

RUSTYCON 9



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RUSTYCON 9

January 17, 18, & 19, 1992

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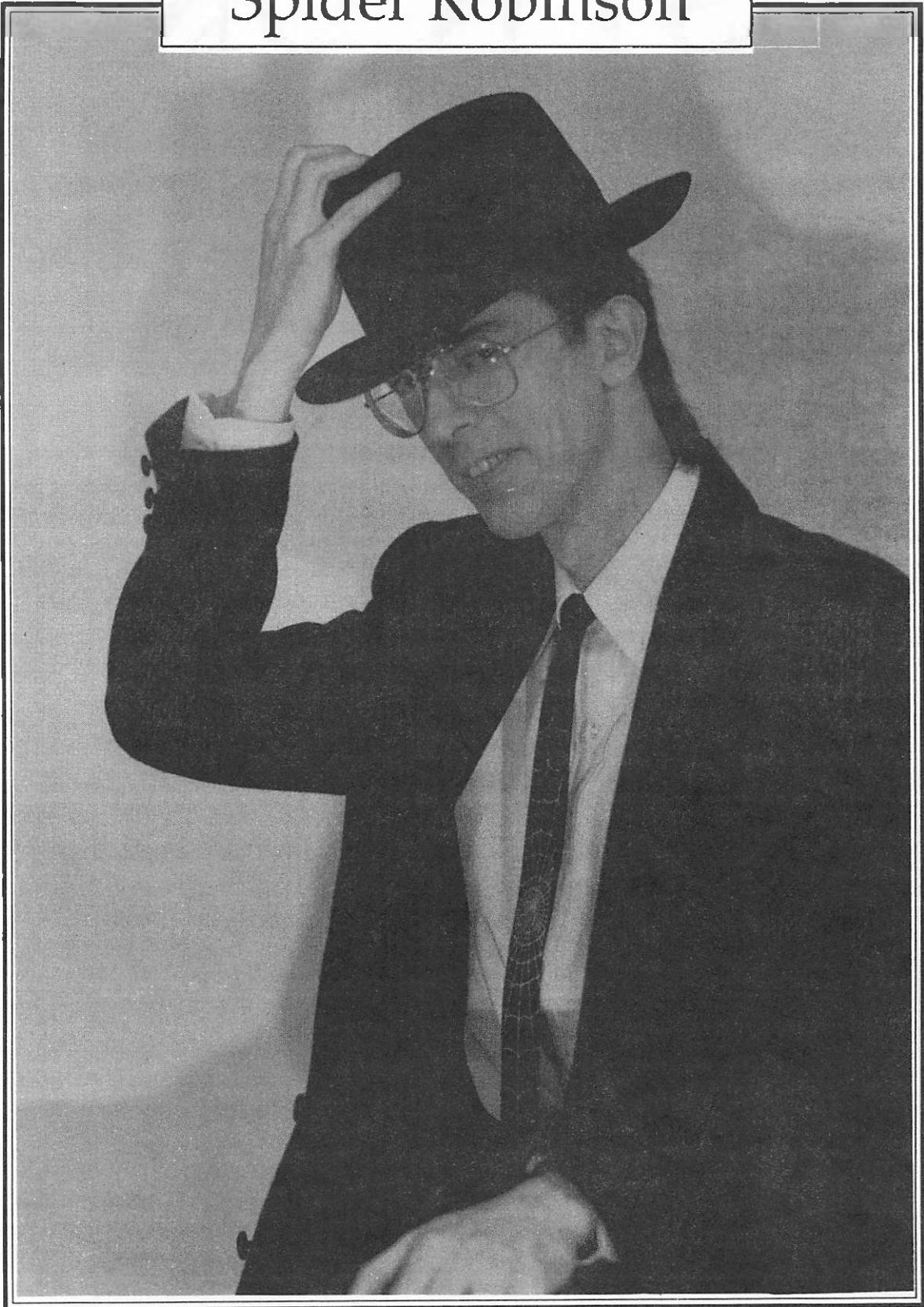
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Writer Guest of Honor:
Spider Robinson



Since he began writing professionally in 1972, **Spider Robinson** has won three Hugos, a Nebula, the John W. Campbell Award for Best New Writer, the E.E. ("Doc") Smith Memorial Award (Skylark), the Pat Terry Award of Humorous Science Fiction, and Locus Awards for Best Novella and Best Critic. His short work has appeared in magazines around the planet, from *Analog* to *Xhurnal Izobretatel i Rationalizator* (*Inventor & Innovator Journal*; Moscow) and his books are available in eight languages. His most recent novels are *STARSEED* (Ace hardcover and paperback, Oct 1991 and '92), and *LADY SLINGS THE BOOZE* (Ace Hardcover: Fall 1992; a portion of the latter has just been published by Axolotl Press as *KILL THE EDITOR*); twelve of his seventeen books are still in print. He was an award-winning book reviewer for *Galaxy*, *Analog* and *Destinies* from 1974-82.

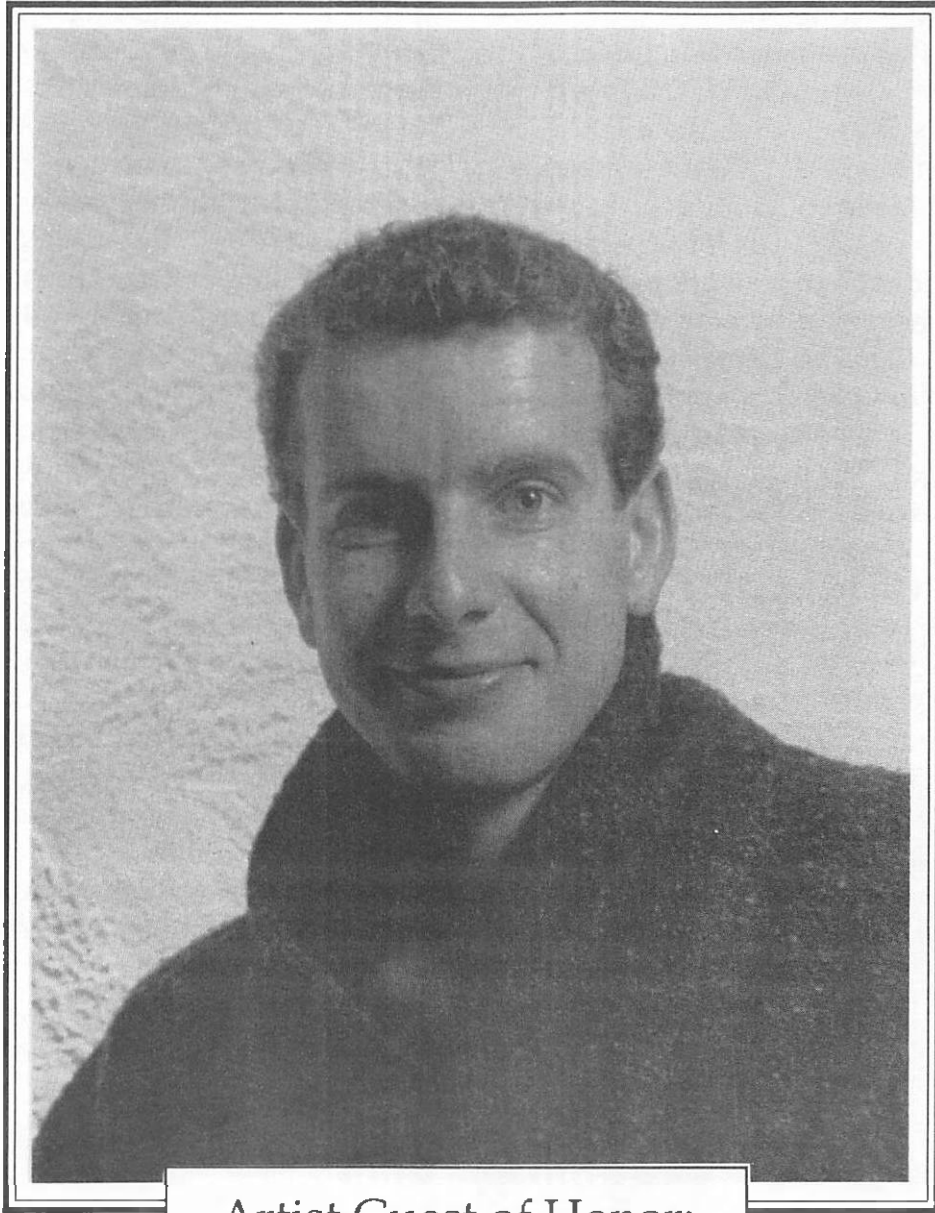
He was born in the Bronx, New York in late 1948, on three successive days (they had to handle him in sections), and made a pre-

carious living as a folksinger-guitarist before turning to the even more precarious life of a science fiction writer.

He has been married for sixteen years to **Jeanne Robinson**, a modern dance choreographer, former dancer, and teacher of both dance and the Alexander Technique; both Robinsons collaborated on the Hugo-, Nebula- and Locus-winning 1976 classic *Stardance* (Baen Books, December 1991), which created the concept of zero-gravity dance, and on its current sequel, *Starseed*. (Jeanne was on NASA's waiting list for a Space Shuttle seat, to try out zero-gee dance in practice-until the *Challenger* tragedy ended the Civilian In Space programme.) The Robinsons are presently at work on a third book in the same fiction (fictional universe), tentatively titled *Starmind*, and Spider is writing a new book in his Callahan's Place series, as yet untitled, about the bar that Jake opened after Callahan's exploded.

They live in Vancouver, with their teenage daughter, presently named Terri.





Artist Guest of Honor:
Mark J. Ferrari

Born and raised in San Leandro, California, Mark began his career as an illustrator in 1986 after ten years of working in a variety of professional capacities with teenagers. Having been an avid fan of fantasy literature since Tolkien's "The Hobbit" was read to his fourth grade class by their teacher, Mark began illustrating fantasy and has not veered from that course yet.

His young career began in 1987 when works from his portfolio including his

signature piece, "The Dream", were displayed for the first time in public at Baycon in San Jose. He won "best fantasy" and "best of show" in the professional level at that convention and was offered work by Lucasfilm's games division several days later. During the next five months, he illustrated his first full color book, "S. Petersen's Field Guide to Creatures of the Dreamlands" for Chaosium, Inc., which included thirty full color plates and garnered numerous awards and surprising

critical acclaim for a young illustrator's first work.

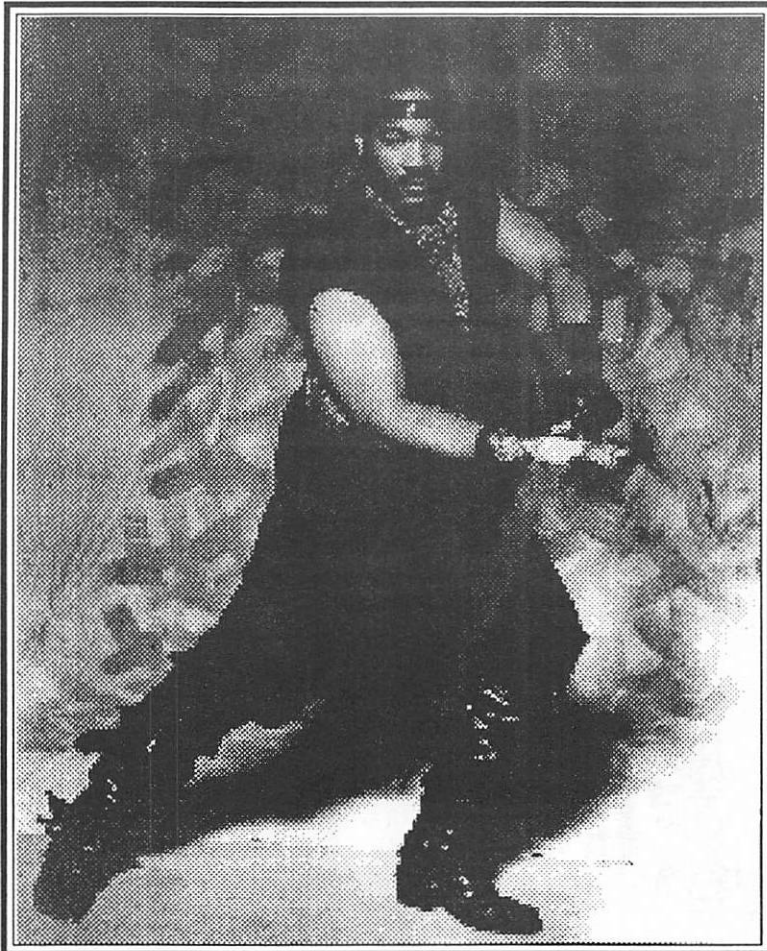
During the few years since, Mark has illustrated book, magazine and package covers for Tor, Ace, NAL, Doubleday Science Fiction Book Club, Eclipse, Science Fiction Review, Unix Review, Lucasfilm, Virgin Mastertronic and others.

Among the things that make Mark's work stand out are his attention to detail, and the fact that everything he does is executed

entirely in colored pencil — and unusual medium — which he none-the-less manages to make look very much like paint. When asked why he chose such a potentially tedious and exacting medium, Mark responds only that when he went into the art store "the pencils were much prettier than the ugly white tubes of paint". If pressed further however, he admits that his entire technique is the manifestato of a deeply compulsive character disorder. He knows he needs help — and that's the first step towards recovery, isn't it?



Crystal
McLain-
Jones
© 1990



Fan Guests of Honor:
Dragon

Special Guest:
Flame



Well, here I am. You all know me, or at least most of you do. If you've been to cons in the Great Northwest from '83 to now, you've seen me — nothing special — just another duct tape and cardboard weirdo, looking for the latest Star Trek: TNG reruns. The reason being 1) I'm a trekker, 2) some of my toys and ships might just be in it.

Since moving to L.A., I've had the privilege of working on things I'd seen on TV and only dreamed of working on. It's been hell and starvation at times — we do not get paid a lot to do this. No royalties, no sick days, just lots of sweat ... and exhilaration when you finally see your babies on the big screen or in your living room on TV. It's not been easy, to say the least.

Without support from fen I've known as family, I never would have gotten this far. People in Seattle helped me along with positive words and

showing me new ways to do art (Bill Warren, Frank Teele, JoAnne Kirley and Jon Gustafson, to name a few) and it has all counted for me in Hollywood. So now, I hope to bring back home new toys and fun things to share with all and return some of those good feelings you've given me.

Dragon has worked on commercials, television and feature films such as: *Deadlock* (HBO), *Afterburn* (HBO), *Star Trek: The Next Generation*, *Married with Children*, *The Story Lady*, *Tales from the Crypt*, *RoboCop II*, *Exorcist III*, *Hook*, *Human Target* and has also done rock videos with Poison, XYZ and M.C. Hammer.

He is a swordmaster and has models in *Highlander II* and is currently working on "Batman Returns" with Flame, with whom he just finished a Fantasy/Sci Fi mini-feature. He lives in Hollyweird with his pet motor-cycle, 'Wings', in a weird neighborhood, of course.

Hi, Science Fiction Fans:

I'm looking forward to my second visit to the northwest (that is, if I get to come, since we are still filming "Batman Returns.")

I enjoyed my first visit (Moscon), and I can't wait to break another one of Dragon's swords at Rustycon!

