

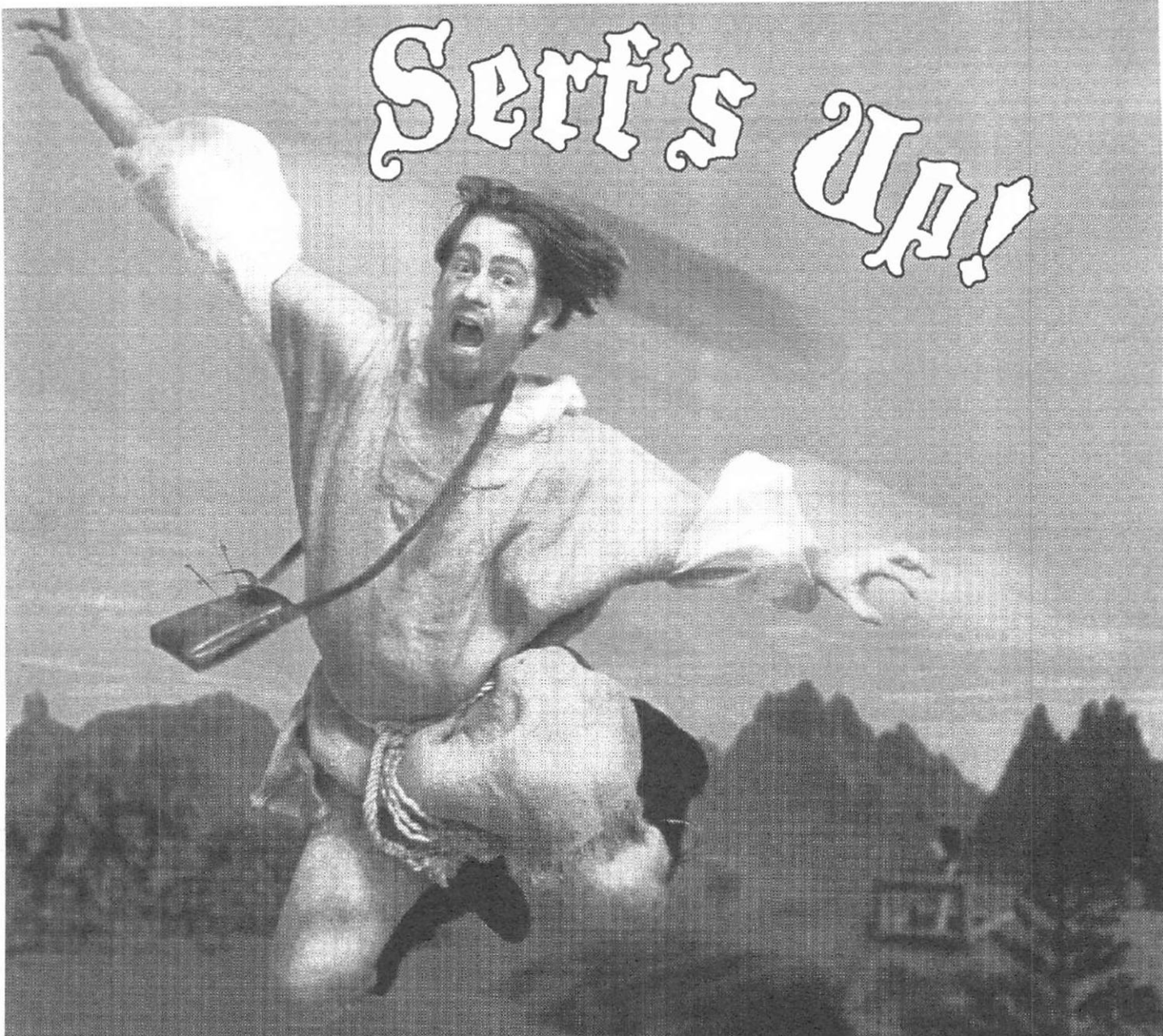
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July 2-5, 1999  
Spokane, WA



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# EMPIRE CON

## Westercon 52

July 2-5, 1999      Spokane, Washington

C.J. Cherryh, Barbara Hambly, Kristine Kathryn Rusch, Alicia Austin, Wendy Pini, Ellen Datlow, Larry Baker, Betty Bigelow

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# THE VIEW FROM THE TOP

## Chairman's Notes by Bob Ladd

**W**elcome to Empire Con, the 52nd Westercon!

These are the obligatory words from the head cheese and hope you'll bear with me while I get a few things off my chest. You see, when I was four...

Oh, right, business first...

If you enjoy yourself here at Empire Con, it is because I had the most terrific bunch of people working for me that I've ever had the pleasure of knowing. This is not to say that the extended family of in- and out-laws that is a concom always got together. Far from it. The majority of the problems I've had to deal with have been personel issues. But in the end, we all came together and used veryone's strengths to advantage, and tried to help out each other with our individual faults. This effort was made all the harder by the fact that, even more than most Westercons, we don't all live in the same town.

If you don't enjoy yourself, it is entirely my fault. With the great talent I had working for me, if something didn't come off well, I either didn't use the talent available, didn't communicate what I wished well enough, or I just out-and-out blew it. There, all my fault.

Hopefully I've done most of you well enough.

Just why did we want a Westercon in Spokane? Well, I personally had three goals.

First, I wanted to showcase the fandom of the Inland Northwest (See! I told you Washington State went further east than the Cas-

cade Mountains!). We've never had the national recognition that a Westercon can bring a fan base. To further this, I hope you will all check out our "member" conventions: Radcon in the Tri-cities (South-central Washington); Miscon in Missoula, Montana; MosCon in Moscow, Idaho; and Incon right here in Spokane. The animé convention formerly known as Baka!-con has also jumped aboard, even though they are from the wet side of the state.

Secondly, I wanted to bring new people into fandom; show John Q. Public what a con is like. Obviously, there is not much that those of you who came in from out of town can do to help us out here, but always take the time to talk to the curious, no matter where you're from. Hopefully, there are more than a few people reading this who are at their first convention.

Lastly, I wanted to expand your view of fandom, and get you to try something new. If you came just for the costuming and masquerade, check out an author's reading, or some animé, or even the Tonka Truck Scale Car Wars! I challenge everyone to try something new this weekend.

Have fun. That's why we are all here, remember?

Bob Ladd

Captain, Warlord, Babysitter, and not available for any large convention in the foreseeable future.

*E Pluribus Maroonus! (Out of Many, Maroons!)*



## AUTHOR GUEST OF HONOR

## C.J. Cherryh

C.J. Cherryh — © 1996 by C.J. Cherryh

*Curriculum vitae*

**B**A in Latin in 1964, U of Okla; MA in Classics at Johns Hopkins U. in Maryland, 1965; and additional language course at OU in 1967.

Academic awards and Honors: American Classical League Scholarship 1960; Alpha Lambda Delta; Phi Beta Kappa; Woodrow Wilson Fellow 1964-5 in Classics.

**Literary Award Nominations:**

Hugo Award, novel *The Faded Sun: Kesrith*, and short story "Cassandra" at Seacon, Brighton, England, 1979; Nebula Award, novel *The Faded Sun: Kesrith* and short story "Cassandra," 1979; Hugo Award, novel *Downbelow Station* in 1982 at Chicago IL, Chicon; Hugo Award, *Chanur's Venture*, 1985, Hugo Award, novel *Cuckoo's Egg*, at Atlanta in 1987; nominated Hugo Award, novel *Cyteen*, in Boston, 1989.

**Literary Awards (won):**

John W. Campbell Award 1977 voted by the World Science Fiction Association at The World Convention: SUNCON, Miami FL, for Best New Writer; Hugo Award, short story "Cassandra" at The World Convention: SEACON, Brighton, England, 1979; Hugo Award, novel *Downbelow Station* in 1982 at the World Convention at CHICON, Chicago IL; Locus Award: *Cyteen*, Best SF Novel of 1988; Hugo Award, novel *Cyteen* in 1989, at the World Convention at Boston, Mass, NOREASCON.

**Academic specializations and areas of reasonable competency:**

Latin, Greek, bronze age myth as related to archaeology; field archaeology (qualified but never practiced); law of early Roman Empire; history of engineering; French (professional translator); Italian and other languages in which I can at least get a drink of water and directions to the train station; was once classroom teacher.



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**Informal training and areas of personal interest:**

Human genetics, astronomy, space science and aeronautics, astrophysics, botany, geology, climatology (some of this formal education, where it crosses my ar-

chaeological studies); cosmology, anthropology; technology in general with practical and anthropological considerations.

#### Professional experience:

Teaching Latin, Greek, Ancient History; writing; semiprofessional in archaeological photography Hobbies: guitar and music comp; travel, weaving, exotic finches, marine tank, art.

C.J.

by C.J.

I write full time; I travel; I try out things. The list includes, both past tense: fencing, riding, archery, firearms, ancient weapons, donkeys, elephants, camels, butterflies, frogs, wasps, turtles, bees, ants, falconry, exotic swamp plants and tropicals, wilderness survival, fishing, sailing, mechanics, carpentry, wiring, painting (canvas), painting (house), painting (interior), sculpture, needlepoint, refinishing furniture, video games, archaeology, Roman, Greek civ, Crete, Celts, caves.

I've traveled from New York to Istanbul and Troy; outrun a dog pack, and seen Columbia lift on her first flight. I've fallen down a cave, nearly drowned, broken an arm, been kicked by horses, fended off an amorous merchant in a tent bazaar, fought fires, slept on deck in the Adriatic, and driven Picadilly Circus at rush hour. I've waded in two oceans and four of the seven seas, and I want to visit the Amazon, the Serengeti, and see the volcano in Antarctica.

I see this planet as part of the whole universe: I'm stuck on it a while, and until I get the chance to get off it — I want to do a flyby of Mars and take a look at Nix Olympica and the Vallis Marinaris, personally; and I want to see Titan and Saturn's rings and the Red Spot on Jupiter — but 'til that day I don't plan to neglect where I am either, and keeping a constantly updated list of wonders this planet has to see.

C.J. Cherryh

by Jane S. Fancher

If you want to know about C.J. Cherryh the person, ask her. I can't possibly match her first hand descriptions of her high school adventures with knife-wielding gang members or the award-winning Marching Band that was nearly eaten by Big Bertha, and when it comes to her years teaching Latin and Ancient History and coaching the fencing team... well, when you see her in the hall, just mention the Von Daniken experiment, or the foiled street bully and see what happens.

C.J. is friendly, approachable and loves conventions and fans; she can handle that part of the intro-

duction just fine on her own. I'd like to concentrate on C.J. Cherryh, the writer, and her associated body of work that changed my life along with so many others.

Since *Gate of Ivrel* came out in the mid 1970's, my relationship with C. J. Cherryh has grown from favorite author to friend to business associate to landlord to writing mentor to business partner. Over the years, my growing understanding of what she does and how she does it... her philosophy of writing, if you will, has only increased my appreciation of both her personal integrity and phenomenal output.

C.J. (Carolyn to some, Janice *only* to her family) Cherryh is, without question, one of the brightest stars in the Science Fiction firmament. Whether or not her works join the ranks of Golden Agers such as Clarke and Heinlein as "must reads" for the well-informed (though I believe they already have), the influence she has had on the field can never be wiped out. Everyone who reads her work is subtly shifted to a new mode of perception, and if that reader also happens to be a writer, he or she will never write quite the same again.

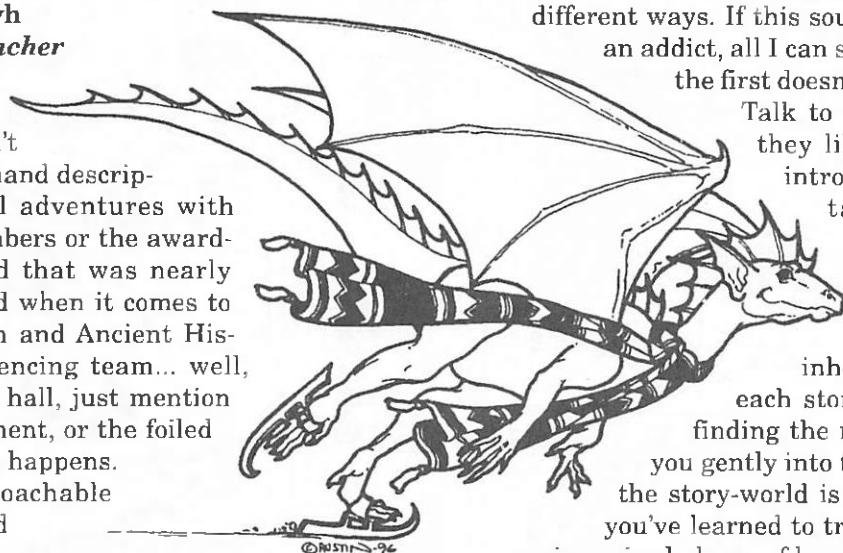
Why? Is it the complex and clever alien cultures she conceives? Is it the clever manipulation of science as we know it into science that could be? Is it the overall cohesiveness of the future history she's built for us? Is it the clever integration of psychology, economics and science? Is it the sheer poetry of language that can sometimes catch you up and make you forget you're reading? As with any question posed in conjunction with C.J.'s work, there is no simple answer.

The light she shines covers all those points and more. But so do the works of many other authors, authors whose works will be loved and read by thousands or even millions, but who will never affect the genre at its very core the way C.J.'s work has done. There's something different, something that changes the whole tone of presentation that gets under the skin of readers and makes them live and breathe and think in entirely

different ways. If this sounds like the ravings of an addict, all I can say is: read her books. If the first doesn't grab you, try another.

Talk to others, find out which they liked and why, find the introduction to this unique talent that works for you.

Why? Because no two of her books are alike. They are inherently unique because each storyteller is uni-que and finding the right size glove to shift you gently into this new mode of seeing the story-world is not always easy. Once you've learned to trust C.J., you'll find the various sized gloves of her different characters increasingly easy to assume.





So... what am I rambling about? Gloves? Storytellers? I believe the key to unlocking what is truly influential about C.J.'s work lies in a conscious decision she made back in her university days when, in between translating Virgil and Machievelli, she began to develop a philosophy of story-telling that permeates her books to this day.

C.J. began writing at the age of ten, when her favorite TV show, *Flash Gordon*, was canceled. Over the next several years, she wrote in secret, tapping away on her high-carriage, brute-force manual, government surplus, resurrected from a fall from a second story window, Under-wood typewriter, determined that she was going to make her living writing books. A stubborn, self-confident cuss from the start, she avoided Creative Writing and Lit classes and concentrated on Latin and Ancient History and Archeology, with two basic goals in mind: a) to learn her tools from the source, not through filters, and b) she wanted to be a writer, which meant a job that left her free time, and teachers had the summers free, right?

Like most self-taught individuals, she learned through that strange osmosis of scanning how-to books and listening to people talk about techniques, but none of them supplied her with the style of presentation that felt right for the stories she was telling or her natural flow of words... And so, to make a long story short, this stubborn, self-confident cuss made up her own rules and developed an internally consistent style of viewpointing that she calls "intense third person." This is that "key" to wearing that glove the reader assumes when reading C.J.'s work.

In one sense, it's hardly a new concept. Third person is a well-known viewpoint technique. It's one of the four choices available: "I," "you," "he," or the all-knowing god-author can tell the story, but C.J. carries this obvious choice a step further a single step that takes us over a cliff and plunges us deep into the decision making processes and perceptions of the viewpoint character until a subtle and unconscious harmony between reader and character is achieved. For certain kinds of storytelling, this process has all the advantages of first person with none of the disadvantages.

When used properly, it is even more intimate than first person, while still leaving the author free to move smoothly (if the story demands) into another viewpoint to expand the reader's perception of the overall situation. It allows a writer to delve deeply into the complex interactions of minds and motivations, to explore all the facets leading to the ultimate conclusion of the story, and allows the writer to develop those gray areas of right and wrong that make for a mature story. The created universe becomes a kaleidoscope of information from which the reader's understanding grows and morphs according to their own experience. Options. Choices. Consequences both real and psychological: these are the keys to a Cherryh book, because the story

evolves from a premise so deeply rooted in the viewpoint characters' needs and thought processes that it gives a whole new meaning to the term "character-driven."

Much of C.J.'s work is *not* reading for the light minded. For some readers, the process is too intense, the questions posed sometimes too unresolved, because once multiple viewpoint empathy has been achieved, no answer can be completely satisfactory to all sides. The reader is frequently required to expand their own tolerance of acceptable outcome in order to find the "happy ending." But by its very nature her work promotes tolerance. Consideration. Understanding. Because it demands that a reader look beneath the surface events to the motivations and personalities that created those events.

On the other hand, look to *Pride of Chanur* for a sheer romp through an alien mind and world, or *Gate of Ivrel* for outstanding sword and sorcery, or *Finity's End* for pure Space Opera. The same philosophical rules apply in these works, but the viewpoints are limited, the stories being told are a bit more real-world and linear, the themes a bit less philosophical, technological, or political.

Am I putting too much emphasis on this approach to writing? I think not. Over the years, I've watched the eyes of no few authors some published already, others writing only for their own enjoyment, others who have gone on to be published light up with the peculiar fanatical gleam of the convert as they listen to C.J. discuss this technique. I've seen the shift in the work. I've heard published writers come up to C.J. at conventions and thank her for her inspiration. A quick perusal of those same authors' works reveals that intense third person approach glimmering in their style. Consciously or not, they've been "infected" with an invaluable virus.

Is C.J. the only writer to have discovered this approach? Of course not: the reason it's so effective is that for a certain kind of writing, it's a natural default. On the other hand in over a decade now of discussion online and at conventions, I've never heard another author discuss the matter with such clarity and awareness. All too often, the demands of storytelling and the rules of so-called "creative writing" threaten to overshadow this native voice. That's where C.J.'s carefully considered approach can provide a writer with the tools to remain true to that original vision while still getting the job done story-wise. I'm quite certain there's no other author whose body of work investigates the possibilities of viewpoint the way C.J.'s does, and for that, readers and writers alike owe Don Wollheim, the late owner and editor of DAW Books, Inc. a debt of gratitude.

In the late 70s and early 80s he gave C.J. a carte blanche of a kind I believe unequaled in the history of publishing. From *Wave Without a Shore* to *Hunter of Worlds* to *Voyager in Night*, from *Pride of Chanur* to



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*Serpent's Reach* Don allowed C.J. to experiment and push the envelope not so much of concept as of perception. Between them, C.J. and Don have given readers and writers a legacy of envelope-expanding work to be both treasured and studied. A legacy to which C.J. just continues to add.

Her recent series, *Fortress in the Eye of Time*, *Fortress of Eagles*, *Fortress of Owls*, and *Fortress of Dragons*, takes us gently and delicately along a path from innocence to absolute power, and ultimately brings us to an appreciation of simple humanity. The ultimate gift C.J. gives us is the freedom with which she shares her thoughts and opinions on writing. If you'd like to do a little research, go to C.J.'s web-page at [www.cherryh.com](http://www.cherryh.com) and check out her library. If you'd just like to get "infected" along with the rest of us, just read her wonderful stories.

Does her experimentation always work? Most would say "of course not." In over fifty novels, there have to be some real dogs. And yet, there's not a single one of her books that I haven't heard someone say "that's my favorite of your books." This is invariably followed by a list of well-considered reasons, thoughts, images, and perceptions engendered by that reading experience. I believe this is a tribute to the integrity C.J. brings to her work. She's never written a book with anything less than her full commitment to the story and the characters and her readers. She believes the SF&F readers to be the most intelligent in the world and never, ever writes down to them. And yet, you don't have to be an

Einstein to appreciate and enjoy her work. The beauty of her writing approach is, because our avenue into the story is a very real person, we're led on a path of self discovery along with him/her, and come out the other side a bit more insightful than we entered it.

### Bibliography of C.J. Cherryh

#### Novels

*Gate of Ivrel*: 1976 Daw Books; Futura Press, Britain; Editrice Nord, Italy as *La Porta Di Ivrel*; Ateneo, Argentina; Heyne Verlag, Germany; Opta, France; Holland; Methuen, Britain; combined with *Well of Shiuan* and *Fires of Azeroth* as *The Book of Morgaine* for the SFBC; adapted by Jane S. Fancher in graphic novel format.

