4-4:30 PM**

**Reading: Amy Thomson**

Olympic 1

Amy will be reading from her new, unpublished novel, *Storyteller*.

**4-5 PM**

**Visit with Scott and Sheila**

Cascade 11

Take some time to sit down a chat with our Costume Guests of Honor, Scott Corwin and Sheila Lenkman.

Judy Suryan (M), Scott Corwin, Wolf Read

**You Can Still Make \$\$\$**

**Writing Software**

Cascade 5

Remember the days of shareware and freeware? Now it's go for the gold. Or is that lead? Can you really still make money writing software?

Scott Sigler (M), Jeff Vogel, Don Willits, Neal Hallford, Tom Boutell

**Horror Movies Today**

Cascade 6

Come discuss your favorites.

Phillip Brugalette (M), Loire White, Rhias K. Hall, William Hill

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

Cascade 7&8

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's some folks who do a great job of it.

Dave Duncan (M), Steven Barnes, Susan Matthews, Ray Vukcevich

**Norwescon 25's Fannish Olympics**

Evergreen 3&4

It's the return of Norwescon's Fannish Olympics. Teams will be bringing in their scavenger hunt items in this hour.

John Holdren (M)

**Getting the Most**

**Out of a Writers Group**

Olympic 2

Writing is a lonely business. But it's also communications 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, and writers groups help that process.

Marti McKenna (M), Renee Stern, Honna Swenson, Ray Vagle, Jerry Oltion

**The Idea Factory**

Olympic 3

Where do authors get all those wonderful plotlines and how can you tap into the insanity? Come join our panelists for an often humorous look at inspiration and the techniques used to feed the muse inside.

Andrew Dolbeck (M), Lorlei Shannon, Donna Barr

**Steam Punk Celebration**

Salon

Discuss your favorite costumes, gadgets, and gizmos of the steam punk genre, from *The Adventures of Jules Verne*, *The Wild Wild West*, role playing games, and more.

Janet Borkowski (M), Cherie Harris, Alisa McDonald, Amanda Harris-Forbes

**4-7 PM**

**The Great Norwescon Science Debate: Will Robots Be Our Friends?**

Evergreen 1&2

This panel will debate the possibilities for future developments in artificial intelligence and robotics. Then, the panel will debate the probable social impact of and social response to intelligent humanoid robots.

Burt Webb (M), Brian Tillotson, Greg Bear, Heather Candalaria, Michael Gilbert

**4:30-5 PM**

**Reading: Maya Bohnhoff**

Olympic 1

Due out in the bookstores this December, Maya will be reading from *Magic Time: Blues*.

**5-5:30 PM**

**Reading: James W. Fiscus**

Olympic 1

"American Mandate" is an alternate history story. After WWI, the U.S. accepts a League of Nations Mandate over parts of Turkey. The fun begins.

**5-6 PM**

**Alien Furniture**

Cascade 13

Is someone really suppose to sit on this thing? This will be a panel on what "ordinary" things would look like in a household full of tri-pedal aliens. Or sentient beings descended from amoebas. Or life forms that have evolved in a methane atmosphere.

Donna Barr (M), Steve Greenfield, Patricia MacEwen

**Picture Versus a 1000 Words**

Cascade 5

Which is really more expressive? Come see poets and artists duke it out.

Andrew Dolbeck (M), Wolf Lahti

**An Interview with Roger S. Baum**

Cascade 7&8

A one-hour interview with a fellow who has been following the yellow brick road all his life. Or has he? Let's find out!

*Eric Gjovaag (M), Robin Hess, Roger S. Baum*

**Hard Science Fiction—What's Next?**

Olympic 2

With technology moving faster than most people can keep up, how will the fiction of hard science stray ahead? Join us and discuss which of today's hard science-fiction writers are keeping ahead of the wave.

*Jerry Olton (M), Ken Wharton,*

*Chris McKitterick*

**Walking the Yellow Brick Road**

Olympic 3

Frank Baum, Edgar Rice Burroughs, J.R.R. Tolkien, Robert E. Howard, Marion Zimmer Bradley, Anne McCaffrey and Fritz Leiber to name a few. What do these authors all have in common? They all were pioneers that shaped the fantasy genre.

*Robin Hess (M), Andrew I. Porter,*

*Duane Wilkins*

**Live Action Role Playing 102**

Salon

Storytelling: How to run a successful live action game. The pitfalls of storytelling in this unpredictable environment.

*Suzanne Jachim (M)*

**5-7 PM**

**Fannish Olympics**

Evergreen 3&4

Come watch as the teams have to fulfill all sorts of tasks in order to win the gold medal. Trivia, agility, organization and improvisation will all be featured during the competition. Cheer on the contestants, or form a team and enter yourself.

*John Holdren (M)*

**5:30-6 PM**

**Reading: Amy Sterling-Casil**

Olympic 1

"Imago," cyberpassion Dick Nixon couldn't chain!

**6-6:30 PM**

**Reading: Kij Johnson**

Olympic 1

A forthcoming book, *Teeth and Claws* is a medieval Japanese fantasy about war, death, and home.

**6-7 PM**

**What is an APA?**

Cascade 6

What does the acronym mean? What are they for? Who publishes them, who reads them and why? Your questions will be answered.

*Chris Nilsson (M), Amy Thomson,*

*Andi Shechter, John R. Gray III,*

*Stu Shiffman*

**An Interview with Jack Vance**

Cascade 7&8

Norwescon is pleased and proud to present an hour with our Writer Guest of Honor, Grandmaster Jack Vance.

*Elton Elliott (M), Liz Williams,*

*Tom Marcinko, Jack Vance*

**Outlining a Book in an Hour**

Olympic 2

Yes, it can be done. Come and do it. For those who need a bit more time, the bar is available.

*J. Steven York (M), Chris York,*

*Keith R.A. DeCandido*

**Life on the High Seas**

Olympic 3

Our world is covered by three-fourths water, which can make for some interesting adventures. Join us as we discuss pirates, privateers, marine merchants, their struggles, battles, and adventures as they choose life on the high seas over that on dry land.

*Robyn Sondra Wills (M),*

*Patricia MacEwen, Robin Hobb*

**6-8 PM**

**Figure Drawing Workshop**

Cascade 13

The leg bone's connected to the hip bone... Drawing people so it actually looks real.

*Richard Hescocx (M)*

**6:30-7 PM**

**Reading: Andrew Dolbeck**

Olympic 1

*Dirty Dream Diaries* is a play about life, sex, and death. And Andrew is the playwright!

**7-7:30 PM**

**Reading: Kathy Olton**

Olympic 1

Kathy will delight her audience with a new short story. Science fiction? Fantasy? Come and find out.

**7-8 PM**

**How Alien is Alien?**

Cascade 5

Will the aliens be like us or so different we don't even recognize them? Too much bad science fiction features aliens that are closer to current humans than our own remote ancestors, in spite of the possibilities that exist and the universality of physics.

*Lynda Williams (M), Ron Richardson,*

*Larry Lewis, Steve Greenfield,*

*Michelle Garrison*

**Urban Myths and Legends**

Cascade 6

Share your favorite urban tales and legends with our panel of experts.

*Arrin Dembo (M), Gail Glass*

**Songs for a Land of Emeralds**

Cascade 7&8

Discussing the style and function of poetry and song in fantasy and alien cultures. Make your world richer by exploring its language arts.

*Andrew Dolbeck (M), Wolf Lahti,*

*Robyn Sondra Wills*

**Future of Online Gaming**

Evergreen 1&2

Where will the web take us next?

*Neal Halford (M), Chris Nilsson,*

*Scott Sigler, Nathan Doster, Jeff Vogel*

**Forging Fiction**

Olympic 2

Is it inspiration, perspiration, luck, or persistence? Discuss examples like the 28th movie about the boat sinking broke the box office (and none of the other twenty seven did) and why *Harry Potter* became the rage but not all the other books about magic.

*Kij Johnson (M), Steven Barnes,*

*Maya Bohnhoff, Keith R.A. DeCandido,*

*Amy Sterling Casil*

**7-9 PM**

**Talebones, Live!**

Cascade 11

Listen to readings from the latest works of the Talebones Group. Readers tonight will include Terry McGarry, Syne Mitchell, our Science GoH Dr. James C. Glass, Ray Vukcevitch and others.

*Patrick Swenson (M), Honna Swenson*

**7-10 PM**

**Norwescon Masquerade**

Grand Ballroom 2&3

Stunning costumes, dazzling lights, and much, much more!

*Kate McClure, Masquerade Director (M),*

*Vicki Glover, Assistant MD, Dave Bigelow, MC*

**7:30-8 PM**

**Reading: A.M. Dellamonica**

Olympic 1

"Over the Falls" is a time-travel story that will be upcoming on SCIFI.COM.

**8-8:30 PM**

**Reading: Kara Dalkey**

Olympic 1

From book number two of the *Water* trilogy, *Reunion* is a combination of Atlantean and Arthurian Mythos in a young adult novel.

**8-9 PM**

**Caricatures**

Cascade 13

Does his nose really meet his chin? My, what big teeth you have. A panel on seeing and drawing exaggeration.

*Larry Lewis (M), Blane Bellenud*

**RPGA**

Cascade 5

Gaming hosted by RPGA. Check the gaming schedule for more details.

*Robert Grey (M)*

**Linux Opensource Software**

Cascade 6

A discussion of the latest and greatest about this line of software.

*Matthew Dockery (M), Nathan Doster,*

*Tom Boutell, Lynda Williams, Bill Nichols*

**Modern Horror Fiction**

Cascade 7&8

There are a lot more horror authors out there than just Anne Rice, Steven King, and Saul. Where is the genre going? Is it a dying breed, doomed by the mass market and the assembly line of books from the best known authors.

*Arinn Dembo (M), Lori White, Bruce Taylor*

**Death In Space**

Evergreen 1&2

Join us for this adult-oriented discussion of death in space and what to do with the body.

*Chris Vancil (M), John Schlick,*

*Tanya Harrison, Greg Paddock*

**What Happens to My Darling Manuscript After I Sell It?**

Olympic 2

What do they pay? How do they pay? How much attention do I have to pay to my editor and my copy editor? Do I get approval of my cover art for my first novel? My 30th novel? Come listen to all the wonderful stories of what happens after the sale.

*Donna McMahon (M), Wolf Read,*

*Kuo-Yo Liang, Jerry Oltion*

**But is it LIT-rature?**

Olympic 3

Why is it that most speculative fiction is relegated to the ghettos of science fiction, fantasy, and horror, but some clearly fantastic fiction is elevated and presented as mainstream literature? Is this obnoxious elitism, or subtle infiltration?

*Lorelei Shannon (M), Marie Guthrie,*

*A.M. Dellamonica, Beth Meachem*

**8 PM - 3 AM**

**Lazer Tag**

Evergreen 3&4

The only place at the con where you are allowed to draw a weapon and are encouraged to fire!

*Prudence Bonhas (M)*

**9-9:30 PM**

**Reading: Chris McKitterick**

Olympic 1

Chris will be reading scenes of violence and adventure from a far-future novel, *Empire Ship*.

**9-10 PM**

**A History of Conventions in the Northwest**

Cascade 6

Norwescon, Rustycon, even Future Fest (remember that one?) A look back at the history of conventions in the Northwest.

*Don Glover (M), Chris Nilsson,*

*Betty Bigelow, Michael Kenmir,*

*Jack Beslamitch*

**The Next Step—Nurturing the SF/F Genre in Our Schools**

Evergreen 1&2

A look back and a step ahead to education of the next generation of readership and leadership of science fiction and fantasy, a continuing dialog.

*Marie Guthrie (M), Beverly Sailing,*

*Robyn Sondra Wills, Roberta Rice (M),*

*Spring Schoenhuth*

**Friends of Bill W.**

Olympic 1

**Let the Games Begin!**

Olympic 2

Gaming is fast becoming a bigger money maker than book publishing. How do you write for the gamers? What do gamers want in a story?

*Neal Hallford (M), Jon Wilkie,*

*James Ernest, Nathan Doster*

**9-11 PM**

**Advanced Poly**

Cascade 13

Now that you know what "poly" and all its subsets most resembles, come talk about some of the more advanced issues in living outside the normal duo. What do you tell the kids? How do you date as a three-or-more-some? Who's family do you visit?

*Ron Richardson (M), Robert Grey,*

*Edward Martin III, N. Santiago,*

*Maxx Sundquist*

**9 PM - 3 AM**

**WoD LARP—Anarch Venue**

Cascade 7&8

The Prince is holding forth on the subject of the night. Who will be stabbing who in the back and who will be spying for who? The political intrigue and hatreds of ages stir beneath the surface.

*Suzanne Jachim (M)*

**9 PM - 5 AM**

**Filk—Open Circle**

Olympic 3

Come join the fun!

*Karen Rall (M)*

**10-10:30 PM**

**Reading: Lynda Williams**

Olympic 1

From the Okal Rel Universe series, Mira warns Amel about kill-shows in this excerpt from *Throne Price*.

**10-11 PM**

**How to Write a Good Horror Novel**

Cascade 5

Is it splatterpunk, or a true horror of things that go bump in the night? Discuss how to put the best horror novel together.

*Scott Siegler (M), Phillip Brugalette*

**Fetish Costuming**

Cascade 6

Join us for this late-night panel on creating fetish wear from a costume, art, and alternative lifestyles perspective.

*Shannon Flint (M), Orchid Cavett,*

*Julia Clayton, Lori Edwards*

**Writing a Great Sex Scene in SF&F**

Olympic 2

What do you need? A dictionary with all the words. Or is the brain really the sexiest organ in the human anatomy.

*Liz Williams (M), Chris York, Andrew Dolbeck*

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# Sunday

10 PM - 2 AM

**Master Mix Café and Radio Show Dance Club**

Grand Ballroom 2&3

The past and present collide as we celebrate 25 years of Norwescon with a song from each of our 25 years. That and all the best radio-style dance hits, and of course the ever-controversial "Experiment in Terror".

Keith Johnson, DJ

10 PM - 4 AM

**Drum Circle**

Evergreen 1&2

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!

Alex Suryan (M)

10:30-11 PM

**Reading: Janine Young**

Olympic 1

*Parasites*, a novel of first contact.

11 PM - 1 AM

**Advanced BDSM**

Cascade 13

Once you've discovered you like the lash, how can you use it safely and effectively? Safe words alone aren't enough in court, and if you didn't know your play could end up in court you should have. Come join the panel talk about advanced issues in pain.

Allena Gabosch (M), Icy, N. Santiago, maxx sundquist

Norwescon's

**Midnight Horror Reading**

Olympic 2

Boo! Hey, did that scare ya? No? Well, come and listen to some folks who will.

Robyn Sondra Wills (M), Payne, Lynda Williams, Thomas Hopp, Edd Vick

11 PM - 2 AM

**Order of St. Chiros—**

**Easter Vigil Church Service**

Olympic 1

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

3-4 AM

**The Dangerous Wildlife of Rural Washington State**

Grand Ballroom 4

A frank discussion of the treacherous fauna residing in our less populated areas. Hear about the dreaded Yelm Wild Turkey, Road Llamas, and cars versus bovine escapades. Defensive techniques, such as shining lights in a dead skunk's eyes will be revealed.

Ali Grieve (M)

8-10 AM

**Order of St. Chiros—**

**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

9-10 AM

**Tai Chi**

Grand Ballroom 2

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

Steven Barnes (M)

10-11 AM

**Death and Resurrection in the World of Mythos**

Cascade 13

Throughout the world in various cultures there have been reoccurring themes of death and rebirth, sacrifice and new growth in the religious traditions of all people. Come with us as we explore the relationship between religion and agriculture, astronomy and resurrection.

Richard Stephens (M), Julia Clayton, Lori Edwards

**Will Fanzines Still Exist Tomorrow?**

Cascade 7

Has the computer age killed the fan publication? And if they do still exist tomorrow, what will they look like and how can you get involved?

Chris Nilsson (M), Andi Shechter, Collin Miller, Eric Wilkinson, Gene Breshears

**Occult and the Search for the Philosophers Stone**

Cascade 8

A discussion of occult themes in Harry Potter's world.

Dennis Bergum (M), Barbara Beden Hill

**Bring in the Clones**

Evergreen 1&2

Will it really be possible to clone humans? The results of cloning experiments are confusing. Some die early and some seem quite healthy. Can we successfully clone human beings in the near future?

Thomas Hopp (M), Blane Bellerud, Amy Sterling Casil, Marcia Goldoff, Elton Elliott

**The Most Disturbing Films Ever**

Evergreen 3&4

What are you afraid of? What images push you over the edge? In this panel we will discuss the most disturbing films we've ever seen, and what exactly it is that makes them so alarming.

Rhias K. Hall (M), Leopoldo Marino

10:30-11 AM

**Reading: Robin Hess**

Olympic 1

What could be more appropriate for this convention than a reading from *Christmas in Oz*?

10 AM - NOON

**COTI Team Encounter Day 3**

Cascade 5

Two completely different aliens will meet each other in this First Contact scenario. Will they meet in peace or will one eat the other as a delicious appetizer? Come see this unscripted encounter!

Wolf Read (M), Silven Read

**COTI Team Encounter Day 3**

Cascade 6

Two completely different aliens will meet each other in this First Contact scenario. Will they meet in peace or will one eat the other as a delicious appetizer? Come see this unscripted encounter!

Silven Read (M), Wolf Read

10 AM - 1 PM

**RPGA**

Salon

Gaming hosted by RPGA. Check the gaming schedule for more details.

Robert Grey (M)

11-11:30 AM

**Reading: TBA**

Olympic 1

11 AM - NOON

**Oils to Canvas**

Cascade 13

An oil painting demo with the talented Sue Alexander.

Sue Alexander (M)

**Next Best Step Into Space**

Cascade 7

X-NEOs vs. the Moon vs. Mars. Come share your views on which one is really the next best step.

Chris Vance (M), Tanya Harrison, Thomas Hopp



**Costuming Without a Sewing Machine**

Cascade 8

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.

Shannon Flint (M), Robyn Meadows, Gail Glass, Julia Clayton

**Behind the Art**

Evergreen 1&2

An interview with Artist Guest of Honor Brom.

Paul Chadwick (M), Brom

**Video Editing for a Better Tomorrow**

Evergreen 3&4

With the cost of hardware and software dropping like a Balrog in the Abyss, talented amateurs using insanely small budgets set the stage for a revolution in the creation and distribution of movies. Join us for an overview of desktop video editing.

Brian Oberquell (M), Adam Buckner

**Can't Someone Just Teach Me**

**All This Writing Stuff?**

Olympic 2

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 that Eddings or Rowlings went to?

Bruce Taylor (M), Amy Thomson, Thomas Hopp, Patrick Swenson

**Entering Shared Worlds**

Olympic 3

With the Internet running rampant and trampling on many copyrights and trademarks with "fan fic", how can you enter this world correctly and make it work for you?

Peter Archer (M), Neal Hallford, Keith R.A. DeCandido, J. Steven York

**11:30 AM - NOON**

Reading: TBA

Olympic 1

**12-12:30 PM**

Reading: TBA

Olympic 1

**NOON - 1 PM**

Horror RPGs

Cascade 5

An overview discussion of horror role-playing groups.

Jana Wright (M), Jon Wilkie, Suzanne Jachim

**Best of Masquerade**

Cascade 6

Join us for a show and tell by winners from last night's Masquerade, where you can ask questions and get a closer look at those gorgeous costumes and awesome props.

Kate McClure (M), Last Night's Winners

**Cover Art**

Cascade 7

Discuss the challenges and techniques of creating book covers. What does it really take and how does it differ from other art?

Richard Hescoc (M)

**With a Bang or a Whimper?**

Olympic 2

Is this the way the world dies? People who should know will discuss disasters that could, and some that probably will, happen to this world, and authors who have found ways to wash away the world we know to build their own.

Steve Guillete (M), Wolf Read, Elton Elliott, Michael Kenmir

**How to Wreck a Writing Career**

Olympic 3

Of course, none of the people on this panel ever did anything like that. But they've heard dozens of ways that you too can mangle a perfectly good start at a writing career. You'll want to take copious notes.

Richard Paul Russo (M), Mike Mascoc, Beth Meacham, Dave Duncan, Craig English

# Life After Cons

Enrich your science fiction experience with the Northwest Science Fiction Society

**Socials**

Third Saturday of the month evening pot-luck get-togethers around the greater Puget Sound area with book discussions & more!  
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or call Mike Citrak at 360.438.0871.

**NOON - 2 PM**

**The Art of Origami**  
 Cascade 13  
 Learn the art of Origami.  
*Deborah Wood (M), Lisa Boleyn*

**Movie Previews**

Evergreen 3&4  
 See the latest and greatest from Hollywood.  
*Daryl Allison (M)*

**NOON - 4 PM**

**Art Auction Charity Auction**  
 Grand Ballroom 2  
 The Norwescon 25 Art Auction and Marion Zimmer Bradley Northwest Harvest Charity Auction.  
*Betty Bigelow (M), Dave Bigelow*

**Medieval History Faire  
 & Fight Demonstrations**

Grand Ballroom 3  
 Travel back in time with us and enjoy a medieval display of heavy fight demos, rapier demos, arts and sciences, costuming, and more.  
*Cheryl Glover (M), Fiacha*

**12:30-1 PM**

Reading: TBA  
 Olympic 1

**1-1:30 PM**

Reading: **Bruce Taylor**  
 Olympic 1  
 Bring your open mind to this reading of magic realism and stranger things. From a new collection: *Kafka's Uncle and Other Strange Tales*.  
*Bruce Taylor (M)*

**1-2 PM**

**Richard's Panel**  
 Cascade 5  
 This panel 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.  
*Richard Wright (M)*

**Robert Heinlein**

Cascade 6  
 Discuss the impact this genius had on the science fiction genre.  
*Michelle Garrison (M), Roberta Rice, Phillip Brugalette, Marie Guthrie*

**Casting Small Props**

Cascade 7  
 Techniques for casting small props, buttons, and awards will be presented, including sources for materials and safety tips.  
*Steve Greenfield (M), Russ Adey, Dave Tackett*

**Swashbuckling Adventures  
 in Costuming**

Cascade 8  
 From Errol Flynn to Geena Davis, from *Treasure Island* to *The Life Ship Traders*, pirates have long been a source of inspiration for filmmakers, costumers, and writers. Join us as we discuss pirates in fact, fiction, and fantasy.  
*Julie Zetterberg (M), Janet Borkowski, Andrew Wilson, Keri Lynn Doering, Anita Taylor*

**New Head of NASA**

Olympic 2  
 Is Sean O'Keefe an enigma, a bean counter with no soul, or a great visionary?  
*Tanya Harrison (M), Chris Vancil, Bogdan Udrea, Elton Elliott*

20 years ago some Fen had an idea,  
 a convention to try out new ideas and new people.  
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[Http://www.rustycon.com](http://www.rustycon.com)

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**January 10-12, 2003  
 Doubletree Hotel, Bellevue**

**Membership rates**

Pre Registered	Children	At the Door
\$30 until 4/15/02	Under 6 Free	\$55 full weekend
\$40 until 11/30/02	6 to 12 half price	\$25 Friday only
		\$35 Saturday Only
		\$20 Sunday only

**To suggest programming and event ides,  
 please send email to  
[Rustycon\\_programming@seattle2025.com](mailto:Rustycon_programming@seattle2025.com)**

**Events**

- Friday and Saturday Dances
- Dealers (merchant) Room
- Art show
- Hospitality
- 24 hour video, on 3 channels , Anime Suite and Big Picture
- Panels on many diverse topics
- Costume Ball (judged)
- Table top gaming
- Computer gaming
- Combat Class Robots
- Mini Sumo Robots
- Fan Club Summit
- Young Writers Track

**Fantasy On the WWW**

Olympic 3  
What is fantasy doing on the web these days? Come join our panel of experts and see what is in store for the fantasy genre on the web, and where you can go to find all things fantastic on the web.

*Marti McKenna (M), Kuo-Yu Liang,  
Peter Dennis Pautz, Chris Nilsson*

**WoD: White Wolf's World**

Salon  
The world set forth in the gaming books produced by White Wolf offer a vast store and back drop for gaming either in table top or live action. The normal world is a facade, Gotham after dark is here!

*Suzanne Jachim (M)*

**1:30-2 PM**

**Reading: Patricia MacEwen**

Olympic 1  
From a short story published in *Fantasy & Science Fiction*, a comedy of errors (re: quantum mechanics in the kitchen) unfolds in "Knock, Knock."

**2-2:30 PM**

**Reading: Thomas Hopp**

Olympic 1  
*Dinosaur Wars: Counterattack*: will Kit and Chase find love or will they get eaten?

**2-3 PM**

**Creating Ribbon Roses**

Cascade 13  
Ribbon roses are a beautiful accent for any vintage-reproduction garment or accessory. Learn to use wire edged ribbon and simple hand sewing techniques to see them bloom. And we'll make suggestions on how to use them. Materials will be provided.  
*Anita Taylor (M)*

**Understanding the Technical Side of Masquerade**

Cascade 5  
Sheila Lenkman and Scott Corwin talk about lighting, sound, and stagecraft. Learn how to use these to enhance your Masquerade presentation, and how to talk to those who run them.  
*Scott Corwin (M), Sheila Lenkman*

**Norwescon the Poem**

Cascade 7  
A reading of works written about and during Norwescons, past and present.  
*Andrew Dolbeck (M)*

**Celtic Dance Workshop**

Cascade 8  
Come learn a few of the simpler social dances of Celtic culture. Its fun and easier than they make it look.  
*Karen Rall (M)*



**Enter A World of Imagination**

[www.alternaterealitieszine.com](http://www.alternaterealitieszine.com)

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

**From the Works of James C. Glass**

Evergreen 1&2  
Come and hear our Science GoH read from his works.  
*Dr. James C. Glass (M)*

**The Fandance Film Festival**

Evergreen 3&4  
No voting, no rules, and no idea what's going to happen next at The Fandance Film Festival, the premiere venue for short fannish films made by wankers you know! Limo and helicopter parking by advance arrangements.  
*Edward Martin III (M), Ryan K. Johnson,  
Leopoldo Marino, Brian Oberquell*

**Cyborg Prospects**

Olympic 2  
Implants and prosthetics bring us closer to cyborgs, including substitute ears and eyes, intelligent prosthetic limbs with direct brain control, pacemakers to keep the brain and heart working, and artificial hearts and livers. Just how far can we go?  
*Dave Tackett (M), Jim Kling, Amy Thomson*

**Hey, There's SF in My Mystery/Romance/Horror**

Olympic 3  
Writers and readers talk about what does and doesn't work for them when it comes to mixing or crossing genres.  
*Steven Barnes (M), Donna Barr,  
Renee Stern, Liz Williams*

**2:30-3 PM**

**Reading: TBA**

Olympic 1

**3-3:30 PM**

**Reading: Julie Hoverson**

Olympic 1  
From an unpublished work, this semi-cyberpunk piece is a tale of a dark future.

**3-4 PM**

**Blinks and Bleeps in Costuming Workshop I**

Cascade 13  
A workshop on adding electronics to costumes and props for the neophyte. Learn about the tools you need, power, light, and sound-making sources. A limited number of kits are available for \$10 each at the workshop from the moderator.  
*Steve Greenfield (M)*

**What Have Conventions Become?**

Cascade 5  
Have conventions changed significantly over the years? Have they gone from a forum for professional and aspiring writers and publishers, to a societal group all its own? Or has this "society" been there all along. Has the focus of conventions changed?  
*Jack Beslanavitch (M), Barbara Beden-Hill,  
Chris Nilsson*

**The Many Worlds of Oz Costumer's Overview**

Cascade 7  
Baum's penchant for storytelling gives us an incredible variety of costuming subjects. Journey along with the well-loved Wizard and Dorothy, and your knowledgeable panelists, to the far reaches of the land of Oz and beyond.  
*Katrina Marier (M), Janet Borkowski,  
Andrew Wilson, JoAnne Kirley,  
Garth Stubbs*

**An Ill Wind**

Evergreen 1&2  
Will climate change bring down our civilization? Recent research has suggested that climate has played a big part in the destruction of past civilizations, and the possibility that future climate changes will have a significant impact on our civilization.  
*Wolf Read (M), Thomas Hopp,  
Steve Gillette, Donna Barr*

**How Do Good Ideas Get Turned Into Bad Television and Movies?**

Evergreen 3&4

Berwixt the Cup and the Lip: there you are, eight bucks poorer and having had two hours senselessly ripped from your life, and all you can do is ask, "What the hell were they thinking?" Join us for a look inside the world of art-by-committee.