Flame was a professional wrestler for three years, appearing on TV in the L.P.W.A. (Ladies Professional Wrestling Association). She is currently pursuing her acting career and has been seen on: *thirtysomething*, *Matlock*, *Drexel's Class*, *Dick Clark Live* and movies such as *Cobra*, *Munchies*, *Ricochet* and *A Time to Die*. She is now a principle character in "Batman Returns," which will be out this summer. Flame lives in a pink house underneath the "D" in the Hollywood sign!

Guests

Lynn S. Adams, from Springfield, Oregon, is an avid cyberpunk, who enjoys gourmet food, movies, twisted humor, SF conventions, and even more twisted humor. Her short fiction is published in the Eugene Writers' Series anthology, *Strained Relations*, and the 1991 *Olympic View Writers' Conference Anthology*. She has co-authored an SF trilogy, currently under consideration at a large publishing house. Lynn is part of the Pulphouse Gang and works the production end of many Pulphouse projects. She shares her life with her writing partner, D. T. Steiner, three alien cats, and a neurotic sheltie.

Rob Alexander is a displaced Canadian who currently lives in Seattle, Washington. He has recently done a number of Short Story Paperback covers for Pulphouse Publishing, as well as several interior illustrations for the *MZB Fantasy Magazine*, and one interior for *Amazing Stories*. Earlier this year he completed his first New York assignment, the cover and frontispiece for a limited edition hardbound collection of short stories by Mike Resnick, *Pink Elephants and Hair Toads*.

John Alvarez is a freelance illustrator and Graphic Artist working out of the Portland Area. His work has appeared in *The Horror Show*, *Pulphouse: the Hardback Magazine* and *Science Fiction Review*. John also illustrated the Spider section for *T.O.V. '91* anthology and had work in the *Rat Tales* anthology. John is currently the Art Director for *Science Fiction Review*.

Kristi Austin

Born Seattle 1958, child of fan parents Bill Austin and Delcie Oban. Read *The Hobbit* at 8, *Dune* and *Lord of the Rings* by 12. More of a reader than a fan. Opened Arkadian Bookshop, a mostly SF and fantasy store, home to many readings, folk music concerts, sf clubs, and Quatre(the cat), in December 1988. I play classical, folk, and a little jazz on the flute. Best way to win me over: buy a book from me, or buy me a good beer.

bandit has been in fandom since 1981, starting with Orycon 3. He has helped on many cons; the height of his career being sex slave to the chair at VCON 13. Mergatroid, his constant companion, was Associate Fan Guest of Honor at Rustycon 8. He married a beautiful, intelligent woman, Celeste, and they will have a new primate at Rustycon 9.

Greg Bear is an author of science fiction and fantasy, married to Astrid Anderson Bear and the father of two, Erik and Alexandria. He's published sixteen books, twelve of them novels.

Betty Bigelow is an award-winning science fiction costumer and artist from Seattle. She was Fan Guest of Honor at Rustycon 5. She is a professional belly dancer and is Artistic director of Shabarazad Ensemble in Seattle. She holds the Rank of Baroness in the Society

for Creative Anachronism, and is also sometimes seen in the company of Klingons.

Jonathan Bond has been writing for the last two years. He likes to attribute his choice of writing as a career to an unlikely motorcycle accident and the close proximity of a typewriter to his recovery bed. He has fully recovered, physically, that is. Seeing as he intends to continue writing, one can only speculate as to the mental injuries he must have sustained in the accident. Aside from the two solo works he has sold to *Pulphouse: A Fiction Magazine*, he, in collaboration with another new writer, John Austin Koke, have sold two stories to *Science Fiction Review* as well as a handful of non-fiction to *The Report*. Jonathan has finally finished that oh-so-difficult first novel, *Hard Time Siren*, also written in conjunction with Mr. Koke, and is a stone's-throw away from finishing his first solo novel *The Jesus Machine*.

Lisa Jean Bothell is the author of novels *Nashramh: The Red Thread* and *Nashramh: The Blue Thread*, and co-author of *Nashramh: The Gold Threads* and *Nashramh: The White Threads* (published by Three Stones Publications Ltd.). Lisa has also had several short stories published and accepted for publication by small press magazines. Additionally, Lisa is the managing Editor of *Heliocentric Net*, an amateur SFIFIDF Magazine debuting in January 1992.

Marion Zimmer Bradley has been a science fiction/fantasy fan since her middle teens, and made her first sale as an adjunct to an amateur fiction contest in *Fantastic/Amazing Stories* in 1949. She has written everything from science fiction to Gothics, but is probably best known for her Darkover novels. In addition to editing the Darkover anthologies, Mrs. Bradley has also edited many magazines, amateur and professional, including a year-long stretch as editor of "Sybil Leek's Astrology Journal." She now edits "Marion Zimmer Bradley's Fantasy Magazine," which she started in 1988. She also edits an annual anthology called *Sword and Sorceress* from DAW. She currently lives in Berkeley, California. Her hobbies are opera, including "lightwalking" (standing in at technical rehearsals) at the San Francisco Opera, reading, and collecting Cabbage Patch and similar dolls as well as Teddy bears.

Born in Marion County, CA ('an Air Force Force brat'), **Gail J. Butler** lived from coast to coast before her family settled in Cheney, WA in 1962. She successfully escaped from Cheney in 1983, and now lives in Everett with Theo, RUSTYCON's tame idiot. She has had artwork published by *Analog*, *Marion Zimmer Bradley's Fantasy Magazine*, and ORYCON and ANGLICON program book covers. Gail is best known for her fantasy series 'The Embassy', with a strong minor in astronomical art. She describes herself as a 'biophile

and frustrated technophile'. In her spare time, she is a volunteer Jewish mother to NW art fandom.

R. Graeme Cameron

"A Vancouver (Canada) resident, I have been writing unpublishable SF novels since 1966 (eight so far) as well as myriad unpublishable short stories. Having acquired a Bachelor of fine Arts degree in Creative Writing, I am eminently qualified for my life-time career as an all around clerk-clerk: file clerk, mail clerk, accounting clerk and-- currently-- store clerk. Role model and inspiration to millions, I am presently in the third year of my reign as Glorious God-Editor of BCSFazine (the monthly newsletter of the British Columbia SF Association) in which I review classic B-movie gems like "Robot Master" and "Wizard of Mars". I am a self-proclaimed expert in such films. I am also the world's greatest pseudo-intellectual. But best of all, I am exceedingly humble..."

Russell D. Campbell, Artist

This Everett, Washington resident first got involved in SF/F conventions in 1987 with Dreamcon 2. Immediately hooked, he has attended as many as 7 cons every year since then. His start in SF/F artwork came shortly after that first con. He began by producing a Christmas card for his own use. Demand for the cards convinced him to begin displaying at the con art shows. Day job: Systems Analyst/Programmer for the University of Washington.

Paula Crist-Pickett

"Recently semi-retired from being a Stuntwoman/actress in Los Angeles, I am now living with my husband Vaughn in North California. I am a member of the Costumer's Guild and am actively costuming for fun and competition. I am also active in Klingon Costuming. I attended Rustycon for the first time last year and had a ball making new friends. I am really excited about being able to come back again."

Lonnie Davis is a lawyer in Seattle, specializing in civil rights work for people with disabilities. He is also a representative for fantasy and science fiction artists.

Joy Day is a professional costume designer and artist. She has an BFA in Costume Design and has been costuming most of her life. She has designed many shows including *Jesus Christ Superstar* and *The Nerd*. She has won many awards and honors for her costumes and is a member of the Northwest Costumer's Guild. Joy recently founded *Hairy Apteryx Productions*, a costume and artwork design and production studio.

Michael Dean is the host of "The Ether Patrol" — Canada's only true science fiction and fantasy radio show. Michael is also a graphic designer and writer. He is a past editor of *Horizons SF* magazine from the University of British Columbia and an illustrator for several local magazines. Mike has spent several years studying fantasy & horror literature at UBC and has carried on an independent study of vampires (bloody

things!) in literature and folklore. He has been a film reviewer & a media analyst & last but not least, as comic collector. Michael was born a poor and lonely soul in the backstreets of Glasgow (or is that him? anyway...) and is living proof that one need not be human to succeed.

What to say... Denis is a truly Renaissance man. Pretty much self taught, he works in photography, cinematography, video, silk screening, painting, computer graphics and his first love, sculpture. In college he took maybe three classes in art, because "art was frivolous and would never make any money". Consequently while in college he illustrated several books, and did multitudinous cartoons, posters and graphics for the various college administrative publications. And designed a cartoon style report card that was used by several school districts.

Nick DiMartino has had 15 plays performed in full-run productions. He began his career as a playwright with a version of *Treasure Island* for Seattle Junior Programs in 1974. *Raven* followed a year later, a mythological fantasy inspired by Indian legends of the Pacific Northwest.

In 1982, DiMartino wrote a version of *Dracula* for Seattle Children's Theatre which sold out an extended run. SCT also premiered his new version of *Pinocchio* and his adaptation of Hans Christian Andersen's *The Snow Queen*.

His most popular play, *Frankenstein*, received its world premiere at the Honolulu Theatre for Youth in '83, with subsequent runs at the Nashville Academy Theatre in '89 and Stage One in Louisville in '90.

Most recently, in May, 1991, he premiered an authentic Arabic version of *Alladin* at the Pittsburgh Playhouse. His four-woman Victorian vampire thriller, *The Red Forest*, won 2nd place at the Pacific Northwest Writers Conference.

He has written an historical novel for young adults, *Sand-Clock Boy*, about the one Jewish boy who escaped from the Spanish Inquisition to sail to the New World aboard the *Santa Maria*. He has just completed a vampire novel, *Hell Has a Bookstore*, which takes place on the University of Washington campus.

Paula E. Downing is an attorney in Medford, Oregon, and is married to fellow SF writer, T. Jackson King. Her first two novels, *Mad Roy's Light* and *Rinn's Star*, appeared in 1990; Ballantine/Del Rey will publish her third novel, *Flare Star*, in April 1992, followed by *Fallway* later in 1992.

Dave Duncan was born in Scotland. He moved to Canada in 1955 and has lived in Calgary ever since. He is married and has three grown-up children. In 1984 he tried his hand at writing fiction, thinking it would make an interesting hobby. Within two years he had sold two novels and abandoned a thirty-year career in petroleum geology in favor of writing full time. His work has been published in the U.S., U.K. and Germany, and is being translated into Japanese and Spanish.

Past Novels include *The Seventh Sword* series, a *Man of his Word* series, and a new series that starts this year, *A Handful of Men*, of which the first book will be titled *The Cutting Edge*.

Jacquelynn D. Duram Nilsson is an aspiring artist born in Seattle, Washington. Traveling around the country and the world as an "army brat", she finally settled back in the Seattle area, and has been here ever since.

Sketching since she could remember, Jackie quietly pursued her first love in spite of stories of "the starving artist", along with her second: animals. With several years of pre-veterinary medicine, fine art classes, and a degree from the Art Institute of Seattle, she now freelances while taking care of her husband, two-year-old daughter Kalyn, 4 cats, 4 fish, and one turtle.

Her credits include several commercial logos, three covers for *Pulphouse: the Hardcover Magazine* as well as the back cover of this program book.

Laurie Edison is a noted 3-D artist (jewelry and sculpture) who works in the medium of precious metals and stones. She and Debbie Notkin are working on a photography book called *Women en Large*. Laurie is also a knowledgeable SF and Mystery fan with a wealth of interesting insights. Her work can be viewed (and purchased) at her table in the dealer's room.

Ru Emerson is an Oregon writer; to date she has published 9 Ace Fantasy novels and a novelization of *Beauty & the Beast* for Avon. She is currently working on a new *Night-Threads* novel, a Trojan-war-like fantasy, and a murder mystery set on Venice Beach.

Cecilia Eng writes SF/Fantasy songs, works for Firebird Arts & Music, Inc., writing music arrangements, working with their midi music programs and synthesizers. She has one solo album, *Of Shoes and Ships*, and is featured on a number of other albums. Since 1985 she has performed her music at science fiction and filk conventions, libraries and bookstores. As president of *Friends of Filk*, she is often found behind their table in the dealers' rooms at local conventions raising the funds which have brought musicians from as far away as Glasgow, Scotland to Orycon and Westercon 43 in Portland, Oregon.

M. J. Engh, a.k.a. Mary Jane, has examined a representative sample of habitats on this planet (e.g., Chicago, Tokyo, Paris, the Philippines, Florida, and Oklahoma) and found that the best place to live is Pullman, Washington; so she lives there. In 1982, she received a National Endowment for the Arts Creative Writing Fellowship Grant. (Those were the happy days before the NEA was noticed by politicians.) She is the author of *Arslan*, *Wheel of the Winds*, and a children's book, *The House in the Snow*. Her shorter fiction has appeared in *F&SF*, *Asimov's*, *The Little Magazine*, and the anthologies *Edges*, *Arabesques*, *Universe*, and *Walls of Fear*. Some of these stories will be collected in *Author's Choice Monthly* #31 (April). She has just finished another

SF novel and can now get back to her long-term project, a historical trilogy laid in the late Roman Empire.

Jim Fiscus is a Portland, Oregon, writer and photojournalist with a masters degree in Middle East and Asian History. He taught military history for two years, and has worked in transportation planning. He is an Oregon/Washington correspondent for the Medical Post of Toronto. His recent articles include stories on U.S. and Canadian political, economic and medical affairs for various publications. His science fiction includes a story on the Iran-Iraq War, SF Mysteries, and social commentary.

Phil Foglio is still a relative newcomer to the Northwest and is still waiting for all this rain he'd heard so much about. After winning 2 Hugo awards for best fan artist, he went into the much more lucrative field of comics, where he produces such humorous works as *XXXenophile*, *Stanley and His Monster*, *Angel and the Ape*, *What's New?*, *Buck Godot*, *Myth Adventures*, and *Plastic Man*. He is working on a rollicking, lighthearted adaptation of Defoe's *Journal of the Plague Years*.

Dr. Robert L. Forward is an aerospace consultant and writer. For his Ph.D. thesis he built and operated the world's first bar antenna for the detection of gravitational radiation. The antenna is now at the Smithsonian museum. For 31 years, from 1956 until 1987, when he left in order to spend more time writing, Dr. Forward worked at the Hughes Aircraft Company Research Laboratories in Malibu, California in positions of increasing responsibility, culminating with the position of Senior Scientist. From 1983 to the present, Dr. Forward has had a series of contracts with the Air Force to explore the forefront of physics and engineering in order to find new forms of advanced space propulsion. His most recent published works are two science fact books, *Future Magic* and *Mirror Matter: Pioneering Antimatter Physics* (with Joel Davis). He has four published science fiction novels, *Dragon's Egg* and its sequel *Starquake*, *The Flight of the Dragonfly* (recently reissued as *Rocheworld*), and *Martian Rainbow*; and has turned in a fifth novel, *Timemaster*.

Louise G. Foster was born on the Hanford Reservation (Richland, WA) while the winds were blowing the other way. She was raised in Los Alamos, NM, and does not deny rumors that she actually glows in the dark. In graduate school, she was voted Most Likely to Win a Nobel Prize for Nuclear Physics in Costuming. A professional costumer since 1983, she currently works as a staff costumer for Seattle Opera.