*Well of Shiuan*: 1978 DAW; Heyne Verlag, Germany; Methuen, GB; Holland; Argentina; SFBC

*Fires of Azeroth*: 1979 DAW; Heyne Verlag, Germany; Methuen, GB; Holland

*The Book of Morgaine*: SFBC combination of Morgaine books

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*Hunter of Worlds*: 1976 DAW; Futura, Britain; Orbit, Britain; J'ai Lu, France; SFBC; Heyne Verlag, Germany; Editrice Nord, Italy as *I Signori Degli Stelli*

*The Faded Sun: Kesrith*: 1977 DAW; SFBC; British SFBC; serialized (condensed) *Galaxy* magazine; Heyne Verlag, Germany; Hayakawa Books, Japan; Opta, France as *Soleil Mort: Kesrith*; nominated Nebula and Hugo Awards

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*Hestia*: DAW 1979; *Romane un Erzählungen*, Heyne Verlag, Germany; J'ai Lu, France; *Diga Sulla Pianeta Hestia*, Italy, Urania Press; Israel

*Sunfall*: DAW 1981; SFBC; J'ai Lu, France as *Les Adieux de Solei*; collection, contains original publication of: *The Only Death in the City*, *Ice*, *Highliner*, *The General*, *The Haunted Tower*, *Nightgame*

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*Merchant's Luck*: DAW 1982; SFBC; Methuen, Britain; J'ai Lu, France as *L'opera de L'espace* 1983

*Port Eternity*: DAW 1982; SFBC

*The Dreamstone*: DAW Books March 1983; contains, in substantially changed form, the short story "The Dreamstone" and the novelette "Ealdwood"; Heyne Verlag, Germany; SFBC with *Tree of Swords and Jewels* as *Arafel's* from SFBC; also Holland; J'ai Lu, France

*The Tree of Swords and Jewels*: DAW August 1983; sequel to *The Dreamstone*, qv.

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*Voyager in Night*: DAW March 1984; SFBC

*Chanur's Venture*: Phantasia 1984 special ed; DAW 1985 first mass market; SFBC

*The Book of Shai* by Daniel Walther DAW 1984 Jan; as translator

*Cuckoo's Egg*: Phantasia lim. ed 1985; DAW first mass market 1985; Hugo nominee

*The Kif Strike Back*: Phantasia lim ed 1985; DAW First mass market 1985

*Angel with a Sword*: DAW hb Sept. 1985, first DAW hb.

*Visible Light*: DAW 1985-6; anthology with original publication of *The Brothers*

*Chanur's Homecoming*: Phantasia 1986; DAW Jan 1987; SFBC 1987

*Soul of the City* with Janet Morris and Lynn Abbey: Ace Books Jan 1986, a *Thieves World* novel

*Kings in Hell* with Janet Morris: Baen Books, Mar 1986; a *Heroes in Hell* novel, HB and paper

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*Troubled Waters*: DAW Books, 1988

*Smugglers' Gold*: DAW Books, 1988

*Divine Right*: DAW Books, 1989

*Flood Tide*: DAW Books, 1990

*End Game*: DAW Books, 1991

*Exiles' Gate*: DAW Books, January 1988; Methuen, Mandarin Books, 1989

*Legions of Hell*: Baen Books, 1987

*The Paladin*: Baen Books, 1988; SFBC 1988

*Cyteen*: Warner Books HC 1988; NEL 1989; SFBC 1988: published in paper, 1989 as *Cyteen: The Betrayal*; *Cyteen: The Rebirth*; *Cyteen: The Vindication*; Locus Award 1989 as Best SF Novel of 1988; Hugo Award, best novel 1988 at NOREASCON in Boston, 1989.

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*Rusalka*: Ballantine Books HC, Oct. 1989; Methuen, England, 1990; Easton Press First Editions 1990;

*Chernevog*: Ballantine Books, HC, 1990; Methuen, England, 1990; Easton Press First Editions 1990;

*Heavy Time*: Warner Books, HC, 1991; NEL 1991

*Yugenie*: Ballantine Books, HC, 1991; Methuen, England, 1991; Easton Press

*Goblin Mirror*: Ballantine Books, HC, 1994; trade, Random House UK

*Hellburner*: Warner Books HC 1994, Hodder Stoughton UK 1994

*Faery in Shadow*: Ballantine Books, pb, 1994; trade, Random House UK 1995

*Tripoint*: Warner Books HB 1995, pb 1996; Hodder Stoughton UK

*Foreigner*: DAW Books 1994, pb 1995

*Invader*: DAW Books May 1995 HB

*Fortress in the Eye of Time*: Harper Collins May 1995, pb 1996

*Rider at the Gate*: Warner Books Aug 1995, pb Aug 1996

*Inheritor*: DAW Books, March 1996

*Cloud's Rider*: Warner Books, September 1996, pb Aug 1997

*Lois & Clark: A Superman Novel*: Prima Publications, September 1996, trade paper September 1997

*Finity's End*: Warner Books, August 1997 [Merchant Universe]

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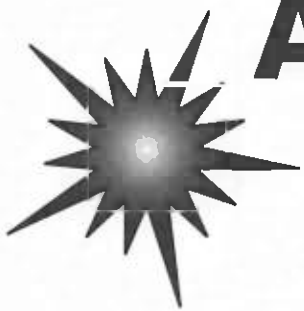
*Fortress of Eagles*: Harper Collins, January 1998



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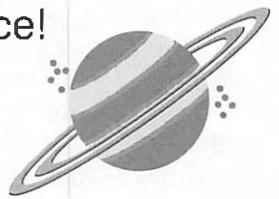
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# AUTHOR GUEST OF HONOR

# Barbara Hambly

*"I always wanted to be a writer but everyone kept telling me it was impossible to break into the field or make money. I've proven them wrong on both counts."*

— Barbara Hambly

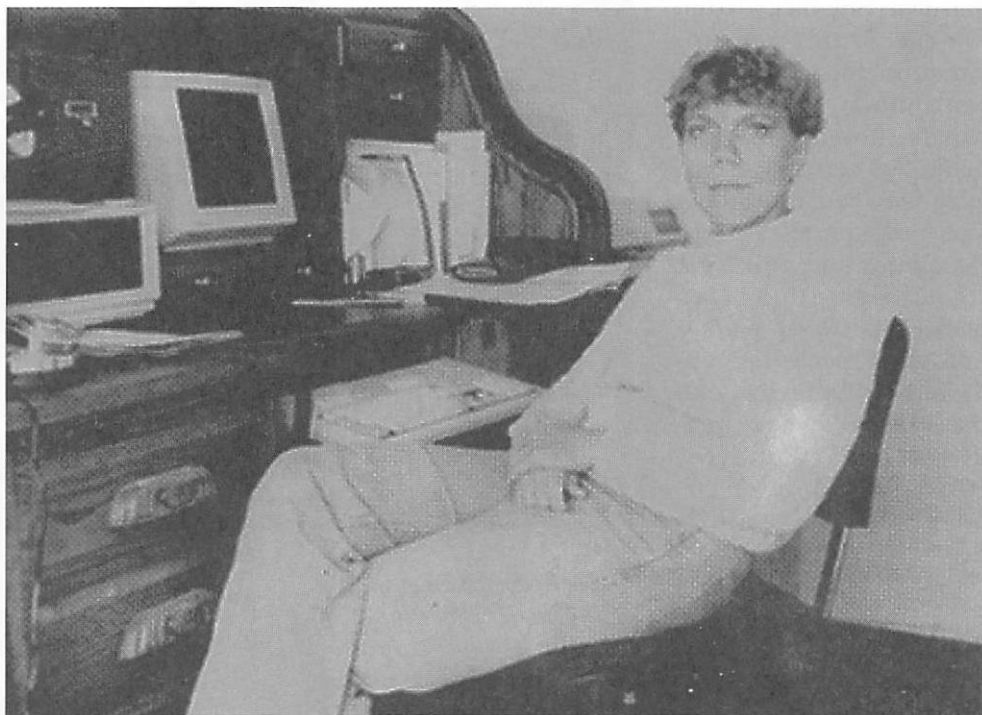
## Biography and Appreciation by Debrah M. Thompson

**B**arbara Hambly was born in the Naval Hospital of San Diego, California, on the 28th of August, 1951. She grew up in Montclair (in southern California), except for one high school semester spent in New South Wales, Australia. Besides the usual compliment of parents, she has an older sister (Mary), and younger brother (Ed).

She attended University of California at Riverside (Very close to LA. It's a nice place; I went to a conference there), specializing in Medieval History and eventually earning a masters degree in 1975. She also spent time in Bordeaux, France, as part of her studies.

Anyone who's read the standard bio knows that she was attracted to fantasy after reading *The Wizard of Oz* "at an early age," and in fact, there are references to this work scattered throughout her books. I believe that the older version of the standard bio went something like: "and then progressed through Tolkien, etc...". Hambly's Ingold Inglorion, from *The Darwath Trilogy*, may have gained his name from Tolkien; a character named Ingold appears in *The Lord of the Rings* trilogy. I was also happy to note a reference to *The Phantom of the Opera* in *Ghost Walker*.

She searched for a job that would allow her time to



write, trying various positions: (recite them with me, now...) a high-school teacher, a model\*, a waitress, a technical editor, a professional graduate student, an all-night clerk at a liquor store, and a karate instructor. She also wrote scripts for cartoons at one time, although they were never produced. She has been contacted about writing an adventure/fantasy Comix series. (\*A note on the model part; evidently she showed up for part of a convention she was speaking at dressed in a *Playboy* bunny outfit.)

In 1982, Del Rey published her *Time of the Dark*, and the *Darwath Trilogy* was born. From there, she proceeded to a historical mystery — *The Quirinal Hill Affair*, now out of print — a format that she returns to with the Benjamin January murder mysteries.

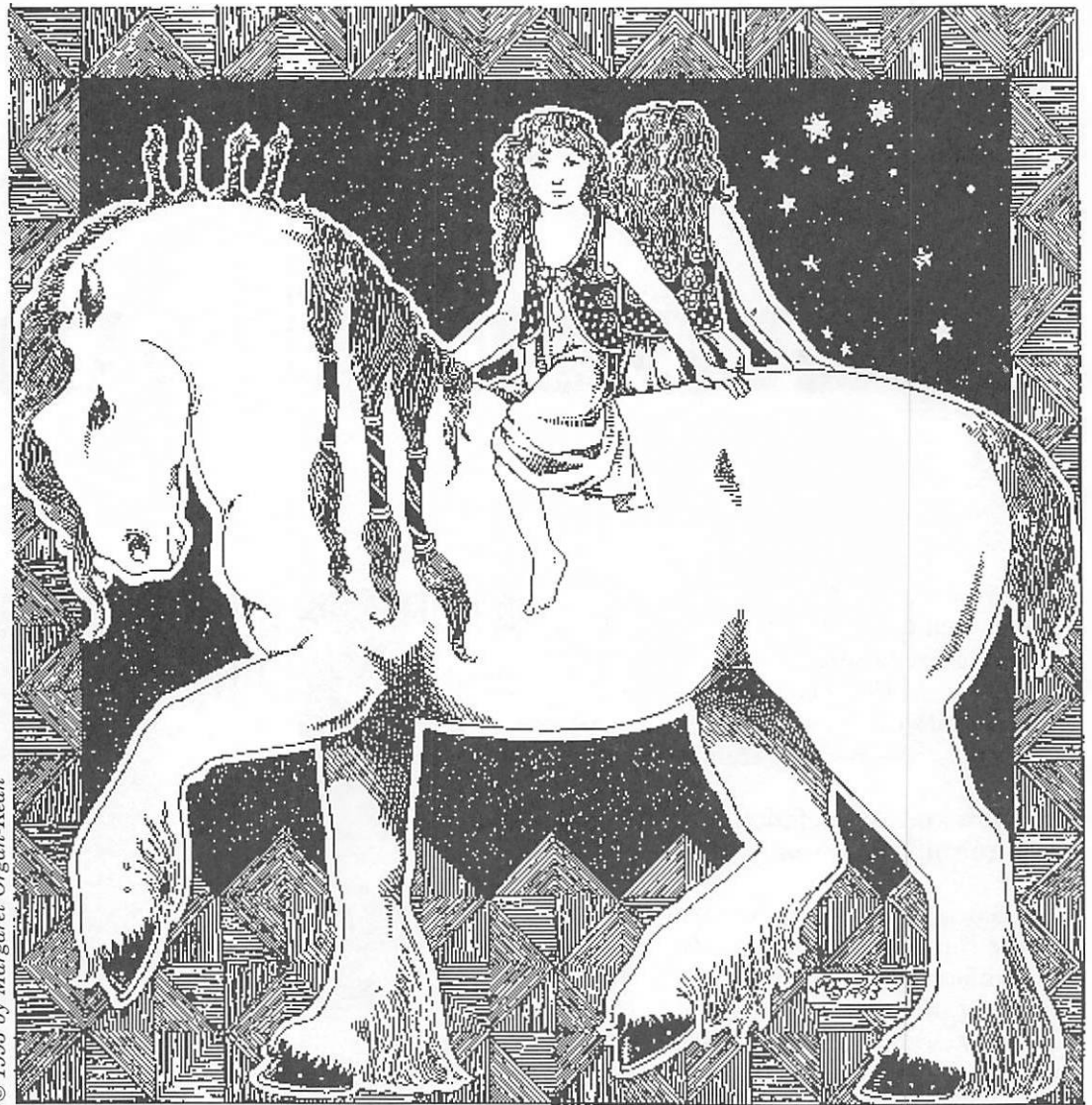
I hesitate to say that most of her books fall into any given category within fantasy, because there are now so many categories that she fits into. Several of them have definite historical themes (the above mentioned, plus *The Magicians of Night*, an excellent blending of fantasy with the Nazis of WWII, and *Bride of the Rat God* — Chinese culture and turn-of-the-century Los Angeles and Hollywood).

Others are written for universes/story lines not her own. She has written for the *Star Trek* universe, including the “intentionally silly” (her words, not mine) *Trek* book, *Ishmael*, a cross-over between the television program *Here Come the Brides* and *Star Trek* itself. Her other *Trek* books are *Ghost Walker* and *Crossroad*. Her renditions of the *Beauty and the Beast* television program (*Beauty and the Beast* and *Song of Orpheus*) are beautifully done as well. And, of

course, there are her two *New York Times* Bestselling *Star Wars* books, *Children of the Jedi* and *Planet of Twilight*.

There are dragons; the excellent story *Dragonsbane* seems to be a favorite with a lot of people out there; a new trilogy set in the Winterlands will be joining it soon.

Another theme is vampires: *Those Who Hunt the Night* and *Traveling With the Dead*, as well as the two short-story collections she's edited (*Women of the Night* and *Sisters of the Night*), deal with the stalkers of the night. *Those Who Hunt the Night* has been optioned for a film a few times (with Harrison Ford as James Asher, or at least Hambly would like it that way, and Nicholas Cage as Ysidro). This leads to one of her writing techniques, which involves “casting” the main characters. This way, she can hear and see them, thus making them more alive. Tom Baker was her choice for Antryg Windrose (check this out, he looks just like the way I pictured Antryg). James Asher also appeared in earlier stories of hers, set in the Wild West.



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Oh yes, and we mustn't forget romance. This generally is worked into the plot line, subtly and well, and has earned her some accolades from fans of science fiction-romance.

One common theme of her works is that of cross-over, where a character from one universe, often from California, crosses through the Void to another (*The Windrose Chronicles*, *The Darwath Trilogy*, *Sun-Cross*). Another seems to be estrangement of (adult or young adult) children from their families (*Stranger at the Wedding's* Kyra, *The Quirinal Hill Affair's* Marcus, Gil and the Icefalcon from the *Darwath Trilogy*, and Joanna from the *Windrose Chronicles*, for example). *Stranger at the Wedding* was based in part on her visits home to spend holidays with her family, with Spencer Tracy and Katherine Hepburn (can you see her tripping over everything? Haha!) cast as the two main characters. In fact, families never seem to be all that important in her books. What matters more is the close-knit feeling between co-adventurers or mages (she has also yet to write a book where mages were not feared/hated



— which is a jolly good way of portraying them, actually). She also manages to get a good bit of humor into her books; not of the rolling-on-the-floor variety, but generally more wry or sarcastic humor.

Partly because of her history background, one of the things she does very well is setting the scene for the stories she writes. Even the alternative-universe books are researched. For instance, the *Windrose Chronicles* are set in, roughly, the beginning of the Industrial Revolution; the *Sun-Cross* books are Roman-ish; and the *Sun Wolf/Starhawk* books Renaissance European. I love what she did with *A Free Man of Color* which would have been a good read just for the history (oh, and check out her signature on the cover of this book).

She has been the President of the Science Fiction and Fantasy Writers of America (1994-1996), has been a *Locus* award winner, and a multiple Nebula award nominee, and Guest of Honor at many conventions over the years. She has admitted to not being good with titles for books (perhaps *The Quirinal Hill Affair* would not be out of print today if her original title idea, *The Baby Eaters*, had stuck).

She enjoys many non-writing hobbies, including karate (she holds a black belt in Shotokan Karate), dancing, painting, historical and fantasy costuming (something she's enjoyed since high school), tarot card reading, and the occasional bout of carpentry (this makes me wonder about that "big ugly house"...). I don't know if she's still involved in SCA, but she was once a member, and has been known to attend Renaissance Festivals.

Currently, Barbara lives in Los Angeles (and I'll leave out the part about the big ugly house) with an author — George Alec Effinger, in case you wondered; they were married in November of 1998 — cats, and two "of the cutest Pekinese in the world."

What does the future hold? In the works are the sequels to *Dragonshadow — Knight of the Demon Queen*, and an unnamed third book, as well as *Graveyard Dust*, book three in the six-book Benjamin January murder mystery series (which will be out as you read this). Del Rey has also purchased the rights to a new fantasy novel unconnected with any previous books, called *Fading of the Light*.

