

RUSTYCON 20



GAIL BUTLER '02

Rustycon 20

Page		Page	
1	Table Of Contents	17	June 2003
2	Dave Duncan (Writer GOH) Knight Hawks (Fan GOH) Eugene Roddenberry (Media GOH)	18	Panelist Biographies
		19	July 2003
		20	Panelist Biographies
3	Eugene Roddenberry (cont.)	21	August 2003
4	Gail Butler(Artist GOH)	22	Panelist Biographies
6	Stuart C. Dodd Awards	23	September 2003
7	January 2003	24	Panelist Biographies
8	Panel Descriptions	25	October 2003
9	February 2003	26	Panelist Biographies
10	Panel Descriptions	27	November 2003
11	March 2003	28	Panelist Biographies
12	Panel Descriptions	29	December 2003
13	April 2003	30	Panelist Biographies Hotel Map (1st Floor)
14	Panel Descriptions		
15	May 2003	31	January 2004
16	Panel Descriptions Panelist Biographies	32	Hotel Maps (2nd to 10th Floor)

Program Book © 2004 by Rustycon
 All Art Work © by individual artists
 Cover Art and Badge Art © 2002 by Gail Butler

Convention Committee

Chair -----	Donna Turner
Vice Chair -----	Susan Robinson
Hotel Liason -----	Chris Nilsson
Treasurer -----	Nancy Wofenden
Art Show -----	Ian Smithers
Dealers Room -----	Don Forbis
Secretary -----	Jerry Gieseke
	Jackie Nilsson
Registration -----	Dave Schaber
Programming -----	Bobbie DuFault
2nd -----	Bert Miller
Programming Track -	Arina Stone
Gaming -----	Steven Hanson
Clubs -----	Collin Miller
	Hans Johnson
Green Room -----	Sue Carothers
Green Room 2nd ----	Gene Armstrong
Asheron's Call Rep --	Gene Armstrong
Robotics -----	Cara Platt
Fanzines -----	Andrew Murdoch
Publishers -----	Bob Grieves
Special Events ----	Karyn Vicker
2nd -----	Andrea Wadsworth
Casino -----	Hans Johnson
Video -----	Lee Morgan
Operations -----	Jay Pearson
2nd -----	Aaron Wadsworth
Security -----	Drakkus Heath
Engineering -----	Dan Lynge
Volunteers -----	Michelle & Patrick Stutzman
Office -----	Darius & Nora
Services -----	Howard Owens
Hospitality -----	Kevin Stevens
Childcare -----	C. J. Stocks

Dave Duncan Writer Guest of Honor

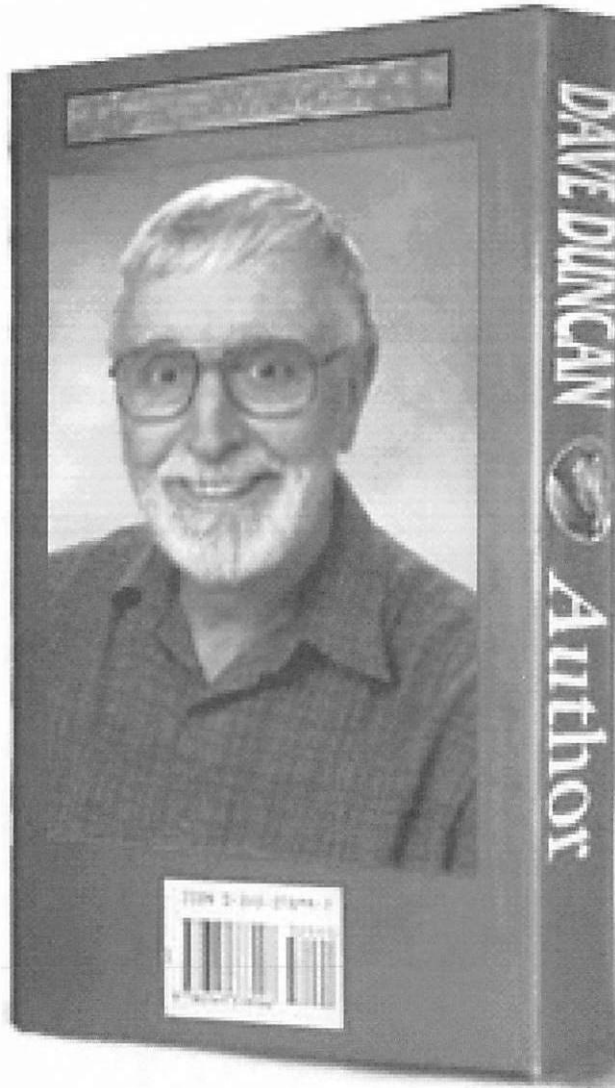
Originally from Scotland, Dave Duncan has lived all his adult life in Western Canada, having enjoyed a long career as a petroleum geologist before taking up writing. Since discovering that imaginary worlds are easier to control than the real one, he has published 33 novels, mostly in the fantasy genre, but also young adult, science fiction, and historical. He has at times been Sarah B. Franklin (but only for literary purposes) and Ken Hood (which is short for "D'ye Ken Whodunit?").

His most successful works have been fantasy series: "A Man of His Word" and its sequel, "A Handful of Men", and two series

featuring swordsmen: "The Seventh Sword", and "Tales of the King's Blades".

His latest novel, "Paragon Lost" launches a new trilogy, "Chronicles of the King's Blades."

He and Janet were married in 1959. They have one son and two daughters, who in turn have authored a spinoff series of four grandchildren. Two of these grandchildren live in Seattle, so their parents have to, too. Dave himself spends winters in Victoria, B.C., and the rest of the time in Calgary, Alberta.



Knight Hawks Fan Guest of Honor

It's all about the people!! This group of people have volunteered at Rustycon loyally for many years and we want to honor these people both old hawks and new by recognizing them publicly as Rusty's Fan Group of Honor! Though this does not mean free memberships or any other nifty perks we wanted to continue our longstanding tradition of supporting clubs and groups that keep our convention running!

Eugene Roddenberry Media Guest of Honor

Visions of distant stars and bizarre planets are his family's business. Eugene Wesley Roddenberry Jr., also known as Rod, was born into a family empire that is adored by legions of devoted fans worldwide. He is the son of legendary science-fiction creator, Gene Roddenberry, who's television series, "Star Trek" and "Earth: Final Conflict," changed the face of television. His father created television series that went beyond just science fiction entertainment, they were conduits for the transfer of information and playgrounds for intellectual thought. Gene Roddenberry not only used the television medium to tell stories of exploration, but also to convey his views on humanity. Eugene Roddenberry is definitely his father's son — he shares his father's passionate views on the world and humanity. He is a down-to-earth person who truly believes that one day everyone will peacefully co-exist regardless of race, creed, culture or even planet.

Eugene Roddenberry was born in the television mecca of Los Angeles, California to Gene Roddenberry and Majel Barrett Roddenberry. Eugene's parents made a conscious effort to keep their son out of the limelight and he was able to have a relatively normal yet privileged childhood without the glare of Hollywood. He attended John Thomas Dye Elementary School in Los Angeles and then went to Harvard-Westlake High School in Studio City, California. During his formative years, Eugene's interests

were more social than academic. However, he soon understood the importance of education and was able to increase his marks as he progressed in his schooling. He eventually enrolled at Hampshire College in Amherst, Massachusetts. His college career was interrupted towards his final semester because Eugene couldn't resist the pull of the family business and was offered the opportunity to work on a new series," Gene

Roddenberry's Earth: Final Conflict," to be shot in Toronto, Canada. He

jumped at the chance to learn about the entertainment industry and to develop his creative juices with some of the most successful producers in the industry.

As the technical advisor for "Gene Roddenberry's Earth: Final Conflict" Eugene's job is to

provide advise on how to better merge the "Gene Roddenberry philosophy" into each story. He is also there to provide useful commentary and suggestions on continuity and story matter on each and every outline, script and revision that are generated by the creative writing team.

"Earth: Final Conflict" is essentially his first serious foray into the entertainment industry and qualifies as his both worst and most exciting job. In 1987, Eugene was given his first official job as a production assistant on "Star Trek: The Next Generation"



by no other than his father. He continued to work as a production assistant over the course of five summers and a school semester on the set of "Star Trek: Deep Space Nine." "At age thirteen, I didn't realize the opportunity that I had been given and was unappreciative, however I did eventually learn and appreciated what I had been given." he says. In the future, Eugene hopes to aid in the struggle for a better humanity through the

medium of film/television. Eugene has the dreams and visions of a better world his father had and it is his wish to share his father's philosophy with the world. "In many ways, I feel humanity has moved ahead one more step in a positive direction because of my father's vision. I simply want to

keep up the momentum."

The death of his father was a definite turning point in Eugene's life. Many years later it has indirectly coincided with his move into the entertainment industry. He has used this opportunity to speak to friends and family but also the fans of Star Trek to learn more about his father and come to terms with the Roddenberry legacy. It has allowed him to gain a better understanding of who his father was and why he did the things he did. As Eugene puts it best, "I would not say that at this point in my life I have gained a complete understanding of my father, however, I don't think I'll ever be able to say that." In the small amount of spare time that Eugene has for himself, he enjoys being at one with nature, both on land and in the water. He is an avid mountain biker and scuba diver. He also has a passion for the martial arts, particularly Ju-Jitsu, and all its variety of life's teachings. Eugene's best friend is Orion, who is a German Shepherd/Rottweiler mix, and the two are almost inseparable.

Eugene is out to continue to convey the dream he now shares with his father. He hopes that some day all differences can be set aside and all the creatures on earth and even in the universe, can be united as one. "I'd like to know that when I pass on, humanity is progressing in a positive direction. Humanity is at its best when it works together for a single goal."

Gail J. Butler *Artist Guest of Honor*

An appreciation by Theo J. Williams (The Butler's Housekeeper)

Gail was born on December 11, 1947 in Marin County, CA. She remembers painting at about age two, next to her mom at their kitchen table. A pattern was clearly being set.

Gail's parent provided an excellent if accidental school for her budding talents: her dad raised game birds and ran wildlife-management projects (aside from his Air Force career) and her mom made and painted ceramics. Getting drafted to work on all of this gave Gail firsthand experience and training which would serve her very well later on.

Significantly, Gail found only one really effective art instructor in the public-school system—her high school art teacher, Ruth Hanrahan. (Don't get her started on other alleged 'art teachers' unless you want to hear accusations of ineffectual babysitting at taxpayers' expense. Trust me; I know this recitation by heart....)

Gail had grown up reading S-F, and kept it up through family relocations to Alaska, Maryland, upstate New York, and various points in between. (That doesn't include two years in Germany as an Army wife.) The marriage wasn't a happy one, and at one point Gail simply stopped painting for five years.

After a divorce, Gail made a new start at wildlife illustration. Her brother David helped drag her into S-f/Fantasy art, via an adjudicated art show at WSU. Her entry was a non-traditional unicorn, and the judge singled her work out as having promise. Her first con was MOSCON I, an appearance which (Gail says) brother David and mutual fan friend Jane Fancher levered her into. It was learn-as-you-go again; Gail



resorted to 'tacking wings onto terrestrial animals' (her phrase) to justify their appearing in SF/Fantasy art shows. Such subterfuge didn't stop fans from becoming avid admirers of her work.

By the time I met Gail at ORYCON in 1983, she was already developing a reputation among other illustrators for her representational skills. Not long after that she moved to Western Washington—and I found myself not only caring for an artist-in-residence, but running a salon for her students. (We also fed them when they were broke, including the ones who were trying to sell to a Major Gaming Card Publisher. I suspect that it was a long time before they wanted to look at another piece of spaghetti.)

Gail wasn't always able to concentrate on SF/Fantasy illustration—she restored finished on repaired antiques, did commission work, used her training and a barber/stylist. However, she caught the interest of the late Marion Zimmer Bradley's staff; her black-and-white illustrations appeared in MZB's Fantasy Magazine for several years, and painted the cover for issue #14. (She was also published in Analog.) On the art-show circuit, Gail is best known for 'The Embassy', a series of wildlife-based fantasy paintings; this mutated into a set of prehistoric wildlife studies—'Jurassic Sea' and 'Jurassic Air', followed by several others. And the well hasn't run dry yet.

If you can't find Gail in the art show (or teaching her color-mechanics workshop), you'll find her in the bar, drinking NON-alcoholic beverages, and hanging out with other artists, writers, and creative sorts. This year, RUSTYCON has expanded Gail's audience to include all of you. And lucky you are, too.



