

Rustyeon Five

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1981
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Rustycon Five

is a science fiction convention sponsored by the Northwest Science Fiction Society and the Rustycon Committee.
Rustycon • P.O. Box 47132 • Seattle, WA 98146 • *Convention dates: January 15-16-17, 1988.*

Location:

Everett Pacific Hotel, 3105 Pine Street, Everett, Washington.

Featuring:

Damon Knight
Kate Wilhelm
Steve Gallacci
Betty Bigelow

Writer Guest of Honor
Writer Guest of Honor
Artist Guest of Honor
Fan Guest of Honor

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A few words from the chair...

Welcome to Rustycon!

We've grown a bit more this year, but it's still the same warm feeling with which the Rustycon Committee welcomes you, our friends. Please have a good time this weekend, doing the things that interest you, and maybe sample a few new things as well.

This year, we have expanded our programming schedule to include special items on:

- the history of SF fandom
- space propulsion workshop
- artists' demonstrations
- "hands-on" workshops for costumers
- some very special gaming
- some very "high-tech" topics
- video you won't see everywhere else, on a special wide-screen system
- literary topics
- and much more!

We hope this will be an opportunity for all of us to meet old friends and make new ones. If you've never sat in on a "high-tech" panel or gone to an SF gaming workshop, this is your chance to do so...or do anything else that represents something new to you. After all, SF is the field of new possibilities and new ideas. And is there any better place than an SF convention for meeting those new possibilities for the first time?

Thanks for coming. We'll have a good time together this weekend, because of what we are all doing to make the convention work for each other. Be seeing you...

—by Leroy F. Berven, Chairman

WRITER GUESTS OF HONOR

DAMON, KATE, AND KATE & DAMON

by George Alec Effinger

In the mid-1950s, I learned the word "irony" from reading *Batman*. At the end of each story, after the villain was caught in the detonation of some fantastic petard of his own devising, the Caped Crusader would turn to the Boy Wonder and say, "How ironic, Robin." That's where I first saw the word. I didn't really learn what irony meant until a few years later, when I discovered the short fiction of Damon Knight.

Some critics have found it in my stories too, but, gee, its not my irony. It's Damon's. I made a careful study of his technique when I began writing, and I had an awkward few years while I did clumsily, in 7,000 words, what he managed perfectly in half that length. Damon is inimitable. That means that, try as I might, I couldn't truly imitate him, only emulate.

My eyes were opened again in the late 60s, when I first read Kate Wilhelm's stories. Science fiction itself was going through a change from pyrotechnic hardware to pyrotechnic prose, staggering from Captain Future to Jerry Cornelius in a psychedelic zigzag. A lot of that was fun to consume in a Moon Pie-and-RcC kind of way. But Kate was quietly doing much more. She was writing stories and novels that reformed my thinking about what science fiction was for, and

what it could do. She opened my eyes to a kind of writing that I found immensely appealing: fiction with true humanity, style, and grace. Just like Kate herself. One day of November of 1967, while working as a clerk in a bookstore in New York City, I met a pretty blonde named Diana. I found her attractive for several reasons, not the least of which was that she was browsing in the shop's science fiction section, my particular domain. She asked if I had ever read Kate's collection, *The Mile Long Spaceship*, which she just happened to have in her purse. One thing led to another and a few weeks later, when Diana made plans to see her folks at Christmas, she invited me to come along. Her folks just happened to live in Milford, PA. Of course, they wouldn't let me stay under their roof; but that wasn't a problem, because some people Diana babysat for would put me up.

Damon Knight and Kate Wilhelm.

For Christmas, Santa was going to let me spend a few days among the immortals.

And that's how I got to be a famous science fiction writer. Who knows where I'd be today if Diana had babysat for Mickey Spillane, say, or Leo Buscaglia.

The thrill of meeting Damon and Kate, their boundless generosity and kindness to me, and the

opportunity to meet the other SF people who gathered in Milford changed my life. That is by no means too strong a statement. Before I got to know Kate and Damon, I was a college dropout with no plans beyond supper-time. Afterward, I realized that more than anything else in the world, I wanted to be like them. At their house on another occasion, I was talking with Gardner Dozois late at night. I told how I felt, how Kate and Damon seemed to me to be the ideal parents I'd always wished for. He looked at me seriously for a moment, and then he said, "We all feel that way." And it was true: for Gardner and me and many of the younger writers of the late 60s and early 70s, Damon and Kate's house in Milford was a physical center of love and support, even as Damon's wonderful *Orbit* anthology was a literary center. I realized that I haven't said much about their own careers, their books and their awards; but but you can read all that in any of several science fiction encyclopedias. Unfortunately, those references never mention the substantial influence Kate and Damon have had on so many people in our field. All I'd like to add is that, Damon and Kate, I love you very much, and I hope that somewhere along the line I've done something to make you proud.

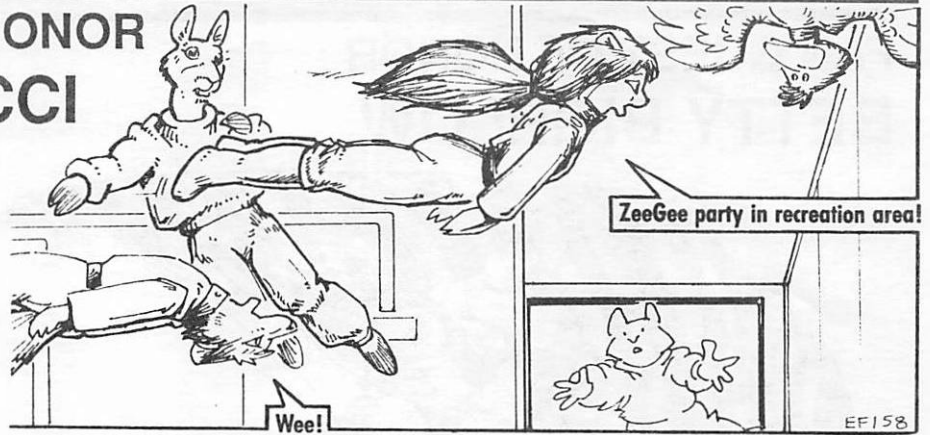
ARTIST GUEST OF HONOR STEVE GALLACCI

"A few words about myself"

By Steve Gallacci

Oh—Hi. Yeah, I'm Steve. Local. Yeah, a third generation native. Don't find too many of those. Went to school locally, rather unremarkable nerdish kind of guy. Was already vigorously into art. Mostly towards fine art. Water color. Some technical illustration, mostly aviation related. Joined the Air Force and got into graphics. Spent most of my time in Florida or Germany, doing paste-up and layout, briefing aids, training manuals, in the end just about anything that could fall under the heading of graphics. Almost no aircraft though.

Didn't get interested in fandom until after *Star Wars*. Had been reading SF for years, along with just about any other literature, but only paid particular attention after receiving a stack of old *Analogs* from my Grandmother in the early '70s. My first convention was Worldcon '79 at Brighton, and by the next year, I had art in the art show at Worldcon Boston. My art had only really gotten SF related a couple of years before, again after *Star Wars* and discovering fandom. After leaving the Air Force, between temporary hire technical and graphics jobs, did the convention artshows for a living.