Jon Gustafson has been involved with science fiction and fandom for over seventeen years, primarily in the Northwest. He attended his first convention in 1975 and has attended over 110 cons since then. He entered fan publishing in 1974 by writing a column on art critique for Dick Geis' Hugo-winning magazine, *Science Fiction Review*. Soon after, he was co-editing *New Venture* with Steve Fahnstalk. He also wrote a short-

lived column on SF art for Mike Glycer's *File 770* and an artist's biography for *Locus*. In 1976, he wrote a history of SF art for Brian Ash's *The Visual Encyclopedia of Science Fiction* (1977). In 1978, he wrote over 50 SF artist's biographies for Peter Nicholl's *The Encyclopedia of Science Fiction* (1979; a Hugo-winner) and is currently adding 30 more bios for the updated version of that book. He also wrote two major articles for the 1979 *Starlog Science Fiction Yearbook*, edited by David Gerrold and David Truesdale. In 1981, he began writing a book review column for NWSFS' magazine, *Westwind*, which continues to the present. He has been Fan Guest of Honor at V-Con 9, Spokon 1, Viking-Con 9, Norwescon 10, Con-Verso 5, Zero-G, and was the Toastmaster at NonCon 5. Active in Northwest convention activities, he ran programming for Norwescon 6 and was the Art Show Director for the 1984 Portland Westercon. He chaired MosCons 3, 4, and 7 (and has worked in one capacity or another on all MosCons). He was one of the founding members of ASFA (the Association of Science Fiction/Fantasy Artists), PESFA (the Palouse Empire Science Fiction Association), MosCon, the Moscow Moffia Writers' Program, Writer's Bloc, and J. Martin & Associates Literary Agency. In 1983, he started JMG Appraisals, the first professional sf/fantasy art and book appraisal service in North America. Very active in the SF art field, he was the Mountain Director for ASFA from 1986 to 1988, and 1990 to the present. In 1986, his first work of fiction appeared in the *Writers of the Future, Volume II* anthology and he has had fiction appear in the legendary *Rat Tales* anthology and *Figment Magazine*. His first book was a biography — CHROMA: The Art of Alex Schomberg. He has sold over 200 articles and several short stories in the past 16 years. He recently wrote 28 artist's biographies for James Gunn's *New Encyclopedia of Science Fiction* and is editing a new anthology, tentatively titled *Rats in the Souffle*. In 1988, he edited the huge MosCon 10 Program Book. He is currently writing quarterly columns on SF art for *Pulphouse: The Hardback Magazine*, *Figment*, and *Science Fiction Review*. He is now a contributing editor for *Pulphouse: The Weekly Magazine* and will be producing and editing the 1992 Worldcon (Magicon) Program Book. He is married to best-selling author V. E. (Vicki) Mitchell.

George Harper has had a few published novels - a number of short stories and novellas - the most recent "Madummudra's World" (*Analog* June 1990). He has just completed the 8th in a 9-novel series entitled *Wilderness Millennium*, and anticipates sending the completed series off by mid summer of this year. He has also authored a number of science articles which have been published here and abroad.

John V. Hedtke is an award-winning author of nonandfiction. His most recent books include *Washington Trivia*, written with Patricia C. Hedtke, and the best-selling *Winning! The Awesome and Amazing Insider's Book of Windows Game Tips, Traps, and Sneaky Tricks*. By Rustycon, he'll be writing the second edition of *Using Computer Bulletin Boards*. John has been playing

banjo and guitar for 20 years and sings odd songs and folk. He lives in Seattle with his wife Patricia and an assortment of cats and birds.

Rachel Holmen is currently the managing editor for Marion Zimmer Bradley's FANTASY Magazine. She has had articles and photos published in SF Chronicle and Locus for the past 11 years.

Science Fiction has been a fascination for Deborah Hudson since the discovery of Tom Corbett: Space Cadet (located in her brother's room, which meant planning secret excursions & carefully re-arranging the dust). However, no women in Tom Corbett! So, a storyteller was born (she just put in her own characters). In accordance with her love of reading & literature, Deborah has taught High School English, and for the last 11 years, been a bookseller. She is currently employed at Puss 'N Books in Redmond where she is resident storyteller and Science Fiction Buyer.

Kyle R. Kirkwood (commonwealth honour award winner) is a mild-mannered unassuming, modest & generally meek guy — who is an Editor (Vancouver Business Report, Catalyst sc. ed., & various other publications including UBC's *Horizons SF magazine*), Teacher (Sr. Bio, Geo, Eco, Geog), amateur paleontologist (you should see his dinosaur collection), Science consultant (Science World B.C.), Edutainer ("The Science Dude" at Kidcons everywhere!), Writer (40 radio dramas & numerous pieces for both pro and semi-prozines), and last but not least, Broadcaster (the sometimes co-host and full-time book reviewer for "The Ether Patrol" — Canada's only true science fiction and fantasy radio show). By the way, Kyle doesn't have an ego problem — actually has a few to lend out! And, oh yeah!, Kyle is an Ethno-Canadian.

Jak Koke is an active participant in the Eugene writer's workshop headed by Dean Wesley Smith (Pulphouse) and Kristine Kathryn Rush (F&SF and Pulphouse). In addition to writing, he works in a molecular and neuro-biology laboratory. his current research focuses on the localization of gated potassium ion channels on cells involved in sound perception. In the past he has worked with DNA (cloning, sequencing, PCR) and protein (expression, purification, crystallography). Koke is married to a future marine biologist/ecologist (current neuroscientist) who also is very handy with illustrations (color pencil and watercolor). They live in Eugene with their cat (Andrew) and tarantula (Henrietta). He has two scientific papers and one literary short story in print, and a new short story "Lead-lined Christmas" was just purchased by Science Fiction Review.

Julia Lacquement-Kerr is a transplanted French-Canadian. Trailing her long green plant roots behind her, she now lives in Seattle with two housepets, Michaelbean and Jellybean. She works in both the

Comics industry and SF illustration. Recent comics include: *Green Arrow*, *Black Canary* Mini-series and *The Brave & Bold* Mini-series. She's working right now on a batch of illustrations and covers for a D & D company. Her goal in life is to grow a large indoor grove of trees in her living room.

Jane Larsen, a life-long SF fan, is owner of Lady Jayne's Comics and Books in Tacoma, which has over the past 11 years evolved from a full-line bookstore into a comic and science fiction speciality store. She has been active in the Northwest Science Fiction Dealers Association since its founding and is currently vice president.

Megan Lindholm resides in rural Roy, Washington. She is the author of *Wizard of the Pigeons*, a contemporary fantasy set in Seattle, as well as a number of other fantasy novels. Forthcoming books include *Cloven Hooves* from Bantam Spectra, and *The Gypsy*, a collaboration with Steven Brust, from Tor Books.

Diane Mapes has sold stories to *Asimov's*, *Fantasy and Science Fiction* and *Interzone*, and essays to *The Washington Post*, *Southern Living* and various other publications. She's a graduate of the Clarion West writing workshop and has worked as a newspaper reporter, magazine editor, paste-up artist and church organist. At present, she is writing full-time and has the food stamps to prove it.

Catherine McGuire spends her days working with children at a shelter for battered women and her nights writing strange, disturbing stories (any relationship?). She has published two young adult books, over thirty poems, and numerous magazine articles.

Carolyn Melvin creates action scenes featuring animals, sometimes exotic fantasy animals and their portraits with acrylics and in "leather sculpture", a unique 3-D medium. Her glowingly colored realistic paintings have been shown at many prestigious art shows and galleries in the U.S. The shetland sheepdogs Carolyn raises and Arabian horses, which are her other enterprises, often appear in her compositions.

David N. Meyer II is the author (under the pseudonym Lloyd St. Alcorn) of the *Dream Quest* dark fantasy series published by Signet. Titles include *Halberd*, *Dream Warrior*, *On the Shoulders of Giants* and *The Serpent Mound*. The Pope of All New York and the Pacific Northwest, he is a contributor to the *Book of the Subgenius* and has a short story in the Subgenius anthology *Three Fisted Tales of BOB*. Likewise the new Rick McCammon-edited vampire anthology *Under the Fang*. He writes regularly for *Glamour* magazine and the *Rocket*. While prostituting himself to the world of advertising he is finishing a genre-busting, sort-of horror novel, *Mr. Mort*.

Lauri Lynn L. Miller is a sculpturist with many art awards to her credit, including Director's Choice Worldcon and Best of Show at Rustycon (the first time a 3-D piece has ever won that award). Her other talents

include equestrian arts, guard dog training and falconry. She also sculpted from Mike Grell's graphic designs, the sword hilt for Excalibur for the *Pendragon* movie project by Mark Ryan.

Vicki Mitchell has been involved in science fiction for over fourteen years. She joined PESFA in 1977 and soon became one of the core members of the group. She was one of the founding members of MosCon, Writer's Bloc, the Moscow Moffia Writer's Program, and J. Martin & Associates Literary Agency. She has been Treasurer of MosCons 1, 2, 5, 6, 7, and 9; the Membership Chair for MosCon 3; Art Show Director for MosCon 4; and Chairman of MosCon 10. She was the Assistant Art Show Director for the 1984 Portland Westercon. Well known in costuming circles, she has won prizes for her costumes at many Northwest conventions. In 1986, she won the national *Amazing Stories* Calendar Story Contest and sold a short story to a mainstream anthology. In 1987, she had a story appear in the legendary *Rat Tales* anthology. Her first novel, *Enemy Unseen* (a Star Trek novel from Pocket Books), appeared in 1990 and spent three weeks on the New York Times Bestseller list. Her second, third and fourth novels are currently making the rounds of the publisher and she continues to work on novels, short stories, treatments and scripts. She has sold a Star Trek: The Next Generation novel, tentatively titled *Imbalance*, to Pocket Books; it should be on the stands in late 1992. She is married to Jon Gustafson and is owned by one large and rather silly dog.

Mike Moscoe started writing with the U.S. Government twenty years ago, initially answering congressional inquiries. Once he ghosted a letter for Vice President Spiro T. Agnew's signature. Shortly after that, Agnew resigned to avoid prosecution. Of course, Mike had nothing to do with that. After two decades of writing Instruction Memos and Policies, he decided to get real and write science fiction. Mike's first story appeared in the March '91 issue of *Analog*. His second story is scheduled for the January issue of *Aboriginal*. Two more stories are being held by John Car for including in Volume XI of *There Will be War* and *High Tech War*. His first novel is in a publisher's slush pile as we go to press. He expects to be celebrating, in need of sympathy or biting his nails off up to the elbow come convention time.

David E. Myers is a graduate of the University of Washington and Purdue University. He holds a Ph.D. in Experimental Psychology and has published in academic journals and *The New York Review of Science Fiction*. He attended the Clarion West Writers' Workshop and currently helps administrate the workshop. His fiction has appeared in *The Twilight Zone Magazine* and *Alfred Hitchcock's Mystery Magazine* and is forthcoming from *Pulphouse*. He lives with his wife, Hali, in Seattle.

Leslie J. Newcomer

If you have seen any of my artwork, you are, no doubt, aware of my obsession-er-interest in cats. I have been exploring various realms of fact and legend to create an expanded mythos about feline culture, and find that ancient symbology and imagery seem to fit perfectly into that domain. I live near Eugene, Oregon with 15 feline friends.

Andrew Nisbet is best known as a Gamemaster at various science fiction and gaming conventions in the area. He also volunteers an enormous amount of his time on Portland-area convention committees and is on the Board of Directors of Oregon Science Fiction Conventions, Inc. What few people realize is that he also writes the occasional sf/fantasy-related song or two — both on his own and in collaboration with Cecilia Eng — some of which have been released on albums produced by *Firebird Arts and Music, Inc.*

Kent Patterson

I've been a professional writer of non-fiction for about fourteen years, with several hundred articles on subjects ranging from whale watching to dog training. For the past few years, I got myself into something of a rut, writing mostly about computers for such magazines as *ComputerEdge*, *Hawaiian High Tech Journal*, and *Supercomputing Review*. I also wrote about soccer and softball for *Varsity Publications*. From time to time, I would decide what I really wanted to do was write fiction. But, like lots of other people, I never quite got around to it.

Then about three years ago I encountered the Pulphouse workshop, got fired up, and started writing fiction. Since then, I have sold seven stories: three to *Analog*, one to *Amazing*, two to *Pulphouse*, and one to *Sci-Fi Channel*. I've also written non-fiction for *Pulphouse*, *SFR*, and *Sci-Fi Channel*.

Currently I'm working on a novel and several really crazy stories. But are they crazy enough?

John and Anna Peekstok, also known as Telynor, have been playing folk music for eight years and have put together a wide repertoire of music from ancient times and faraway places on a dizzying array of instruments, including guitars, cittern, bozouki and hurdy-gurdy. The duo has recorded two albums and published a songbook, and hopes their next album will be finished soon!

(*Telynor is Welsh for "harper".*)

John Pelan is the former editor/publisher of *Axolotl Press*; which during his tenure presented the first U.S. Hardcover books of Tim Powers, James Blaylock, Charles de Lint, Michael Shea, and others. Since selling the imprint to *Pulphouse Publishing*, he remains active in the field as a collector and sometime dealer in antiquarian books with a planned return to publishing by 1995.

Stuart A. Royan (Stu!) is the producer of "The Ether Patrol" — Canada's only true science fiction and fantasy

radio show! An avid radio & radio drama fan, supporter & producer, Stu has worked at 8 radio stations all over B.C. including stints with award-winning radio drama producer John Juliani & as filing librarian for the legendary Jack Cullen. He has produced more than 80 radio dramas — interviewed countless writers & personalities — writes & hosts a weekly column on what's what on TV & radio science fiction, fantasy and wonder.

Stu claims he has the strange and secret ability to cloud his own mind at will — A feat he performs often at Room Parties — to prove that yes, he is indeed the nephew of his hero "The Shadow".

Police Report

Arresting Officers: Frank Gannon, Joe Friday

Suspect: Richard A. Scott of Salem, Oregon

Offence: Public Exposure of the first degree and moving to Seattle to attend college.

Details as follows: Suspect was caught in the process of creating art. He said that he was going to attend the Seattle Art Institute to better himself. We found original art on the scene that has appeared in :

Science Fiction Review

Avatar #1

...and other projects that must remain secret for now! He has attended what he calls "cons" for 10 years now. Rustycon last year was the first he attended as a PRO (he must be a gigolo as well.) He is currently on display at Rustycon serving as a guest for an unspecified amount of time.

The trial date is set for: January 17-19, 1992

Bail is set at: Having fun

Over the past ten years, Lita Smith-Gharet and her artworks have been featured in many articles in *Science Fiction Review* and in several international gem trade magazines, such as *The Lapidary Journal*, *Rock and Gem*, *Rose Art*, *Colored Stone*, *Gem Faire Magazine*, *Big Rocks Trader*, and *Accent Jewelry*. For over 16 years her award-winning carvings and scrimshaw on 40,000-year-old Woolly Mammoth ivory and precious stones have appeared in over 60 articles and feature stories in newspapers across the country. Lita has owned and operated several Fine Arts galleries and founded and promoted many juried art show and sales. In 1984, she expanded her Steel Eagle Agency to cover SF artwork. As for costuming (a 3-D art form), Lita was almost born with leather in hand. Her costumes may be seen in *Locus*, the movie *The Favor*, and in the upcoming color coffee-table book, *The Costumer's Art* (Lark Books).

In 1988, Lita founded the Northwest Costumer's Guild (NWCG), and publishes *The Costume Closet*, a 20-page quarterly magazine on costuming in all fields. Articles by Lita on or about costuming may also be found in *The Oregon Star* (a movie trade quarterly) and *The Qualley Report* (an Oregon stage and movie monthly). As a writer in the gem and geology field, Lita has been published in several international trade magazines and has published two how-to books, *The Artistry of Scrimshaw* and *Finding Quartz Crystals*, and has four more in the works. She is also a member of the

International Women's Writing Guild (IWWG) and is the *Science Fiction Review's* Art Production Editor.