### A Brief Hambly Bibliography

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*The Silent Tower*  
*The Silicon Mage*  
*Dog Wizard*

#### The Darwath Trilogy

*The Time of the Dark*  
*The Walls of Air*

*The Armies of Daylight*  
*Mother of Winter*  
*Icefalcon's Quest*

#### Sun-Wolf and Starhawk

*The Ladies of Mandrigyn*  
*The Witches of Wenshar*  
*The Dark Hand of Magic*

#### Sun-Cross

*The Rainbow Abyss*  
*The Magicians of Night*

#### Benjamin January

*A Free Man of Color*  
*Fever Season*  
*Graveyard Dust*  
*Sold Down the River*

#### James Asher/Vampire Series

*Those Who Hunt The Night*  
*Traveling With The Dead*

#### Winterlands

*Dragonsbane*  
*Dragonshadow*  
*Knight of the Demon Queen*  
*Dragonstar*

#### Independent

*Stranger at the Wedding*  
*Bride of the Rat-God*  
*Search the Seven Hills / The Quirinal Hill Affair*  
*Fading of the Light*

#### Star Wars

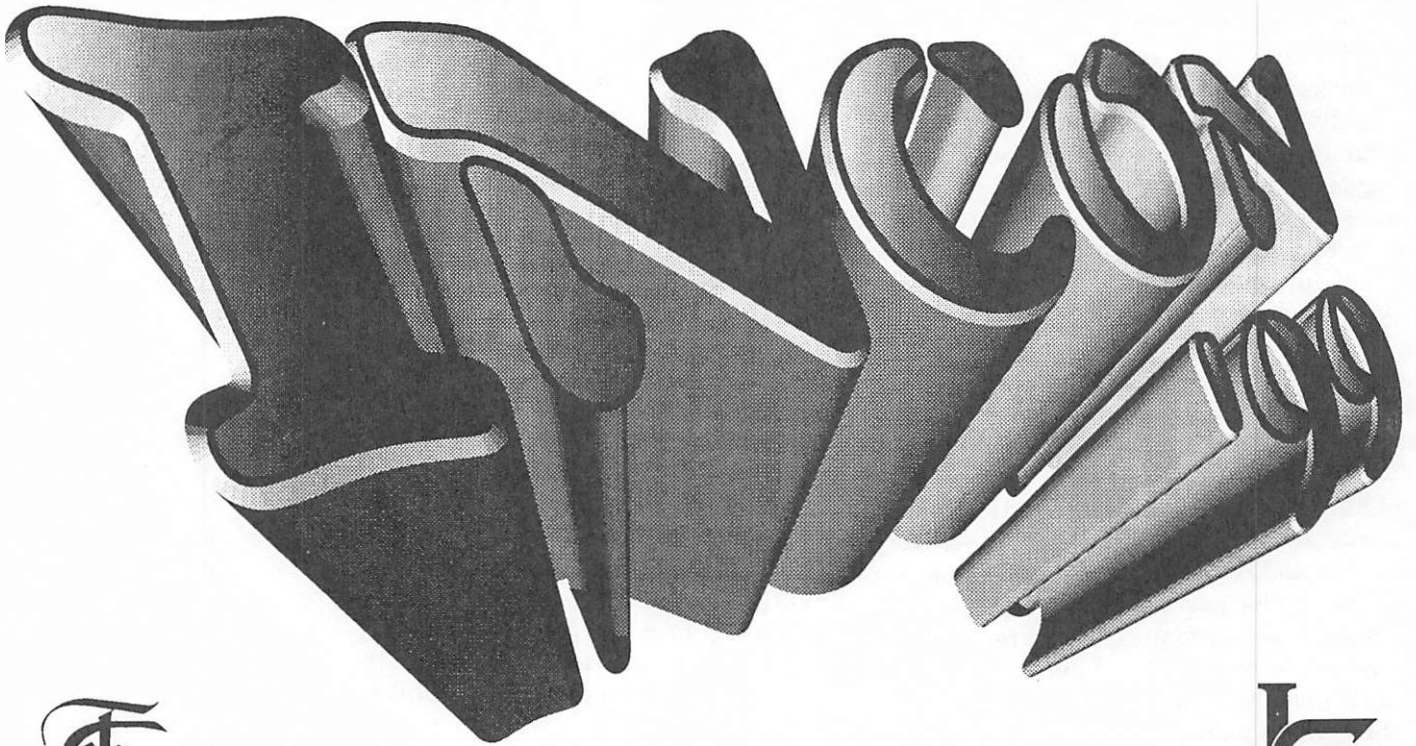
*Children of the Jedi*  
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*Ghost-Walker*  
*Crossroad*

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*Song of Orpheus*



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AUTHOR GUEST OF HONOR

# Kristine Kathryn Rusch

## Kris Rusch by Dean Wesley Smith

**K**ris has sold over thirty novels and well over a hundred short stories. In the world of fantasy, she has had numbers of novels, including *White Mists of Power*, *Heart Readers*, and *Traitors*. Her fantasy series, *The Fey* is currently coming out from Bantam, with book four, *The Fey: Resistance*, due out in May of this year.

In science fiction, she has published a number of her own novels also, including *Alien Influences* just out in December. She also wrote *Star Wars: The New Rebellion* that came out in hardback in 1996. In the horror field she has written three novels including the acclaimed *Sins of the Blood*, a vampire novel that was published by Dell Abyss. She also has a mainstream hardback novel titled *Hitler's Angel* coming out in April from St. Martin's Press.

Kris has won the John W. Campbell Award, the World Fantasy Award, the Locus Award, and the Hugo Award. For six years she edited the award-winning *Magazine of Fantasy and Science Fiction*.

## KRISTINE KATHRYN RUSCH & DEAN WESLEY SMITH

Writing together, under their own names, Kris and Dean have published six *Star Trek* novels. They have worked in all four *Star Trek* series and their novel *Star Trek: Invasion: Soldiers of Fear* was eleven weeks on the *USA Today* Bestseller list. They also did the original script and the novelization for the best-selling live-action game, *Star Trek: Klingon!*, directed by Jonathan Frakes. Writing together, they have two more *Star Trek* books due out this next year.

## SANDY SCHOFIELD

Kris and Dean also write under the name Sandy Schofield. Under that byline they have published books in a number of universes. In the *Star Trek* universe, the

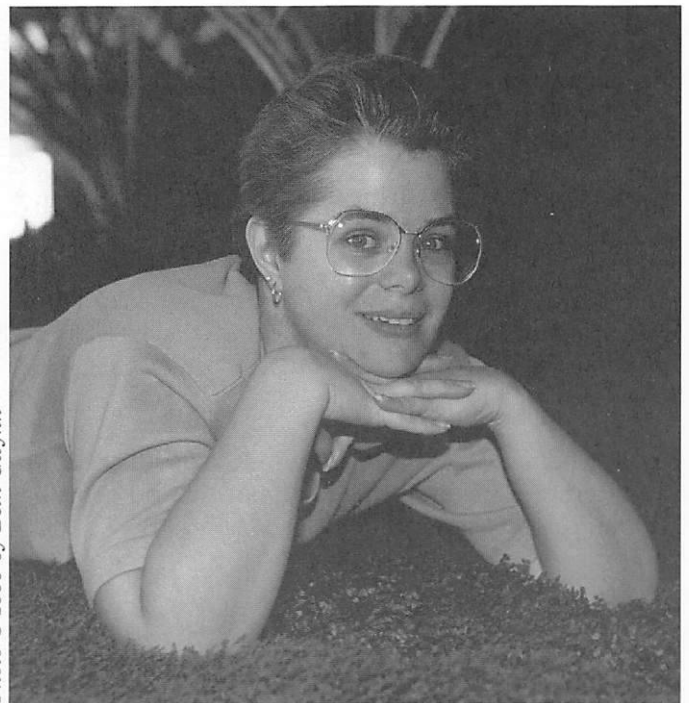


Photo © 1999 by Beth Guynn

most recent Schofield novel was *Star Trek: Deep Space Nine: The Big Game*. In the *Aliens* universe, they published *Aliens: Rogue* and in the *Quantum Leap* universe they published *Quantum Leap: A Loch Ness Leap*. Two more novels are due out under the Sandy Schofield byline, including *Predators: Big Game*.

Kris has been honored in a number of ways. Besides winning a Hugo Award, two *Locus* awards, a John W. Campbell Award, and a World Fantasy Award, she is listed in the *Encyclopedia of Science Fiction*, the *Encyclopedia of Fantasy*, and *Contemporary American Authors*.

The writing partnership of Kristine Kathryn Rusch and Dean Wesley Smith has been going on now for





Photo © 1996 by John L. Coker III

*Kris and Dean — a partnership*

almost twelve years. They have been nominated for every major award the science fiction/fantasy/horror field has to offer, and won many of them. As well as writing, they have edited anthologies and major magazines. They live together, along with their seven cats, on a hilltop in Oregon overlooking the Pacific Ocean.

#### Solo Novels

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*Quantum Leap: The Loch Ness Leap*, written with Dean Wesley Smith under the pseudonym Sandy Schofield, Boulevard Books, July 1997.

*Star Trek: TNG: Invasion: Soldiers of Fear*, written with Dean Wesley Smith, Pocket Books, June 1996. On the *USA Today* Bestseller List from June to mid-September,

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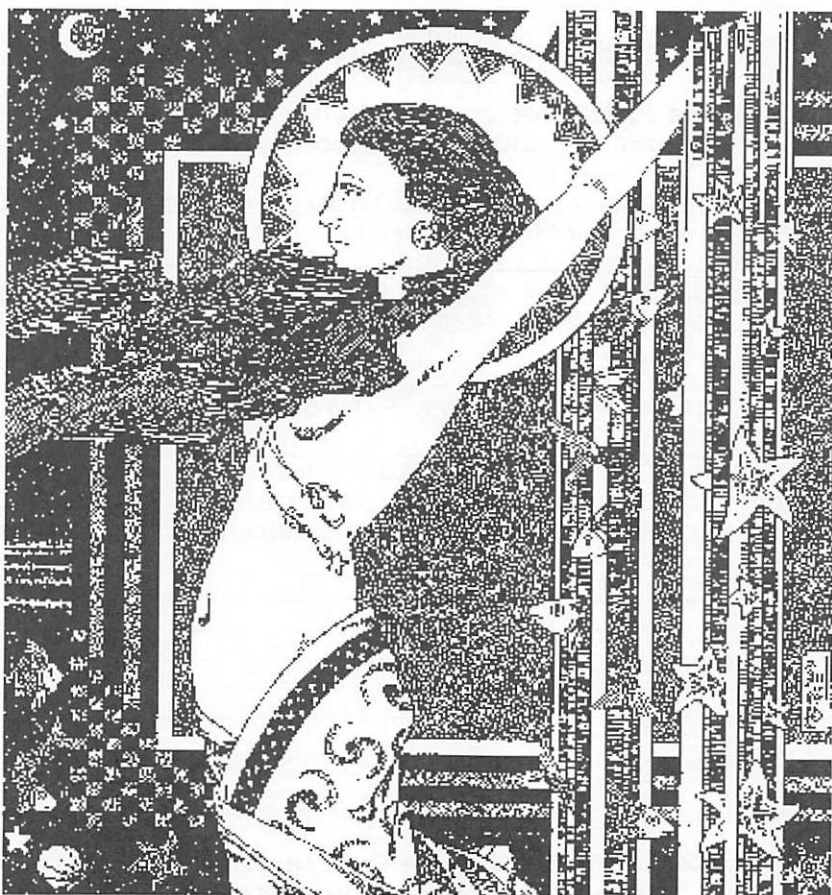
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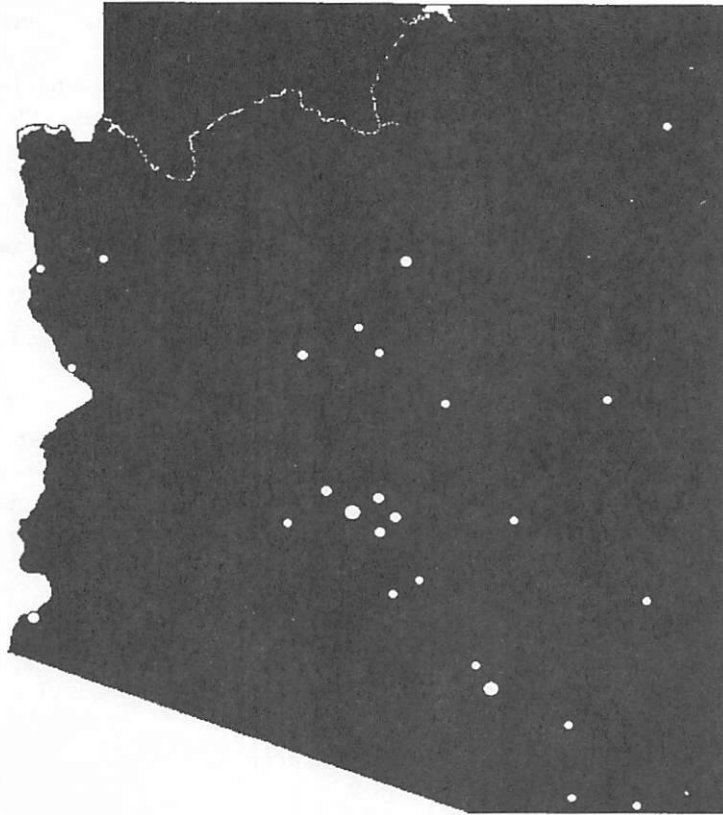
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## ARTIST GUEST OF HONOR

# Alicia Austin

### Alicia Austin Biography by Jinx Beers

Alicia Austin followed in her family's artistic footsteps by beginning her own creative drawings at the age of six. She spent her formative years as an "army brat," absorbing the different styles and philosophies of schools and artists in Texas, California, Arkansas, Germany, Japan, and Canada before discovering her special penchant for fantasy art.

After attending Houston's Sacred Heart Dominican College for four years on an art scholarship, Alicia studied art, biology, and comparative anatomy at the University of Houston with thoughts of becoming a medical illustrator. After receiving her certification as a cytotechnologist (a person who "reads" pap smears looking for cancer cells), she moved to Canada where a college club science fiction and fantasy magazine "coerced" her into doing their illustrations. Thus a hobby was born.

Alicia once said she sat and looked at the first drawing she was going to color for a long, long time before laying brush to paper. Why? Because she was absolutely positive she was going to ruin the entire picture! She had no confidence in her color work, although she had been praised for her black and white drawings. To this day, Alicia believes she does some of her best work in black and white, yet there is little market for it.

Shortly thereafter Alicia displayed her work at the 1969 World Science Fiction convention in St. Louis, where every piece was purchased during the first two days of the five-day art show. She was also contacted there by her first professional editor, and subsequently was published in 1971 in *New Worlds of Fantasy 3*. Thus a career was born.

Over the years Alicia has interpreted European, Russian, Oriental and other ethnic folklore and mythology. Says Alicia, "My traditions are those of the late Victorian-early 20th Century artists like Arthur Rackham, Ivan Biliban, Edmund Dulac, and Alphonse



Mucha, whose visionary fantasies raised book illustration to the level of fine art. A deep love of fantasy, fairy tales, folklore, and mythology has led me into explorations of the stories of Native Americans. I'm attracted by the spiritual and metaphysical aspects of the mythologies, as well as the joy and fun of many of the tales, especially those of the animal peoples in the 'before time.' The interdependence of all of creation is very important to me."

Alicia is one of many contemporary artists who has stepped beyond the boundaries of simple "illustration"

into the world of fine art. The last few years she has been expanding her techniques by working with printmaking, Prismacolor, and pastels, frequently combining one or more of these with her watercolor techniques. She notes that a typical original could have thirty or more layers of watercolor, pastel and/or Prismacolor before she is finished.

Recently attention has been paid to her original paintings with a unique, original embossure. Many of her works have been recreated in high-quality, signed and numbered prints in relatively small editions for collectors. When an original with emboss is reproduced, the embossure is not lost in the translation, but carefully recreated under the artist's direction.

Honored in 1970 with the Hugo Award for Best New Artist (the *first* woman artist to receive a Hugo), Alicia has consistently been considered as one of fantasy's premiere artists. In 1979 she received both the Balrog Award for Best Professional Publication (*Age of Dreams: The Illustrations of Alicia Austin*) and the Howard Award for Best Fantasy Artist. In 1982, her work was added to the permanent collection of the New Britain (CT) Museum of American Art. In 1991, Alicia won the Inkpot Award for Outstanding Achievement in Illustration. Ribbons won for her artwork from shows throughout the United States cover a whole wall in her studio.

Alicia is also most honored to have been selected as the first woman artist to be named solo Artist Guest of Honor at the (51st) World Science Fiction Convention held in San Francisco. It seems appropriate that twenty-three years after being the first woman artist to receive a Hugo, she is now the first solo woman artist to be Guest of Honor in the convention's more than half-century history!

Alicia's popularity has grown steadily in the two decades since she won the Hugo. Her national recognition expanded dramatically in the 1980's and her works are prized by private collectors across the country. As the number of original paintings are limited, frequently bid upon by several collectors, the availability of limited edition prints has placed her images within the reach of all who enjoy her art. A line of note cards published by Dragon Tales of The Woodlands, Texas, with international distribution allows people everywhere to smile at her fanciful and fun creations.

On a more personal basis, Alicia draws as many of her cats into her picture, as possible (she currently has four to choose from). She's a "collector," not only of art but of kitsch. The walls of her home are filled with paintings and signed prints of many different artists, except where there are shadow boxes full of plastic Roger Rabbits, dinosaurs, small walking toys, characters from *The Lion King* or *The Nightmare Before Christmas*... Well, you get the picture!

One of her hobbies is gardening, including building rock wells, brick pathways, concrete steps. She's just as

good with a carpenter's saw or a masonry trowel as she is with a paintbrush or drawing pen. After the 1994 earthquake, we had quite a bit of minor repair to do to the inside of the house. Alicia filled and sanded and painted with an ease equal to the delicate brush lines in her paintings.

And Alicia likes to read: a daily newspaper, an average of one magazine a day, and an average of three books a week. That's in her spare time. She watches some television, but prefers Public TV and cable channels that air lots of cooking shows. This is particularly interesting because she hardly cooks at all!

As you might be able to guess from her drawings, Alicia loves animals. Most of her charitable donations go to support various animal care and rescue organizations. She spends hours with one or two cats on her lap. She draws with a cat or two on her drawing table, frequently with one of them laying on her non-drawing arm. Alicia's very concerned that the encroachment of man into the animal's environment will eventually cause the elimination of many of the animal species. You don't even kill a spider in her house (let alone a cricket); you call Alicia to capture it and let it go free in the garden. If you look carefully at her paintings, you can see the love she has for animals.

When asked what she enjoys painting most, she says it's a toss-up between the Native American mythology and folklore and the several children's/middle grade books she has illustrated. Then she'll immediately add that she also has fun drawing for note cards which allows her imagination to soar. One could safely say that Alicia enjoys drawing, period, particularly when she's allowed to let her imagination run wild.

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## ARTIST GUEST OF HONOR

**Wendy Pini**

with Richard Pini

**Wendy Pini by Richard Pini**

**W**endy Pini was born Wendy Fletcher in Gilroy, California. From the very beginning her leanings were creative and she applied pencil and crayon to any convenient blank surface. Gilroy is known as “The Garlic Capital of the World” — an ambiance guaranteed to foster escapism — so it is not surprising that the young Wendy’s artistry turned in the direction of fantasy. With friends such as Shakespeare, Arthur Rackham, Rudyard Kipling, Walt Disney, Ozamu Tezuka, Chuck Jones, Doug Wildey and many others to learn from and keep her company, Wendy began to spin her own tales of elves and monkey-gods, aliens and sorcerers.

Wendy began exhibiting her artwork in fanzines and at science fiction conventions in the mid-1960s, garnering awards and recognition. In 1972 she married Richard Pini, and in 1974 she began her professional career as an illustrator for science fiction magazines such as *Galaxy*, *Galileo*, and *Worlds of If*. She provided covers and interior art for three years, until a personal project called “Elfquest” beckoned in 1977.

As the first continuing fantasy/adventure series to be created, written and illustrated by a woman, Elfquest became a phenomenon in the comics industry, appealing to comics and fantasy/science fiction readers alike, attracting an audience unique for its equal mix of male and female readers, and selling nearly three million copies of the collected graphic novel volumes to date.

While the “Elfquest” saga itself has been an ongoing work in many forms (comics, prose, calendars, children’s books) for over two decades, it has not been the only focus of Wendy’s creative talents. She has also done work for Marvel and DC Comics, co-wrote (with husband/editor Richard) and illustrated prose novelizations of “Elfquest”; supplied the text and illustrations for “Law and Chaos”, an art book inspired by the writ-



ings of Michael Moorcock; and provided cover art for the Elfquest-related anthology series “Blood of Ten Chiefs”. In 1989 and 1990 she applied her talent and considerable love to the writing and painting of “Portrait of Love” and “Night of Beauty”, two graphic novels based on the popular television show “Beauty and the Beast.” Most recently Wendy has turned nearly all her

energies toward developing “Elfquest” for adaptation into an animated feature length film, a task not nearly so easy to do as to say, as it involves distilling literally thousands of pages of story into a package pleasing to both eye and heart, and no more than ninety minutes in length!

Some day, she says, she will finish her part in the telling of “Elfquest”. What then? In addition to the continuing pursuit of her spiritual studies, one fondly expressed wish is to take a totally hedonistic amount of time to travel to warm and exotic places and devote an entire year to a single painting that has no deadline attached to it.



© 1999 by Wendy Pini

### Autobiography by Richard Pini

There comes a point in the repeated writing of convention bios when one forgets what one has said before a hundred times and what one has never revealed. Therefore, I present a smorgasbord and the reader (or program book editor) may pick and choose at leisure.

Yes, I am a damn Yankee, born in Connecticut, “educated” in Boston, and living in New York (but, I hasten to add, not in the City — never in the City). Poughkeepsie is upstate. It’s nice. There are trees. There are not taxicabs, nor many cell phones.

I am who my nametag says I am. I am not necessar-

ily all, nor limited to, the things you may have heard I am.