Doing cartoons started in the Air Force to accompany briefings and such, and I published a dumb little comic book called *Huzzah!* in '79. Didn't do too much more until '83 when I did *Albedo*, the prototype issue, which was just that: an experiment as to how to—or not to—do a proper comic book. Its success led to the first real issue of *Albedo* the next year. With that, my visibility, if not notoriety, increased considerably. I continued to do art shows, to a growing number of fans, and began contributing to other comics as well. First being the to be completed "Birthright" series for *Critters*, and more recently, co-arting and now writing *Fusion*. Other efforts are the creating and writing of *Zell*, *Sworddancer*, and publishing later this year *Xanadu* by Vicky Wyman, *Adventure Tails* by Monika Livingston, and other material through my company Thoughts and Images. So much for the historical stuff.

For the personal questions, first, I do funny animals 'cause I like 'em, and they're

easy to do. And because I spend a lot of time on the social and technological infrastructure and am not going to rewrite it for "people". I'm something of a techy; I like "hard" SF, and read (and understand) *Scientific American*, *Aviation Week*, NATO's *Sixteen Nations*, and other science and technology things as readily as any entertainment literature. I also like *Groo, the Wanderer*, *Cerebus*, *Love and Rockets* (the magazine, not the group), and all the newszines I can get my hands on.

I re-read *The Last Unicorn*, *A Day in the Life of Ivan Denisovich*, *The People of the Wind*, 2001, Stephen J. Gould essays, Harlan Ellison essays, issues of *Analog* (I've got over 20 years' worth) and *Air International*. I don't have a lot to say about what or why or how I do what I do, it just developed. Lots of practice, seeing opportunities, finding a niche, doing a good job at it. It's also late and only a few weeks before the con—and I still have to finish the cover and get *Albedo 11* ready for press. Say "Hi."

FAN GUEST OF HONOR BETTY BIGELOW



...or Baroness Serena Cleindori of Bagulay, or Serena Armadis Bassilvergoran, or simply Inzar (Arabic for "warning" or "look out!"), depending upon which persona you're dealing with. She is best known to fandom as Betty Bigelow, a name she has been seen to visibly cringe at. When asked why, she responds, "Who wouldn't? I was named Betty Jean after an old maid friend of my mom's. I've been called Betty Boop all my life. My artistic and SCA alias, Serena, is more exciting. Or even my belly dancing stage

name, Inzar."

Born in "a small foreign territory called Keller, Texas (and I've been trying to rid myself of the southern accent ever since)," on July 4, 1952, she describes herself as: "5'10", dishwater blond hair, blue eyes, weight 180 pounds—no, actually that's my husband David. Try 5'3", brown hair, brown eyes, age 35, and the rest is none of your business."

Betty Bigelow has been involved with Northwest fandom for a long time. She is best known for her costuming, hav-

ing won Best of Show at many conventions during the past ten years, and often serves as a judge at costume competitions (when she is not competing herself). She regularly displays her art at convention art shows, and has often been seen as an art runner and auctioneer at art auctions. She has been belly dancing since 1971, and has danced at many conventions.

She grew up with science fiction, starting at age three with the television show *Rocky Jones of the Space Rangers*, and at age ten she read her first SF book, *Cat's Eye* by Andre Norton. In the mid '70s, she was brought into science fiction fandom by Bill and Bubbles Broxon, who introduced her to a lot of "interesting people." ("Hear that, Bubbles? It's all your fault.")

Her occupations include artist, belly dancer, costumer, singer, and mouse breeder. She shows outright glee with fabrics, glitzy stuff, and dancing, and says she is turned off by "adenoidal Visigoths that point ray guns at my back or draw swords on me as I walk down the hallway at conventions." Her hobbies include artist, belly dancer, costumer, singer, mouse breeder, and speaking Klingonese.

What's next for Betty Bigelow *et al.*? "Next? That's too much to explain here. Tell people to come talk to me at the convention."

—by Scott Hysmith

OTHER GUESTS

SHARON BAKER

is a Seattle science fiction novelist.

Sharon Baker

DONNA BARR

is a local illustrator and comics artist.

GREG BEAR

Critically acclaimed author of such novels as *Blood Music* and *Eon*, Greg has recently moved to the Puget Sound area.

ART BOZLEE

can't talk much about just what he does in the Boeing space program, but is internationally recognized as an authority on the Soviet space program.

MILDRED DOWNEY "BUBBLES" BROXON

Known recently for her novels *Too Long a Sacrifice* and *The Demon of Scatterry* (with Poul Anderson), and numerous short stories.

KATHLEEN BUCKLEY

is a Seattle writer, and the author of several novels.

ELINOR BUSBY

A science fiction short story writer, Regency novelist, and Hugo-Award-winning fanzine co-author.

F. M. BUSBY

Seattle novelist for several years, "Buzz" continues to add to the *Rissa Kergulen* saga, as well as publishing numerous other stories.

GRANT CALLIN

His experience with the U.S. space program shows in the technical accuracy of his stories, including the novel *Saturn Alia*.

MELISSA HILTON CARPENTER

Her first professional sale is a short story in the *Sword and Sorceress III* anthology. She attended Clarion in 1982, and lives in Portland, Oregon with her husband and four-year-old son. She has never owned a cat and never will.

JOHN CRAMER

His first foray into fiction is *Twister* (Arbor House), to be released in late 1988. Since 1984 he has written "The Alternate View" for *Analog*. He is a professor of Physics at the University of Washington, and working on building a new linear accelerator.

JOHN DALMAS

After retiring from the forest Service, this Spokane author has published numerous novels, such as *The Yingling* and *The Varkus Conspiracy*, as well as several highly-regarded short stories.

JOEL DAVIS

Is a science writer and lives in Olympia.

MILO DUKE

is a Seattle area artist and Dharmic Engineer.

DANI EDER

designs spacecraft for a living, in the Boeing space program.

RU EMERSON

Her *Nedao Trilogy* began with *Princess of Flames*, and the second volume has just been published in Great Britain. Her next book is a new angle on the Cinderella legend.

TERRY W. ERDMANN

In his eleventh year of actually being employed in Hollywood (Is *he* surprised!) he has brought fans advance word on *Cocoon*, *Aliens*, and *The Fly*, and others. This year he presents *Willow*, and several others.

GRANT FJERMEDAL

The author of *The Tomorrow Makers* is a science writer for Omni, and author of several other non-fiction books.

DR. ROBERT L. FORWARD

His stories of life on the surface of a neutron star, in *Dragon's Egg* and *Starquake*, exemplify his professional abilities as both novelist and professor of Physics.

ROD GARCIA

With a Ph.D. in History, his fiction flows directly from the differences between the cultures and the full sweep of human development. With his first published story set in Central Asia, and a story in *Writers of the Future*, he prefers to combine fantasy and science fiction because he believes there is no essential difference.

RICK GAUGER

Author of the *Suarez* series of science fiction stories. Performer at "Cartoonists jam sessions" at several conventions, and famous for his lecture on slugs. His first novel, *Charon's Ark* (Del Rey), is now available.

JON GUSTAFSON

How can one do justice to such an extensive career in such a small space? Active fan for 12 years; co-editor of *New Venture*; monthly book column in *Westwind*; a founder of PESFA, MosCon, and Writer's Bloc (the Moscow Moffia); Chair of MosCons 3, 4 & 7; author of *CHROMA: The Art of Alex Schomburg*; JMG Appraisals—the first professional sf/fantasy art and book appraisal service; etc.; etc....

