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In Memoriam Richard Wright

Richard Wright, chair of the Northwest Science Fiction Society and active member in fandom in the northwest and beyond died unexpectedly shortly after Christmas, 1998. The medical examiner determined that death was due to natural causes. He enjoyed working with people in and around science fiction and fantasy fandom and will be missed very much.

Michael Citrak
Vice chair, Northwest Science Fiction Society.



Richard was a key player in organizing the Seattle Artemis Society and played many roles in the Northwest Science Fiction Society and its regional convention, Norwescon, including serving as chairman of both the society and the convention for many years.

Richard was the first business manager for NWSFS, and taught me most of what I know about how to organize and run a non-profit corporation. So all members of Artemis Society International have unknowingly benefited from his dedication and wisdom. He worked in the Boeing Information Systems department for several decades, and was among my mentors in using computer technology for team communication. His passing is a great loss, indeed.

Even if you didn't know Richard, please take a moment to reflect on the fact that everything we do builds on those who have come before us. We stand on the shoulders of titans, and Richard Wright certainly earned his place among those titans.

Greg Bennett



Richard Wright was loved by so many of us in the Pacific Northwest SF community for many reasons, but perhaps the foremost was his welcoming nature. He went out of his way to make people feel at home in our community, whether new to the area or to fandom, or literally born into our group.

Richard supported SF fandom in its diversity, at local, regional, and national and international levels. As an administrator and guide to decades of neofen, he encouraged fellow enthusiasts to create clubs, conventions, and friendships which promoted not just the interests of the moment, but an enthusiasm for the possibilities of our lives and our futures. His appreciation of speculative literature, fantasy and SF art, and creative gaming was infectious -- Richard enjoyed many ways of having fun, but even more he enjoyed introducing others to those same joys of life.

Those introductions could equally well take the form of guiding first-time convention planners through the maze of concerns they needed to be made aware of, to pointing out the subtle artistic touches which contributed to his and friends' enjoyment of Disney World rides, when he vacationed with us just a few weeks ago.

Despite his recent medical problems, Richard never lost his joy in life. He was both an administrator and a Romantic, a serious student of the history of speculative literature who delighted in costume and spectacle, and a dear friend to many, many people. They, including us, will miss him terribly..

Leroy and Susan Berven

RustyCon 16

January 15 - 17, 1999

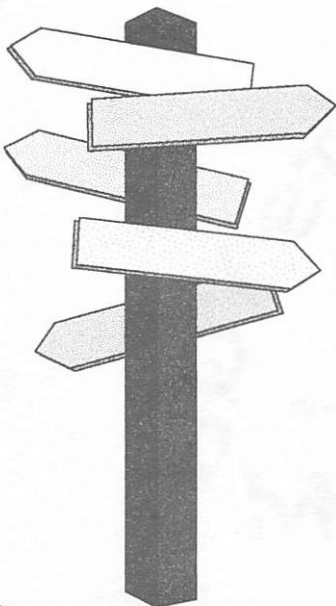
Dedicated in loving memory to Richard Wright

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Where are we?

Here is where you can find the convention



| | |
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| Con Office - 127 | Art Show - Coho, Chinook |
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| Big Picture - Pacific Crest Theatre | Hospitality - 4215, 4217 |
| Childcare - 178, 180 | Dealers Room - Chelan Ballroom |
| Gaming - 105, 106, 108 | |
| Gaming Programming - Crystal Room | |
| Green Room - Main Building, 2nd floor | |
| Big Event Programming - Dome | |
| General Programming - Fraiser, Fireside, and Vancouver Rooms | |
| Registration - Executive Board Room | |

RustyCon brings you...

The Convention Committee

Executive Committee

| | | | |
|-------------|---------------------|----------------|--------------|
| Chair | Schmarr Mostapha | Services | Joan Duram |
| Vice-Chair | Steve "Jay" Cook | Engineering | Richard Dahm |
| Programming | Bobbie DuFault | Video | Maleina Cobb |
| Secretary | Chris "Sandy" Buser | Special Events | Jade Broglio |
| Operations | Damon Pipkin | | |

Convention Committee

| | | | |
|------------------|-------------------|--------------|-------------------|
| Art Show | Larry Lewis | Masquerade | Irissa Mitchell |
| Broadcast Video | Maleina Cobb | Office | Clint Whiteside |
| Dealers' Room | Priscilla Verzola | Video 2nd | Keith Marshall |
| Engineering 2nd | Ray Harris | Volunteers | Amanda Duram |
| Gaming | Matt Hyra | Publications | Anne Newman |
| Green Room | Anne Newman | Registration | Leonard Burstiner |
| Information Desk | Magen Gulliford | Security | Sean Troupe |
| Live Video | Charlie Eakins | Web Master | Keith Marshall |

RUSTYCON 2000 WANTS YOU



GET THE DETAILS AT CLOSING CEREMONIES

FOR CON COM

RustyCon brings you...

A Word from the Chair

This year has seen a lot of things happening to RustyCon. Thankfully most have them have been great! We have a wonderful staff who have worked their collective butts off to put on the best show ever. I would like to take the time and applaud them all for giving so much of themselves and their time to make this convention work as well as it does. Every member of this volunteer staff deserves a big thank you from all of us, especially from me. I thank all of you for all that you have done, are doing and will continue to do.

The sadness came toward the end of the year to hear that a dear friend and one of Science Fiction's greatest supporters passed away. In my humble opinion, the fandom world has irrevocably changed with the passing of Richard Wright. RustyCon 16 is for you Richard, wherever you are I know you are watching down on us and smiling. I hope we do you proud my friend.

Beyond all of that, RustyCon 16 should be quite the happening thing. We have so many wonderful things for you all to do and see. I could go on and on here, but you can read for it yourself elsewhere in the program book. So have a great time and enjoy yourself at the convention.

Sincerely,
Schmarr Mostapha
Chairman RustyCon 16

Memories of Richard

I knew Richard for many years, enough so I am not sure when I first met him... it might have been at Norwescon 1, for all I know. He struck me from the very beginning as a caring person, one who would be willing to put another's interests before his own. That impressed me. He later impressed me with his knowledge of conventions and fannish politics (and his love for art), and I looked to him more than once for input in those areas. To list all that he did for Northwest fandom will take someone far more astute than I; for me to tell of what he meant to me would take better words than I'm capable of writing. I'm going to miss him a lot, of that I am sure. And I won't be alone.
— Jon Gustafson

WE remember Richard Wright

Richard was always a man promoting the Science-Fiction Groups. He was an honorary member of the Elan Empire, and well respected by the Elan as a whole. Richard always made time in his pressing schedule to make sure he was at the Imperial Court Events at the conventions or the occasional wedding. Richard always enjoyed getting involved with promoting and supporting the Clubs, knowing that it was the clubs that made the conventions interesting. We have lost a great man in the Northwest Science-fiction convention circuit. The Elan will miss Richard very much and we wish him peace.

—Michael Kennis a.k.a. Adrian Rokkhou I, Emperor of the Elan

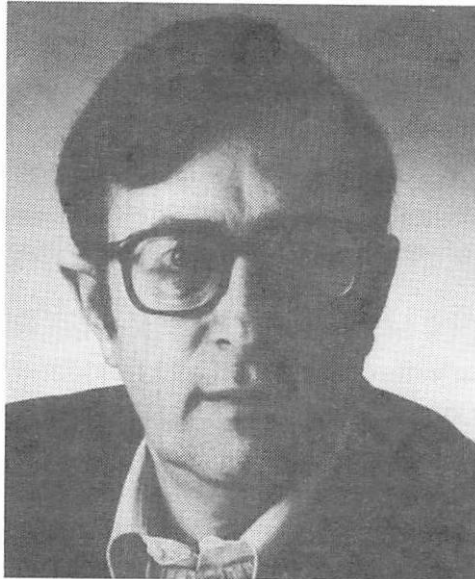
I will always remember Richard as being very personable, friendly, never boring, a lively party animal, quite entertaining, outgoing and a very nice and sensitive person to have as a friend. I will miss him very much.

— Elinor Fadger

In reviewing one of my articles of a somewhat sensitive nature for the 1998 Westcon committee-give "Voice of the Clam," he was able to look at a sentence and realize how to reword it slightly so as to keep the essential message while changing the tone to be far less abrasive.

— Roger Wells

Writer Guest of Honor: John G. Cramer

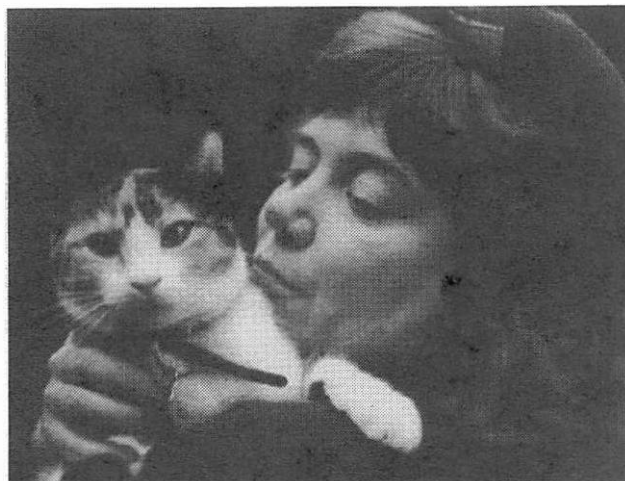


John Cramer was born and educated in Houston, Texas. SF writer-to-be Gene Wolfe was a kid a few years older who lived on the next block and was responsible for hooking John on SF at an early age, an addiction from which he has never completely recovered. They both attended Edgar Allen Poe Elementary School there, another example of synchronicity in action.

The hardcover edition of John's new hard SF novel *Einstein's Bridge* (Avon, 1997) has already become a \$100 collector's item, and the \$3.99 paperback (Avon/EOS 1998) has been on the Ingram, Barnes & Noble, and Locus best seller lists and is now in its third printing. *Einstein's Bridge* is about particle physics, wormholes, alien contact, time travel, and the killing of the Superconducting Supercollider project. John's first hard SF novel *Twistor* (Morrow, 1989), also out in a new Avon paperback edition, twice earned him John W. Campbell Award nominations as best new SF writer. Since 1984 John has written the bimonthly science-fact column, "The Alternate View" for *Analog Science Fiction/Fact*, and he recently submitted his 95th column. Reprints of these 2000 word columns, usually about physics or astrophysics that is of interest to SF readers and writers, are available on the Web at <http://www.npl.washington.edu/AV>.