September 2 – 5, 2005
WWW.SEATTLE2005.ORG

The Race is on! Be one of the first to support Team Seattle in our bid for the 2005 NASFiC!

We have signed with the **Seattle Airport Hilton and Conference Center** (contingent upon winning the bid) for their extensive function space, and have letters of intent from several of the surrounding hotels for additional rooms with competitive room rates.

We are currently offering 3 levels of support:

Pre Support	\$15
Pre Oppose	\$30
Friend of the Bid	\$70

Please see our Website for more information.

*Finding out of print RPGs
 can be hard...*

...Until Now
 SVGames is pleased to bring you our line of over 600 exclusive downloads! Hundreds of hard-to-find RPGs for under \$5.00!

AD&D
 D&D

*Alternity
 Gamma World*

- Operated by the award winning staff that brought you Wizards online store
- Thousands of incredible gaming products for all your gaming needs

*Mythus
 and More!*



SVGames.com
 A GAMING TRADITION

Roleplaying Games / Trading Card Games / Board Games / Miniatures

*Don't
 wait-check
 us out today!!*

Limited Time Offer

Rustycon Attendee Special

Save 15% off your next purchase!

Use coupon code: **RUSTY15**
www.svgames.com

425.235.2218

Not valid with any other offer or coupon

Stuart C. Dodd Awards

Rustycon is proud to have the opportunity to host this new award centered on the theme of Social Innovation in Society. The contest will explore civilization building through Science Fiction Art and Literature.

There are 3 main contests running concurrently with a 1st prize for each of \$100.00, other prizes will include award certificates from the Stuart C. Dodd Institute and autographed copies of the book *The Leadership of Civilization Building*. Additional prizes may be provided by our sponsors.

The theme for these contests is: Science Fiction as a Force for World Civilization.

The purpose is to explore how science fiction has shaped or will/could shape our future.

This should be your expression of ideas on culture and events as you would imagine the future should or could be or how Science Fiction from the past shaped our current future.

Young people are encouraged to enter and those under 12 will be judged separately and will be awarded certificates from Rustycon as prizes.

Writers Contest

Work may be a short story, movie or TV script outline, Music Video outline, Song or poem, or a one act play. Maximum of 1200 words.

Illustration Contest

Work may be a black and white story style illustration, a process color painting, or other type of illustration that would be found in books, magazines or in newsprint.

Computer Art Forms Contest

Works such as Computer Web Page design, software design and production, computer generated art, Music solely created on a computer, computer animation, and futuristic computer designs. Items should not take over 10 minutes to exhibit.

Rules:

1. Choose from the categories and enter only 1 item per person or group per category. Work must be the original of the submitting party or group.
2. All items must be submitted by 2pm on Sunday Jan 13, 2002 at Rustycon.
3. All entrants must be members of Rustycon.
4. Entries can be submitted in advance to the Rustycon PO Box, address below and must be sent registered mail. Rustycon takes no responsibility to ensure your entry is received on time. All advance entries should be submitted prior to Dec. 31, 2001.
5. Entries submitted in advance may appear on the Rustycon Website.
6. Creators of an entry may be asked if they are willing to perform, discuss or otherwise present their work in a Rustycon panel.
7. Winners will be selected by a group of judges selected by Rustycon and will include Richard Spady and Dr. R. S. Kirby
8. Judges can not have work entered in the contest.
9. Winners will be announced at closing ceremonies at Rustycon on Jan 13, 2002
10. Entries must be original, unpublished/unproduced. WebPages or other Computer related unprintable items should be submitted via CD or PC compatible diskette prior to publishing to the web.
11. Manuscripts should be legible and written work should be a maximum length 1,200 words.
12. Name, address and a short biography of the author/creator are to be submitted on a separate sheet to accompany the entry.
13. Entries will NOT be returned unless picked up at closing ceremonies at Rustycon on Sunday Jan. 13, 2002. Entries not picked up will be destroyed.
14. Entry gives permission to include all submissions at Rustycons discretion in the following years Program book or on the Rustycon website.
15. Decisions of the Judges are **final**, and NO correspondence will be entered into concerning them. All rights in the entries remain the property of their artists.

January 2003

Mon	Tue	Wed	Thu	Fri	Sat	Sun
		1	2	3	4	5
6	7	8	9	10	11	12
				Rustycon 20 www.rustycon.com Bellevue, WA		
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		

Hours of Operation

Dealers Room

3:00 pm to 7:00 pm Friday
 10:00 am to 6:30 pm Saturday
 10:00 am to 4:00 pm Sunday

Art Show

5:00 pm 8:00 pm Friday
 10:00 am to 7:00 pm Saturday
 10:00 am to 12:00 pm Sunday
 3:00 pm to 4:00 pm Sunday

Hospitality

1:00 pm to 2:00 am Friday
 9:00 am to 2:00 am Saturday
 9:00 am to ????? Sunday

Childcare

5:00 pm to 10:00 pm Friday
 10:00 am to 3:00 pm Saturday
 4:00 pm to 10:00 pm Saturday

Green Room

Noon to 10:00 pm Friday
 9:00 am to 10:00 pm Saturday
 10:00 am to 2:00 pm Sunday

Computer Gaming

4:00 pm to 2:00 am Friday
 10:00 am to 2:00 am Saturday
 10:00 am to 2:00 pm Sunday



We asked our Panelists, If you could be any animal in all of Myth or Reality, what animal would you be?

Steve Adams – Strange question. A predator bird, like an Eagle or a Roc, or even a Pegasus. Flying would HAVE to be the greatest, yet I wouldn't want to be low on the food chain!

Gene Armstrong – A dragon, because it is the year of my birth.

John J. (Jack) Beslanwitch – A dolphin. Given my love of scuba diving, it would be glorious to be able to be cetacean, able to dance on the waves and flow with the contours of the undersea world effortlessly.

Rick Bligh – Gryphon. The gryphon appears on the Bligh family crest, it represents wisdom, strength, and courage, and these are all attributes I aspire to. And, wouldn't it be really cool to be able to fly?

Mark Chanen – An Asparagus. Why? Because no one loves or values the lowly asparagus.

Tanya Harrison – Tribble. A furball that scares Klingons, what could be better?

Tom Hopp – The tiny roundworm *Caenorhabditis elegans*. Humble, perhaps, but just knowing that humans have already solved the mysteries of my genetic makeup and come up with a way to make me live four times my normal lifespan . . . hey now, that's kewl!

Julie Hoverson – House cat. Lazy and looked-after.

Ryan K. Johnson – A lion. They're cool, they make a great sound, get to eat meat, and the rhythm with my name works.

Mike Kelly – A lion – he's the king of the jungle and get's a lot of respect and admiration.

GeLeah Knight – I would be a house cat in a good home because they get the good life. The eat when

they want, sleep all day if they wish and if they want attention, they get it.

Jack Krolak – As the editor of Project: Taur a fanzine devoted to centaurs, I'd have to make that my first choice. The mind and wisdom of a human combined with the strength, beauty and majesty of a horse.

Jeff Lombardi (WoodDragon) – I had to think hard about this, being part of the Dragon clan already, there are few creatures I would rather be.

But – I would have to say Bugs Bunny! He can shape reality at will, has a wicked sense of poetic justice, and is always there for the ladies. Don't mess wid da Wabbit!

Louise Marley – Fairy, of course—live forever and never gain any weight.

Susan Matthews – I'd like to be a cave bear, pretty much going where I wanted to go and doing what I wanted to do. I'd have relatively few natural predators, especially if I could keep away from those hominids. It's either that or a large South American constrictor snake, for the same reason, only in a warmer climate

Darragh Metzger – Human. Sorry, it's that opposite thumb thing. And we're the only ones who can make chocolate.

Syne Mitchell – I'd like to be my pet kitten, Kanji. I mean, consider her daily to-do list:

- wake up
- eat
- fall asleep in lap while supervising the morning writing
- daily exercise: five minutes of intensely chasing crumpled ball of paper
- locate sunbeam for cooldown stretches and richly deserved nap
- eat
- litterbox patrol
- sit on shoulder and supervise the cooking of dinner
- eat
- collapse in front of wood fire to rest up for another grueling day

Andrew Murdoch – To me, as animals go, dragons still remain the epitome of cool. Either that, or I'd be a cat, who are dragons in training.

Kevin Radthorne – A chodaka bird! (Ok, that's stretching "myth" a bit, since they are introduced in my book *The Road to Kotaishi*.) They are very loyal, quite smart, and possess a superbly dry wit (we'll skip the bit about how they share their food with one another...)

Gibbitt Rhys-Jones – would be a griffin. They are such noble creatures, and so. catlike!

John Schlick – Either a Dragon or a Tiger. For some reason I am inspired by both. Both have attributes of substantial presence and power, but both seem to me to use their strength wisely.

Richard A. Scott – I AM a dragon (1964). Need I say more?

T. Brian Wagner – T. Brian: Coyote. I've been told by many of my friends that I'm the embodiment of the Trickster archetype, and Coyote is the popular North American manifestation of this.

Linda Williams – A Vrellish woman, just for one incarnation. Then I think I'd probably be a Reetion.

Dameon Willich – I would want to be a Human animal. Top of the food chain and the entire universe of creative thought at my disposal... How could you beat that?

Richard Stierl (AKA Prince Ka-Seedra Essadera Strephon) – OK I'm going to be different here I'm sure instead of the usual dragon I'm going to say the "Phoenix" as the phoenix reaches the end of its cycle it prepares itself for its own passing. and after lighting its own pyre it rises from the ashes renewed and ready to start life again

Philemon Vanderbeck – Orca. They're intelligent, social and graceful. I imagine that swimming through the water would be much like the sensation of flying slowly. Besides, they know they're cool.

Brik S. Haus – Minotaur. There's something inherently sexual about this mythic creature. It's raw bestial side is represented by its bullhead, yet it also possesses a muscular human body. It's also a "man-eater" and I share that particular aspect in a figurative fashion. }:O>

February 2003

Mon	Tue	Wed	Thu	Fri	Sat	Sun
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
		<i>Life, the Universe and Everything XXI</i> humanities.byu.edu/tue		<i>Radcon 3C</i> www.radcon.org Pasco, WA		
17	18	19	20	21	22	23
				<i>Ringcon</i> www.ringcon.com Gig Harbor, WA		
24	25	26	27	28		

Operations

Hours of Operation

Office:

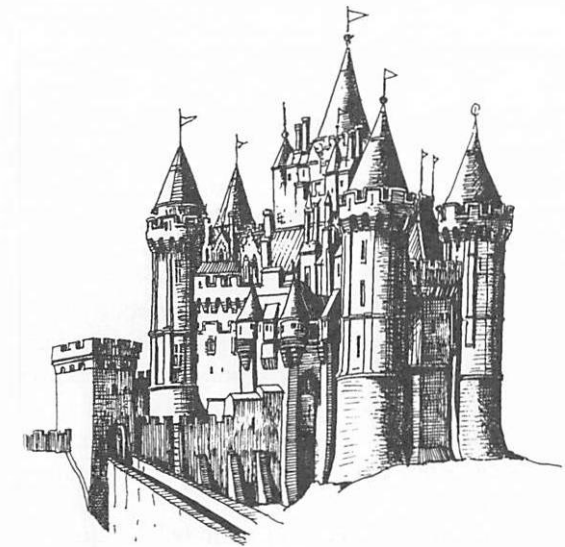
Friday 5pm to 10pm

Sat 9am to 10pm

Sun 9am to 2pm

(All other times please consult
Security/Dispatch)

Please note that Lost and found will be in the Security/Dispatch office but only open to retrieval from 8am to 7pm. All other times Lost and found will be locked up. Also note that there is new Party registration forms that will be available at both Registration/Security. All other policies that may have changed will be posted at Security.



Programming Descriptions

Ant Weight Competitions

Combat Class Robots are not the only fighting bot's. Western Allied Robotics, (W.A.R.) will be presenting some of the smallest fighting robots around

Art Auction

Art Show – Tips for Bidders

What to do when you lose and really want that piece, Ebay & Furbid the never ending art show

Award Ceremony: Stuart C. Dodd Institute for Social Innovation

Beginning Filk

What is Filk and why do you care? Do you like to sing? Are you a little crazy? How's your imagination? Why not come join some of our fabulous filkers and find out what it's all about?

Bio-Medicine - What next?