GEORGE HARPER

The author of *Gypsy Earth* and the SF play *Final Exam*, George has been doing SF, science writing and technical writing for many years. His "How to Build an A-Bomb and Wake up the Neighborhood" is fondly remembered by many.

JULIA LACQUEMENT

A French-Canadian Artist who moved to the U.S. because she liked American men, she works mostly in fantasy, using her watercolor talent to achieve literary fame working with Mike Grell in comics. Among her works are *The Longbow Hunters* (a graphic novel), *Green Arrow* and *Sable*. Living in Seattle, she plans to marry Michael Kerr this summer.

MEGAN LINDHOLM

Author of such novels as the Seattle-setting fantasy *Wizard of the Pigeons*, she lives and works in the Puget Sound area.

MONIKA LIVINGSTON

One husband, two cats, and four years of science fiction art, she has been showing work at conventions from Seattle to San Diego and some points east. Her current work includes *The Dreamery*, and some issues of *Fusion*. and several other comic works.

ADRIENNE MARTINE-BARNES

is from California, and the author of numerous fantasy stories.

CYN MASON

Born during the full moon (On a dark and stormy...), Cyn was kidnapped by aliens at an early age, led a slave's rebellion on Foonbar, and edited *Wet Visions*. Today, she lurks in hotel shrubbery & dimly-lit places (like hotel bars), writes stories, tells sick jokes and drinks Irish coffee.

CATHERINE McGUIRE

is a local SF writer.

ANNETTE MERCIER

is a local artist who works primarily with SF and fantasy themes.

VICKI MITCHELL

In science fiction fandom for 10 years, she is a core member of PESFA, a founding member of Writer's Bloc and MosCon. In 1986 she won the *Amazing Stories* Calendar Story Contest, and sold a short story to a mainstream anthology. She is working on her second novel, married to Jon Gustafson, and is owned by a large, rather silly red dog.

RICH O'DONNELL

This will be the first art show in almost two years for this new artist, having had two book covers published while still in school. Working in mixed media he applies his technique to book covers, posters and advertising, enjoying graphic design the most.

JOHN PELAN

is the proprietor of Axolotl Press in Seattle.

RAY PELLEY

is a Seattle artist and Dharmic Engineer.

ROB SCHOUTEN

is also a Seattle artist and Dharmic Engineer.

SARA STAMEY

When she isn't teaching Scuba in the Caribbean, Greece or Central America, she's at home in the Puget Sound area, writing. Her works include *Wild Card Run* (Berkeley/Ace), and the soon-to-be-published *Resistance Coil* (Ace).

MARC STEIGLER

New to the Northwest, his new book *David's Sling* has just hit the stands. Excerpts from it have been in the November *Analog*, called "The Third Alternative."

CHERI STREIMIKES

At home in the deep woods of the Kitsap Peninsula, she has "always" been an artist. Her paintings are organic, with themes of people, plants, sealife and animals transmogrified. Her new art form, the synthesizer tape *Zero Gravity Dancers*, made its debut at Moscon 8 in 1986.

BRUCE TAYLOR

Has had stories published in *New Dimensions 9* and *10*, *The Seattle Post-Intelligencer* and *Matrix*. His material has been translated into German, including a story in the August 1986 publication *Image*.

LYNN TAYLOR

For 7 years her humorous pen & ink drawings have delighted fans. Her artwork will soon be appearing in *Fantasy and Science Fiction* and *Space and Time*. She is the co-owner of Fine Art Press.

AMY THOMSON

reviews fiction for *Locus*.

BRIAN TILLOTSON

is a doctoral candidate in Artificial Intelligence at the University of Washington, and co-owner of Space Research Associates.

DAMEON WILLICH

is a Seattle visionary artist, and founder of The Fantasy Alternative.

MARKUS WILLIS

is an artist from Oregon.

RICHARD WRIGHT

evaluates computer systems for Boeing, as well as being a guiding light of the Northwest Science Fiction Society.

RUSTYCON FIVE PROGRAMMING SCHEDULE

FRIDAY, JANUARY 15

12:00 noon

Registration opens.

2:00 pm

Orcas: Art Show Opens.

3:00 pm

Vashon: How to get started in comic books. Monika Livingston, Donna Barr, Julia Lacquement and Mike Raabe. Have you always wanted to write, draw, or publish your own comic book? Find out how these people got started.

Whidbey/Camano: Literary vs. fringe fandom. Has fandom shifted away from reading to other forms of SF? If so, what—and is this necessarily bad? Leroy Berven starts the discussion.

Courtyard: Previews of upcoming films from Hollywood: *Poltergeist III*, *Return of the Living Dead II*, *Batman*, *Beetle-Juice*. Brought to you by Terry J. Erdmann.

4:00 pm

Whidbey/Camano: Keeping up with change: technological vs. social. Which kind of change is more challenging for a writer to keep up with?

Courtyard: Neo-fan welcome and guide to convention etiquette. What is fandom? What else is there to do besides attend conventions? (And what is there to do at conventions?) Terry Primrose, Michael Scanlon, Richard Wright, Jon Gustafson and Sheila Glassburn share some insights.

Shaw/Lopez: Dealers' Room opens.

5:00 pm

Bainbridge: Edged Weapons. Everything you wanted to know about them, from their manufacture to their proper care. Jess of Mama's Prose & Steel, and Ike Rowe from Gryphon Enterprises.

Vashon: Is Vincent an alien? Fans of "Beauty and the Beast" will discuss this "hairy" question. Just what is Vincent's origin, and where might the show go from here? Ryan Johnson leads the discussion.

Whidbey/Camano: Art techniques demonstration. Some of the methods artists use to turn a blank piece of paper into the beautiful pieces hanging in the Art Show. Featuring Donna Barr, Monika Livingston, Julia Lacquement, Annette Mercier and Rich O'Donnell.

Courtyard: How not to self-publish. Steve Gallacci explains some of the pitfalls in publishing your own work.

6:00 pm

Vashon: Trivia contest, round one. The first elimination round, in the world famous "Jeopardy" format. The answer is "Extremely" and the question is "How trivial can you get?"

Courtyard: An interview with Betty Bigelow. Keith Johnson helps us get a bit better acquainted with our Fan Guest of Honor.

7:00 pm

San Juan Ballroom: Opening ceremonies. Welcome to Rustycon! Meet the Guests of Honor, and the Rustycon Committee, and find out what will be happening throughout the convention.

Orcas: Art show closes for the evening.

Shaw/Lopez: Dealers' room closes for the evening.

7:30 pm

Registration closes, to return at 9:30 am Saturday.

8:00 pm

San Juan Ballroom: By popular demand, we now have a Friday night Dance. Come prepare for Saturday night, with our fine selection of oldies. Orchestrated by Keith Johnson and crew.

Courtyard: The Galactic Casino returns at Café Rustique. "Kitten" hosts, and invites you to invest your Rustycon credits in some (unusual) games of chance. Bring all your old credits, make some Bûks, and search for the ever-elusive MegaBûk! With some special surprises, too!

Vashon: Filk singing—until the wee hours!

Much later...

Galactic Casino and Dance wind down, and some people actually get a little sleep.