My educational background is in astronomy (a love of heavenly bodies and all that, you’ve heard it before) which has prepared me ideally for careers in teaching high school, programming big computers for IBM and, presently, publishing comic books and graphic novels. You have perhaps heard of “Elfquest”. It is a

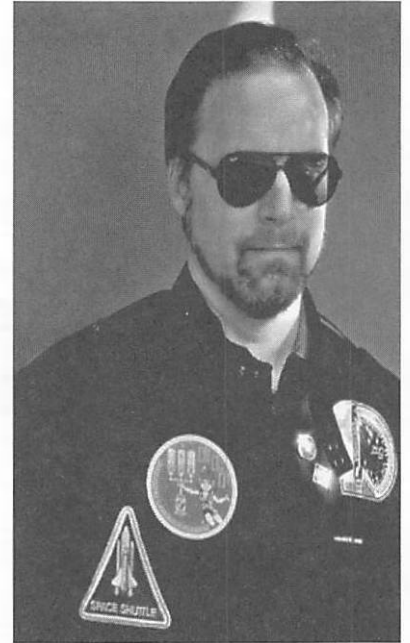
sprawling fantasy adventure series told in various forms and formats that has occupied my mind, hands and wallet for the last twenty-plus years; its grip does not seem to be weakening. They say that the average career lasts for five years; I’m doing my part to screw up the average. In the span of slightly over two decades I’ve done nearly everything it’s possible for someone in this line of work to do: write, edit, publish, market, manage, succeed, fail, and administrate. I do not like being a paper-pusher.

I enjoy the language in all its creative uses; puns, limericks, double entendres, these are a few of my favorite things. There are very few subjects that can or will embarrass me in conversation or on a panel discussion. Over the years, some people may have discovered what one of them might be. I don’t know. If it happens again, we’ll see.

The answers to the questions that you are most likely to ask me are: “yes,” “later,” and “everything’s negotiable.” Matching them to the questions — now there’s the challenge.

At various times and in various situations the following words, phrases, objects, places, dates and names (listed in no particular order) have had or do have significance to me:

Wendy Fletcher, Big Blue, live ammunition on potty patrol, 1977, 1969, 1950, 1984, 1972, 1999, Yggdrasil, Cahuenga Boulevard, the other Hayden Planetarium, “Silver Surfer” #5, “When we think of birds...”, “Killers From Space”, “The Disappearance”, Nini’s corner, “freakydog”, Vivarin and Life Savers, “sacred spaces”, Wolf Park, 1966 Mustang convertable, “Fantastic Four” #4, pizza and chocolate milk, Baker House, “The Planets”, mystery meat, “What am I bid?”, hot tubs, “The People”, chicken diapers, “If it feels good, do it.”





## EDITOR GUEST OF HONOR

## Ellen Datlow

## Biography by Pat Cadigan

You would think that after almost twenty years of steady professional and personal association that it would be easy for me to write about Ellen Datlow, and at great length, too.

Well, it isn't. For all of those nearly two decades, Ellen has been my editor and, frankly, it isn't easy to write anything without her having a look at it. But this is one of those rare times I'm going to have to go it alone. So if I ramble a bit, and use a few more words than really necessary, overuse adverbs, abuse the privilege of the semi-colon, or even get a little cryptic, all in the same sentence (which will last practically a whole paragraph), try to understand that I'm working without a net here.

The facts, stated baldly, seem really unremarkable: the first story I sold to Ellen was "Vengeance Is Yours" in 1981, and we finally met in person a few months later at the 1982 Boskone. She took me to dinner with a small group of people. It was probably one of the last times Ellen actually got a small group together for dinner, but she was still relatively new as *Omni's* fiction editor.

Now, you're probably thinking that those were the days of big expense accounts, when editors could put a dozen writers around a dinner table in a fancy-schman-cy restaurant before they had to think about being selective. And if you are, then you probably weren't in the business, because editors never really had expense accounts that big. I mean, come on, this is publishing we're talking about, not Hollywood.

Even so, you'd want to be in Ellen's group, not just because she had a great instinct for choosing restaurants that you'd actually want to go back to on your own, but because, being a brilliant editor, she always put together a fascinating, entertaining, and downright



Photo © 1999 by Shel Secunda

fun bunch of people together, which she presided over so gracefully and naturally that none was really aware of her presiding. (If you didn't follow that last paragraph-sentence, find Ellen and ask her what I'm talking about. After she explains what I mean, she'll insist I'm exaggerating as well.)

When I first stayed at Ellen's West Village apartment back in 1983 for the Nebula weekend, I understood that her ability for editing more words into fewer and clearer words was an ability that virtually permeated her life. Her apartment contained, in three rooms, what most people would have insisted needed twelve to

display properly. A few years back, she moved to four rooms in the same building, and that fourth room is a miracle of arrangement in three dimensions. And I haven't even mentioned the cats yet.

Personally, I have often thought of the cats as Ellen's assistants. In the office at *Omni*, she usually had human ones (Kevin and then Rob were my favorites, but neither of them would sleep with me; Neilson, on the other hand, would).

Of course, Ellen made sure that relationship was properly edited, too. She caught us *in flagrante delicto* on the fold-out bed in her living room one morning and immediately demanded to know what was going on. We had no choice but to announce our engagement, and then, the following night, we got married. It was a marriage that outlasted my first marriage, and would probably have outlasted my second, except the age difference finally caught up with us. Sensitive to my loss, Ellen gave me a generous portion of Neilson's ashes in a plastic baggie. These days, her office is at home and her editorial assistants are both calico, the exquisite Lily and Dinah, professional supermodel/brat. I'm not

sleeping with either of them yet, but Neilson is a hard act to follow.

Well, I see I'm going to have to rush the ending, which is one of those things that Ellen doesn't allow me to do. I mean, she can't allow it, it would cause her physical pain, I think, to allow a writer in her care to look anything but as good as possible in print (she won't let you go around with spinach on your teeth or barbecue sauce on your chin, either). *Omni*, as you may know, is no more, but Ellen has outlasted it, just as she outlasted every single editor-in-chief from 1979 (when she was assistant fiction editor) to the day GMI pulled the plug in April 1998. Now she edits *Event Horizon*, which, as you ought to know if you don't, is one of those newfangled things called a webzine. Since a webzine exists only online, it involves about ten times more work for the editor (OK, ten on a slow day), and it doesn't have the budget that *Omni* did back in its glory days.

Nonetheless, writers are lining up to submit stories to it, because Ellen Datlow is the fiction editor. Once you've been edited by Ellen (well, let me put it this way:



what I learned from her on that first story for *Omni* would have taken several years to pick up on my own). And there's always more to learn from Ellen, not just because she's brilliant but also because she's honest. Ellen Datlow cannot lie.

She will insist this isn't true. OK, maybe in the technical sense that, yes, she is physically able to tell a lie. But she doesn't lie, ever. It figures, though (a good editor won't).

I've left a lot in the way of stories untold here (how Ellen and I drove from London to Scarborough and ended up unable to escape from Hull. How we nearly evacuated the Charles de Gaulle airport in Paris. How she caused my son to fall hopelessly and forever in love with her. Her miraculous shopping karma. How Patrick Neilsen Hayden begged her forgiveness in front of several thousand people for usurping her spot on the Hugo ballot.) I was there, I saw it all. And what I didn't see, Ellen told me about later.

In conclusion, I have to say what I have said a number of times in the past (this embarrasses Ellen, but there isn't a thing I can do about that; whatever is good about my writing, I owe to Ellen Datlow's guidance). And a lot of what is good about my life, I owe to Ellen Datlow's friendship.

Perhaps she'll get over the embarrassment of my getting all mushy. But she'll probably never stop wincing over how I started the last sentence in the previous paragraph with "and."

### An Ellen Datlow Bibliography

Ellen Datlow earned a reputation for encouraging and developing a whole generation of fiction writers, and is responsible for discovering and publishing some of the biggest names in the SF, fantasy, and horror genres today. The writers Datlow has brought to the pages of *Omni* include such talents as William Gibson, Pat Cadigan, Dan Simmons, K.W. Jeter, Clive Barker, Stephen King, William Burroughs, Ursula K. Le Guin, Jonathan Carroll, Joyce Carol Oates, Peter Straub, and Jack Cady, among others.

Editor of *Event Horizon: Science Fiction, Fantasy, and Horror*, a webzine started by the four creators/editors of *Omni Internet*.

Fiction editor of *Omni Magazine & Omni Internet* 1981-1998

#### Editor of:

*Omni Books of Science Fiction One-Seven* (Zebra)  
*OmniVisions One and Two* (OMNI Books)  
*Omni Best Science Fiction One, Two, and Three* (OMNI Books)  
*Blood is Not Enough* (William Morrow/Berkley)  
*A Whisper of Blood* (William Morrow/Berkley)

*Alien Sex* (E.P. Dutton/Roc)  
*Off Limits: Tales of Alien Sex* (St. Martin's Press/Ace)

*Snow White, Blood Red* (with Terri Windling) (William Morrow/Avon)

*Black Thorn, White Rose* (with Terri Windling) (William Morrow/Avon)

*Ruby Slippers, Golden Tears* (with Terri Windling) (AvoNova/Morrow/AvoNova)

*Black Swan, White Raven* (with Terri Windling) (Avon Books/)

*Silver Birch, Blood Moon* (with Terri Windling) (Avon Books)

*The Year's Best Fantasy and Horror* (St. Martin's Press) (with Terri Windling—the twelfth volume will be out right around the convention (volumes 1,2 and 4 won the World Fantasy Award)

*Little Deaths* (Millennium-UK/ Dell) the UK edition won the World Fantasy Award

*Twists of the Tale: Stories of Cat Horror* (Dell)

*Lethal Kisses—Revenge and Vengeance* (UK publication only) (Orion)

*Sirens and Other Daemon Lovers Erotic Fantasy* (With Terri Windling) (HarperPrism)

#### Forthcoming:

*Black Heart, Ivory Bones* (forthcoming in March 2000) with Terri Windling (Avon Books)

*A Wolf at the Door* and other retold fairy tales (with Terri Windling) for middle grades (S&S)

Untitled endangered species anthology for Tor

#### Awards:

Tied for winning the most World Fantasy Awards in the award's history (five) and has received multiple Hugo Award nominations for Best Editor.

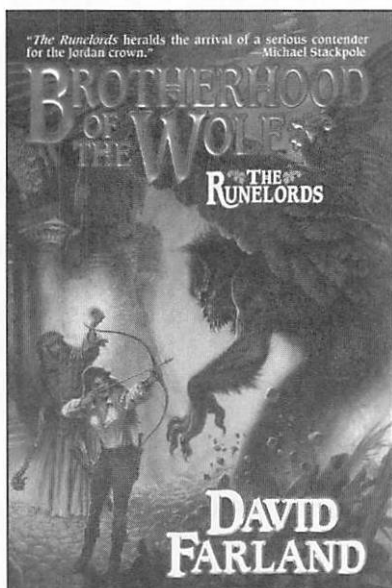


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# FAN GUEST OF HONOR

## Larry Baker

### Biography and Appreciation by Daron Fred-ericks

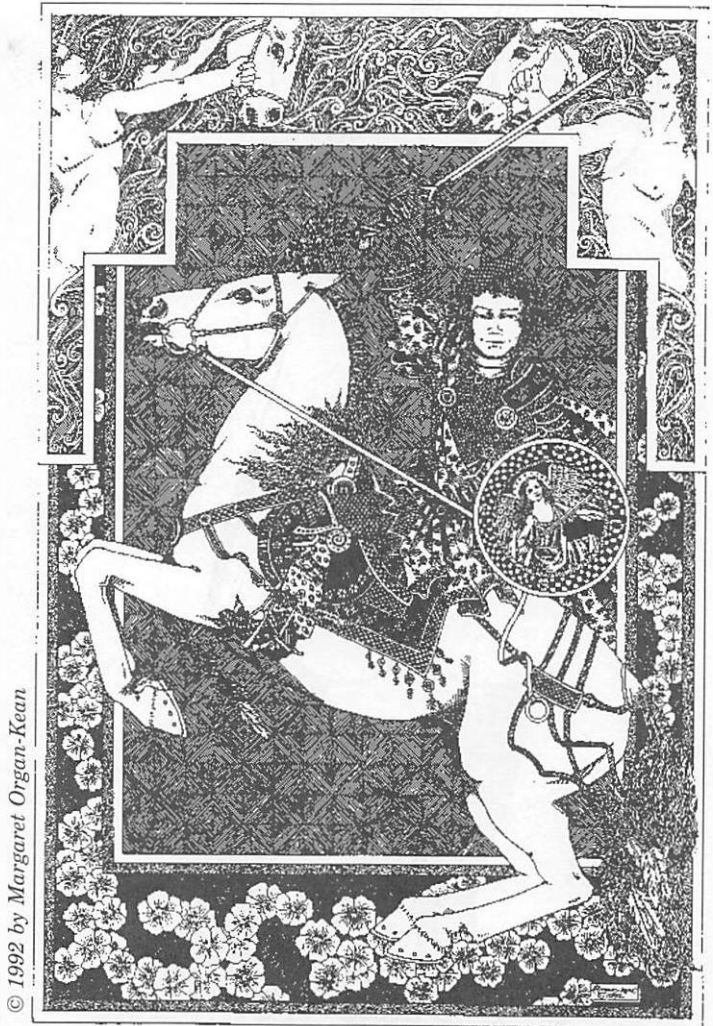
I asked to write the Bio for Larry Baker for one reason only: revenge. Yes, I owed Larry Big Time. Once upon a time, I was a happy-go-lucky fan that went to conventions to just enjoy myself. Sure, I worked on InCon in Spokane, but all the other cons were for fun, not working. Then along comes Larry.

I'm the chair of InCon that year and Larry Baker is doing a fan table selling memberships to all the Northwest SF conventions. Wow! What a great idea! And he's selling memberships to my con. I'm chair, and I don't have one clue who the hell this guy is!

A year after that at Norwescon... it's 3am, at a great party, and Larry asks me (we now know each other), "So, I hear Spokane is doing a Westercon bid." I take off the hat I'm wearing, bang my head on the nearest wall, and say "Why would we do that?" And so started the journey of talking up a Spokane bid, throwing parties, sitting long hours at fan tables, promoting the idea at every conversation... see what I mean? I need a little payback here.

So Empire Con asked Larry to be our Fan Guest of Honor because, really, he was the only choice. Discounting that he's male, and thus goes against our theme, *no one* did so much to help build relations between the east side and west side of Washington fandom than Larry Baker. In fact, Larry has done some extraordinary things to get SF conventions to work with one another. He hasn't always succeeded, be he always fought for understanding, co-operation, and the sharing of experiences and resources. A novel notion to fandom in these parts.

He's also been Chairman of Viking Con VI, was the Westercon 44 Operations Director, the Norwescon 15 Programming Coordinator, Westercon 46 & 50 Bid Chair, Northwest Convention Fandom Chairman (1993-94), Northwest Convention League Executive Di-

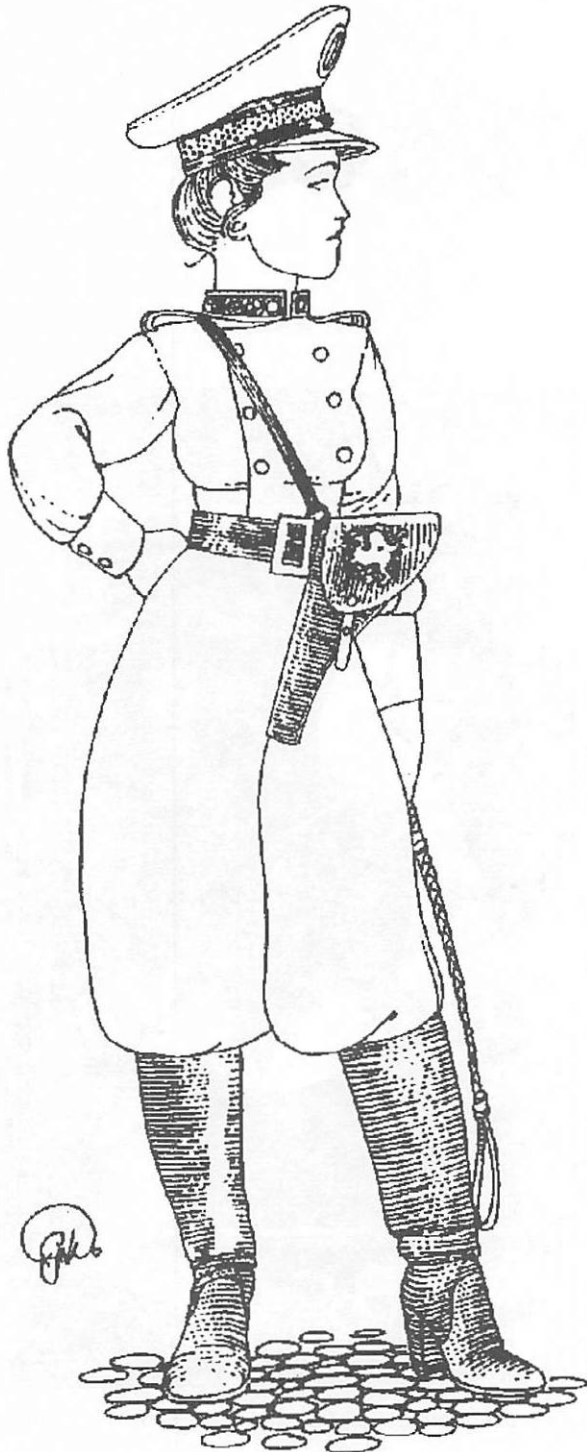


© 1992 by Margaret Organ-Kean

Artist's conception of Larry Baker working at a convention

rector (1995-96).

Hmm, what happen to that idea of revenge? Oh yeah! Larry is not only Westercon 52's Fan Guest of Honor, he's also become our Programing Chair. Now



that's revenge! Hahahahaha!

#### Additional Biographical Data by Larry Baker

**L**arry Baker has been causing trouble for Northwest fandom for most of the last 20 years. A fixture of Western Washington University's VikingCons from #2 on (including as Chairman of Viking Con VI — the famed NoProCon), he has managed to parley this meager credential into something of a schtick.

After taking some time off to serve in the Air Force as a Cryptologic Linguist Analyst, he came back to the Seattle area in 1990 and immediately stirred up more trouble by starting the Seattle bid for Westercon 46. In the course of this, he helped found the Seattle Westercon Organizing Committee (which had a better sounding acronym than the Committee to Organize a Westercon in Seattle), and served as its chairman for three years. He was also Hotel Liaison and Program Director for that convention.

It was in his capacity as Hotel Liaison for Westercon 46 that he secretly plotted the downfall of Inland Empire fandom after receiving a phone call from the Spokane Convention & Visitor's Bureau asking how they could host a Westercon of their own. Using this call as a pretext, he sought out a certain member of Spokane-area fandom who shall remain Daron Fredericks and plied him with drinks while convincing him this would be a great opportunity for Inland Empire fandom.

With the planting of the seed in such fertile soil, the rest was a matter of fate. Within a week, the underpinnings of Empire Con were already in place and the rest will all soon be history. But the last laugh is on him, though, because he has since been convinced, mostly by himself, to take on the post of Empire Con Program Director.

Larry works as a Systems Administrator for Collective Technologies.

Other things he is alleged to have done (since 1990): Westercon 44 Operations Director, Norwescon 15 Programming Coordinator, Northwest Convention Fandom Chairman (1993-94), Northwest Convention League Executive Director (1995-96), Seattle in 1997 Westercon 50 Bid Chairman, Viking Con 16 Hospitality Coordinator, Official Toxic Waste Taster, SF Trivia contest winner, lots of places.



## TOASTMISTRESS

## Betty Bigelow

## Autobiography by Betty Bigelow

**B**etty Bigelow was born on a farm in Keller, Texas, and moved to Washington State at an early age. She has always considered the move as a lucky escape! She lives with her husband David in a modest dwelling in the Seattle suburb known as Ballard.

Betty Bigelow is an Artist, Dancer, Costumer, and Theatrical Make-up Artist. Her specialties are costumes for Middle Eastern Dance, Science Fiction and Fantasy, as well as Historical costumes. She has won a number awards at local and national Science Fiction conventions for her costume designs and foam-latex make-up effects. One of her most memorable pre-Klingon costumes was that of a cat-like alien, which included retractable claws and ears and a tail that twitched very realistically.

In 1985 Betty began studying Klingon, a language constructed for the *Star Trek* universe by Marc Okrand, a professional linguist who works for the National Captioning Institute. It has been said that this language has passed Esperanto as the most widely-spoken artificial language in the world.