Writers of science fiction have helped prepare us for the astonishing advances in medicine and biomedical technology—such as organ transplants, cyborgs, and cloning, by imagining what those technologies would be like in the future and by exploring the ethical issues and social changes they would evoke. Now it seems though that the time lag between the speculations of science fiction and the reality of biomedicine is shrinking. One of the questions this panel is designed to answer is “what next”? Does contemporary science fiction continue to offer projections that will help predict and prepare for the future of medicine?

Bio-Terrorism

The potential to create horror to win the battle and loose the war!

Blinks and Bleeps

Searching for a way to turn heads with your next costume? How about adding visual effects to clothing and preps?

Bodging on a Budget

Dumpster Diving, garage sales, freebies. Learn to see the possibilities and make treasured ensembles from utter dross.

Boil it Down: Describe Your 3,000 Page Novel in a Paragraph or Less

This panel will help writers create the all important single paragraph (or single sentence) synopsis that is the basis for any good cover or query letter.

Book Launch

Meet the writers of the latest works of science fiction and fantasy. This will be a great opportunity for all Sluggos to get a book, hot off the press, autographed and to speak with the author. Light refreshments provided.

Building Fantasy Societies

Enough of world building already - that planet, plane, or place will mean nothing if your population of characters have no understandable way of dealing with each other. Learn how to build social structures and institutions from fictional politics to your own religion. The basics of how to integrate your characters in a reasonable fashion.

CA – Costumers Anonymous

Are you a fabri-holic? Addicted to costuming? Come meet and swap anecdotes with others who share your affliction and affection for fun and decorous clothing.

Casino

"Con Games". Sorry, No Three Card Monty (Python) Featuring games of skill and chance: Blackjack; Poker; Craps; The Web; Alien Autopsy; Call Your Dart

Circumstances and Plot

Creating situational circumstances for your stories and the plot lines to get your characters there.

Closing Ceremonies

Come help us close out the week-end

Contracts: Your Rights as an Author, Artist or Musician

Publisher Jennifer DiMarco turns the legal-eze into plain English. From explaining the difference between gross and net monies received to discussing how sub-rights sales work, this panel is imperative for anyone who's considering entering into a contract for their creative work.

Costuming as a Business

So, do you love sewing and have considered making it your vocation? Come discuss various employment possibilities in the industry, the required skills, the high points and the heartbreaks of becoming a professional apparel or costume designer.

Costuming for a LARP

Discussion of the requirements for costumes worn in a LARP (issues of durability, care, character portrayal)

Costuming Weapons and Armor – A Knights Perspective

You'd really like a suit of armor and you won't settle for fabric and foam – So, how do you get started on your way to a real Knights attire?

Creating the Illusion

Using the elements of costume to alter and disguise the physical appearance in order to create illusions of beauty, horror or mystery.

Dave Duncan – Reading

Developing Your Creativity

Spend an hour and find out how these authors come up with all those wonderful story ideas and plotlines. Learn what they do to goose their muse and syphon the juices of their creativity.

Don't Quit Your Day Job: The Fantasy and Reality of the Writing Life

Ever wondered what it would be like to quit slinging hamburgers and write full time? Considering taking the plunge and being a full-time writer? Before you tell your boss what you really think of him, here's a reality check. We'll talk about scheduling writing time, self-motivation, procrastination, work-for-hire, spec writing, kill fees and more.

Drum Circle

We don't need to describe this one – you'll hear it!!

Early Science Fiction Television, Radio and Anime

Do you remember Astro Boy, Buck Rogers and Flash Gordon?

Editing Workshop

We'll talk about how to recognize dead-wood and cut it out of your story, how to avoid the most common writing mistakes (like "show don't tell") and other aspects of the editing process.

Electronic Technology in Education

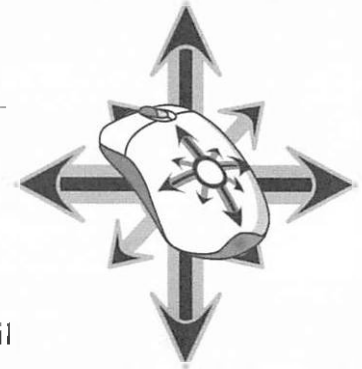
There are still many people who feel that technology's use in the classroom could be harmful to a child's ability to relate to other humans. It could dampen the child's ability to interact and interface properly with society. It is feared that the child may be exposed to materials of an inappropriate nature, or that the child may be introduced

March 2003

Mon	Tue	Wed	Thu	Fri	Sat	
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
				<i>Game Storm 2003</i> www.pdxgames.com Portland, OR		
17	18	19	20	21	22	23
				<i>Anime Oasis</i> www.animeoasis.org Boise, ID		
24	25	26	27	28	29	30
31						

Electronic Mayhem

Gibs, Gore, and Guns Galore – All in good fun, of course. Engage in freestyle terraforming (tank weapons can kick up a lot of dirt). Embark on a quest into the depths of hell. Fry some storm troopers with The Force. Enter a crash course in vehicular destruction – or just play some solitaire. Whatever your pleasure, you can probably find a game you like at Electronic Mayhem. We have plenty of Single-player and Multi-player games on networked PCs, and friendly staff to help you get started. Also, check your e-mail – one or two non-gaming PCs will have Internet access. Sorry, no game consoles (X-Box, PS/2, Nintendo, etc).



to ideas not under the direct supervision and control of the teacher or parents. Worst is the fear that the child will become dependent on technology to learn. The same thing could have been said about the printing press, the radio, and other forms of mass media. In this panel we will discuss how computers can be used to stimulate and develop writing, art and learning skills, allow students to collaborate with peers in foreign countries, and do authentic kinds of research that is valuable to the adult world, as well as do complex kinds of problem solving that would otherwise be impossible.

Ethnic Garb

Ethnic clothing has been adapted in all sorts of ways for TV and film. Spruce up your next costume or daily wardrobe with these basic garment shapes!

Eugene Roddenbury Jr. Bloopers

Eugene shares his bloopers and stories

Fandom 301 – Welcome to Advanced Fandom

What do you do when you have done it all locally?

What is next when you want more out of your con experience? What else is there to fandom? What is a SMOF and how to avoid becoming one?

Fanzines Publishing and Writing

Publishing and writing fanzines. There are new fanzines popping up all over in both electronic and printed form. How to publish and write for this still growing group.

Faux Weapon and Armor – A costumers perspective

You'd really like a suit of armor, but no one gave you an anvil for Christmas? Constructing costume armor from alternative materials (paper products, fiberglass, foam, fabric) is fun and easier than you think!

Females in Fantasy

In days gone by, women often had to use a pseudonym to have their fantasy published. It is a whole new ballgame nowadays. Women are leading the way and changing how people think about fantasies. Get a glimpse of the feminine point of view of the fantasy genre.

Filk Open Mike

Finding Fantasy beyond Medieval Europe

Many fantasy worlds and societies are heavily indebted to our historical European heritage. But what kinds of worlds can we create when we expand our view? Asian-themed fantasy, urban fantasy, and other out-of-the-box

ideas can be fertile playgrounds for creating intriguing fantasy settings.

From Stage to Page

Learn how to write that story into a stage presentation.

What are the differences between this style of prose and what you usually pick up in a book store? Are there similarities? Do you still need an outline and a plot summary?

Get Paid to be a Fan!

Lightning Rod, Windstorm Creative's pop culture imprint, is looking for a few good fans. Come and meet with publisher Jennifer DiMarco and Senior Editor Cris Newport and learn how to get paid for something you love. Lightning Rod publishes independent, unofficial episode guides for a number of television shows including Farscape, Babylon 5, Babylon 5: Crusade and Xena: Warrior Princess as well as Internet guides for television, film, RPGs, actors, writers and more. We're looking for people interested in sci-fi in particular and pop culture in general to write both episode guides and Internet guides on a variety of subjects. Bring your ideas!

Glitterama

Glitz and Glam for hall, masquerade and dance floor.

Hit and Misses

The ups, downs and misadventures of costuming.

In Concert: Heather Alexander

In Concert: Anne Prather

Is Big Brother too Big?

With all the 911 worry and the changes happening with the creation of the Department of Homeland Security will Big Brother be watching just a little too closely?

Is Fantasy Sapping SF's Precious Bodily Fluids?

There is a pretty strong case to be made that over the past 20 or so years there has been a long-term trend towards fantasy and away from SF. Why is this? Is this a general phenomenon or is it limited to some segments of the market? Does it reflect changing demographics of the SF readership? Is it a permanent change in the balance? What caused it, anyway? Has this fed back on more traditional SF to influence it in any way? Is the trend over or will fantasy continue to increase its share of the overall genre? Has all this new fantasy attracted new readers?

It's Not Just an Adventure: It's a Story!

So there you are – at the end of the game with enough experience points to raise your character five levels. Splendid! And what a jolly good time everyone had for the last six weeks. This was an adventure beyond any you have had and it has left you dreaming about at nights. Then it dawns on you, it wasn't just an adventure, what you have done is actually to have lived through an epic story! Now to put it all down in print so others can share your thrills.

Junkyard Wars for Costumers

Accelerated costume Boddging for fun and prizes.

Television style with commentators and an expert to guide their team to success

Keeping it Believable: a Scientists Perspective.

Science Professionals discuss what they as a scientist can tolerate in the way of unbelievable things and _why_ they willingly suspend their disbelief.

Let the Bidding Begin, or What is the Fuss all About?

Worldcon, North American Science Fiction Convention (NASFiC), Westercon, SMOFcon (Secret Masters of Fandom), CostumeCon, World Horror Con, what are all these conventions. Who decides where they are held and why would we want them here?

Make Those Characters Speak Up!

Are your stories populated by drones, with everyone talking and thinking alike? Is there a way to bring individually to your characters? How can you make your people unique, as well as memorable to your readers?

Making a Bestseller

Want to learn how to turn your book into a best selling title? This panel will tell you how. Everyone on the panel has sold more than 50,000 copies of a single book and we'll tell you exactly how to duplicate their success.

Making Characters Die

Hey, you created them, correct? So who says you can't slaughter them all off? Well, be a little careful with that corflu weapon of mass destruction, me bucko, because knocking off what makes your story tick can trash as well as enhance a plotline. Learn the do's and don't of character demise.

April 2003

Mon	Tue	Wed	Thu	Fri	Sat	Sun
	1	2	3	4	5	6
				<i>Sakuracon</i> www.sakuracon.org Seatac, WA		
7	8	9	10	11	12	13
14	15	16	17	18	19	20
			<i>Norwescon</i> www.norwescon.org Seatac, WA			
21	22	23	24	25	26	27
28	29	30				

Sunday Morning Hangover Costume Contest

Join us for the 3rd Annual Sunday Morning Hangover Costume Contest! Come and be a contestant! Come and be a judge! How about both! Dress in your wildest, most torturous, clashing colors and watch all those poor saps cringe in terror! Drag your hung over friends there as revenge for being a jerk while drunk!

Categories

1. Bored of the Rings
2. Dude, where's my broom
3. Planet of the Umpa Loompas
4. Wicked weasel of the west
5. Lock Stock and 2 smoking buns

Where: Hospitality

When: Sunday, 10 AM Sharp! Just in time to taste the oxidized coffee.



Making Something from Nothing

This hands on panel for children and the young at heart encourages you to make whatever comes to mind from the junk you might find around.

Mask Making with the Beyond Reality Costumer's Guild — Panel runs 3:30 to 5:00 pm

"Here is your opportunity to make an elegant mask for the masked ball. This event is sponsored by The Beyond Reality Costumer's Guild. Note: This is an Adult panel but responsible children of all ages welcome — hot glue guns will be used. This is a great family event if you have older kids and want to do something together.

Beyond Reality Costumer's Guild is the local northwest chapter of the International Costumer's Guild. Besides secret ceremonies and cloak and dagger conspiracies to manipulate the value of various third world countries, Beyond Reality is primarily a clearing house of information for local costumers. Guild members exchange information on upcoming local events of interest to costumers, reviews on books, movies and web-sites. More than that though, these costumers love to have a good time and do so all year long with a wide range of fun activities including an annual Sari Safari to Vancouver, B.C., trips to the theater and museum exhibits in costume, gala parties and regular stitch and hitch sessions at various locations around the Puget Sound. Many of the panelists on the costume track at local conventions and participants in the local masquerades are guild members and they all invite you to join this lively bunch of party animals. You do not need to be an accomplished stitcher or have won in competition to join, novices are encouraged to sign up and learn more about the craft of costuming. The guild puts out a bi-monthly magazine with how-to articles and practical suggestions for costume production."