Café Rustique

Presents

The Rustycon Casino

**Bring your old money,
it's gotta be worth
something!**

**Pick up your new
money, and Go For
The Mega-Bûks!**

*Starting Friday at 8:00
pm in the Courtyard, and
going on into the night!*

SATURDAY, JANUARY 16

9:00 am

Orcas: Art Show Opens.

9:30 am

Registration opens.

Shaw/Lopez: Dealers' Room opens.

10:00 am

Bainbridge: Trivia, round two. Answer: "Winners of the second elimination round." Question: "Who are some of the most trivial-minded people at Rustycon Five?" Watch them in action. Ray Miller presides.

Vashon: How to present a costume. Now that you've spent all that time and money making the perfect costume, how do you present that costume at its (and your) best? Keith Johnson, Michael Citrak, Joanne Kirley, Diana Dain, Betty Bigelow.

Whidbey/Camano: Star Fleet meeting.

Courtyard: The future of the American space program. After all our setbacks, what lies ahead for the U.S. in space? Dr. John Cramer, Joel Davis, Art Bozlee and Dr. Robert Forward offer their perspectives.

11:00 am

Bainbridge: Photoprints vs. fine art prints. What are the differences between types of art prints, and which represent the best value for art buyers? Lynn Taylor, Cheri Stremmikes and Jon Gustafson discuss.

Vashon: Makeup demonstration. How proper use can complement your costume. A professional demonstration by "Anna the Lost."

Whidbey/Camano: Are there any new ideas in science fiction? Are any being published today? And if not, is it due to the writer, the publisher, or the reader? George Harper, John Pelan and Barb Hise represent three different viewpoints.

11:00 am (continued)

Courtyard: Technology and society. Even minor technological changes affect the way our society functions. How and why? Catherine McGuire leads Mark Stiegler, Sara Stamey, Rod Garcia and Kathleen Buckley in a discussion of the process.

12:00 noon

Bainbridge: Character development. F.M. Busby, Bruce Taylor, Cyn Mason, and "Bubbles" Broxon on creating a character who will "come alive" for their readers.

Vashon: How to make a costume out of almost anything. A practical demonstration of how to create a stunning costume without taking a year of your life, and the Pentagon's budget. JoAnn Gorshkoff, Jennifer Tibbetts, Margie Goforth and B.J. Jaeger.

Whidbey/Camano: How well do artists communicate with their art? Find out by playing "Pictionary" with the stars. Artists Dameon Willich, Steve Gallacci, Monika Livingston and Rick Gauger draw SF names, titles and terms; the audience tries to guess what they mean. Susan Berwen hosts the game.

Courtyard: "Willow"—Advance information on George Lucas and Ron Howard's adventure/fantasy film to be released May 25th, 1988. Presented by Terry J. Erdmann.

1:00 pm

Bainbridge: How to create a fantasy world. Adrienne Martine-Barnes leads Megan Lindholm, Melissa Carpenter, Cyn Mason and Ru Emerson in discussing how to make a fantasy world consistent and workable for their stories.

1:00 pm (continued)

Whidbey/Camano: The Soviet space program. What is happening over there? Art Bozlee shows a Soviet film that was never intended to be seen in the West. If you don't work for the CIA (or maybe even if you do), you haven't seen this one before.

Courtyard: The history of SF fandom. A short history, with emphasis on Pacific Northwest fandom. Richard Wright strolls down memory lane with Jon Gustafson and Elinor Busby.

2:00 pm

Bainbridge: "Prisoner" orientation. Meeting for participants in the "Prisoner" role-playing game.

Vashon: Recombinant DNA. To some it's a buzzword, to others a scare word. What promise does it REALLY hold in medicine, agriculture, and elsewhere? Grant Ejer-medal, Michael Gilbert, Greg Bear and Craig Colombel review its potentials.

Courtyard: An interview with Kate Wilhelm and Damon Knight. A chance to get better acquainted with our Writer Guests of Honor. Michael Scanlon conducts the interview.

3:00 pm

Bainbridge: Space propulsion workshop. Dani Eder leads a review of trends and possibilities with others who design spaceships for their living—or want to. [Continues until 6:00 pm.]

Vashon: Making the future from the past. Sharon Baker, Rod Garcia and George Harper review how writers use past cultures and histories as models for future societies.

Whidbey/Camano: The search for Quetzalcoatl. A multi-media presentation documenting the Dharmic Engineers' trip to Oaxaca, Mexico in August 1987 for the return of Quetzalcoatl. Milo Duke, Ray Pelley and Rob Schouten.

SATURDAY (continued)

3:00 pm (continued)

Courtyard: An interview with Steve Gallacci. More self-revelation from our Artist Guest of Honor, assisted by Michael Scanlon.

5th floor elevator lobby: Vertical transportation seminar. Benefits and disadvantages will be discussed.

4:00 pm

Vashon: Book covers: art and blurbs. Or, "Look what they done to my book, ma." Do book cover art and blurbs have to have any relationship to the story? John Dalmas leads the jury, with Jon Gustafson, F.M. Busby and Cyn Mason.

Whidbey/Camano: Star Trek news. What is happening with "Star Trek...the Next Generation"? What are the plans for a new "Star Trek" movie? Join Terry Wyatt, Betty Bigelow and friends in this search for the future of "Star Trek."

Courtyard: Desktop Publishing. Chris Nilsson, Scott Hysmith and Richard Wright review all the aspects, on various systems including the Macintosh and IBM PCs.

San Juan Ballroom: Masquerade run-through. All contestants must attend.

5:00 pm

Vashon: Trivia, round three. How does emcee Ray Miller find so much obscure detail? And why would anyone else want to demonstrate an equal obsession with the inconsequential? Find out here.

Whidbey/Camano: The work of Steve Gallacci: slide show. A review, by the artist, of his art and career.

6:00 pm

Courtyard: Autograph session. Meet the pros, and get your treasured copies of their works signed here. Only three items at a time per person, please.

Shaw/Lopez: Dealers' Room closes.

7:00 pm

Whidbey/Camano: Masquerade pre-judging. All masquerade participants must be present.

Vashon: Filk singing—until the wee hours!

7:30 pm

Registration gratefully closes down for the evening.

**APPROPRIATE
SWIM WEAR
MUST BE WORN**

**NO T-SHIRTS
NO CUT OFFS
NO SKINNY-DIPPING
NO BODY PAINT**

If these rules are not followed, the pool will be closed for the duration of the convention

8:00 pm

San Juan Ballroom: Doors open and seating begins for the Masquerade.

Orcas: Art show closes.

8:30 pm

San Juan Ballroom: Masquerade presentation begins. Half-time entertainment is provided by our Fan Guest of Honor, Betty Bigelow.