Brian Snoddy has been the head production artist and co-illustrator at Egghead Software for the past 5 years. He graduated from the Art Institute of Seattle in 1985. He is currently finishing up art assistance work on the upcoming "Warlord" saga, starring local art heroes Dameon Willich and Rick Hoberg. Favorite things are dark beer, samurai armour and heavy metal music. Heroes are Conan, Ronnie James Dio and Daffy Duck.

Dana Stabenow was born in Anchorage on March 27, 1952, and raised in Cordova, Seldovia and on a 75-foot fish tender on lower Cook Inlet and Prince William Sound. When she wasn't seasick she wrote stories about normal children who lived on shore.

As she grew up, her life gave her volumes of experiences that she would use to her advantage in later life. She has been an egg grader, bookkeeper, expeditor, innkeeper, communications operator and a public relations representative. All this, and a B.A. in journalism and a Masters of Fine Arts from the University of Alaska.

Since then, she's been living off rapidly diminishing savings and writing books. She sold her first two, *Second Star* and *A Handful Of Stars*, to Ace Science Fiction in 1990. In 1991 she contracted with Diamond Press to write three mysteries with an Aleut heroine set in a generic national park in Alaska. The first, *A Cold Day For Murder*, is tentatively scheduled for publication in June, 1992. She is currently preoccupied with finding excuses not to work on *Evening Star*, the third in her science fiction series, and wondering why Stephen King gets a million-five advance and she gets only three thou.

D. T. Steiner lives in Springfield, Oregon with her writing partner, Lynn Adams, three cats and a weird dog. Hobbies include collecting books, badgers, bats and castles (of the last three, so far no real ones), gaming, and other things best left unmentioned. She's had short fiction published in *Strained Relations*, the *Pulphouse Report*, and *The Lavender Network*. She'll have stories in the dark fantasy anthology, *Embracing the Dark* (October 1991), *SF Review*, and the *Olympic View Writers' Conference Anthology '91*.

Bruce Taylor has had stories published in *New Dimensions 9 and 10*, the *Seattle Post-Intelligencer*, and was featured reader at the 1981 Bumbershoot in Seattle. His story *Popcorn* (Pulphouse, Fall 1988) was nominated for the Nebula and Bram Stoker Awards. Another story was published in *Twilight Zone* and the program book for the World Fantasy Con. Recently, his stories have appeared in the fall issue of *On Spec* and the Halloween issues of *Blood Review*. He has also been on the board of directors for Clairion West. When not writing, Bruce pays the mortgage by working on the locked, inpatient psych unit at Harborview Hospital in Seattle as a Tour Guide Through Existential Nightmares where he has given up trying to tell the difference between patients and government officials.

Amy Thomson is a Seattle area fan, writer, and occasional critic.

T. Brian Wagner is a performance artist most noted for his portrayal of Udo in the Desert Peach Pitt Skits. He is also the co-writer of *The Desert Peach Musical* (with Donna Barr; music by Mike Seyfrit) from which an excerpt entitled *Foxhunt* was recently produced at the New City Theatre's 1991 Playwrights Festival. His one-man show *Survivor* was presented at last year's Rustycon and Norwescon.

He likes to immerse himself in a variety of semi-related fields. He is the designer of the live role-playing games, *Conflict* and *Prisoner*. He is the screenwriter of *The Wolfe Project* and the Doctor Who pastiche *Broken Doors* (both produced by Ryan K. Johnson). He was the letter of issue #3 of the comic book *Balance Of Power* (created by Paula Shoudy and Mike Raabe). And he is an accomplished Tarot card reader as well.

Currently, he is working on a new metaphysical musical, *Light Fantastic*, a children's play, *Sylvie and Bruno* (adapted from the novel by Lewis Carroll) and a nervous breakdown by 1993.

He is also into Computer Entertainment, Intellectual Diversions, and Tapioca Pudding.

Burt Webb has appeared on radio, television, and in print on such topics as biology, cosmology, psychology, microcomputers, robotics, nano-technology and virtual reality. He had a lead role in the award winning SF short film, *Eat The Sun* and contributed computer graphics to *The Search For Spock*. Burt's current interests include music, photography and his column, *On The Future*, in *Science Fiction Review*. He is also collaborating on story development for SF and Fantasy movies.

Duane Wilkins has been an SF fan since second grade, discovered Robert Heinlein, went on from there. He's been going to cons off and on for about 15 years now, mostly Norwescon, Rustycon, etc. Running the SF section at the University Bookstore has been his passion for almost five years now. Duane started out working in Childrens/SF and have gradually assumed control of the stock, displays, reordering and most of the buying and of course their autograph parties and author events.

Robert Charles Wilson is a native of California who has spent much of his life in Toronto, Canada, and now resides on Vancouver Island with his wife and son. His short fiction has appeared in *The Magazine of Fantasy and Science Fiction* and *Isaac Asimov's Science Fiction Magazine*. His novels include *A Hidden Place*, *Memory Wire*, *Gypsies*, *The Divide*, and *A Bridge of Years*.

Richard Wright is Chairman of Westercon 46, the Northwest Science Fiction Society, and Programming Director for Norwescon 15. He is a former Rustycon Fan GoH and is known as a panelist, costumer, party animal, masquerade judge and MC, and a whole bunch of other stuff. In real life he plans the use of computers for Boeing as well as writing technical manuals and textbooks.

RULES AND REGULATIONS

Please take a moment to review the following Rustycon Policies

FOOD SERVICES

It is against Washington State Law to prepare or serve food (open tray format) in a smoke-filled environment. For this reason, the following should be noted:

- 1) There can be no smoking in or around any food preparation or serving facility. This means that the main area of Hospitality is now non-smoking.
- 2) Office, Volunteers Lounge, and Staff Lounge will be designated as non-smoking areas.
- 3) The Green Room is a designated smoking area, therefore no food will be served there.

Additionally, State Law requires that all food preparers and servers must have a valid Washington State health card. If you have a health card and intend to volunteer for work in Hospitality, be sure to bring your health card or a copy of it with you to the con.

PARTY POLICY

- 1) All parties shall be registered with the convention.
- 2) The person(s) responsible for the party shall be the person to whom the room is registered and/or a designated host.
- 3) The host must be 21 years of age or older. We recommend that s/he be a non-drinker during the party.
- 4) The host shall be responsible for the conduct of those attending the party. S/he shall be certain that no one drinks and drives, and that no minors are served alcohol.
- 5) Where applicable, all persons at the party must have legal I.D.
- 6) We reserve the right to shut down any party for any reason.
- 7) Rustycon will not be responsible for any damage to persons or property during the convention.

GENERAL BEHAVIOR RULE

RUSTYCON RESERVES THE RIGHT TO REVOKE THE MEMBERSHIP OF ANY PERSON WHOSE BEHAVIOR IS DISRUPTIVE TO THE CONVENTION, OR WHICH VIOLATES THE RULES OF THE CONVENTION OR THE LAWS OF THE CITY, COUNTY, STATE OR COUNTRY IN WHICH THE CONVENTION IS BEING HELD.

WEAPONS POLICY

- 1) Stated Simply: "If it's drawn, you're gone."
- 2) This policy included both real and replicated weapons. (A replica is any device that is made to resemble or can reasonably be mistaken for an actual weapon).
- 3) No projectile weapons at all.
- 4) No unsheathed weapons allowed in any public space.
- 5) We reserve the right to inspect and reject any weapon worn.

RCW 9.41.270

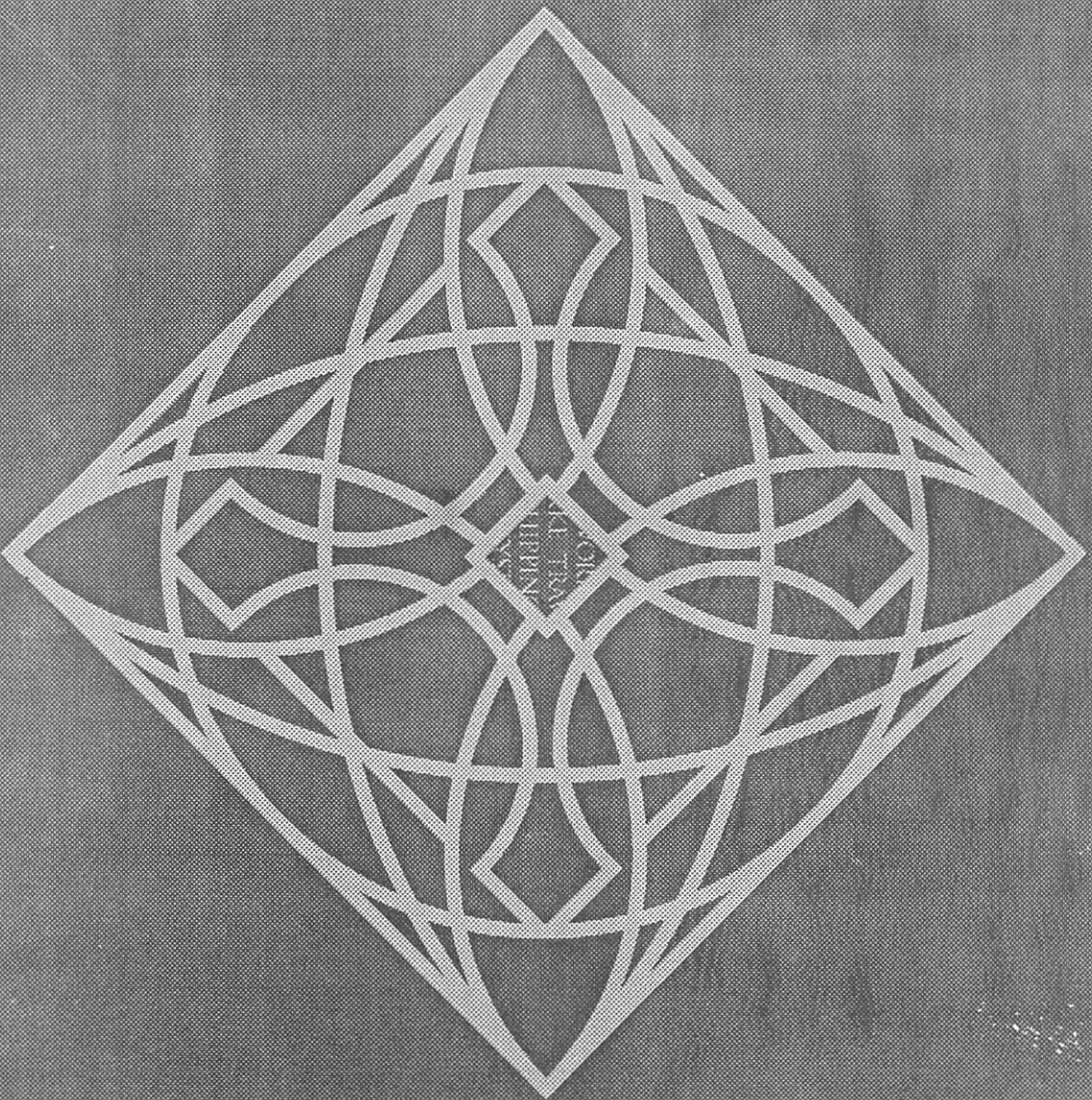
It shall be unlawful for anyone to carry, exhibit, display, or draw any firearm, dagger, sword, knife, or other cutting or stabbing instrument, club, or any other weapon apparently capable of producing bodily harm, in a manner, under circumstances, and at a time and place that either manifests an intent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

REGISTRATION POLICY

We reserve the right to require that legal I.D. be presented at the discretion or request of a convention official, to determine if a person meets the age requirements of the Children Policy. We request that all members provide the convention with a real (mundane/legal) name at the time of registration. Failure to do so will result in that person's not being admitted to the convention.

INFRACTIONS POLICY

Rustycon reserves the right to ask habitual offenders to leave the convention. If anyone engages in any sort of criminal activity, his/her membership will be revoked.



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Chairman's Message

Welcome to Rustycon 9, your home away from home! Now that Rustycon is here, it is time for the festivities to begin! By now many of you have had a chance to walk around and see some of the new and fun things we have here for you to be a part of. You've probably seen the new Club Docking Board as well as (I hope) the streamlined registration and the plethora of programming. Speaking of programming, I'd like to thank all the wonderful Pros and especially the Guests of Honor for their contributions to our programming. Thanks to the convention committee, staff and volunteers – you know who you are. THANK YOU! Many things have changed with the ebb and flow of life but a constant remains: you the con goer. Without you there could be no Rustycon. Thanks for being one of the family.

Scott J. Boivin
Chairman

Department Information

Art Show

The Art Show is in the Glacier room again this year, and we've packed in even more great artists and artwork than last year. You'll definitely want to see the wonderful display by our artist Guest of Honor, Mark Ferrari — three full panels of his detailed and brilliantly colored works. (For those of you who lust after his work but can't afford an original, Mark will have prints available in our print shop.)

For an extra treat, visit the Art Show Saturday between 2:00 and 4:00 for the Rustycon Art-a-Faire — many of the artists will be in the art show to meet their fans and discuss their work. Here's your chance to ask questions, or just tell an artist that you appreciate their work.

Come by before 2:00 Saturday to vote for your favorite piece in the show for the "People's Choice" Award. All the Art Show award winners will be posted by 4:00 Saturday.

As always, we accept Visa and Mastercard

as well as cash and check.

Art Show Hours:

Friday: 3:00 pm - 7:00 pm
Saturday: 9:00 am - 7:00 pm
Sunday: 9:00 am - 12:00 noon
Sunday: 1:00 pm - 4:30 pm
(purchase and pickup only)

For more information, pick up a "Guide to the Rustycon Art Show" in the Art Show or at the Information Table.

Dealer's Rooms

Once again, Rustycon brings you not one, not two, but THREE dealers rooms! Visit both the Elliott and Peninsula Rooms for an eclectic blend of dealers selling everything from books to weaponry, with hand-crafted art goods, crystals, T-shirts, games, jewelry, sculptures, staffs, media related items, horns, comics, beasties, and uncountable other goods in between. Also, just across the hall, drop by the Imaginator's Annex for a dealer's room specializing in

costuming, headdresses, and accessories.

Attending Dealers:

Carriage Trade

For those who can read books - from Aldis to Zelazny, for those who can't - original art work. For those who can't sleep - boring reading from space opera to silly fantasy, for those who sleep too much - terrifying horror guaranteed to keep you wide awake for weeks. Signed and inscribed goodies for name droppers and investors alike!

Creative Fantasy Jewelry & Costumes

Step out of the past, future, or another dimension in a creative imaginative costume from Creative Fantasy Jewelry & Costumes. Accessorize your costume with a selection from our unique and unusual display of jewelry that will create a look that's "out of this world!"

Crystal Abbey

We sell hand-crafted jewelry, crystals, books, incense, and other items helpful for self transformation and for developing within us the spiritual powers and attributes of our most favorite heroes & heroines.

db Studios

Visit Dennis for unique walking sticks, hand-crafted sculptures, and runes.

Dee Dee Jewelry & Accessories

For chain mail and chain mail jewelry, visit Doris Parker. She also does custom jewelry.