*Arinn Dembo (M)*

**How to Draw a Horse Right, Dammit!**

Olympic 2

Our resident horse mistresses show the ins and outs and arounds the anatomy of the horse.

*Donna Barr (M), Cheryl Ferguson,*

*Margo Loes*

**3-5 PM**

**SWOC – ConComCon – NASFIC – Calgary 2005**

Cascade 6

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

*Sally Woehrle (M), Shawn Marier,*

*Daniel Harrison*

**3:30-4 PM**

**Reading: TBA**

Olympic 1

**4-5 PM**

**Blinks and Bleeps in Costuming Workshop II**

Cascade 13

A workshop on adding electronics to costumes and props for the neophyte. Get hands-on practice in soldering techniques. A limited number of kits are available for \$10 each at the workshop from the moderator.

*Andrew Wilson (M), Steve Greenfield,*

*Robyn Sondra Wills*

**Masquerade Onions & Roses**

Cascade 5

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

*Kate McClure (M), Vicki Glover,*

*Keith Johnson*

**Creating Super-Hero Costumes**

Cascade 7

You want to make a Batman costume, or perhaps a traditional Spiderman, and have questions on getting the right look and fit? Join us for tips and techniques to make your first super-hero costume a success.

*Lori Edwards (M), Laurel Parshall,*

*Ryan K. Johnson*

**Science Fiction in Animation**

Evergreen 3&4

Until recently, animation was the tool for bringing to life the kind of fantastic effects and settings that good science fiction and fantasy demanded. Learn more about the most popular audiovisual art form ever, including the art and the players.

*Ted Pedersen (M)*

**Space Tourism**

Olympic 2

Come discuss space tourism for the masses.

When can we afford the fare?

*John Schlick (M), Bryce Waldren,*

*Cheryl York, David Suart, Randy Rumley*

**5-6 PM**

**Psychic Drawings**

Cascade 13

Proper handling of brushes and basic strokes. And a few tips on how to make those happy little trees.

*Sharree Dahm (M)*

**Dinosaur a l'orange**

Cascade 8

What wine goes best with brontosaurus steak? Mmmmmm. Tastes like Compsognathus. It's the latest in the protofeathered bird/dino paleo progression. Includes a wicked discussion on what wine and crackers to serve with what type of dinosaur meat.

*Michael Kenmir (M), David Tackett,*

*Larry Lewis, Thomas Hopp,*

*Spring Schoenhuth*

**Norwescon 25 Onions & Roses**

Evergreen 1&2

What did you like? What didn't you like? Come tell us. Please. If you have ideas how to fix something, thought something could have been done better in a way that you know about, or have suggestions on how to improve this convention, we want to hear it.

*Cheryl Ferguson (M), Robert J. Grieve,*

*Pat Booze*

**6-7 PM**

**Closing Ceremonies**

Evergreen 1&2

Closing ceremonies is a relaxed, fun way to say goodbye to our wonderful Guests of Honor and recap our happy memories of the weekend. This is a great chance to maybe snag an autograph, shake hands with greatness and glean some final wisdom.

*William Sadonis (M), Richard Stephens,*

*Robert J. Grieve, Pat Booze*

**7-10 PM**

**Sunday Night Dance**

Evergreen 3&4

It's the end of the con as we know it! Join DJ Todd Clark (a.k.a. mc300baud) as he spins a mostly modern mix of electronica, trip-hop, rave, goth, industrial, alternative, and new wave with some oddball stuff thrown in.

*Todd Clark, DJ*

**7-11 PM**

**Gaming**

Cascade 7& 8

TBD—Please check the gaming schedule.

*Robert Grey (M)*

# Hospitality Programming

## Thursday

6 PM - 1 AM  
Hospitality Open

7-10 PM  
Kitty's Tower of Toys  
Come on down and spend some time playing with Kitty's cornucopia of gizmo's, whizbangs, and gadgets.  
Kitty Canterbury

10 PM - MIDNIGHT  
Wizard of Oz on the Dark Side of the Moon  
Discover the wild side of the Wizard when he meets up with Pink Floyd.  
Shawn Marier

MIDNIGHT - 1 AM  
Gas Planet  
Visual shorts  
Judy Suryan

## Friday

9 AM - 5 PM  
Hospitality Open

9 AM - NOON  
Sakura-Con Hosts Ukyou's Bar & Grill  
Visit Sakura-Con's social and enjoy Japanese snacks and Anime.  
Team Sakura-Con

1-4 PM  
Pick Your Pony  
Do we really know what's in those tubes? Come and enjoy.  
Judy Suryan

2-3:PM  
A Visit with Peter Archer  
You and your favorite snack, sitting in a relaxed atmosphere visiting with the representative of our Spotlighted Publisher: Wizards of the Coast Publishing. What could be better?

3-4 PM  
Coffee Klatch with Jack Vance  
Grab a cup of Joe and spend some quality time with our Writer Guest of Honor.  
Jack Vance

5-7 PM  
Hospitality Closed for Cleaning

7 PM - 1 AM  
Hospitality Open

7 PM - MIDNIGHT  
Speed Racer Birthday Party  
Yes Folks, it's Speed's 35th birthday bash! Come to the party.  
Katy Klientans

1-9 AM  
Hospitality Closed

## Saturday

9 AM - 5 PM  
Hospitality Open

11 AM - 1 PM  
Gas Planet  
Visual Shorts  
Kitty Canterbury

1-4 PM  
Rustycon Hosts  
A Horse of a Different Color  
Our sister con will be revealing all their latest and greatest and selling memberships while serving up those ponies.  
Rustycon Crew

1-2 PM  
An Hour of Oz  
Come and visit with our very Special GoH Roger S. Baum  
Judy Suryan

2-4 PM  
William Zeitler Concert  
An enjoyable hour with the unique sound of the glass harmonica.  
William Zeitler

4-5 PM  
A Visit with Scott and Sheila  
Take some time to sit down a chat with our Costume Guests of Honor, Scott Corwin and Sheila Lenkman.  
Scott Corwin and Sheila Lenkman

5-7 PM  
Hospitality Closed for Cleaning

7 PM - 1 AM  
Hospitality Open

7-9 PM  
Talebones Live  
Listen to reading from the latest works of the Talebones Group.  
Patrick and Honna Swenson

9:30 PM - 12:30 AM  
Klingon Karaoke and Kontest  
An open mic and stage will be there for all of you aspiring songsters. Later in the evening, a panel of Klingons and Humans will judge a singing Kontest of galactic proportions. Who knows what will come over this rainbow!  
Bobbie DeFault

1-9 AM  
Hospitality Closed

Sunday  
9 AM - 4 PM  
Hospitality Open

9 AM - NOON  
Eggstrodinary  
See what E. Bunny left.  
GerryAnn LaPlante

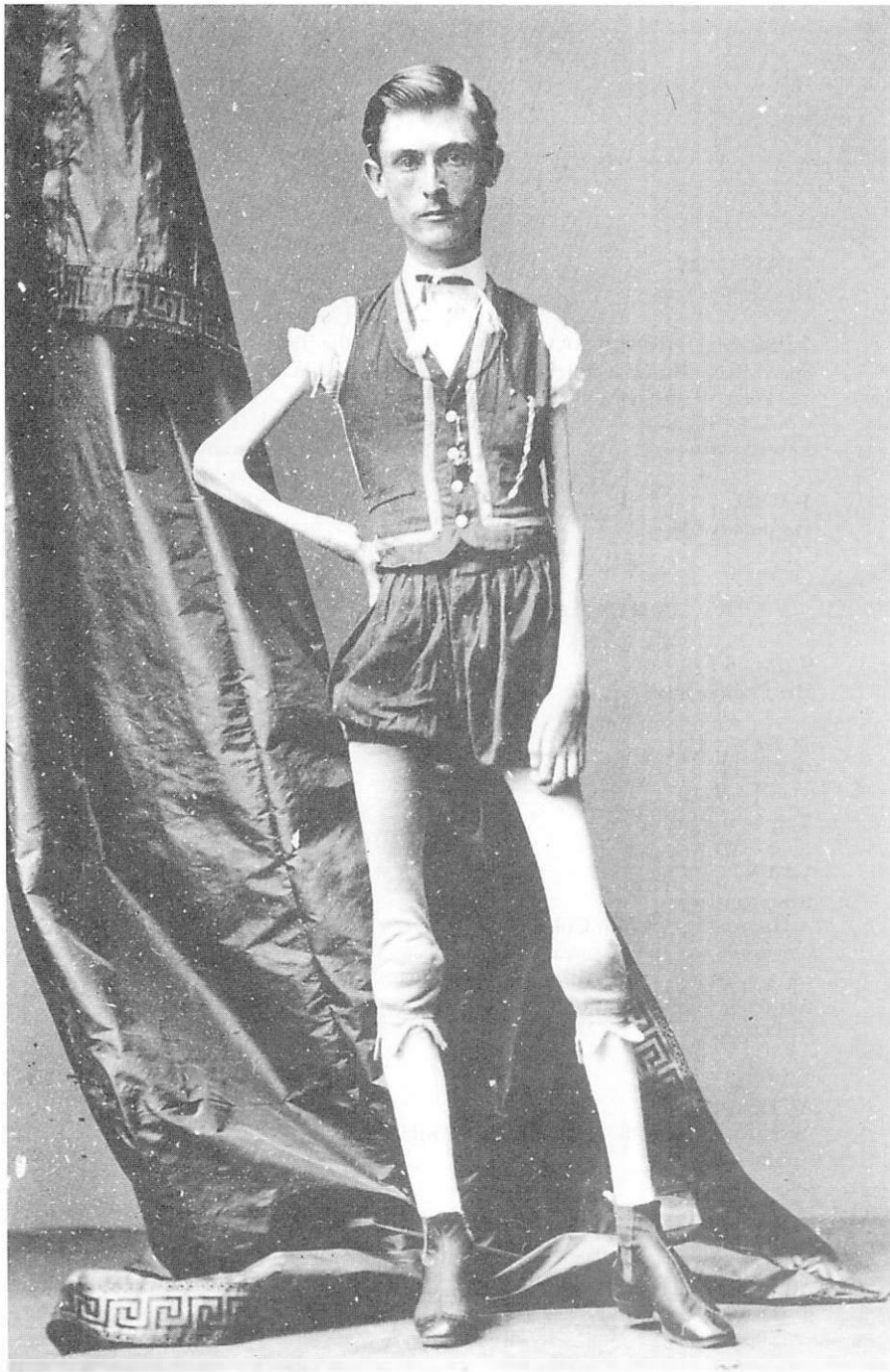
1-3 PM  
Wizard of Oz on the Dark Side of the Moon  
Discover the wild side of the Wizard when he meets up with Pink Floyd.  
Shawn Marier

3-4 PM  
Gas Planet  
Visual Shorts  
Kitty Canterbury

4-6 PM  
Hospitality Closed for Cleaning

6-9 PM  
Dead Sasquatch Pajama Party and Spring Rites  
Somewhere left-overs the rainbow.... Help clean out the fridge, see Pat in her PJ's and visit before we all finally ease on down that Yellow Brick Road one last time.  
Patricia Booze

9 PM - NEXT YEAR  
Hospitality Closed.... What? Are you still here? Go Home! NWC 26 is only 382 days away. Don't force my husband to come out in his underwear!  
Uncle Bob



*Man dreams of fame while  
woman wakes to love.*

*—Alfred, Lord Tennyson*

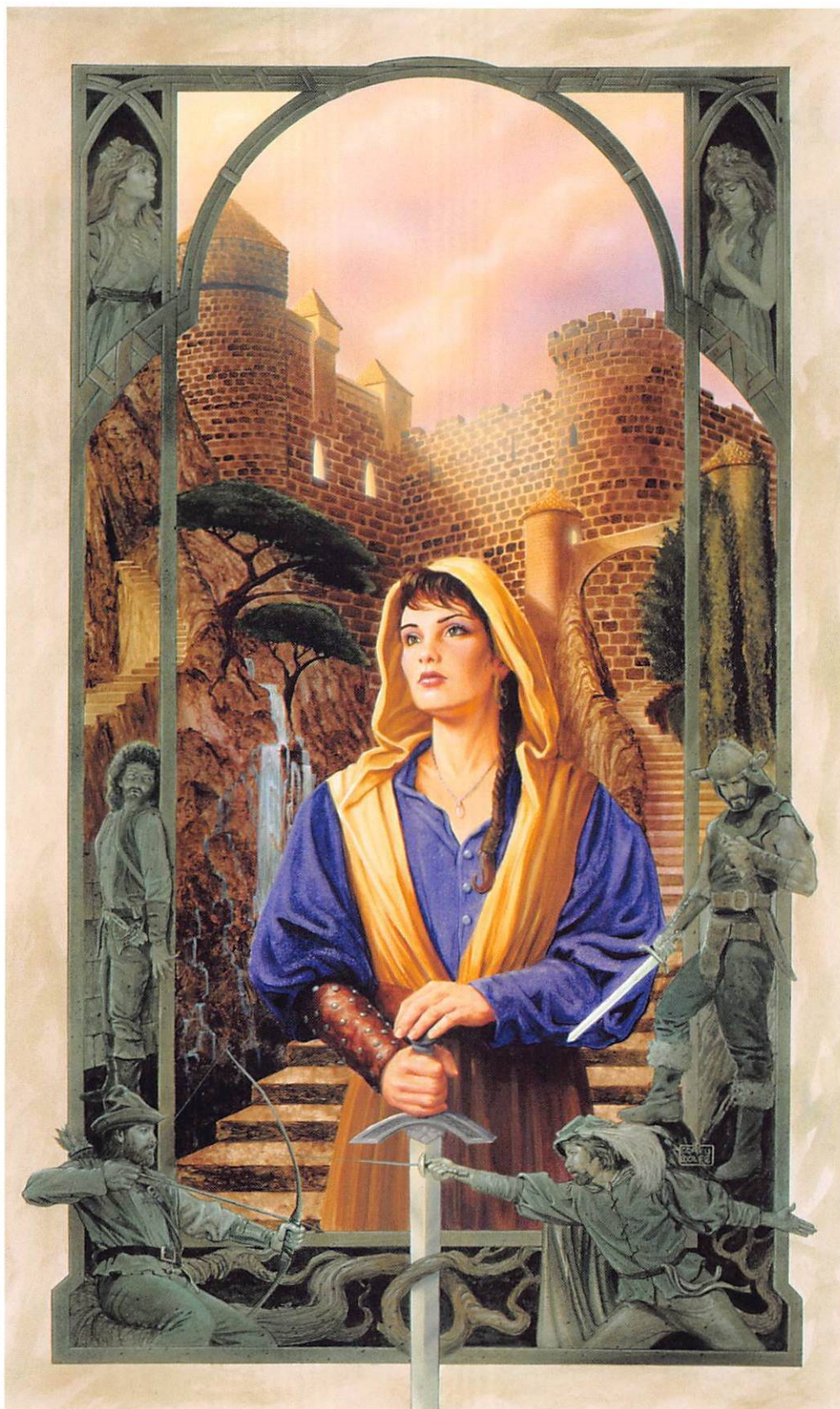
# Gallery 2

## Paul Chadwick



*The Infinite Night* © 2002 by Paul Chadwick.

# Corey Wolfe



Reverie © 2002 by Corey Wolfe.

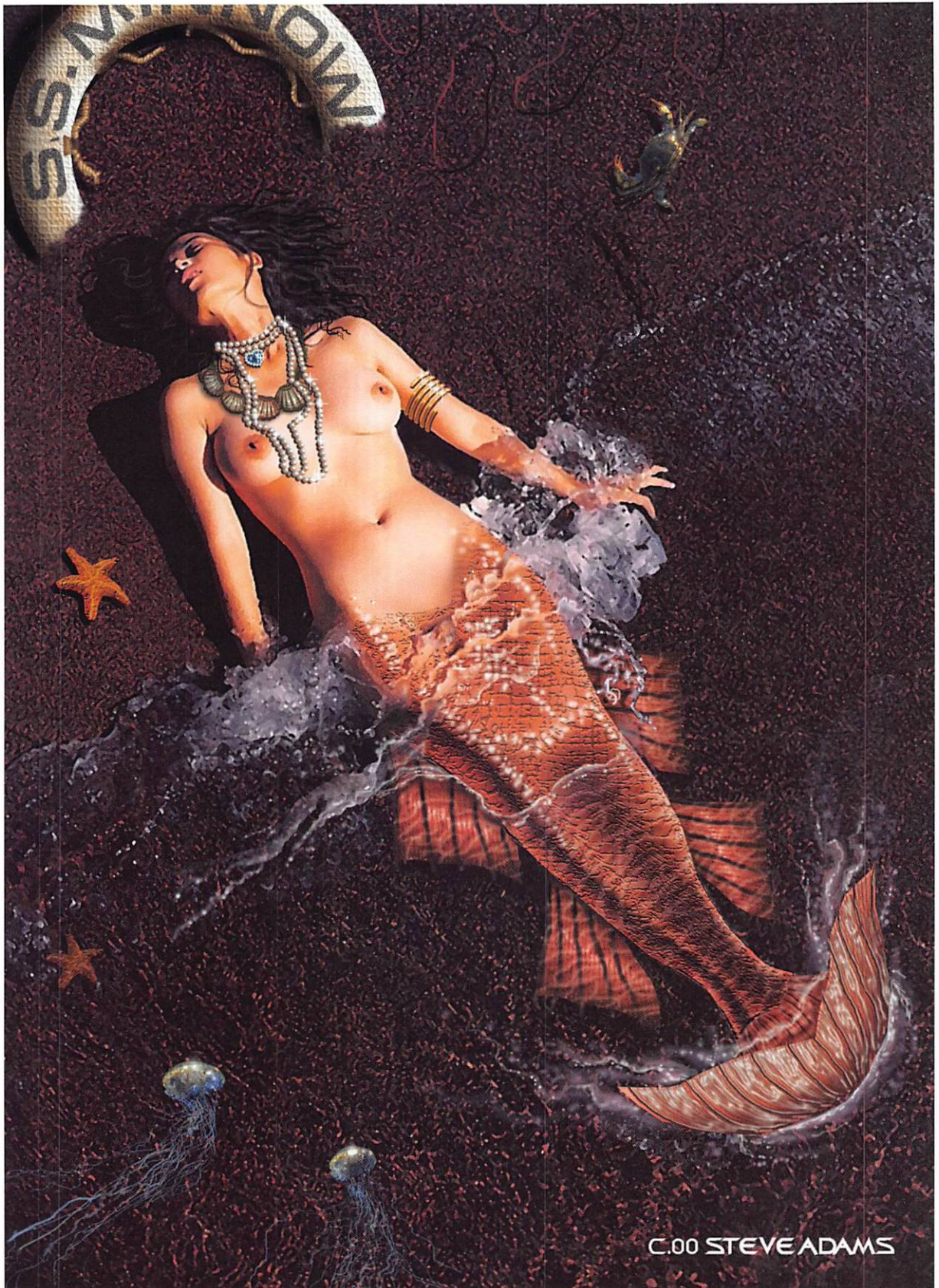


# Todd Lockwood



Kali © 2002 by Todd Lockwood.

# Steve Adams



C.00 STEVE ADAMS

Heart of the Ocean © 2002 by Steve Adams.

# Writer Guest of Honor

## A Different View of Jack Vance

by

Norma Vance

Most of you reading this program book have probably read at least one biography of Jack, or if not, you have some acquaintance with his writing. As his wife, I have the inside track and instead of enumerating all his literary achievements, I have decided to write about the person you may not know very well, but who I hope you will enjoy getting to know.

My first impression of Jack was that he was—different. Certainly he was daring: to appear on a girl's doorstep with a bag of donuts and ask if I could make some coffee? The 56 years since have not altered my opinion. He is still daring, but his most notable quality is persistence; somehow the two seem to belong together. Persistence is what accomplishes things like excavating tons and tons of dirt to make room to build a house, or writing books, lots of books.

The rustic little house and property we bought in Oakland was not ideal, but it was cheap. The terrain was a challenge, hardly any space on which to build. Using a pick-axe, shovel, wheelbarrow and hard work, Jack created a building site. Wall by wall the rustic cabin disappeared and in affordable stages became a really comfortable place to live. All the while Jack made time to write. This could not have happened without his drive (or persistence).

During the time the contours of our property were being changed, there was general concern that a nuclear war might develop. What did Jack do? He was already moving tons of dirt, so he dug a tunnel into the hillside: a few feet forward, then a turn to the left for about five feet, then a turn to the right



Jack Vance © 2002 by John Vance

and another turn left, terminating in a chamber of about eight square feet. He shored up walls and ceiling with heavy timbers, installed a small fireplace for comfort and light, a chimney to vent smoke. Before heaping extra dirt over the top of the excavation, he laid heavy black plastic over all. With lanterns

and candles the space began to look inviting.

One day, when noise and activity in the house made concentration difficult, Jack retreated to the cave. He brought with him a thermos bottle of hot coffee, a canvas slingback chair, a pillow to rest his clipboard on. He

made a fire in the fireplace, lit a lantern and set to work. Peace at last!

But as luck, or Mother Nature, would have it, rain began to fall. Not long after a trickle of water found its way down to the plastic, then underneath it and finally into the cave. Drip-drip-drip! Onto Jack's head and shoulders, clipboard and paper. That was enough! The fall-out shelter was a failure.

A more successful venture was the treehouse. We had lots of big eucalyptus trees and our son John, as many boys do, wanted a treehouse. Jack chose a huge old tree which, about fifteen feet up, had branches suited to supporting a platform. He installed a ladder, then a platform made from two sheets of 3/4" x 4' x 8' plywood. The walls also were plywood, with two windows and a door. There was a front porch with access through a hole in the platform.

John and his friends enjoyed this playhouse for enough years so that, when a terrific windstorm blew it to the ground along with its supporting branches, there was no great sorrow—just a little sadness.

One of Jack's most enduring interests is in the culinary arts. He likes to read recipes, read about memorable banquets such as in the *Epicurean*, concoct his own recipes and feasts, cook; take note of the latest best dining spots and of the talented chefs who make simple ingredients divine. Naturally this interest has its downside and dieting is the result. Luckily for him our son is not so affected. Jack has been known to make a detour, even, to a place like La Pyramide, in Vienne whose repast was so memorable that I'm sure it will never be equaled.

When John was about six months old, I went back to work. Jack did much of the cooking for several years; one of his favorite activities was to create beautiful, delicious breakfasts for John. Some were so appetizing he took pictures of them, I guess to remind himself of what a pleasurable thing it was to nurture his son.

Boats. They represented Jack's dreams of travel and adventure. Boats have always been at the forefront of everything for Jack; always studying plans to build his favorite, always looking for the safest, most seaworthy craft. At one time he bought plans to build a Piver 36' trimaran, even got so far as to finishing and fibreglassing the

three hulls. Then Mr. Piver disappeared during a coastwise jaunt to the south in his trimaran. He was never found. This rather dampened Jack's anxiety to own a trimaran. He sold the three hulls and began his search anew.

We bought a 17' cutter-rigged Venture for our son to learn about sailing and be part of Jack's crew; a 35' ketch-rig Columbia for Jack; then a 45' Explorer designed by Huntingford, because the Columbia didn't seem large enough to accommodate a crew of three or four. The first two boats were sold and the Explorer documented and named Hinano. One of the happiest periods of Jack's life was spent in the company of John, rigging Hinano, installing all sorts of hull-strengthening devices, a global position locator, running lights, safety net and railings, choosing sails and planning itineraries. But at the same time glaucoma was stealing his eyesight and John needed to start his studies at U.C. Berkeley. All was put on hold, though Jack continued his search for a compatible crew and still made plans.

With John unavailable and anyone else Jack would have enjoyed cruising with also unable to join him, he reluctantly decided to sell Hinano. Besides, the berth rental and upkeep were just too expensive for us to keep a boat that size indefinitely. For a millionaire maybe, but not for us. As luck would have it a man named Jack Storer fell in love with Hinano and was thrilled to buy her. For a shakedown Jack Storer invited a couple of friends to go with him to Monterey. On their arrival drinks of congratulation were consumed and when the supply ran out, his friends retired; but Mr. Storer decided to go ashore for another bottle. Unfortunately his foot became entangled in a mooring-line and Jack Storer was found dead in the morning. If this isn't a cautionary tale, I don't know what is.

Years before, when John was still a baby, Jack drew plans for a houseboat. He was pals with Frank Herbert and Poul Anderson; both being of an adventurous nature, it wasn't difficult to entice them into a partnership to build the houseboat. This was a very happy time. Jack built the pontoons in our driveway and fiber-glassed them there as well. Finally they were ready to be moved to a beach on the bay. Several friends had now joined in the work, enjoying the sunshine, salt air and companionship. Every stage completed was cause for celebration; a party atmosphere prevailed.

Poor Frank Herbert could not stay

the course due to medical problems. Also he and his family were planning a move further north, which meant he must give up being a partner. Eventually his place was taken by our guitar-playing friend Albert Hall, who had been joining us regularly to work. After the work-day was finished, Albert's songs and guitar struck just the right mood.

After the platform and under-pinnings were joined to the hulls, the next step was to move it to the water, where the cabin was built. One evening the owners of the little restaurant on the pier brought a bottle of champagne to christen the houseboat, which was done immediately, though it never was given a name—just houseboat.

An outboard motor was installed at the stern and connected to the steering wheel in the forward cabin, by a Jack Vance innovation of two long reinforcing rods enclosed in an aluminum pipe. The mechanism performed remarkably well. (Incidentally, the nautical wheel, was a gift from Frank Herbert.)

The houseboat was painted white with blue trim inside and out. Six foam mattresses were installed on the bunks, curtains were hung, toilet and wash-basin installed in the head and a potbellied stove for the kitchen-livingroom. Now it was time for relocation to the sloughs of the Sacramento-San Joaquin-Mokelumne Rivers delta. Jack and six other men and boys made the maiden voyage up the Sacramento River. An overnight at Dalrelie's Yacht Harbor and an early start the next morning, brought them in good time to Moore's Riverboat Yacht Haven on the Mokelumne River. This same moorage is where 'Houseboat' met its demise a few years later, but not before many happy memories were earned.

Our houseboat was ideal for life on the sloughs: vacations, parties and overnights, which usually were spent away from the harbor. The houseboat glided along the sloughs to find an ideal anchorage. Then, lounging on the porch with feet on the railing, a favorite night-cap in hand, we listened to the sounds of insects, animals and bird calls; it was sheer delight. Mornings were usually cold, but after stoking and lighting the little wood-burning stove, we soon had the cabin warm and cozy.

Jack and I were planning a trip to Ireland with John and likely would be away for a year or more. We would have to transfer ownership of the

houseboat to our friend Ali Szantho whose pleasure was fishing and he chose another partner who also enjoyed fishing. They felt the houseboat sat too low in the water for fishing, so they removed the heavy ceiling panels. The boat popped up in the water at least a foot, maybe more. This little alteration may have caused the houseboat's demise or perhaps it was a misadventure of some kind. We will never know.