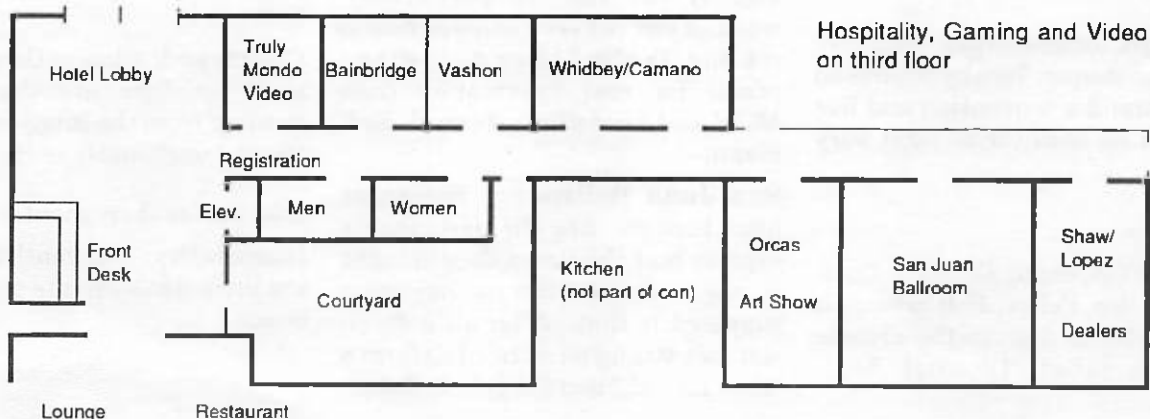
After the Masquerade

San Juan Ballroom: The legendary Saturday night Dance. Boogie the night away with dance master Keith Johnson and crew.

Courtyard: Masquerade photo session. Contestants will pose for photographs.

Everett Pacific Hotel Map

(not to scale)



SUNDAY, JANUARY 17

9:00 am

Orcas: Art Show Opens. This is your chance to "quick sale" anything without a bid. Spend money: make artists happy.

9:30 am

Registration reluctantly opens.

Shaw/Lopez: Dealers' Room opens. Start of the last day to enrich your life and their wallets.

10:00 am

Vashon: "Dreamstage" audition and orientation. Participants must attend this meeting to learn the rules.

Whidbey/Camano: Trivia, round four (and final). Answer: "The most trivial mind in the galaxy." Question: "Who is the winner of the Rustycon trivia contest?" Game master Ray Miller congratulates the new champion.

Courtyard: The Fantasy Alternative. Introduction to TFA, a live role-playing gaming and acting organization. Dameon Willich leads a discussion of costuming, role-playing, and the future of the group.

11:00 am

San Juan Ballroom: Rustycon banquet. Your chance to put real food in your system again, then meet the Rustycon Committee and hear brief remarks by our Guests of Honor.

Whidbey/Camano: How to survive a con on no money. Tips by experts on how to attend a convention and live well with no cash (or at least very little).

12:00 noon

Whidbey/Camano: Dharmic Engineering. Ray Pelley, Rob Schouten and Milo Duke discuss the artistic movement called "Dharmic Engineering."

12:00 noon (*continued*)

Orcas: Art show closes for good.

Registration closes with extreme relief.

1:00 pm

Bainbridge: Sex in "Star Trek." Terry Wyatt leads the discussion.
Vashon: Antigravity. Dr. John Cramer reviews the status of this elusive subject, assisted by Dr. Robert Forward and Greg Bear.

Whidbey/Camano: Clarion: East and West. What are Clarion and Clarion West? Damon Knight, Kate Wilhelm, Michael Gilbert and Michael Scanlon examine two of the most famous SF writing workshops.

Courtyard: *Willow*. Terry Erdmann presents the film preview again, for those who couldn't make the first showing. See Saturday 12:00 for details.

Orcas (Art show): Art auction. Now you can buy that beautiful piece you've been admiring in the show all weekend. Auctioneer: Dameon Willich.

2:00 pm

Bainbridge: Melissa Carpenter reading. Selections from her latest book.

Whidbey/Camano: Challenger: the untold story. What really happened when the shuttle exploded? Art Bozlee translates the official report from engineering-ese into English.

Courtyard: The business of Hollywood. If you've ever wondered how to get into "the biz," bring a paper and pencil for real information from MGM and Lucasfilm's Terry J. Erdmann.

San Juan Ballroom: Scavenger hunt turn-in. See the participants explain how the items they brought in are really the things they were supposed to find. After all a dozen watches strung on a stick DO form a "time tunnel," don't they? T. Brian

2:00 pm (*continued*)

San Juan Ballroom: (*continued*)

Wagner moderates, as our Guests of Honor score the contestants on creativity and sheer chutzpah.

3:00 pm

Bainbridge: John Dalmas reading. Selections from his recent work.
Vashon: Sherlock Holmes. David Haugen, "Bubbles" Broxon and other Holmes enthusiasts highlight this independent fandom.

Whidbey/Camano: Star Trek. Members of the Merrimac and Saratoga "Star Trek" clubs explain their organizations, following with a slide presentation.

San Juan Ballroom: Dreamstage. A live role-playing and acting combination, like you've never seen before. Fun for audience and participants alike. This is T. Brian Wagner's "big premiere" gaming event for Rustycon 5.

4:00 pm

Vashon: Chocolate sampling. The Society of the Rusting Tardis ("Dr. Who" fan club) and Anglicon host a chocolate sampling party. For one dollar, you can taste a selection of chocolate confections. They'll provide the milk, too. Ryan Johnson presides.

Courtyard: Rustycon Five and Six. Audience participation discussion: what you did or didn't like about Rustycon Five, and what you would like to see at Rustycon Six.

5:00 pm

Courtyard: Closing Ceremonies. A short "goodbye, and thank you for coming" from the Rustycon Committee and our Guests of Honor.

6:00 pm (or thereabouts)

Hospitality: Convention survivors are invited to a private party in their honor.

ART SHOW

This year's show continues the Rustycon tradition of drawing a wide range of quality work from around the Northwest and the rest of the U.S. and Canada, with over 60 display panels and 3-D spaces. Many of your favorite artists will be there. As in previous years, the print table should see lots of action, with many of your favorite artists' works on display. All display items are two bids to auction, with direct sales possible on previously un-bid pieces Sunday morning only. The auction is scheduled early Sunday afternoon, with art pick-up immediately afterward.

Please follow common courtesy at the art show. This means no cameras, no bags, and no large dangerous weapons.

Featured in this year's show will be the works of our guest of honor Mr. Steve Gallacci, creator and publisher of the anthropomorphic comic *Albedo* as well as co-creator of *Fusion*. Steve's work adds a new dimension to the world of fantasy comics as well as the more scientific science fiction art. His work is exciting and rapidly gaining the popularity it deserves. We look forward to viewing and displaying his art.

The art show hours will be:

Friday:	show opens	2 pm - 7 pm
Saturday:	show opens	9 am - 8 pm
Sunday:	show opens	9 am - 12 noon
	auction	1 pm - 3 pm.

DEALERS' ROOM

Rustycon members are guaranteed a wild variety of wares, from swords to silks, and from books to bangles. Games, costume components, new and used books, comics, weapons (both real and otherwise), posters, prints and many other items will be competing for your attention...and your money.

Be sure to budget both time and cash to see the full range of what's on display.

Dealers' Hours are:

Friday	4:00 pm - 7:00 pm
Saturday	9:30 am - 6:00 pm
Sunday	10:00 am - 4:30 pm

BANQUET

The Rustycon Banquet will be held at 11:00 Sunday morning in the San Juan Ballroom. Tickets are just \$9.50 and are available at Registration. To keep costs down, this is a "one time through" affair. Prizes, announcements, and remarks by our Guests of Honor follow. This year the speeches will be closed (limited to banquet ticket holders) unless the banquet is sold out beforehand. To avoid the chance of missing out, get your banquet tickets right away!