John is a Professor of Physics at the University of Washington in Seattle, where he teaches and leads a research program in ultra-relativistic heavy ion physics with experiments at CERN (NA49) and Brookhaven (STAR). His paradigm-breaking development of the transactional interpretation of quantum mechanics (see <http://www.npl.washington.edu/ti>) was featured in John Gribbin's 1995 science-fact book *Schroedinger's Kittens* and Paul Preuss' recent SF novel *Secret Passages*. John also works in astrophysics and is part of a group presently developing a proposal for NNODE/WALTA, a state-spanning network of cosmic ray detectors, the elements of which will be located at Washington State high schools and middle schools. Information about John's research, his science-fact articles, and his novels can be found at his web site at <http://weber.u.washington.edu/~jcramer>

Artist Guest of Honor: Monika Livingstone



Monika Livingstone resides in the Santa Cruz Mountains with her husband and 6 kitties. Her studio overlooks a soft bubbling creek until winter, when it becomes a raging monster. California winters are abrupt!

After attending Portland Community College, she worked for many different companies over the last 15 years. DC, Marvel, Darkhorse, Viz comics have all used her talents in one form or another on various comics projects including Batman, Aliens VS Predators and others.

Viewmaster has also used her works on several of their 3D reels for kids such as Flintstones Kids and Beetlejuice.

She has also freelanced for numerous other companies and on private commissions (and in her old age she can't remember all of them, hey it was a buck).

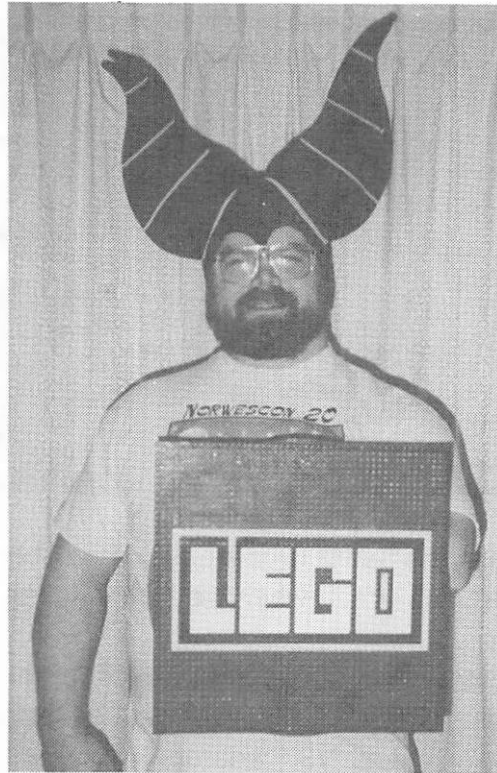
When the NW was in it's economic slump during the late eighties she moved to San Jose to work in the computer gaming industry. After four years of various projects she decided that the work was just not to her taste. She met her husband Dave, Mr. Wonderful, and he changed her life.

She currently works for Wizards of the Coast on two of their prominent games, Legend of the Five Rings and The Burning Sands. She also has work available on CD ROM sets produced by Jon Gustafson.

1999 will see more of her work on new disks and game art. Being financially sound, she has decided to work on her own projects beginning this year at the encouragement (more like an electric prodding) of her husband. Look out for new works from the imagination of Monika Livingstone (and if she doesn't do it, she'll never hear the end of it at home).



Fan Guest of Honor: Michael Citrak



Michael Citrak, by his friends

Michael has been in fandom for many years, and we could give you all the dry facts about his life and interests and such, but he is also a man with many friends, and we know more interesting things than those.

The first time I saw Michael he was dressed in his Black Squadron uniform, standing in the sunlight with his golden hair shining and I thought: "That is a gorgeous man!" Over the years his uniform has shrunk, but his warm heart, boisterous laughter and gentle, loving kindness has not. AND he doesn't mind when I buy blinky, shiny, silly things. He just adds them to the overflowing collection in the garage. - **Becky Citrak**

He's a grouch sometimes, but he has great toys! - **Jesse Simpson** (stepson)

I've known Michael since 1976. The first time I saw him was at the first meeting to organize an Olympia chapter of the PSST (Puget sound Star Trekkers) Club. When the main group of us got together after that initial meeting, we decided we needed more people on the main committee and I said "How about that blonde guy in the back that talked a lot. He seems like he would be a good candidate." The rest, as they say, is history. Michael was a good candidate and has been a good friend. Irritating thing about Michael: He can remember a person's name years later after only being introduced once, even though it takes him a few tries at the names of people he has known for years. But we love him anyway. - **Beth Dockins**

Tell Michael jokes. Lots of jokes. Once he really gets tickled, he cannot stop laughing. It is an awful lot of fun to watch! - **Richard Wright**

"WALK THE BEAR" - **Nels Satterlund**

...is a big teddy bear. He gives great hug, and if you can get him to whip it out (hey, no bad thoughts here), get him to read from his Quote Book. - **Vickie Glover**

A dictionary definition of Citrak: maniacally energetic fan who's done it all, knows everyone, and has lived to cheerfully tell the tale. Subcategory of Professional Gofer: a lemming who prefers martyrdom to mere suicide. - **Marie Ormes**

(...parenthesis...) - **Deb Anderson**

...one of the finest people I know, and I'm proud to call him a friend. - **Linda Deneroff**

...is so dedicated to his craft he was trying to run tech at his own wedding - **Brian Oberquell**

...a sweet blond teddy bear who can get the job done, and has a great collection of ray guns. - **Richard Stierl**

...is one of those people that when you first view from afar, you wonder why anyone allows that overgrown kid to handle sharp objects. Once you get to know him, you become inordinately pleased that he is a part of your life...but you're still amazed at the sharp objects part. - **Karen Thompson**

...the first thing that comes to mind is "fishing vest". Women have purses, Michael has his vest. If you ever get lost on a desert island, bring along Michael's vest. The next thing that comes to mind is "tool belt" Especially when he's trying to get past you in a crowd of people. Those screw drivers an really clear a path! The third thing is probably the funnies - his ability to completely murder a joke. So Michael, how do you get down off a duck? And speaking of ducks, Michael has been solely responsible for the continued financial success of the 3M adhesive "Duct Tape" Division. - **Hans Meier**

...Isn't he the character with all of the pictures from way back that describe in the proverbial 1000 words or less, certain activities our more exuberant youthful selves didn't think much about, because they couldn't see past Sunday mornings hangover? And now that we are all Older, Wiser, Mature and worth more than \$1.95, we would find these activities a tad bit embarrassing, if not just sad and pathetic because we can't do them any more? - **Patrick LaBlanc**

My first exclamation upon meeting Michael for the first time was "He looks exactly like the "Bumble" in "Rudolph the Red Nosed Reindeer", when he puts the star on top of the Christmas Tree" - **Kin Shan**

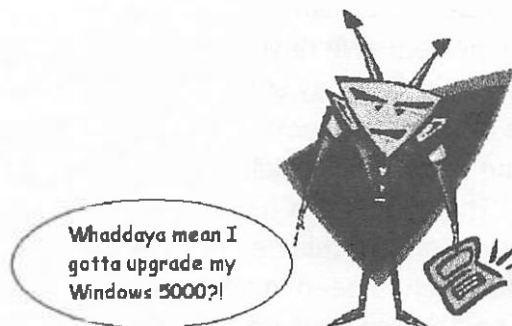
Have you noticed some of the common threads? Teddy bear...laughter...talks a lot... Funny thing - we have a friend, Becky Fallis, and when we are together, he'll look around the room, looking right at her, and ask "Where's Becky?"; then he'll turn to me, and call me Fred or Barney or Judy. Ask him about Dense, Slow and Dain-Bramaged some day. The final comment is from Judy Suryan, and pretty much sums it up:

THE TOP 10 PHRASES USED TO DESCRIBE MICHAEL CITRAK

11. Fluffy
10. A man who bought stock in the duct tape company
9. Who's that cartoon dog with the sneaky, squeaky snicker?
8. Michael One Note
7. My Star Trek Christmas Ornament Pusher... (thank you Michael!)
6. He who laughs last is usually Michael Citrak
5. Friend
4. "OH.....I get it!!!!"
3. Beckys husband...'Bout time you two!
2. Have you ever seen someone fall out of their chair laughing, mouth wide open with no sound coming out... (OK Michael, you can breath now! Michael..Breathe! Michael, you're turning purple!!! MICHAEL!!!!!!!!!!)
1. Little Brother.

Yeah, well, I never said I could count. Love Ya, Michael

Judy Suryan



Special Guest of Honor: Dragon Dronet



by Schmarr Mostapha

Well I did tell Dragon that if he did not send me a new bio that I would find someone else who would. He's in trouble now, because I'm doing it for him. Hehehe!

I have known Dragon for better than a decade, we won't go into the actual number of years because I just ran out of fingers to count on. I met him back at a Norwescon, that if I remember correctly was somewhere in the single digits. He was dressed in an ox blood red dragon (of course) costume with fully extending wings. Being a costumer myself, I was duly impressed when I saw those wings unfurled to their full extension. A beautiful sight.

In the years we have known each other we have seen each other through several significant others. I spent my 21st birthday sitting in his workroom sewing four Italian Renaissance costumes that were due in 48 hours and not yet been cut out, Dragon was working on one of his various paintings. We were sharing (as par our usual) Dicks Deluxe burgers, curly fries with tarter sauce and Little Kings. I fondly remember the "Gold Thing" (just ask him about it when you see him) being constructed during the Shaka Zulu miniser-ies on television. To this day I can't think of anything else when that theme song runs through my head.

Dragon has been in Northwest fandom for many years, ever since Norwescon 5. Even though he lives in Los Angeles now, he still finds time to make it back to his old stomping grounds at least once a year, this year we get to have him as well. His personality, costuming and unique sense of humor make him stand out where ever he goes.