Dragonsfyre

Unique costume accessories to please both the SCI-FI and FANTASY Fan. Costume jewelry, decorated hair and hat pins, head bands, and a few costumes. Remember, you are only limited by Your Imagination. All items reasonably priced. Come and visit Pat McMahon at the Imaginator's Mall.

Escape Books

New books, lots of hardbacks, books by authors at the convention, plus off-the-wall entries. Everyone is also welcomed to visit Bill Trojan at his store at 488 Willamette St., Portland OR 97401 (phone 503/484-9500).

Everett Comics & Cards

Seller of comics, magazines, games, and toys.

Express Yourself

Visit Sam for T-shirts, buttons, and bumper stickers.

Friends of Filk

The music of elf land and the songs of the stars can be heard right here at Rustycon. Stop by the Friends of Filk table and hear the dreams made real.

Games Plus

Stop by and visit with Don and Holly Forbis for the latest in role-playing and adventure board games. A full line comic store as well as a game store, Games Plus carries comics from Mike Grell (Green Arrow), Dameron Willich (Avatar and Warlord), Donna Barr and Steve Gallacci.

Head & Body Shoppe

One of "The Imaginators", Head and Body Shoppe specializes in handmade clothing, jewelry and headdresses, all at modest prices. Visit Margie if you're searching for an accessory to complete a special look or a distinctive hall costume. Ideas are free - any idea worth having is worth sharing.

Lady Jayne's Comics & Books

Be sure to check with Conrad and Jane for our convention features which include new and used works by guests/attendees; Pulphouse, MZB Fantasy Magazine and other periodicals, posters, books, related comics and accessories.

Mineral Magica

Mineral Magica has an unusual and beautiful arrangement of amethyst and minerals, pewter figurines, and exotic plants. Come gaze upon the fantasy Windstone statues or compare the varied sizes of stone bookends. Jim and Jessica McLachlan offer plenty of information at this unique and enjoyable display.

Orion Unltd.

Come to Orion Unltd. for new and unusual jewelry, Tarot and playing cards, pewter/copper/brass miniature figurines, boxes and costumes and accessories, such as furs, belt pouches, drawstring pouches, and hats. Member of the Imaginators Guild. Stop by for costuming information and ideas.

Otherworld, Unltd.

For the finest in drinking horns, see Pat and Don at Otherworld, Unltd. Whether ready-made or custom-made, each unique horn is designed to be a usable work of art.

Pegleg Gifts

Stop by and say hi to Pegleg as she paints ceramic dragons, fairies, wizards and such. See the unique and wondrous fantasy land of nite lites she has created.

Saaski, Margie

Come by and browse through our Celtic art and calendars. While you're there, check out the latest issue of Dangerous Times Comics and meet the writer.

Shersan

Shersan, one of the Imaginator's, will be selling buttons, both premade and custom, as well as earwraps for the first time.

Shipman's * Props

Looking for pins, patches, T-shirts, models, collectibles, photos, inexpensive fun toys, patterns, blueprints, British media, Star Trek and other such items? See Linda Shipman and Jennifer Tibbetts at the Shipman's * Props tables. You can use your check, Visa or Mastercard; they will also ship orders postage free to the US and Canada.

Sign of the Unicorn

Hand wrought jewelry, sculptured aware, in sterling silver, 14k and bronze in science fiction, mythic and fantasy themes.

Steelcraft Medieval Weapons

See Ginger again this year for medieval and fantasy weapons. Also wonderful pewter (dragons, wizards, etc.) Watch also for Harry's paper mache' dragons and other scary stuff.

Terra Nova Trading Co.

This is Leslie Newcomer's eclectic collection of jewelry, art, shirts, and assorted artifacts. Look for several new shirt designs and lots of other new and old goodies that always seem to find their way onto her table.

The Magickal Aardvark, Ltd.

Looking for a fabric familiar? Come see Ardis for the latest in shoulder dragons, hatchlings, bug bears and other wondrous soft sculpture beasties. Several species are making their Rustycon debut!

Uncomyn Gifts

See Judith and Bruce Ritter for airbrushed art, wirewrap jewelry and crystals.

Gaming

For your convenience, we have three rooms completely devoted to Gaming. In Room 414, you'll find the immensely popular play-by-computer game **Bloodpit** presented for your enjoyment. Rooms 415 and 416 are reserved for **Open Gaming**. These rooms will officially open Friday at

5:00pm and will remain open until Sunday 5:00 pm - closing temporarily for cleaning between the hours of 4:00 am to 7:00 am. Tables are available on a first-come, first-serve basis, with priority going to scheduled games. If you would like to schedule a game, you may do so at the Tournament Sign-up table during the posted hours.

Also, we have managed to acquire additional rooms for **Late Night Gaming - Room 407** will be available Friday from 1:30 am to 7:00 am and Saturday from 9:30 pm to 7:00 am; and the **Columbia East/West Rooms** will be available Saturday from 1:00 am to 7:00 am. Please check the complete Gaming Schedule posted at the Tournament Sign-up table for more information.

One-Stop Costume Shop

Costume fabrics of satin, lycra, chiffon, lahme and other specialty materials.

A wide selection of sequin trims, rhinestones, jewels, feathers, boas, appliques, tiaras, gloves and other accessories available year-round.

Decorating materials including lights, mylar curtains and mirror balls.

A full line of professional theatrical make-up.

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Costuming Workshops
by Wendy Chauteau

On Friday, January 19, 1992, Rustycon opened it's first annual Rustycon Costuming Workshops — put together with six great costuming pros! I would like to thank each and everyone of them, T'sarvek, Shiobhan, Shan, Joy Day, Richard Stevens and Judith Smith. Thanks everyone for a job well done and look forward to next year!

Masquerade

Masquerade Director: Wendy Chauteau
Asst Director/Stage Manager: Anthony Ferrucci
Head Ninja: "The Great Kal"
Head Den Mom: Shiobhan

There are three masquerades to enter on the same night — Regular, Impromptu and Tacky. We will be starting the Masquerade at 7:00 pm Saturday. You must be ready and in the Columbia West Room at 6:00 pm. The Impromptu starts at 5:00 pm in the Victoria Room — Do not be late as you have only 2 hours. There will be a mandatory meeting at 2:00 pm in Room 407 on Saturday. No last minute entries unless discussed previously with me — but since I'm in charge and I understand work schedules and having finished thing at the last minute myself — see me, I'll see what I can do. No microphone or speaking on stage without prior approval. Hope to have you there. See ya!

Hospitality Hours:

Friday

Opens at 9:00 am
Newcomers Social 5:00 pm - 7:00 pm
"Welcome to Rustycon" Social
7:00 pm - 2:00 am

Saturday

Opens at 8:00 am
Dreamcon does Hospitality
9:00 am - 1:00 pm
Elan High Tea 1:00 pm - 5:00 pm
Tai Pan Project 5:00 pm - 10:00 pm
Vikingcon Takes Over
10:00 pm until the dance dies

Sunday

USS Courageous 9:00 am - 2:00 pm
Dead Slug Party 5:00 pm - whenever

Video Program Notes

Welcome to RUSTY 9! Once again, we're running three in-house Video channels. Channel 12 is our InfoChannel, broadcasting documentaries, computer-generated updates on convention happenings (we hope), and four live productions. Channel 14 is devoted to S-F programming, and Channel 16 to fantasy; viewing rooms for these latter two channels are rooms 411 and 412. For more specific information, consult the Pocket Program.

Our large-screen presentation, The Big Picture, is again in the Harbor Room. It's again supervised (and this year programmed) by Pat Le Blanc, and he's got something interesting for you: the 'director's cut' of HIGHLANDER II: THE QUICKENING. What you'll see is a very different film from the theatrical version dumped on the release market last November; certainly it's a better reflection of the hard work and creativity which went into the original production. We're showing it because we strongly feel that audiences have a right to see, and judge, an intact work, just as artists and technicians deserve

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Ginger Lewan
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Rustycon.



to have their work shown in the intended form. No medium is well served when nameless corporate executives impose editorial demands onto other people's work (which a production insider informs me was the case with HIGH-LANDER II). Here's a chance to see what a film's actual creators wanted to present—and we hope to present similar offerings at future RUSTYCON's.

As to live broadcasts: two are scheduled for Friday night (an interview show from 9:30-10:30 pm, followed by horror-story readings from 11:30 pm-12:30 am, with Masquerade coverage on Saturday evening (7-9 pm), following the next day by our new Sunday Morning Show (9-10 am) and a rebroadcast of the Masquerade (10 am-12 pm). Enjoy!

Childcare

It will pay to help out this year. We will have to charge for your children to stay in childcare, to defray the costs. Initially it will cost \$2.50 per hour. For every hour you volunteer in childcare, your children will stay for free while you are there and the cost per hour for subsequent stays will be dropped by 50 cents. After 5 hours of helping out, your kids stay for free.

We ask that you come and get your children during regular meal times and take them away to be fed. We will close for a lunch and a dinner time (times to be posted during the convention) for that reason. We also ask that you provide a change of clothes for your child, as well as disposable diapers and such equipment if your child requires them. Unfortunately, we will not be able to deal with cloth diapers (not enough manpower), so please provide us with the disposables. Joan Duram is looking forward to meeting and looking after all of your children. Help us make their stay and their convention educational and fun.

Rustycon Children's Policy

These rules are both to protect the children attending the con, as well as to help everyone have a good time.

All attendees of the convention over six years of age must have a membership to Rustycon. Membership costs for under six is free, six to 12 years is half price (\$14 until Dec 31, \$15 at the door), 13 and up is regular price.

All attendees under the age of twelve years must be either in the care of an attending convention member who is the parent/legal guardian or in Rustycon's Childcare. Unattended children and pre-teens will be taken to Childcare if the convention cannot immediately locate the parent/legal guardian. The parent/legal guardian will be liable for any Childcare charges and may be asked to pay the balance of the full adult membership rate. If there is a second occurrence, Rustycon may ask the child and parent/legal guardian to leave the convention.

Attendees between the ages of 13 and 17 must be either registered with the convention by their parent/legal guardian, or have a permission slip signed by their parent/legal guardian. If they are not attending the convention with their parent/legal guardian, they must have a responsible adult over the age of 21 with them at time of registration and on the site during the convention. If the attending teen is staying overnight in the hotel, the responsible adult convention member must be registered with the hotel.

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

Fan Club Activities

Club Assemblage!

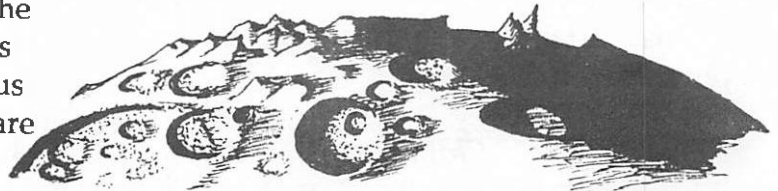
Friday afternoon at 3:00, come and hear what the local clubs are all about! Everything from the Star Trek universe to Dragon Rider clubs will be there to tell you a little bit about what they do, when they meet and how to join!

Ship's Status Board!

In the southwest corner of the hotel lobby is the Status Board. Once the pre-registered club has checked in, we will flip the switch to let you know they are here and their room number. You can also check with the Information table to see if a club that does not have a club table or listed on the Status Board has arrived and which room they are in.

Federation Feud!

Sunday at 3:00, two teams of four will compete against each other trying to guess what the top answers are. The survey will be taken Friday. If your team would like to participate, please go to the Information table and enter your team's name. Later at 7:00 pm, two teams will be chosen and their names' posted. If you have questions about this, please contact Sheila Glassburn at the con office. The winner of the contest will be awarded their prize at the closing ceremonies!



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Socials

Newcomers Social!

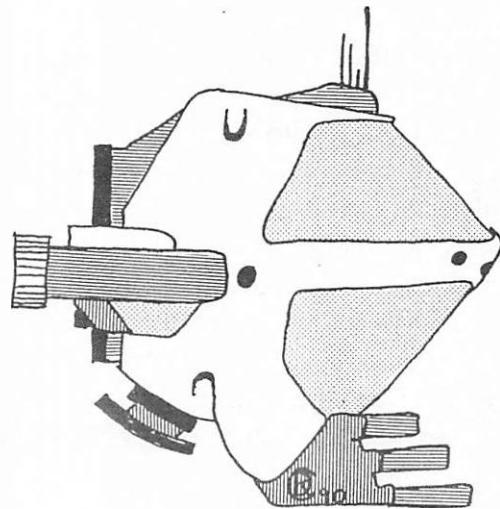
Welcome all Newcomers to Rustycon. Friday evening at 5:00 in the TEN FORWARD LOUNGE (Hospitality to the rest of you!) we will kick off a warm welcome to new con goers. If you are new to fandom, and would like to learn more about those fannish terms you keep hearing, but are too shy to ask what they mean, then join us! We will be offering a fannish term booklet for your use. Also, if you have forgotten what those terms mean, stop by and pick one up! In addition, those of you who have been in fandom for awhile, please join in and share your fannish experiences with others!

Welcome to Rustycon Social!

Friday at 7:00 pm, the TEN FORWARD LOUNGE (Hospitality) will be hosted by the USS PENDRAGON AND USS STARCHASER. Please join them as we welcome you to Rustycon.

Dead Slug Party!

Sunday evening at 5:00 pm, we will start to wind down the con. The famous "Blue Death" will be served as well as Chocolate Decadence. THIS time it will NOT disappear beforehand! IF you are still alive and want to sample some chocolate slugs (yes, choco-late!), then come on in and let your taste buds wake you up!



©10

Programming

Friday

8:00 am

Alpine—10 hr
Costuming Workshop
Costumers, from beginner to journeyman, participate in a hands-on learning workshop with the masters of the art. If you wish to participate next year just ask at the office for information.
Wendy Chateau

Columbia East & West—8 hr 30 min
The Moscow Moffia Presents A Writing Workshop: "So You Want To Write A Star Trek Novel"
If you haven't already signed up it's too late now...
Vicki Mitchell, Jon Gustafson

9:30 am

Horizon—6 hr 30 min
Women's Writing Workshop
A science fiction writing forum/symposium for women writers by women writers.
Rebecca Neason (M), Lisa Bothell, Megan Lindholm, Amy Thomson

2:30 pm

Victoria—30 min
Welcome Back to Rustycon!
Welcome to Rustycon—this is your convention! And have we a convention in store for you! Just wait till you find out all the juicy details!
Greg Cox (M), Larry Baker, Leroy Berven

3:00 pm

Victoria—3 hr
Fan Group Presentations
Conventions, fan clubs, and other like parties in fandom put on their own show just for you! Come find out how to register for Conflagaration, how to join the Terran Empire, and what the hell ConStar is all about.
Sheila Glassburn

Room 405—1 hr
Art Demo: Colored Pencil Technique
Yes, Mark Ferrari is the GoH and, yes, he does do wonders with color pencils, but here is Crystal and Russell with a different way to do things.
Crystal Melvin, Russell D. Campbell

3:00 pm Cont.