Mind Expanding Writing

Think about the possibility of expanding the mind through writing in three ways: the mind of the author, the mind of the audience, and the state of the art of writing. Does any one of these necessarily come first? How can we do any of them? Are there practice exercises? Special ways of generating breakthroughs? We can also talk about our experiences of expanding our minds through writing.

Moon bases, Mars bases. What will they really be like?

A near-term look at the first colonies.

Opening Ceremonies

Come find out what we have in store for you!!

Order of St. Chiros Church Service

A Celebration of the Holy Eucharist based on Rite 2 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.

Pitch It!

Got a great book idea? Know it would be a bestseller if only a publisher would listen to you? Here's your chance. Come and pitch your book idea to publisher and writer Jennifer DiMarco. The panel will include a short introduction on the "how to's" and then participants will sign up for a five minute time slot to pitch their idea.

We'll give you an answer right there about whether or not Windstorm Creative will review the book. If you've got a manuscript with you, we'll give you an answer before the end of the Con!

Q&A Meet the Guest of Honors

Research 101

Not all of writing is tapping on a keyboard. Often a story can require delving into details that piece the plot together. Learn some techniques, gain some tips, and find out when enough is enough.

Researching and Sourcing

Where to look for what in phonebooks, libraries and the internet.

Robots

Last year every one had a blast with the Combat Class Robots, Watching them drive through the parking lot, talking to their builders, watching one destroy a bowling ball.

Rustycon will again have several of the local competitors bring their robots and answer all of your questions.

Rustycon 20 Gala Pro Social

By Invitation only

Rustycon A Retrospective

Rustycon's 20th year, share the history, dispel the myths, hear the rumors, talk to the folks that were there in the beginning.

Science Fiction and Wealth Creation

Science Fiction Conventions of the Future

What can we do with the wellsprings of emergent creativity. Casting the 60 years of history aside what other possibilities exist. Note: this is not another how to run a con panel — these are new ideas from a different perspective.

Science Fiction to Win Wars and Achieve Peace Skin and it's Magic. Living or preserved, there's nothing like it! (Adults only)

Touch as a Sense, the Biology and the Psychology of Skin. Living or Leather.

Workshop— Living in Leather (Connecting the Worlds).~ A light blindfold game were we touch the different kinds of skin, alive and leathered. Subject matter is of an adult theme.

Slugs and Salt

Tell us what you think!!!

So You Wanna Write a Game

Sure, you have a great idea and you think it has never been done - but what does it take to succeed in this highly competitive market?

The Auction — In Memory of Ogre

A sanctioned voluntary "PET" auction in honor of Ogre

The Blurring of Genre Lines

Is it Fantasy, Science Friction or really a Mystery that hides beneath the covers. How to blur the lines and market to the broader audience.

The Citizen Councilor Network Project

The Future of Shameless Self-Promotion

Because money probably isn't going to become obsolete anytime soon, we're still going to have to sell what we write. Are the techniques the same as they would have been 100 or 200 years ago? Maybe those techniques are just a little easier with the advent of e-mail and telephones? Or, in this age of science fiction as the present reality, are there really new ways of promoting ourselves and our work, for networking and making contacts?

The Future Reflected

How has Science Fiction not only predicted the future, but also had considerable impact on its realization? Join Thomas Hopp, Eric Nylund, and Syne Mitchell for a conversation about how science fiction has predicted the culture and future of science.

May 2003

Child Care Policy

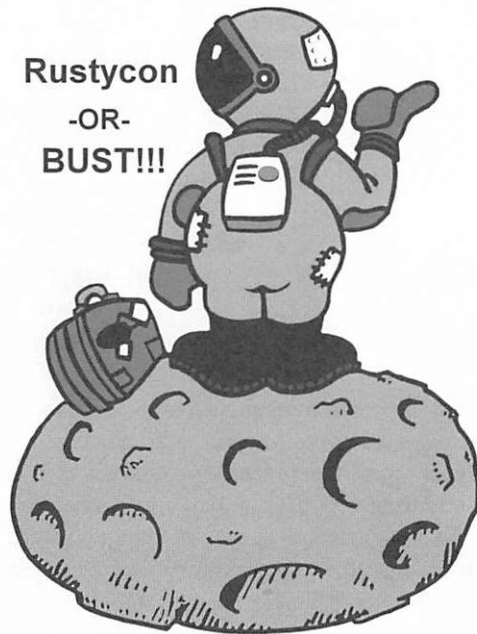
There will be a minimal charge for childcare however if you volunteer in childcare your costs will be reduced.

All children no matter their age **MUST** be registered with the convention.

These rules are to both protect the convention and the child. Memberships for children 5 and under are free.

All attendees under the age of twelve years must either be in the care of an attending convention member who is either the parent or legal guardian or in Childcare. Children age 12-17 must be either registered with the convention by their parent/legal guardian, or have a permission slip signed by their parent or legal guardian, they must have a responsible adult over the age of 21 with them at the time of registration and on site at all times during the convention. IF the attending teen is staying over-night in the hotel, the responsible adult convention member must be registered with the hotel.

Mon	Tue	Wed	Thu	Fri	Sat	Sun
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
				<i>Miscon</i> www.miscon.org Missoula, MT		
				<i>Conduit</i> conduit.sfcon.org/CONduit Salt Lake City, UT		
26	27	28	29	30	31	



Panelist Biographies

The Rise of Intelligence in the Universe.

From the Individual to the Galactic, the plan of Mind in the course of evolution and being.

To POD or not to POD

POD or Print On Demand is the latest publishing trend in which books are made to order rather than printed in large quantities. Publisher Jennifer DiMarco and author Kevin Radthorne will discuss the pros and cons of POD publishing as well as explore the differences between traditional publishers and POD publishers such as iUniverse.

Tying it all Together

A discussion about shoes, wigs, hats, makeup and jewelry that raise a costumer to the next level.

Unique Details

Sewing details and fabric manipulation for interesting effects

What to Wear Under There

Join us for a discussion of various types of historical and contemporary lingerie, underpinnings and figure altering garments used to shape the body and support a costume

When a Song is Your Story: Fiction that Uses Music

What happens when music becomes a character in a novel? Music as metaphor and main character.

Who? What? Where?

Developing plot, character, and setting for your book.

Wishing for Warp Space Pockets

Ever see a costume and wish it could be yours? Well, it can be! Come discuss the methods of analyzing illustrations or photographs to create wearable costumes

Writing a Sex Scene in SF&F

Sexual relations can be a very tricky item to include in an SF&F story. It can be a very fine line between sleaze and titillation. This will be an open and frank discussion of how to include whoopie to advance your plot without your novel being packaged in a plain, brown cover.

Writing for the Young Adult Market

Interested in writing general or genre fiction for young adults? We'll talk about the different age ranges, language, appropriate plots and characters, types of books (pre-chapter books, chapter books, series, etc.) and explore the pros and cons of writing for a non-adult audience.

Steve Adams

Steve has been a Professional Northwest artist for over 20 years. He specializes in SF/Fantasy figure work, and has done Comic book, magazine illustration, catalog work and a whole lot more. (He is a self-styled 'Art Whore' and will draw virtually anything for money, which has allowed him to work totally freelance since 1988.) He has recently been producing work on the computer, albeit using conventional methods with digital tools. This means, as normal, starting with a blank white 'canvas' and working up from there. It just saves a lot of mess. 2002 was a very good year. He received best of show awards at 2 Arizona Cons, Kid's Choice Award at Westercon, nearly sold out his panels at his first WorldCon, and exhibited at World Fantasy Con and LosCon. He currently resides in the shadow of Mt. Rainier, in Sumner, with his incredible wife Elizabeth (formerly Warren, a.k.a. The Dragon Lady— yes she's moved up the Alphabet!) and two Step children, Bug and Al, as well as a host of birds, Tarantulas, cats and whoknowswhatelse."

Heather Alexander

Heather Alexander spends her days playing tag with her four cats, being trained by her Arabian horse, training her foster daughter, or horsing around with her husband. Her free time is spent singing and playing original and traditional Celtic music on fiddle, guitar, mandolin and bodhran.

Heather makes her home in the countryside outside of Portland, Oregon and is performing regularly in venues from Portland to Seattle. She is in the process of forming a hard Celtic band, similar in spirit to her now defunct band Phoenix. Her new band, Uffington Horse, debuts in Seattle on St. Patricks Day 2001. Check the web for details.

With three albums under her belt, she is now working concurrently on two projects, one, "A Gypsy's Home," a collection of Celtic traditional and Celtic styled original songs, and the other, an album of music inspired by S/F

author Steven Barnes' upcoming novel, "In'sh'allah". Her albums are available for sale in the dealers' area. Her previous work on book/album tie-ins like "Songsmith" and "Shadowstalker", as well as her original Celtic rock album "Keepers of the Flame" (with her former band, Phoenix), have assured her popularity at SF cons, while her appearances at pubs, coffee houses, Folk Music Festivals and Highland Games have made her music available to the public at large.

Robert (Bob) Anderson

Gene Armstrong

Barbara Beden-Hill

John J. (Jack) Beslanwitch

Betty Bigelow

Betty Bigelow is an artist, a costumer, a dancer, and a Klingon. Nom-de-paintbrush is Rena Bassilvergoran. Mostly self-taught, she has worked in pen and ink, acrylic, 3-D ceramic and polymer clay sculptures and watercolor. Her pieces have gathered many awards at convention art shows, and have appeared in fanzines locally and internationally. As a costumer, she has won scads of awards at Science Fiction costume events. Her latest and continuing projects are the Klingon costumes she and her husband, David, wear, usually on Saturdays at the conventions. These require skills in latex appliance construction (for the foreheads—you wouldn't want to see the kitchen afterwards.), make-up, and language (Klingon, of course). So she is well qualified to bear the title of Coordinator of the Seattle Klingon Diplomatic Corps, Fashion Animal Division. She is artistic director of the Shaharazad Middle Eastern Dance Ensemble, and has studied Belly dance, Flamenco, and Middle Eastern Ethnic Dance for 27 years.

David H. Bigelow

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

Janet Borkowski

Janet Borkowski was born in a galaxy far, far, away. At a tender age she was whisked away in a tornado, to live in a lovely place full of color (Portland, Oregon), where she was raised by a group of Munchkins (No one in her immediate family is over 5'6"). In her dark, mysterious, past, she has spent much time in the theater and has been

June 2003

Mon	Tue	Wed	Thu	Fri	Sat	Sun
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30						

Rocky Horror Picture Show

Presented by

The Vicarious Theatre Company

Where: Hosted By Big Picture

When: Saturday Night At Midnight

Come join us for the late night double feature picture show! Yes, we have the Rocky Horror Picture Show back! It's just a jump to the left and a step to the right!

Bring your friends

Bring your family

Even bring your dear old grandmother
But most of all **BRING YOUR VIRGINS!**

Audience participation packs are available at the show for \$2. They include: rice, toast, newspaper, noisemaker and cards.

You can also get mini flashlights or glow bracelets for \$1.

Remember to support the VTC in their normal performance at The Admiral Theatre in West Seattle every 1st Sat of the month. Don't dream it, be it!



seen in commercials, but now limits her acting talents to fan films and radio theater nights with friends. She can not spin straw into gold, no matter how hard she tries, but can sew up a nifty costume in short order and her head work has won awards."

Rick Bligh

My first fan run convention was Dragonflight One. I was soon involved as an organizer. A few years later, some friends dragged me to my first SF convention, Norwescon IX. Some may remember NWC IX & Anne McCaffrey & thousands of unexpected members & chaos reigned supreme. When not gaming, I was walking about with my mouth agape, fascinated at it all. Having chosen my friends carefully they were, of course, a little unbalanced. While discussing the convention someone remarked that we could run a convention like this. Perhaps I had not chosen carefully enough. Unbalanced is generally good, downright crazy is, well & downright crazy! Never the less they pulled it off, less than eight months later Dreamcon I was an exhilarating memory. I wasn't much help in that effort. But, my friends know a sucker when they see one; they soon got me involved. Over the rest of Dreamcon's ten-year run I was the convention chair three times. I was hooked. I branched out from there to work on the staff of multiple Norwescons, two Westercons, and a Worldecon.