I remember a Norwescon some few years back when I spied Dragon walking down a hall, presumably towards his room. Two teenage boys were following him and babbling on and on about how great he was. Curious, I stepped up my pace to hear what they had to say. I was about two steps behind the boys when one of them said to Dragon "You're so brave and strong you aren't afraid of anything...". Dragon stopped and turned to look at them, a perplexed look on his face. I stepped between the boys and linked my arm in his. I looked up at him and batting my eyes said, "You're afraid of me aren't you Dragon?". He looked down at me and smiled, winking at me so the boys would not see. "Yes, yes I am Schmarr." says he. I tugged on his arm and guided him down the hall. The boys stood stock still their jaws flapping in the wind and eyeballs rolling around on the floor. As Dragon and I strolled down the hall away from the boys I whispered out of the corner of my mouth, "So where are you going anyway?"

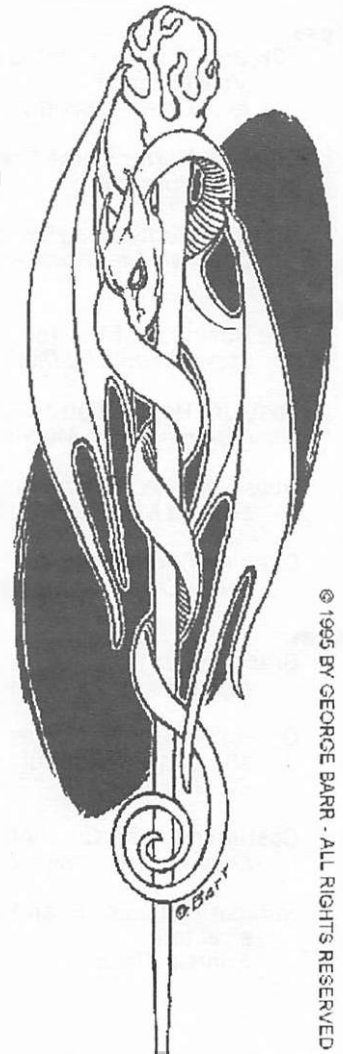
About nine years ago Dragon left the Northwest and moved to Los Angeles to follow his dreams. He suffered through many months of no work and no money. I talked with him whenever I could get ahold of him by phone, which is always difficult, and there were times that he just wanted to chuck it all and come home.

Luckily he stood his ground, stuck to his dreams and persevered. Today he is working his fanny off doing what he loves the most; making models, props, acting a bit, working on movies, commercials and videos and watching them all from the side of the camera that you and I rarely see.

He has amassed a resume a mile long. Some of the props he has made have appeared in Demolition Man (look for him in the underground scenes), Star Trek: Generations, Speed, Total Recall, Hook, Batman Returns, The Doors, T-Rex, Star Trek: The Next Generation, Star Trek: Deep Space Nine, Babylon Five, Space Rangers, SeaQuest, various music videos, and Demon Knight; leather work for Wayne's World 2, The Shadow, and Yakuza; miniatures for Ed Wood, Cyborg II, Mr. Destiny, and Moving Target; sculptures for Water World and The Little Rascals; and was sword master for Highlander II.

Currently he is working for anyone else who will pay him. Such projects include: Appearing in a pilot episode of Crusader due out January 3rd and as an alien bad guy in episode #1 called Warzone. Out currently is a Blockbuster Dino-Skeleton Commercial. He worked on the Armageddon space suits for Bruce Willis. The new Nike Super Bowl ads with the direction of Michael Bay and Intel Pentium commercials. Alien Resurrection, Mr. Freezes suit and TONS of props in Space Above and Beyond as well as many, many other projects.

He is an artist, model maker, fighter, actor, sculptor, renaissance man and an all around nice guy. When you are out and about at the convention and see a large group of people that are laughing and having a good time, you can expect to find Dragon in the thick of it. He does have a tendency to attract crowds. When you encounter him, stop and listen for awhile, he has the ability to spin a wonderful tale about himself and his friends, or catch him in a panel which are just as entertaining but have a lot of good information included. If you are any of the above mentioned artist types, he is a fountain of knowledge and if he doesn't know it then he knows someone who does and he is always willing to share. First, foremost and above all things he is one of my best friends and will always be; even though I still think he's a butthead, but a lovable one.



RustyCon brings you... The Programming Schedule



Programming Friday

2pm

Writing and Marketing Poetry. How do you write poetry professionally and what can you do with it after you've written it.
Mark Kreighbaum, Stax

Models Rights and The Need to Respect Them.
Ray-Paul Nielsen

Wig Dressing
Terri Specht, Betty Bigelow, Audrey Schmid, Debbie Strub

3pm

The Resurgence of The Horror Market-What is behind it and how to get into it.
Michael J. Montoure

"The communities that survived the Y1K problem built Gothic Cathedrals. What will it take to survive after Y2K, and what will we build?"
Mike Moscoe, Jim Evans, Catherine Kehl, Edward Stiner, Jennifer Evans

Drawing a Dragon (or anything else) Participants should bring pens, pencils, sketch books, and any current projects they would like feedback on. Some drawing materials will be available.
Rick Enloe, Larry Lewis, Chrystal Smith, Ray-Paul Nielen

4pm

Y2K and You Roundtable Is there a real fear? Should you stockpile food? This a roundtable so all opinions and "facts" are welcome.
John Cramer, Scott Jensen, Keith Marshall, Deborah Allerdice, Shawn Marier

Create a Horror Game Scenario In an Hour Julie Hoverson explains how to make it happen.
Julie Hoverson

Great Costumes Can be Bought Not Made So, you don't have time or can not so, what else can you do?
Deborah Allerdice, Dave Tackett, Stax

5pm

The Business of Filk (or 'To Copy or Not to Copy')
Steve Dixon, Heather Alexander, Jeff Hitchin, Anne Prather

Past-Life Regression A workshop exploring our own past
Mall Kingsbury Munch

Does Science Fictions Past Predict it's Future History repeats itself or does it?
Edward Stiner, Stax, Bob Anderson, Laurel Parshall

Opening Ceremonies Join our staff and our guests to start of this years Rustycon
Rusty Executive Committee, Michael Citrak, Monika Livingston, John and Pauline Cramer, Dragon

6pm

Bruce Taylor Reading
Bruce Taylor

Operation Stardust Unless the Doctor is called to Florida at the last minute, for the project, he has promised to come share this wonderful adventure with us!
Dr. Brownlee

Costuming Alien Creations-A new look for an old theme. How do you come up with new Alien looks?
Dragon, Julie Hoverson, Dave Tackett, Pippin Sardo, Garth Stubbs, Laurel Parshall

Sunrise Fletcher - In an Epic Fantasy Join this sight impaired Hippy Wizard as he takes you on a magical, fantasy LIVE musical tour
Sunrise Flether

7pm

Hard Science in The Future Rusty's Writer GOH, John Cramer along with his wife and Peter Gurevich present a look of what sort of hard science we can expect in the future.
John Cramer, Pauline Cramer, Peter A. Gurevich,

Dealers Training Come learn how to deal in our special Rustycon Casino.

What is a Fan Club and Why Should I join? There are Clubs, Clans and Groups, official and unofficial what is it all about?
Gene Armstrong, Martin, Stacy Hart, Michael J. Montoure, Sean Troupe,

Cute and Friendly Critters Drawing friendly flying things, cartoons and illustrations with our Artist GOH and Jackie Nilsson.
Monika Livingston, Jackie Nilsson

8pm

Heather Alexander-Filk

Enhancing Your Characters How to give your characters more depth and dimension making them more believable. This panel will work well for LARP as well as writers.
James Ernest, Jessica Amanda Salmonson,

The Camarilla Conclave

Shoes & Hats—Important Finishing Touches
Terri Specht, Lori Edwards, Anita Taylor, Lynn Kingsley

9pm

Jeff Hitchin/ Anne Prather- Filk

Vampires Are Not All In The Cam Who are those other people dressed in black?
Anne Newman, Shel Tozer-Kilts

Seductive Costuming for Larger Fen
Renee Byrd, Ilyra brythos de la mere, Julie Hoverson, Micky Schulz

10pm

Open Mike Filk Room open for filkers until 4am. Come find out what these fans do all night.

Why Vampires Are Erotic What is the lure of the vampire?
Shel Tozer-Kilts, Martin Miller

Zombie Make-up
Terri Specht, Richard Stephens, Dragon

The Dance

11pm

Open Filk

Polyamory Attendees must be over 18.
Tracy Lauricella Anne, Ilyra brythos de la mere, Jenny Kendrick, Izzy Gambliel, Stax, Jennifer Evans, Jim Evans

Adult Costuming Themes
Audrey Schmidt, Debbie Strub

12 midnight

Open Filk

Scary Bedtime Stories-Reading Come join the story tellers.
Michael J. Montoure, Micky Schulz, Jodi Scanlon, Shel Tozer-Kilts

The Time of The Gathering - A Social This is the time for Pagans of all sorts to share a moment. There will be no Circle at Rustycon this year and no other official form of Ritual. Please take a moment and share with others of similar minds the opportunity to create a oneness in the community. This is a good time for the curious to ask questions of those more experienced.