I have mentioned Jack's daring and persistence and now I'd like to refer back to a younger Jack Vance—before Norma—for further evidence.

At the age of 18 Jack was living with his Aunt Nellie (his father's sister) in San Francisco, right next door to the twin house his mother had owned at one time. This privilege was afforded him in exchange for doing minor chores around the house. Along with almost everyone else Jack was fascinated with the construction of the San Francisco-Oakland Bay Bridge. Before, there had been only a ferryboat fleet to convey cars and passengers from the San Francisco side of the bay to the Oakland side and vice versa. The only alternative was to drive to San Jose; then cross the city from west to east to join highway 680 north and on to Oakland.

Steel towers were already anchored at intervals into the floor of the bay and soared upward very high; I'm guessing at least two hundred or even three hundred feet. Cables also were being put in place between the towers.

One evening Jack rode his motorcycle to the building site. He secured it to a pole, then looked around, neither seeing nor hearing anyone. There may have been a sign warning the would-be trespasser to Keep Out, but he did not see one. Work on the bridge continued day and night; it would be a challenge to not be seen, since his plan was to climb the cable to the top of the first tower.

At the beginning the cable presented a gentle slope, and as he neared the tower the slope became steeper and steeper. The cable was approximately two feet wide with a wire rope on each side to grasp for security. The mere thought of being in such a situation would scare me so much I wouldn't even be able to grasp the rope, whereas, according to Jack, he felt no fear at all. He reached the tower in about twenty minutes and almost immediately heard

voices coming toward him from the direction of the second tower. The only thing that gave Jack pause was the thought of being caught where he knew he should not be, so he turned around without hesitation and carefully made his way back to the ground. Why did he do it? Because of the thrill.

Sam Wainwright was a student at UC Berkeley when Jack first met him as a reporter for the Daily Californian. Sam's brain worked overtime. He was brilliant and at the same time a bit mad. He was always doing something new, planning and organizing. Everyone knew of him because he made news, but not many friends. He was ridiculed more than appreciated. Jack saw past Sam's quirkiness, appreciated his wit and became his friend.

Sam organized the Thumbwagger's Club. So far only two persons had joined. Jack did not become a member but went along with the first competition to get the story for the Daily Cal. The game was to see who could thumb a ride from the foot of University Avenue, all the way to Salt Lake City, and back to Berkeley first. There were four people so Sam ordained two teams: Sam's and Jack's. All four wore T-shirts with a thumb on the front.

Jack's team got the first ride. The driver actually recognized them: "Oh! You guys are the Thumbwaggers!" Late afternoon the first day they made it to Reno. Sam's team made it to Sparks, Nevada. In the morning Sam's team got a ride with an Indian (American) driver who claimed to be going in the direction of Salt Lake City, but after driving 50 miles into the desert, he said goodbye and took off on a side road. What a predicament! Jack's team got a ride to Winnemucca. The fun had waned for both teams.

Jack had heard that the Santa Fe Railroad was nice to hoboes and let them ride without bother, so he and his partner headed for the railroad tracks. No one seemed to be about, so they entered a caboose and made themselves comfortable, even built a fire in the stove. They were beginning to feel drowsy when the railroad "bull" entered the caboose, brandishing his club and shouting. "Who do you think you are? Get out of here! Now!" (This was not a Santa Fe train.)

"But the train is moving too fast."

"It will go faster!"

"You heard me. Jump!"

"Gulp. Let's get off now; it might not be too bad."

"Jump! I mean now!"

The train was rumbling along at 15 or 20 miles per hour. They jumped and received a few bumps and scrapes but were not incapacitated.

Jack's team made it back to Berkeley the next day and Sam's team finally arrived a day and a half later in some disgruntlement.

Jack remained friends with Sam for many years, but he eventually became annoyed with him because no matter how many times Sam consulted him about various problems, especially with the ladies, he never was able to act on the advice.

Later, when Jack heard him on the phone to me, asking for the same advice as previously, he lost all respect for him and forbade him to call again. Poor Sam! Great potential, but unable to use it where it counted.

Jack had many friends while attending UC, some of them full of the Old Nick. Thinking up tricks and mischief seemed to ameliorate some of pressures of getting an education. Jack and three of his friends theorized that they could hoist a communist flag to the top of the Campanile by doing the following: First they should place some stout twine around the four corners of the tower, tie the ends together, leaving a bit of slack. Next a cluster of five helium balloons should be tied to the string at each corner. Then the flag should be attached to the twine on the side visible to the most people. Each of the four mischief-makers held a stick with a string attached to a hook, the idea being to place the hook over the twine and jiggle it to keep the balloons moving upward and thus raise the flag. What was not counted on was a very strong wind which came up and almost at the same time the campus cops came by on their normal rounds. The wind alone could have spoiled the fun but when the boys saw the cops they scattered in every direction. There was so much noise and confusion with the wind that no one ever guessed who the culprits were.

Well, I could write more but I don't have the time right now—and maybe that's a good thing.

Norma Vance

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# Artist Guest of Honor

## Brom

by

Arnie Fenner

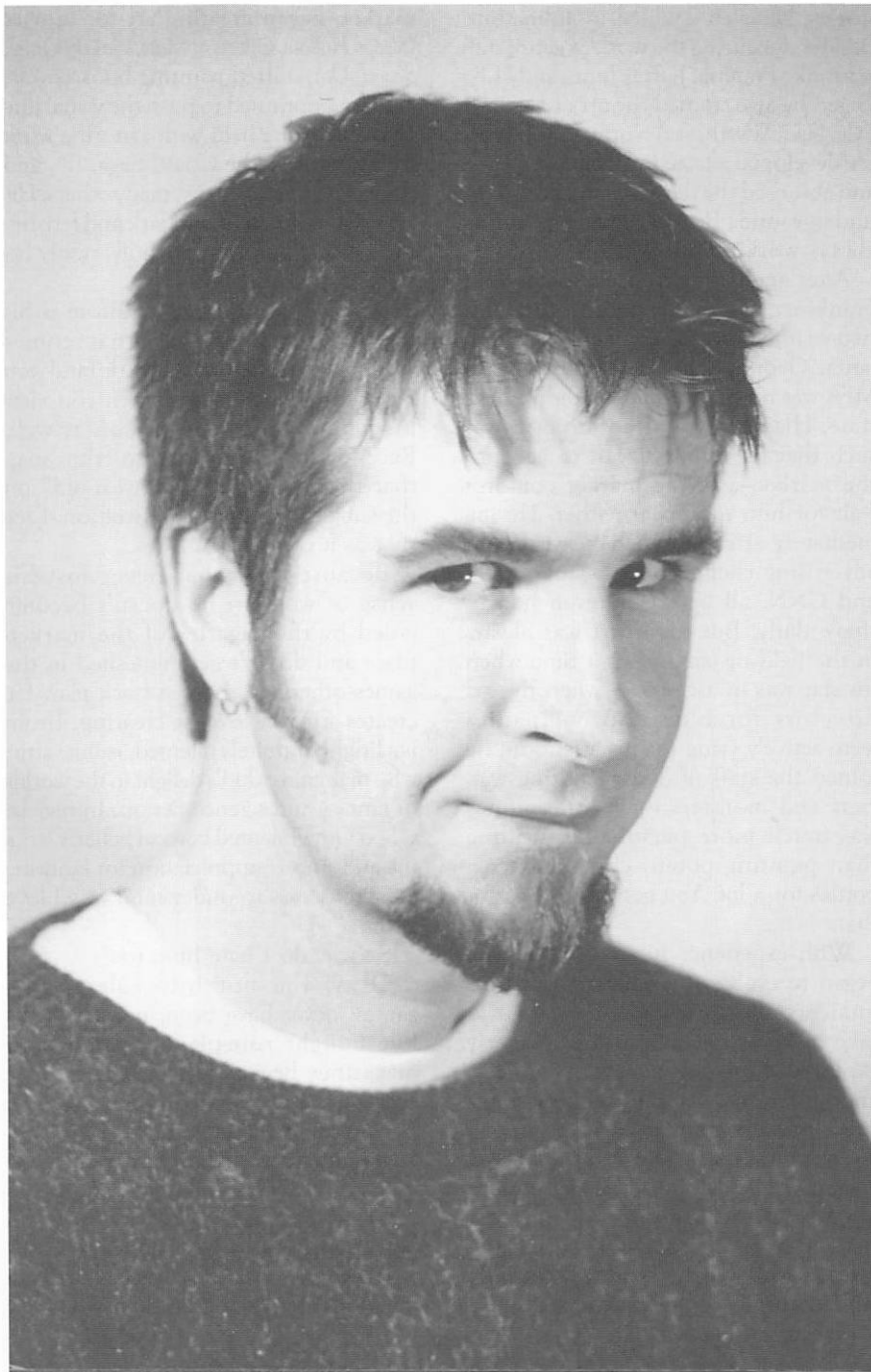
I love Brom. I hate Brom. I guess I'd better explain.

It's probably been close to ten years since I first started noticing Brom's art in the marketplace. There was a time when TSR was the 800-pound gorilla of the role-playing game industry: they were voracious in their acquisition of new artists and their publishing schedule was the envy of many larger companies. Looking back through TSR's stacks of games and magazines and books reveals a multitude of artists with talents running the full spectrum of ability. Among this multitude there were a few—no more than a handful—who proved themselves to be truly exceptional painters, creators whose skills matched their visions.

Brom was one of that handful. Exhibiting a strong sense of composition, a thorough understanding of color and anatomy, and an impressive ability to capture just the right attitude, the perfect dramatic moment, Brom was, frankly, too good for his venue. And—wonderfully!—he kept getting better.

Now Brom would be the first one to disagree with me: he'll defend the virtues of some of the artists that I might not find all that exciting. He'll criticize his own work and he shyly ducks his head and stubs his toe in the carpet when he's complimented. It's not false modesty: Brom is genuinely A Good Guy.

The son of an Army aviator, his childhood was a blur of different schools in different parts of the world: Japan, Hawaii, Germany, Alabama. He credits his brother Robert with warping his young and impressionable mind by sharing with him a stash of Burroughs paperbacks sporting Frank Frazetta covers, *Mad* magazines, and stacks of underground comics. But once that interest was jump-started, Brom never looked back. He painted. He



Brom

sculpted. He created costumes and wrote stories. He even dabbled in animation. Besides devouring the work of genre stalwarts like Frazetta, Jeffrey Jones and H.R. Giger, he also studied the art of Howard Pyle, N.C. Wyeth, and Norman Rockwell. He developed a taste for Japanese anime and absorbed the flavors of the European underground. Brom's imagination was always working on overtime.

After graduating from high school in Frankfurt, Germany, he enrolled in a two-year technical arts school in Atlanta, Georgia. No BFA for Brom; no MFA was on his agenda. He didn't have time. His energy and enthusiasm was such that he couldn't wait to get into the market—and the market couldn't wait for him to appear, either. He immediately attracted such heavy-weight advertising clients as Coca-Cola, IBM, and CNN, all before he even had to shave daily. But his heart was always in the field of fantasy. At a time when his star was in ascension, when the art directors for blue-chip companies were actively vying for his attention, he joined the staff of TSR. Painting warriors and monsters for a little money was much more personally fulfilling than painting potato chips and cola bottles for a lot. You gotta love him for that.

With experience his individual style began to evolve and emerge just as his influences began to fade; he started to take risks artistically and he eagerly explored a greater variety of subjects and situations. His uniqueness translated into a genuine excitement among consumers, publishers, and artists alike and he had (and has) a profound impact on the gaming industry that sparked an ever-growing army of imitators. And, yeah, Brom eventually (and naturally) out-grew the staff con-

finer of TSR. He reentered the free-lance market, began creating art for movies (*Sleepy Hollow*, *Ghosts of Mars*, *Galaxy Quest*, *Scooby-Do*), started painting book covers, and yes, continued to push the visual limits of the game field with arresting work for *Wizards of the Coast*, *Sega*, *ID*, and *Activision* among many, many others. His art became Art, at turns dark and fetishistic, touching and melancholy, nobly heroic, or raucously funny.

The one constant about Brom is his passion for genre art: that comes through not only in his work (and you feel Brom's excitement when you view his paintings), but in person as well. Recently I heard an obtuse critic snap that Brom was "like a 14-year-old" on the subject of fantastic illustration. I see that as a compliment.

Because Brom has never lost his sense of wonder: he doesn't become jaded by the vagaries of the marketplace and doesn't get enmeshed in the games others on the fast track play. He creates for the love of creating. Brom is a bright, infinitely talented, *mature* artist who maintains a kid's delight in the worlds of fantasy and science fiction. In review: Good Guy. Talented beyond belief. Genuine and sincere appreciation for fantastic art. Pretty easy to understand why I love Brom.

So why do I hate him, too?

Okay, I'm not into role-playing games: never have been, never will be. I've bought role-playing games and magazines because they have Brom's art. My kid plays video games, not me. After writing and creating art all day on a computer, the last thing I want to do is fire up the CPU at home and play *Diablo 2*. I own a copy of *Diablo 2* with the Brom box art. I stopped buying trading cards years ago—the last ones I picked up were the *Mars Attacks* (alright, and maybe a few

Beatles) cards in the 1960s. I bought Brom's trading cards. *The Lady Death* and *Evil Ernie* comic characters? Not really my thing. I bought Brom's *Lady Death & Evil Ernie* poster. I haven't bought art portfolios since the days when Middle Earth was still in business and taking people's money for products they never delivered. I bought Brom's "Portfolio of Witches." Whatever he does, I like. And try as I might to resist plopping down my hard-earned cash for something I have absolutely no interest in beyond their featuring Brom's work... I can't help myself. As an art director, as a designer, as a packager, a publisher, art collector, and fellow illustrator I am able to appreciate Brom's work on a variety of levels from a number of different perspectives.

I recognize the Real Deal when I see it. That's one of the reasons I'm incredibly happy about this new collection: it's full of pieces new and classic, work that's eluded me despite years of diligent searching. With their inclusion here, I won't feel compelled to track down some oddball book or game or magazine just for one of his luminous paintings. Hopefully. Maybe. Hmm... Damn it. I'm happy about this new book, anyway.

So, Brom: I love you. But I hate you.

You owe me money.

Arnie Fenner  
March, 2001

Arnie Fenner is the art director of *Andrews McMeel*, the publishing arm of *Universal Press Syndicate*. For *Underwood Books* he and his wife, Cathy Fenner, have produced books on painters Frank Frazetta, Robert McGinnis, Michael Whelan, and Jeffrey Jones along with their ongoing series, *Spectrum: The Best in Contemporary Fantastic Art*, now in its eighth volume.



# Science Guest of Honor

## James C. Glass

by  
John Damlas

First the author essentials: Jim Glass is the author of two novels of the far future: *Shan Ji* and *Empress of Light*, both published by Baen Books. In them he has blended his deep understanding of physics and humanity with an intriguing and highly esthetic cosmology.

As for his general biography—that is harder to describe. Jim, you see, lives a double life. No, he's not a mole inserted into the American physics community by some foreign ideology, nor does he have a split personality in the psychiatric sense of the word. Let me present it in two parallel columns. The left-hand column is the persona we're used to. The other... the other is more dramatic.

John Dalmás



James C. Glass

## James C. Glass of Eorthe

James Glass was born in Long Beach, California in 1937, and attended public schools there. A childhood reader and writer of sf, he received his first personal rejection letter at age 13, from *F&SF*. His first con was Westercon 5, in San Diego in 1952 (the GoH was Ray Bradbury). He also published a fanzine from 1952 to 1954. Those are fannish credentials that no doubt predate those of 99 percent of Norwescon's attendees this year.

Not satisfied with fiction alone, Jim majored in physics (and football!) at University of California Berkley, then went to work

374.X918.Y27.Z743\*

Hatched on the planet gninamilleW, in the Greater heruhC Cluster, 374 (his full name is no longer spoken among us) was oviposited by the Egg Mother of the powerful xodohtrO Sept of the ruling yadnuS Clan during the regency of Lord Grünz.

Having been recognized by his egg aura as potentially very powerful, when 374's hatching was close upon him, he was transferred to a high priest cell in the royal brood chamber. There he spent a seemingly normal ontogeny, both larval and pupal, sipping on royal marmalade and dreaming dreams.

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at Lawrence Berkley in Project Sherwood, on controlled fusion—specifically on a magnetic mirror confinement system. From there he went to Rocketdyne, and later Electric Propulsion Associates, working on ion engines, arc jets, and colloidal(!) propulsion engines.

This was followed by grad school at University of Nevada Reno. In 1968, with his Ph.D. in hand, he accepted a professorship at North Dakota State University, and continued there until 1988. (He came to hate Fargo's subarctic winters.) For 15 of those 20 years he was an administrator as well as a professor. He spent 1977-78 in West Germany as a guest scientist at the *Kernforschungsanlage* (the federal nuclear research institute) at Jülich.

In 1988 he sold his snowshoes and battery-heated long underwear, and left Fargo, North Dakota for the banana belt (Spokane). From 1988 till 1994 he served as professor, and dean of science, math, and technology, at EWU, then quit as dean, with the attendant aggravations and 70-hour workweeks, and became, simply, Herr Doctor Professor James C. Glass, teaching physics and astronomy.

In 1999, Jim left Academia (run by the famous Academia Nut) to write and travel.

Back to matters closer to our hearts, the young James Glass had dropped out of fandom when he began grappling with college math and sciences (and the demands of varsity football) at UCB. It was not till 1982 he rejoined our happy clan, reading sf, and attending ValleyCons at Fargo. It was at about that time he began writing sf again.

In 1985 he married Gail Hansen, another fan. Together they attend a lot of cons in the Northwest. Gail, who is very convivial (pun deliberate), can usually be found in any costuming activities the con provides. Both are inveterate party-goers.

His first short story sale was to *Aboriginal*. Shortly afterward, the distinguished referees of the Writers of the Future contest selected his short story, "Georgi," first as a quarterly winner, then as the best of 1991. It was published in *Writers of the Future* volume 7. Since then he's sold more than 20 short stories and novelettes. Three other novels are out to market through the Virginia Kidd Agency.

It was there he came under the influence of the royal dream master, Czūāēiū (Chwayoy), whose loathsome philosophic allegiance had not yet been exposed. Rather than guiding the dreams of the impressionable larva into the realm of the Holy Unquestionable, and reading to him from the *etulosbA hūrT*, vile Czūāēiū caused whispers of the abhorrant *mutnauQ* and *rotsiwT* heresies to pedrmeate 374's innocent larval ichor and corrupt his receptive neural tissues.

In fact, it was this act of blasphemous treason that exposed Czūāēiū, for when 374 emerged as a green adult, his wings shimmered with a horrid lambent *curiosity* and (oh! how painful it is to write this!) iridescent *imagination* and *creativity*!

The city was quickly abuzz (literally!) with the rumor, but before the council could decide on appropriate action, 374 had flown. With him flew a large swarm of other youth who'd metamorphosed under the hateful influence of Czūāēiū, and more shockingly, by a number of masters and elders!

Others, notably Czūāēiū himself, were captured by squads of Royal guards and cast into the gruesome Web, to be paralyzed and eventually devoured by the giant redipS.

The rest of the heretics, however, are thought to have found their way to the the Land of ifX (if-icS in the old runes), and to have established the accursed colonies of *eltraeS*, *wocsoM*, *enacopS*, *ocsaP* and others. There to practice disgusting rites that include *snoC*, *etalocohC*, and *sphskroW*—yea! even *ecneicS*—over which 374 himself is said sometimes to preside, for he is beyond shame.

But most frightening of all, it is said that the spirit of 374 has cloned, its other manifestations having transmigrated to a strange and terrible alternate universe known as Eorthe. There to practice rites without names, and consort with the evil deities *thgirW* and *nosfatsuG*, whose names are so appalling, they are called instead *drahciR* and *noj*. Even now, groups of young disappear from the hive, and it is whispered that they have gone to ifX. May it be not so.

Perhaps most dreadful of all, I myself, and I suspect others like me, hear strange music, glimpse strange images, and feel compulsions to fly to the glittering spicules of light that speckle the night sky.

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(This biographical information was acquired from *vonrimS* *akloV* and other powerful spirits, through the channel *Samlad Nhoj*.)

*John Dalmas has been a soldier (1944-1946), 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 casual laborer and freelance editor in L.A., while trying to break into screenplay writing. Finally he settled into sf.*

# Costuming Guests of Honor

## Sheila Lenkman & Scott Corwin

by

Pierre & Sandy Pettinger

It plays out at a hundred cons across the country, on nearly every weekend throughout the year. The lights darken, an MC announces an entry number and a magnificent costume crosses the stage to amaze and delight the audience. It isn't the first or the last. When the last costume does cross the stage, the judges retire for deliberations. They return and name the Best in Show. Afterward, an audience member sees one of the winning costumes up close and wonders, "That looked better on stage!" And they're probably right.

To most, the stars of the masquerade are the costumers who create the costumes that appear on stage. And to a large degree that is true. It is, after all, the costumer who designs the costume, creates it, designs and implements the presentation. It's all the costumer... Right? However, as Paul Harvey would say, this is the Rest of the Story.

If you go back to the early days, it is amazing that the masquerade survived to become the popular art form it is today. At one time, a costume was announced, often by someone who had just picked up a bunch of hastily scrawled forms; and then walked across the stage. Maybe a slight bow is made to the audience and the contestant walked off. No lights, no music, no presentation marred the purity of the costume.

How boring.

For years, though, this is exactly what the masquerade entailed. However, in the

mid to late 1970s things began to change. We began to see the first glimmerings of presentation. By the '80s the masquerade as we now know it had matured.

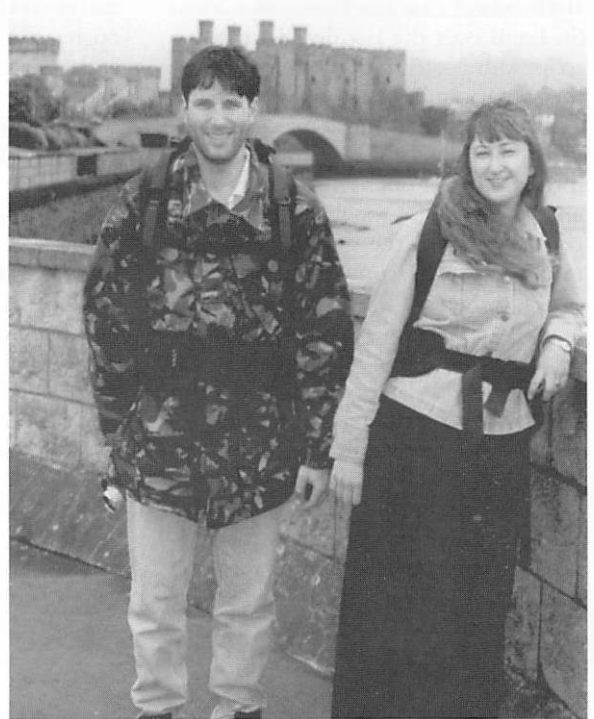
These days the masquerade is a fully realized show, with music, lights and sound; designed to entertain as well as serve as a competitive venue. All the great costumes in the world will not make this happen. This is the job, the responsibility, the privilege and the curse of the Masquerade Directors. At Archon in St. Louis this responsibility falls into the able hands of Sheila Lenkman and Scott Corwin.

Both Sheila and Scott have experience in costuming and theatre. Sheila works in a professional costume shop at the Reper-

tory Theatre of St. Louis. Scott is a Software Engineer. Both have experience both on and off the masquerade stage.

Scott appeared in two Worldcons: Magicon and Conadian. At Magicon, Scott presented an interesting entry, Mr. Mistopheles from Cats. The costume featured excellent electronics effects. At Conadian, Scott was part of the team which produced the Imperial Walker; truly one of the most impressive non-fabric costumes ever to cross the stage. Having paid their dues in front of the audience, they moved behind the stage.

Archon has had a well-attended and large masquerade for many years. Sheila



Scott Corwin & Sheila Lenkman

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and Scott took over the masquerade from a great director. They took a good masquerade and made it an excellent one.

St. Louis has not had a lot of exposure to the international community until recently. It has evolved along its own path. International ideas have been creeping into St. Louis over the last decade. It was a recipe with a potential for conflict. A recipe that Sheila and Scott took, rearranged, and perfected into a great masquerade.

The position of a Masquerade Director is a difficult one. The MD must balance the needs of their performers, the costumers, with the overall needs and resources of the convention and with the enjoyment of the convention members. The Archon masquerade is the best run continuing masquerade in the United States, bar none. It enjoys this status due to a number of factors; Directors who care about the contestants before all, a well-trained crew loyal to them and the quality of their masquerade, a concomm that supports the masquerade, and devoted contestants who compete year after year at Archon because it is the best.

All this is due to the work of Sheila and Scott. They have gathered a cadre of dedicated crewmembers who devote their entire time at Archon to setting up the masquerade. Under Sheila and Scott's direct supervision, each contestant is carefully, and yet lovingly, guided through a thorough technical rehearsal. They are willing and eager to suggest different possibilities and it isn't unknown for an entry to be completely choreographed on stage. Their main focus is for every entry to look their best.

Sheila and Scott coordinate well with their committee, promoting costuming within the convention without attempting to overwhelm the budget or schedule with one aspect of fandom. Yet they are quite supportive of the costume and masquerade's place within the convention environment. It was due to them that Archon became one of the first, if not the first, convention to regularly include a costuming Guest of Honor.

Scott and Sheila promote their masquerade more enthusiastically than any other Directors we know. They ac-

tively seek out contestants. The masquerade desk always features large picture boards of past masquerades. Winners and photos are featured on a web site devoted to the Archon masquerade.

Scott and Sheila are in demand for other conventions. They have run the masquerade for Gateway, a short-lived media convention in the St. Louis area and ran the tech services for the Chicon 2000 Worldcon masquerade.

Most important of all, Sheila Lenkman and Scott Corwin are delightful people. Enjoy their company.

*Pierre and Sandy Pettinger have been competing in masquerades around the county since 1983. They have come to be known for their religiously themed costumes and for re-creations and inspirations from artwork. Pierre served as president of the International Costumers' Guild for several years. They are recipients of the International Costumers' Guild's Lifetime Achievement Award and currently have won three Worldcon Best in Show awards.*

# Fan Guest of Honor

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## Andrew I. Porter: Based on a True Story

by

John P. Throgmorton

It is clear that had Andrew I. Porter never existed, it would have been necessary to invent him. Some lesser lights consider his exploits in fan and pro publishing merely the stuff of fable, but I know otherwise. Facts brought to light by fannish excavations, deep in the towering piles of moldering paper in what is left of New York City, in that forever lost to us realm called North America, lead to the unequivocal conclusion that Andrew Porter was indeed real.

More to the point, Porter's life and exploits are now undeniable. But the larger question—what led Porter to the invention of the full color semi-prozine, which, in its endless permutations and variations, has utterly changed all of our lives (for better or worse is unclear)—is shrouded in the mists of prehistory, before the Inundation.