From this springboard, she and her husband and friends formed a group, the Seattle Klingon Diplomatic Corps, that entertain at Science Fiction conventions by dressing up as Klingons, teaching Klingon Language

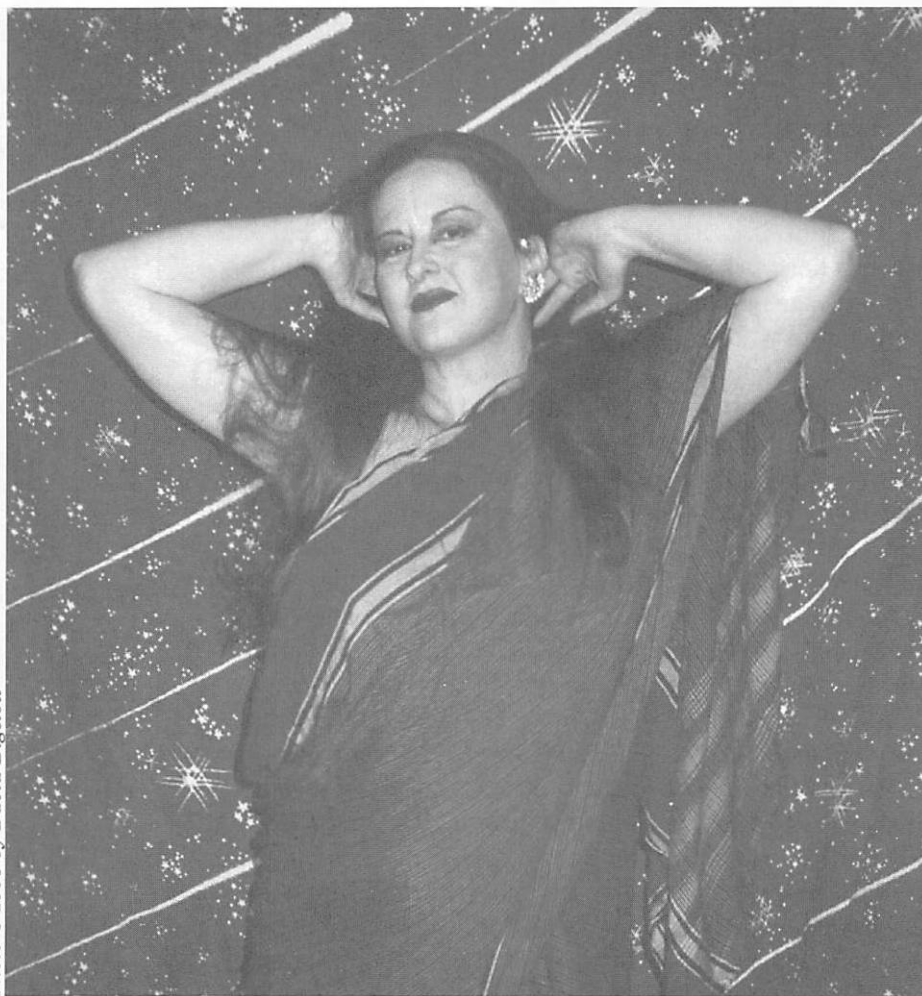


Photo © 1998 by David Bigelow

and culture, performing traditional Klingon songs and dances, and teaching the make-up and costuming techniques necessary for other people to transform themselves into Klingons. She creates Klingon forehead appliances that are virtually indistinguishable from those used on the various *Star Trek* shows.



Photo © 1999 by Henry Gonzales

*David and Betty as Klingon tourists*

She is an artist, under the nom-de-paintbrush of Rena Bassilvergoran, who works in a variety of media. Most of her work is in pen and ink and is often *Star Trek*-oriented, with an emphasis on the Klingons. Much of her work is humorous and ranges from the out-and-out sidesplitter to that which simply makes you smile (often whether you want to or not; her "Penguins in Space" is an excellent example of this latter type). She also works in color, where the word "vibrant" often comes to mind. Recently, she has been creating and showing sculptures at Northwest conventions, showing yet another aspect of her artistic talent.

She is Artistic Director of the Shahrazad Middle Eastern Dance Ensemble, and has studied Belly Dance, Flamenco, and Middle Eastern Ethnic Dance for 28 years. She is regarded by many as one of the best Middle Eastern and Belly Dancers in the Northwest.

As coordinator of the Seattle Klingon Diplomatic Corps, Fashion Animal Division, she has a ready reply to those who ask: How can I become a Klingon? Her answer: You've got to be out of your mind to waste years of your life on these costumes!

With David's beautiful voice and musical talents as the backbone of the group, Betty and the rest of their Klingon group have performed evenings of comic song and dance based on *Star Trek* and *Star Wars*. Their most often requested number is the traditional Klingon Tribble-Stomping Dance.

With all she's accomplished, she usually describes herself as 119 years old. As her birthday is July 4th, she will be 120 this weekend!

David is an electrical engineer, a musician, and writes Science fiction short stories. He belongs to the Seattle writer's group known as "the Ink Slingers," and had a story in the 1994 WorldCon (Winnipeg, Manitoba) program book. He grew up in Olympia, living in the house built by his great-grandfather. The house is now a National Historical Monument and a Museum.



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# ATTENDING PROFESSIONAL GUESTS, PANELISTS, AND ARTISTS

David R. Addleman

**D**ave Addleman has sold 88 short stories. He recently sold three mystery novels for publication on tape: *Shy Guy*, *Irrevocable Trust*, and *A Contract On Stone*. The latter two were released in 1998. *Shy Guy* is due out any time.

Dave is a charter member of the Fairwood Writers Group in Kent, Washington, and teaches fiction writing at Renton Technical College. He is active in masters swimming and holds a black belt in Uechi Ryu karate. Dave lives in Auburn, Washington, with his wife, Deborah, and his ten-year-old son, Paul.



bandit

**b**andit is a long-time SF reader and fan who is fortunate enough to be a player in the Virtual Reality field. His work includes being a member of Ono-Sendai, a now defunct VR startup (named after the company in *Neuromancer*). He is a Systems Engineer with 23 years of experience, specializing in Mission-Critical Embedded Systems.

Jack Beslanwitch

**J**ack Beslanwitch has been knocking around fandom, reading and writing from almost his first en-

counter with Robert A. Heinlein's juveniles. He has been involved with a wide range of web projects related to fandom including Northwest Science Fiction Resources ([www.sfnorthwest.org](http://www.sfnorthwest.org)), Norwescon ([www.norwescon.org](http://www.norwescon.org)), NWFS ([www.sfnorthwest.org/nwsfs.html](http://www.sfnorthwest.org/nwsfs.html)) and the Westercon 52 web page ([www.webwitch.com/westercon52/](http://www.webwitch.com/westercon52/)). He also is the founder and head of the Seattle HTML SIG ([www.halcyon.com/seasigi/html.html](http://www.halcyon.com/seasigi/html.html)). When he is not involving himself with the above he has his own web design consulting business — Web WITchery ([www.webwitch.com/top/](http://www.webwitch.com/top/)) and is the bid chair for bring Westercon 56 to western Washington ([www.webwitch.com/westercon56/](http://www.webwitch.com/westercon56/)).

He has a soul mate named Fran who puts up with him somehow, as well as one dog, two cats, and a *very* big computer.



Ilsa J. Bick

**I**lsa J. Bick is a child, adolescent, and forensic psychiatrist in private practice in Fairfax, VA. She is the author of many scholarly articles on the application of psychoanalytic principles to science fiction literature, film, and television. Her articles have appeared in publications as varied as *Journal of the American Psy-*



choanalytic Association, *Discourse*, *Psychoanalytic Review*, and *Cinema Journal*. She has contributed work to many anthologies on film and television, including “Boys in Space: Star Trek, Latency, and the NeverEnding Story” for *Enterprise Zones: Critical Positions on Star Trek* (Ed. Taylor Harrison, Sarah Projansky, Kent A. Uno, and Elyce Rae Helford [Boulder: Westview Press, 1996]). Her analysis of the posttraumatic narrative in *The X-Files* is forthcoming in the anthology *Mythologies of Violence in Postmodern Media* (Ed. Christopher Sharrett [Wayne State University Press]). Dr. Bick has also lectured widely on film and television at meetings of the American Psychiatric Association, the American Psychoanalytic Association, and the Society for Cinema Studies.

Along with Robert Justman and William Theiss, she presented on *Star Trek* for the widely acclaimed and well-received 1992 exhibition on *Star Trek* at the National Air and Space Museum in Washington, D.C. “A Ribbon for Rosie” won Grand Prize in *Star Trek: Strange New Worlds II* (Ed. Dean Wesley Smith, John Ordovery, and Kris Rusch [New York: Pocket Books, 1999]) and is Dr. Bick’s first fiction publication.

### Maya Kaathryn Bohnhoff

I’ve been writing since I was a small child — making up SF and fantasy stories for my own edification. I didn’t begin writing with an intent to publish until 1988 and sold my first SF story (“Hand-Me-Down-Town”) to *Analog* magazine that year. Since then I’ve been a fairly regular contributor to *Analog*, and have had stories in *Amazing Stories*, *Century* and *Interzone*, and articles on writing in *Writer’s Digest*, *The Writer*, and *Fiction Magazine*. My first novel (*The Meri*) was published by Baen in 1992 and followed with three more books, *Taminy*, *The Crystal Rose*, and *The Spirit Gate*. I’m currently working on a fantasy project for HarperPrism.

I am especially fascinated by history and psychology (especially abnormal psyche) and find that my studies in these areas not only provide wonderful ideas for stories, but also enrich my writing. I’m also a musician — my husband, Jeff, and I write, record, and perform our original music as well as partake of the filking at every convention we attend.

When I’m not writing stories, I develop multimedia



software for Kelly Services, Inc. I have two great children, Alex and Kristine who are both science fiction fans.

### Lisa Jean Bothell

Lisa Jean Bothell is editor of the Writer’s Network Land and has edited *Heliocentric Net*, *Stigmata*, and the Detours Chapbook line. She has also been published in publications such as *Speculations*, *Urbanite*, *365 Scary Stories*, and others.

### Patricia Briggs

Until she learned to read, Patricia “Patty” Briggs lived a mundane’s life in Butte, Montana. Shortly after her sixth birthday, she found herself living in any number of strange places that only got stranger as the years passed: Narnia, Middle Earth, the Witch World, Pern.

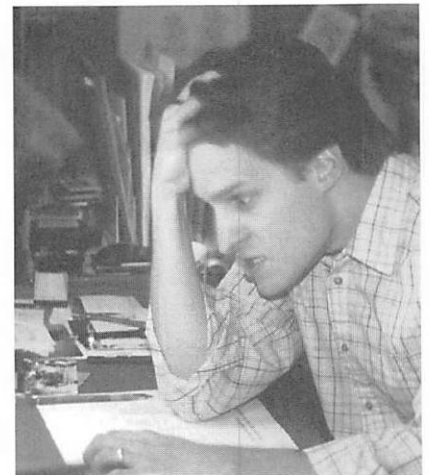
At the University of Montana she studied history (as the closest thing she could get to fanatic) and German (castles and good fairy-tales), then left Montana for Chicago (talk about strange lands...), returned to Montana for a bit and, finally, settled in Washington State.

Somewhere along the way she acquired three children and a husband (not in that order), a horse, two cats, and a green-cheeked conure. She has three books out from Ace, *Masques*, *Steal the Dragon*, and *When Demons Walk*.

### Kevin “KEV” Brockschmidt

Kevin “KEV” Brockschmidt has been many things in his life: pilot, warehouse worker, musician, assembler, newspaper ad designer, security guard, foreign missionary, yellow pages ad designer, editorial cartoonist and full-time freelance humorous illustrator. He currently holds the position of lone Graphic Artist for the top-rated and fast-growing Internet content provider InfoSpace.com in Redmond Washington, but cartooning still remains his true artistic passion.

He is best known for his cartoons in *Starlog Magazine* and illustrations for *Magic: The Gathering*. He has extensive experience illustrating for magazines, newspapers, and t-shirts, as well as many other miscellaneous media in-





cluding books, greeting cards, coffee mugs and, of course, the Internet. His work has been published in many foreign countries including Japan, Germany and Brazil, and he frequently receives fan mail from such diverse locations as Australia, Mexico, and Norway. You can see samples of his artwork and design at his Kev's Cartoons web site at <http://www.kevscartoons.com>.

Kev resides in his home town of Renton, Washington with his wife, Tami, daughter Sarah Joy, son Joshua, and the master of the house, cat Tobi.

### Charles N. Brown

Charles N. Brown started *Locus: the Newspaper of the Science Fiction Field* as a fanzine in 1968. It grew and grew until it took over his life and became a full-time occupation. He has won 20 Hugo Awards, which is more than anyone else has won. The magazine just celebrated its 31st anniversary and its 462nd issue.



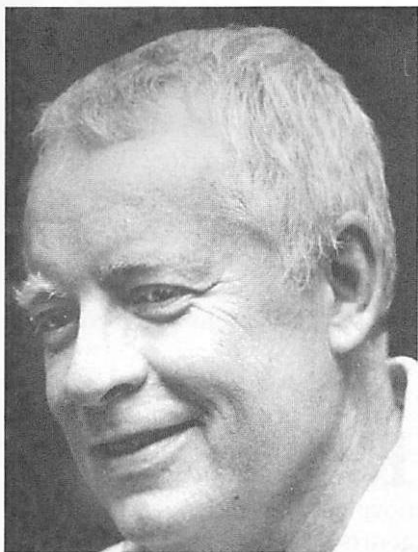
Photo © 1999 by Beth Guinn

He also lectures a lot overseas on SF, has edited anthologies, has been a book reviewer, etc., and has been involved in SF and fandom for over 50 years.

### Algis Budrys

Algis Budrys has been a professional writer since 1952. He has sold repeatedly to most of the science fiction and other genre magazines, and has published a number of books, including *Who?*, *Rogue Moon*, *Michaelmas*, and *Hard Landing*, all of which have been nominated for awards.

He has published approximately 200 short stories, a respectable number of which have also been nominated for the science fiction Hugo, or Nebula, or both awards. He has won the *Locus* award for the best non-fiction book of the year with *Benchmarks*, a collection of all his book review columns for *Galaxy Magazine*, and has been a Hugo nominee for that work. For



"The Master of The Hounds," a *Saturday Evening Post* story, he won an Edgar Special Award from the Mystery Writers of America.

For the past several years, he has been editor and publisher of his own magazine, *Tomorrow Speculative Fiction*, which has been nominated for the Hugo award twice. Two years ago he moved the magazine onto the Internet, where it can be found at [www.tomorrowssf.com](http://www.tomorrowssf.com).

His latest venture is as an editor and as a literary agent. The novels *The Blood Jaguar* by Michael H. Payne and *Nocturne For a Dangerous Man* by Marc Matz, will both be Tor Books, the result of his efforts as an agent. *Black as Blood* by Rob Chilson, *Shanji* by James C. Glass, and *The Mines of Behemoth* by Michael Shea, are or will be Baen Books, for which he is an editor.

He has also pursued several full-time careers in and outside the SF field, usually under his own name or a variation of it. He wrote a regular book review column in *The Magazine of Fantasy and Science Fiction* for years, and the *Chicago Sun-Times* for approximately the same length of time. He has taught in innumerable writing workshops, at Harvard, BYU, Pepperdine, eleven straight years at Clahon East, The Library of Congress, NASA, the Charles Dickens House in London, and elsewhere.

### F.M. Busby

F.M. (Buz) Busby and his wife, Elinor, live in Seattle with their two cats. His 18 published novels include eight in the universe of *Rissa Kerguelen*, three in that of *Cage a Man*, and another three in the *Slow Freight* grouping. Solo books are *All These Earths*, *The Breeds of Man*, *The Singularity Project*, and *Islands of*

## WillyCon Y2K

"The Bugs are Out!"

March 24<sup>th</sup>, 25<sup>th</sup>, and 26<sup>th</sup>, 2000

Author GOH: Catherine Asaro -

Artist GOH: TBA

Science Fiction and Fantasy Club  
c/o Conn Library  
Wayne State College  
Wayne, NE 68787



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[www.wsc.edu/student/activities/clubs/sfclub/willycon.htm](http://www.wsc.edu/student/activities/clubs/sfclub/willycon.htm)

*Tomorrow*. Of more than 40 shorter works, three have appeared in "Best of Year" anthologies and 20 are gathered into his collection *Going Home*.

Growing up in the Palouse region of Washington State, Buz attended Washington State College (graduating before it got the "University" designation), studying physics and electrical engineering, which help him keep his numbers straight. After two stints in the Army, he moved to Seattle to become an engineer, get married, and settle down. In 1970, he opted for early retirement and began writing SF.

His interests include aerospace, unusual gadgetry of most any kind, dogs, cats, and people, although not necessarily in that order.

### Russell D. Campbell

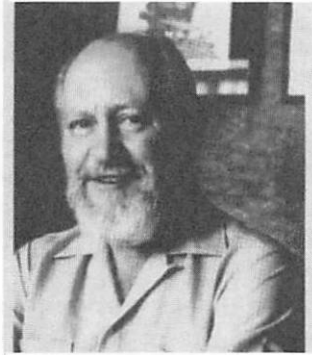
Growing up, Russ always liked to doodle. His mother recently gave him a drawing he did in 3rd grade of a manned landing on Mars! It's raw-looking but somehow he never stopped being creative. Maybe that means he hasn't "grown up"? He started publicly visible art with a Christmas card of a dragon in a Santa suit and followed that with participation in convention show in 1988. After that, all manner of oddities spewed from his imagination.

Best known, thus far, for his pen/ink work, Russ also works in other media. His work is fanciful, often humorous, usually fantasy-oriented. Just for good measure he occasionally lets a nightmare escape his mind onto paper as well. He also does various needle crafts, loves to cook, and enjoys building web pages. He recently finished a Master of Science degree in Applied Information Management.

At conventions you may find him giving demos, wandering the Dealers room or Art Show, or several other places. And if, in the evening, you see a fellow with a grey goatee, somewhat resembling a musketeer, carrying a large blue-ish drinking horn... say "hi!" and join him in the search for truth (or ale...).

### Pat Cadigan

Pat Cadigan is the author of four novels, the latest of which is *Tea from an Empty Cup*, a police proce-



dural, set in the future and in Artificial Reality.

Pat is a leading science fiction writer and a respected futurist and commentator on popular culture. She was labelled "The Queen of Cy-berpunk" by



the *London Guardian*. Her fiction, both novels and short stories, has received many awards and nominations, and is published in French, German, Italian and Japanese, as well as her native English. Many leading academics have drawn on her work, and she receives frequent invitations to contribute to academic conferences.

Pat's previous three novels are: *Mindplayers* (1987), *Synners* (1991) and *Fools* (1992). Both *Synners* and *Fools* won the Arthur C Clarke Award for best science fiction novel of the year in Great Britain. She is now working on a new novel, featuring the same detective, Dore Konstantin, who is in *Tea from an Empty Cup*. Pat's short story collections include *Patterns* (1989), *Home by the Sea* (1993), and *Dirty Work* (1993).

Born in New York and raised in Massachusetts, Pat Cadigan lived for many years in Kansas, but moved to London in August 1996, where she lives with her husband, Chris Fowler, and her cat, Calgary.

### Ann Chamberlin

Born and raised in Salt Lake, Ann Chamberlin has a degree in Middle Eastern Archaeology. She spent a summer in Israel excavating the biblical city of Beer-sheva and has traveled across all of North Africa, Turkey, and Jordan.

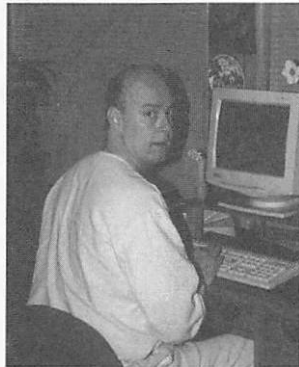
Ann Chamberlin is the author of seven published novels. *Leaving Eden*, set in — yes — that Eden, is in bookstores this summer. *The Merlin of St. Gilles' Well*, the first in a fantasy series set in Joan of Arc's France, is due out in September; Tor/Forge is her publisher.