When I think of Richard, I remember his warmth, caring, and supportive hugs. To say that I will miss him is inadequate. I loved him. — Jodi Scanlon

Richard was one of the best. We need to keep him in our hearts. Hold on to and continue the many good things he did, so that his memory will be with us for as long as we all are around. I also remember him as Jodi did. — Michael Scanlon

Saturday

- 1am**
Open Filk Until 4am
- BDSM-Real Time Bondage and Dominance, Sadists and Masochists what do they really do? Is there any relationship between the young ones in dog collars and the real thing?
Tracy Lauricella, Anne Newman, Ilyra brythos de la mere, Stax, Jennifer Kendrick, Izzy Gambliel
- Erotic Fan Fiction- Writing and Reading Do you write exotic stories? Do you like to read them. The Internet is full of them!
Gene Armstrong, Micky Schulz, Deborah Allerdice, Shel Tozer-Kilts
- 8am**
Dragon and Jesse A Live Steel Demo
- 9am**
Internet Publishing Is it for you? How do you publish to the Internet? What opportunities are available?
Michael Hopcraft, Marilyn Holt, Michael J. Montoure
- Y2K The Myths Dispelled This is not a doomsday message but the blunt truth. What do you really need to worry about
Michael Citrak, Shawn Marier, Jack Beslanwitch
- The Seattle Knights A live steel performance
- Costume Brainstorming
Lori Edwards, Richard Stephens, Dave Tackett, Garth Stubbs, Debbie Strub
- 10am**
John Cramer Reading
- Space Spinoffs
Vince Creisler, Terry Burlison
- Costume Reference Materials
Anita Taylor, Lori Edwards, Richard Stephens, Garth Stubbs, Lynn Kingsley, Debbie Strub
- The Internet as a Creative Tool What can you do with it? Web Pages, streaming video and sound, Publishing, Television and Video.
Michael Hopcraft, Scott Jennsen, Marilyn Holt, Jack Beslanwitch
- Finding Your Animal Spirit Guides A workshop.
Mali Kingsbury Munch
- The Costume Challenge
Garth Stubbs, Richard Stephens, Lori Edwards, Dave Tackett
- 12 noon**
Writing Science Fiction for 21st Century Children Kids today are not the same they used to be, with better education they won't settle for the same old material.
Mary K. Whittington, Micky Schulz
- UFO's What's Real and What is Not Peter Davenport of the National UFO Society here in Seattle Washington has promised to stop by and talk with us if he is not called out of town. He will be joined by several of our own professionals to discuss the subject.
Thomas C. Davis, Mark Chanen, Peter Davenport
- What Will Take Humanity to Space and How Soon Will They Loose Their Humanity? Discussion of what might be the most likely 'flash point' that will take humanity out to space.
Laurel Parshall
- Using Reference Materials For Your Art How to make your science fiction and fantasy artwork believable
Rick Enloe, Gail Butler
- 1pm**
Is Self Publishing an Option For You
Michael Hopcraft, Marilyn Holt, James Ernest, Michael J. Montoure
- Power production: Where is all this energy coming from anyway
Peter A. Gurevich, Syne Mitchell
- Dragon in Hollywierd Dragon tells us what he has been up to and what may happen next.
Dragon

1pm – continued

The Art of Illustration Cards, magazine books there is always a need for a good illustrator.
Crystal Smith, Dameon Willach, Monika Livingstone, Gail Butler

2pm

The Internet's Effects on Fandom How does the Internet effect fandom?
Michael Hopcraft; Scott Jennsen, Stax, Shawn Marier, Jack Beslanwitch

Why have all the Little Green Men gone Grey? We used to have little green men from Mars and now they are little green men from ____, Why? Is it all an illusion?
Michael Citrak, John Cramer, William Darkow

How to Kill a Winged Cat Coming up with ideas for your artwork that haven't been done to death in fandom already.
Richard Enloe, Gail Butler, Crystal Smith

3pm

What Does It Take to be a Successful Writer
Syne Mitchell, Eric Nylund, Mary K. Whittington, Marilyn Holt, John Cramer

Propulsion: What's Possible and What's Not
Peter A. Gurevich, Syne Mitchell

Autograph Session - *Dragon, John Cramer, Bruce Taylor, Monika Livingstone and others*

Space Art: a short history of the science in the art of painting what hasn't happened yet.
Chris Vancil

4pm

Breaking Into the Movies: So you want to be a movie star.
Thomas C. Davis, Dragon

McGyvering Rayguns and Rifles From Broken Go-Bots and Hair Curlers This panel will show you how to take broken toys and hair curlers and make them into fanciful costume props or display pieces.
Dave Tackett, Michael Citrak, Bear Brown

Science Fiction as a Social Mandate
Thomas C. Davis

Drawing Human Anatomy- Getting all the right parts in all the right places
Richard Enloe, Gail Butler, Crystal Smith, Monika Livingstone

5pm

Horses in Combat Through Out History A historical perspective to make your future creations more realistic.
Alan Paulsen

Space Stations A hard science look at reality
Chris Erickson, Randy Rumley

The Seattle Movie Scene What are the trends and how can you become involved?
Thomas C. Davis

Alien Art Creations Creating Alien looking art from common materials. This is a hands on demo.
Bear Brown, Dave Tackett

6pm

Writing Non-Fiction for a Living Hey it's a way to make a living and put your hard-earned researching skills to good use. Even writers have to pay the bills while they wait to sell their books.
John Hedtke, John Cramer, Marilyn Holt

How Music Preserves Our History and Enriches Our Lives Filk is our version of Folk. Folk Music through out history has preserved the history historians might have otherwise ignored. Filk will preserve our moment in time.
Karen Rahl, Steve Dixon, Heather Alexander, Jeff Hitchin, Anne Prather, Maura Rebholz

Miniature Painting How do you make those little pieces of metal look so good?
Spencer Smith, Warren Johnston (aka Darkwolf)

7pm

How to Write Hard Science Fiction Our Writer GOH tells us how he does it and what it takes.
John Cramer

What Does a People Need to Survive into the Next Millenium Our theme this year has us looking into the future and learning from the past. What does a group need to survive for the next 100 years? Will more politicians, bigger businesses, different family structures and more religious offerings actually help the group survive?
Theo, Mike Moscoe, Bob Anderson, Jennifer Evans

14 7 pm continued

Color Mechanics Workshop with Gail Butler
Gail Butler

Masquerade with MC's Dave Meyers and Dave Bigelow

8pm

Enhancing your Characters How to make your characters more realistic.
John Hedtke, Donna Barr, James Ernest

Clan Burnout Clan Court A Live Action Role Play event

Rustycon's Galactic Western Casino

Adding Light and Sound to Your Costumes
Steve Greenfield

9pm

The History of Filk
Steve Dixon, Heather Alexander, Jeff Hitchin, Anne Prather, Maura Rebholz, Karen Rahl

Erotic Art A more adult approach to themes for your art projects.
Richard Enloe, Crystal Smith

Danger Woman and the Danger Force At the time of this writing Danger Woman is planning on attending from Atlanta Georgia. She has performed her special Karoke stage show at many Dragoncons and intends on starting her National tour at Rustycon 1999

Boy Next Door A special Musical stage presentation

10pm

A Little Knight Music/ Echo's Children - Filk

The Camarilla Live Action Role-Play

Body Painting Come paint our bathing suit clad models. Both models and painters are welcome, paint is provided
Bear Brown, Melody Anderson, Jenny Kendrick, Izzy Gamblier, Stax

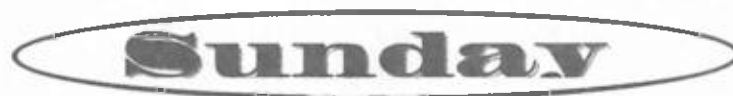
The Saturday Dance!

11pm

Open Filk open until 4am

12 Midnight

Drum Circle Dancing and merriment with drums and rhythm instruments until 4am. Some drums are available.
Rich Dahm



8am

Church with the Order of St. Chiros
Mir Plemmons

9am

Should We Have to Earn the Right to Vote? Like in Starship Troopers. Social responsibility mandated?
Phillip Lewis, Michael Citrak,

How Do You Spot the Signal For all the Noise - With so much data, how do we derive the information and grow to wisdom.
Mike Moscoe, Scott Jensen, Shawn Marier, Jack Beslanwitch

Belly-dance Girdle Workshop
Betty Bigelow

10am

The Myth of The Middleman (When Lampreys cripple your industry)
Donna Barr

Evolution of a Space-faring society
Chris Erickson, Chris Vancil, Randy Rumley, Dave Stuart

Religion in the next Millennium What direction is religion going? Is Christianity dated, will it become an ancient religion? Is the resurgence of paganism a sign of the future. How will alien religions effect our future religious philosophies?
Theo Williams, Jim Evans, Mir Plemmons, Sean Troupe

10 am continued

Bead Sculpture Workshop with Julie Hoverson 3.00 cost per person for participating to cover costs
Julie Hoverson

11am

The Business of Writing What are the legalities, how do you take care of recording keeping and write-off's.
Syne Mitchell, C. Killian, John Hedtke

Time Triage: Our whole Life Ruled by Illusion Time is created by man and ruled by planetary movement why does it effect our life so?
Donna Barr

Autograph Session for Volunteers Only With Dragon, our Guests and others.
Dragon, Monika Livingston, Michael Citrak, Donna Barr, John Kramer (all our pros are welcome)

Medieval Hats
Debbie Tatarek, Audrey Schmidt, Pippin Sardo

12 noon

Writing, Illustrating and Marketing Childrens Books There is always a need for good children's books.
Mary K. Whittington, Monika Livingstone

In the Event of Alien Contact What should our first contact policy be?
Mike Citrak, Willam Darkow, Mike Moscoe, Mark Chanen, Bruce Taylor

Seattle Knights a Live Steel Demo

Glitzy Blivits
Garth Stubbs, Richard Stephens

1pm

What To Do Until Your Ship Comes In How to make a living in the mean time.
John Hedtke, Mark Chanen

Alternative Family Structures in SF Literature and the Future. (18+) poly, mono, group/gang what will the future bring for the family.
Jim Evans, Izzy Gambliel, Jennifer Evans

Scratch Board Art a workshop \$5.00 charge for all those wishing to create their own project
Jackle Duram-Nilsson, Monika Livingstone

Rustycon Art Auction
Betty Bigelow-Auctioneer

2pm

Writing for Small Press
Micky Schulz, Jodi Scanlon, Mark Chanen

Why Do Conventions Fail?
Philip Lewis, Michael Citrak, Shawn Marier,

Victorian From the Inside Out
Lori Edwards, Anita Taylor, Lynn Kingsley, Audrey Schmidt

3pm

Reading-Donna Barr

Pagan Symbols in Christianity What is Candelmas really? Where did the Easter Egg, Jack-o-lantern and the Yule log originate?
Karen Rahl, Theo Williams, Sean Troupe

Slugs and Salt Tell us what you thought about our convention
The Convention Committee

The Versatile Skirt
Lori Edwards, Lynn Kingsley., Audrey Schmidt, Debbie Tatarek

Closing Ceremonies Help us close Rusty for another year
The Convention Committee

The Versatile Bodice
Lori Edwards, Audrey Schmidt, Debbie Tatarek

RustyCon brings you... our visiting Pros:

Deborah Allerdice

I have been attending cons for six years. Would you believe that Hugh Greogry got me involved in them. Scary.