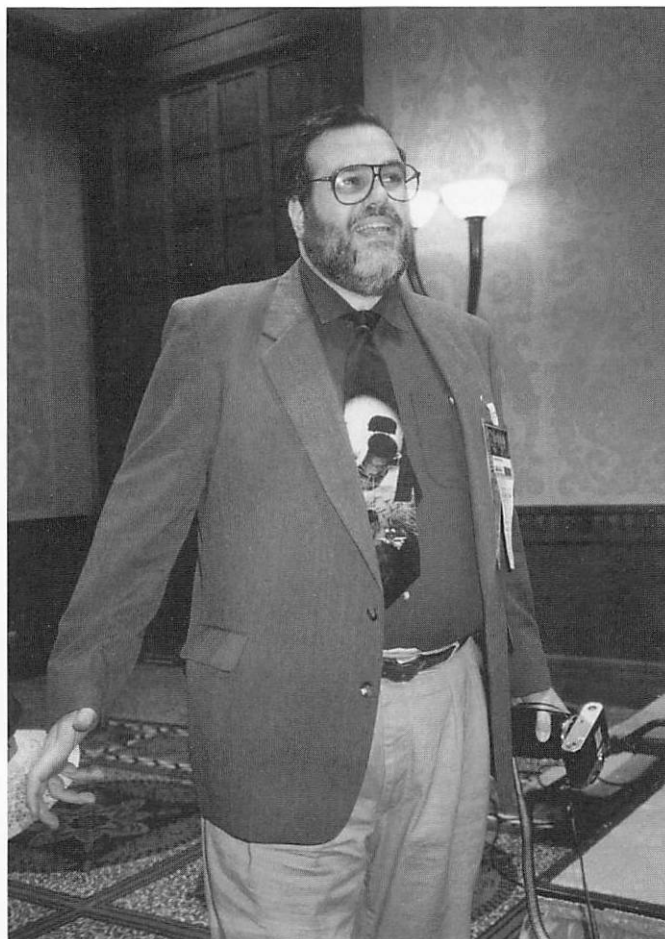
The following are confirmed facts about Porter, which must form the basis for all future tomes about this well-known fan, now being hailed as Norwescon's Fan Guest of Honor.

He was born in Detroit, Michigan, in 1946, the second son of a Redford High School physical education teacher and athletics coach. His early years were uneventful. That all changed in 1955, when his father died suddenly. The family's roots were in New York City, and so back they went: the widowed mother, the older brother, Stephen, and 10-year-old Andrew. Ironically, their arrival in New

York City coincided with the 1956 Worldcon, NYCon II, being held at the Biltmore Hotel.

Porter adjusted poorly to life in the big city. He had problems in school, was poor at sports (apparently because of eye problems including nearsightedness and "lazy eye", later corrected), and spent most of his time reading—all activities of the proto-fan. He was introduced to sf by his brother and by a school teacher, and started out reading first *Ace Doubles*, later *The Magazine of Fantasy & Science Fiction* and *Analog*, starting in 1960.

His first contact with sf fandom wasn't particularly memorable: in 1960, then 14,



Andrew I. Porter

he started phoning fans and professionals in New York City, earning the unkind but truthful nickname “the phone fan.” When he called Donald A. Wollheim, then editor at Ace Books and former major force in the Futurians and 1930s fandom, everything changed forever.

“What you need is fandom,” Wollheim told Porter, putting him in touch with the New York SF Society, aka the Lunarians, which runs the annual Lunacon, and with Ted White, of the ultra-fannish New York group the Fanoclats. It was all downhill from there. Porter, judged too neoiish for the Fanoclats, was welcomed by Frank Dietz, who hosted the Lunarians. He went to his first fan meetings in late 1960, and his first convention, the 1961 Lunacon—then tiny, less than a hundred attending, held for just a day in a meeting hall near New York’s 14th Street, with speakers and panels at the front, registration and a row of hucksters at the rear.

Going away to school slowed down his fannish activities in 1962 and 1963, but he resumed in full force in 1964. His first Worldcon was 1963’s DisCon, held just a week after Martin Luther King’s now famous March on Washington. Attendance may have been held down because people feared that there would be violence. Porter’s mother didn’t want him spending \$6 a night to stay at the con hotel, so he stayed at the YMCA—where he had an un-air-conditioned room next to the elevator shaft. Porter lived on peanut butter sandwiches from the N3F room, and White Castle hamburgers.

Late in 1963, after seeing other people’s fanzines, he started publishing what was at first a 2-page double spaced fanzine with very little going for it, called *Algol*. No one, seeing this crudzine could expect it to grow into one of the first semi-prozines, printrun in the thousands, with a full color cover, winning a Hugo Award—in 1974, at the next Washington Worldcon.

In 1964, lots happened. Porter graduated from high school and began attending Fanoclast meetings at Ted White’s house, which alternated weekly with those of the Faanish, Informal Scientifiction Association (FISTFA). There as born the idea of Apa F, a weekly amateur press association, modeled on the quarterly Fantasy Amateur Press Association (FAPA). Porter, buying a strange, Italian spirit duplicator, began publishing a weekly single-sheeter, called *Degler!*, named for an infamous fan of earlier years.

Writing and publishing *Degler!* taught Porter valuable lessons, mainly how to write, to communicate. Not formal academic writing, but lively, informal writing that, with seemingly effortless ease, presents feelings, information, ideas. The lessons Porter learned, as he read the writing of other, far more experienced fans and writers, stood him in good stead in future years, first with *Degler!* and Apa F, then when *Degler!* became a weekly newszine, then in other work, and finally in *Science Fiction Chronicle*.

The years from 1964 to 1970 were Porter’s most active fannish time. He published *Degler!* first for Apa F, then for 18 months for apa L, the weekly apa at the Los Angeles Science Fantasy Society (LASFS). In 1966, a careless idea tossed at him by Jerry Kaufman [who now lives in Seattle], gave Porter the idea to turn *Degler!* into a weekly newszine. Eventually, with a name change, it became *S.F. Weekly* [not to be confused with today’s e-zine, whose editor never bothered to learn the name had been used before]. It covered both professional and fannish activities, ran book reviews, and came out relentlessly, every week, from mid-1966 to 1968. Eventually it faltered and died, when Porter lost a job and couldn’t afford to continue publishing. Ironically, the last issue appeared in April, 1968—just weeks before the very first issue of *Lois*. Insert here conjecture on what might have been...

Porter was young, energetic, and active on many other fronts. *Algol* appeared frequently during this period, growing thicker, picking up columns and articles, changing from spirit duplicated to that plus mimeographed, eventually going offset. The magazine’s downfall was when the pressrun was 500, and Porter asked the printer how much a thousand would cost. “\$28 more,” was the answer from what surely must have been a tool of the Devil. The larger printrun meant more copies to sell, more postage expenses, so it was logical to put a price on the cover, start selling advertising, go to multi-color and then full color covers, start selling copies and subscription at convention, even selling it in bookstores. The road to Hell was, literally, paved with the very best intentions.

From 1966 to 1974, meanwhile, Porter was first Editorial Assistant, then Assistant Editor at *The Magazine of Fantasy & Science Fiction*, part-time. His main job was to read the mag’s slush pile—the hundreds of unsolicited manuscripts received every week, in hopes that some were publishable. Among the writers Porter discovered were Seattle’s Vonda McIntyre, and Suzette Haden Elgin, whose story would be anthologized many times.

Briefly, Porter was Associate Editor at Lancer Books, under Editor Larry Shaw; its owner, Walter Zacharias, now heads Kensington Publishing. Early in 1967 and again from 1968 to 1973 he worked with Sam Moskowitz and other fans on the trade magazine *Quick Frozen Foods*. Simultaneously, he was Secretary of the bidding committee and then the actual committee which ran NYCon 3, the 1967 Worldcon. Porter attended numerous conventions across the country—one such was the now infamous 1966 San Diego Westercon, from which the filksong “Bouncing Potatoes” came—in support of the bid; he had a lot of fun, too.

But you can only be really active while you’re young. Eventually, Porter’s ener-

gies flagged, periods of most intense fannish activity started to slow, and he realized that he was over-extended, doing too many things and not all of them well. He continued publishing *Algol*, eventually renamed *Starship*, which slowly evolved into a thick glossy semi-prozine (a word, later a Hugo category, coined for *Locus* and *Algol* and *Science Fiction Review*), with color covers [samples here at the con], and typeset interiors in the days before computers and laser printers diminished the effort to simplicity, and wide advertising and bookstore sales. His memberships in various apas and clubs diminished and dwindled.

And finally, with the creation of *Science Fiction Chronicle* in 1979, Porter came back to the idea of publishing a regular sf/fantasy newszine, this time as competition to *Locus*, which had grown, unchallenged, into nearly the sole source of news for the fans and professionals in the field—a voice, Porter felt, that was too long unchallenged by competition, which had grown fat and lazy in its ability to shape events by the way it reported the news, by the way those who disagreed with its publisher failed to be represented in its pages.

The rest is more recent history. *Science Fiction Chronicle* grew in the 1980s and into the 1990s, but as the process of publishing grew in complexity and difficulty, Porter grew older, his fannish energies slowly failing. *Science Fiction Chronicle*, never very profitable, never large enough to afford a paid staff, started to lose money.

There were bright spots in the early 1990s. Porter was honored as Fan Guest of Honor at the 1990 World SF Convention, Confiction, in the Hague, Netherlands. He received a Committee Award for “distinguished semiprozine work” at Chicon V, the 1991 Worldcon, the same year he received a “Special British Fantasy Award” from that year’s British Fantasy Convention in England. In 1993, he won the Semi-prozine

Hugo Award, besting *Locus* in a very close race. He won a Hugo the next year, too. But at a time when he thought things would surely be getting better, financially, such was not the case.

The crisis came suddenly. *Science Fiction Chronicle* had already begun skipping issues in the mid-1990s, and the sudden illness of Porter’s mother at the beginning of July, 1999, meant that he had to devote much of his time to caring for her. The magazine’s frequency, which he’d failed to continue as monthly and then even bi-monthly, grew erratic, with several months at a time between issues. Advertising and subscriber support ebbed, even as costs grew. Porter’s mother died that September, and the burdens of caring for her and later worries about her estate, plus the future of *Science Fiction Chronicle*, eventually caused his health to falter. He was diagnosed in the spring of 2000 with Diabetes and, seeing no way out, knew that he would have to either kill off or sell *Science Fiction Chronicle*.

So, grasping a welcoming hand, Porter sold the magazine to Warren Lapine of DNA Publications in May, 2000. Porter remained, as News Editor, compiling the news, buying the interviews and cover art, under a multi-year contract. But the many details of magazine publishing, from selling and processing ads, to maintaining the mailing list, selling subscriptions, advertising the mag in numerous places, updating the convention calendar, dealing with and paying contributors, printer and post office, devolved to other, younger shoulders.

This overview of Porter’s life and times must of necessity leave out the long slow years of decline after 2002. His activities in the worldwide fannish hegemony, the “Fandom Over The World” alliance, Porter’s rule of the One Big Fandom Council and his later defeat by the forces of revolution and the Fandom Forward Movement, his final days on the fannish stage, what really happened at the 2008

Nebula Awards banquet, his role in the publication of *The Last Dangerous Visions*, even his discovery of the graveyard of lost mimeographs and the true meaning of the word “Twilltone,” must all be addressed at a later date.

For much of the above information, I am indebted to the Siclari Institute for Fandom Research, the Feder Fanzine Foundation (aka the 3F), the Pelz Library at the University of New California, and all our fan friends on Procyon IV. Without their help, I could not have filled in all the gaps in our knowledge of this early fan pioneer.

John P. Throgmorton

*John P. Throgmorton is a staff member at the International Society for Ex-Worldcon Fan Guests of Honor in New York City, on Earth.*

# Spotlighted Publisher

## Wizards of the Coast

The roots of Wizards of the Coast's Book Publishing program go back to TSR, Inc., creators of *Dungeons & Dragons*® and other roleplaying games. In the early 1980s, TSR published a series of pick-a-path fantasy adventures. These were followed in 1984 by the first volume of the *Dragonlance*® Chronicles, *Dragons of Autumn Twilight*, by Margaret Weis and Tracy Hickman, then employees of the company. The success of this book and its sequels, *Dragons of Winter Night* and *Dragons of Spring Dawning*, was phenomenal.

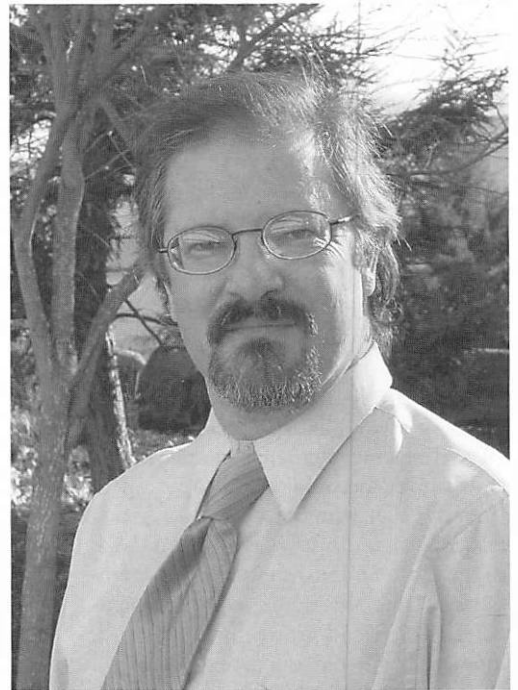
In 1987, TSR began publishing novels set in the *Forgotten Realms*®, one of its premier game settings. In early 1988, the fourth novel in the setting was published: *The Crystal Shard* by a then-unknown author, R.A. Salvatore. It was followed by other best-selling novels detailing the adventures of Drizzt Do'Urden and his companions. The company's book publishing program continued to expand, including such lines as *Dark Sun*®, *Ravenloft*®, *Planescape*®, *Spelljammer*®, and *Birthright*®.

In 1997, when TSR was purchased by Wizards of the Coast, the Book Publishing program moved to Renton, Washington, to continue its success under new ownership.

Wizards of the Coast was founded in 1990 by Peter Adkison. In 1993, the company created a completely new category of games, the trading card game. The fantastic success of the first trading card game, *Magic: The Gathering*®, propelled the company to new heights, including the licensed property *Pokémon*, which became a worldwide game phenomenon. The company now publishes an assortment of trading card games as well as the *Dungeons & Dragons* roleplaying game.

Today, the Wizards of the Coast Books division publishes between fifty and sixty novels each year, set in the worlds of

*Dragonlance*, *Forgotten Realms*, *Magic: The Gathering*, *Legend of the Five Rings*™, and *Dungeons & Dragons*. Numerous Wizards of the Coast novels have reached the *New York Times* bestseller list, including most recently *Dragons of a Lost Star* by Margaret Weis and Tracy Hickman and *Sea of Swords* by R.A. Salvatore.



Peter Archer

## Peter Archer

After obtaining degrees in history from the University of Toledo and the University of St. Andrews, Peter Archer spent ten years as an itinerant college instructor, first at the University of Toledo, then at Eastern New Mexico University and assorted community colleges.

While in New Mexico, he met and worked with science fiction author Jack Williamson. As well, he was introduced to the hobby of *Dungeons & Dragons* by several students. Some years later, one of these students, now working for TSR, Inc., in Lake Geneva, Wisconsin,

notified him of a job opening in the Book Publishing division of the company. In 1996, Peter became the managing editor of this program.

When TSR was purchased by Wizards of the Coast, Inc., in 1997, Peter moved to the Seattle area, where he continued to head the Book Publishing division of the company. In 2000 he was promoted to Editorial Director for the division. In this capacity, he oversees the publication of some fifty to sixty novels each year and has worked with such well-known authors as R.A. Salvatore, Elaine Cunningham, Margaret Weis, Tracy Hickman, Troy Denning, and Ed Greenwood.



# Special Guest

## Roger S. Baum Close Encounters of the Oz Kind by LouAnna Valentine

I confess: I grew up an Oz fan. Watching the annual TV broadcast of the Judy Garland film was a special event in my family, complete with the rare treat of popcorn and soda. I also remember listening for endless magical hours as my grandmother read Oz books to me that we checked out of our neighborhood library (my special favorite being *The Patchwork Girl of Oz*). I continue to read and collect the Oz books and other Oz memorabilia and trinkets (with lots of help from family and friends!). So, naturally, when my fiancée Keith Johnson and I first visited Las Vegas together in 1997 we chose to stay in one of the "Oz" themed rooms at the MGM Grand.

I was so excited to be "living in Oz." The windows draped with heavy emerald green curtains, the bed smothered in a vivid field of red poppies, and all my "friends" from the film smiling down at me from portraits on the walls. I had no inkling, however, that the greatest thrill of all awaited me deep in the heart of the hotel.

In the basement of the hotel is a small mall leading to the parking garage, where one of its stores, called "Emerald City", is dedicated to Oz-related merchandise. Of course I couldn't wait to go in and discover that rare Oz treasure I knew they were hoarding that I couldn't live without. What I discovered instead was Roger—marketing his own Oz books and signing autographs. On a regular schedule, no less! What a treasure!! I had never dreamed that I might someday meet a direct



Roger S. Baum

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descendant of L. Frank Baum (Roger is the great-grandson of the creator of the Oz universe)—least of all in Las Vegas. But he was a kind, gentle man, wonderfully social. We talked with him for some time; about him, his books, the Oz series. At the time he was living in the Los Angeles basin and commuting to Las Vegas during the week, but was considering moving to Vegas full-time. When asked, he said that he had no memory of his great-grandfather L. Frank, (who died in 1919, 20 years before Roger's birth) but *did* have vivid recollections of his great-grandmother and her dog Toto. (There has always been a Toto in the Baum family, even today).

Of course I purchased his books, and his personalized inscriptions took up the whole of an inside page in each book! Another item that caught my eye was a gold and diamond pendant of the

Oz logo (the Z inside the circle of the O). I had long desired just such a pendant but had never seen one. Now I had found one but it was oh, so expensive. I hemmed and hawed, mulled and pondered about it for a whole day until Keith just said, "Why torture yourself, you know you want it and it's perfect. Just do it." So I did.

We returned to the store where Roger was busily signing autographs for enthusiastic young fans. While at the counter making my (gulp!) purchase (I was informed by the sales woman, Dorothy [her real name!] that the pendant was one of only three such pendants in existence), Keith was busy, too, concocting a secret plan—asking Roger to be the first to place the necklace around my neck. Roger graciously agreed, and any initial embarrassment I felt at the time has long since been replaced by a treasured memory. It was a momentous occasion

for me, not only in the trip but in my life, as well.

When the Norwescon Theme *In the Land of the Emerald City* was announced, Keith and I looked at each other and said "What about Roger?" But it wasn't until we saw how many departments were taking the Oz possibilities of the theme and running with it that we sent the suggestion to head of Programming, Bob Grieve. It is to his credit that he saw the connection, imagined the possibilities, and made it happen.

I can't think of a more *direct* connection to the *real* Emerald City than Roger Baum. With his warm easy manner, he is a wonderful addition to our GoH lineup. He is Oz.

*LouAnna Valentine is a lifetime fan of Oz and L. Frank Baum and a long time member and organizer of Norwescon.*

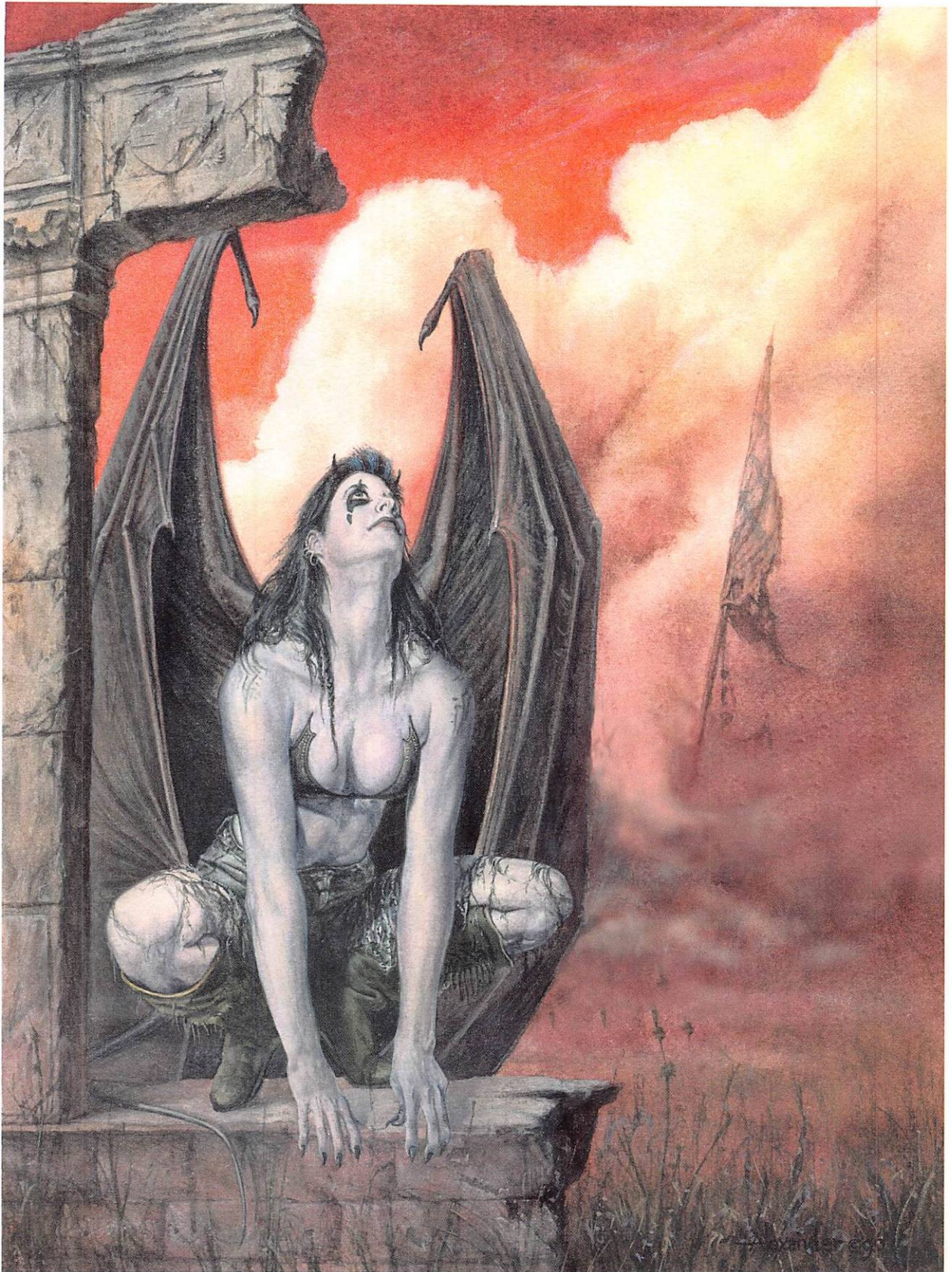
# Gallery 3

## Damon Bard



*Chiron Centaur* © 2002 by D. Bard. Work in progress. Clay model to be cast in bronze. 24" long x 16" wide x 34 1/2" high.

# Rob Alexander



Ascension © 2002 by Rob Alexander.

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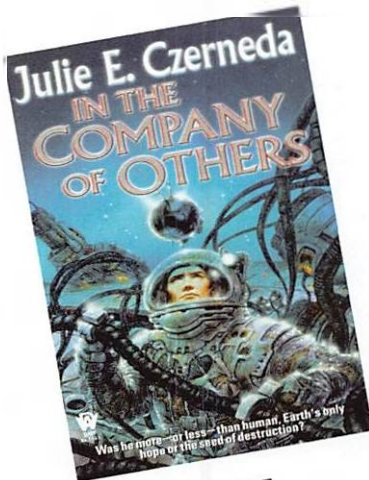


Invocation © 2002 by Richard Hescocx.

**Richard Hescocx**

# *Congratulations to the Nominees of the Philip K. Dick Award*

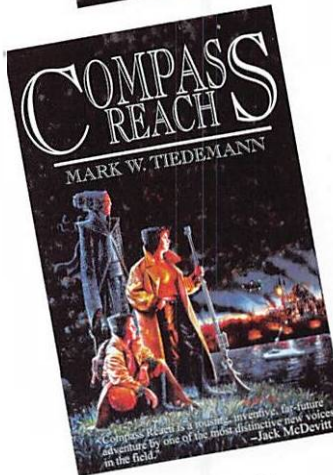
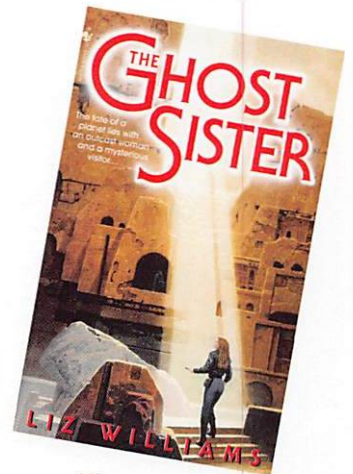
**from the Philadelphia Science Fiction Society  
and the Northwest Science Fiction Society**



The Philip K. Dick Award for distinguished science fiction published in paperback original form in the United States will be presented on Friday at 7pm in Grand 2. This ceremony is open to all, though seating is limited.

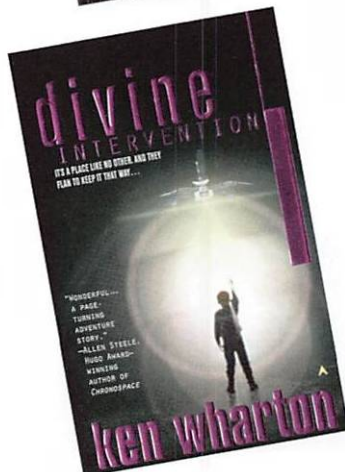
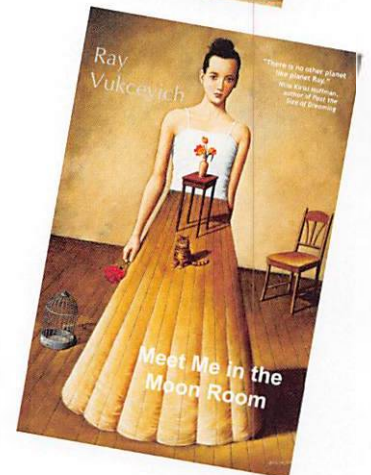
Julie E. Czerneda  
**In the Company of Others**  
published by DAW

Liz Williams  
**The Ghost Sister**  
published by Bantam Spectra



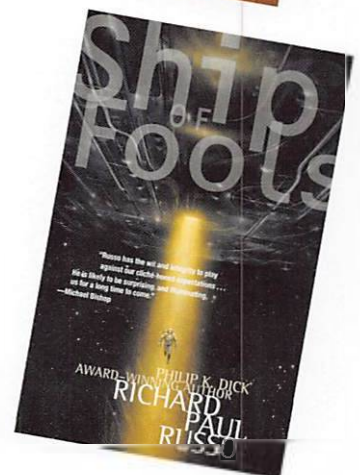
Mark W. Tiedemann  
**Compass Reach**  
published by Meisha Merlin

Ray Vukceвич  
**Meet Me  
in the Moon Room**  
published by Small Beer Press



Ken Wharton  
**Divine Intervention**  
published by Ace

Richard Paul Russo  
**Ship of Fools**  
published by Ace

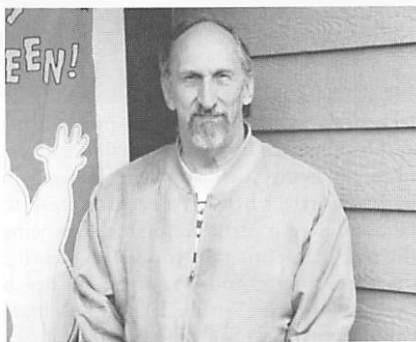


# Guests



**Steve Adams** is a Pacific Northwest artist, illustrator and cartoonist. He has been drawing professionally for over 20 years, having drawn comic books, magazine illustration, prints and paintings in the *sf/fantasy* genres as well as such "mundane" projects as 747 interior illustration, cabin and cockpit, and simulator work including animation. He has several awards to his credit, and a degree in computer graphics and animation.

He currently resides in the shadow of Mount Rainier, with his Dragonlady love of 25+ years, a 4- and 5-year-old, two cats, a tarantula, and too damn many birds!