SATURDAY NITE DANCE

The Boogie Being Speaks!!

(NOTE: The following was obtained through the Boogie Being's human channel in public session. Private sessions are available for a ludicrous fee...)

"Hey Entities! It's time again to wake from my snooze to give you clues to the news and my views on why you shouldn't lose your Boogie Shoes. Yep, this is the teaser for the Saturday Night Boogie, and once again I'm keepin' my mouth SHUT! What can I say? If you were there last year you *Already Know*. The faves, the hits, the long stuff, the short stuff, a little Baaaad stuff, and lotsa Gooood stuff. Even some things that don't exist in your Dimension yet! So, until it's time, get yourself a new pair of laces or air-pillow insoles and **SHUT UP AND DANCE!!**"

HOSPITALITY

Hospitality will open **Friday as soon as we're set up** (your guess is as good as mine), and will run until **3:00 am**.

Saturday: 10:00 am - 3:00 am.

Sunday: 1:00 pm - 5:30 pm.

Alcohol will be served from 12:00 noon until 2:00 am.

Volunteer for hospitality! Meet new beings and help out the convention! Good fringe benefits! See Penny.

Dead slug party: Sunday 6:00 pm until everything is gone.

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CAFÉ RUSTIQUE

Rustycon's famous Friday night casino returns, complete with (unusual) games of chance and live entertainment. "Kitten" hosts the festivities and asks: "Who saved their Rustycon Credits from last year, or the years before?" (You can find out what he means on Friday night.)

GAMING—LETTER TO GAMERS

Dear Rustycon V member:

Thank you for expressing an interest in the Gaming Department for Rustycon V. Rustycon has always been known as a convention that is willing to try new ideas, and the Gaming Department is no exception. We attempt to premiere at least one game each year and welcome new "twists" on already established games.

This year, look for the introduction of a totally new concept in live role-playing, "DreamStage." Whether you are an active participant, or just an observer, this two-hour theatrical production combines improvisational acting with creative puzzle-solving, to generate an environment beyond anything you have previously witnessed. As the by-line reads, "DreamStage is the place where anything can happen (and usually does)."

For those of you who are into tabletop gaming, we premiere **Fairy Tale**, an adventure board game set in the world of the Brothers Grimm. This game includes quests, magic objects, and enchanted creatures as players prepare themselves to tackle Brimstone the Dragon, the terror of Fairyland.

We are also returning with some old favorites. Kris Gould presents a special version of **Prisoner**, and yours truly is completing the fourth edition of **Conflict** that incorporates some long-awaited new rules. And if properly bribed, we may even dust off the rules for **Snapshot Assassin** for your enjoyment once more.

Of course, tabletop gaming is always popular and you can expect to see several games of **Cosmic Encounter**, **Dungeons and Dragons**, **GURPS**, **Illuminati**, **Paranoia**, **Toon**, **Traveller**, and whatever else people decide to bring and play.

We encourage you to participate and share your favorite game and/or module with us. Due to the overwhelming (and unexpected) popularity of the Gaming Department last year, table space is limited and will be first-come, first-serve, with a priority going to scheduled games. So if you want to make sure that you will have space to play, please fill out the attached form and return it care of Rustycon.

Once again, thank you for your interest in the Gaming Department for Rustycon V, and you can be sure that this year's schedule will be even bigger and better than last year.

Diversionally yours,

T. Brian Wagner
Rustycon V Gaming

What is the Question?

- A. A game done in a *Jeopardy*-style format, with contestants participating individually. Further information and sign-ups will be held at the information table for any interested contestants.
- Q. What is the Rustycon V Trivia Contest?

ANARCHY SCAVENGER HUNT

Rustycon will—again—be holding an Anarchy Scavenger Hunt. You will be given a bag and told to go out and collect things. Then we will tell you what you were supposed to collect. Your job is to explain why the things you collected should be considered as items we named. Remember, the key is originality.

Instructions for the Anarchy Scavenger Hunt will be given at the opening ceremonies. If you wish to participate but miss the opening ceremonies, instructions and bags can be obtained Saturday at the information table or the office. Turn in for the Scavenger Hunt will be at 2:00 pm Sunday in the San Juan Ballroom.

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DREAMSTAGE

The premiere of a new concept in theatrical entertainment. A team of aspiring actors/players match their wits against the improvisational talents of the director, stage manager, and assorted crew, and try to successfully survive until the elusive "final curtain."

Not just for gamers, the audience is occasionally called upon to decide the fates of the hapless players. A blend of improvisational theater and live gaming, this event will be unlike anything you've seen before. Don't miss it!

COSTUMES AND MASQUERADE

One of the most enjoyable areas of participation at Rustycon is the costuming. This is an area that almost everyone can participate in and have fun. There will be hall costume awards again this year and you are all encouraged to "dress up" and "show off" your finery.

The Saturday night masquerade is a tradition that we all look forward to and we have no intention of foregoing it this year. Each year brings us more creative and talented contestants. Maybe this year *you*.

The Costume Masquerade will be in the "fashion show" format again this year. Trophies will be awarded.

The rules this year are going to be short and sweet.

1. You must sign up for the Masquerade by 4:00 p.m., Saturday, January 16.
2. Presentations will be limited to two minutes. If your presentation is longer than the two-minute limit, please talk to Joanne Kirley to make special arrangements. Otherwise, the two minute limitation will be strictly enforced.
3. You must have created the costume yourself or had it created for you. No rentals.
4. The Masquerade is to be rated "PG-13". No nudity.
5. If your presentation involves a sword or other dangerous weapon, you must have approval from the manager of the Masquerade.

Again this year, there is a FREE tape production service for those who want a Top-Quality, High-Fidelity audio presentation to complete that special costume. If you remember "Queen Enroh from the planet Soroma" at Alternacon, you know what a good tape can do for a costume.

This year's masquerade will be once again a highlight of the convention. It will be held in the San Juan Ballroom (same as last year). It is scheduled to begin at 8 pm. For those interested in participation of the Masquerade/Contest, read on:

A new detail of the contest will be the prejudging. This will be held at 6:30 pm sharp! Workmanship and design will be the focus, and extra points gathered here will contribute to your overall standing.

Run through is *mandatory* for all contestants and is at 4:00 pm Saturday (San Juan Ballroom). All presentation tapes and masquerade forms will be required by 4:00 pm Saturday.

- There will be No Smoking Please, during the Event. **This will include our audience.**
- No open flames and/or pyrotechnic effects.
- Blades must be cleared by Masquerade officials.

There is a two minute time limit for presentations. Please clear any deviations from this policy with the Masquerade officials. Specifically, see Joanne Kirley (Last Chance!). We would like the show to be as entertaining for all and as fair as possible.

Last year's masquerade, we saw lots of quality costuming—on stage and off! We eagerly anticipate a lot of surprises from the creativity of *all* our members. P.S. There will be trophies among the awards this year.

See you there!

VIDEO ROOM

Truly Mondo Video^(MM) World Premiere!!

It started last year, with a separate room dedicated to large-screen rear-projection video with stereo sound. But, to the engineers at Rustycon Research, it Just Wasn't Good Enough. So this year, we are proud to announce—for the first time anywhere on the North American Continent—the World Premieré of...