Bear Brown

Bear Brown is an eclectic artist who is comfortable working with a variety of mediums, his most prevalent being tattooing. He combines imagination and creativity without limiting himself to any one style. He has the rare ability to turn patrons of his art into close friends and family. When Bear was AGoH at Rustycon 17 his unique artwork was thoroughly enjoyed, bringing smiles to all faces. You can see his work at www.Bearink.net.

Jo Brown

Jo Brown lives with her family, cats and horses on a small farm in Roy, Washington. She has been interested in science fiction and fantasy from an early age. Her hobbies include reading, dance, and theatre. As an artist, Jo is primarily self-taught, although she has studied with Alberta Babcock, Pat Potter, and Alice Matson. She has had various commissions throughout the Northwest, as well as making trophies for the Westminster Dog Show in New York and regional Arabian Horse awards. Jo

discovered the art show at Norwescon 4 and was soon exhibiting her own work. She is best known as the "Mirror Lady".

Debra R. Callaway (was: Olin-Wright)

started costuming at the tender age of 12. I attended a few conventions when I was in my late teens and loved running around in costumes of my own devising. In the past I have been involved with several costume wearing groups including the S.C.A. and have worked with a few theatres including the now-defunct Bath-house. I live in Snohomish County with the love of my life.

Mark Chanen

Mark Chanen has been writing fiction and non-fiction pieces for various periodicals for twelve years. He served as Assistant Editor for Axis Magazine, Editor for The Zealot magazine and freelances as a rogue motorcycle journalist. Currently he is working as an intermittent contributing editor to Motorsports News. He does still sporadically write short science fiction pieces which his editors dread but still feel obligated to print, mostly as filler for year end anthologies which nobody buys anyway. Well past his prime and fading fast, he limps along much like an old BSA Goldstar suffering from lack of maintenance, only he doesn't leak so much.

Michael L. Citrak

Richard A. Dahm

Rich Dahm is self described as an "Old, fat, white man with no rhythm". Despite these handicaps... he is involved in the SCA establishing a welcoming household that encourages drumming as a way to connect with self and others. After many traumatic encounters with western religion, he has become a Zen Druid, leading, following and generally getting in the way of everyone and everything in an attempt to "learn everything". Milestones in this life so far have been two ex-wives, eight children, four businesses, a bankruptcy, professions as a carpenter, millman, geek, farmer, plumber, electrician.... Hobbies include, tinkering with people's lives, drum making, drumming, SCA, Children (both making and raising), Sculpting, wood working, Hydrocal, latex, leather, science fiction and blacksmithing. Destined for a home for the terminally crafty. This tall, blonde control freak can give most things a run for their money....

Sharree Dahm

Lonnie G. Davis

Jennifer DiMarco

Jennifer DiMarco is the author of several science fiction novels including the #1 Seattle Times Bestseller "Escape to the Wind." Jennifer has also written three poetry collections and work for the stage and screen to much success. Jennifer is the CEO of Windstorm Creative and four other small presses where her guiding vision is admired. Jennifer lives in the Pacific Northwest with her partner and their two-year-old son. www.jenniferdimarco.com

Jeanette M. Eddy

Jeanette Eddy is a librarian who has been active in fandom since 1987. She is the Abbess of the of the Order of St. Chiros, a Christian SF&F fan and service organization, a gamer, and a licensed falconer. She is also involved in the SCA. She lives in western Washington with her husband Mark, their son George, and Miles, a tiercel kestrel

Mark Darrell Eddy

Mark Eddy is a chemist and devout scientist who has been active in fandom for a number of years. He is the Prior of the Order of St. Chiros, a Christian SF&F fan and service organization, and an avid gamer. He lives in western Washington with his beautiful wife Jeanette, who was kind enough to write his pro bio for him, and their son, George.

Lori Edwards

Vicki M. Glover

long-time magpie (ooh.shiney) and northwest costumer (don't ask which obsession came first), is the current Grand Pooh-bah of Beyond Reality Costumer's Guild (www.brcg.org), where she organizes and teaches (and learns) at costuming events and workshops. She has done award-winning costumes for Northwest SF conventions and Worldecon, and theatrical costuming for non-profit professional productions (she says you can laugh about costuming 50 people in medieval/Babylonian garb in just 3 weeks with a limited budget only after the experience-long after).

She has been known to run Masquerades, and invites you to participate in the Norwescon 26 Masquerade (<http://www.norwescon.org/>) this Easter weekend, where there

July 2003

Mon	Tue	Wed	Thu	Fri	Sat	Sun
	1	2	3	4	5	6
			<i>Westercon 56</i> www.wester56.org Seatac, WA			
7	8	9	10	11	12	13
					<i>Animethon</i> www.animethon.org Edmonton, Alberta, CA	
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31			

RUSTYCON SCIENCE THEATER 2003 DO IT YOURSELF!

Join us again for this year's RST2K. This air-brushed, over-dramatized, predictable, sci-fi pile of dookie is "Wing Commander". A dismal piece of camp, of which its only redeeming quality is the fact that models were hired for this part. Where are the ugly people? I can hear the theme song now. "I'm too sexy for this movie..." Special Prize if you can name all the actors in this movie who participated in the star wars universe.



will be wonderful prizes and awards for winners, and gifts for all participants, on and off stage.

Steve Greenfield

Hugh S. Gregory

Professionally an avid Space Flight Historian, he has worked as an Engineers' Surveyor and an Industrial Paramedic/E.M.T (Industrial Ambulance Officer). On the side he manages his own Occupational Health and Safety Program consulting service, lectures in local schools on spaceflight history and astronomy, and owns and operates the H.R. MacMillian Planetarium's Affiliated educational BBS service "SpaceBase"(tm), source of the 8 "SB-" prefixed space news conferences available world wide on over 5,000 FidoNet BBS's. On weekends he's a private pilot, amateur astronomer, cricket umpire, and enjoys hiking in the Rockies with his wife Anne. He's produced (and sells) videos on "Voyager at Neptune", "The Gas Planets", "SSTO - The DC-X", "Soviet Space Disasters" and "The Flight Of Buran". His slide/video shows have appeared at Conventions across North America.

Bob Grieves

Dustin Gross

Cherie Harris

Tanya Harrison

Brik S. Haus

Brik refuses to reveal much about his early years, only indicating that he was born on May 11, 1964 at 4:40 A.M. in Austin, TX. He first appeared in the adult entertainment scene two years ago, when he started modeling in photo shoots for the bondage and uniform homoerotic fetish site, RopedWeb.com.

Scott Heinz

Drew Hilstad

Tom Hopp

Thomas P. Hopp was born in Seattle, Washington. He studied molecular biology at the University of Washington and earned his Ph.D. degree in biochemistry at Cornell Medical College in New York City. He studied genetic engineering at Rockefeller University and the Massachusetts Institute of Technology. He helped to found one of the most successful biotechnology companies, Seattle's Immunex Corporation. There, he invented the first commercially successful molecular nanotechnology device and created genetically altered

animals with mixtures of human and animal traits. He has published 64 scientific articles and eight U.S. patents covering methods of DNA and protein experimentation. His discoveries have brought invitations to lecture around the world including Siena, Budapest, Cambridge and Jerusalem

His first novel, Dinosaur Wars, was published in October 2000 by iUniverse Press; his second, Dinosaur Wars: Counterattack, was released in 2002. He is currently writing a medical thriller entitled The Jihad Virus.

Julie Hoverson

Julie Hoverson is a woman of many talents - a writer of modern-day horror role-playing games, she's published her own magazine, Serendipity's Circle, for over five years (garnering three Origins Award nominations), is a master class costumer, and currently produces Myth Demeanors, her own line of "luxury-sized" women's gothwear.

J. Spyder Isaacson

Angela Johnson

Angela Johnson has been active in stage combat since 1994. She has performed throughout the Pacific Northwest at Renaissance Fairs, Public Schools, Charity events, and other public venues. Angela currently performs with the Seattle Knights and Valentine Armouries. She is a member of the International Order of the Sword and Pen, a founding member of the Order of the Sick Teddy, and has attended the Patty Creane International Stage Combat Workshop in Banff, Canada.

Keith Johnson

Keith Johnson has been involved in conventions and convention-running for 20 years, doing everything from DJ'ing dances and creating masquerade audio presentations to schlepping slide projectors. When not working on conventions, he and his wife LouAnna enjoy Cirque du Soleil.

Ryan K. Johnson

Ryan K. Johnson is a Seattle-based independent filmmaker and promoter of British television. He has produced 13 short subject movies and is best known for "Star Trek: The Pepsi Generation" and pastiches of "Mystery Science Theater 3000" and "Doctor Who." His work has been seen at Bumbershoot, the Seattle International Film Festival and on BBC TV. Later this

month he will be celebrating his first anniversary of marriage to Kate Waterous.

Mike Kelly

In addition to being an MIB for Steve Jackson Games and Rustycon's liaison from SJG, Mike Kelly has been interested in Robotics, Androids, Virtual Reality, Gaming, Aerospace and Vampires since he was a child. Mike Kelly's first Novel- "Bloodspace" has been published by Digital Media, inc. In addition, Mike Kelly has written several magazine articles about Androids and Robotics for "Coverdoll" and "Hustler" magazines. Mike Kelly has also written several gaming articles for "Pyramid" and "The Journal of the Traveller's Aid Society". In the past Mike Kelly has also written gaming articles for "Challenge" magazine. Mike Kelly is the past editor of "Dark Times" the Bi-monthly Journal for the Dark Conspiracy Role Playing Game. Mike Kelly also wrote the SF miniature rules "Battletank 5600" for MGS games. Mike Kelly also co-wrote the module "Smash 'n' Grab" for Traveller: The New Era. Mike Kelly has had two short stories published by a White Wolf maga-zine called "Archways". Mike Kelly is an engineer at Boe-ing, he own five VR simulators he's built and he owns two Androids. Mike Kelly has a Master of Science de-gree. Mike Kelly is currently writing Android and Robotic Articles for Men's magazines. A public domain version of his novel is located at:

http://www.geocities.com/mike_kelly_98/bloodspace.html

Lee Kessler

Lee Kessler has been active in stage combat since 1993 as an actor/combatant, choreographer, and fight director with the Seattle Knights, Valentine Armouries and independently. He has performed all over Washington and Oregon in Renaissance Faires, charity events, and failed independent film projects. Current projects include co-ordinating a federation of actor/combatants specifically for conventions, working as the Seattle Knights fight director for the 2001 season and remodeling his home.

GeLeah Knight

Jack Krolak

Following a successful 2001-2002 tour of East Coast conventions, Jack Krolak returns to Rustycon and PNW fandom, from an undisclosed secure location in Washington DC. Celebrating his 20th year on the convention

August 2003

Mon	Tue	Wed	Thu	Fri	Sat	Sun
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31
<p><i>Torcon III (Worldcon 61)</i> www.torcon3.on.ca Toronto, Canada</p>						

Friday Night Casino

"Con Games", Sorry, No Three Card Monty
(Python)

Featuring the following Games...
 Blackjack – Card Game of Chance and Skill
 Poker – Card Game of Chance and Skill
 Craps– Dice Game of Chance
 The Web – Dice Game of Chance
 Alien Autopsy – Action Game of Skill



circuit. Jack is best known for his photography work of masquerade costumes, and has been a member of the photographic staff at the past 6 US Worldcons, as well as countless NASFIC, CostumeCons, Westercons, as well as numerous local events. In addition to his photographic efforts, Jack is an active participant at the art shows, as a regular bidder and occasional helping out as an auction runner or artist agent. Recently deciding that sleep was overrated and he had far too much free time, Jack serves as both publisher and editor of the fanzine, Project: Taur. Away from the conventions, Jack has won recognition from Toastmasters International for his public speaking skills.

Larry Lewis

Jeff Lombardi (WoodDragon)

Landed on Earth in Nov. 1964 (Year of the Wood Dragon) in Montclair, N.J. Raised by the sea in NJ, CA, and WA. My father was a fireman/musician, mother a psychologist/visual artist, both having great influence on my life path. After a stint in the Army, I immersed myself in the study of music, magickal arts, and stage/screen production. After years of hard work, I rose into the inner circles of Rock and Roll, and T.V., where I still ply my trade.

I fell into TFA in 1985, and my first con was Rusty III. People like Frank Teele, Dragon Dronet, and Damien Willich influenced my costuming style and technique for years to come. Gotta give props to the masters! In 1998 I was hired by Rosa Kusiak at Eye of the Tiger Leather in Hollywood. There I worked on costuming for Xena, Medieval Times, and various operas and films. I returned to Seattle in 2001 to rejoin my sci-fi/fantasy family, and to continue mastering my craft. I love life with a burning passion, and always try to walk away from a conversation with all parties having gained a little more than they came in with.