Room 407—1 hr
Westercon 46: What Will Happen and What Do You Want to See Happen?
Seattle won the right to put on a Westercon, but now what? How are things shaping up? Come find out from the SMOFers who are putting it together. Don't forget to tell them all about what YOU would like to see.
Richard Wright (M), Leroy Berven, Larry Baker, Chris Nilsson, Rick Bligh

4:00 pm

Horizon—1 hr
How to Put on a Convention
Everyone knows how to put on a convention, right? But is it as easy as looks? Come find out about the trials and tribulations in planning a weekend for fandom.
Larry Baker (M), Leroy Berven, Don Glover, Andrew Nisbet

Room 405—1 hr
Art Demo: Mermaids and Other Mythical Creatures
Mermaids, satyrs, dragons and other mystical creatures— watch them come alive as these artists show off their talents creating images from legend or their own mind's eye.
Sharree Sledge (M), Leslie Newcomer, Richard Scott

4:30 pm

Room 407—1 hr 30 min
Puss'n'Books of Bellevue Presents: Robert Charles Wilson, Dana Stabenow, Craig W. Anderson, Mike Moscoe
Four writers from out of town! Come listen to these authors read from their works.
Deborah Hudson (M) Robert Charles Wilson, Dana Stabenow, Craig W. Anderson, Mike Moscoe

5:00 pm

Horizon—1 hr
Breaking into the Art Scene
How to sell your artwork and/or get it published. Portfolios will be viewed and critiqued on Sunday. Come to this panel and find out the details.
John Gustafson (M), Lita Smith-Charet, Steve Gallacci, John Alvarez, Gail Butler

5:00 pm Cont.

Room 405—1 hr
Fantasy Elements in Folk and Ballad Songs
We've all read some fantasy, but is the written kind relatively new?
Anna Peekstok (M), John Peekstok, Cecilia Eng, Andrew Nisbit

Columbia East & West—1 hr
Opening Ceremonies
The ghosts of Rusty past greet those who are about to GoH. This is the event that officially starts it all happening for 1992.
Spider Robinson, Mark Ferrari, Dragon, Dr. Robert Forward, bandit, Scott Boivin (M)

7:00 pm

Room 405—1 hr
Music and SF/F
Is filking the only musical expression of SF/F or might there be a beat to a different drummer? How does music merge with SF/F?
John Peekstok, Anna Peekstok, Cecilia Eng, John Hedtke

Room 407—1 hr 30 min
Ether Patrol I
This radio show from Vancouver heads south to join Rustycon for the first time. Check your pocket program for details.
Stuart Royan, Michael Dean, Kyle Kirkwood

8:00 pm

Horizon & Alpine—7 hr
Sockhop 2058
Shawn Marier

Victoria—6 hr
Rustycon Casino
Hobnob with the big spenders. Break the bank. If you run out of slug buks there's always that smiling loan shark standing in the corner...
Steve Cook

8:00 pm Cont.

Room 405—1 hr
What is Filking?
Every convention has a group of them. Quite a number of cons have rooms for them. So, what is a filker, how do you filk, and is filking good for your health?
Cecilia Eng (M), Andrew Nisbet, Lauraine Miranda

Columbia East & West—6 hr
Callahan's Bistro
Callahan's Saloon comes alive for the evening as Rustycon guests provide the entertainment. Music, laughter, tall tales, riddles, and song will abound at this event. And don't forget the PUNishment hour!
C.J. Logie

9:00 pm

Room 405—10 hr
Open Filking
Join filkers from far and wide for an evening (and a night) of music and fandom.

9:30 pm

Room 407—1 hr
Good Evening Rustycon
Interviews with the GoHs which will be broadcast over the Slug Network.
Spider Robinson, Mark Ferrari, Dragon

11:30 pm

Room 407—1 hr 30 min
(Almost) Midnight Horror Reading
A prescription for nightmares is on tap for this evening. Better cuddle close to your teddy dragon as we hear tales from the dark side of the force.
Lynn S. Adams (M), D.T. Steiner, Bruce Taylor

Saturday

1:30 am

Room 407—5 hr 30 min
Open Gaming
A sign-up and schedule will be available in the main gaming rooms. Got a game you wish to play?
T. Brian Wagner

9:00 am

Columbia West—3 hr
SMoFshop: Children and Conventions
This is a forum for all concerned persons and convention planners to meet and discuss the issues

10:00 am

Horizon—1 hr
Is Fantasy Replacing Mythology in Today's Society? Whatever happened to those tales of Jason and the Argonauts? Or was that the fantasy of its day? Has

fantasy replacing mythology or is fantasy becoming the mythology of today?

Richard Purtill (M), Marion Zimmer Bradley, Leslie T. Newcomer, Rachel Holmen, Rebecca Neason

Alpine—1 hr 30 min

Dragon in Hollywood
And just what has the Dragon Man been doing in Tinsel Town?
Dragon

Room 405—1 hr

Taxes for Writers and Artists
How do the new IRS tax laws affect you?
Cyn Mason

Room 407—1 hr

The Westercon 44 Benefit Auction
Sometimes these things happen. Come help out the folks from the Great White North and show what fandom is all about.
Jackie Wilson

Columbia East—1 hr

Publishing Your Artwork
So, you have managed to create that master piece. Now what?
Julia Lacquement-Kerr (M), Carolyn Melvin, Lonnie Davis, Gail Butler, Brian Snoddy

11:00 am

Horizon—1 hr 30 min

The Robert Forward Show
"Forward Into Space". Antimatter propulsion, interstellar flight, space tethers, and solar sails
Dr. Robert Forward

Room 405—1 hr

My Favorite Strategies
Ideas for FRP GameMasters and player tips on how to avoid cashing in your favorite character prematurely.
Beth Morsund (M), Raven McCracken, T. Brian Wagner

Columbia East—1 hr

What Happens When the Oil Runs Out?
Petrochemicals, plastics, lubricants - and no whale oil to go back to, either
Jim Fiscus, Greg Bear, Robert Charles Wilson

11:30 am

Alpine—1 hr 30 min

The Mark Ferrari Slide Show
Come see why our Art GoH is our GoH
Mark Ferrari

12:00 noon

Room 405—1 hr

Art Demo: Black and White Illustration Techniques
Artists demonstrate their unique gifts in black and white.
John Alvarez (M), Julia Lacquement-Kerr, Margaret Organ-Kean

Room 407—1 hr

Researching Your Story
So you have an idea for a story. Your outline is almost complete, but you need to fill the holes. These pro writers will explain how to find the facts that will complete the story.
Craig W. Anderson, M.J. Engh, Dave Duncan, Nick DiMartino

Columbia East—1 hr

Are Role Playing Games Dangerous?
D&D and other RPGs have been accused of everything from mind control to Satanism. Find out what the real story is.
Raven McCracken (M), Lori Lynn Miller, T. Brian Wagner, Dancön Willich

Columbia West—1 hr

Trek Aliens: Leather, Lace, and Friendly Plastic
Creating that non human character from Rodenberry's universe
Betty Bigelow (M), Joy Day, Hans Meier, Paula Crist-Pickett, Louise G. Foster, Carolyn Melvin

12:30 pm

Horizon—30 min

ConStar Meeting
For participants in the ConStar game.

1:00 pm

Horizon—1 hr

Virtual Reality
What is it and why will it revolutionize everything from architecture to video games?
bandit (M), John Cramer, Joel Davis, Burt Webb

Alpine—1 hr

Characterization in Star Trek: Who is the Best and Worst, and Why?
The title says it all.
Vicki Mitchell (M), Ford Thaxton, and several other personages.

Room 405—1 hr

Art Demo: Acrylics
Techniques and talent come together from this familiar face in Seattle fandom.
Rob Alexander

1:00 pm Cont.

Room 407—1 hr

The University Book Store Presents: Dave Duncan, Catherine McGuire, and Megan Lindholm
Three very different writers read from their works.
Duane Wilkins (M) Dave Duncan, Catherine McGuire, Megan Lindholm

Columbia East—1 hr 30 min

Abuse Themes in Science Fiction and Fantasy
A third of the women and a fifth of the men in the US were abused in some manner as children. How are these realities reflected in what we read?
Laurie Edison (M) Jane Hawkins, Michael Gilbert

Columbia West—1 hr

What is the Line Between Art and Pornography? or Why is My Work Art and Yours Pornography? A panel discussion of art and censorship. Does art have to be politically correct? Is there a definition for art obscenity or is it all personal opinion? If it is the latter, shouldn't we mind our own business?
Jon Gustafson (M), Lita Smith-Gharet, Jackie Nilsson, Lonnie Davis, Dameon Willich

2:00 pm

Art Show—2 hr

An Art-a-Faire
A chance to meet the artists and their art. Find out who's behind that piece you're already drooling over. Talk about techniques, or just chat.

Horizon—1 hr

Health Care in the 21st Century: Social and Cultural Implications
We are just beginning to see the dramatic effects of the clash between our social mores, cultural values, and the ever increasing advances in medical science. What is the outlook for the next century?
Gordon Baker (M), Randy Gordon, Jonathan E. Bond

Alpine—1 hr

Godzilla's Sex Life
A disarmingly frank discussion of the sex lives of Godzilla and other Japanese giant monsters.
R. Graeme Cameron and Stan Hyde

Victoria—1 hr

3-D Slide Show
A program of projected 3-D full color images using Polaroid glasses. Scenes from Science Fiction, Fantasy, and Adventure film and television productions ranging from The Addams Family to The Rocketeer. Also includes a potpourri of rare Realist format 3D views with scenes from films/shows like Blade Runner, House of Wax, Freddy's Dead, Space Patrol, etc.
Elliott Swanson

2:00 pm Cont.

Room 405—1 hr

Cultural Diversity and Ethnic Wars: Kurds, Croats, and Crips
A look at the clashes between minority ethnic groups and the mainstream culture. Are the nations of the world splintering into warring tribes?
Jim Fiscus, M.J. Engh, Bruce Taylor

Room 407—1 hr

Mandatory Meeting Of All Masquerade Participants
If you wish to be in the Masquerade tonight, you had better attend this meeting. All exceptions must be cleared with the director.
Wendy Chateau

Columbia West—30 min

Spider Robinson Reading
Our GoH rises and shines for this 30 minutes glimpse of his works.
Spider Robinson

3:00 pm

Room 405—1 hr

Ether Patrol II
This radio show from Vancouver heads south to join Rustycon for the first time. Check your pocket program for details.
Stuart Royan, Michael Dean, Kyle Kirkwood

Room 407—1 hr

Building That Costume for the Littlest Fans
A look at creating costumes for those fen age 12 and under.
Astrid Bear (M), Joy Day, Jackie Nilsson

Columbia East & West—1 hr 30 min

Autograph Session
Come and get your novels, magazines, and/or program books autographed by your favorite personage at Rustycon.

4:00 pm

Room 405—1 hr

Color Theory in Art
Tips from the pros that will add realism to your work.
Mark Ferrari (M), Russell D. Campbell, William R. Warren Jr., Rob Alexander, Gail Butler

Room 407—1 hr

Canned Scenario vs. Personal Creativity
What's the best way to run your FRP game? Is there an advantage to either technique? What are the pros and cons to store bought gaming modules vs something you have created on your own?
T. Brian Wagner (M), Dameon Willich, Raven McCracken, Lori Lynn Miller

5:00 pm

Victoria—2 hr

The Rustycon Impromptu Masquerade
The contestants will have two hours in which to construct a costume out of a pile of miscellaneous materials and supplies. Many of their models will be familiar faces from out of your program book. That's right—some of the pros will be doing the modeling!
Wendy Chateau

Room 405—1 hr

Art Demo: Color Pencil Technique
Come see our Art GoH divulge some of his secret techniques.
Mark Ferrari

Room 407—1 hr

Publishing Your Own Fanzine:
The State of the Art of APA's Today. How do you get started and what do you do then?
Chris Nilsson, Andi Schecter, Jodi Scanlon

Columbia East & West —1 hr 30 min

ConStar Presents: The Captain's Mast
The people from ConStar will be putting on this production. Check your pocket program for details.

An Evening at Rustycon

Along with our normal faire, Rustycon presents an evening of tongue-in-cheek approaches to science and social topics. Here are five panels about serious subjects presented in a slightly less than serious way. Come check them out and, if attendance warrants, we'll do it again next year!

For Adults Only

Rustycon presents an evening of adult programming. Here are six panels are intended for adults over the age of 18. They contain mature subject matter that may not be suitable for minors. If you are under age, please do NOT attend these panels. If you are offended by subject matter of a mature nature, please do NOT attend these panels. If you disagree with the opinions presented, that's fine. If you disagree with the panel topic, please do NOT attend!

7:00 pm

Columbia East —1 hr

Will Aliens Think Coke is the Real Thing?
How would sentient beings of the Dog Star do it their way at Burger King?
Stan Hyde (M), Robert Charles Wilson, Mike Moscoe, R. Graeme Cameron

7:00 pm Cont.

Horizon & Alpine—2 hr

Masquerade
The all new and improved Rustycon pageant of costuming.
Wendy Chateau

Room 405—1 hr

The State of Fandom Today: the Good, the Bad, and the Ugly
Many things are bright and beautiful in fandom today. However, there are a number of problems (and problem people to go with it) that are very annoying. Are the Fanarchists ruining it for everybody? Or is the heavy handed con-coms that produce these puppies? Let's take a look at the light and dark sides of fandom.
Andrew Nisbet (M), Leroy Berven, Cecilia Eng

Room 407—1 hr

Ether Patrol III
This radio show from Vancouver heads south to join Rustycon for the first time. Check your pocket program for details.
Stuart Royan, Michael Dean, Kyle Kirkwood

8:00 pm

Room 407—1 hr

The Highest Form of Life on Planet Earth
Is it cats, cockroaches, dolphins, or something else?
Jak Koke (M), M.J. Engh, Kyle Kirkwood

(Adult Programming)

Victoria—1 hr

Erotix Comix
The ins and outs of erotic comic books. Hopefully, the panelists have brought some samples with them.
Phil Foglio (M), Steve Gallacci, Stu Shiffman, Richard Scott

Room 405—1 hr

My Favorite Filk Songs
An hour of the best from fandom and filk.
Cecilia Eng (M), Andrew Nisbit, Lauraine Miranda

Columbia East —1 hr

Feminism, Politics and SF/F
Is our genre still a man's world or has SF/F achieved a state of equality between the sexes? What does it take for a woman to succeed in this industry that is different from the mainstream? Or is there a difference?
Lisa Bothell (M), Kristi N. Austin, Laurie Edison, Dameon Willich

9:00 pm

Columbia East—1 hr
What Do You Say to a Semi-Naked Fan (and how do you get a date)? A tongue in cheek approach to what you see in the halls at local conventions. Is it time to bring out the spandex police and regulate hall costumes or should con-coms mind their own business?
Lynn S. Adams (M), Ford Thaxton, Chris Bates, Sharree Sledge

(Adult Programming)
Victoria—1 hr
Erotica in SF/F Art
A semi-serious look at cheese and beef cake in genre art.
Dennis Bergum (M), Damon Bard, Lita Smith-Gharet, Jon Gustafson, Jackie Nilsson

Horizon & Alpine—5 hr
Saturday Night Dance
Dance your socks off till the cows come home!
Shawn Marier

Room 405—10 hr
Open Filking
Join filkers from far and wide for an evening (and a night) of music and fandom.

9:30 pm

Room 407—9 hr 30 min
Open Gaming
A sign-up and schedule will be available in the main gaming rooms. Got a game you wish to play?
T. Brian Wagner

Klingon Diplomatic Corp Suite
A Telynor Concert (*After the Masquerade*)
The KDC graciously sponsors for your enjoyment a beautiful concert of Telynor's music. Please plan to join them.