Truly Mondo Video^(MM)

The rear-projection 36" TV picture is back. And so are the films, one-per-tape-at-fast-speed, Hi-Fi, HQ, and all those other buzzwords. But the real improvement is in *The Sound*. This year we will be custom installing a Real, Authentic, Authorized DOLBY 4-TRACK SURROUND SOUND SYSTEM in the room. Yes friends, just like the real movie houses. The difference is truly dramatic, truly out-of-this-world, truly...MONDO! And all at No Additional Cost to you—the member.

In addition to Truly Mondo Video we are featuring two other tracks of video programming. They will run continuously from Friday evening through Sunday. Because Truly Mondo Video will be presenting the Big Movies, we're concentrating on showing classic episodes of many science fiction television shows, and some other movies. We've combed the Earth to bring you a sampling of shows such as *UFO*, *Voyagers!*, *Max Headroom*, and *Sapphire and Steel*. In addition we present the entire 24th season of *Doctor Who* with Sylvester McCoy which just finished running on BBC last month.

So consult your pocket video schedule for exact times and descriptions of all programs. There will be a public viewing room open 24 hours for each channel.

SECURITY

In addition to all the activity going on during the weekend, there will be the potential for mishaps, problems, and maybe an emergency or two. Okay. We can't be sure of preventing any of this, but we can be prepared; that's where security comes in.

Once again, Rustycon has two divisions of security. The first is the door guards, who make sure that everyone attending the major events are wearing badges. Please wear your badges in a readily visible place; that way, there aren't any hassles about getting into your favorite panel.

The other branch of security will be the troubleshooters. These people wander about the hotel making sure that everything is running smoothly. If you encounter a problem, don't hesitate to call on one of them. The troubleshooting staff has been briefed very carefully on procedures for handling dire situations, and they are here to help everyone have a fun (and, above all *safe*) weekend.

A few guidelines to follow:

1. *If it's drawn, it's GONE!*
2. Keep all weapons secured while in the public areas of the hotel. Failure to do this may result in your weapon being confiscated.
3. Make sure that liquor stays in your room or in the area of the 3rd floor. The hotel can lose its liquor license if these boundaries are violated, and so can the convention. Also, the state liquor control board sends people to check on us each year.

VOLUNTEERS

We need volunteers. This need can be filled easily if you stop in at the convention office and sign up for a shift or three. If you are not sure of what you are getting into—don't worry! Everything you always wanted to know (but were afraid to ask) about door security, gofers, stage management, registration, medical, etc., is available. There are also people working in and around the office who can answer your questions, or know someone else who can.

At the convention, we need plenty of help in all areas. To help make Rustycon a success, please volunteer a few hours of your time in whichever areas interest you: stage crew, security, gofers, hospitality, office, tech crew, registration, or whatever you can help with. Dana Seaney, our Volunteers coordinator, will be recruiting at the con. Or, volunteer by dropping us a line at the Rustycon P.O. box (above), or coming by the office at the con.

Without you, there would be no convention. So remember...

**DO IT... DO IT RIGHT...
DO IT RIGHT NOW!!**



BASIC RULES AND LAWS

WEAPONS POLICY

Our "weapons policy" is simple: **If it is drawn it is gone!** Any weapon drawn in a public area will be subject to confiscation until the end of the convention. Also, no real guns or switchblades (or any other illegal weapon) will be allowed!

Anyone carrying a weapon must also sign a "hold harmless" agreement (parents or guardians must sign for those under the age of 18) or have the weapon confiscated for the rest of the convention.

SOME WASHINGTON STATE LAWS

1. It is illegal for anyone under the age of 21 to consume alcoholic drinks.
2. It is illegal to supply alcoholic drinks to anyone under the age of 21.
3. It is illegal to use or even possess *any* quantity of *any* controlled substance. This includes marijuana and cocaine.

The hotel has requested that we inform you that the state law regarding public indecency will be adhered to during the convention:

9A.88.010 Public Indecency:

(1) A person is guilty of public indecency if he makes any open and obscene exposure of his or her person or the person of another knowing that such conduct is likely to cause reasonable affront or alarm.

(2) Public indecency is a misdemeanor unless such person exposes himself to a person under the age of fourteen years in which case the indecency is a gross misdemeanor.

In other words, please show good taste and tact in your mode of dress; there is to be no nudity, either full or partial. Please respect the wishes of the hotel and other (non-convention) guests, and adjust and wear your costumes accordingly.



RUSTYCON FIVE PRE-REGISTERED MEMBERS

- 1 Damon Knight
- 2 Kate Wilhelm
- 3 Steve Gallacci
- 4 Betty Bigelow
- 5 Bev Clark
- 6 David H. Bigelow
- 7 Leroy F. Berven
- 8 Susan J. Berven
- 9 Teresa L. Primrose
- 10 Keith Johnson
- 11 Diana Dain
- 12 Barbara Hise
- 13 Dameon Willich
- 14 Karen Whitaker
- 15 Don's Dungeon
- 16 Holly Forbis
- 17 Penny Rich
- 18 Crystal
- 19 Enos
- 20 T. Brian Wagner
- 21 Ryan K. Johnson
- 22 Joanne F. Kirley
- 23 Stephen C. Smith
- 24 Steve Cook
- 25 Dana L. Seaney
- 26 Michael Scanlon
- 27 Kitten
- 28 James Starska
- 29 Craig Colombel
- 30 Stacy Colombel
- 31 Sharon Baker
- 32 Donna Barr
- 33 Greg Bear
- 34 Art Bozlee
- 35 Kathleen Buckley
- 36 Melissa Hilton Carpenter
- 37 John Dalmas
- 38 Joel Davis
- 39 Milo Duke
- 40 Dani Eder
- 41 Ru Emerson
- 42 Terry W. Erdmann
- 43 Grant Fjermedal
- 44 Dr. Robert L. Forward
- 45 Rod Garcia
- 46 Rick Gauger
- 47 Jon Gustafson
- 48 George Harper
- 49 Julia Lacquemont
- 50 Megan Lindholm
- 51 Monika Livingston
- 52 Adrienne Martine-Barnes
- 53 Cyn Mason
- 54 Catherine McGuire
- 55 Annette Mercier
- 56 Vicki Mitchell
- 57 Mildred Downey Broxon
- 58 Rich O'Donnell
- 59 Ray Pelley
- 60 Rob Schouten
- 61 Sara Stamey
- 62 Cheri Streimikes
- 63 Bruce Taylor

RUSTYCON FIVE PRE-REGISTERED MEMBERS

(Continued)