I joined the KDC right off the bat and worked with Shadowhawk for the last few years the KDC was going. We developed the neo-fan room after the problems at Rustycon12. I was on three panels for that. Costuming, role playing, and general behavior. It was a lot of fun. The KDC was club of honor at one Rustycon. Sorry, I can't remember which one.

I have role played with the Court of Elan, the Cam, and Kevlar's group.

My biggest interest has been in costuming and the fact that great costumes can be bought, not made. I am very good at that.

Donna Barr

Since 1986, Donna Barr has been a constant, energetic and respected presence in drawn-book publishing. Her award-winning, acclaimed THE DESERT PEACH and STINZ enjoy a loyal, worldwide audience.

THE DESERT PEACH is the Desert Fox's Gay Brother; he is about Love, Honor, Death, and Tea. It does to World War Two what needs to be done. And is darn funny at it (Comedy is the Strongest Horse).

STINZ is about a black centaur stallion who is nobody's one trick pony; it is really all about all us two-leggers. Both books have been recognized as masterful portrayals of the outsider's view. Her military themes are firmly supported by her won three-year service in the US Army. Her awards include San Diego Comicon International's "Inkpot", Cartoonists Northwest's "Toonie", and the Washington Press Association's "Communicator of Excellence for Fiction".

Since 1997, her work has been published by her own company, A Fine Line Press. She is excited by the way the New Economy on the Internet is making it possible to distribute books to readers worldwide, while skirting the ponderous and out-of-date returns system and dispense with may unnecessary middlemen, including agents.

She has been called 'charming and witty', and is always glad to see her may readers. She has taught, lectured and spoken from Paris to San Diego, and appeared on radio and television.

Donna live in Bremerton, Washington, with her husband Dan, a gang of indulged cats, and Tree, Kitsap County's largest Deodar Fir.

Jack Beslanwitch

Jack Beslanwitch has been a fan since an early V-Con in the late seventies and before that when he discovered Robert A. Heinlein in his local library not long after he learned how to read. Some years later he found Frank Herbert and J.R.R.Tolkien and he was permanently hooked. He currently is a commercial web page designer <<http://www.webwitch.com/top/>>. He is on the Board of SWOC (Seattle Westercon Organizing Committee)

and KEGS <<http://www.kegs.org>>, leads the Seattle Internet User Group <<http://www.halcyon.com/seasigi/>>. founded and leads the Seattle HTML SIG <<http://www.halcyon.com/seasigi/html.html>> and is the webmaster for Westercon 52

<<http://www.webwitch.com/westercon52/>>, Norwescon 22 <<http://www.webwitch.com/norwescon/>> and the Northwest Science Fiction Society (NWSFS) <<http://www.webwitch.com/nwsfs.html>>. He also maintains and runs the Northwest Science Fiction Resources web site

<<http://www.webwitch.com>> and his site devoted to his interest in writing, forwriters.com <<http://www.forwriters.com>> He currently publishes a northwest fandom and writing newsletter via email as well as being listmaster for a northwest fandom mailing list. He lives in Seattle with his wife and best friend - Fran, his mother in law, two cats and a dog. <<http://www.webwitch.com/jackandfran/>>

Betty Bigelow

Bon vivant, raconteur, Woman about town, and evil sword wielding dominatrix of the pesky space time continuum paradox, Betty Bigelow is an old fan (118 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 eye-brows on forehead after forehead after.....

Terry Burlison

Terry Burlison is a former Flight Dynamics Officer (call sign FIDO). He worked in the Mission Control Center in Houston during the early days of the shuttle program, including STS-1--the first flight of the Space Shuttle. After leaving NASA in the early 80s, he worked for Boeing Aerospace on numerous space projects for both NASA and the military. He currently runs his own business developing and publishing music and game software for personal computers. (Yes, really.)

Gail Butler

Was born in Marin County, California (an Air Force-er, Air Force brat). She moved from coast to coast with her family before they settled in Cheney, Washington in 1962. Gail escaped from Cheney in 1983 and now lives in Everett with Theo Williams, Rustycon's former chief idiot. Gail describes herself as a 'biophile and frustrated technophile'. Best known for "The Embassy", as series of fantasy paintings, Gail's illustrations have been published in *Analog* and MZB's *Fantasy Magazine* (including the cover art for Issue #14). In her theoretical free time, she's Jewish-mother-by-default to much of Northwest art fandom.

Mark Charles Chanen

Mark Chanen has been a freelance (read "Mercenary") writer since 1986. He's written articles for a wide variety of magazines and special interest publication as well as short stories in SF and other genres. He also served as assistant editor and vice president of Redling Publications Corp. Currently he works as a therapist and mental health specialist (the blind leading the blind) while continuing to rack up mailing fees for his current crop of shorts.

Vince Creisler

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

Current: Service Engineer for Koley Engineered Products, Inc. (Representative organization for a Variable Frequency Drive manufacturer), Secretary for the Seattle Chapter of the National Space Society, member of The Mars Society, member of Seattle Astronomical Society. Interested in Science and Space exploration and colonization.

Past: Born in Oregon, Educated in Washington and Oregon, BS-EET from Oregon Institute of Technology.

William J. Darkow

William J. Darkow has been attending NW Conventions starting with the ill-fated (and big-money losing) PSST Con all the way to the present day. He has appeared as a pro at various VCons, NorWesCons, Anglicons, and RustyCons, and has also served on the Anglicon board for several years. He is (as many of us are) many things to many people, but believes he serves best in his capacity as an entertainer. He performs on stage with local musical theatre groups (most notably the international award winning Seattle Gilbert & Sullivan Society), and is also an international award winning magician, known professionally as The Amazing William (Man of Mystery, Master of the Mystic Arts, Maker of Miracles, All-Around Fun Guy). He has appeared at several VCons, RustyCon). Not as widely known (except to some of the attendees to the first TerraCon) is the fact that he is the star of the locally produced Science Fiction epic motion picture, "Zombies From Outer Space"

Ilyra De La Mere

is an artist and web designer from Bristol, Connecticut. She runs the Seattle Polyamory mailing list. She currently works for ServNet, a local Internet service provider. She hates writing about herself, so a friend wrote this for her.

James Ernest

James Ernest made his mark in fandom as a comic juggler, performing his first local show at Norwescon in 1989. Since then he has moved on to establish Cheapass Games, an upstart little game company whose cheaper-than-heck board games prove that you can still buy a great board game for five bucks. He lives in Seattle writing games and playing Blackjack, and never leaves his house.

Lori Edwards

Lori has recently been released from the Shoreline Treatment Center for the Insane after completing her 12 step program for fabriholism and glitzophrenia. She spends a great deal of her time designing and creating historical and fantasy costumes – actually, I spend ALL OF MY TIME DOING THIS AND I DON'T HAVE A LIFE. AAAAAHHHHHHH! I AM NOT SICK, NNNNOOOOOOOO, I AM JUST FINE, IN FACT THERE IS NOTHING WRONG WITH US AT ALL. WWWWWEEEEEE LLLLLLOOOOOVVVVVEEEE CCCOOOSSSTUUUUUMMIINNGGG! All sewing and no play makes Lori a dull girl. All sewing and no play makes Lori a dull girl. All sewing and no play makes Lori a dull girl. All sewing and no play makes Lori a dull girl. All sewing and no play makes Lori a dull girl.

Richard Enloe

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

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Jim Evans

Jim Evans works for a large computer software company in the Pacific Northwest. He is a lifelong Science Fiction fan, and is an aspiring singer/songwriter. He occasionally dabbles as an unpublished short story author. He resides in Kirkland, Washington with his wife, Jennifer.

Jennifer Evans

Jennifer Evans is a transplanted southern-belle, and you couldn't pay her to move back. She's married, poly, bi and a bit overbearing. She enjoys music from the B-52's to Jimmy Buffet, literature from Shakespeare to Heinlein, and art from Monet to Dali. She cherishes open-minded and openhearted people.

Sunrise Fletcher

My name is sunrise Fletcher, a sight impaired hippie wizard living in the NW rainforest with the eagles and the elk. I am fortunate in having grown up around music, dance, and acting (my Grandmother directed minstrel shows, my mother taught dancing and also directed). I was taught to play tenor (jazz) banjo when I was 9, by an old pro who played with the Dorsey Bros..I played my first payed gig (rock) in 1961, at 13.By 19 I was recording at Electra in L.A. with my tripped-out psychedelic rock band, but the band broke up before we signed.(I wonder why?)

So I built a cabin on the back of my '49 Ford pickup, Frank, and played on the street, living a free and romantic time in the late '60's. I spent a lot of time in the woods, lived with some Indian brothers and sisters, and got my name. Passing through Berkeley, I met Jessica, who, like me, wanted to live in the woods. We bought an abandoned homestead, Lucky Mud, sculpted a home from scrap, had sons Lucas and Adam, and raised them playing music in lounges as a duo, weekends locally, and full time on the road when we needed a little extra money. We recorded "Alive at Pierre's" (vinyl!), "Love in the Garden"(casette), and "Up Front" (casette), as well as "Demo", with our 4 piece family band, Ultra Classic.

Since the kids went off to college and Jessica went back to teaching High School, I can concentrate on writing and recording my original stuff,

kind of acoustic/techno/world/reggae/trance dance/mythmusic. I have recorded "Earth and Spirit" (cassette), and "Searching for the Gates of Love"(CD)

Dave Franklin

Dave Franklin has been attending conventions in the pacific Northwest since Dreamcon 1. Volunteering at a number of cons, actively involved in clubs, and causing no end of headaches for various people along the way. He discovered a need for computer gaming at Rustycon, and along with his friend Paul Sterley, approached the committee with ideas. Starcraft, and Warcraft II are the only real game addictions he allows himself (or is that 'his spouse allows him'?) so they decided to offer these, and a bit of Doom too (or is that Doom II).

Computer professional, yep, kinda. I mean that I fix the stupid horrific things. Actually, I have discovered that I really HATE computers. Yeah, I spend 6-10 hours a day wandering from one business to the next making those stupid errors go away. I make these silly things talk between Windows, UNIX, Novell, and occasionally even that fruit thingie. But I still hate them. But ya know, the best way to GET EVEN is to make them behave, right?