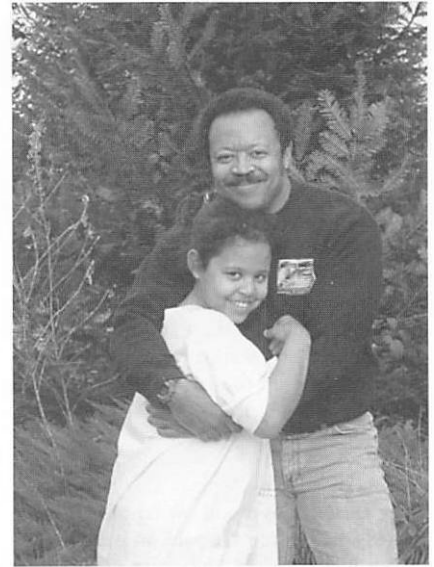
**Dave R. Addleman** has sold over 89 short stories. He is the author of the audio tape mystery novels *Irrevocable Trust*, *A Contract on Stone* and *Shy Guy*. Two additional novels: *The Osmian Search*, (*sf*) and *Witch Hunter*, (*fantasy*) are also out. Dave is a charter member of the Fairwood Writers Group in Kent, Washington, and teaches fiction writing at Renton Technical College. He competes in masters swimming and holds a black belt in Uechi Ryu karate. Dave lives in Auburn, Washington, with his wife, Deberah, and his son, Paul.



**Rob Alexander** is a Canadian born watercolor artist who has spent the past 10 years working in the publishing and gaming industries. His paintings have shown up on book covers for Tor, Harper Collins and Berkley, and magazine cover and interior art for *Amazing Stories*, *F&FS*, *Dragon*, *Inquest*, the *Duelist*, and *MZB's Fantasy* magazine, as well as the cover to the French release of the multi user computer game *Dark Age of Camelot*. As one of the artists for the popular trading card game *Magic: the Gathering* since its inception, he has also worked on 10 other card games, including roughly 45 pieces for the *Lord of the Rings* card game from Iron Crown Enterprises. Lately he has been doing conceptual work creating new fantasy worlds for *WotC* and working on his backlog of private commissions while fitting in the occasional cover.



**Blythe Aync, 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*), His latests novel, *Insh*, "Allah, an alternate history novel, is his pride and joy. His web page is [www.lifewrite.com](http://www.lifewrite.com).

**Damon Bard** began showing his creature sculptures in *Norwescon Art Shows* when he was 11 and began working at *Will Vinton* claymation studios at age 16. Since then he has worked for over 25 studios/productions. Damon has done character sculpture and design for such institutions as *Pixar*, *PDI/Dreamworks*, *Rob Bottin* and *Phil Tippett*, but has also done projects like the 30 foot tall motorcycle on the *Harley Davidson Cafe* in Las Vegas, dinosaur sculptures for museum displays, as well as visual development for feature films. Damon's screen credits include *James and the Giant Peach*, *Deep Rising*, *ANTZ*, *My Favorite Martian*, *The Haunting*, *Hollow Man*, *Cats and Dogs*, *Evolution*, and he was the lead sculptor-designer/sculpture supervisor on *Monkeybone* (produced by the creators of *Nightmare Before Christmas*). Damon currently lives in the Bay area in California.



**Donna Barr** has been turning out drawn books since 1986, and has made recent forays into the (much more easily edited!) form of pure prose. She's working with the Forest Murals of Bremerton – the dream is to paint the whole town. She's a regular contributor to the on-line magazine, *World DMZ* (whose editor foolishly gave her the right to say anything she likes about anything she wants!). Links and catalog for these and more are available at <http://www.stinz.com>. There'll probably be more by the time this program is printed!

**Greg Bear** is the proud owner of two Hugo awards and three Nebula awards. Greg's novels include *Blood Music*, *Eon*, *The Forge of God*, *Moving Mars*, *Anvil of Stars*, *Darwin's Radio*, and most recently, *Vitals*. He is married to Astrid Anderson Bear and the father of Erik and Alexandra.



A long, 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

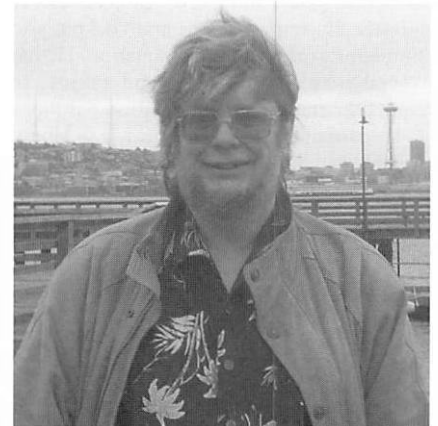
and gone, but a few remain constant: books, sewing, books, family, books, live action role playing, books, gardening, and books. Barbara eventually got her college degree (science education) and went on to do a variety of panels at different cons (science, costuming, gaming—just about anything they asked 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.



To justify his classification as a "pro" **Blane Bellerud** is flogging his credentials as a biologist. He holds a B.S. in marine biology, an M.S. in aquatic biology and a Ph.D. in aquatic parasitology. Given this soggy-sounding academic career it is not surprising that he is employed as a fisheries biologist. Blane's core interests in biology include the evolution, behavior and ecology of organisms and the connections between these three categories. He is also an amateur (ish?) cartoonist. Dr. Bellerud (no, not the medical kind) currently resides in Oregon with his wife and two sons.

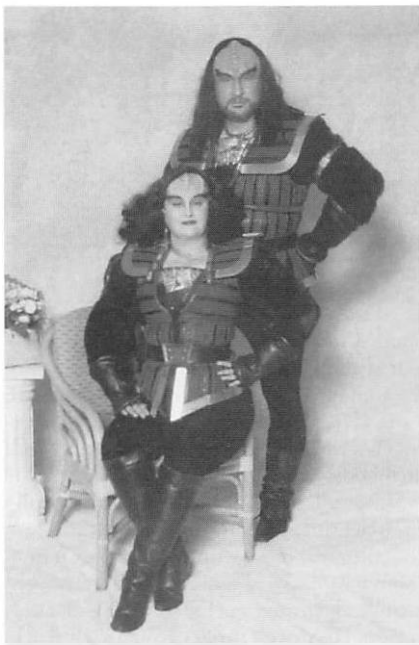
**Phil Bereano** is a professor of technical communication and adjunct professor of women studies and American ethnic studies at the University of Washington. He holds a law degree from Columbia Law School. Phil is a recognized expert on the ethical and social considerations of genetic engineering (having 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.

**Dennis Bergum** is known around conventions for his walking sticks, canes, and fantasy sculptures. His sculptures vary from sculpey-like materials to pewter and bronze. He is also a well known Tarot and numerology reader on AOL and the world wide web. Normally found in the dealers room, this year he plans to just enjoy the convention.



**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 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 was also the bid chair for bringing Westercon 56 to western Washington in 2003 ([www.webwitch.com/westercon56](http://www.webwitch.com/westercon56)).





Bon vivant, raconteur, woman about town, and evil sword-wielding dominatrix of the pesky space time continuum paradox, **Betty Bigelow** is an old fan (126 and counting) best known for her award-winning costuming and her singing and dancing Klingon half time reviews. Her partner in these musical reviews is her husband David, whose musical skills and singing talent have made these productions possible.

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 25 years. She is artistic director of Shahrazad Middle Eastern Dance Ensemble, and the head of what is now called the Seattle Klingon Diplomatic Corps. She continues to do research on the Klingon language and sew eyebrows on forehead after forehead after....

**Dave Bigelow** builds electrical control panels for a living. His time-consuming hobbies include music (occasionally singing and dancing in costume event half-time shows), writing science fiction short stories (very occasionally published), and being married to Betty Bigelow, who dresses him up as the Klingon Koltar and uses a cattle prod and chocolate to entice him to dance. She likes the effect so much they've been doing it for years.



Born in California, raised in Nebraska, **Maya Kaathryn Bohnhoff** still considers herself a mid-westerner. Her interest in science fiction dates from the night her dad let her stay up late to watch *The Day the Earth Stood Still*. The rest is history.

Her short fiction has been published in *Analog*, *Amazing Stories*, *Century*, and *Interzone*, her first four fantasy novels were published by Baen, with a fifth contemporary fantasy novel due out next Christmas from Harper-Prism. Her first novel, *The Meri*, made *Locus* magazine's Best First Novel and Recommended Reading lists. In 1999 her short story "The White Dog" (*Interzone* #142) made the short list for the British Science Fiction Award. She also writes and performs original filk music with her husband Jeff, with whom she has co-authored two amazing children, and the filk music album, *RetroRocket Science*.

**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.

Way back in 1994, **Tom Boutell** was the first full-time programmer at RealNet-works, where he developed the original RealAudio software. In 1995 he left to launch his own company, Boutell.Com, now a small but successful vendor of software for web server log analysis, web design, and other cool stuff. He is the author of the gd graphics library, the original PNG graphics specification, and other neat open source projects. Tom has also worked on web sites relating to vegetarianism and corporate responsibility. He likes working at home, even though it means taking breaks to change diapers.

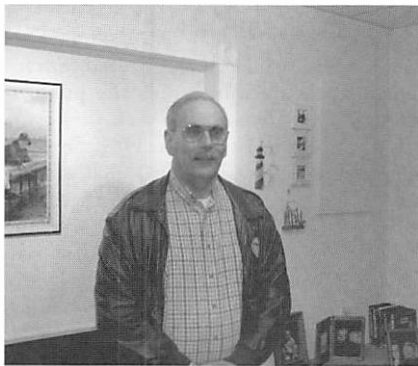


**Lisa Jean Bothell** has been involved with independent publishing since the publication of her first science fiction novel, *Nashramh: The Red Thread* in 1984. She also authored *Nashramh: The Blue Thread*, and co-authored two more *Nashramh* novels with local Seattle authors. She has had numerous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



After graduating with a University of California MFA in film studies and teaching university level classes for ten years, **Phillip Brugalette** moved to Seattle where he now writes the "Son of Celluloid" film column for *Chiaroscuro*, the Leisure Books sponsored 2000 Bram Stoker award-winning e-zine. TSR (*Wizards of the Coast*) published his fantasy novel, *The Nine Gates*. And with his new horror novel, *The Vagrant*, finished, he is working on another fantasy novel, *The Riders of the Storm: The Puppetdrome*. Phillip also works as a free-lance scriptwriter for *For Real Films*, Topanga, California.

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*.



**Ted Butler** is a retired computer consultant with considerable experience with computer anti-virus work.

He has three published short stories, and two completed (though unpublished) novels. He has co-authored a NASA-published research report.



**Heather Candelaria**, as a native Seattleite, attended her first Norwescon in 1985. Since then she has pursued her interests in both hard and speculative science focusing heavily on biology, evolution, cultural and social perceptions about sex and gender, and of course the many different ethical implications regarding what we know (or think we know) about those subject. She's dabbled a little in theology, cult/addiction mentality, atheistic mysticism and psychedelic shamanism. Her current areas of interest include rave culture and the evolution of on-line virtual communities, as well as other forms of social computing.

**Amy Sterling Casil's** fiction has appeared in *The Magazine of Fantasy and Science Fiction*, *Zoetrope: Allstory*, the *Writers of the Future* anthologies, *Talebones* and *Pulp Eternity*. She has been an active member of Science Fiction and Fantasy Writers of America since 1995.

She is a 1984 graduate of the prestigious Clarion Science Fiction Writers Workshop. She has written hundreds of articles on writing and literature in dozens of publications. She currently writes and edits the monthly *Science Fiction and Fantasy* market newsletter for Writers Club on the web (<http://www.iuniverse.com>).

Her short fiction has received Nebula Award recommendations and Honorable Mentions in the *Year's Best Science Fiction* and the *Year's Best Fantasy and Horror* anthologies. She is the only four-time finalist and one-time winner in the *Writers of the Future* contest.

She teaches writing and literature at UC Riverside and Chapman University in addition to various online courses through *Writers Club* and *NovelAdvice.com*.

Aurhor Dave Wolverton has called her work "powerful" and "compelling." Her friend and mentor, *World Fantasy Award*-winning novelist James Blaylock said, "I've been a professional writer myself for over twenty years, but I'd be happy to take a creative writing class if Amy were the teacher."



**James Clemens/Rollins:** veterinarian, amateur spelunker, and scuba enthusiast is also the author of the *The Banned and the Banished* series (*Witch Fire*, *Witch Storm*, *Witch War*, and *Witch Gate*). Upcoming is the fifth and final book, *Witch Star*.

James Clemens also writes technothrillers (scientific adventure stories with an archaeological bent) under the penname "James Rollins." These best-selling novels include *Sibterranean*, *Excavation*, and *Deep Fathom*. His newest thriller is out in hardback now, titled *Amazonia*.



**Lisa R. Cohen's** fiction has appeared in *Pulphouse*, *F&SF*, *Story* and *Realms of Fantasy* and has received honorable mentions in the *Year's Best SF* and *Year's Best Fantasy and Horror* anthologies. She has written book reviews for the online magazine *Science Fiction Weekly* and trivia games for Sci Fi channel's *Mindprobe*. Her current fascinations include professional wrestling, knitting, filmmaking, cooperative publishing, throat-singing, and pornography.



**Paul Chadwick** grew up in Bellevue, Washington. After study at Art Center College of Design, he began storyboarding films for Disney, Warner Brothers, Lucasfilm and others. Credits include *Pee Wee's Big Adventure*, *Strange Brew*, *The Big Easy* and *Ewoks: The Battle for Endor*.

In 1985 he started his comics series *Concrete* for Dark Horse Comics, which later published Chadwick's whimsical *sf* series, *The World Below*.

Chadwick has illustrated books by Poul Anderson, Jack Vance, Gordon Dickson, Tamith Lee and others. He is now drawing a new *Concrete* series, *The Human Dilemma*. *Concrete* is in development as a live-action film.

**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.



**Greg Cox** is the best-selling author of numerous *Star Trek* novels, including *The Eugenics Wars* (Volumes One and Two), *The Q Continuum*, *Assignment: Eternity*, *The Black Shore*, and *Dragon's Honor* (with Kij Johnson). He has also written several *Iron Man* and *X-Men* novels, plus a non-fiction look at *Xena: Warrior Princess*. His short fiction can be found in such anthologies as *Star Trek: Enterprise Logs* and *The Further Adventures Of Xena*.

An alumni of Clarion West, he now lives in rural Pennsylvania, where he works as a Consulting Editor for Tor Books.



**Sharree 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.

**Kara Dalkey** was born in 1953 in Los Angeles, California, and currently lives in that hotbed of music, books and coffee, Seattle.

She has fifteen published novels, many set in ancient Japan as well as 16th century India, modern Pittsburgh and Colorado. She has written young adult novels, as well as those for the general fantasy reader. Her latest project now on the stands is the children's fantasy *Water Trilogy*, a series she describes as Atlantis and Arthurian legends in a blender.

When not writing, she plays bass in a rock band.



**John Dalmas** has been a soldier (1944-1946), 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 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 25 novels published, the most recent being *Soldiers* and *The Puppet Master*.

**Don DeBrandt** has been writing professionally since 1990. He's worked in the genres of dark fantasy, supernatural western, cyberpunk, cyberfolk, superheroes, comedy, horror, and action-adventure. His current novels are *V.I.* from Ace Books and *Shakedown*, based on the TV series *Angel*, from Pocket Books. He writes a bi-monthly column on the future of e-business in *Backbone Magazine*, and is trying to break into the comic book biz. His hobbies include stilting, hot tubbing, amateur dentistry, costuming and inventing new ways to have fun, which endears him to his friends and has earned him the title of "Hedonaut."



**Keith R.A. DeCandido** has written a veritable ton of novels, short stories, comic books, e-books, and nonfiction books in various milieus owned by other people, including *Star Trek*, *Farscape*, *Buffy the Vampire Slayer*, *Andromeda*, *Doctor Who*, *Magic: The Gathering*, *Marvel Comics*, and *Xena*. He is also the editor of the forthcoming anthology of original sf/f, *Imaginations*. Learn way too much more about Keith at the appallingly-easy-to-remember website [DeCandido.net](http://DeCandido.net).



**A.M. Dellamonica** has been an actor, rape crisis worker, guerilla secretary, piccolo diva, burglar alarm monitor, and theatre technician. Located in Vancouver, British Columbia, 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](http://scifi.com). She also writes book and software reviews for a variety of on-line publications.

She is currently at work on a novel set in the same universe as her stories "Nevada" and "The Riverboy."



**Arinn Dembo** has been a professional writer and critic for over ten years. Her first essay appeared in *The New York Review of Science Fiction* in September 1991; since then she has written reviews and features for print magazines, web sites and television shows, covering a broad spectrum of sf and horror media. Her short fiction has appeared in *The Magazine of F&SF*, and her most recent novella, "Suicide Watch," can presently be found in the anthology *Delta Green: Dark Theaters*.



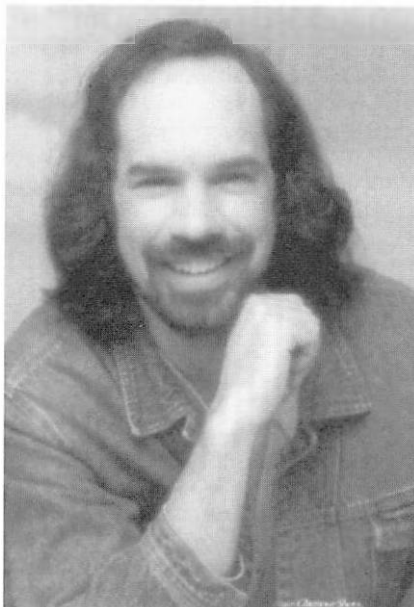
**Keri Lyn Doering** is a noted costumer who has won awards at every level: here at Norwescon, regional conventions and finally at Worldcon. Her first costume appeared at the San Francisco Worldcon (1993), which she entered only because no one ever told her how difficult it was to compete at that level.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



**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*.



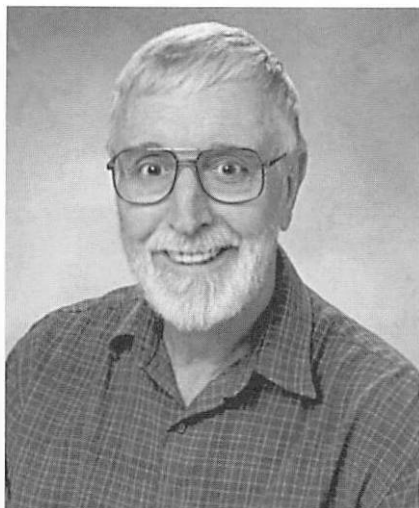
**David Doering** is a free-lance journalist in the computer industry. He's been an editor of a regional sf magazine, three-time chair of Provo's annual con, twenty-year fan of conventions, Head of the Utah Costumers Guild, president of TechVoice (a communications consulting firm), and has had every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



Guerilla poet, playwright and storyteller, **Andrew Dolbeck** has been active at Norwescon for many years. He has written seven 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 folk tales) professionally. He has recently appeared as the devil in an unusual production of Marlowe's *Faust*.



**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 (Lahti) in Skagit Valley.



Originally from Scotland, **Dave Duncan** has lived all his adult life in Calgary, Alberta, having enjoyed a long career as a petroleum geologist before taking up writing. Since 1987 he has had 32 novels published under various names, mostly in the fantasy genre, but also young adult, science fiction, and historical. His work has been published in a dozen countries.



**Lori M. Edwards** - The Poem

Lace covered ballgowns and tudors of satin  
Large flowered hats that are held on by hat pins

Tightly fit corsets all laced up with strings  
These are a few of my favorite things

Big black arachnids and huge fabric stashes  
Feathers and sequins and long false eye-lashes

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.

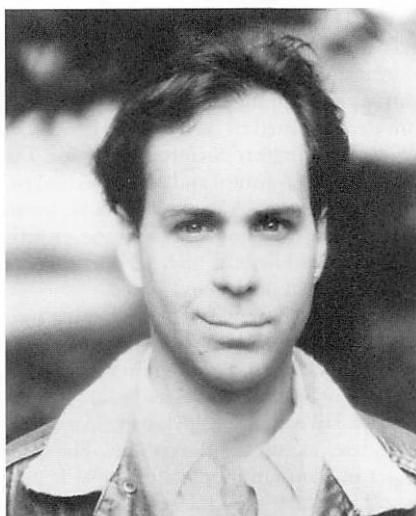
Since January 1996 **Elton Elliott** has served as Chairman, President, and Co-founder of VA Technologies, Inc., a company specializing in digital projection systems for the entertainment industry.

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."



**James Ernest** is the president and lead designer of Cheapass Games. Along with creating nearly all the games for that company, James has also written trading card games for Microsoft and *Wizards of the Coast*, and many other games for game companies, magazines and conventions. His best-known Cheapass Games include *Kill Doctor Lucky*, *Lord of the Fries*, *Button Men*, and *BRAWL*. Cheapass Games has published more than 40 titles since 1996, and James Ernest has been nominated for a whopping eighteen Origins Awards. James is also a talented juggler and die-hard Poker player and is designing new games nearly all the time.

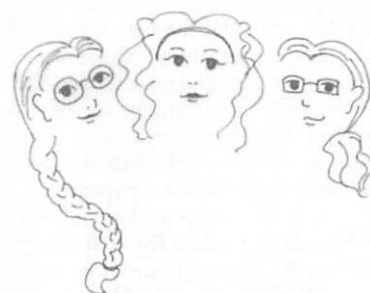


**Craig English** brings 20 years of professional acting and coaching experience to this convention. He has worked on most of the Seattle-area stages as well as many regional theatres. Craig is a certified fight choreographer.

Craig has appeared in more than 50 television and radio commercials, and CD ROM game voice-overs (recently *Tribes2*, *Alliance*, and *Freddy the Fish*).

Mr. English has written fantasy novels (most recent is *The Orb*), short stories, essays, newsletters, web content and advertising.

He is also the founder of "The Roy Street Commoners" writing group (awards include a 2001 Jack Straw Literary prize winner and a 2001 Hedgebrook Writer's Retreat recipient).



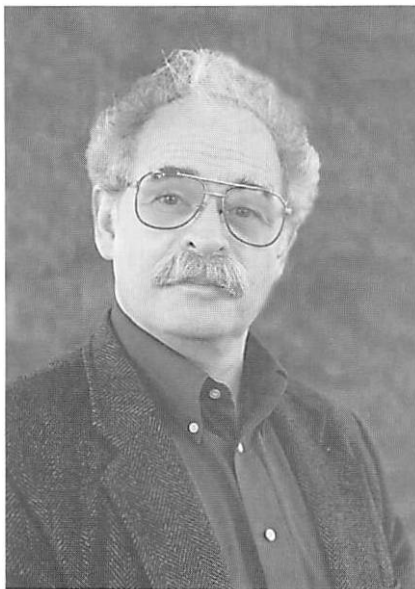
**Escape Key** is an acoustic trio whose music is sometimes humorous, sometimes serious, and usually tells a story. They've just released their first CD, *Shadowbeast*. Michelle Hansard sings and writes the music. She's also interested in children's illustration, and has work displayed in the art show. Matthew Dockrey has played guitar for four years. He writes short fiction, which Michelle sometimes transforms into song, and is interested in robotics, AI, and amateur filmmaking. Audrey Eschright has played flute for twelve years and recorder for thirteen. She enjoys cosuming and photography, and has work displayed in the art show. Their website is <http://www.cyphertext.net/escapekey/>.



Washington native **Payne Fifield** has been performing his unique interpretation of magic for over 30 years. He has exhibited his skills in venues from England to Guam and was an original "Geek Relief" for the Jim Rose Sideshow. As well as his original Ren/Mediaeval performances, Payne has added a presentation based on a popular wizard boy and a "Science of Magic" show to his diverse repertoire.

<http://members.aol.com/payne>

Twelve years ago **Shannon Flint** was introduced to the wondrous world of sf/fantasy conventions. She soon found that the limitless arena of sf/fantasy masquerades offered her an outlet for her costuming desires to become realities. Shannon, along with her costuming partner Orchid Cavett, and known for their unique use of materials, has been consecutively winning awards as she moved through the levels to become a Master Class competitor. Shannon is currently living in Portland working full time and attending PSU full time to receive her B.S. in sculpture to be followed by a Masters of Art Therapy from Marylhurst University.



**Jim Fiscus** is a Portland, Oregon writer and photojournalist. He is a former columnist for the *SFWA Bulletin*, the journal of the Science Fiction and Fantasy Writers of America, writing about legal and business issues. He is currently writing for *Science Fiction Chronicle* as a contributing editor. He taught military history and worked in transportation planning in Portland—fields that are clearly related to each other. He was Oregon/Washington correspondent for *The Medical Post* (Toronto) and other medical papers for six years. A medical book he wrote last summer dealing with teenage growth aimed at middle and high school students was published in January.

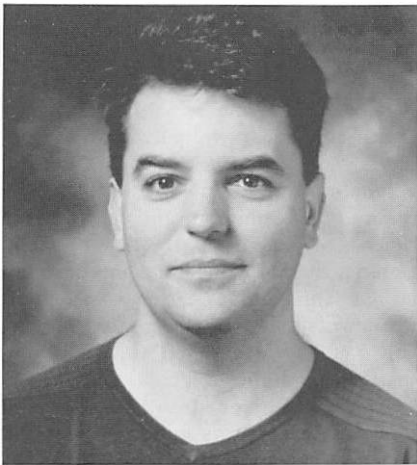
His first fiction sale was a story using sf to explain the theological basis of the present regime in Iran. That story let him make practical use of his master's degree in Middle East history. His next published story, "American Mandate," continues the pattern. The story is set in Constantinople after WW I, in a world in which the U.S. accepted a League of Nations mandate over parts of Turkey. It will appear in *Alternate Generals II* edited by Harry Turtledove. The anthology will be published as a hardcover by Baen Books this July. His latest sale is "The Road to Endless Sleep" for *Alternate Generals III*, also edited by Harry Turtledove. The story opens with Antony and Cleopatra's having just defeated Octavian.



**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 Terbers Unlimited, a partnership formed in 1994 with Dr. Robert P. Hoyt, specializing in highly survivable space tethers. The latest of his 13 published booklength 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 Kimin

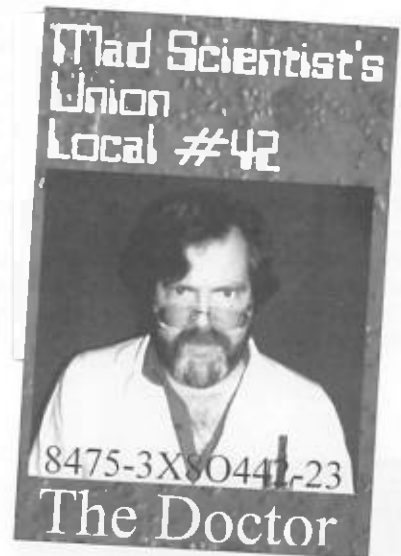
Since 1989, **Steven L. Gillett** has been a research professor at the Mackay School of Mines, University of Nevada, Reno, where he's worked on Paleozoic paleomagnetism, Lunar resources, and seismic risk at Yucca Mountain, NV, the proposed high-level nuclear waste repository. He also teaches intro geology classes including one on planetary geology. Most recently he has focused on molecular nanotechnology as applied to environmental and resource issues, and is even currently funded to do so. Gillett also writes speculative science articles for places like *Analog* (most recently "Unresources," 9/99, and "Diamond Erher, Nanotechnology—And Venus," 11/99). He has also written fiction, often in collaboration. Gillett has a B.S. in geology from Caltech and a Ph.D. from SUNY Stony Brook.



**Eric Gjoavaag** has been an Oz fan ever since his third grade teacher read *The Wizard of Oz* to the class. He joined the International Wizard of Oz Club in 1977, and quickly became an active participant in club events. He chaired the 1993 Winkie (western regional) Convention, and received the 1997 Winkie Award for his many contributions. He has written for the Oz Club journal, *The Baum Bugle*, and co-authored *Queen Ann in Oz* with fellow fan Karyl Carlson. He is the webmaster of the award-winning website, *The Wonderful Wizard of Oz Website* ([thewizardofoz.info](http://thewizardofoz.info)).