Louise Marley

Louise Marley's first novel appeared from Ace Science Fiction in 1995. Since then, she has published five more novels, with another to come in 2003, and a variety of nonfiction articles and short fiction.

A former concert and opera singer, Marley is also a graduate of Clarion West 1993, and has conducted workshops for young adult writers and spoken to writing

groups at conventions and throughout the Pacific Northwest. She has been featured in an interview in Locus Magazine and presented in an online interview from the World Science Fiction Convention in Chicago. Her novels have been reviewed in Publishers Weekly, Voya Magazine, The Magazine of Science Fiction and Fantasy, Asimov's, The Seattle Times, The Eastside Journal, The Bellingham Herald, and many other publications. Marley has also been featured in the book series Something About the Author.

Marley's first three novels are a science fantasy trilogy, The Singers of Nevyra. Her feminist sf novel, The Terrorists of Irustan, was shortlisted for the James Tiptree Jr. Award, the Nebula Award, and the Endeavour Award, and was chosen by Voya Magazine for its "Best of 1999" list. Marley's fifth novel, The Glass Harmonica, is a book that leans heavily on Marley's musical background. The Glass Harmonica was also honored by Voya, and won the Endeavour Award, tying for first place with Ursula K. LeGuin's The Telling.

Coming in December, 2002, is The Maquisarde, a story set in the late 21st century, when a secret organization, resisting the new world order, is systematically taking children from life-threatening circumstances and training them to rebuild their troubled cultures. Ebriel Serique, a Parisian flutist, must face the truth about her world and her role in it, finding that it is not what it seems. She becomes a member of the resistance-the maquis-and realizes her true potential. The Maquisarde is Louise Marley's first hardcover.

Marley is alto soloist at St. James Cathedral, in Seattle, and she lives in Redmond, Washington with her husband and son. She can be reached through her website at www.louisemarley.com, or at lmalley@aol.com

Susan Matthews

Susan R. Matthews' fiction is informed by her military background and her professional experiences 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's published seven science fiction novels (the newest, "The Devil and Deep Space," in 11/02) and has very recently taken the anthology route into the

short-story market.

At science fiction conventions she likes to talk about her novels and do rune demo workshops. You can generally talk her into scheduling a reading if you catch her early enough in the event.

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.

She and her partner Maggie have been keeping house for nearly twenty-five years, and live in Seattle with two young Pomeranians who are still a little unclear on the concept of "taking it to the yard."

Raven C.S. McCracken

Raven C.S. McCracken is best known for his role playing game, THE WORLD OF SYNIBARR. He hosted a local television program, Rockhard TV, on Channel 13 for many years and designed the computer game BIRTH-RIGHT 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.

Donna McMahon

Donna McMahon commutes between 21st century Gibson's Landing and 22nd century Vancouver, BC, the setting of her first novel "Dance of Knives," recently published by Tor. In May she won an Aurora (Canadian SF award) for her SF book review column, which can be read at On Spec magazine's website. Donna got hooked on SF fandom at Westercon 30 in 1977 and has fortunately never recovered.

Robyn Meadows

Robyn Meadows attended her first con 30 years ago, and has been hooked ever since. She enjoys many aspects of costuming and prop creation: design, sewing, embroidery, wire winding, beading, latex casting, and working with found objects. She is very active with the Klingons of the IKV T'Mar and has really gotten into expanding the public perception of what Klingons wear. Gray is OK, but Klingons aren't color blind.

September 2003

Mon	Tue	Wed	Thu	Fri	Sat	Sun
1 <i>Torcon III</i>	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
				<i>Foolscap V</i> www.foolscap.org Bellevue, WA		
22	26	24	25	26	27	28
				<i>Conifur</i> www.conifur.org Tacoma, WA		
29	30					

Volunteers will have a permanent location this year! We will be on the first floor, in Boardroom 2, right next to the office.

Our hours of operation this year will be:

Friday 6pm - 10 pm

Saturday 8am - 10 pm

Sunday 8am - 3 pm

After hours volunteer needs will be handled in the security office.

Volunteering is offering an award for the fan group with the most hours volunteered to the convention. Any group wanting to compete for the award **MUST** register their group with Volunteers by 8:00 am Saturday.



Darragh Metzger

Darragh Metzger, rabid filker and songwriter/arranger for The Badb and A Little Knight Music, makes her living in the world's two lowest-paying professions: acting and writing. These days, she can most often be seen wearing armor and funny clothes, riding horses, and swinging swords with The Seattle Knights. She is a member of the Fairwood Writer's Group, with three completed novels to her credit, two with an agent and one looking for a home. She is married to artist/fight director Dameon Willich, who hates filk. Mixed marriages are tough.

Collin Miller

Collin is best known around the convention circuit for his involvement with Imperial Starbase Society (I.S.S.). As one of the founders of the new I.S.S. he handles most of the day-to-day issues that affect its membership. During recent years he has spent much of his time at conventions hosting panels on a variety of different subjects ranging from Live Action Role Playing to doomsday weapons.

Teresa Miller

I grew up as a military brat, traveling extensively. This gave me a unique perspective on life. I attended Washington State University. My freshman year I attended Moscon and enjoyed it so much I have been going to conventions ever since. I started sculpting, painting, jewelry-making, and sewing for my own pleasure when I was in grade school, by high school I was selling the products of my craftsmanship. Currently I am a partner in Phoenix Flight Games.

Raven Mimura

After just 3 ½ years Raven Mimura graduated from the internationally regarded Rhode Island School of Design with his Bachelor of Fine Arts in Illustration.

After a year teaching art and building his portfolio he launched his freelance career. At this time, his primary client is Wizards of the Coast. Raven provided the cover and several interior pieces for 3rd Edition Oriental Adventures and all of the interior work for the Alternity projects: Gamma World and Dark Matter: Xenofoms. He has been asked to contribute to all upcoming books in the 3rd Edition Forgotten Realms line, and his work can

be found in several books already released. His interior work can also be found in Call of Cthulhu, Monster Manual II, Dragon Magazine, and a number of other WotC products. Among countless other projects, he's been involved with Legend of the Five Rings (AEG), Warhammer 40K CCG (Sabertooth Games), and Legions of Hell (Green Ronin). Raven's cover credits also include the Warhammer issue of John Kovalic's Dork Tower, as well as Guardians of Order's re-release of the Tekumel novel The Man of Gold. His most recent projects include interiors for two Star Wars RPG supplements and the Dungeons and Dragons Fiend Folio.

Raven builds gritty, atmospheric scenes using palpable light to play off tangible forms. He is consistently called on for his impressive character and creature work. In developing credible but fantastic creatures he pays particular attention to musculature and anatomic structure.

Today Raven is continuing his freelance work as well as looking to intensify his involvement in national conventions and art shows.

Syne Mitchell

Syne Mitchell's first novel, Murphy's Gambit, won the Compton Crook award for best first novel in 2001. Since then she has written two more: Technogenesis, a look at how humanity evolves when everyone is connected to the Internet 24x7, and The Changeling Plague, in which an engineered virus mutates and begins swapping genes between hosts. What seems a catastrophe for humanity becomes opportunity when biohackers learn to use the virus to write their own modifications (coming soon in February 2003.) For more information about Syne and her work, see <http://www.sff.net/people/syne/>.

Andrew Murdoch

Andrew C. Murdoch has been a fan writer and publisher since 1992 (with a few breaks here and there). His first fanzine, ZX, was nominated for an Aurora Award (Canada's equivalent to the Hugos) in 1994. He currently publishes Covert Communications From Zeta Corvi. He lives in Richmond, B.C., with his incredibly patient wife Suzanne.

Cris Newport

Eric Nylund

Eric Nylund has a Bachelor's degree in chemistry and a Master's degree in chemical physics. He has published six novels: virtual reality thrillers A Signal Shattered and Signal To Noise; contemporary fantasy novels Pawn's Dream and Dry Water (nominated for the 1997 World Fantasy Award); the science fantasy novel A Game of Universe; and most recently Halo: The Fall of Reach. Nylund attended the 1994 Clarion West Writer's Workshop. He lives near Seattle on a rain-drenched mountain with his wife, Syne Mitchell.

Joshua Ortega

Joshua Ortega is the author of the critically acclaimed novel ((FREQUENCIES)). He was born and raised in Sacramento, California, and now lives in Seattle, Washington. Along the way, he has worked at theatres and co-ops, written for numerous magazines and newspapers, promoted musical acts, created his own publishing company, and has even received paychecks from the corporate giant known as Microsoft®. 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 website. We are not responsible for any freeky correspondence which might ensue.

Louise G. Owen

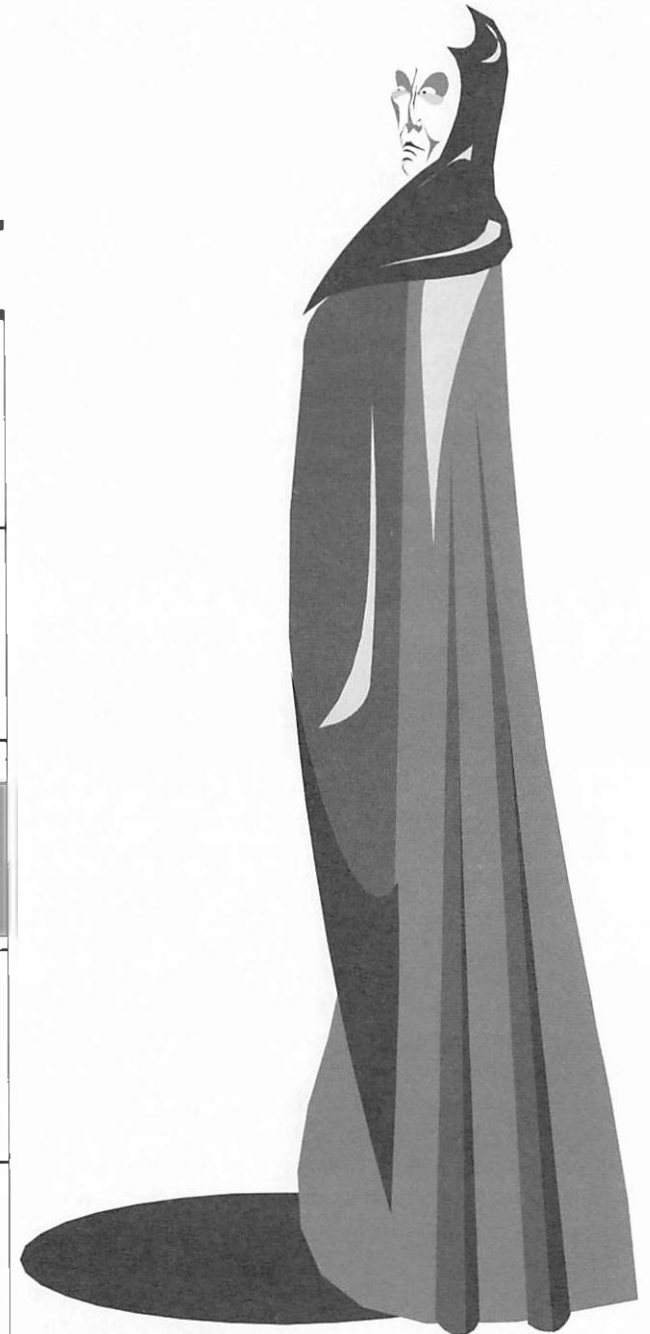
Louise Owen, after surviving 15 years on professional theatre, now works with international students at North Seattle Community College. She knows several useless phrases in several languages, including Welsh.

Laurel Pashel

Laurel Parshall looks for things.. Things to wear, things to sew, things to glue on, things to tie on, things to wrap up in, things to draw on, things to paint on, things to paint with, things to dance in [and occasionally out of]... Does this make her a thing-a-ma-jiggy? Hmmmm, well she hopes not, but sometimes isn't too sure. Anyway, dancing, costuming, reading, creating and talking about all the above are definitely her bag, baby. And, while she's always thought being a horse might be a good alternate life, she's more often a clothes horse than an actual hay burner.