### Rand Clifford

Rand Clifford grew up in North Central Washington, on the Okanogan micro-continent. His first novel is the hard science fiction sleeper, *Walk*. His genre-crossing novel, *Castling*, was published in 1995,

and has been translated in Munich for a German edition. Rand returned to hard science fiction with *Voices in the Spirit*, published on the internet, and currently being reworked for conventional publication. He has just finished a new mainstream novel titled *Priest Lake Cathedral*. Next is hard science fiction again, with the Okanogan micro-continent as the setting, and the Colville Indian Reservation. Since 1976 Rand has lived in Spokane with his wife Mary Ann.



### James Cobb

I've lived my entire life within a 30 mile radius of a major Army post, an Air Force base and a Navy shipyard. Accordingly, it's seemed a natural to become a kind of cut-rate Rudyard Kipling, trying to tell the stories of A-merica's service people.

Currently, I'm doing the Amanda Garrett Technothriller series for G.P. Putnam, with two books, *Choosers of the Slain* and *Seastrike*, published and a third, *Seaflight* on the way. I'm also doing the Kevin Pulaski suspense mysteries for St. Martin's Press.



A long-time science Fiction fan and a member of the NorthWest Science Fiction Society, I live in Tacoma, Washington and, when I'm not writing, I indulge myself with travel, the classic American hot rod, and collecting historic firearms.

### Kathryn Cramer

Kathryn Cramer (<http://ebbs.english.vt.edu/exper/kcramer/kc.html>) is a writer and anthologist presently doing website design. She won a World Fantasy Award for best anthology for *The Architecture of Fear* co-edited with Peter Pautz; she was nominated for a World Fantasy Award for her anthology, *Walls of Fear*. She co-edited several anthologies of Christmas and fantasy stories with David G. Hartwell but her most recent book is a huge anthology of hard sf, *The Ascent of Wonder*, co-edited with David Hartwell. She was a



runner-up for the Pioneer Award for best essay on sf of the year, and is on the editorial board of *The New York Review of Science Fiction*, of which she is also the Art Director. Her dark fantasy hypertext, *In Small and Large Pieces*, was published by Eastgate Systems, Inc.

She was named on a list of the 50 most important people in hypertext/electronic literature. She lives in Pleasantville, NY, where in 1997 she became the mother of Peter Henry Cramer Hartwell ([www.panix.com/~dgh/peter.html](http://www.panix.com/~dgh/peter.html)).

### Howard L. Davidson

He was born at an early age, in the usual fashion, in Brooklyn, New York, and captured by a Heinlein juvenile in second grade. He has not yet escaped.

During captivity he managed to collect a Ph.D. in Physics, which he considers to be the best available training for a crackpot inventor.

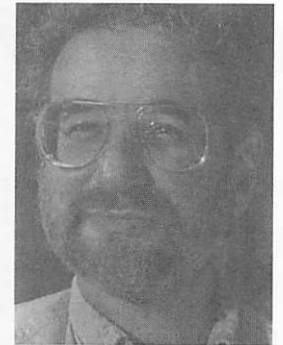
He has held a number of peculiar positions at high-tech companies and government laboratories. He has more than 30 years experience in computer hardware, electronic instrumentation, virtual reality, micro-satellite design, and physiology research. His career ambition is to find a job where he can't distinguish the project plan from a Bob Forward novel. He has noticed that at most places the project plans appear to have been written by Ron Goulart.

He's been on panels at Worldcons, Westercons, and local cons. He ran the science lecture series for the San Francisco Worldcon.

### John Dalmas

John Dalmas has worked as a parachute infantry man, smoke-jumper, merchant seaman, logger, dock worker, and more. He attended college on the GI Bill and was active in the college monthly magazine and dramatics. After graduating with honors, he worked for more than two years as a district forester. Intrigued by ecological problems, he returned to college and eventually received a doctorate in ecology. He spent the next 17 years as a research ecologist for the Forest Service.

During this time, he discovered an ability to write professionally — technical papers and their close cousin, science fiction. He sold some stories, notably



# S u m m e r

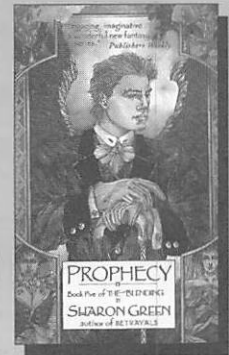


A vast empire is besieged. Its ruling princess must find a **talisman of great power**. For the bloodthirsty advancing army is aided by the awesome and terrifying might of the Black Craft.

**THE STONE AND THE MAIDEN:  
THE HOUSE OF THE PANDRAGORE**  
Dennis Jones

The time has come for the Five to **blend their powers** of elemental magic. Defeat the army that approaches. And face their destiny. The spectacular series conclusion is here.

**PROPHECY:  
BOOK FIVE OF THE BLENDING**  
Sharon Green

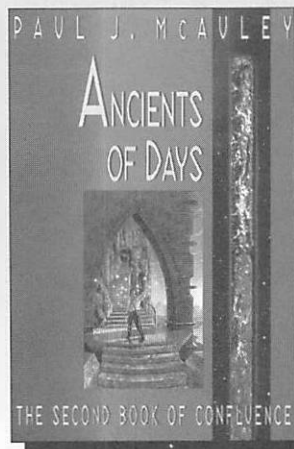
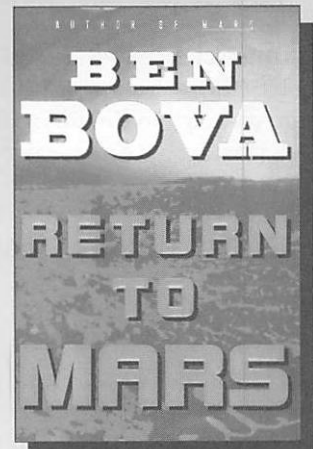


It is known as the Cave of Wonders. It reveals **all the inhabited worlds** of the universe. And it lies at the heart of a 21st century power struggle that extends from the earth to the moon.

**LUNA MARINE: BOOK TWO OF  
THE HERITAGE TRILOGY**  
Ian Douglas

On the first Mars mission, he thought he detected **signs of intelligent life**. Now Jamie Waterman will search in secret on the return expedition—and defend a fragile ecosystem against those who would plunder it for profit.

**RETURN TO MARS**  
Ben Bova

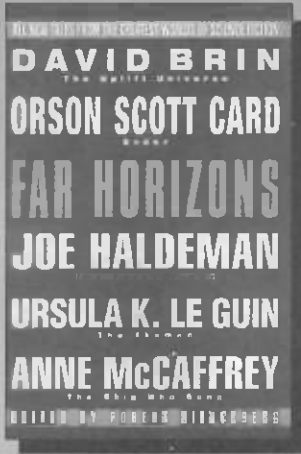


The world of Confluence **orbits an obscure star** beyond the edge of the galaxy. It is torn by civil war. And soon to be transformed by one whom many call a messiah.

**ANCIENTS OF DAYS:  
THE SECOND BOOK OF CONFLUENCE**  
Paul J. McAuley



# E O S

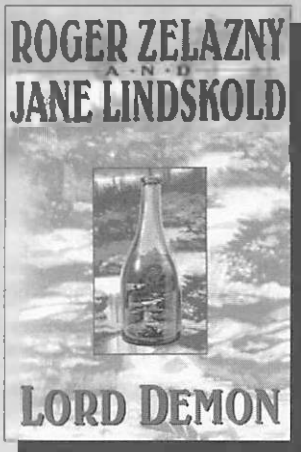
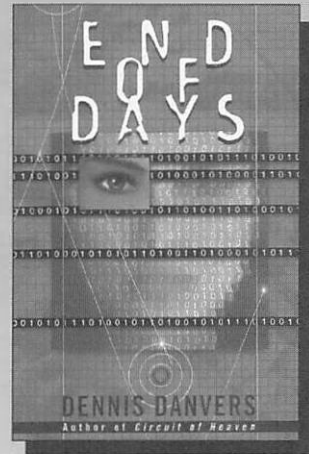


All-new tales set in the best-known worlds of **an all-star sf roster**. By Bear, Benford, Brin, Card, Holdeman, Kress, Le Guin, McCaffrey, Pohl, Silverberg, and Simmons.

**FAR HORIZONS:**  
ALL NEW TALES FROM THE GREATEST  
WORLDS OF SCIENCE FICTION  
Edited by Robert Silverberg

They thought the Bin was destroyed. But the collective of **virtual souls** still exists. Yet how can one find meaning to life if death does not exist?

**END OF DAYS**  
Dennis Danvers

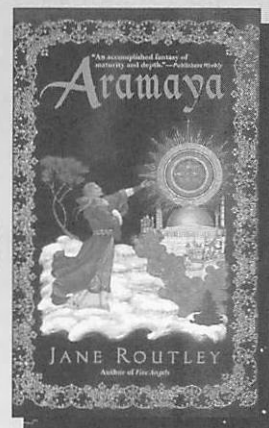


He is a **demon warrior** who hides entire worlds inside glass bottles. But soon he will be drawn into cosmic battle for the highest stakes of all.

**LORD DEMON**  
Roger Zelazny and Jane Lindskold

To a dazzling winter court comes **a powerful mage**. Her battle will be first fought within her own heart—for only then can she pit herself against an arch-demon.

**ARAMAYA**  
Jane Routley



All this and more.

AVON EOS TITLES ON SALE IN MAY: **FAR HORIZONS: ALL NEW TALES FROM THE GREATEST WORLDS OF SCIENCE FICTION** (hardcover), edited by Robert Silverberg, \$27.50 / \$39.50 (Can.). ON SALE IN JUNE: **RETURN TO MARS** (hc) by Ben Bova, \$25.00 / \$37.00; **END OF DAYS** (hc) by Dennis Danvers, \$16.00 / \$24.00; **ARAMAYA** (trade paperback) by Jane Routley, \$13.50 / \$19.50; **SIGNAL TO NOISE** (hc) by Eric S. Nylund, \$6.99 / \$8.99; **CHILD OF THE RIVER: THE FIRST BOOK OF CONFLUENCE** by Paul J. McAuley, \$6.99 / \$8.99; **LUNA MARINE: BOOK TWO OF THE HERITAGE TRILOGY** by Ian Douglas, \$5.99 / \$7.99; and **THE STONES OF STIGA: A NOVEL OF SHUNLAR** by Carol Heller, \$5.99 / \$7.99. ON SALE IN JULY: **ANCIENTS OF DAYS: THE SECOND BOOK OF CONFLUENCE** (hc) by Paul J. McAuley, \$16.00 / \$24.00; **THE DEATH OF THE NECROMANCER** by Martha Wells, \$6.99 / \$8.99; **FULL TIDE OF NIGHT** by J.R. Dunn, \$5.99 / \$7.99; and **PROPHECY: BOOK FIVE OF THE BLENDING** by Sharon Green, \$6.50 / \$8.50. ON SALE IN AUGUST: **THE STONE AND THE MAIDEN: THE HOUSE OF THE PANDRAGORE** (hc) by Dennis Jones, \$23.00 / NCR; **LORD DEMON** (hc) by Roger Zelazny and Jane Lindskold, \$23.00 / \$34.00; **SCENT OF MAGIC** by Andre Norton, \$6.50 / \$8.50; **WHITE LIGHT** by William Barton and Michael Capobianco, \$6.99 / \$8.99; and **WE** by Yevgeny Zamyatin, \$5.99 / \$7.99.



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"The Yngling" to *Analog*; this story eventually became a novel.

In 1977, he quit his government job, moved to Hollywood, and worked a variety of jobs (including free-lance editor, secretary, typesetter, gardener, and janitor) while hustling screenplay scripts and treatments. During an employment drought, he wrote and sold another novel.

Since 1984, he has been a full-time writer and has published 21 novels, the most recent being *The Bavarian Gate*. He has also sold short fiction and a collection. His 22nd novel, *The Three-Cornered War*, the last in the Regiment series, came out last December from Baen Books.

### Don DeBrandt

**D**on H. DeBrandt writes science fiction, fantasy, horror, superheroes, cyberpunk, cyberfolk, and cyberany-thing else. Spider Robinson has compared DeBrandt's fiction to that of Larry Niven and John Varley; his first novel, *The Quicksilver Screen*, made *Locus* magazine's recommended reading list for 1992. He's also published horror fiction in *Pulphouse*, and a novella in the SF magazine *Horizons*.



His fiction has earned him Honorable Mentions in both the *Year's Best SF* and the *Year's Best Fantasy and Horror*.

He has written two stage plays for high schools, *Heart of Glass* and *Happy Hour at the Secret Hideout* (which was performed at the last V-con) and has worked as a freelancer for Marvel Comics on such titles as *Spiderman 2099* and *2099 Unlimited*. His other comics work include several stories for the anthology comic *Freeflight*. His current novel is *Timberjak*, available from Ace books, and is the second book in the Cyberfolk series. The first book, *Steeldriver*, came out last year and the third title, *Citymyth*, is due in the year 2000.

DeBrandt lives in Vancouver BC, and is notorious in certain circles of Northwest Fandom (but not for his writing). His hobbies include stilting, leather-tasting, naked laughing-gas hot tubbing, and being thrown off roofs by irate hotel security. He does not plan to run for office, ever. There are too many pictures.

### Sherry Decker

**S**herry Decker is Publisher and Managing Editor for *Indigenous Fiction*, "a wondrous and eclectic literary-genre hybrid." She has been published by numerous independent press publications some of which are: *Aberrations*, *Just Because*, *The Sixth Sense*,

*Matriarch's Way*, *Pursuit*, and also in national periodicals such as *Implosion Magazine* and *Alfred Hitchcock Mystery Magazine*. She took First Place in the North Texas Professional Writers Association writing contest, has been a finalist in the Writers of the Future contest. She is also published in the poetry and non-fiction arena and has sold art illustrations to national magazines.



© 1989 by Sherry Decker

### S. Jean Dudley

**B**io of an Ancient Con Rat: Been going there and doing that *waayyy* too long. Love late night filk and hot tub sessions. Costumed and in character all the time. Last to bed and first up in the morning... I'm livin' the con life *large!*



### The Duras Sisters

#### Elizabeth Burnham (Lursa, the first Duras Sister)

A few years ago, Elizabeth bought a house. Before she made an offer on it, the Duras Sisters had to sing in the living room to check the acoustics. This ought to give you an idea about where her priorities are.

Elizabeth reads a lot of nonfiction, and has degrees in Anthropology and History. She was raised in New England, but has lived in Phoenix long enough to lose nearly all her Boston accent. If you listen closely enough, however, it still comes out at the most unexpected moments.

As co-founder of the Phoenix Filk Circle, Elizabeth has been involved in the import of good filk for the two annual Phoenix conventions, LepreCon and CopperCon, for the last 10 years or so. As the organizer of the Duras Sisters (when Debbie and Chris insist that they were dragged into this kicking and screaming, it's really the truth), Elizabeth has, in her own way, tried to give something back to the facet of fandom that she feels has provided her with years of pleasure, and the friendship of some of the most interesting people in the world.

Don't feel bad for Chris and Debbie, though. They're enjoying this in spite of themselves. They just won't admit it.

#### Chris Dickenson (B'Etor, the second Duras Sister)

Chris uses her background in psychiatric nursing

every time the Duras Sisters get together to rehearse. A love of music and *Star Trek* is what brought the three of them together, but what keeps them from committing mayhem on each other is Chris' ability to be simultaneously honest, outspoken, tender, and at times, a downright pain in the butt. Elizabeth is the Rock of Gibraltar, Debbie the emotional bullet train, but Chris is the glue that holds it all together.

Chris was born in Pennsylvania, raised in northern Missouri, and moved to Phoenix in the late 80's. She is raising her 14-year-old daughter Liz to be a strong, independent young woman. Diagnosed with psoriatic arthritis a few years ago, Chris still puts in 40+ hour weeks at work. Determined not to let this debilitating medical condition get her down, she keeps a more grueling schedule than any two people put together.

She and Liz share their house with two neurotic felines, K'Ehlayr and Mistoffles, the other two-thirds of the Duras Sisters, who like to sing and stock the refrigerator with unexplained groceries, and a veritable Ziegfeld production of friends, acquaintances, and extended family. Musician, mother, domestic goddess.... What more can you ask for in a filker?

#### Deborah Baudoin (B'Hetty L'hu, the third Duras Sister)

Debbie was raised just outside of New Orleans in the middle of Louisiana's Bayou country. Growing up, she often had to traverse the overflowing streams by boat in order to attend school. Because of this, it makes sense that, when grown, she would move from the collective bosom of her family to Phoenix, in the arid heart of Arizona. She still hasn't gotten used to the fact that you can't see the air out here.

Her formative years were shaped by her music major father, the mainstay of the local musical theater group. Debbie grew up literally surrounded by different kinds of music: pop, operettas, and the singing of the field hands as they worked the cane fields by her house. In later years this would show itself in the disdain she feels for "white folk's music" ("Come on, you two — clap off the beat").

Having the attention span of a tsetse fly, Debbie is at her best with short stories and filks, things that can be worked on, finished, forgotten. She has been working on a novel intermittently for the last couple of years. Unfortunately, she keeps forgetting what she wants to do with the characters, or even who they are!

Debbie has no pets, but she does have the entire collection of *Star Trek* figurines, from all the shows, up on her wall. This includes the only extant copy of the third Duras Sister doll. If you don't believe this, ask Bjo Trimble; she's seen it.

As one of the Duras Sisters, Debbie has two CDs out, *Masquerading as Human* and *Rubenesque*, with a third title, *Harmony Heifers*, due out next spring.

#### Dan C. Duval

Was a graduate of Clarion '93. Has sold two stories to *Pulphouse*. Assistant Editor for *Sirius Visions* fantasy magazine. Has a BS in Computer Science; a BS in Biochemistry; and an MBA. His special interests are in ancient history, military history, anthropology. He is a horse breeder and trainer.

#### Seiko Edamatsu

Born in 1919 in Seattle, Washington, Seiko Edamatsu, a "Nisei" (or second generation Japanese-American), moved to Spokane in March, 1942, as a result of anti-Japanese hysteria following Pearl Harbor. One of many citizens who relocated prior to the issuance of President Roosevelt's Executive Order, Mrs. Edamatsu will be speaking on the experience of non-interned Japanese-Americans during the war years.

#### Cecilia A. Eng

Cecilia Eng is a musician, artist and songwriter. Her albums include: *Of Shoes and Ships*, *Cecilia Eng Live!*, *Harmony in Practice*, and work as arranger, midi programmer, and backup musician on numerous other projects. As head of Friends of Filk, she has provided music guests to numerous northwest sf/fantasy conventions and can usually be found at the Friends of Filk dealer's tables raising money for this purpose.

#### M.J. (Mary Jane) Engh

M.J. (Mary Jane) Engh is the author of the SF novels *Arslan* (something of a cult favorite), *Wheel of the Winds*, and *Rainbow Man* (nominated for a Tiptree Award), as well as *The House in the Snow*, a fantasy which was listed in *Best Books for Children*. Her short stories, novellas, poems, and articles have been published in such magazines and anthologies as *F&SF*, *Asimov's*, *The Little Magazine*, *Universe*, *Arabesques*, *Walls of Fear*, and *Rats in the Soufflé*.

M.J. is a former librarian, editor, and history student. She has lived in southern Illinois, Chicago (not the same state at all), Oklahoma, the Philippines, Japan, and for the last couple of decades in eastern Washington. For several years she's been up to her eyeballs in Latin and



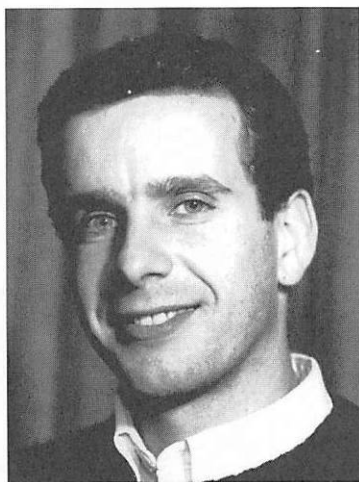
Greek inscriptions, working on a biographical dictionary of ancient Roman women, including doctors, philosophers, tax collectors, tiger tamers, and all the others you don't hear about. She always brings her own rope.

She is a fierce, celery-crunching vegetarian. She likes dogs. She doesn't think she could live without cats.

### Mark J. Ferrari

**B**ereft of meaning after an Olympic ice skating career and a Nobel Peace Prize for Interdisciplinary Hubris, Mark Ferrari turned to art; quietly giving private lessons to such luminaries as Pablo Picasso, Norman Rockwell, and Andy Warhol. Don't believe it? We'd invite you to ask them yourselves but, sadly... they're all dead.