10:00 pm

Columbia East—1 hr
The Reptoids are Coming!!! The Reptoids are Coming!!!
Where Do the New Age Fringe Groups Come From and Do They Take MasterCard? It seems that every time there is some perfectly explainable phenomenon, a new cult springs forth. What makes these groups tick, anyway?
David Meyer (M), Mike Moscoe, Robert Charles Wilson, Ford Thaxton, Ru Emerson

(Adult Programming)
Victoria—1 hr
Dirty Science
Research into the private areas of your life. Did you ever wonder how they tested feminine hygiene sprays?
Stuart Royan (M), Kyle Kirkwood, Stan Hyde, R. Graeme Cameron

11:00 pm

Columbia West—1 hr
What are You Doing Up at This Ungodly Hour?!?
Our panelists will be quizzing you to find out why you are attending this panel and not in bed with your teddy-dragon.
bandit (M), Stuart Royan, Michael Dean, Kyle Kirkwood

Victoria—1 hr 30 min
Costumes, Masquerades and Fandom (R-17 and up)
An R17 and up look at costuming in fandom today through the use of slides and pictures.
Jack Krolak, Thom Walls

11:30

(Adult Programming)
Columbia West—30 min
Erotic Poetry Reading
Ahhhh! The sensuous side of SF/F poetry!
Bruce Taylor

Sunday

12:30 am

Victoria—1 hr 30 min
The Ford Thaxton Blooper Theater
See Star Trek (original and Next Generation), Alien Nation, War Of The Worlds, etc. as you never saw them before...
Ford Thaxton

1:00 am

Columbia East & West—6 hr
Open Gaming
A sign-up and schedule will be available in the main gaming rooms. Got a game you wish to play?
T. Brian Wagner

9:00 am

Alpine—1 hr

The Sunday Morning Show!

An old con favorite returns for another year. Details in your pocket program.

10:00 am

Victoria—1 hr

The Science Fiction Museum Presentation

Come see what the newly formed Science Fiction Museum has to offer.

Ed Stiner

Horizon—1 hr

Richard Purtil on Mythology

A fascinating look at mythology with the use of slides and tapes.

Richard Purtil

Room 405—4 hr

Club Meetings

If your genre club is interested in having a short meeting, please contact Sheila Glassburn at the con office.

Sheila Glassburn

Room 407—1 hr

Art Portfolio Appraisals

For interested artists: here is your chance to have your portfolio appraised by those who really know what they are doing.

Jon Gustafson (M), John Alvarez, Steve Gallacci

Columbia East—1 hr

What is the Difference Between SF and Fantasy? Why?

Sometimes it is hard to tell the difference. And what about the different kinds of fantasy? A discussion of the aspects of what makes fantasy.

Marion Zimmer Bradley (M), Rebecca Neason, Rachel Holmen

10:30 am

Columbia West—2 hr

The Rustycon Unbirthday Party

For the under 12 crowd only please! All children will be welcome. Please sign your child up Friday or Saturday (in childcare) for this special children's event.

Elinor Fadgen, Joan Duram

11:00 am

Victoria—1 hr

The Klingon Diplomatic Corps Presents The Wedding Of The Century! Come Join the KDC in a Fannish Wedding.

11:00 am Cont.

Horizon—1 hr 30 min

Pictionary

Teams of artists battle with felt tipped pens as the audience decides the winner. Teams will be announced at the beginning of the panel.

Sue Berven (M)

Alpine—1 hr

AIDS and Safe Sex: The Social and Cultural Implications

Back in the days when TB and smallpox used to ravage human populations, quarantines were a routine method for controlling these deadly diseases. Would this work for AIDS or would it be an excuse for homophobics to go on a rampage? What about mandatory testing? And is safe sex really safe sex? Can you be HIV positive and still have sex without infecting your partner? A serious look at a serious subject.

Gordon Baker (M), Randy Gordon

Room 407—1 hr

How Far from World Government are We?

With the fall of the Soviet regime, what incentives - or obstacles—are there?

Robert Charles Wilson (M), Leroy Berven, George Harper

Columbia East—1 hr

Friends Don't Let Friends Write Technical Manuals

If you thought producing a work of fiction was hard, wait to you get the lowdown on what it takes to produce one of these puppies.

John Hedtke (M), Rolf Mogster, Kent Patterson, Jak Koke

12:00 noon

Alpine—1 hr

Costumes, Masquerades, and Fandom (PG-13)

A PG13 or less look at costuming in fandom today through the use of slides and pictures.

Jack Krolak, Thom Walls

Victoria—1 hr

A reading by Rebecca Neason

Room 407—1 hr

Stunt and Special Effects in Film

How do they produce those incredible effects we see in movies today?

Dragon (M), Paula Crist-Pickett, Damon Bard

Columbia East—1 hr

How to Judge a Book by Reading Page 117

There has got to be a better way to choose your reading material than by the back cover blurbs or

the cover artwork. Find out in the next hour.
Amy Thomson (M), Kristi N. Austin, David Meyer,
Dave Myers, Duane Wilkins

1:00 pm

Horizon—3 hr
Art Auction
Come and bid it!
Mark Ferrari and Phil Foglio (Auctioneers)

Alpine—1 hr
Should the US & Soviet Space Programs Combine
(in Self Defense)?
Is there a chance for either to survive alone under
current conditions?
George Harper (M), Bert Webb, Jim Fiscus, John
Cramer

Victoria—2 hr
Northwest Convention League Meeting
A discussion session of representatives from local
conventions.
Richard Wright (M)

Room 407—1 hr
Doing it With Style
A discussion of the similarities and differences
between different styles
Rebecca Neason (M), Lynn S. Adams, Rachel
Holmen

Columbia East—1 hr
Erasing the Boundaries Between Life and Death
Our social institutions are a century behind the
technology of "life" support - and the rate of change
is increasing. A look at a very controversial subject
three months after initiative 119.
Richard Purtill, Gordon Baker, Randy Gordon, Jak
Koke

Columbia West—1 hr
Up and Coming Writers and Artists
... and some under appreciated ones too. A look at
who is up and coming as well as people we should
hear about now.
Kristi N. Austin (M), Jane Larsen, Duane Wilkins,
Leslie Newcomer, D.T. Steiner

2:00 pm

Alpine—1 hr
Wormholes, Space Warps, Time Machines, and
Super Strings
Fiction into reality. Sometimes the lines can get real
fuzzy.
John Cramer (M), Greg Bear, Joel Davis

2:00 pm Cont.

Room 405—1 hr
Masquerade Post-Mortem
A rehash of what went right and what went wrong
at last night's masquerade.
Wendy Chateau

Room 407—1 hr
Collecting Books for Fun and Profit
An appreciation panel for the written word. How
do you take care of the books you want to keep
forever? And what makes a book valuable or
collectable?
Chris Bates (M), John Pelan, Jane Larsen

Columbia East—1 hr
Survival as a Writer
All writers get six figure advances for their first
novel, right? This is a panel on how the struggling
writer makes it through the tough times between
sales.
Dave Myers (M), M.J. Engh, George Harper, Mike
Moscoe

Columbia West—1 hr
The Truth Behind the Handmaid's Tale
Is it closer than we think? Where are women's
rights going?
Sharon Sinclair (M), Dave Meyer, Margaret Organ-
Kean, Kristi N. Austin

3:00 pm

Victoria—1 hr
Federation Feud
The Family Feud mates with Rodenberry's universe.
Sheila Glassburn

Columbia East—1 hr
How to Write Hard Science Fiction
The facts and just the facts and how to put them into
a novel that reads well. Hard SF is probably the
most difficult write of any style in the genre. Learn
how these experienced writers do it.
Greg Bear (M), Robert Charles Wilson, Joel Davis,
George Harper

Columbia West—1 hr
How to be an Editor (and Lose Your Sanity) in One
Easy Lesson
Professional, semi-pro, and fan publications. What
editing is all about.
John Pelan (M), Craig W. Anderson, Chris Bates,
Chris Nilsson, Rachel Holmen

3:30 pm

Alpine—1 hr 30 min
Onions and Roses
Audience opportunity to praise or lynch the ConCom staff
Scott Boivin (M), Craig Nelson, Greg Cox, Leroy Berven

4:00 pm

Victoria—1 hr
Artist's Jam
Our convention artists team up to produce some very special artwork.

Columbia East—1 hr
Westercon 46
This is a meeting for all SWOC (Seattle's Westercon Organizing Committee) members and interested parties.
Richard Wright

Columbia West—1 hr
Erotica: How Free is the Free Press?
How far has censorship eroded our right to free speech? And what about those unspoken, unofficial rules as to what is politically (or politely) correct? Should we tolerate either?
Chris Bates (M), Dave Meyer, Phil Foglio, Steve Gallacci

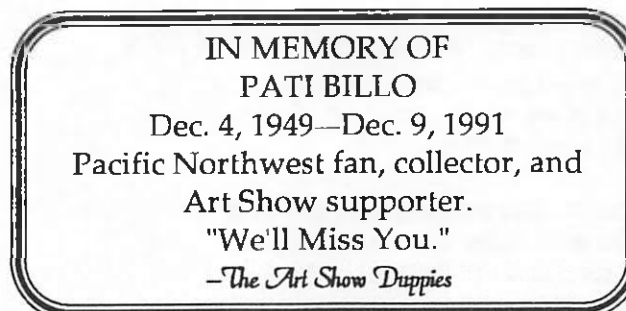
5:00 pm

Alpine—1 hr
Closing Ceremony
Another year, another Rustycon, and another closing ceremony. All good things must come to an end.
Spider Robinson, Mark Ferrari, Dragon, Scott Boivin (M)

Hospitality—until we kick you out
Dead Slug Party
for all you dead rustycon slugs out there....

6:00 pm

Horizon & Alpine—2 hr
Boom Box Bop Dance
All new just for you!!! Rustycon goes out with a BOP!
Shawn Marier



Case # 666-6969-2: A Case of Decadence

By: Reginald (Rusty) S. Cargo

Chapter 1: Chocolate Wars

It was a dark and frozen sight. The freezer compartment was stripped bare by parties yet unknown. Where only hours before had laid this culinary event destined for the halls of fame, this chocolate entity that defied description, a homemade chocolate decadence, there now remained but a few forlorn crumbs and no clues.

When asked what happened, Pete Horvath, Head of Troubleshooting, said

"It's gone." When pressed for details, he replied: "It vanished. I don't know. I'm busy."

Words we were to hear over and over during the course of our investigations.

Still, our reporters were hot on a trail gone cold. Lacking any solid clues these reporters chose to follow their well-honed investigative instincts, instincts which soon led us to knock on the door of the KDC.

Greeted by a hearty "What do you want? Why are you here? Did you bring lunch?" our reporters sprang into action. Immediately we braced the doorkeeper with leading questions designed to inspire fear in the guilty, respect in the innocent, and dramatic awe from mere bystanders.

"Did you steal the chocolate?"

We were promptly introduced to the opposite hallway with such flair and poise as to inspire awe from the bystanders. So much for instinct.

Chapter 2: Chocolate Decadence Still Missing

Having positively determined the diplomatic immunity of the KDC in the case of the stolen Chocolate Decadence, these reporters' agile wits determined the next most likely location of the missing confection.

We decided to investigate the room parties.

Our first priority was to locate one. Past experience told us that the most fruitful method was to listen for the unmistakable sounds of a party. Following such sounds led these reporters to the corner stairwell, where it was obvious there was some serious partying going on.

After apologizing profusely to the serious young couple we found there (all the while noting pertinent details for future reference), we proceeded upstairs in an effort to locate more appropriate partying.

The first open doorway revealed a room party of mind-

boggling proportion. All the elements of a successful party were present; hordes of people, food-laden tables and a well-stocked bar. Keen investigative instinct led us to the most likely hideout for stolen desserts, the bar.

Previous experience had proven that the direct approach was unrewarding, so we attempted a more subtle approach. We ordered drinks.

They proved to be so rewarding that we ordered some more for luck, and another for good measure. Our cover identities as normal party-going con folk firmly established (although the floor wobbled a bit), we then set about focusing our gaze on the elusive goal of recovering the prize.

"You know, chocolate would go wonderfully with thish blue shtuff."

"It'sh ... green."

Further investigation revealed that the drink in question was in fact green and not blue, as advertised. In righteous outrage, we left the party in search of one where the drinks were a decent shade.

After intensive searching, all the while consuming whatever color was handed to us (in order to maintain our cover), we concluded that the most likely way to find a blue drink (that was what we were searching for, wasn't it?) was to wait until the sun came back up so we could focus our eyes again. Five or six more open doors should accomplish that goal.

Consciousness returned, as it normally would to hard-working seekers after truth, in a blare of strange noises, blurred vision and the sense of the world slowly revolving beneath us. The truth of our situation was not as elusive as that missing dessert.

We wiped the whipped cream from our faces, stood up, fell from the slowly revolving luggage bay and made our way back to the convention hotel to continue our investigation, preferably in a change of clothes.

Chapter 3: Chocolate Decadence ...In Japan?

As we stumbled through the airport, subtle visual and sound cues told us something was not right. At first we attributed our inability to read the signs as evidence of our own mental states, but the scrawl-like markings combined with constant "click-whirr" sounds produced a vague sense of uneasy dislocation. Wiping our eyes further, we squinted at the throng of people surrounding us, people hunched over and peering at us through—

"Cameras."
"What?"

"That clicking sound is cameras."

Suddenly it made sense. Hundreds of people, all pointing cameras our way. Unreadable signs. An airport.

"Oh, Ghod, we're in Japan."
"We'll never get back in time! The Con will be over by—"
"Wait! A sign in English!"

We staggered over to the sign and made our halting, head-splitting way to the words "Welcome to San Francisco. Terminal—Up Escalator. Baggage Check-In—Down Escalator".

"San Francisco! We have time!"
"Tickets. We'll need tickets."
"How much money have you got on you?"

We had to admit astonishment at some of the things we proceeded to pull from our pockets, but none of it was even remotely shaped like money. We dithered in desperation trying to decide our course of action when the sound of frantic barking came from the down escalator. We arrived at the same conclusion simultaneously, dashed back to the luggage rack and proceeded to climb the ramp. We arrived at the conveyor and followed it back to the tarmac. We picked up a pair of suitcases at random and tried to look purposeful as we observed baggage being loaded onto planes. Finally we spotted SEA tags and strode on board.

"What are you doing here?"

We turned to face a very serious-looking security type. A very well-armed, serious-looking security type. Even hung over we responded with the sharp, quick reflexes of the trained investigator.

"Uh—"

"Mph—"

"Er—"

"Um—"

Numb fingers dropped the suitcases to the deck.

"Suitcases! The suitcases were mislabeled."

"Uh, yeah, right, the suitcases. We were told to bring them to this plane. We gotta—"

"Yeah, we gotta go stow these now."

"Right, excuse me."

We hurriedly shuffled deeper into the plane.

"Think he bought it?"
"Probably not. Let's find a seat."

Listening carefully, we soon found what we were looking for. The pressurized cargo area, where pets were stowed.

"I like the looks of that one."
"I don't know, he looks pretty tough."
"Ah, dogs are a pushover. All you gotta do is walk up slow, carefully open the door and—hey! HEY! SIT!"

BACK! DOWN! HEEL! Drgmph..."
"Chomp! Snarl! Snap! Munch!"

We sat up and assessed the damage. The dog had tired of combat exercises and had run out the open door. We weren't wounded too seriously, and we had gained our objective: a place to hide sit for our trip back. We took our seats and made ourselves comfortable as the plane rumbled into its takeoff.