October 2003

Mon	Tue	Wed	Thu	Fri	Sat	Sun
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
				<i>Incon 2003</i> www.nwgamers.org/incon Spokane, WA		
20	21	22	23	24	25	26
27	28	29	30	31		



Alan Paulsen

Having endured a plethora of adventures and misadventures as a rabid horseman, soldier, police detective, stage combatant, and military author and photographer, Alan Paulsen is now dabbling with acting both in local theatre and television and film, most recently in *Get Carter* (film), *The Fugitive* (television), *Citizen Baines* (television), and *Life or Something Like It* (film).

Amanda Plemmons

Amanda Plemmons is a science educator with the Pacific Science Center and member of the Order of St. Chiros. She volunteers making and repairing ceremonial vestments for the Episcopal Diocese of Olympia, leaps into any opportunity to learn or teach presented her, and loves to costume and cook. She is a member of the Society for Creative Anachronism, and is the wife of Mir Plemmons, as well as a keeper of rats, fish, shrimp, and cats.

Mir Plemmons

Mir Plemmons is an Interfaith (not just inter-denominational) Chaplain and Two-Spirit. Mir serves as Chaplain to the Order of St. Chiros, a Christian SF&F service organization, and works with various pagan groups in the area. She teaches outdoor skills, archery, and mystic traditions. Mir lives in Renton with her wife, Amanda, two cats, one of whom is infatuated with sacred objects, and various other critters.

Anne Prather

Aislinn began singing at the age of six and quickly graduated to singing filk some 15 years later in an attempt to get away from the conservative college she was attending at the time. Filk quickly became an addiction, and during the 1980's and early 90's she released 4 tapes and 2 songbooks. She is best known for her glass-shattering voice, wit, and the unerring ability to provide a song for EVERY occasion. Currently she lives and works at the University of Washington, where she is a graduate student in the Department of Botany.

Melissa Quinn

Melissa Quinn made her first costume on a dare, starting a black diamond run into fabri-holism and junk collecting. In between culling fabric stores and military surplus catalogs for intriguing bits and bobs, she spends her time in her Faerie Fingers Design Studio, learning new costume-y skills and defying the Laws of Physics as

often as possible while creating costumes for other people. In her off hours, she and her husband study Japanese in preparation for their next trip abroad.

Kevin Radthorne

Kevin Radthorne and his wife Lise live just outside Seattle, in a little house in the woods (sort of). Kevin amuses himself during the day by working as a computer programmer, primarily exchanging emails with his wife and occasionally cutting code. The rest of the time, his mind is busily dreaming up more stories to tell.

The Road to Kotaishi, Kevin's first novel, was re-released in a new edition by Windstorm Creative in September 2002. A sequel, *The Sands of Sabakushi*, is anticipated for release in 2003. The books feature cover artwork and maps developed by the author, which can be seen at www.kevinradthorne.com.

Gibbitt Rhys-Jones

Gibbitt has been actively stirring up mischief in the Fan community for far too long now. She has been active in *Clan Burnout* for several years, and produces the fanzine called "The Smidgen". She also belly dances, drums, costumes sometimes, and has one of the most extensive bovine collections known to fandom. Also she has been on several Con Coms in the past 10 years, plays in the SCA and is highly addicted to drumming.

Lisa Satterlund

I read and collect juvenile SF and Fantasy because I like it, make costumes because I don't want to waste 20+ years of practice and sit on panels because I enjoy talking, want to share the discoveries I've made and oh, yes, because I'm crazy enough to think it's fun!

John Schlick

John is a diverse person who lives in many worlds at the same time. Doing lighting for rock bands and live theatre, his most recent piece was the lighting for *Conworks: Invaders from Earth*. A great science fiction b-movie retelling. He also does a video series on Public Access for Norwescon, and also a tv series for the National Space Society (where the guests talk about rockets). John is a member of the alternative lifestyle world being a member of both the Swinger and Polyamory communities. He also writes reviews for the eastside publication *The Snapshot*. He and his

housemate throw great board game parties. Oh yeah, and he gives great backrubs.

Richard A. Scott

Richard A Scott is also known as the Nefarious Spunky Cheese. All of existence is my fault and it goes away when I sleep! He has seen publication in DC comics "Avatar", as well as having been a staff artist for the second incarnation of "Science Fiction Review". He has recently co-authored with Andy Mangles about anime DVD's in the "Comic Buyers Guide" issue #1441. Several books that he has assisted on are out soon. He is currently seeking new projects and seeks to control all of existence. Visit my web site: <http://www.geocities.com/SoHo/Studios/9720/index.html> Nothing more original or frightening for that matter than a Spunky!

Jana Simmons

Jana's first Con was Equicon '73. She has been a Falconer since '77 and has been seen in the company of Costumers, Klingons and other unsavory types. (In real life she works as a GIS specialist at Fort Lewis and lives in relative bliss with her husband George Surplus, a cat, two dogs, donkeys and a Harris hawk)

Amethyst Skye**Crystal Smith****Richard J. Spady**

President and cofounder of the Forum Foundation, Dick has dedicated himself to full-time research in administrative theory since 1970. As a student and practitioner, his research has led to several important innovations in group dynamics including the Fast Forum® survey feedback technique and groupware computer program, and the "Polarization-Consensus" Rating. Dick served on the volunteer staff of the Church Council of Greater Seattle from 1971 to 1990 with the portfolio of "Futures Research" which was defined, not as forecasting, but as the search for ways to influence the sociological and technological future. Dick is the recipient of the "Earl Award" as "Religious Futurist of the Year 1993" from the World Network of Religious Futurists. Collaborating with Dr. Cecil H. Bell, Jr., Chair, Department of Management and Organization, University of Washington, School of Business Administration, Dick is currently completing a textbook summarizing their research titled: *Administrative Theory (The Ten Natural Dynamics of*

November 2003

Mon	Tue	Wed	Thu	Fri	Sat	Sun
					1	2
3	4	5	6	7	8	9
				<i>Orycon 25</i> www.orycon.org Portland, WA		
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30

Friday night dance:
 dj.retcon presents:
dropzone
 a test of endurance
 a test of willpower
 a test of auditorial fortitude
 how long before you drop?

**Saturday Night Dance
 and Masked Ball**



Administration and Governance). Dick is a Rotarian with an active classification of "Futures Research." He has been a self-employed Seattle Businessman since 1954.

Richard Stephens

Because he dared to reveal secret rites of the Costume Guild on Late Night TV Richard Stephens was exiled to Port Angeles, where he continues to wage a guerilla war against small mindedness and mediocrity. Besides being a dad and a retail harlot, Richard continues to study fashion anthropology and freelances as a costume and set designer. He is currently training a collective of red ants to carry an enormous train (silk of course!) behind him.

Judy Suryan

David M. Tackett

Thawed from a glacier in 1963 and exposed by laboratory scientists to the damning heresy of Science Fiction, David Tackett's fannish rampage continued unchecked. He can be identified by a loud irritating sense of humor and a big nose on a head the size of an appliance light bulb. He makes costumes, builds props and models, loves SF related media and paraphernalia, and has a good deal of theater experience. Recently, he took Best Recreation at International ComicCon masquerade (with his equally misguided pal, Laurel).

As no one has stepped forward to deprogram him, Dave will likely be around for longer than most of you would like.

Anita Taylor

When not serving as the helmswoman for the Grauer Geist Racing Team, Anita Taylor enjoys fantasy and historical costuming, astronomy, writing fiction and spends the remaining hours each week at a "real" job doing technical writing and project management.

Jonathan Tweet

Philemon Vanderbeck

Philemon was reincarnated on 30 August 1965 at 12:25 a.m. in Greenock, Scotland. However, he spent the majority of his formative years growing up in Virginia Beach, Virginia in the shadow of the Edgar Cayce Foundation. He moved to the Pacific Northwest approximately two decades ago and picked up his first Tarot deck around the same time. Since then, he has been entertaining people by revealing the hidden influences in their lives.

Gareth Von Kallenbach

Gareth Von Kallenbach On Air Host for KGHP FM Radio Syndicated reviewer and writer. Owner/President Galaxy Software/Galaxy Gaming Centers I like music, sports, movies, shopping, travel, photography, cooking, writing, and pets to name but a few. 32, (33) by the time of the show, Have a Masters Degree and speak at conventions on a regular basis.

T. Brian Wagner

T. Brian first became involved in the Science-Fiction fan scene when he volunteered to run the Gaming department for the very first Rustycon (and for several years after that). He formed a friendship with Donna Barr, and together they co-wrote the book and lyrics for "The Desert Peach" musical. He also used to work at "Wizards of the Coast" as Theatrical Promotions Manager. He is currently working on a variety of projects, including the production of a new musical based on an obscure work of Lewis Carroll's entitled "Sylvie and Bruno."

Mary K. Whittington

Author of children's picture books, and scary stories currently anthologized in The Haunted House (Harper Collins) and Bruce Coville's Book Of Ghosts II (Scholastic), has taught writing to kids and adults for over 30 years. She believes in the magic of writing and would love a teaching position at Hogwarts. Mary lives in Kirkland, WA with long-time friends, Wini Jaeger, Saki the Dog, and Carmina the Cat. Look for her work on the web at <http://www.inkspot.com/author/mary.html>

Lynda Williams

Lynda Williams is co-author of the Okal Rel Universe (ORU) series with Alison Sinclair, published by Edge Science Fiction and Fantasy. See <http://www.okalrel.org> to access background sprawl including story excerpts and graphics. Married with three children, Lynda works by day as an educational technologist at the University of Northern B.C. where she oversees an ever-changing pack of student employees in her web development lab. In Fall of 2002 Lynda was honored to win the Yukon and Northern B.C. "Today's Woman" award in the internet-based promotions category for her work in educational technology, digital publishing and commu-

nity outreach initiatives. Lynda was delighted to be the very first Northern B.C. author to appear on Betsy Trumpener of CBC's Frozen Ink program, in the fall of 2002, which marked her second literary appearance on the CBC, and wishes to extend a special "thank you" to readers who appeared in the "Readings by Readers" event which launched the ORU novel Throne Price in Prince George. Images and write up featured on the VCON 27 edition of the Okal Rel Universe promo disk. Although her ORU writing is not young adult, Lynda supports the work of Readers for the Future in other ways.

Theo Williams

Theo Williams discovered SF at age three, watching Space Patrol with his older brothers. He spent most of grade school ignoring anything that didn't have spaceship illos plastered all over it. (He's still fascinated by hard SF art from that period.) he discovered actual fandom in high school and developed pretensions to literacy as one of Ray Bradbury's ducklings. He moved to Seattle in the mid - 70's and got sucked into Puget Sound Star Trekkers, followed by forays into NWSFS, The Nameless Ones, and actual con-going. These days he's an archivist and co-director of the Science Fiction Museum, and also does a sideline in Things Magickal (which is why you'll see him on seemingly incompatible panels back-to-back).

Dameon Willich

I was there in the beginning, and for five years I was running the art show. But some of my best memories are from the days when we were at Clay Pausas' back room working on the "New" art show panels that were going to change the way things were done in the Northwest Convention circuit. Marla, Barbara, Sue and Leroy, Bon, Joe and Bruce all arguing and working at the same time. Throwing pretzels and nuts at each other.... Well we did change things, and for the better. (when it came to set up of the art show three people could do it in two hours....)

I also remember the Original Goat Crew and the parties that were held at the first few Rusty Cons... Those were parties!

And how can we ever forget our first Guest of Honor... Bob Asprin and I sat in the bar for most of that convention... (So did Ray and a lot of other folks that we will not mention lest they be embarrassed....)

December 2003

Station Policy

1) Behavior

Be polite. Be patient. Be pleasant. The most important rule after the previous 3 is HAVE FUN!

2) Foreign Language

When dealing with the aliens, frequently use these phrases — “please”, “thank you”, and “you’re doing a wonderful job.” At all times speak in a pleasant tone. Yelling or harsh tones are never constructive when trying to communicate, besides it can be bad to scare the aliens.

3) Neatness

The Station Staff consider personal neatness the sign of an advanced lifeform. Picking up after one’s self is a highly respected character trait. Throughout the station, the staff have thoughtfully provided trash cans — use them!

4) Native Taboos

Refrain from receiving firsthand experience dealing with Alien or Station law enforcement! Avoid having your con membership revoked. Always observe these native taboos!

a) Never approach an alien or staff member who is handling the local currency if you are wearing a mask or heavy costume facial makeup. (Particular locations you might encounter this taboo are at the hotel registration desk, the local merchant shops, and any place that serves food or drink.)

b) Never carry ANY weapons (or objects that could possibly be perceived as being weapons) into a native recreation center that serves alcohol. While on the Station (the hotel grounds) the weapons policy “If It’s Drawn – You’re Gone!” is ALWAYS in effect.