Pressed to avail a wider audience of his phenomenal gift for art instruction, Mark nonetheless turned down offers to teach pallet knife painting on prominent educational television networks, recognizing, earlier than most, that computer games were virtually the only art form of the future. After inconspicuously guiding such well known Lucasfilm computer games as *Sack of Crackers* and *the Ailing Bagel Lenders*, *The Secret of Clunkey Drivin'*, and the graphics ground breaker, *Gloom*, to their celebrated releases, Ferrari was invited to create a series of *Star Wars* pop-up books but declined, fearing excessive tabloid attention.



Instead, Mark entered a period of virtual seclusion, reappearing only rarely to dabble (for spiritual reasons), in illustration for mass-market paperback covers, modest coffee table books, and software graphics for far too many prestigious clients to mention with any pretense of modesty.

Consumed at last by the thirst for enlightenment, rumor currently places Ferrari at a seaside monastery of undisclosed locale, where he hovers two feet off the ground and glows in the dark, sustained entirely by air-born nutrients, like an arboreal cactus.

.... Okay. The truth, then.

Has used colored pencils (believe it or not), and antiquated graphics software to create illustration and concept work for: Tor, Ace-Berkeley, NAL, Doubleday, Eclipse Comics, Chaosium, *Unix Review Magazine*, ILM, Lucasfilm & Lucasarts Software, Acclaim Soft-

ware, Buena Vista Software, MacGraw Hill Interactive, Virgin Mastertronic, Bullet Proof Software, Interplay, Realtime Associates, and numerous other clients too obscure to mention.

Has won numerous obscure awards as well. Is working on a novel. (Yes, art is just his day job.) Non-smoker, unmarried, no pets.

### Craig Figley

**B**achelor's degree in Psychology from Whitman College, 1973; Master's Degree in Child Development/Applied Psychology from Eastern Washington University, 1976; certified School Psychologist since 1976. Professional part-time free-lance artist since 1978, science fiction and fantasy. Awarded Best Science Fiction at Westercon Art Show, 1996. Artist Guest of Honor at Rustycon, 1998. Professional panelist in Art and Social Sciences at Norwescon since 1990.



### Nancy Louise Freeman

**B**orn in Tacoma and later graduating from the WWU College of Performing Arts, Nan gave up a promising career as a pickle sorter to follow the sun to Arizona. After many intense years of slacking, she finally achieved success as a systems engineer, ex-belly dancer, and "the desert's answer to the Beat Generation" — as KXCI-FM in Tucson enthusiastically proclaimed.

A familiar voice on the filk and coffeehouse circuits in Phoenix, Nan has been compared to Kate Bush, Ray Bradbury, Emily Dickinson, and Nietzsche — and frankly doesn't see the resemblance. She has two albums out, *Anchored to the Wind* and *Logick* (available at [www.Amazon.com](http://www.Amazon.com)). Of course she has a website — [www.primenet.com/~nanbgL](http://www.primenet.com/~nanbgL) — doesn't everybody?



### Janice Gelb

**J**anice Gelb blew into fandom at the appropriately nicknamed HurriCon (SunCon, the 1977 Worldcon). Since then, she has been a participant in numerous apas (including a string of over 13 years in

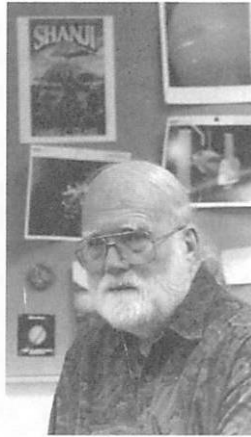


SFPA, the Southern Fandom Press Alliance), spends way too much time posting to Usenet newsgroups, and has worked on many conventions, notably running Program Ops at MagiCon (the 1992 Worldcon), serving as Assistant Division Head of Events at ConFrancisco (the 1993 Worldcon), and running the Hugo ceremony at LAcon III (the 1996 worldcon). She just got elected as the DUFF (Down Under Fan Fund) representative and will be going to Australia this summer. (In a fit of madness, she also volunteered to run Program Ops for Aussiecon 3, the upcoming Worldcon.)

In the Real World, she is a senior developmental editor at Sun Microsystems in Silicon Valley.

### James C. Glass

**A** Writers of the Future grand prize winner (*WOTF, Vol. VII*), Jim has sold over thirty stories to a variety of magazines, including *Analog*, *Aboriginal SF*, and *Talebones*. *Shanji*, his first novel in mass market paperback form, has recently come out from Baen Books. Four other novels are available in audio editions from Books in Motion, Spokane, and a selection of his stories can be found on the web at [www.alexlit.com](http://www.alexlit.com).



By day, Jim is a physics professor at Eastern Washington University. His research over a thirty-plus year academic career has been in molecular biophysics and superconductivity. He and wife Gail live in Spokane, and are often seen at northwestern science fiction and fantasy conventions.

### Greg Gordon

**E**ach tornado season local radio preachers would ask God to send black funnels down to destroy Greg's home town. He credits their efforts to adding a peculiar counterclockwise twist to his warped sense of humor.

Upon leaving the preacher's broadcast range he probably confirmed their fears by making a career out of role-playing games. Greg has designed or contributed to the design of several games including *James Bond 007*, *DC Heroes*, *Star Wars*, *Torg*, *Earthdawn*, and *Deadlands*. He has also professionally dabbled in comic books and collectible card games.

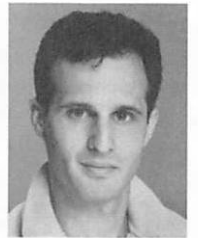
Serendipity led Greg to the Eugene Writer's Group; their help was critical in producing his first novel under deadline. He could not ask for a better source of kick-in-the-seat inspiration, shared knowledge, and good conversation.

Greg is currently the creative director for AOG, Inc, designing games and other portions of their online community. After "wiring" (graphically programming) several online card games, Greg is currently working on a graphical MUD set in AOG's *Gaia* universe. Six-year-old Spencer is happy his dad is working on a game with big, bad monsters to beat. Greg is happy he is living in a part of the country where tornadoes are no longer a problem.

### Eve Gordon and Harold Gross

**E**ve works as an independent computer programmer and certified trainer. Writing with partner Harold Gross, as Gordon Gross, she has previously published SF professionally in *F&SF* ("Communion," 6/96) and soon will appear in *Analog* with the short story, "Out of Warranty." Eve's other interests include obsessive gardening, reading, stand-up comedy, and scuba diving.

Harold has been a professional actor for many years and a computer professional for almost as long. Writing with partner Eve Gordon, as Gordon Gross, he has previously published SF professionally in *F&SF* ("Communion," 6/96) and soon will appear in *Analog* with the short story, "Out of Warranty."



### Evelyn Gratrix

**E**velyn Gratrix is the Associate Editor of *Indigenous Fiction*. She writes fantasy, science fiction, and children's stories. Her short fiction has been published in the small press. Her current projects include *Indigenous Fiction*, dark fantasy short stories, and a fantasy novel set in ancient Mesopotamia.

Evelyn grew up in Okanogan County where she worked in her father's apple orchard and her mother's one-room store. She graduated from the University of Washington with a B.S.E.E. (metamorphosing her freshman year from a music major to engineering). She spent fifteen years working in the computer industry as both a micro programmer and manager. She describes herself as "a woman of a certain age" whose avocations include music (piano and voice), ancient history, mythology, and her children.

### Roberta Gregory

**R**oberta Gregory has been creating her own unique comics from childhood on. She is best known for her long-running series from Seattle's Fantagraphic Books, *Naughty Bits* (starring the notorious Bitchy Bitch). Twenty-



nine issues to date have been produced. She is also known for her series, *Artistic Licentiousness*. Her newest work, *Winging It 2*, is a fantasy graphic novel that has been keeping her busy since the early Eighties. Another of her self-published works is *Sheila and the Unicorn*.

A weekly strip featuring her "Bitchy Bitch" character ran for about a year in the *Seattle Weekly* (and a few other papers) and gained her a Toonie Award from Cartoonists Northwest. She's also gotten several Eisner nominations (a comic book industry award), an Inkpot Award from ComicCon International, and the UK Comic Creators Guild awarded *Naughty Bits* for Best Continuing Series in 1995.

Now Roberta is dabbling in animation and prose writing and got thoroughly sick of the theater when three "Bitchy Bitch" plays were staged in Seattle in 1995.

Roberta lives in Seattle on the meager earnings from her creative endeavors. Fortunately, she is easily (and inexpensively) amused. Check out her website at [www.robtagregory.com](http://www.robtagregory.com).

### Jon Gustafson

**J**on Gustafson (Empire Con's "Emperor Jon the First," who gave the Maroons their name) has been involved with science fiction and fandom for well over 20 years.

Active convention activities, he has worked on more than 30 conventions in just about every area, especially as Program Book editor. He's edited two Westercon Program Books, edited and produced the 1992 MagiCon (WorldCon) Program Book, which was called (by people other than himself, even) the best WorldCon Program Book ever created, and edited the 1994 Winnipeg WorldCon Program Book. He has been Fan Guest of Honor at seven Northwest conventions and was the Toastmaster at NonCon 5.

Jon was one of the founding members of many organizations, including ASFA (Association of Science Fiction/Fantasy Artists, for which he also served four terms as its Mountain Zone Director), the Northwest Convention League, PESFA (Palouse Empire Science Fiction Association), and MosCon. In 1983, he started JMG Appraisals, the first professional SF/F art & book appraisal service in North America.

Starting in 1976, he began selling articles (over 225 to date) and writing columns on SF art for various magazines and several SF encyclopedias. In 1986, his



first work of fiction appeared in the *Writers the Future, Volume II* anthology. His first book was a biography: *CHROMA: The Art of Alex Schomburg*. He was recently chosen by SFWA to edit the 1995 edition of the *SFWA Handbook* (which he also produced). Jon recently completed editing several SF/F art CD-ROMS, plus souvenir CDs for MosCon XX and Empire Con/Westercon 52. He is married to best-selling author V.E. (Vicki) Mitchell.

### David G. Hartwell

**D**avid G. Hartwell is a Senior Editor of Tor/Forge Books. He is the proprietor of Dragon Press, publisher and bookseller, which publishes *The New York Review of Science Fiction*, criticism by Samuel R. Delany and other books; and the President of David G. Hartwell, Inc., a consulting editorial firm.

He is the author of *Age of Wonders* and the editor of many anthologies, including *The Dark Descent*, *Masterpieces of Fantasy and Enchantment*; *The World Treasury of Science Fiction*, *Northern Stars*, *The Ascent of Wonder* (co-edited with Kathryn Cramer) and a number of Christmas anthologies, among others. Recently he edited the fourth annual paperback volume of *Year's Best SF*. New anthologies in 1999 include *Northern Suns* (new Canadian SF) and *Centaurus* (best of Australian SF). Currently he is revising the history of sf.

He has won the Eaton Award, the World Fantasy Award, the *Science Fiction Chronicle* Poll, and has been nominated for the Hugo Award eighteen times to date.

He has a BA from Williams College, an MA in English Literature from Colgate University, and a PhD in Comparative Medieval Literature from Columbia. He also has theories about fashion in clothing, especially men's neckties. A lot more info is available at his website ([www.panix.com/~dgh](http://www.panix.com/~dgh)).

### Nina Kiriki Hoffman

**N**ina Kiriki Hoffman has been pursuing a writing career for seventeen years and has sold more than 150 stories, two short story collections, two novels (both from Avon: *The Thread That Binds the Bones*, which won the Bram Stoker Award for First Novel, and *The Silent Strength of Stones*, nominated for the Nebula and the World Fantasy Awards), one novella (*Unmasking*, Axolotl, also nominated for a World Fantasy



Award), and one collaborative young adult novel with Tad Williams (*Child of an Ancient City*, Atheneum, also just re-released in a mass-market edition from Tor). She has also written a collaborative *Star Trek* novel with Kristine Kathryn Rusch and Dean Wesley Smith, *Voyager 15: Echoes*. She frequently sells short stories to DAW and Bruce Coville anthologies, and recently to *F&SF* and elsewhere.

Her forthcoming novel, *A Red Heart of Memories*, will be released in hardback in October, 1999, from Ace. Her most recent book was R.L.Stine's *Ghosts of Fear Street #30: I Was a Sixth Grade Zombie*. Her previous titles in the *Ghosts of Fear Street* series include #14, *Body Switchers from Outer Space*, and #23, *Why I'm Not Afraid of Ghosts*.

Hoffman lives in Eugene, Oregon, with many dolls, cats, and a growing animé collection.

### Rachel E. Holmen

**R**achel E. Holmen is the Publisher of Marion Zimmer Bradley's *FANTASY Magazine*, where she coordinates the magazine's production and promotion. She also serves as co-editor, art director, and database expert, and she conducts some of the interviews published in the magazine. She has been active in sf and fantasy publishing since 1979. She recently contributed a chapter on manuscript preparation to Steve Mettee's *Portable Writers' Conference* (Quilldriver, 1997), and was one of five judges for the World Fantasy Award in 1997.



Photo © 1999 by Freddie Baer

### Julie Hoverson

**J**ulie Hoverson is a multi-talented Monkey/Sagittarius with too much time on her hands. How else could one explain the enormous amounts of game material she writes for the critically-acclaimed, small-press publication *Serendipity's Circle*, the wacky costumes she habitually steals the show at Masquerades with, and the strange, beaded creatures who appear around her in such numbers? Julie also does freelance work in the gaming industry and holds down a full-time job.



### Dave Howell

**D**ave Howell is founder and Publisher at Alexandria Digital Literature, a three year-old company selling digital fiction via the World Wide Web ([www.alexlit.com](http://www.alexlit.com)). He was also the Chairbeing for Foolscap 1, an SF conference held June 11-13, 1999, and was, once upon a time, Employee #7 at Wizards of the Coast. He has come to believe that free time is something that only happens to short people.

### Heather Hudson

**S**ince '94, Heather Hudson's work has been used in Wizards of the Coast's *Magic, the Gathering* and other collectable card games. Interior illustrations have appeared in books from Daedalus Entertainment and Pagan Press, and on the map of TSR's *Dragon Lance: Citadel of Light*. The artist herself was born in a barn and raised by coyotes.



### Bobbie Benton Hull

**B**obbie Benton Hull was born and raised in rural Yakima, Washington. She attended Yakima Valley College, then went to and graduated from Utah State University (with a B.S. in Soil Science/Agronomy). She is the author of "Together Again — For the First Time," published in *Star Trek: Strange New Worlds I*. Her areas of writing include: Science Fiction, Horror, Suspense, and Humor.

She is an adult volunteer with local 4-H clubs and is currently an officer of a local fair board. As you might expect, she lives on a farm. She enjoys studying Astronomy, Archeology, Geology, Hydroponics, Paleontology... essentially any Earth Science. She considers herself "religious" and enjoys discussing religion. She is well-read and can have a conversation with experts on just about any subject (except politics, law, and medicine... all too messy). She is musically inclined and is currently researching terraforming on Mars for series of young adult books.



### Christyna Ivers

**C**hristyna Ivers is a psychotherapist and certified mental health counselor. She is also a candidate

for a doctorate in Psychology. A long time SF fan and wannabe author, she graduated from Clarion West '98. She loves world travel, space advocacy, environmentalism, exploration and adventure. Her latest trip was a pilgrimage to the Mountains of Paradise (Sri Lanka) to splash about, meet some monkeys, monks, elephants, and Sir Arthur C. Clarke. He's cool.

### Mike Jackson

**M**ike Jackson was born to a small family of pixels and raised in the vast jungles of Canada. Trapped inside an old Commodore monitor, he communicates only through art. Despite this handicap, he has worked as a science-fiction artist for many years.

Mr. Jackson has illustrated a painful number of books for the *Battletech* and *Shadowrun* role-playing games, as well as issues of *Challenge* magazine, *On Spec* magazine, and books for the *Star Wars* and *Cyberpunk* games. More recently he has focussed on digital painting, doing the cover for *Battletech: Maximum Tech*, and a number of *Battletech* cards for WOTC. He has also worked in television, both as a storyboard artist for *Aeon Flux* and as a production designer on season three of *Reboot*.

Most recently Mr. Jackson has worked in video games. He was the art director and game designer for the PC games *Gunmetal* and *Gandhi Kong*, and currently works as a skin artist at Ion Storm for their upcoming title *Anachronox*. He currently lives in Vancouver, Canada, with his partner Alannah and two ornery cats. Like all Canadians, he really likes being paid in U.S. dollars.

### Jan Lars Jensen

**J**an Lars Jensen grew up in Yarrow, BC, and currently lives in the nearby city of Chilliwack with his wife Michelle. He attended the University of Victoria and graduated from its Creative Writing program in 1993. Currently he works for the Fraser Valley Regional Library System in a variety of roles, but mostly as a librarian (non-professional).

His stories have appeared in *OnSpec*, the *Tesseract* anthology series, *Interzone*, *Aboriginal SF*, *Geist*, and *The Magazine of Fantasy and Sci-*



*ence Fiction*. In 1998, his story "The Strip Mall Selects for Evolution" won first prize in an SF writing contest sponsored by *Prairie Fire*, a Canadian literary magazine. His first novel, *Shiva 3000*, has recently been published by Harcourt-Brace.

### Kij Johnson

**W**riter/editor 25+ short fiction sales; 2 novels, a *Star Trek: TNG* novel in 1997, and an original novel due in early 2000; winner of the 1995 Sturgeon Award for best short story. Taught science fiction and writing at the university level.

Degree in ancient history, extensive research into canid behaviorism, ancient Japan, trickster stories, Arctic exploration.

### Keiko Kasama

**W**ith 15 years experience in "sumi-e," Japanese brush painting, and a lifetime of experience in Japanese calligraphy, Keiko Kasama is an award-winning artist whose work has been exhibited in such venues as the Tweed Gallery at the University of Minnesota, the Aird Gallery in Toronto, and the Sumner School Gallery in Washington, DC, as well as exhibits in Virginia, Florida, California and Washington. In 1998 she was awarded "Best in Show" for her calligraphy at an exhibit at the Mobile Museum of Art in Mobile, Alabama. Born and raised in Tokyo, Japan, Ms. Kasama will be demonstrating Japanese calligraphy and "sumi-e."

### Julia Lacquement

**J**ulia Lacquement is a premiere watercolorist with a flair for color and design. She received her formal training in Canada before coming to the U.S. to pursue a career in comics, SF, and fantasy art. Tending toward fantasy themes, she has also painted botanicals, nudes, horror and Asian pieces. Exhibiting for more than a decade, she has won repeated awards for Best of Class, Show, Color, and Humor — remember her "Drinking Dragons"?

Her work may be found in numerous publications (most notably *MZB's Fantasy Magazine*), on T-shirts and CD-ROMs. She is now juggling gallery work into her schedule. Passionate about wanting to know how to do it all, Julia also does jewelry,





sculpture, and fashion design.

In developing her designs, she draws upon her Celtic heritage (Welsh mother, which accounts for day-glow hair color), scrupulous research, and vivid imagination to create art that is not merely pretty to look at but richly woven with symbolism. Just ask her, and she will explain all the things hidden in the artwork, endlessly...

### Bridget Landry

**B**ridget Landry is a typical schizophrenic Fan. By day, she's a rocket scientist (with a BA in Chemistry, UC San Diego; MS in Planetary Science, Caltech), who has worked on the Wide Field and Planetary Camera I (WF/PC I) on the on the Hubble Space Telescope, Topex (joint US/ESA mission, studying Earth's oceans), the Mars Pathfinder, and the Cassini mission to Saturn, and participated in science and science fiction panels at cons.

In her alternate persona, she's a Master-level costumer who has won workmanship and presentation awards from the local to the World Con/Costume Con levels, including Best Novice (Confrancisco, 1993), Best Journeyman and Best Workmanship in Show (Westercon 95), and participated in different groups which took WorldCon Best Workmanship in Show two years running ('96 and '97). She is best known for her "warped historicals" such as the Computer Pirate and SWAT (the Strauss Waltz Assault Team).