"Mph! Move over!"
"I AM moved over! Why didn't we get the bigger crate over there?"
"Because the poodle looked like a pushover. Shut up and watch the movie."
"I hate dog biscuits."
"Are we there yet?"
"Quiet! The movie's starting! Pass me that popcorn."
"That's kibble."
"Glmph."

* * *

We staggered out of the Seattle airport and into the Con. Immediately we were confronted with some very serious-looking Con-Com looking for a status report on the investigation.

"Where the *#! have you been?"
We looked at each other.
"We can definitely report that the chocolate is not in San Francisco."
"WHAT?!?"

"Hey, look, this is a very complete investigation."
"Yeah, we're checking everywhere. Hey, has the Masquerade started yet?"

We learned that ConCom faces do not gain anything by close observation.

"Get your behinds *back* *on* *the* *job* !! And clean yourselves up! You smell like you traveled in a dog crate!"
We were nearly sober enough to begin to notice the smell ourselves. We looked at the state of our appearance and at each other.

"Jacuzzi."
"Right."

After all, it was the next logical place to check for the missing dessert.

Chapter 4: Jacuzzi/Masquerade, with Nuts

We stumbled into our room, dressed appropriately for the jacuzzi, and headed for more hot water to get ourselves into.

"Oh, by the way, look at this."

"What is it?"

"A plate I found...somewhere. It's the one the chocolate was on."

"How do you know?"

"There was still—uh, crumbs on it."

"Oh. Don't you think we should have told the ConCom?"

"You think they were in a mood to talk about it?"

"Um. Right. Jacuzzi's this way, right?"

"Yeah, behind this door."

We opened the door and strode through. We were prepared. We were ready. We were dressed for the Jacuzzi. It was twelve degrees outside.

"Cold!" "Cold!" "Cold!"

"Cold!" "Cold!" "Cold!"

SPLASH! Burble. Steam.

"Hot!" "Hot!" "Hot!"

"Hot!" "Hot!" "Hot!"

SLAM!

Drip. Drip. Blink.

We were awake. Stark, staring awake. This was the sort of awake that arrives like a meteor, with rushing sounds and bright lights and the intense urge to be somewhere other than right here.

We stood dripping in the lobby, trying to put together a plausible sequence of events that would lead to us standing here, shedding water onto our surroundings, wearing nothing but hotel towels and a silver plate. We were unsuccessful in finding that sequence.

Familiar-looking faces hurried past. Something about these faces were particularly suspicious. On full alert, we rushed after, following our instincts through a door, a dark, muffled passageway and into—

Bright lights. The roar of the crowd. A cheering crowd. They are cheering for us. We're on a stage. The roar of the footlights, the smell of the...

"I, uh, think we found the Masquerade."

Our extensive training and expertise kicks into gear. Immediately we review our options.

"Hanna-Barbera. 'Exit, Stage Left!'"

"Monty Python. 'Run Away!'"

"Better."

We implement Option B—right into the loving arms of the Klingons. An animated discussion of diplomacy ensues, wherein we discover that Klingons and water are mutually incompatible.

Fortunately, what has become a somewhat lengthy and enthusiastic lesson in Klingon diplomacy is interrupted as we are called back onto the stage to receive our prizes in the Masquerade (Judge's Choice for Most Imaginative Use of Damp Chlorine in a Costume). We graciously accept.

The rôle of a detective is one of stealth, of skulking, and of knowing that your true identity is well hidden. A detective prides himself on being subtle, protecting the clients and keeping away from the prying eyes of the media.

These priorities suddenly seemed less important as we found ourselves standing (nearly) naked in front of thousands of cheering people. Well, hundreds of cheering people. Okay, two or three cheering people. The rest were laughing themselves cyanotic.

It was with tears in our eyes that we left the stage, and with outright crying that we approached Big Scott (the Chairman of Vice) to give him the latest status report.

We don't remember much after that...

Chapter 5: Chocolate Decadence Gets Maced

Last day. No leads. Nothing even remotely considering the possibility of contemplating the concept of thinking about the idea of perhaps becoming a clue. Our courageous seekers after truth (and a good time) took stock of the damage the last forty-eight hours had bestowed.

"So, when do we report to the ConCom?"

"Um, right after closing ceremonies, I think. We'd better have a good excuse for them."

"Don't you mean an answer for them?"

Silence.

"Yeah, right. I can't think of anything that sounds good either. What time do closing ceremonies start?"

"About four o'clock. What time is it? My head is pounding too hard to see if it's daylight outside."

"Umm, four-thirty. And I think it is daytime. My eyes wouldn't hurt so much if it were dark out."

"Grmf."

We shuffled out the door, collided with a housekeeping cart, apologised to housekeeping (or at least to the cart) and shambled into an elevator, pausing to take stock of the startling costumes the passengers were wearing.

"Hey, look at this one. It's got this weird thing hanging off it, and look at those buttons!"

"No, I like this one better. Hey, what is this? I know, I know, it's a Hyper-Theta Sixteen-MegaOuch Laser Mace. Pretty cool. Where'd you get it?"

Our seeking after relevant information went unanswered, and the two spectacularly-garbed aliens went before us into the crowded lobby. All that remained was the lingering scent emitted from the strange device the female pulled from her Laser Mace. We paused to admire the fragrance before spilling out onto the floor of the hotel.

"I wonder where her badge was? She sure kept it hidden, eh?" And did you notice that the spray bottle was actually labeled 'Mace'? C'mon."

"Uh, that's the front door. Closing Ceremonies are this way."

"How can you tell? All I can see is the handle."

"It's louder out there. Traffic and airplane noises. You remember airplanes, right?"

"Grmf."

We made our way into the Lion's Den called Closing Ceremonies. The air was fraught with Danger. Danger from a good ConCom gone bad (or at least pissed off). Subtlety was the key. Tact and diplomacy was our motto (trademark applied for). We prepared ourselves—to die messily. But we would die with dignity. We would die screaming in diplomatic terror and messy subtlety.

"Let's be inconspicuous. Maybe they'll forget about us in the enormity of the weekend."

"Good idea—oops." Loud clatter and crash as the table with the water service toppled to the floor. "Or not."

They had us now. Converging on us was Big Scott from the right and Policeman Pete from the left. The Chairman, Sue Berven, awaited us at the front as we were delicately escorted there.

crash

"Well, did you find it?"

"Ouch."

"Do you have any leads at all?"

"Ouch."

"Do you, in fact, have anything resembling intelligent thought? Grunt twice for 'yes.'"

"Ouch. Grmf."

With that, we were made to know under no uncertain terms, who we were and who (or what) our parents were, so we decided our time here was done. Another diplomatic exit; this time at the hands of the Concom. Our faces were intimately introduced to the columns in the lobby.

Gathering our things, we stumbled out on our way home.

"What are you eating?"

"I don't know. I found it on Friday in a closet somewhere. It's pretty good. Chocolate."

"Chocolate."

"Yep."

"You found it on Friday."

"So?"

"You had it with you *all this time?!?*"

"Yeah, here in my bag. Want some?"

"You. Made. Me. Eat. Kibble."

"Glk..."

Pursuant to their career (or at least pursuing each other) our heroes dashed into the sunset, trying not to break it in the process.

CLOSED. CASE No. 666-6969-2

Any resemblances to persons living, dead or otherwise is purely coincidental, except where it helped the myth or where we made it up on purpose, so there!

Members

- | | | |
|-----------------------------|---------------------------------|---------------------------------------|
| 1 Spider Robinson | 30 Brian Goldade | 58 Eric Barney |
| 2 Jeanne Robinson | 31 Juna Haggart | 59 Michael Barney |
| 3 Mark Ferrari | 32 David N. Haugen | 60 Jacquallynn D. Duram Nilsson |
| 4 Dragon | 33 Karl von Endekeussen | 61 Chris Nilsson |
| 5 Leroy F. Berven | 34 Peter S. Horvath | 62 Kalyn Nilsson |
| 6 Susan J. Berven | 35 Jeffrey Isaacson | 63 Valorie Osterman |
| 7 Scott J. Boivin | 36 Joy L. Jackson | 64 Larry Osterman |
| 8 Keith Johnson | 37 Joanne F. Kirley | 65 Chris Raver |
| 9 Teresa L. Primrose | 38 Jack P. Krolak | 66 Misha Williams |
| 10 Penny Rich | 39 Kathy McLean | 67 Rebecca V. Neason |
| 11 Craig Nelson | 40 Ted D. Butler | 68 tobin |
| 12 Robert J. Grieve | 41 Renee Ann Byrd | 69 C.L. Chainus |
| 13 Erica Boivin | 42 Michael L. Citrak | 70 Kirrian Veatai Pallara |
| 14 Domers | 43 Susan L. Carey | 71 Scott L. Staheli |
| 15 Autumn J. Grieve | 44 PUNitive | 72 Jo Brown |
| 16 Sue Lyn Torgerson | 45 Ann Peters | 73 Jeff Harris |
| 17 Crystal Melvin | 46 Charlot Barney | 74 Laura M. Thompson |
| 18 Elizabeth Fellows | 47 Toni Elton | 75 Robert D. Griffiths |
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| 20 Deborah K. Strub | 49 Elinor J. Fadgen | 77 Brad Hartshorn |
| 21 Jim Lane | 50 Raksasha @acme.lou.edu | 78 Chris Andersen |
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| 24 John C. Andrews | 53 Karen E. Young | 81 Diane Palms |
| 25 Douglas Booze | 54 Bad Axe | 82 Steven Dixon |
| 26 Aaron Clements | 55 Jana Simmons | 83 Durlyn |
| 27 Rebecca J. Fallis | 56 Captain Brentanos | 84 Mark C. Andersen |
| 28 Don M. Glover | 57 Dick O'Shea | 85 Linda Ann Billington |
| 29 Vicki M. Glover | | 86 L.A. Kane |

- | | | |
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| 88.....Kailikea Jackson | 152.....John Peekstok | 216.....Carolyn Ahlgreen |
| 89.....Kristi Austin | 153.....Phil Foglio | 217.....Carole Carr |
| 90.....Zachary Murphy | 154.....Maja Peters | 218.....James T. Harper |
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| 92.....Kim Gregory | 156.....Sam Emery | 220.....Sam Butler |
| 93.....Christyna Ivers | 157.....Gerald Cline Jr | 221.....Shersan |
| 94.....D'vora Hodge | 158.....Arthur Wright | 222.....Sean Wells |
| 95.....Sigfried Allen Trent | 159.....Donald G. Dever | 223.....Julian May |
| 96.....Pat Wilson | 160.....Joseph Rodgers | 224.....Lynn S. Adams |
| 97.....Jack E. Peters, II | 161.....Marci Malinowycz | 225.....Craig Anderson |
| 98.....William D. Olson | 162.....M. Cecilia Griffith | 226.....Mark Anthony |
| 99.....Keith Alan Johnson | 163.....Kim McCoy | 227.....bandit |
| 100.....Debora Reinert | 164.....Sybil | 228.....Damon Bard |
| 101.....Alice Walsh | 165.....Beth Moursund | 229.....Chris Bates |
| 102.....NANL FASO | 166.....Mark Nerby | 230.....Greg Bear |
| 103.....ORIANA | 167.....Andrew Nisbet | 231.....Betty Bigelow |
| 104.....Michael H. Jones | 168.....Ceresa O'Bryan | 232.....Marion Zimmer Bradley |
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| 107.....Robert W. Stephenson | 171.....Gary Pomeroyq | 235.....John G. Cramer, PhD |
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| 109.....Joan Duram | 173.....Shade Nightwing | 237.....Joel Davis |
| 110.....Bue | 174.....Marshalla Murdoth | 238.....Joy Day |
| 111.....Lenora Lee Good | 175.....Shadora | 239.....Frank Denton |
| 112.....Maria Bartz | 176.....Lt. Mirage Lightwing | 240.....Nick DiMartino |
| 113.....Alan Smith | 177.....Susan V. Rich | 241.....Paula E. Downing |
| 114.....BBI ABACUS | 178.....PIPPIN SARDO | 242.....Elton T. Elliott |
| 115.....Lisa Van Every | 179.....T'tam Renniks | 243.....Cecilia Eng |
| 116.....Sandra C. Buskirk | 180.....Kathryn Smith | 244.....M.J. Engh |
| 117.....James H. Taylor | 181.....Scott M. Smith | 245.....Bruce Chandler Fergusson |
| 118.....Julia L. Taylor | 182.....Innsbruck Tarrington-Wesp | 246.....James Fiscus |
| 119.....John Colbert | 183.....Rumour Von Loysner | 247.....Steve Gallacci |
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| 124.....Jtonnen | 188.....T'airn'ka aka: J.R."Jim" Weber | 252.....Rachel Holmen |
| 125.....Tre | 189.....Patty Wells | 253.....T.S. Holmes |
| 126.....Matt Glidden | 190.....Marc Wells | 254.....Marilyn J. Holt |
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| 141.....Lita R. Smith-Gharet | 205.....White Rose | 269.....Vicki Mitchell |
| 142.....John Alvarez | 206.....Sue Renhard | 270.....Mike Moscoe |
| 143.....Robert Alexander | 207.....David Moreland | 271.....Dave Myers |
| 144.....Susan Alexander | 208.....Kaja Murphy | 272.....Leslie Newcomer |
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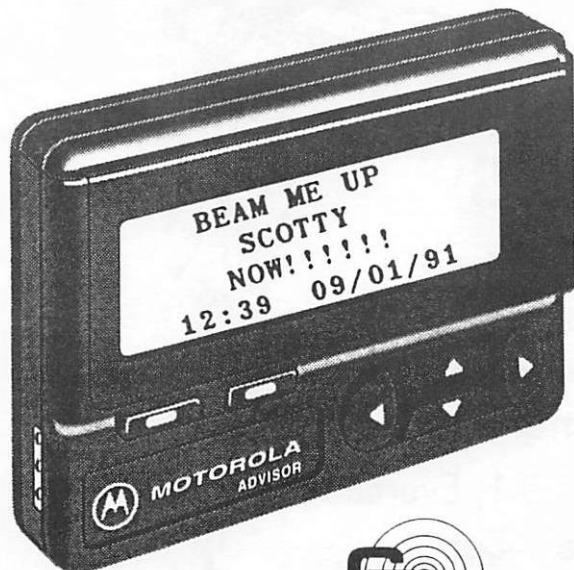
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283	Ford Thaxton	307	Orion	331	Christy
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287	Richard Wright	311	Linda I. Shipman	335	Friend of Charlie Knoedler
288	Chris York	312	Dyrewulfe	336	Theo Williams
289	J. Steven York	313	Ginger Lewan	337	George Ainsworth
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296	Dragonsfyre	320	Delmar Lawrence Duram	344	Cindy Ptasnik
297	William Trojan	321	Amanda Duram	345	David B. Ptasnik
298	Friend of William Trojan	322	Patty	346	Greg Cox
299	Charlie	323	Jay Cook	347	Linda Deneroff
300	Don Forbis	324	James W. Wilson	348	Janet Miller
301	Holly Forbis	325	Cynthia Lasater		
302	Kelly Dee Forbis	326	Garth Spencer		

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To Autodesk, for the loaning of equipment for the Program book and the info channel.



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(all amounts in US currency only)

if you are a supporting member or you pre-supported Westercon 46 and you wish to upgrade your memberships, fees are as follows:

To February 1, 1992: Pre supported didn't vote\$25.00
Voted didn't pre support\$15.00

Westercon 46 P.O. Box 24292, Seattle, WA 98124 (206) 742-8943

SEATTLE AIRPORT HILTON