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 closer "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, Alien Relics Collectibles in Tacoma, pretending to be normal humans. Lately they've been letting their true Klingon natures show with the IKV T'Mar in Tacoma ([www.ikvtmar.com](http://www.ikvtmar.com)) performing public service as humans and as Klingons.



**Gail Glass**, a retired recreation and dance therapist, has been going to cons since 1987, with writer-husband James Glass, all over the country. Gail used to costume in her work and theater, but now enjoys it at cons. Garnering first place at smaller cons, her hall costumes have been awarded too. She has worked behind stage for CostumeCon and Norwescon. Her ability to concoct costumes from ordinary clothing items and extraordinary accessories, without much sewing, is well known as she often appears on panels on the subject. With an emphasis on fun and camaraderie, she enjoys helping others to compete. Other interests include dolls and turtle collecting, alternative medicine, healing dance, religions and other cultures, and traveling.



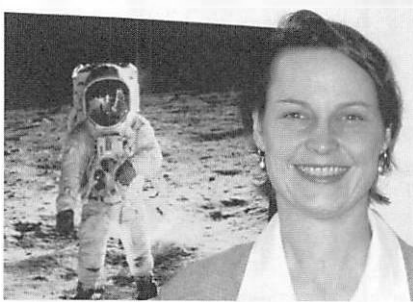
**John R. Gray III** (member ASFA) has been showing his artwork at convention art shows nationally since 1981. At these shows he has taken a number of awards, including Best Fantasy, Best Color, Best Use of Humor, Most Unusual Concept, and Director' Choice.

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. She is the author and artist of the notorious comic book *Naughty Bits*. 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.

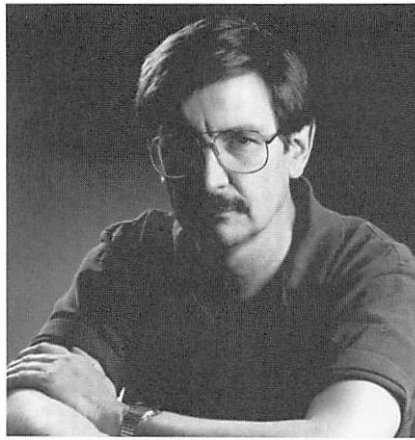
**Robert J. Grieve** has been the programming director for Norwescon 23, 24, and 25 as well as Norwescon Point 5, 1991, and the transportation head for Norwescon 14. He has been active in convention running since 1988 and has been on the ConComs for Rustycon, Norwescon, Norwescon Point 5, and Westercon. When not involved with sf/f conventions, he teaches First Aid and CPR, disaster preparedness, safety, and the use of fire extinguishers. He is a Lieutenant with the Yelm Fire District where he practices as an EMT-D, structural firefighter, and wildland firefighter.



**Amy Axt Hanson** started out on the straight and narrow as a graduate student in microbiology, but fell away to a shady career as an unrepentant do-it-yourselfer. She's been known to make soap, can peaches, teach bio labs, raise children, re-side houses, publicize e-books, and try to write the kind of novel she's been looking for all these years. More recently, she's been involved with Broad Universe ([www.broaduniverse.org](http://www.broaduniverse.org)), a group like Sisters in Crime to help promote the writing and artwork of women in science fiction, fantasy, and horror.

**Rhias 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*.

**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.



**Richard Hescoc's** first paperback cover appeared in 1976, and since then he has produced over 130 covers for every major publisher of fantasy and science fiction. He has frequently illustrated for the motion picture industry, creating illustrations for the films *The Howling*, *The Philadelphia Experiment*, *House*, *E.T.*, *The Dark Crystal*, *The Fly* and *Suam Thing*.

His paintings have been exhibited at the Society of Illustrators, the Canton Museum of Art and at the Delaware Art Museum.

Since 1993 Richard has created artwork for numerous computer games. He is currently working on conceptual designs for *Mechwarrior 5*.



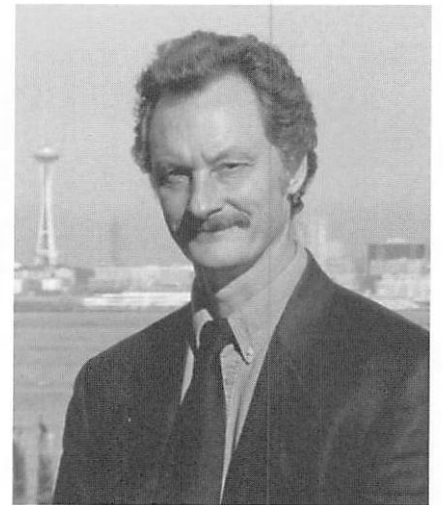
**Robin Hobb** is the author of *The Farseer Trilogy* (*Assassin's Apprentice*, *Royal Assassin*, and *Assassin's Quest*) and *The Liveship Traders Trilogy* (*Ship of Magic*, *Mad Ship*, and *Ship of Destiny*). The most recent book is *Fool's Errand*, book one of the *Tawny Man Trilogy*. This book continues the adventures of FitzChivalry from *The Farseer Trilogy*. All are available in the U.S. from Bantam Books.

Robin Hobb resides in Tacoma, Washington, and also writes as Megan Lindholm. For more information, please visit the website at <http://robinhobb.com/>.

**John P. Holdren** first became interested in sf at an early age. For his 10th birthday, he was given a series of books by some fellow named Asimov, about some space ranger named Lucky Starr. It was pretty much downhill from there.

John moved to Seattle to attend the University of Washington, and fell into the clutches of Team TUG, the Hogan's Goat, Constar, the Solar Imperium and other nefarious fannish groups. Norwescon 8 was his downfall, and he's been around regularly ever since. He started working behind the scenes with the Tech crews, until he was eventually kidnapped and brainwashed into working Security for many years. Attempting to escape from the evil clutches of Norwescon, he tried to claw his way free, only to be sucked back in to running Fannish Olympics and Fannish Programming.

In his spare time, John puts small holes into paper targets with politically incorrect weapons. He was also absorbed into the SCA, and can be found quite often on weekends, as a member of Clan Carn, attempting to hit others with sticks while wearing a lot of armor.



**Thomas P. Hopp** was born in Seattle, Washington. He earned his Ph.D. in biochemistry at Cornell University Medical College in Manhattan, then studied genetic engineering at Rockefeller University and M.I.T. He helped to found one of the most successful biotechnology companies, Seattle's Immunex Corporation. There, he created genetically altered animals with mixtures of human and animal traits, as well as the first commercially successful molecular nanotechnology device. He has published 65 scientific articles and eight U.S. patents covering methods of DNA and protein experimentation. Presently, he is a consultant specializing in bio-terror countermeasures.

His second novel, *Dinosaur Wars: Counter-attack*, is due March, 2002 from 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.

After graduating from school in Hawaii, **Suzanne Jaclin** developed an interest in Polynesian culture and myth. This interest aided her in creating more 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.



**Kij Johnson** is the winner of the 2001 IAFA Crawford Award for best fantasist, and the 1994 Sturgeon Award. She is the author of *The Fox Woman* and a short fiction e-book collection from Scorpius, *Tales for the Long Rains*; and co-author of a *Star Trek* novel. She is at work on her next novel, *Teeth and Claws*. She teaches each summer at the University of Kansas Science Fiction Writing Workshop, and GenCon. Since 1996, she has been one of the final judges for the Sturgeon Awards. She lives with writer Chris McKitterick.



**Michael Kenmir** has been involved in Northwest fandom since the early 1970s, starting with the disco dance for PSST 2 convention at the Seattle Center, and continuing through the present with RustyCon. Michael used his knowledge of the theatre to help with the early years of Norwescon dances, and developed the first opening numbers for the Stardances. He also brought theatrical lighting to the costume contests giving them more of a theatrical flavor. Be it advice or coordination Michael is always willing to lend a helping hand.

As a professional dancer, actor, director, lighting, and set designer, Michael has been a member of the Olympia Ballet Guild, The Olympia Little Theatre and the Abbey Players and also the artistic director of K.R.S. Productions. Michael was the artistic director of the Lacey International Music, Arts and Dance Festival. 1974- 1981, president of the Olympia Ballet Guild, 1979 - 1982, and has also worked for the Seattle Opera Company, the Seattle Repertory Theatre and several Seattle local theatre companies.



**Russell Jensen** is a Washington native who enjoys all manner of things medieval and is currently involved with *Clan Carn*, the most successful mercenary group in AnTir to date. Residing in Everett, he also finds his hands quite full with two dogs, a house, friends and learning the celtic harp. He is quite happy to be here and is looking forward to teaching and learning.



**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.



**JoAnne Kirley:** professional costumer, avid gardener, curious goat breeder, student of Middle Eastern Dance, occasional artist, proud mother (grown daughter Janette and teenage son Michael), part-time horse breeder (Percheron cross sport horses). She has been part of the Washington Mounted Search and Rescue (with her buddy, Chance) and enjoys competitive mounted orienteering. She has owned and operated her successful costuming shop Costumes, Period since 1983, where they rent, sell and custom design costumes and fashions for fabulous occasions – ordinary ones, too (the current rage is for Medieval-Renaissance weddings). In her salad days she provided – er – “financial backing” for a large, dusky, charismatic no-longer-local artist/actor, and she’s still hoping she will be repaid, hint, hint....



**Wolf Lahti** is a professional writer, artist, editor, photographer, actor, and singer-songwriter—and an amateur everything else. He lives on six acres in the Pacific Northwest with five dogs, two wolves, two cats, two horses, and one shaman. When he’s not writing or otherwise dabbling with the computer, you’ll find him putting siding on the barn, rebuilding the deck, mowing with the tractor, or just reading a good book. Wish him luck.



**Jefie “The Grunting Cavalier” Larson** codirected 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.)

**April Lee** is a free-lance illustrator and computer game animator. Her 2-D and 3-D animation has appeared in *Heroes of Might and Magic*, *Might and Magic*, *Inherit the Earth*, and others. Her collectible card game art may be found in *Legend of the Five Rings*, *Magic*, *Middle Earth*, *Rifts*, *7thSea*, *Shadowfist*, *Warhammer 40K*, *Wheel of Time*, and *Warlords*. Her artwork has won awards at Worldcon and Westercon. She holds degrees in illustration from Art Center, in English from Mt. Holyoke and in history from Oxford University. She loves traveling, skiing, reading, and listening to music, especially Loreena McKennitt and The Cure.

**Larry Lewis** has been a fan (saw *Last 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, concon 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. The Del Rey website is at [scalpel@atomichyrax.com](mailto:scalpel@atomichyrax.com) [www.randomhouse.com/delrey](http://www.randomhouse.com/delrey).

Although little is really known of her real life as Aetnya, the Wicked Witch of Thirtyseven Degrees North by Fifteen Degrees East, **Margo Loes** has spent years creating costumes for stage, television, ballet and general, all-around costuminess while living the undercover life of a state employee. In addition to art cosuming, she likes Arabian horses, Persian cats and hopes someday for complete, total world domination. Don’t make her get her flying orangutans....

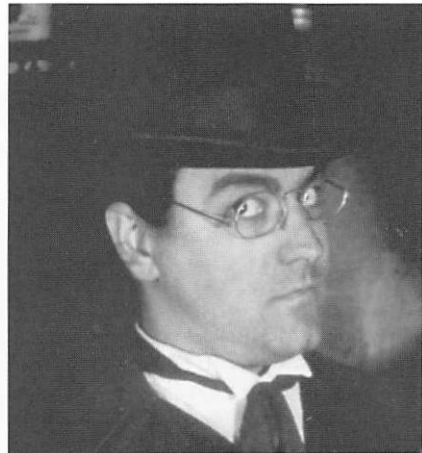
Before joining the Wizards of the Coast art staff in September of ‘96, **Todd Lockwood** was a sixteen-year veteran of advertising, with agents in Denver and New York. His work has appeared on the covers of numerous books, magazines, and game products and on playing cards for Wizards of the Coast, on the covers of *Asimov’s* and *Analog*, and in the pages of *Science Fiction Age* and *Realms of Fantasy*. Among the honors his artwork has received are two World Fantasy art show awards, five Chesley Awards, and appearances in *Spectrum* 3, 4, 5, 6, 7 and 8. In his spare time he writes, landscapes, reads a little less than he would like, is the vice president of ASFA (the Association of Science Fiction/Fantasy Artists), plays computer games with his kids, and sleeps rather less than he would like.

Todd lives in Washington State with his wife, three children, and Spook.



**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.



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 (<http://www.petring-zoo.org/>). Most recently, he's enjoyed the sick, sick vertigo of filmmaking. Two of his short films have appeared in the H.P. Lovecraft Film Festival and he's currently producing a feature-length animated adaptation of "The Dream-Quest of Unknown Kadath". Really.



When a spinal injury left her disabled, **Joan M. McCarty** began the critically acclaimed Alternate Realities Webzine which is now an award winning, semi-pro zine ([www.alternaterealitieszine.com](http://www.alternaterealitieszine.com)).

Ms. McCarty has completed her second book, first in a series, "The Harbingers", and is writing the second of the series "The Brethren". With several short stories published, she is a member of the HWA and holds a degree in ancient history. Yearly she speaks at several conferences and is best known for her ancient weapons demonstrations for authors. This year she's the Fantasy Track programmer for Norwescon 25, her favorite conference.

She lives in Oregon with her daughter, ferret, guinea pig, cats and dog Baloo, and continues to write fantasy/horror short stories/novels.



**Leopoldo Mariño** 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).

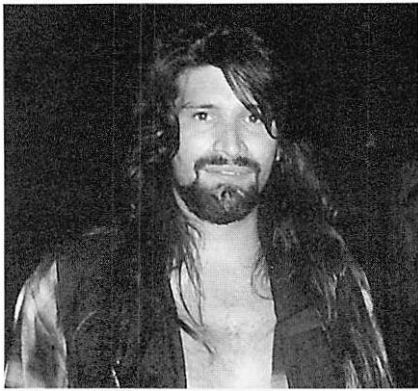


**Susan R. Matthews'** fiction is informed by her military background and her professional experience as an officer, a janitor, an auditor, and an accountant. Her favorite recreational reading is history and adventure literature, both of which she mines shamelessly for plot mechanics; she has had six science fiction novels published (the seventh's on its way, in October) and has very recently taken the anthology route into the short-story market.

The more things change, the more they remain the same, and stories and situations found in histories of early China are uncannily resonant with the realities of the modern political world; so that the synthesis of Chinese legalism with the constitutional separation of powers that forms the basis for her Jurisdiction stories has acquired resonance that transcends its original framework.



**Terry McGarry** is a copyeditor and Irish musician from New York. Her novel *Illumination*, a heroic fantasy in which magic is worked by triads of mages using illuminated manuscripts, was released in hardcover from Tor last summer and will appear in paperback in June. *The Binder's Road* and *Triad*, also set in the realm of Eiden Myr, will follow it. Her short fiction has appeared in more than three dozen magazines and anthologies, and her poetry is collected in the award-winning chapbook "Imprinting". She was named after a comic-strip character, and collects strange garden statuary.



Raven c.s. McCracken is best known for his role playing game, *The World of Synnibarr*. He hosted a local television program, *Rockhard TV*, on Channel 13 for many years and just completed work designing the computer game *Birthright II*, for Synergistic-Sierra On-line.

Currently he is completing his fourth novel, entitled *Mage Warrior*, along with working on the music, AI and game design for a computer game based on Mike Grell's comic book series, *Tears and Bar Sinister*.



Christopher McKittrick is an author, editor, and tech writer. He's been published in *Analog*, *Artemis*, *Captain Proton*, *E-Scape*, *NOTA*, *Tomorrow*, various TSR publications, and a bowling poem anthology. He is nominations director for the Theodore Sturgeon Memorial Award for the best short sf story of the year, which is how he met his wife, award-winner Kij Johnson. Look for fiction from Chris coming out soon in *Outlanders*, an e-book anthology by Scorpius Digital.



Collin Miller has been involved in the convention circuit for several years. Known around the convention mostly for his involvement with fanclubs such as Imperial Starbase Society (formally Imperial Starbase Seattle) also known as I.S.S, and The Merchants of Deva, he has recently become more involved with the conventions themselves. Over the last few years, Collin has spent many hours hosting and participating as a panelist at Norwescon and Rustycon. His panel subjects have ranged from such items as "Useful Nanotechnology", "Designing and Creating Characters for Live Action Role Playing", and "Fanclubs: Dos and Don'ts".



Marti McKenna has written and edited on a variety of projects for Sierra OnLine, Electronic Arts, ImagiNation Network, Sony, RealNetworks, and other companies before leaving the security of a day job for the freetail sensation of running a publishing company. Her short fiction has appeared in *Tomorrow SF* and the anthology *More Amazing Stories*, and she is currently at work on an epic contemporary fantasy. She is also the mother of the lovely and talented Jessie McKenna and the delightful Payge Marie Cheesman, and the proud owner of two weasels and a dingo.



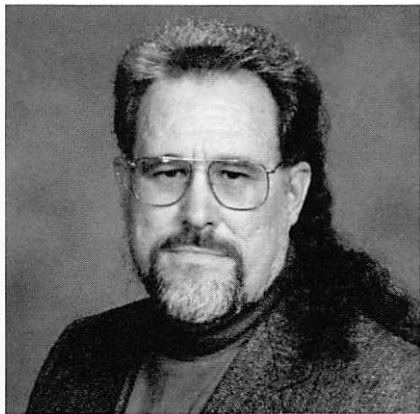
Donna McMahon commutes between 21st century Gibson's Landing and 22nd century Vancouver, BC, the setting of her first novel *Dance of Knives* (Tor, 2001). In May of last year she won an Aurora (Canadian sf award) for her sf book review column, which can be read at [sfsite.com](http://sfsite.com) or *On Spec* magazine's website. Her first convention was Westercon 30 in 1977 and her first Norwescon was Norwescon 0.5. In real life she works for QLT Inc., a leading Canadian biotech company.



Syne Mitchell's first novel, *Murphy's Gambit*, was published by ROC in December 2000. 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.

For **Chuck Monson**, the gaming hobby has always been a focus in life but managing and recruiting for the gaming convention *Dragonflight* gave him many rewards which have lasted over 20 years. The creative Northwest science fiction community brought to life his convention persona *Mateo Falcone*, commodities broker for *ConStar* and the *Elan Empire*. His favorite gaming author is *M.A.R. Barker*, creator of *Tekumel* and *The Empire of the Petal Throne*.

Charles traveled to the Northwest from Minnesota in 1979 settling first in Salem and then the Seattle area.



**Mike Moscoe's** 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 novelette, in the July/August 2000 *Analog*, told about his 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.



**Derryl Murphy** is a fiction editor with *On Spec Magazine*, and a writer whose work has appeared in many venues. Most recent stories include "Those Graves of Memory" in *Future Orbits*, "The Abbey Engine" in *Oceans of the Mind* and "Blue Train" in the upcoming *Tesseract Books* anthology, *Land/Space*. Several of his classic stories can soon be found at [www.fictionwise.com](http://www.fictionwise.com). He lives in Prince George, British Columbia with his wife and two sons.

**Bill Nicholls** writes a column for *Byte.com* named "Advanced Software and Technology" (ASAT). He consults on system performance and software architecture, and follows developments in physics. In his other life, he has performed at the local theater, is president of the local arts support organization (YPPA), and is writing a novel, *sf* of course.

**Chris Nilsson** has been nosing around fandom since *Moscon I*, helping start some of the early fannish rumors and traditions that persist today. This energetic geek dove headfirst into several aspects of fandom: from *ConComs* to starting an *APA*; from *Norwescon* to *Rustycon*, Chris has been a delightful thorn in the sides of many fen for a long time.

He edited the *APALOOSA* (an *Amateur Press Association Loosely Associated with the Palouse Empire*) from 1981 to 1986, stopping only when his job moved him to the Seattle area. He is a current member in questionable standing of the *Tai-Pan*, a furry fiction 'zine.

Sketching ever since she could remember, **Jacquelyn 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.



An accomplished special fx technician with several film, TV and theatre credits to his name, **Brian Oberquell** has spent the last year working on increasing his experience with large scale fireworks displays. The culmination of these efforts resulted in his working on the 2001 *Celebration of Light* international fireworks competition alongside teams from Spain, China and South Africa.

He resides in *Port Moody, BC* with his wife and when he isn't blowing stuff up for money or doing consultations on the Internet he can be found playing with their rabbit, a *Checkered Giant-Belgian Hare* cross named *Max*.

**Jerry Olton** is the author of over 100 published stories in *Analog*, *The Magazine of Fantasy and Science Fiction*, and various other magazines and anthologies. He has 13 novels, the most recent of which is *The Getaway Special*, published in December of 2001 by Tor Books.

Jerry's work has won the Nebula Award and has been nominated for the Hugo Award. He has also won the Analog Readers' Choice Award.



**Kathy Olton** currently works in a medical laboratory in Eugene, Oregon and writes when she's not at the lab, or digging in the garden or playing clarinet or guitar. She is a member of the Eugene Wordos workshop.

Kathy is a two-time winner in the Star Trek: Strange New Worlds contest. Her fiction has also appeared in *Analog* and *One Evening a Year*, an anthology of winter holiday short-short stories. Her first novel, *The Flaming Arrow*, is a collaboration with her husband, Jerry, in the *Star Trek: New Earth* series.



**Marie Guthrie** conned the University of Kentucky 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 Science Fiction Northwest/Northwest Science Fiction Society, and currently teaches at Seattle University.



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

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



**Joshua Ortega**, author of the critically acclaimed novel *Frequencies*, was born and raised in Sacramento, California and now lives in Seattle, Washington.

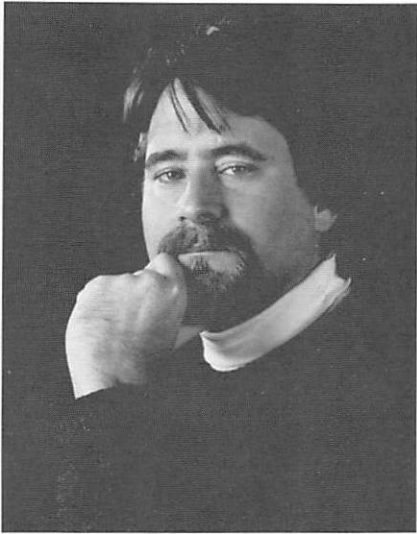
He is simultaneously working on various stages of the *Frequencies* project, including the screenplay, comic book adaptation, and its sequel, *Vibrations*. He has a few other things in the works as well, though if we told you about them it would ruin the surprise.

You can e-mail him from the [omegapp.com](http://omegapp.com) website. We are not responsible for any freaky correspondence which might ensue.

**Greg Paddock** is a long-time science fiction reader and con attendee whose interest in things science-fiction-like led to a degree in physics and astronomy, and work as an aeronautical engineer for Boeing, including designing a spacecraft to take humans to Mars and other parts of the Solar System. Currently employed as a computer programmer, he continues to nurture deep interests in the past, present, and future of space travel, bio-, nano-, and other technologies. He is also a wannabe technical advisor to sf writers, and will work for acknowledgment.



**Laurel Parshall** is a self-confessed exhibitionist. She wears unusual costumes and dances in, and even out, of them. It's all in the name of artistic endeavor and creative expressionism. So, she isn't changing her story till the next millennium! Her eccentric orbit swings her through clusters of cometary costumers, out into vague nebulae meanderings of eclectic dance choreographies as troupe director. Come match velocities with her or just admire the Doppler effect of costuming debris and flashy bits. Hey, don't forget to look for her (real hard!) as she displays dastardly dard-do in the upcoming indie film *Westender*.



If you didn't see **Alan Paulsen** in the film *Get Carter* (he was in the car chase scene), or on television in *The Fugitive* or *Citizen Baines*, you'll be able to catch him later this year in the Angelina Jolie film *Life or Something Like It*. Alan is also active in local theatre and stage combat troupes, and, in addition, is a published non-fiction author. He is an avid horseman and with his horse, Beau Geste, engages in the thrilling (but insane) medieval art of jousting.



**Peter Dennis Pautz** was born in New Jersey and takes a piece of it everywhere, including to his work as a supervising 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 wielded 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 *Nebula Winners Fifteen* with Frank Herbert.



**Ted Pedersen** was born and raised in the Pacific Northwest, but journeyed south to La La Land 20 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* young adult titles. His current projects include an original interactive adventure series for the Web and a mystery/science-fiction novel.



**Melissa Quinn** made her first costume on a bet, and it was love at first stitch. What does a person do with such an all-consuming passion? Give in to it, of course! After completing the fashion design program at the New York Fashion Academy, she started *Faerie Fingers Custom Costumes* (<http://www.faerie-fingers.com/>). Now she creates costumes for clients interested in becoming their favorite characters from anime, videos games, or simply from the depths of their imaginations. With her business established, Melissa enjoys traveling to conventions as part of *Team Sakura*, sharing her love of anime and costuming.



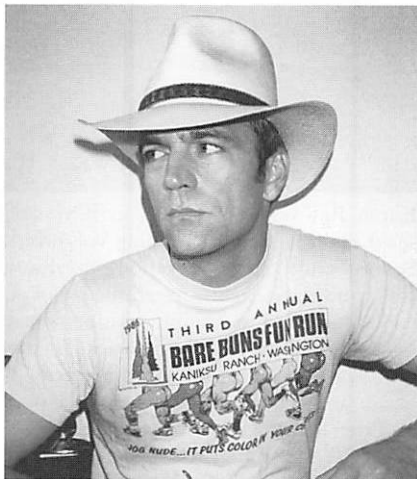
**Karen Rall** entered fandom in 1987, and spent the next six years running *Volunteers*, *Security* and *Logistics* at various Northwest conventions. She rediscovered the joy of actually attending programming during a break for graduate school and now sticks to running Folk Music activities and few 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.

**Silven Read** has been an active member of the SCA (aka Thérèse de Merc) and Sci-Fi (aka yooee) communities across some years and four kingdoms and a bunch of states. She wandered into the Contact crowd at a Worldcon in San Francisco, helping as an ecologist for scientifically-based alien worlds and cultures. In her professional life, she's currently finishing up her Master's research on salt marsh ecology. Personally, she's delighted to be married to a wonderful guy, Wolf, and together they have a happy home in Oregon with a beautiful baby girl and a bunch of ferrets. Vivat!

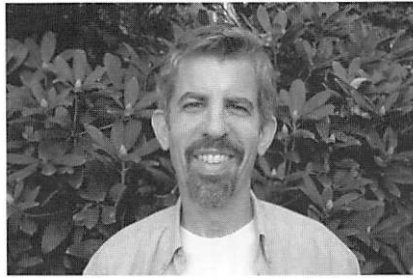
**Wolf Read** and wife, Silven, live in a log house located in rain-lashed Northwest Oregon foothills. Their new daughter, Kesrianna Sequoia, was born on October 1, 2001 at 10:59:12am PDT (checked against the atomic clock). She's been a wonderful, and time-consuming, gift.

Five ferrets are part of the family: Kasumi, Nabiki, Ryoko, Kiyone, ("The Girls") and Ripley ("The Girls' boy toy").

Wolf is a writer and an illustrator. His works have appeared in *Analog*, *Asimov's*, *Modern Ferret*, *Speculations*, *Talebones*, *TransVersions* and other magazines. He also has done graphic design and scientific illustration for the Lawrence Hall of Science and the Idaho Museum of Natural History, and edits and publishes the notorious *Pacific Ferret Shelter Network Newsletter*.