Well, that's my rant. I'd rather be sitting down playing cards, or maybe even a role playing game. But I suppose a computer takes up less space on my desk than a game system, calculator, word processor, WebTV box, cardfile, telephone, Stereo system, and Television. See ya in computer gaming!

Steve Greenfield

See Steve. See Steve fix stuff. Know that this was not always so... At the age of 5 I smashed my first alarm clock with a hammer so I could see how it worked. Finding that the use of a hammer usually caused the clocks to cease working altogether, I soon learned the art of screwdriver manipulation. Of course, as I got older, I graduated from alarm clocks, to televisions, and finally to computers. My wife has had to learn to live with LOTS of electronics lying around the house and shop. Now, as Polymorph Digital Photography, I take digital pictures of total strangers and make them even stranger. I've been seen in bit parts and not-so bit parts in several Masquerade presentations; my most memorable (possibly) being Red Rose of the Mighty More Fun Flower Arrangers

Marilyn Holt

Marilyn Holt writes mainstream, SF, and mystery fiction. She publishes regularly on business topics in magazines such as *Washington CEO* and *Venturer*. She is very interested in non-paper publishing, E-books, and the de-centralization of and the entrepreneurial resurgence in publishing. She is a Certified Management Consultant specializing in capital formation, mergers and acquisitions, and corporate finance. She serves on the board of directors of the Hope Heart Institute, and co-founded, with J. T. Stewart, the Clarion West Writers' Workshop.

Michael Hopcroft

Michael Hopcroft is a writer and producer who lives in Portland, Oregon. His best-known work is the electronic comedy series *Weird Guy*, in which a talking pig explodes every day. The compilation is available from Hyperbooks Online. Michael is currently producing and directing an SF audio drama called *New World*, in which the Internet is being used as a production tool as well as a distribution medium. He is also acting in several dramas using a similar method.

Crawford Kilian

A prolific writer, Crawford Kilian has published 11 science fiction and fantasy novels, along with nonfiction books, textbooks, and radio plays. Kilian is a writing and communications instructor at Capilano College in North Vancouver, B.C., as well as chair of the Media Technology Division at the college. He is also a regular contributor to both print and electronic media. His science fiction and fantasy novels include *Gryphon* (1989), *Greenmagic* (1992), and *Redmagic* (1995). His personal Web page can be found at: www.capcollege.bc.ca/magic/cmns/crofpers.html.

Lynn Kingsley

Lynn Kingsley began reading Science Fiction in the 5th Grade, but it was not until college in 1972 that she attended her first con and learned that fandom existed. In that same year she also joined the S.C.A. and was introduced to middle eastern dance. Since that time, she has remained involved in all three interests as well as pursuing a career in small animal veterinary medicine. Costuming is one of her main interests and she has had the good fortune to be a part of several prize-winning masquerade presentations. She is also a S.C.A. scribe and a member of Shahrzad Middle Eastern Dance Troupe. Like many in fandom, she is owned by cats (three of them). Her most recent obsession is a newly acquired thoroughbred horse.

Mark Kreighbaum

Mark Kreighbaum is the author of two science fiction novels PALACE (co-written with Katharine Kerr) and THE EYES OF GOD, both books published by Bantam Spectra). His short fiction has appeared in numerous anthologies, including STARLIGHT 1, SANDMAN: THE BOOK OF DREAMS, BLOOD MUSE, ENCHANTED FORESTS, DANGEROUS MAGIC, and THE SHIMMERING DOOR. His novella, THE MIRROR OF TIME, appeared in TAD WILLIAMS' MIRROR WORLD, beside short stories by John Helfers and Michelle West. This illustrated hardcover was published in July of 1998 by HarperPrism. Kreighbaum's poetry has appeared in *Dreams & Nightmares*, *Xenophilia*, and other small press magazines. He lives in the San Francisco Bay Area.

Phil Lewis

I have been active in Sci-Fi conventions since 1982 when I first attended my first NorWesCon. In 1986, I, and Rick Enloe, while standing in the midst of a NW Con in progress said "We can do this". And so began Dreamcon. I directed Dreamcon twice, was the assistant chairman twice and filled various other positions also. I have also been an avid role-playing gamer since 1981. I have been a demonstration person for Five Rings Publishing for over two years and they have sent me around the country to show others how to play their games. My only other claim to fame is that I am married to the famous Mindy Sherwood-Lewis. Known world wide as a convention organizer and employee of Five Rings Publishing, now part of Wizards of the Coast.

Shawn Marier

Shawn Marier has been working for Compaq/Digital for almost a decade, designing Unix Kernel & System tools. In his spare time he is active in northwest fandom, and is the current chairman of SWOC. He is probably best known in fandom for DJing dances. Currently he is working on combining computers with DJing, so he can run his dances from a laptop.

Dave Meyer

Dave Meyer hosts Morning Edition on KPLU-FM and has been emceeing Rustycon masquerades since 1987.

Martin Miller

Martin Miller just turned 35 last year, and has been attending Sci-Fi/Gaming conventions since OrcCon 81 (and does he feel old). In the past he has been active in the Society for Creative Anachronism, while now he is active in the Camarilla. Martin owns a Fetish Fashion and Glamour Photography company named Electrica Unlimited. It doesn't make enough to pay the rent, so for that he works as a Telephone Provisioner (the person who remotely turns the phone on, off, and lets you have call waiting and voice mail). He loves the works of Lovecraft and Gaiman, Stoker and Shelley, Poe and Baudelaire, along with Gore pictures and stories. If you love the Vampire and its Lore, the Cthulhu Myths, Sandman and company, or simply good poetry sit and chat with him. He promises not to bite (without permission).

Syne Mitchell

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

Michael Montoure

Michael Montoure is best known in local fandom for starting Imperial Starbase Seattle, the Northwest's original Star Trek Mirror Universe fan club, and for running ImperiCon a few years back. Since then, he's become a professional horror author, with sales to Gothic.Net and Blood-fetish. His disturbing sculptures have been unsettling art show attendees at conventions since 1996. He also works as an expert on web page design for Talking Dog Media in Bellevue.

The National Space Society

The National Space Society is an international membership group dedicated to furthering the exploration and development of space. The Seattle chapter mission is to facilitate Space Activism and all pro-Space activities; and to provide a gathering place for space enthusiasts to meet, exchange information and ideas.

Chapter meetings are held at 7:00 PM on the second Saturday of each month, at the Museum of Flight; parking is available in the lot North of the museum. To receive information regarding upcoming events please send your name and addresses to:

Randy Rumley
12008 S.E. 223rd Drive
Kent, WA 98031
rjrumley@juno.com

Ray-Paul Nielsen

I was born in Spokane, WA and raised on the Olympic Peninsula. My first memories of Science Fiction were of my uncles' Pulp in the attic of my grandfather's house. I must have been quite young, I went for the ones with stories, not the ones with bikini girls. I don't remember when I didn't paint or draw, but I do remember the first painting I sold (for cash and not to a relative). It was a Surrealistic landscape with lavender sky, magenta and purple fields, and geometric trees. WOW! Cash money from a stranger! I was sixteen and hooked. It still feels Damn Good to get a check from a gallery.

Jacquelynn D. Duram Nilsson

Sketching ever since she can remember, Jackie quietly pursued her first love despite the stories of the "starving artist". With several years of pre-veterinary medicine, fine art classes, and a degree in commercial design, she now free lances as a commercial graphic designer and illustrator under the business name Gryphon Graphics. Never satisfied with just one medium, Jackie's artwork can be seen as jewelry, cards, and rubber stamps as well as fine art prints. She lives under the (not so) rainy skies of the Seattle area with her husband, two children, and a ever crazy menagerie of animals.

Laurel Parshall

Laurel Parshall was born in Tacoma, Washington. While she has visited six other countries and various states of the union, nothing in those places has induced her to move away from the Pacific NW. Being creative, seeking art in all kinds of places, and being a self confessed exhibitionist....Well, let's just say that dancing and costuming are two acceptable outlets for those personality quirks. It also leads her to foolishly volunteer for projects of occasionally exhausting magnitude with like minded persons having Cecil B. Demille visions and shoestring budgets.

Alan Paulsen

Actor, author, soldier, cop: Alan Paulsen's adventures and misadventures have taken him all over the world, from exploring pyramids in Egypt to fighting raging forest fires to jumping out of perfectly good airplanes. A published author, Alan is also a certified actor combatant who has performed with several regional troupes.

Karen Rall

Karen Rall entered fandom in 1987; and promptly spent several years running Volunteers, Security, and Logistics at various NW cons. She rediscovered the joy of actually attending programming during a break for graduate school; and now occasionally helps to organize panels pre-con, and to run Folk Music activities onsite. 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. In her "spare time", she maintains an active social life, practices with the NW Irish Dancers, avidly recruits new followers for "Babylon 5"; and continues to study pagan religions, Celtic history, and new options for the space program.

Pippin Sardo

Pippin Sardo likes to play dress-up and dance, and has been frequently known to make a fool out of herself on stage at Worldcon, Costumecon, Westercons, Norwescons, Orycons, and their little cons, too. She's a historical costumer historian, a vintage dancer and teaser, and dabbles in Science Fiction and Fantasy costuming in her more insane moments. She co-founded Somewhere In Time, Unltd., and performs historic and flamenco dance. You might have seen her most recently as the Seattle Mermaid, or in past moments of glory as the moon in "2001, a Space Ballet in Less Than 2 Mminutes", or a Mercilette to Madame Ming. (Although she knows what barbarians really wore, she happily volunteers to help any Conan wanna-bes with their brass accoutrements!)

Jodi Scanlon

Jodi Scanlon of Clarion West 1989, Jodi Scanlon has been published in small press. Jodi managed to land the cover story for the last issue of Fang Magazine, which was printed but not published. She has been active in fandom for over twenty years, and is very fond of BAD movies, living in Chris Carter TV-land, Star Wars, and reading about serial killers. Make note: READING about them. She has not lost all sense (eat), and is not about to meet any of them voluntarily.

Mickey Schulz

Mickey Schulz lives in Ellensburg, WA with her husband, Ogre, 9 cats and a hedgehog. Working on her Master's Degree in Eastern European History, she is also exploring a career as a poet, and author. She has been published in Antioch Press's yearly poetry anthology, and on the DarkLantern Collective website. "Reading and writing Science Fiction/Fantasy works and writing poetry got me through a very difficult adolescence. I'd like to see more kids work out their internal problems through writing."