- | | | | |
|-------------------------------------|----------------------------|---------------------------|----------------------------|
| 64 Lynn Taylor | 124 Athena Chamberlain | 192 Sassy Grant | 261 Julie McGalliard |
| 65 Amy Thomson | 125 Rae Chamberlain | 193 Jean Kearsley | 262 Norman J. Fricke |
| 66 Markus Willis | 126 Dave Seamon | 194 Alice Moll | 263 Creon Nims |
| 67 Richard Wright | 127 Terra Nova Trading Co. | 195 Scott Moll | 264 Lord Tharandell |
| 68 F.M. Busby | 128 Susan K. Taubeneck | 196 Robert A. Woodward | 265 Xenos Donahue |
| 69 Elinor Busby | 129 Pippin Sardo | 197 Shennasea | 266 Sandy Hinkley |
| 70 Marc Stiegler | 130 Marlene Helms | 198 Quicksilver | 267 Michael Walsh |
| 71 John Pelan | 131 Greg Hader | 199 Mindless | 268 Pauline Walsh |
| 72 Brian Tillotson | 132 John Morgan | 200 Mean | 268 Susan Walsh |
| 73 Lauri Lynn Miller | 133 Mama's Prose and Steel | 201 Becky Stone | 270 John L. Quel |
| 74 Guest of Rustycon | 134 Connie Ten-Eyck | 202 Rick Tramer | 271 Kal Malone |
| 75 Grant Callin | 135 Glen Ten-Eyck | 203 Renee Morris-Hamilton | 272 Dave Willems |
| 76 Linda I. Shipman | 136 Scott Owens | 204 Chris Yesland | 273 Ray E. Byrd Jr. |
| 77 Escape Books | 137 Gregg Owens | 205 Kristine J. Yesland | 274 Jill Ellen Sylvan |
| 78 Ted D. Butler | 138 Becky Fallis | 206 Wrigley-Cross Books | 275 Terian Fenwrath |
| 79 Gypsy | 139 Chris York | 207 Stacy Bloch | 276 Steven J. Kirby |
| 80 Despicable | 140 J. Steven York | 208 Patty Nelson | 277 Charles Locke |
| 81 Mary Hafner-Laney | 141 Dave Wilson | 209 Doug Fales | 278 Daniel Kaufman |
| 82 Jack Laney | 142 Jeff Isaacson | 210 Maaike Brown | 279 Myrna Ougland |
| 83 Michelle Roberts | 143 Pati Billo | 211 Alden Hackmann | 280 Judith Ougland |
| 84 John Strilcov | 144 Dale Farmer | 212 Paul Armour | 281 Rev. Slade |
| 85 Dragon Worx | 145 Susan K. Green | 213 Bill Price | 282 Mary Beth Zele |
| 86 Anna the Lost | 146 Q | 214 Mike Price | 283 Shannone Vaughn |
| 87 Fiona MacGreggor | 147 D. Kirby Jensen | 215 Mary R. Kanski | 284 Becky Brumbaugh |
| 88 Rob O' the Bens, Glens, & Passes | 148 Phil Smith | 216 Charlot A.M. Barney | 285 Gregory R. Paddock |
| 89 Lindy Pangan | 149 Kelly A. Ewing | 217 Eric Barney | 286 Lynne Potter |
| 90 Guest of Keith Johnson | 150 David Ager | 218 Joy L. Jackson | 287 Terri Specht |
| 91 Guest of Keith Johnson | 151 Diana K. Moore | 219 Mike Myers | 288 D. Franklin |
| 92 Juna Haggart | 152 Carmine Penrosa | 220 Rob Schultz | 289 Ivo |
| 93 Susan Rich | 153 Olivia A. Jasen | 221 Sally Berkland | 290 Sally Woehrie |
| 94 Gryphon Enterprises | 154 Cheri Nelson | 222 E.J. Fagden | 291 Doris Parker |
| 95 Jo Rowe | 155 Pete Majewski | 223 Maxx | 292 Tayna Lightfingers |
| 96 Sam Emery | 156 Sue Majewski | 224 David Garvey | 293 Debbie Cross |
| 97 Pat Fuller | 157 Guest of Greg T. Hader | 225 Doug Odell | 294 Shanda Neuhallen |
| 98 Patricia Karvonen | 158 Gryphon | 226 Angela Jones | 295 Mikki Pauza |
| 99 Orion Unlimited | 159 Marc Wells | 227 Dennis K. Reeder | 296 Micha Pauza |
| 100 Peter Gorshkoff | 160 Patty Wells | 228 Becky S. Reeder | 297 Karen Pauza |
| 101 Patrick R. Tougher | 161 Constance Dunn | 229 Gyrfalcon | 298 Craig William Carter |
| 102 Rosalie M. Tougher | 162 Sean Olberg | 230 Thom Wescott | 299 Mouse |
| 103 Kathleen Greco | 163 Tank | 231 Tyrebiter | 300 Scott Hysmith |
| 104 Robert Greco | 164 Scandalous | 232 Robert Cudinski | 301 Tom C. Davis |
| 105 Doug Livingston-Durbrow | 165 Michael Haslam | 233 William A. Wichgers | 302 Michael Smith |
| 106 David B. Grimes | 166 David N. Haugen | 234 Bruce L. Anderson | 303 Frank McKinnon |
| 107 Kerry Baker | 167 Michael Kerr | 236 Nathan Tresh | 304 Michael McKinnon |
| 108 Thom Walls | 168 Guest of Laney | 237 Marci Malinowycz | 305 Carl R. Hicks, Jr. |
| 109 Comics & Crafts | 169 Guest of Laney | 238 George the Barbarian | 306 May Irin |
| 110 Comics & Crafts | 170 Scalawag | 239 Fallyn Celebros | 307 Corey Clarkson |
| 111 Douglas Booze | 171 Robert DeLambert | 240 George J. Jorgenson | 308 Chris Turner |
| 112 G. Edward McLees | 172 Rose | 241 Craig Stykel | 309 Garth Stubbs |
| 113 Rosanne McLees | 173 Katherine Hunter | 242 Marc Rieck | 310 Theo Williams |
| 114 Raymond S. Miller | 174 Todd H. Brehmer | 243 Margaret Pennetti | 311 Gail J. Butler |
| 115 Guest of Raymond S. Miller | 175 Mark Manning | 244 Ian Campbell | 312 Patricia A. McMahon |
| 116 Don Edwards | 176 Adrienne Cook | 245 Tammy Campbell | 313 Bruce Byfield |
| 117 Kathryn Edwards | 177 Dick O'Shea | 246 Michael G. Nelson | 314 Trish Williams |
| 118 Camber Edwards | 178 Stephen Cook | 247 Linda Deneroff | 315 Deena K. Brooks |
| 119 Rhiannon Edwards | 179 Virginia Cook | 248 Beth Moursund | 316 Loki |
| 120 Elizabeth S. Thomas | 180 Chris Raver | 249 Kantore | 317 D. J. Driscoll |
| 121 Lynne M. Kingsley | 181 Sharon M. Lind | 250 Aaron Clements | 318 Doris O'Connor Ohnishi |
| 122 Kathryn Smith | 182 Kris Gould | 251 Tracie Bent | 319 Melchior H. Wilson |
| 123 Janis Worrell | 183 John Lorentz | 252 Julie Hover | 320 Donna McMahon |
| | 184 Jack P. Krolak | 253 Mary Sporman | 321 Rebecca V. Neason |
| | 185 Angela Pogue | 254 Kevin Clements | 322 Dan Mathewson |
| | 186 Robin Smith | 255 Bosaiya Goldenberg | 323 Patricia Cowan |
| | 187 Shannon J. Taylor | 256 Dale Proctor | 324 David D. Levine |
| | 188 Ginger Lewan | 257 Paul H. Simms | 325 Kate Yule |
| | 189 Lonnie Shelton | 258 Lisa Smedman | 326 George R. Smith |
| | 190 Craig Steed | 259 Karen Helsdon | 327 Allison J. Farrell |
| | 191 Barry Reeves | 260 Tom Milliron | 328 Enchantress |