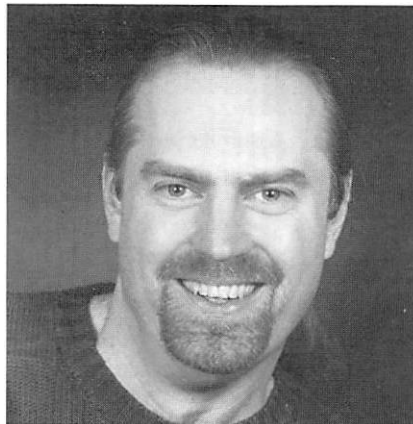


**Marc Rieck** has been a fantasy and science fiction art collector since he became aware of science fiction fandom in 1982. Since July 1993, Marc has been the co-owner and manager of Wizards Fantasy & Science Fiction Art, an on-line gallery based in Seattle. In addition to the operation of the gallery, Marc is an artist representative.



**Richard Paul Russo** is the author of six novels and one story collection. He has been a finalist twice for the Arthur C. Clarke Award in England, and has been a finalist four times for the Philip K. Dick Award, winning it for his novel *Subterranean Gallery*. His story collection, *Terminal Visions*, published by Golden Gryphon in 2000, was a finalist for the Endeavour Award. *Ship Of Fools*, his newest novel published by Ace Books in 2001, was named a New York Times Notable Book for the year, and is a finalist for this year's P.K. Dick Award.

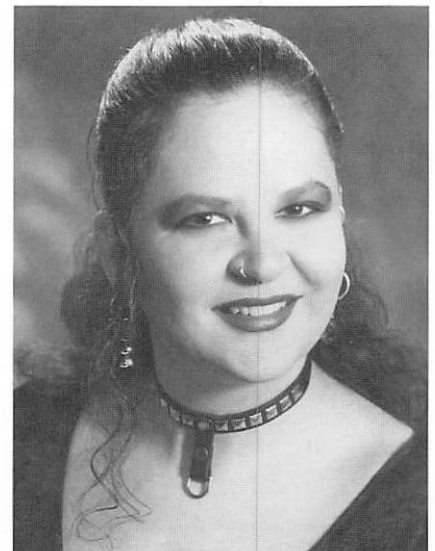
**Beverly Marshall Saling** was the second paid employee at Wizards of the Coast, where she has edited role playing games, trading card games, family games, and many other game-related materials. She especially enjoyed her most recent project, *Wizards' MLB Showdown 2000* card game, which let her surf 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.



**John Schlick** is a professional computer systems manager, a Seattle-area Public Access TV producer, actively involved with the Seattle chapter of the National Space Society, and a member of the City of Seattle Citizens Telecommunications and Technology Advisory Board (or CTTAB). He is also a polyamorist, and an active member of the swing community. (In other words, a little of everything.)



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*).

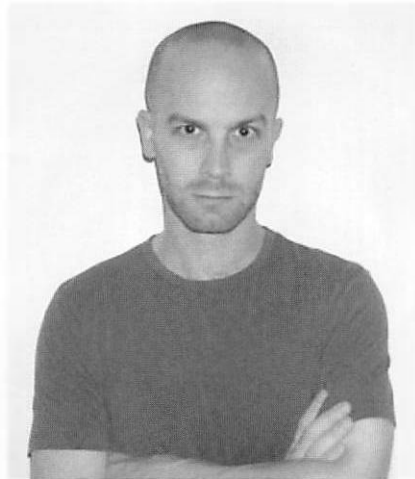
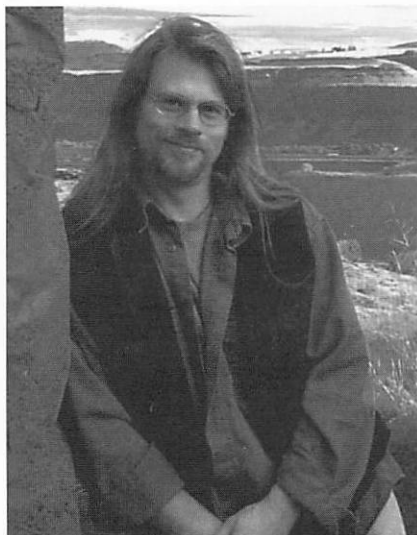


**Lorelei Shannon** was born in the Arizona desert and learned to walk holding on to the tail of a coyote. She is now a horror writer, computer game designer, sculptor, and occasional goth grrrl. She lives in the woods outside Seattle with her beloved husband, two beautiful sons, three big, hairy dogs, and an immortal goldfish. Lorelei's first book, *Vermifuge and Other Toxic Cocktails*, a collection of short fiction, was released by Wildside Press in May 2001. Her first novel, *Rags and Old Iron*, will be published in 2002. Visit Lorelei on the web at [www.psychenoir.com](http://www.psychenoir.com).





Lizzy Shannon emigrated from Northern Ireland several years ago. Her adaptation of L.M. Montgomery's *Anne of Green Gables* world-premiered in the Portland Civic Auditorium with the Oregon Children's Theatre Company, and the play has been on two successful national U.S. tours. She is on the board of the Willamette Writers, who puts on a high-profile annual literary conference attended by thousands of authors, agents, and editors. Lizzy is consulting editor for the Ricia Mainhardt Agency in New York, and agent/editor with the Pacific NW Literary Associates in Portland. Prior to entering the literary field, she followed a career in professional theater in Great Britain before coming to the United States. Now she lives in Oregon in the style a science fiction writer should: in a rural house with many cats! She is completing *Heart of the Tempest*, her sequel to *Tempest Raised*, and working on an adventure novel and screenplay set in Northern Ireland.



Scott Sigler wrote his first monster story in the third grade and hasn't stopped since. A creator of novels, short stories and screenplays, Scott's work revolves around modern science's dichotomy of simultaneously producing good and evil.

A blue-collar creative soul, Scott believes in hard work and "talent through sweat." Scott's creativity also extends to music. He has played bass and guitar in several Detroit-area bands, including Kid Rhittalin, Slow Children at Play and StoneMojo ([www.stonemojo.com](http://www.stonemojo.com)).

Visit Scott at [www.scottsigler.net](http://www.scottsigler.net).

A gifted idiot savant, Richard Stephens spends most of his time making intricate costumes for his flying orangutans (Borneans, not Sumatrans) and trying to get signatures on a petition to have the Kingdome rebuilt with yellow bricks. When not engaged in these noble pursuits he also designs sets and costumes for local theaters and schools. Richard enjoys teaching about costumes, theatrical makeup and prop building and is currently deciding which member of this year's ConCom to drop a house on.

Actor, photographer, model, and all-around adventurer, Philip Smith has filled the last 20 years with flashing steel, theatrical swash-buckling, and occasionally dying a gruesome death for the passing amusement of his betters. His travels have landed him in many roles on stage, television, and film. Phil also works as a model and continues to win awards for his photography work. Some of Phil's credits to date are swordmaster and combat choreographer for the Seattle Seafair Pirates, actor/stage combatant for the Seattle Knights, combat choreographer and stunt coordinator for Dragonfire Productions, and a founding member of the Order of the Sick Teddy. Phil is also a co-owner and co-founder of the newest acting/stage combat troupe in the Seattle area, Dark Knight Productions.



Terri "Sprite" Specht has been doing theatrical costuming, makeup and fx makeup longer than she will admit. She is expanding 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 a North Seattle high school drama department and at The Taproot Theater (a small community theater). She enjoys encouraging people to try new techniques/ideas and sharing what she has learned in makeup and costuming with others.

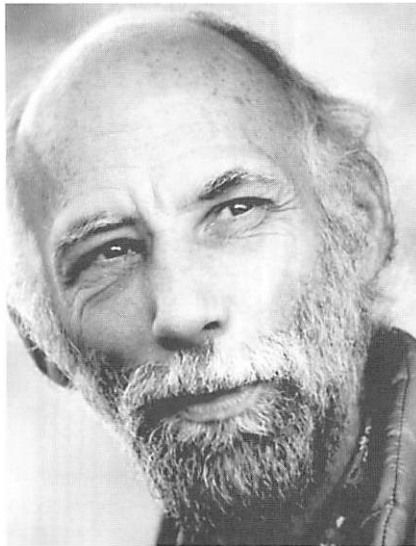


Patrick and Honna Swenson edit and publish the quarterly semi-pro sf magazine *Talebones*, which has been nominated for an International Horror Guild Award twice for Best Publication. In early 2000, the parent company, Fairwood Press, incorporated to begin publishing a book division. They have since released *Other Voices, Other Doors*, their first trade paperback by World Fantasy Award Nominee Patrick O'Leary and recently reprinted Bruce Taylor's story collection *The Final Trick of Funnyman and Other Stories*. Patrick and Honna have sold stories to such markets as *Marion Zimmer Bradley's Fantasy Magazine*, *Dialogue*, *Figment*, *Epitaph*, *Northwest Writers*, and others. 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.

You'll be able to recognize Honna as the most pregnant woman at the convention. She is due soon afterward, in April. This will be the Swensons' first child, a boy.



In 1963 a rural couple discovered **David Tackett** inside a meteorite, and raised him on Flash Gordon reruns and sf novels. Poverty had him creating homemade Halloween costumes, and he has been a do-it-yourselfer ever since. He has won numerous masquerade awards, co-founded a prop and costume company, sold professionally (seen those ray guns made of bike parts!), acted in theater, and appeared in a couple of films. See him star—ah—die horribly—in the upcoming movie *Westender*. Dave wants to help you have as much fun as possible at Norwescon 25, but don't think this means you're getting any money out of him.



**Bruce Taylor**, otherwise known as Mr. Magic Realism, writes—Magic Realism. His book, *The Final Trick of Funnyman and Other Stories*, has just been reprinted and is available through print on demand through Fairwood Press—the editors and publishers of which are Patrick and Honna Swenson, the same great folks who edit/publish *Talebones*. Bruce is founder/director of Magic Realist Writers International Network (<http://www.Pantarbe.com/mrmagicrealism>), teaches novel writing at North Seattle Community College, is president of the Seattle Writers Association and is also a hypnotherapist and co-director of the Wellness Program at Harborview Hospital.



**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 non-fiction fantasy article. He writes science fiction in his spare time.



The occasionally wicked (but tries really hard to be good) witch of the 49<sup>th</sup> parallel, **Anita Taylor** enjoys costuming, writing, flying, fishing, sailing, and joining her fellow Clan Carn mercenaries on the warfield at SCA events. Although the crossbow is her preferred weapon, Anita recently added, "Don't make me send out my flying golden lion-tailed macaques..." to her repertoire. See if you can spot her in upcoming independent film *Westender*.



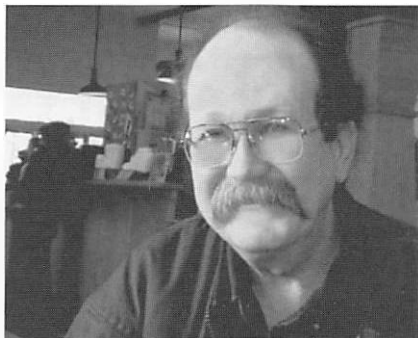
**Amy Thomson** is the author of *Through Alien Eyes*, *The Color of Distance*, and *Virtual Girl*. She won the John W. Campbell Award for best new writer in 1994. *The Color of Distance* was nominated for the 1995 Philip K. Dick Award. At present, she is finishing up the final draft of her new novel, *Storyteller*, which will be out from Ace sometime next year.

**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 B.A. 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.

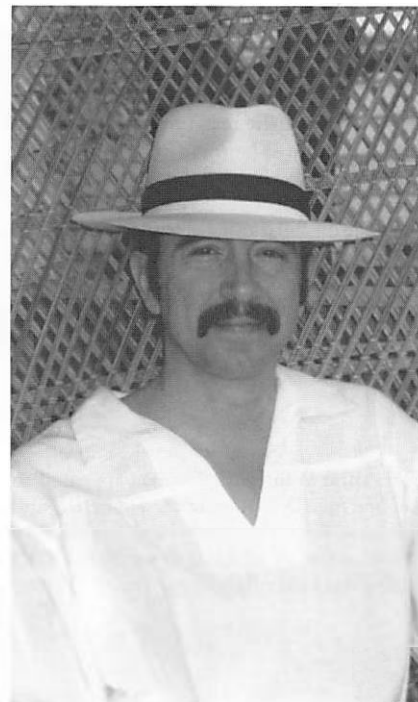
Being a product of the second half of the 20th century and an eye witness to the beginnings of the Space Age, Chris is, for want of a better term, a space enthusiast. He is an active member of the American Institute of Aeronautics and Astronautics, International Arremis Society, National Space Society 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!

**Rob Vagle** lives in Eugene, Oregon and is a member of The Wordos writers workshop. He sold his first short story in August 2000. "Messages" appears in the April 2001 issue of *Realms of Fantasy*.

**Gordon Van Gelder** was an editor for St. Martin's Press for more than twelve years, during which time he edited writers such as Kate Wilhelm, Rachel Pollack, John Clute, George Pelecanos, and Bradley Denton. In 1997, he became the editor of *The Magazine of Fantasy and Science Fiction*, a position he still holds. He also worked as an editor of *The New York Review of Science Fiction* for several years. He lives in Hoboken, New Jersey.



**Ray Vukceвич's** new book, *Meet Me in the Moon Room* (stories) from Small Beer Press (<http://www.lcrw.net>) is nominated for this year's Philip K. Dick Award. His first novel is *The Man of Maybe Half-a-Dozen Faces* from St. Martin's. His short fiction has appeared in *Fantasy and Science Fiction*, *Asimov's*, *Lady Churchill's Rosebud Wristlet*, *Talebones*, *Imagination Fully Dilated*, *Pulphouse*, *Rosebud*, *The Urbanite*, and elsewhere. He is also a research programmer for psychologists at a couple of university brain labs. You can read more about his work at <http://www.sff.net/people/RayV>.



**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 *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.



**Diana Vick** is a free-lance illustrator and sometimes writer who has worked in many fields, including comic books, animation and collectible card games. Her work is usually quite colorful and often contains pirates or sexy women or even better, sexy female pirates. Hobbies include costuming, going to cons, learning new art skills and reading horror. Since most everything in her life seems to change monthly these days, you'll just have to ask for current details when you see her.



**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.

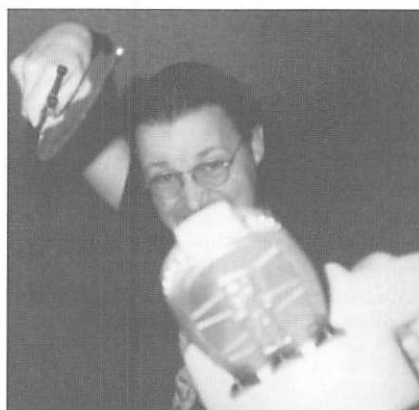
Since 1994, **Jeff Vogel** has been the president of Spiderweb Software, a small independent computer game company based in Seattle. He has designed, written and published nine fantasy role playing games, including the *Exile* series, the *Avernum* trilogy, and *Geneforge*. His game *Exile III: Ruined World* won the Computer Gaming World award for Shareware Game of the Year. He is also a free-lance writer whose work has appeared in *Dragon*, *Girl Genius*, and *Computer Games Magazine*. He writes the monthly column "Grumpy Gamer" for *Computer Games Magazine* on-line.



**Bryce Walden** is a co-founder of the Oregon L5 group and the current treasurer and research teams member. A small business owner-manager, he earned a B.S. in psychology from Purdue. He has held major committee positions in OryCon and Westecon and is a former director of Oregon Science Fiction Conventions, Inc. (OSFCI). In Oregon L5 he has been a participant in Lunar Lavatube Base Mission Simulations and lunar lavatube base researcher. Bryce has written and co-written papers on lunar base topics, conducted research for NASA, Rockwell, and Lockheed under subcontract to Oregon L5 and has been a consultant to Oregon Museum of Science and Industry (OMSI) and Shurtle Student Involvement Project (SSIP) service. Most recently he co-wrote several papers presented to Space and Robotics 2002 in Albuquerque, NM. See <http://www.OregonL5.org>.

**Ken Wharton** is a physics professor at San Jose State University. He also collaborates with Lawrence Livermore National Laboratory for his research on high power lasers. As you might imagine, he writes hard science fiction. Wharton's first novel, *Divine Intervention* (Ace), is hard sf that also addresses the relationship between science and religion. He promises that another novel is in the works, but in the meantime his short fiction can be found in publications such as *Analog* and the SFF.Net *Darkfire* anthology series.

**Lori Anne White's** fiction has appeared in *Full Spectrum 2*, *Writers of the Future III*, and *Pulphouse*. Lori is currently hard at work on a historical fantasy novel set in southern China during the Boxer Rebellion.



**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.



**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*.

**Lynda Williams** and co-author Alison Sinclair have been living with a foot in another world since they met in a calculus class: a world called the Okal Rel Universe. *Throne Price*, the first completed novel of the series, is coming out from Edge Fantasy and Science Fiction of Alberta, Canada, in May 2002. Alison has unrelated science fiction credits, but this is Lynda's first novel. The authors' background site for the series can be found at <http://www.okalrel.org>.



**Robyn Sondra 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 delayed due to the closure of Dancing Willow Publications), and *The Wrong Princess* (forthcoming - hopefully). Robyn is the fantasy and poetry editor of *Alternate Realities Webzine*, spoke on several panels in past 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 publisherpublish-publisher...



Frank Wu's art has materialized in the print magazines *Fantastic Stories*, *Talebones*, *Darkling Plain*, and *Altair*, and the e-zines *Strange Horizons* and *Escape*. He did the covers for the novel *Hamlet Dreams* by Jennifer Barlow and the book *Best-Known Man in the World* by Daniel Pearlman. Frank won the Grand Prize in the *Illustrators of the Future* contest. Frank also has a Ph.D. in genetics and practices biotech patent law. He's written scientific humor, including a correlation between tornadoes and mobile homes. His proudest moment is being told by a fan "You're like the Frank Zappa of the art world!"



Cheryl Lynn York is currently secretary of Oregon L5 Society. She has dual major B.S. degrees in geography and psychology with an internship in city planning from Southern Oregon State College. Cheryl has fifteen "years" research experience in lunar base concepts. Co-founder and past chair of Oregon L5's Lunar Base Research Team, she participated in lunar lavatube base mission simulations. She was the principal investigator on "Site Characterization and Phase One Development Plan for the Oregon Moonbase" for NASA, making her the first "certified" off-world city planner. She is also the Sunday "Space Chat" host on America OnLine at 7pm PST. Recently she has co-authored several papers for space and robotics.



Janna Wright has been active in the fan community for the past eight years, coinciding with the founding of White Wolf's official fan organization, The Camarilla. After a few years of toiling at a local game company, she found intriguing employment with Alexandria Digital Literature, a web-based electronic publisher of science fiction, fantasy, and horror literature. She continues to free-lance as research support in the role-playing games industry, and maintains an avid and unhealthy interest in all things morbid.



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 novel, *The Bridge*, a story of the infectious nature of first contact, was nominated for the 2000 Philip K. Dick award.



William Wilde Zeitler has been a professional musical performer and composer for over twenty years, with numerous published and commissioned works to his credit. Most recently he has performed commissioned works with the Seattle Philharmonic Orchestra, and Orchestra Seattle, conductor George Shangrow.

William has produced four CDs of original music written for glass armonica and diverse instruments: *The Passionate Quest* (1998), *Midwinter Phantasy* (1998), *Elegy For Atlantis* (1999), and *Songs From Earth* (2001), all available on Eris Records.

Today, William Zeitler is one of only a handful of glass armonica players in the world, and the only player in the Pacific Northwest.

# Noise

by

Jack Vance

Captain Hess placed a notebook on the desk and hauled a chair up under his sturdy buttocks. Pointing to the notebook, he said, "That's the property of your man Evans. He left it aboard the ship."

Galispell asked in faint surprise, "There was nothing else? No letter?"

"No, sir, not a thing. That notebook was all he had when we picked him up."

Galispell rubbed his fingers along the scarred fibers of the cover. "Understandable, I suppose." He flipped back the cover. "Hmm."

Hess asked tentatively, "What's been your opinion of Evans? Rather a strange chap?"

"Howard Evans? No, not at all. He's been a very valuable man to us. Why do you ask?"

Hess frowned, searching for the precise picture of Evans' behavior. "I considered him erratic, or maybe emotional."

Galispell was genuinely startled. "Howard Evans?"

Hess' eyes went to the notebook. "I took the liberty of looking through his log, and—well..."

"And you took the impression he was—strange."

"Maybe everything he writes is true," said Hess stubbornly. "But I've been poking into odd corners of space all my life and I've never seen anything like it."

"Peculiar situation," said Galispell in a neutral voice. He looked into the notebook.

## II

*Journal of Howard Charles Evans*

I commence this journal without pessimism but certainly without optimism. I feel as if I have already died once. My time in the lifeboat was at least a foretaste of death. I flew on and on through the ark, and a coffin could be only slightly more cramped. The stars were above, below, ahead, astern. I have no clock, and I put no duration to my drifting. It was more than a week, it was less than a year.

So much for space, the lifeboat, the stars. There are not too many pages in this journal. I will need them all to chronicle my life on this world which, rising up under me, gave me life.

There is much to tell and many ways in the telling. There is myself, my own response to this rather dramatic situation. But lacking the knack for tracing the contortions of my psyche, I will try to detail events as objectively as possible.

I landed the lifeboat on as favorable a spot as I had opportunity to select. I tested the atmosphere, temperature, pressure, and biology; then I ventured outside. I rigged an antenna and dispatched my first SOS.

Shelter is no problem; the lifeboat serves me as a bed, and if necessary, a refuge. From sheer boredom later on I may fell a few of these trees and build a house. But I will wait; there is no urgency.

A stream of pure water trickles past the lifeboat; I have abundant concentrated food. As soon as the hydroponic tanks begin to produce, there will be fresh fruits and vegetables and yeast proteins.

Survival seems no particular problem.

The sun is a ball of dark crimson, and casts hardly more light than the full moon of Earth. The lifeboat rests on a meadow of thick black-green creeper, very pleasant underfoot. A

hundred yards distant, in the direction I shall call south, lies a lake of inky water; the meadow slopes smoothly down to the water's edge. Tall sprays of rather pallid vegetation—I had best use the word "trees"—bound the meadow on either side.

Behind is a hillside, which possibly continues into a range of mountains; I can't be sure. This dim red light makes vision uncertain after the first few hundred feet.

The total effect is one of haunted desolation and peace. I would enjoy the beauty of the situation if it were not for the uncertainties of the future.

The breeze drifts across the lake smelling pleasantly fragrant, and it carries a whisper of sound from off the waves. I have assembled the hydroponic tanks and set out cultures of yeast. I shall never starve or die of thirst. The lake is smooth and inviting; perhaps in time I will build a little boat. The water is warm, but I dare not swim. What could be more terrible than to be seized from below and dragged under?

There is probably no basis for my misgivings. I have seen no animal life of any kind: no birds, fish, insects, crustacea. The world is one of absolute quiet, except for the whispering breeze.

The scarlet sun hangs in the sky, remaining in place during many of my sleeps. I see it is slowly westering; after this long day how long and how monotonous will be the night!

I have sent off four SOS sequences; somewhere a monitor station must catch them.

A machete is my only weapon, and I have been reluctant to venture far from the lifeboat. Today (if I may use the word) I took my courage in my hands and started around the lake. The trees are rather like birches, tall and supple. I think the bark and leaves would shine a clear silver in light other than this wine-colored gloom. Along the lakeshore they stand in a line, almost as if long ago they had been planted by

# Fiction

a wandering gardener. The tall branches sway in the breeze, glinting scarlet with purple overtones, a strange and wonderful picture which I am alone to see.

I have heard it said that enjoyment of beauty is magnified by the presence of others: that a mysterious rapport comes into play to reveal subtleties which a single mind is unable to grasp. Certainly as I walked along the avenue of trees with the lake and the scarlet sun behind, I would have been grateful for companionship—but I believe that something of peace, the sense of walking in an ancient abandoned garden, would be lost.

The lake is shaped like an hourglass; at the narrow waist I could look across and see the squat shape of the lifeboat. I sat down under a bush, which continually nodded red and black flowers in front of me.

Mist-fibrils drifted across the lake and the wind made low musical sounds.

I rose to my feet, continued around the lake.

I passed through forests and glades and came once more to my lifeboat.

I went to tend my hydroponic tanks, and I think the yeast had been disturbed, prodded at curiously.

The dark red sun is sinking. Every day—it must be clear that I use “day” as the interval between my sleeps—finds it lower in the sky. Night is almost upon me, long night. How shall I spend my time in the dark?

I have no gauge other than my mind, but the breeze seems colder. It brings long, mournful chords to my ears, very sad, very sweet. Mist-wraiths go fleeting across the meadow.

Wan stars already show themselves: ghost-lamps without significance.

I have been considering the slope behind my meadow; tomorrow I think I will make the ascent.

I have plotted the position of every article I possess. I will be gone some hours; if a visitor meddles with my

goods, I will know his presence for certain.

The sun is low; the air pinches at my cheeks. I must hurry if I wish to return while light still shows me the landscape. I picture myself lost; I see myself wandering the face of this world, groping for my precious lifeboat, my tanks, my meadow.

Anxiety, curiosity, obstinacy all spurring me, I set off up the slope at a half-trot.

Becoming winded almost at once, I slowed my pace. The turf of the lakeshore had disappeared; I was walking on bare rock and lichen. Below me the meadow became a patch, my lifeboat a gleaming spindle. I watched for a moment. Nothing stirred anywhere in my range of vision.

I continued up the slope and finally breasted the ridge. A vast valley fell off below me. Far away a range of great mountains stood into the dark sky. The wine-colored light slanting in from the west lit the prominences, the frontal bluffs, left the valleys in gloom: an alternate sequence of red and black beginning far in the west, continuing past far to the east.

I looked down behind me, down to my own meadow, and was hard put to find it in the fading light. There it was, and there the lake, a sprawling hourglass. Beyond was dark forest, then a strip of old rose savanna, then a dark strip of woodland, then laminae of colorings to the horizon.

The sun touched the edge of the mountains, and with what seemed almost a sudden lurch, fell half below the horizon. I turned downslope; a terrible thing to be lost in the dark. My eye fell upon a white object a hundred yards along the ridge. I walked nearer. Gradually it assumed form: a thimble, a cone, a pyramid—a cairn of white rocks.

A cairn, certainly. I stood looking down on it.

I turned, looked over my shoulder. Nothing in view. I looked down to the meadow. Swift shapes? I strained to see

through the gathering murk. Nothing.

I tore at the cairn, threw rocks aside. What was below?

Nothing.

In the ground a faintly marked rectangle three feet long was perceptible. I stood back. No power I knew of could induce me to dig into that soil.

The sun was disappearing. Already at the south and north the afterglow began: lees of wine. The sun moved with astounding rapidity. What manner of sun was this, dawdling at the meridian, plunging below the horizon?

I turned downslope, but darkness came faster. The scarlet sun was gone; in the west was the sad sketch of departed flame. I stumbled, I fell. I looked into the east. A marvelous zodiacal light was forming, a strengthening blue triangle.

I watched, from my hands and knees. A cusp of bright blue lifted into the sky. A moment later a flood of sapphire washed the landscape. A new sun of intense indigo rose into the sky.

The world was the same and yet different; where my eyes had been accustomed to red and red subcolors, now I saw the intricate cycle of blue.

When I returned to my meadow the breeze carried a new sound: bright chords that my mind could almost form into melody. For a moment I so amused myself, and thought to see dance-motion in the wisps of vapor which for the last few days had been noticeable over my meadow.

In what I call a peculiar frame of mind I crawled into the lifeboat and went to sleep.

I crawled out of the lifeboat into an electric world. I listened. Surely that was music—faint whispers drifting in on the wind like a fragrance.