Crystal Smith

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

Crystal is multi-talented. She has also worked professionally within the theatre world, earning her Master Class status. Her current costuming focus is to create costumes that can be used during stage combat in an "in-the-round" venue. This costuming trend is an outgrowth of her involvement as a combatant within the Seattle Knights. As a stage combatant, she has attained a competency with a variety of weapons; including sword, dagger, polearm, and rapier. Recently, Crystal participated in an International Stage Combat Workshop in Banff, Canada. She will be demonstrating polearm and dagger techniques during the Seattle Knights demos, both Saturday and Sunday.

Stax

After over a decade in both Science Fiction Conventions and the SCA, Stax has finally decided to come out of the closet as a writer. She is still a closet artist and is now a closet photographer too (some great closets in Seattle).

Richard Stephens

By day, Richard works as a scientist seeking a cure for the common cold through the use of acupuncture and the liberal application of sequins, but when the moon comes out he transforms into that creature of the night known as a Costumer. Besides dressing up his children in clothing from periods long past, Richard enjoys teaching classes on costume and theatrical production as well as working as a free lance designer for local theaters and schools. He is currently petitioning the city of Seattle not to demolish the Kingdome but to turn it into a giant pincushion, "Because you can never find the right pins when you need them."

Paul Sterley

I guess they're calling me a professional now. A professional what, I'm not sure. Con Artist? No, that can't be it, I don't draw worth beans, and I'm not very good at parting fools and their money.

Computers? What are those? Oh, all right, I'll admit it - I've heard of them. Okay, okay, I've even touched one... (sigh) You aren't going to let me duck this one, are you? Well, what error message are you getting this time?

That's the story of my life these days. I got my first IBM clone about 6 years ago, started learning DOS from a good friend of mine. (I'd tell you who, but if you ask me Eugene Goodrich has a big enough ego already!) After a while, I no longer required his help - I became capable of breaking my computer all by myself. Then of course I had to learn how to fix it myself as well. I called and harassed the guys at the computer stores, trying to get them to explain things. They hated my phone calls, but their pride made them show me how much more they knew than I did, so they patiently explained everything I wanted to know. From there, it's probably a familiar story - I started helping other people with their computers, eventually got a job doing telephone technical support (you know how much knowledge it takes to get THAT job! Not!) and despite myself, I actually learned some marketable skills. So now, without any real formal computer training, I'm making a good bit of money. I'm a network administrator and a consultant for a sizable Technology Infrastructure firm. I guess I'm more or less happy with that, and I have enough knowledge to squeak by. One of these days I'll try and get some pieces of paper that say I know how to use computers - I hear they're pretty cheap over in Redmond.

Deborah K. Strub

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

David Tackett

David Tackett must be a phony fan -- he owns no cats. That's right. Dave loves costumes and props, hysterical reenactments, fantasy and SF books or films, cons, funny women, and especially any combination of these. He and his disturbed friends hatch most ideas for projects

during fuzzy, beer and spaghetti sessions; the friends are then hijacked into participating –like it or not. Dave's other hobbies: sleeping late, bitching about all the yuppy colonists in W. Washington, bitching about the way the yuppy colonists drive, sleeping late, and bangin' on the bongos like a chimpanzee (that ain't workin') If he could make any of this pay, he sure hasn't figured out how.

Deborah Taterek

I have been in fandom longer than I care to admit. I have played and worked many conventions. I have run hospitality suites, costume programming tracks, den mom'd at masquerades. This year I decided to take a vacation from con committees. I am currently very active in the SCA. And of course, I could babble on but not. See ya at the Con!

Bruce Taylor

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

Shel Toxer-Kilts

I was born in Los Angeles, California, but escaped to Vancouver, Washington when I was 8 1/2 years old. My first brush with fandom came in 1986, at Moscon. Unfortunately, in 1987 I joined the US Army and was sent to Alaska, where cons are nonexistent. When I left the Army in 1993, I was reintroduced to con society and was assimilated by the Camarilla in 1994. I've since bought my soul back from the Cam and can be found at cons volunteering and fellowshipping with the Order of St. Chiros.

Chris Vancil

I was born in Washington State and have spend the majority of my life here. Graduating from The Evergreen State College in the 1980s with a BA. Being a child of the second half of the twentieth century, born just a few years past 1950. I sat wide eyed as Armstrong and Aldrin in July 1969 first stepped on another world. Unlike many others I have never lost that wonder of other worlds and have made space activism part of the fabric of my life. With the International Space Station being built and a handful of spacecraft being set to explore near space we live in exciting times. I hope to help each of us to become part of this excitement and exploration of our Universe! Ad Astra!

Mary K. Whittington

Mary K. Whittington, a long time instructor of creative writing in the Continuing Education Department of Lake Washington Technical College, has also taught writing workshops to young people and adults in public libraries and schools. She is the author of children's books and anthologized fantasy stories for children and young adults. In her spare time she teaches recorder and piano lessons. She lives in Kirkland.

Dameon Willich

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

Bad Hair Day Productions, in association with A Bunch of Guys that You've Never Heard Of (inc.), proudly present:

[Dark Humor]

Here's your chance to see, without risk of restraining order, everything that the producer, writers and actors will fiercely deny on their first appearance with David Letterman! Featured here will be experimental bits, (no stuffed livestock were harmed-) out takes, (taken out for not meeting Dark Humor duct tape level requirements,) and for those of you with brain cells (and cloves) left to burn, a viewing of the 30 min. pilot, "The Unbearable Beings of Lightness."

Short bits will be shown between Rusty Con programming on channels A, B and info. Meet the producer and key players involved at a special premier showing at the "Big Picture," at 10:30PM Saturday in the Pacific Theater.

Rusty Con is not responsible for any resulting insanity, loss of sleep, or incessant silly theme song whistling due to the viewing of footage, or interaction with those persons related to or involved in this project. More info:

<http://www.concentric.net/~Badhairs/>



RustyCon brings you...

The Dealers' Room

Open on Friday from 3 PM to 7 PM, Saturday from 10 AM to 6 PM,
and Sunday from 11 AM until 4 PM.

Look for these dealers:

Head & Body Shoppe

Polymorph

Games Plus

Pegleg

Everett Comics & Cards

Lady Jayne's Books

Friends of Filk

The Magickal Aardvark, Ltd.

Star & Griffin

Gypsy Enchantments

The Black Oak

Moray Costuming

Realm of Regalia

Amberfyre

Shaughnessy

Steel Craft

Graceful Creations

Pegatha's

Dragon Maker

Prose & Steel

Dreaming Wolf

Gypsy Enchantments

Stephan Faiemane

Teresa Gohnert

World of Books

RustyCon brings you...

The Green Room



It's been a long day at the Con... you've been on five panels in five hours.

People sleeping in the back row during your reading.

Fen arguing the merits of nickel-plating chainmail during your panel on Costuming a Klingon without Hocking Your Battleth.

Fang and collar clad teens stumbling into your workshop on Airbrush techniques.

You need a breather... some peace and quiet. Some good espresso!

Get away from the Con without leaving the Con! Come to the Green Room! We have some special refreshments and entertainment lined up, just for you, our honoured Professional. We'll be open from 3 PM until 12 AM on Friday, 7 AM until 11 PM Saturday and Sunday. Anne will be your hostess again this year, and she and her staff will be there to cater to your needs.



The Green Room... not just a place to pick up your badge and a cheap pop anymore.

My fondest memories of Richard was that when I went to my first con (Norwescon 7) he taught me the Time Warp and Paradise by the Dashboard Lights. He was my first con friend.. I'll never forget his goofy smile and his warm hugs..
--- Sheila Green

I knew Richard as always caring enough to make the very best of the work at hand. He has earned every bit of stardust that comes his way. For the Pink Party, for learned counsel, and for friendship...you shall be remembered.
--- Chuck Monson



Hospitality

Friday: 6 pm - 2 am
Saturday: 8 am - 2 am
Sunday: 10 am - 5 pm
....or when everything is gone.



Registration

Friday: 12 noon until
Sunday 2 pm



Childcare

Friday: 4 pm - 8 pm
Saturday: 9 am - 7 pm
Sunday: 9 am - 3 pm



Art Show

Friday: 4 pm - 8 pm
Saturday: 10 am - 8 pm
Sunday: 9 am - 12 noon
Auction - 1 pm

All artwork © Monika Livingstone

Rustycon Kids Treasure Hunt



We will run the treasure hunt from Noon on Friday until 4:00pm on Saturday.

The Treasure Hunt will consist of finding stars. There will be 16 stars, one for each year Rustycon has been in existence.

The stars will be very visible glittery silver, about 8 inches square and mounted on cardboard and will be hidden throughout the convention in such places as Hospitality and the Dealers Room.

Each child will be given a piece of paper with 16 spaces on it. They must find all 16 stars and as they do they must write in a space where they found it and it must have a signature of an adult next to it. This way there is no cheating, such as one child asking all the other children where they might have found them, writing them down and not going out looking for them themselves.

This event is open for children under the age of 18. Every child must have a permission slip filled out to attend, then they will get the information to play the game.



DANCE!! DANCE!! DANCE!!

In a return engagement we have
dance jockey
Cory Bonallo

In the Dome

Friday he'll start playing at 10:00 PM

Saturday he starts at 10:00 PM



MASQUERADE

SATURDAY EVENING 6:30 PM

IN THE DOME

**COME AND SEE SOME OF THE AREA'S FINEST COSTUMERS
AND ENJOY A VARIETY OF HALFTIME ENTERTAINERS:**

CONTESTANTS INFORMATIONAL MEETING:

Friday 9 PM - Please look for signs as to where it will be.

Registration forms and rules: available next to convention registration and at contestant meeting. Registration opens Saturday morning at 10:00 AM and closes at 12:30 pm Saturday afternoon. Registration forms will also be accepted at informational meeting Friday evening. Rehearsal Saturday afternoon from 1:00 -3:30 PM

To volunteer to help with Masquerade contact Volunteers or Irissa Mitchell Masquerade Director.

RustyCon brings you...