5) Problem Solving

Promptly report problems through the proper diplomatic channels. Contact Rustycon Convention Security immediately if you see anyone breaking rules, damaging Station property, creating a safety hazard, or doing anything that reflects badly on Space Station Rustycon.

Mon	Tue	Wed	Thu	Fri	Sat	Sun
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				

But most of all it was the fevered enthusiasm that I remember most. People seemed to throw themselves at the tasks over and over again, always improving and changing the face of fandom. I still am awed when I see what has happened over the last 20 years. Some had, but mostly good....

bandit

Been reading SF since age 7 with "Mike MARS" series. Been in fandom since Orycon 3. Went to Rustycon 1. Part of Ono-Sendai, and player in Virtual Reality field. Married to Celeste (honeymoon at Rustycon). One child: bambam. Check out www.pacificVR.com

Richard Stierl (AKA Prince Ka-Seedra Essadera Strephon)

Prince Ka-Seedra Essadera Strephon Also known as Richard by those who know him well. Well what can be said about me? Having had a very interesting past including working as a Hair dresser, Ballroom dance instructor, Professional magician, Female impersonator, and Night club MC and bringing many of these things into my own idea of Costuming and Costume presentation I have managed to build a bit of a reputation for myself (only parts of it are true honest).

As to Ka, well now that's a long story. He began as just Ka at one of the very early Norwescons with a group called ""Black Squadron"" continuing on to become Prince Ka when he was adopted by Hogan's Goat as their sort of mascot. He was then 127th heir to the throne, after years of ""work"" he is now heir apparent (been a busy little boy hasn't he). Feel free to say hello to Ka at any time ... he may just say hello back.

Andrew Wilson

Seattle Swashbucklers

The Seattle Swashbucklers are a new subdivision of the Seattle Knights brought to life to fill a growing demand for PIRATES and MUSKETEERS.

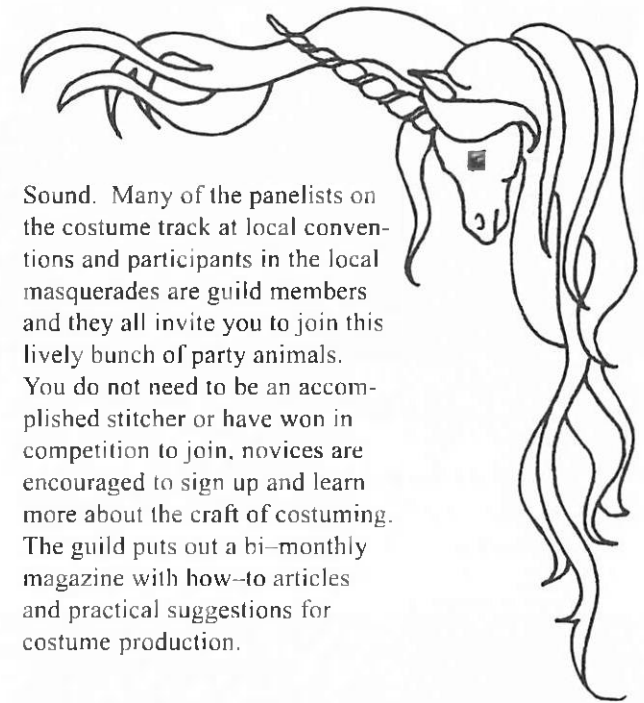
Although the players are all trained in the traditional armored tactics of the Seattle Knights style, these hardy adventurers have also learned late period techniques. They can portray characters from such periods as the Elizabethan and Tudor eras, utilizing the styles of Marrozo, Agrippa, and Di Grassi.

Although their focus is the period of 1600 to 1650 (The Thirty Years Wars), which allows them to also incorporate the styles of Sainte Didre and Capo Ferro, they will oft times use whatever style lends itself to creating the best, most exciting show.

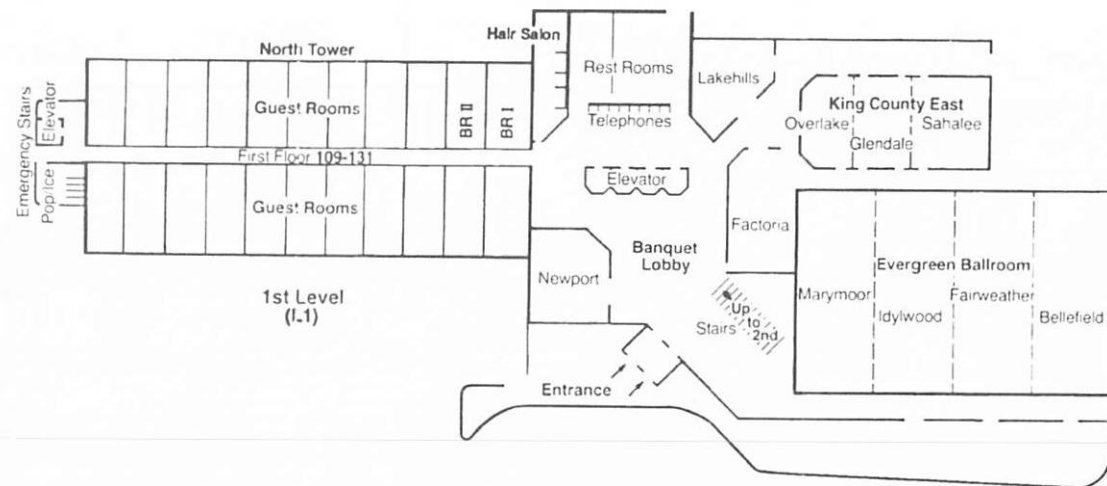
Headed up by long-time Seattle Knight Don Parris, and trained by Dameon Willich and John Moore, the Seattle Swashbucklers add a new dimension to our repertoire.

Beyond Reality Costumers Guild

Beyond Reality Costumer's Guild is the local northwest chapter of the International Costumer's Guild. Besides secret ceremonies and cloak and dagger conspiracies to manipulate the value of various third world countries, Beyond Reality is primarily a clearing house of information for local costumers. Guild members exchange information on upcoming local events of interest to costumers, reviews on books, movies and web-sites. More than that though, these costumers love to have a good time and do so all year long with a wide range of fun activities including an annual Sari Safari to Vancouver, B.C., trips to the theater and museum exhibits in costume, gala parties and regular stitch and bitch sessions at various locations around the Puget



Sound. Many of the panelists on the costume track at local conventions and participants in the local masquerades are guild members and they all invite you to join this lively bunch of party animals. You do not need to be an accomplished stitcher or have won in competition to join, novices are encouraged to sign up and learn more about the craft of costuming. The guild puts out a bi-monthly magazine with how-to articles and practical suggestions for costume production.



January 2004

Mon	Tue	Wed	Thu	Fri	Sat	Sun
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
				<i>Rustycon 21</i> www.rustycon.com		
19	20	21	22	23	24	25
26	27	28	29	30	31	

First Floor

Room	Function
Bellefield	Dealers Room
Fairweather	Dealers Room
Idylwood	Art Show
Marymoore	Programming
Newport	Big Picture
Factoria	Programming
Lakehills	Programming
Sahalee / Glendale	Gaming
Overlake	Computer Gaming
Board Room 1	Security
Board Room 2	Office / Volunteers
Banquet Lobby	Fan Concourse

Second Floor

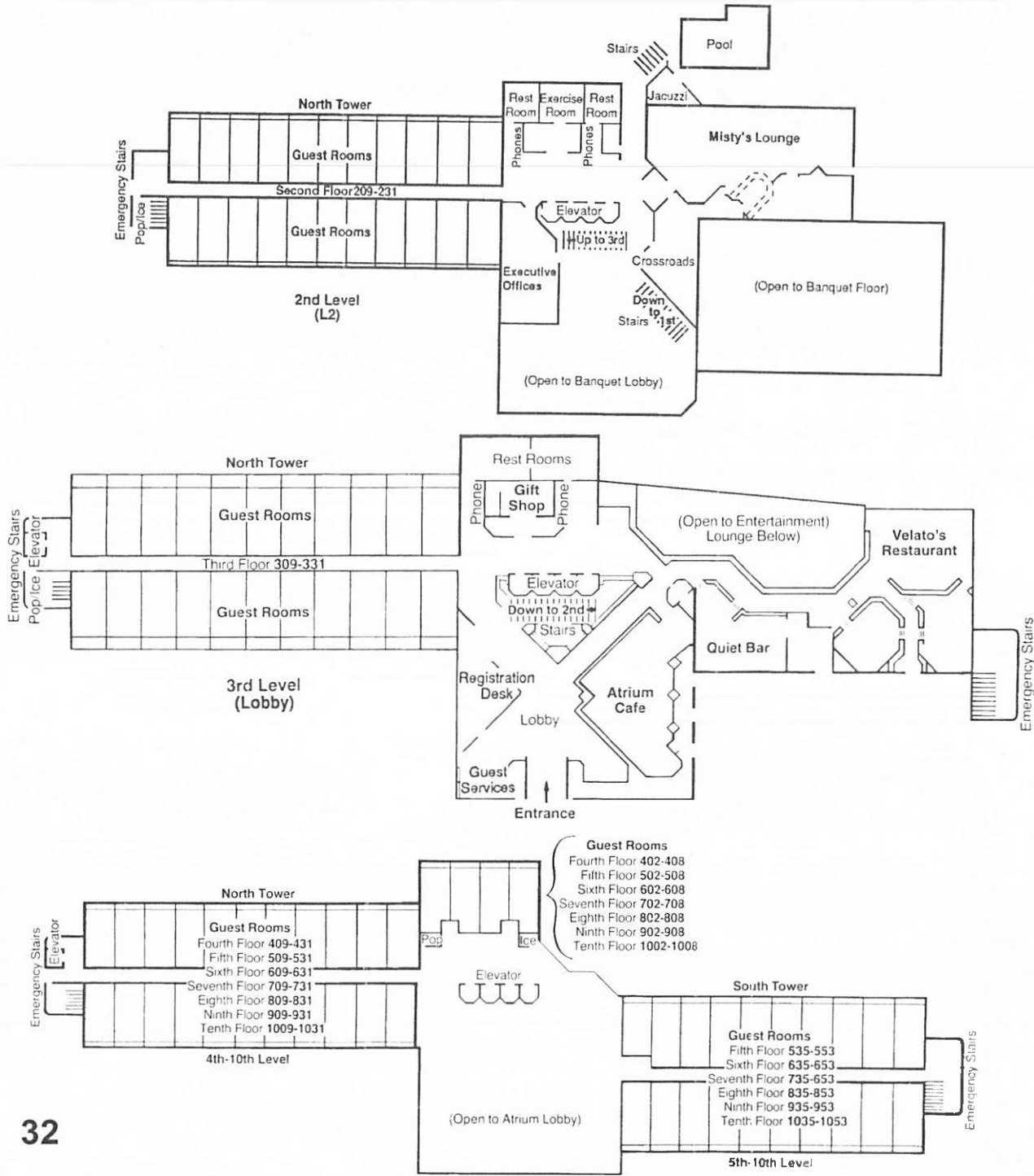
Room	Function
Crossroads	Programming
Misty's Lounge	Daytime Programming
210,212	Publisher's Suite

Third Floor

Room	Function
Velato's Resturant	Special Events Dance

Tenth Floor

Room	Function
1006	Green Room
Elevator Lobby	Hospitality
1010, 1012	Child Care



**Registration
Rustycon 21 (2004)
January 16 - 18, 2004**

Real (Legal) Name: _____ Badge Name: _____
 Address: _____ Home Phone: _____
 e-mail address: _____
 City: _____ State: _____ Zip: _____
 Date of Birth: ____/____/____ Female: _____ Male: _____

Pre-Reg
 \$25 until 1/12/03
 \$30 until 4/25/03
 \$40 until 11/30/03
At the Door
 \$55 full weekend
 \$25 Friday Only
 \$35 Saturday Only
 \$20 Sunday

Children
 under 6 Free
 6 to 12 Half Price
 Over 12 Full Price

Rustycon 2002
 P.O. Box 84291
 Seattle, WA 98124-5591
 rustycon@hotmail.com
 http://www.rustycon.com

To register for Rustycon, please send a check or money order for the appropriate amount, along with a copy of this form to the Rustycon P.O. Box. Please fill out the entire form, if you need room for additional badges, use the back of this form, or a separate sheet of paper.