I went down to the lake, as blue as a ball of that cobalt dye so aptly known as bluing.

The music came louder; I could catch snatches of melody—sprightly, quick-

step phrases. I put my hands to my ears; if I were experiencing hallucinations, the music would continue. The sound diminished, but did not fade entirely; my test was not definitive. But I felt sure it was real. And where music was there must be musicians. I ran forward, shouted, "Hello!"

"Hello!" came the echo from across the lake.

The music faded a moment, as a cricket chorus quiets when disturbed, then gradually I could hear it again—distant music, "horns of elfland faintly blowing.

It went completely out of perception. I was left standing in the blue light, alone on my meadow.

I washed my face, returned to the lifeboat, sent out another set of SOS signals.

Possibly the blue day is shorter than the red day; with no clock I can't be sure. But with my new fascination in the music and its source, the blue day seems to pass swifter.

Never have I caught sight of the musicians. Is the sound generated by the trees, by diaphanous insects crouching out of my vision?

One day I glanced across the lake, and—wonder of wonders!—a gay town spread along the opposite shore. After a first dumbfounded gaze, I ran down to the water's edge, stared as if it were the most precious sight of my life.

Pale silk swayed and rippled: pavilions, tents, fantastic edifices.... Who inhabited these places? I waded knee-deep into the lake, and thought to see flitting shapes.

I ran like a madman around the shore. Plants with pale blue blossoms succumbed to my feet; I left the trail of an elephant through a patch of delicate reeds.

And when I came panting to the shore opposite my meadow, what was there? Nothing.

The city had vanished like a dream. I sat down on a rock. Music came clear for an

instant, as if a door had momentarily opened.

I jumped to my feet. Nothing to be seen. I looked back across the lake. There—on my meadow—a host of gauzy shapes moved like May flies over a still pond.

When I returned, my meadow was vacant. The shore across the lake was bare.

So goes the blue day; and now there is amazement to my life. Whence comes the music? Who and what are these flitting shapes, never quite real but never entirely out of mind? Four times an hour I press a hand to my forehead, fearing the symptoms of a mind turning in on itself.... If music actually exists on this world, actually vibrates the air, why should it come to my ears as Earth music? These chords I hear might be struck on familiar instruments; the harmonies are not at all alien.... And these pale plasmic wisps that I forever seem to catch from the corner of my eye: the style is that of gay and playful humanity. The tempo of their movement is the tempo of the music.

So goes the blue day. Blue air, blue-black turf, ultramarine water, and the bright blue star bent to the west.... How long have I lived on this planet? I have broadcast the SOS sequence until now the batteries hiss with exhaustion; soon there will be an end to power. Food, water are no problem for me, but what use is a lifetime of exile on a world of blue and red!

The blue day is at its close. I would like to mount the slope and watch the blue sun's passing—but the remembrance of the red sunset still provokes a queasiness in my stomach. So I will watch from my meadow, and then, if there is darkness, I will crawl into the lifeboat like a bear into a cave, and wait the coming of light.

The blue day goes. The sapphire sun wanders into the western forest, the sky glooms to blue-black, the stars show like unfamiliar home-places.

For some time now I have heard no music; perhaps it has been so all-present that I neglect it.

The blue star is gone, the air chills. I think that deep night is on me indeed.... I hear a throb of sound, I turn my head. The east glows pale pearl. A silver globe floats up into the night: a great ball six times the diameter of Earth's full moon. Is this a sun, a satellite, a burnt-out star? What a freak of cosmology I have chanced upon!

The silver sun—I must call it a sun, although it casts a cool satin light—moves in an aureole like an oyster shell. Once again the color of the planet changes. The lake glistens like quicksilver, the trees are hammered metal.... The silver star passes over a high wrack of clouds, and the music seems to burst forth as if somewhere someone flung wide curtains.

I wander down to the lake. Across on the opposite shore once more I see the town. It seems clearer, more substantial; I note details that shimmered away to vagueness before—a wide terrace beside the lake, spiral columns, a row of urns. The silhouette is, I think, the same as when I saw it under the blue sun: silken tents, shimmering, reflecting cusps of light; pillars of carved stone, lucent as milk-glass; fantastic fixtures of no obvious purpose.... Barges drift along the quicksilver lake like moths, great sails bellying, the rigging a mesh of cobweb. Nodules of light hang on the stays, along the masts.... On sudden rought, I turn, look up to my own meadow. I see a row of booths as at an old-time fair, a circle of pale stone set in the turf, a host of filmy shapes.

Step by step I edge toward my lifeboat. The music waxes. I peer at one of the shapes, but the outlines waver. It moves to the emotion of the music—or does the motion of the shape generate the music?

I run forward, shouting. One of the shapes slips past me, and I look into a blur where a face might be. I come to a halt,



panting hard; I stand on the marble circle. I stamp; it rings solid. I walk toward the booths; they seem to display complex things of pale cloth and dim metal—but as I look my eyes mist over as with tears. The music goes far, far away; my meadow lies bare and quiet. My feet press into silver-black turf; in the sky hangs the silver-black star.

I am sitting with my back to the lifeboat, staring across the lake which is still as a mirror. I have arrived at a set of theories.

My primary proposition is that I am sane—a necessary article of faith; why bother even to speculate otherwise? So—events occurring outside my own mind cause everything I have seen and heard. But—note this!—these sights and sounds do not obey the laws of science; in many respects they seem particularly subjective.

It must be, I tell myself, that both objectivity and subjectivity enter into the situation. I receive impressions which my brain finds unfamiliar, and so translates to the concept most closely related. By this theory the inhabitants of this world are constantly close; I move unknowingly through their palaces and arcades; they dance incessantly around me. As my mind gains sensitivity, I verge upon rapport with their way of life and I see them. More exactly, I sense something which creates an image in the visual region of my brain. Their emotions, the pattern of their life sets up a kind of vibration which sounds in my brain as music.... The reality of these creatures I am sure I will never know. They are diaphane, I am flesh; they live in a world of spirit, I plod the turf with my heavy feet.

These last days I have neglected to broadcast the SOS. Small lack; the batteries are about done.

The silver sun is at the zenith, and leans westward. What comes next? Back to the red sun? Or darkness? Certainly this is no ordinary planetary system; the course

of this world along its orbit must resemble one of the pre-Copernican epicycles.

I believe that my brain is gradually tuning into phase with this world, reaching a new high level of sensitivity. If my theory is correct, the *elan-vital* of the native beings expresses itself in my brain as music. On Earth we would perhaps use the word "telepathy." So I am practicing, concentrating, opening my consciousness wide to these new perceptions. Ocean mariners know a trick of never looking directly at a far light lest it strike the eyes' blind spot. I am using a similar device of never staring directly at one of the gauzy beings. I allow the image to establish itself, build itself up, and by this technique they appear quite definitely human. I sometimes think I can glimpse the features. The women are like sylphs, achingly beautiful; the men—I have not seen one in detail, but their carriage, their form is familiar.

The music is always part of the background, just as rustling of leaves is part of a forest. The mood of these creatures seems to change with their sun, so I hear music to suit. The red sun gave them passionate melancholy, the blue sun merriment. Under the silver star they are delicate, imaginative, wistful.

The silver day is on the wane. Today I sat beside the lake with the trees a screen of filigree, watching the moth-barges drift back and forth. What is their function? Can life such as this be translated in terms of economics, ecology, sociology? I doubt it. The word intelligence may not even enter the picture; is not our brain a peculiarly anthropoid characteristic, and is not intelligence a function of our peculiarly anthropoid brain? ... A portly barge sways near, with swampglobes in the rigging, and I forget my hypotheses. I can never know the truth, and it is perfectly possible that these creatures are no more aware of me than I originally was aware of them.

Time goes by; I return to the lifeboat. A young woman-shape whirls past. I pause, peer into her face; she tilts her

head, her eyes bum into mine as she passes. I try an SOS—listlessly, because I suspect the batteries to be dead.

And indeed they are.

The silver star is like an enormous Christmas tree bauble, round and glistening. It floats low, and once more I stand irresolute, half expecting night.

The star falls; the forest receives it. The sky dulls, and night has come.

I face the east, my back pressed to the hull of my lifeboat. Nothing.

I have no conception of the passage of time. Darkness, timelessness. Somewhere clocks turn minute hands, second hands, hour hands—I stand staring into the night, perhaps as slow as a sandstone statue, perhaps as feverish as a salamander.

In the darkness there is a peculiar cessation of sound. The music has dwindled; down through a series of wistful chords, a forlorn last cry....

A glow in the east, a green glow, spreading. Up rises a magnificent green sphere, the essence of all green, the tincture of emeralds, deep as the sea.

A throb of sound; rhythmical, strong music, swinging and veering.

The green light floods the planet, and I prepare for the green day.

I am almost one with the natives. I wander among their pavilions, I pause by their booths to ponder their stuffs and wares; silken medallions, spangles and circlets of woven metal, cups of fluff and iridescent puff, puddles of color and wafts of light-shot gauze. There are chains of green glass; captive butterflies; spheres which seem to hold all the heavens, all the clouds, all the stars.

And to all sides of me go the flicker and flit of the dream-people. The men are all vague, but familiar; the women turn me smiles of ineffable provocation. But I will drive myself mad with temptations; what I see is no more than the formulation of my own brain, an interpretation.... And this is tragedy, for there is one creature so

unutterably lovely that whenever I see the shape that is she my throat aches and I run forward, to peer into her eyes that are not eyes....

Today I clasped my arms around her, expecting yielding wisp. Surprisingly, there was the feel of supple flesh. I kissed her, cheek, chin, mouth. Such a look of perplexity on the face as I have never seen; heaven knows what strange act the creature thought me to be performing.

She went her way, but the music is strong and triumphant: the voice of comets, the resonant bass below.

A man comes past; something in his stride, his posture, plucks at my memory. I step forward; I will gaze into his face, I will plumb the vagueness.

He whirls past like a figure on a carousel; he wears flapping ribbons of silk and pompons of spangled satin. I pound after him, I plant myself in his path. He strides past with a side-glance, and I stare into the rigid face.

It is my own face.

He wears my face, he walks with my stride. He is I.

Already is the green day gone?

The green sun goes, and the music takes on depth. No cessation now; there is preparation, imminence.... What is that other sound? A far spasm of something growling and clashing like a broken gear-box.

It fades out.

The green sun goes down in a sky like a peacock's tail. The music is slow, exalted.

The west fades, the east glows. The music goes toward the east: to the great bands of rose, yellow, orange, lavender. Cloud-flecks burst into flame. A golden glow consumes the sky.

The music takes on volume. Up rises the new sun—a gorgeous golden ball. The music swells into a paean of light, fulfillment, regeneration.... Hark! A second time the harsh sound grates across the music.

Into the sky, across the sun, drifts the shape of a spaceship. It hovers over my

meadow, the landing jets come down like plumes.

The ship lands.

I hear the mutter of voices—men's voices.

The music is vanished; the marble carvings, the tinsel booths, the wonderful silken cities are gone.

### III

Galispell rubbed his chin.

Captain Hess asked anxiously, "What do you think of it?"

Galispell looked for a long moment out the window. "What happened after you picked him up? Did you see any of these phenomena he talks about?"

"Not a thing." Captain Hess shook his big round head. "Sure, the system was a fantastic gaggle of dark stars and fluorescent planets and burnt-out old suns; maybe all these things played hob with his mind. He didn't seem too overjoyed to see us, that's a fact—just stood there, staring at us as if we were trespassers. 'We got your SOS,' I told him. 'Jump aboard, wrap yourself around a good meal!' He came walking forward as if his feet were dead.

"Well, to make a long story short, he finally came aboard. We loaded on his lifeboat and took off.

"During the voyage back he had nothing to do with anybody—just kept to himself, walking up and down the promenade.

"He had a habit of putting his hands to his head; one time I asked him if he was sick, if he wanted the medic to look him over. He said no, there was nothing wrong with him. That's about all I know of the man.

"We made Sun, and came down toward Earth. Personally, I didn't see what happened because I was on the bridge, but this is what they tell me:

"As Earth got bigger and bigger Evans began to act more restless than usual, wincing and turning his head back and forth. When we were about

a thousand miles out, he gave a kind of furious jump.

"The noise!" he yelled. 'The horrible noise!' And with that he ran astern, jumped into his lifeboat, cast off, and they tell me disappeared back the way we came.

"And that's all I got to tell you, Mr. Galispell. It's too bad, after our taking all that trouble to get him, Evans decided to pull up stakes—but that's the way it goes."

"He took off back along your course?"

"That's right. If you're wanting to ask, could he have made the planet where we found him, the answer is, not likely."

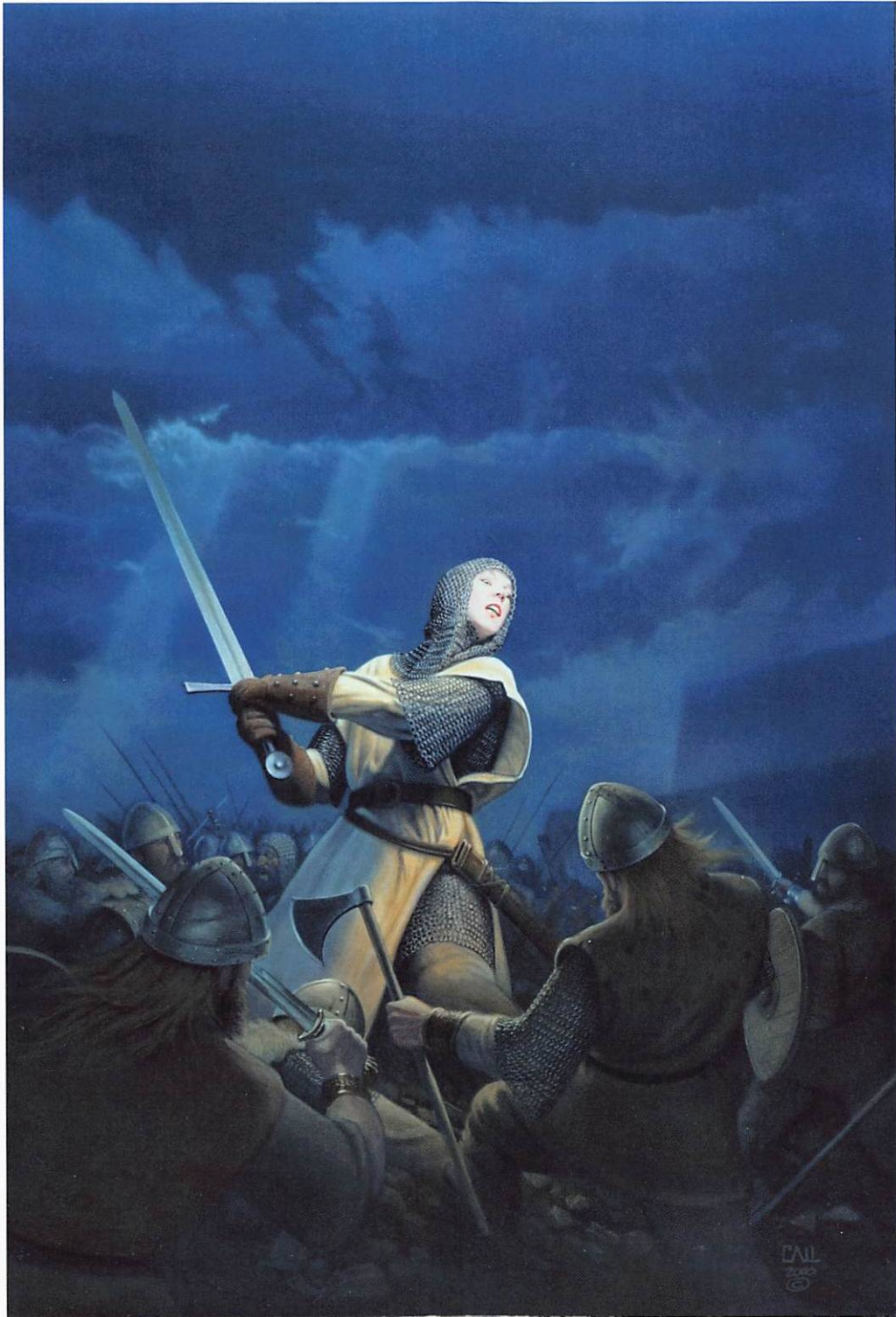
"But there's a chance?"

"Oh, sure," said Captain Hess. "There's a chance."

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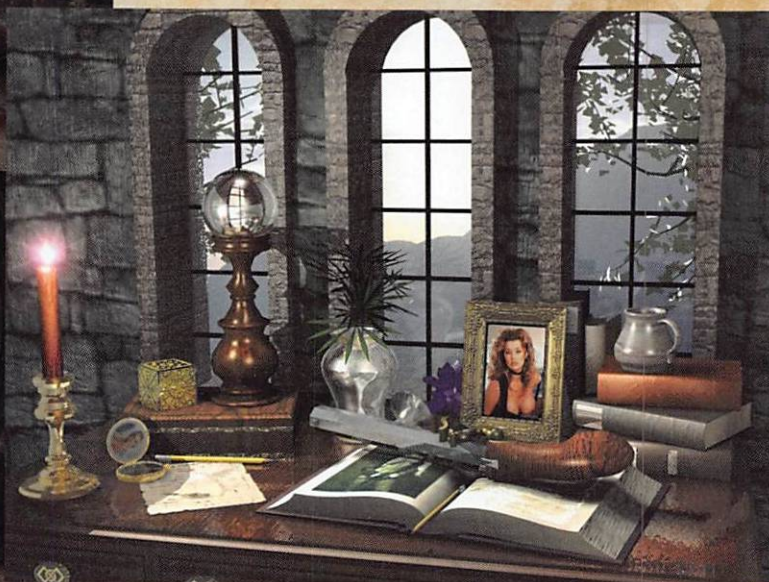
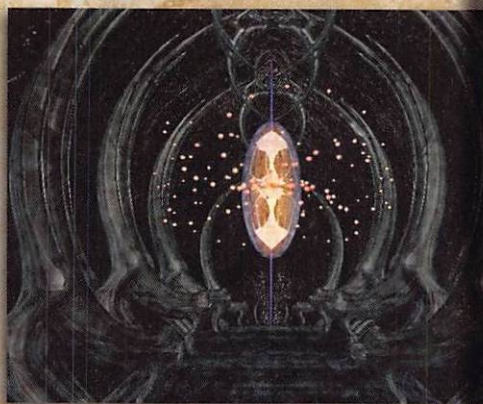
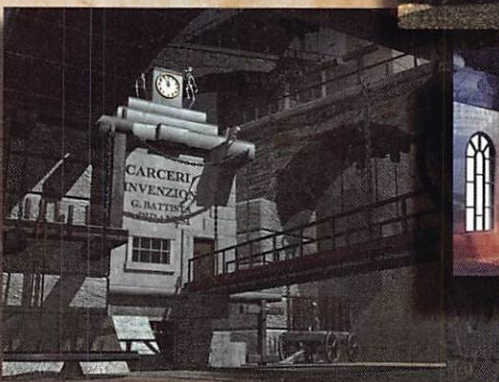
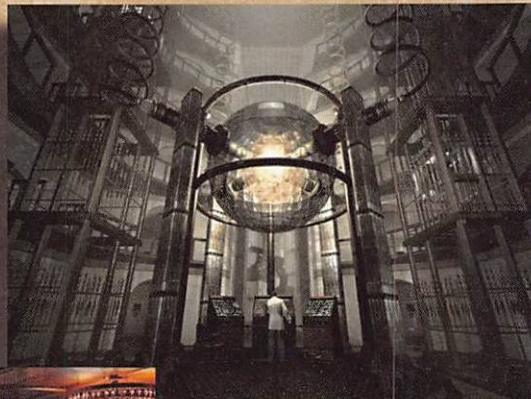
# Gallery 4

## Greg Call



Angel & Sword © 2002 by Greg Call.

# Amethyste Project



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# Matt Wilson





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## ACKNOWLEDGEMENTS



So I says to her, I says, "Norwescon 7 is sponsored by the Northwest Science Fiction Society, and Judy Survan is the Chairman. And then I saw that all of

know. And of course she knew who she could thank for getting those great T-shirts, imports bags that she got the Program Book and other stuff in. And she

it wouldn't hurt if I helped out a little bit, and it looked like they really meant it when they thanked me and said that they sure would like me to join one of the

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Jeff & Andrea Levin of Pendragon  
Graphic: Jerald Anderson  
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April Lee  
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Ruth Leslie  
Larry Lewis  
Kuo-Yu Liang  
Seska Lien  
Lilith  
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Lily  
Sunden Lin

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Peter Lin  
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M Jo  
Patricia MacEwen  
MACK  
MacKenzie  
Gavina MacKinnon  
Maglena  
Magnus  
M'ak  
Fernando Maldonado  
Manny  
MAP  
Marge  
Marid



ConCom of Norwescon 2.



Photos of some of the ConCom of Norwescon's Alternacon.

Teopoldo Marino  
Marjorie  
Mark  
Mark  
Mark  
Mark  
Lord Mark  
Martin the Warrior  
Edward Martin III  
Mary  
Jerome Mashek - Runecraft  
Theresa Mather  
Marhom  
Marthonwe  
Susan Matthews  
Wyn Maud'Dib  
Fiona McAuliette  
Joan McCarty  
Kate McClure  
Raven McCracken  
Tim McDaniel  
Chris McDonell  
John McElroy  
Terry McGarry  
Bridget McKenna  
Marti McKenna  
Chris McKitterick  
Pana McLeod-Lane  
Donna McMahon  
Ambrose McNibble  
Capt. Conn McRaven  
Keith Mears  
Richard Meeks  
Hans P. Meier  
Meldrian  
Mermaid  
Michelle  
Mick / Ronin 2  
Tammy Mickelson  
Mike  
Mike  
Mike



Courtney A.M. Miller  
 Colin Miller  
 Mimi  
 Minkuchan  
 Lauraine Miranda  
 Miria  
 Mitchell  
 Syne Mitchell  
 Dragon Mom  
 Mominator  
 Mowgo Stonelord  
 Chuck Mousou  
 Monster Gorth  
 Moon  
 Moonlighting  
 Moonstorm  
 Laura Mortensen  
 Mike Moscoe  
 Dresden Liam Moss  
 Mother Mir OSC  
 Mr. Mounsh  
 Berh "BethMo" Moursund  
 Mouse  
 Darrell Murphy  
 Myxyque  
 Leslie Newcomer  
 Darlene Ney  
 Bill Nichols  
 Nickademas  
 Nicole  
 Nicole  
 Nightshade  
 Nikodms  
 Chris Nilsson  
 Jackie Nilsson  
 Nobody  
 Guy Noir  
 Noize  
 George Nyhen  
 Mike O  
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 Ocicat  
 Jerry Olton  
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 Margaret Organ-Kean  
 Orion  
 Orphan  
 Joshua Ortega  
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 Gifted Oyster  
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 Lord Panther  
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 Qay'tin  
 Guest of Quan  
 Joyce Quan  
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 Melissa Quinn  
 RAB  
 Badr Rider  
 Raela  
 Ruinwolf  
 Karen Rall  
 RAND  
 Rathar  
 Judith Rauchtius  
 Raven  
 RavensShea  
 Silven Read  
 Wolf Read  
 Red Clay  
 Reven  
 Repanth

ResQDog51  
 dj. reton  
 Reznor  
 Rhyme  
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 Roberta Rice  
 Rich  
 Raven Richards  
 Ron Richardson  
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 Rincoeur  
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 Roberto  
 Michelle Roberts  
 Robin  
 Jesse Robinson  
 Roborangel  
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 Rogue  
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 Runnerwolf  
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 Sally  
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 Saxon  
 Max Scanlon  
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 Jodi Scanlon  
 Michael Scanlon  
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 John Schlick  
 Spring Schoenhuth  
 Riley Schumacher  
 Tessa Schumacher  
 Rebecca Schumacher  
 Schwab  
 Schwab  
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 Scooter  
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 Zachary Scott  
 Eric P. Scott  
 Dr scratch  
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 Sebastian  
 Mark Sebring  
 Sepeku Assasan  
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 Phil Smith  
 Sougles - the Elf  
 Mr. Soles  
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 Spazkar  
 Terri "Sprite" Specht  
 Spectre  
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 Trisha Lynn Sprayberry  
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 Spring Schoenhuth  
 The Stag & The Griffin  
 Stan from the Diaphragm  
 Star  
 Genz Starrunner  
 Craig Steed  
 Richard Stephens  
 Renee Stern

Steve  
 Steveness  
 LOJ Subluns  
 Nama Storm  
 Stormcloud  
 Stormshadow  
 Mark Stravens  
 Bob Stuart  
 Dave Stuart  
 Garth Stubbs  
 C.M. Stulte  
 Jeff Surgeon  
 Subject To Change  
 maxx sundquist  
 Martha Sundstrom  
 SunnyJim  
 Super Gnar  
 Judy Suryan  
 Peter Suryan  
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 Tim Taylor  
 Anita Taylor  
 Bruce Taylor  
 Team Sakura - Adam  
 Teddie Bare  
 Senior Telfon  
 Jim Terman  
 Lester Terwilliger  
 Tevari  
 That Damn Canadian Chick  
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 Andrew S. Thomas  
 Amy Thomson  
 Thorne  
 Thuy  
 Mark Tiedemann  
 the tiger  
 Lady Tigress  
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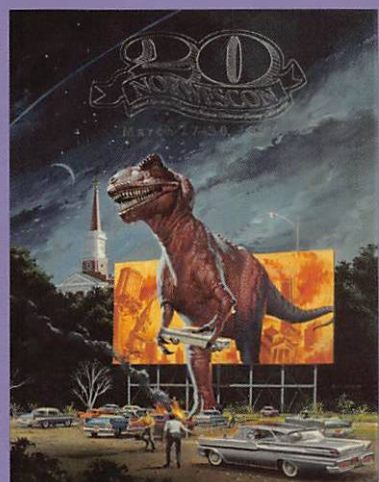
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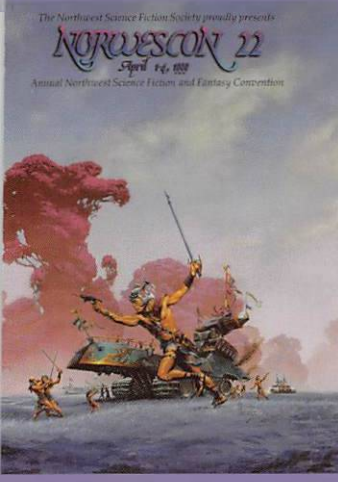


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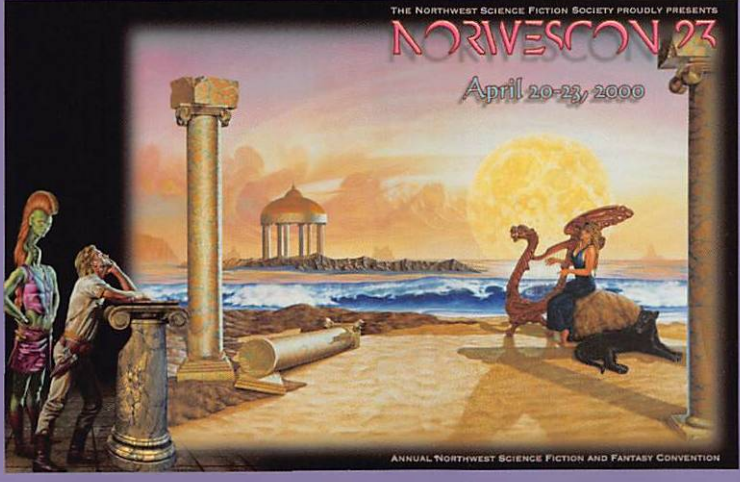


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