The Convention Policies

Weapons Policy

Weapons-peace bonding

This year we will require peace bonding. This is at the request of the local police and the Hotel. Remember, if it's drawn it's gone! Multiple warnings and you're gone with it! Programming and masquerade events requiring the use of a weapon as a prop must have advance approval by the head of the event and security.

This policy includes BOTH real and replicated weapons. This includes, but is not limited to: crossbows, slingshots, pellet guns, bows and arrows, water pistols, blowguns, catapults or any type of projectile weapon, loaded or unloaded. Any device that could be construed as a projectile weapon or any extension of the human hand.

No REAL firearms of any kind. This includes, but is not limited to, all actual firearms even if they are disabled in any way, shape or form. This also includes any replicated firearm or realistic appearing toy firearm.

No unsheathed weapon allowed in Any public space. All blades will be appropriately covered in all public areas and function spaces. This includes, but is not limited to, daggers, swords, pikes and axes, be they steel, plastic or any other material.

All obvious appearing toy "side arms" including, but not limited to, phasers,

disruptors, laser pointers or any other item that emits light and/or sound shall remain in an appropriate holster at all times.

Pole Arms and Staves: Remember to keep them upright at all times.

We reserve the right to inspect and reject any weapon at any time.

Violation of these rules can lead to your removal from the convention by us and from the hotel by the hotel staff.

Exceptions to the rules:

The only exception to these rules are weapons approved for display or weapons approved for sale in the dealers room. Said exceptions shall be approved by the Operations Director of the convention or by a designee selected by the Operations Director. There will be no appeal to a violation of these rules.

RCW 9.41.270

It shall be unlawful for anyone to carry, exhibit, display or draw any firearm, dagger, sword, knife or other cutting or stabbing instrument, club, or any other weapon apparently capable of producing bodily harm, in a manner, under circumstances, and at the time and place that either manifests an intent to intimidate another or that warrants alarm for the safety of other persons.

Party Policy

Room Party Policy

Parties must be registered in advanced and may only be held in areas of the hotel designated as party rooms. Registration forms will be available through the con office. All party hosts are expected to comply with Washington State laws.

No alcohol is allowed to leave party that it was served at.

The person(s) responsible for the party shall be the person(s) to whom the room is registered and designated host(s). The host(s) must be 21 years of age or older. We recommend that s/he be a non-drinker during the party. The host(s) shall be responsible for the conduct of those attending the party. S/he shall be certain that no one drinks and drives, and that no minors are served alcohol.

The host(s) shall be responsible for the party and any incidents that occur there, or as a result of.

Rustycon shall not be responsible for any damage to persons or property during the aforementioned party, or as a result of.

All persons at the party must have legal ID. on their person at all times.

Please note that the drinking age of Washington State is 21 years of age or older.

We reserve the right to shut down any party for any reason. The host(s) must be present at the party during the entire time that the party is in progress.

A warning to party hosts. **KEEP WATCH ON WHO IS DRINKING.** We require that all parties serving alcohol check ID. and not leave alcohol where anyone can grab it. The laws in Washington State say that if you are the supplier of alcohol to minors or to someone who is already drunk and they hurt themselves or others, YOU TOO are responsible for THEIR actions. There are also heavy fines for contributing to the delinquency of a minor if you are found to have supplied them with alcohol.

Children and Minors Policy

Minors

Rusty requires children under the age of 13 to be accompanied by a parent or guardian at all times. Teen-agers may attend the convention with parental permission and a responsible guardian over the age of 21 on-site at all times. The designated adult shall remain with the teen at the time of registration and on site during the convention. If the attending teen is staying overnight in the hotel, the responsible adult convention member must be registered with the hotel and the teen must reside with the designated adult.

Parents with young children should use discretion after 10 pm. Members of the Con Staff or Security may suggest that you take your child out of con space if it appears that it would be better for the child. Children under 12 left unattended will be taken to childcare and the parents will be charged appropriately. If there is a second occurrence, Rustycon may ask the child and parent or legal guardian to leave the convention.

All attendees of the convention must have a membership to Rustycon and must wear their membership badges at all times. Membership costs for under six years of age is free, from six to 12 years is half price and from 13 and up is full price.

Rustycon reserves the right to refuse attendance to anyone at any time and to call in the proper authorities if the convention deems it necessary.

Name Badges

All RustyCon attendees are REQUIRED to have a membership to attend the convention functions. This membership is represented in the form of a membership badge.

Any RustyCon attendee not wearing their badge will NOT be allowed in any of the convention functions until they comply with this policy. Therefore, even if you have a paid membership, you must have your badge on your person to get into convention functions.

Non-member attendees (those who have not paid for a membership) of RustyCon, (i.e.: ghosting) will not be allowed into any convention functions.

RustyCon attendees who trade membership badges among each other, may have the badge taken by the convention committee, and all parties involved in such action may be excluded from any convention functions.

Intoxicants:

DRINKING

Please remember that the legal age to drink in Washington State is 21 years old.

If you are drinking, please don't drive.

Parties serving alcohol are REQUIRED by the RustyCon committee to check for valid ID and verify that a person is of legal age to drink before serving them.

If you are found to be serving alcohol to a minor (anyone under the age of 21), your party will be closed down.

The RustyCon committee does reserve the right to revoke your membership and have you removed from the convention for infractions to this policy.

Drinking in the halls, elevators, or anywhere outside will not be tolerated. Drinking is allowed in posted areas only.

We request that you drink responsibly. This includes, but is not limited to...

- >Do not pass-out anywhere but your hotel room
- >Do not act in a disorderly behavior

DRUGS

Anyone found in possession of illegal narcotics will be dealt with according to Washington State law.

Smoking

Smoking is permitted only in the designated smoking area. There will be no smoking inside the hotel function areas. Smokers are reminded to keep the door and walk ways clear and smoke free. Please use the appropriate receptacles for your cigarette butts when smoking outside.

Posting of Flyers

Flyers may be posted on the paper covered easels that the RustyCon committee has provided for your use. Check in Information Table for their locations.

Hospitality will have a special wall for the posting of flyers. Please check with the staff there for more information. DO NOT attach anything to the walls, windows, doors or anything else belonging to the hotel.

Sleeping in Halls, Stairways and Video Rooms

One word to say on the subject, DON'T!

First Aid

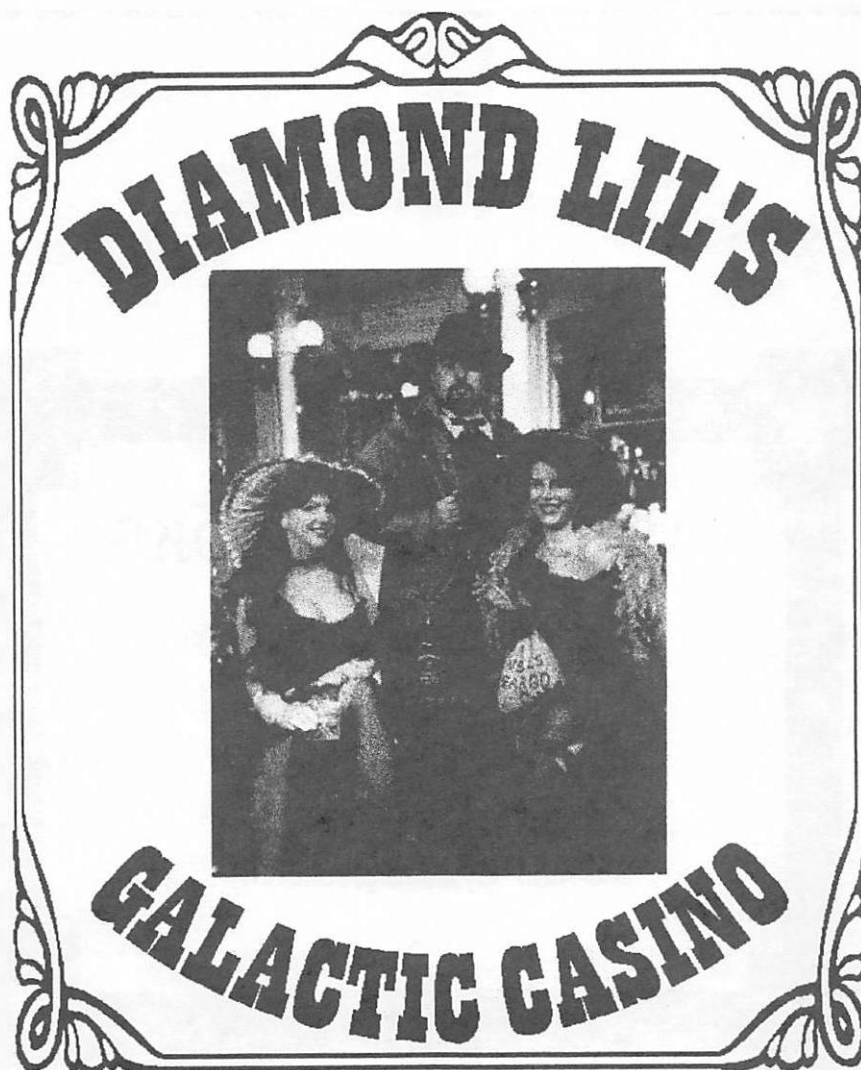
A limited supply of first aid equipment is available in the RustyCon Operations Center. None of our staff can administer medication or give you a medical diagnosis. If you have a genuine emergency, you need to go to an Emergency Room. We will gladly call 911 for you.

Press

If approached by the Press it is your right to talk with them or not. If you do not wish to talk with them, nicely tell them so. If they do not leave you alone please DO NOT deal with them yourselves, go to the nearest RustyCon Security Staff person and let RustyCon Security deal with them.

Public Decency

Please use some common sense and decency in planning your costuming. Please don't wear anything that shows more than what is meant to be seen in public.



Do It Yourself! MST3K

It is Sacrilege! But you know you want to do it! And the Force is with us! If it can be done to Star Trek, it can be done to Star Wars: A New Hope. We have loved Star Wars for years and we have pleasantly picked on it. Remember Space Balls? Let us pick on it some more! And let us pick on it together. Welcome to this moderated forum for heckling the great Star Wars, with your hostess Jolene Robinson.

BEWARE!! Jolene and the bots are *not* gonna do all the work for you. Get your blasters, it is open season on Star Wars and you are expected to get up, get loud and heckle to your hearts desire (Just remember, nothing vulgar.)



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