### Sheli Lindholm

**S**heli Lindholm, a writer of children's short-stories and articles, is an avid reader, outdoor enthusiast, costumer, traveller, and techno-geek. Her current projects include: herb gardening, two books (one for middle-grade readers and one for adults), web page design and development, and her husband, Aaron.

As a costumer she has won hall awards at Rustycon; as a writer she has been published by *Focus on the Family* and *US Kids*. She prefers to travel outside of Washington and, if possible, the country. Currently she can be found with her hands in someone's cot-npliter. Sheli will make special appearances at Rustycon and Leprecon in the coming year.



### Louise Marley

**L**ouise Marley is the author of four novels by Ace Science Fiction. *Sing the Light, Sing the Warmth, Receive the Gift* comprise the science fantasy Singers of Nevya trilogy. *The Terrorists of Irustan*, a new trade paperback, is feminist and social science fiction. Marley has also published the short stories "Small in the Saddle", by *Atomic Westerns*, and "Body and Blood," in the Canadian anthology *Divine Realms*, by Turnstone Press. She has authored a number of nonfiction articles, most recently one for *Seattle Opera Magazine* about the comprimario artists of the company.



Marley is also a classical concert and opera singer who appears frequently with Seattle Opera, the Seattle Symphony, St. James Cathedral Concerts, and other companies. Her concerts and recitals have taken her across the U.S. and to Russia and Italy. She taught voice and related subjects at Cornish College of the Arts in Seattle for a number of years, but has left that position to have more time for writing. She recently began a series of workshops for young adult writers.

Marley lives in the Seattle area with her husband and son.

### Iain Marlow

**I**ain Marlow is a case assistant at Northwest Defenders Association, one of Seattle's four Public Defense offices. In real life, however, he is very actively involved in Seattle's Pagan Community; as a minister with the newly formed Northern European Warrior Tradition and as the "Opener of the Way" for the Seattle AIDS memorial vigil. Iain also heads up Lavender Magick, which is the Pagan contingent for Seattle's GLBT Pride Parade, and he's currently working with the Order of St. Chiros to form their Pagan branch.

When he's not working on any of the above he can usually be found at home reading, plotting something with the rest of his household, or he's at the Timberline Tavern line dancing. His Partner and their cats refused to comment on the line dancing.

### Susan R. Matthews

**S**usan R. Matthews is a new voice in science fiction, but is well past the age at which she could have hoped to be a "youthful" sensation. Her debut novel, *An Exchange of Hostages*, was nominated for the Phillip K. Dick Award and made the



Photo © 1996 by Geoff Manasse

preliminary ballot for the Nebula Award; this year marks the second time she has been nominated for a Campbell Award for Best New Writer.

Her forthcoming novel, *Avalanche Soldier* (Avon Eos, December, 1999) represents a departure from the story line initiated in *An Exchange of Hostages* and continued in *Prisoner of Conscience* and *Hour of Judgment*.

She lives on Capital Hill in Seattle with her partner, Maggie, and two young Pomeranian dogs.

### Matt McAndrews

**M**att McAndrews is a kinda an interesting guy. He has a number of strange and varied... er... vocations. By day, he's a mild-mannered Staff Sergeant currently serving with the 24th Security Police (USAF) in Panama, but when the sun goes down (or when he's not partying in Panama City) he is an anthropomorphic (Funny Animal) cartoonist whose clean line art and bizarre sense of humor is strongly influenced by Manga art and the comedy stylings of Tex Avery. His "Tails from the Jack's Wild" has been a fan favorite at many conventions over the years and at present he has been published in a large number of underground comics and APA's including *YARF!*, *Fur Visions*, and *Untamed*. His work has also appeared in several clipart CD's including *Sci-Fi & Fantasy 2000*, *Fevered Dreams*, and *Rockets & Robots*.



When not chained to his art desk, Matt can be found re-building antique firearms, driving his dirt bike, and watching his favorite animé videos. Matt moves around a lot due to his "Secret Military Job" but he keeps a permanent E-mail address. He can be reached at: catmax55@hotmail.com.

### Lee McLeron

**F**iber artist Lee McLeron is currently on the faculty of a Spokane art center, teaches for local shops and guilds, and is a former member of the Spokane Arts Commission. Ms. McLeron's work has been shown at galleries and exhibits in the United States and Canada. She will be presenting traditional Japanese embroidery.

### Yuri Mironets

**Y**uri Mironets is a professor of English at Far Eastern State University (FESU) in Vladivostok, Russia. He is the chair of Grammar and Translation, but

his favorite class is the one in which he presents American and British science fiction.

About himself, he says: "I have been a devoted SF fan since my childhood but American and British SF, with a few exceptions, was practically prohibited in the former Soviet Union. Asimov, Bradbury, and a dozen other names were SF writers whose books were translated into Russian and published in the Soviet Union, and even those translations were extremely difficult to obtain.



"Now the SF situation has changed radically in Russia. Trying to fill the gap, various publishing firms flooded the Russian book market with translations (rather often of doubtful quality) of SF and Fantasy books by American and British authors. In order to help young readers of SF not get drowned in this flood and to get them acquainted with the best works of contemporary SF writers, I proposed to give the students of the English Language Department of FESU a course of lectures in American and British SF and Fantasy. My proposition was approved by the Faculty's Council. The emphasis of this course is mainly on the prominent American and British 20th century writers, especially Hugo and Nebula Award winners and their latest works.

"I wish to express my words of gratitude to those SF writers and fans, without whose help my lectures might have been impossible. I appreciate highly all the efforts to make possible my coming to WesterCon 52 — it will certainly be a unique experience for me to visit such a large convention. I hope to meet in person some of the ones I correspond with (or at least exchanged a couple of letters) and to meet the other SF fans and writers there."

### V.E. (Vicki) Mitchell

**V**icki Mitchell has been involved in science fiction for over 18 years. She joined PESFA (the Palouse Empire Science Fiction Association) in 1977 and soon become one of the core members of the group.

She was one of the founding members of MosCon, Writer's Bloc, the Moscow Moffia Writers' Program, and J. Martin & Associates Literary Agency. She has been Treasurer of MosCons 1, 2, 5, 6, 7, 9, 15, 16, & 17; the Membership Chair for MosCon 3; Art Show Director for MosCons 4 & 13; and Chairman of MosCon 10. She was the Assistant Art Show Director for the 1984 Portland

WesterCon and ran the Banff-Con Art Show. Well-known in costuming circles, she has won prizes for her costumes at many Northwest conventions. She was the Author Guest of Honor at RadCon 1B and two Calgary *Star Trek* cons.

Vicki has been writing for as long as she can remember. In 1986, she won the national *Amazing Stories* Calendar Story Contest and later sold *Amazing* a novella. She has sold several novels (some of which have appeared on the *New York Times* Bestseller list), including four *Star Trek* books: *Enemy Unseen*, *Imbalance*, *Windows On a Lost World*, and *Atlantis Station*. She has also sold two young adult novels, one for the TV series *The Secret World of Alex Mack* and one for *Are You Afraid of the Dark?* Four more novels are currently making the rounds of the publishers.

She works full-time as a geologist for the Idaho Geological Survey. She is married to Jon Gustafson and is owned by an excessively silly dog named Shilo.

### Dustan Moon

**D**ustan Moon — known as "Moon" by his friends — feasted on fantasy as a child when he lived with his grandmother, a Native American. He begged a bedtime story out of her every night, and he usually got his wish — spellbinding tales that fired his imagination. Moon says: "If I had a time machine, those are the days I would go back to. Since I don't have a time machine, I write."

Moon's first professional science fiction sale was at the age of sixteen. He won *Scholastic Inc.*'s national writing contest, and the editor of *Science World* (circulation 500,000/month) bought his story "The Last Ray of Light," publishing it in 1978. From there he has won more than 30 awards in writing, including a contest sponsored by *New York Times* bestselling author Nora Roberts, where his winning entry became the conclusion to her novella "Riley Slade's Return."

His most recent success was selling a story to Pocket Books' anthology *Star Trek: Strange New Worlds II*, and he hopes *Star Trek* fans across the universe will enjoy "Seventh Heaven."

When Moon is not writing or reading, he enjoys songwriting, travelling, downhill skiing, and scuba diving



ing in user-friendly waters. Don't ask about the other type.

He is hard at work completing his first novel, *Driftweave*.

### Mike Moscoe

**G**rowing up Navy, Mike learned early about geography, change, and the chain of command. He's worked as a bartender and cab driver, Personnel Officer, and Labor negotiator. Now that he's retired from his last day job of building databases about the critters of the Northwest, both the endangered ones and the ones endangering them, he can concentrate on writing. Trained in International Relations, he's also studied history and salary administration, theology, and counseling. In retirement, he's looking forward to a serious study of human folly and glory.

Mike Moscoe's latest book *The First Casualty*, is a far future Science Fiction novel full of star ships and human struggle. Look for *The Price of Peace* coming in January. With *Lost Days*, Mike completes the story he started in *First Dawn* and *Second Fire*, but not Launa and Jack's adventures 6,000 years ago.

He lives in Vancouver, Washington, with his wife Ellen. He enjoys reading, writing, watching grandchildren for story ideas and upgrading his computer — all are never-ending.

### Jerry Olton

**J**erry Olton has been a gardener, stone mason, carpenter, oilfield worker, forester, land surveyor, rock 'n' roll deejay, printer, proofreader, editor, publisher, computer consultant, movie extra, corporate secretary, and garbage-truck driver. For the last 18 years, he has also been a writer.

He is the author of over 80 published stories in *Analog*, *F&SF*, and various other magazines and anthologies. He has sold 9 novels, the most recent of which is *Where Sea Meets Sky*, a *Star Trek* novel. His work has won the Nebula Award and has been nominated for the Hugo award. He

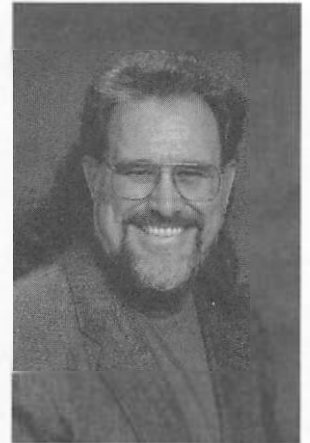


Photo © 1999 by Kathy Olton

has also won the *Analog* Readers' Choice award. He adds: "My area of interest is primarily hard science fiction, but I do write the occasional fantasy, and I've made somewhat of a reputation lately for writing hard-sf ghost stories. (My ghost Apollo story, "Abandon in Place," won the Nebula Award last year, and will appear in novel form this fall from Tor Books.) I sometimes write about religion (in a science-fictional way), and I also do humor. Sometimes in the same piece! I've written *Star Trek* books, game tie-in books, shared-world books, and books set in my own universe. I'm a member of a great writer's workshop in Eugene (the "Wordos"), so I can talk fairly knowledgeably about the craft of writing."

He lives in Eugene, Oregon, with his wife, Kathy, and the obligatory writer's cat, Ginger.

### Kathy Oltion

**K**athy Oltion has a bachelor of science in Medical Technology (clinical laboratory science) and currently works in a medical laboratory in Eugene, Oregon. She writes when she's not at the lab, or digging in the garden, or playing clarinet in the Analog Mafia Ragtime Band. She is a two-time winner in the *Star Trek: Strange New Worlds* contest, with a story in each of the first two volumes. To prove she can also write in her own made-up world, she had a story published in *Analog* last summer. That story, "While You Wait," was included in *Locus's* annual Recommended Reading list and also won the Jerry Oltion Really Good Story Award. She shares her living space with her husband, Jerry, and Ginger, the obligatory writer's cat.



### Masako Ono

**B**orn in Okayama City, Japan, Masako Ono came to the United States in 1964. She has studied Japanese calligraphy for over five years and has been involved in creating "tsunami-e" (Japanese folded silk pictures) and "kami ningyo" (Japanese rice paper dolls). With over 20 years experience in "ikebana," Japanese flower arranging, Mrs. Ono will be demonstrating the "Sagaryu" style of flower arranging.

### Margaret Organ-Kean

**W**hen I was fifteen years old, a family friend sent my mother a postcard with a Kay Nielsen illustration from *East of the Sun, West of the Moon* on it. It

was love at first sight. I had always drawn and painted — usually horses — but now my most important goal was to evoke a sense of magic on paper. A year later, I won a major prize in a national poster contest, but even then, I still planned on becoming a lawyer. Encouraged by my high school art teacher, I began to sell my paintings and drawings at local art fairs, and it was then that I began to seriously consider art as a career.

I went to three universities (Boston University, Central Washington University, and the University of Washington) and three majors before settling down to get a B.A. in art history in the regulation four years. It helped that all my majors had been related to art.

After college, I supported myself as a file clerk and administrative assistant at a law firm, and then as a systems operator at an insurance company. During this time, I started going to science fiction conventions and showing in the conventions' art shows. This led to some jobs working for magazines such as *Marion Zimmer Bradley's Fantasy Magazine* and *Cricket*, and for gaming companies such as Iron Crown Enterprises and Wizards of the Coast. I'm now the West Coast Regional Director for ASFA.

Currently, I work in watercolor or pen-and-ink, and I'm beginning to work on the computer using Fractal Paint, Photoshop and some other graphics programs. I am using photographic reference more extensively than I used to, with the result that not only are my paintings better, but my friends and family are showing up in the oddest places!

I live in the north end of Seattle, and in my spare time I enjoy reading fantasy and science fiction, walks around Green Lake, and baking gingerbread — but I'm busy enough painting that I don't spend much time on these hobbies!

### Dr. Thor Osborn

**D**r. Thor Osborn has a Ph.D. in bioengineering. He works in the field of micro-electromechanical systems (MEMS). He's presently working a truly science-fiction job at Microvision, a local firm developing screenless, high-contrast, day-bright video displays using MEMS devices to scan a laser beam directly into the eye. With strong ties to the University of Washington, he's also worked at Allied Signal and Motorola developing MEMS-based accelerometers. He's now indulging in a lifelong interest in fantasy and SF by following his wife to the cons.





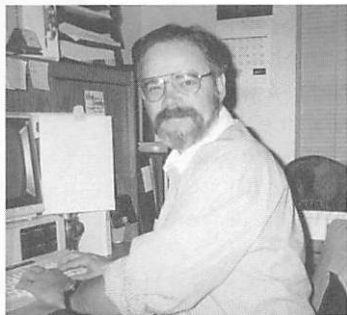
## Erin Hunt Rado

**E**rin Hunt Rado is a new Fantasy/Science Fiction author whose work will be available in late 1999 or early 2000. Erin is based in Fullerton, California where she lives with her husband and five cats. Erin has been writing for the past three years, and has developed a unique visual style. Her novels each contain an element of "classic adventure," and she specializes in action-based stories — especially for Fantasy.

Erin is available on line to answer questions and give advice to new writers. "It's a long road to having your work published, and it helps to have a fellow author at hand to guide those who are new to the industry." She will also read and critique others' writing (within reason — send her samples, not manuscripts). Chapters from her novels can be viewed on her official website at <http://www.primenet.com/-goddess/erin.htm>. Look for *Gray Warrior* and *Carthracian Blood*, her two most recent books, in the coming months.

## Ken Rand

**I**n 1993, Ken Rand quit his job as a newspaper editor in Wyoming to return to West Jordan, Utah, where he remarried his ex-wife Lynne, happily ending a 19-year divorce. He now writes fiction and non-fiction semi-fulltime (he works in the county library as a part-time shelver to pay for his addiction to licking stamps).



His fiction has appeared in *Writers of the Future, Vol. 13* (second place), *Star Trek Strange New Worlds, Vol. 2* (third place), *Talebones* (he is the staff interviewer), and three dozen other magazines. One story received an honorable mention in *Year's Best Fantasy and Horror, Vol. 10*. He wrote *The Ten Percent Solution: Self-editing for the Modern Writer*, for Fairwood Press. His non-fiction has appeared in *Speculations, Starlog, Seattle Times*, and hundreds of other magazines and newspapers. He's currently trying to sell three novels.

He writes from his home in West Jordan, Utah, where his wife Lynne is his best fan and critic. He can be reached at [Krand27577@aol.com](mailto:Krand27577@aol.com); his webpage is at: [www.sfw.org/members/Rand/](http://www.sfw.org/members/Rand/). He makes kaleidoscopes for the fun of it.

## Steven Scott Ripley

**S**teven Scott Ripley is a longtime playwright whose award-winning plays, such as *The Plath Project, Barnyard, Berlin 1932*, and *Whisperchild* have been

produced in Los Angeles and San Francisco. Mr. Ripley was a member of the Mark Taper Forum's Young Playwrights Group from 1993 to 1996. He turned to writing science fiction and fantasy four years ago, and his story "Change of Heart," in the *Strange New Worlds II* anthology, is his first professional publication. He lives in Seattle, Washington.

## Mickey Schulz

**I** am a graduate student in Eastern European History, a published poet, and have served on several councils. I also have had one short story published on the internet, and hope to see many more published. I also have a special interest in children's and young adult literature and in promoting literacy in kids.

## Crystal Smith

**C**ystal Smith is multi-talented. Her artwork is collected internationally, and her art has been published as prints, gaming cards, and as interior illustrations in books. Some of her more recent works include logos for Dark Ages Live Steel Productions and the International Fight Directors Association.

She has also worked professionally as a costumer within the theatre world, earning her Master Class status. Her current costuming focus is creating costumes that can be used during stage combat, in "in the round" venues. This costuming trend is an outgrowth of her involvement as a combatant with the Seattle Knights.



As a stage combatant, she has attained a competency with a variety of weapons including sword, dagger, polearm, and rapier. Crystal has participated in an International Stage Combat Workshop, and is a member of the International Order of the Sword and the Pen.

## Dean Wesley Smith

**D**ean Wesley Smith has sold forty-one novels and over a hundred short stories. His most recent books under his own name include *MiB: The Creen Salviva Blues* from Bantam, and *Star Trek: Vectors*, from

Pocket Books, written with Kristine Kathryn Rusch. Currently he is writing a science fiction series with Kris called *The 10th Planet*, the second book of which is due out this winter from Del Rey. In the Marvel Universe, he's written an Iron Man novel, plus *X-Men: Jewels of Cyttorak* and three Spider-Man novels, the most recent of which was *Spider-Man: Goblin's Revenge*.

Photo © 1991 by James W. Fiscus



He's been nominated for every major award in the field, including the Nebula Award, Stoker Award, World Fantasy Award, and four times for the Hugo Award. He has won a Locus Award and a World Fantasy Award. He's also edited both books and magazines. Currently he edits a yearly anthology series for Pocket Books called *Star Trek: Strange New Worlds*.

### Philip Smith

Phil Smith raised himself on a steady diet of sword and sorcery, fantasy, and medieval combat, voraciously reading every book he could find on the topic and attacking his friends with sticks at every opportunity. As he grew, he studied and joined medieval and fantasy combat organizations and, in general, found new and more sophisticated ways to attack his friends with sticks at every opportunity. Then, at a small science fiction convention in SeaTac, he heard the true ring of steel on steel and said, "Yeah! Stage combat!"



The next few years he filled with flashing steel, theatrical swashbuckling and, occasionally, dying a gruesome death for the passing amusement of his betters. His travels have landed him in many roles where he can pound his friends into grisly little bits. Some of his credits are: Combat choreographer and stunt coordinator for The Dragonfire Theatre Company, former Swordmaster and Combat Choreographer for the Seattle Seafair Pirates, Knight-level combatant for the Seattle Seafair Pirates, member of the International Order of the Sword and Pen, and a founding member of

the Order of the Sick Teddy (don't ask).

When he's not reducing shining knights to piles of scrap metal, Phil works for a large aerospace manufacturer as an Employee and Organization Development consultant. His speciality is conflict resolution (imagine that). He lives in Bothell, Washington, with his wife and several crazed felines.

### Patrick and Honna Swenson

Patrick and Honna Swenson edit and publish the quarterly semi-pro SF magazine *Talebones*. The magazine has received Nebula recommendations, a Genre Writer's Association Award for Best New Magazine/Editor, a nomination for an International Horror Guild Award for Best Publication, and Honorable Mentions in *The Year's Best Fantasy & Horror* and *The Year's Best Science Fiction*. One of its stories is currently on the preliminary Nebula ballot, and is also a finalist for the Theodore Sturgeon Award for Best Short Fiction of 1998. Their parent company, Fairwood Press, published its first chapbook last year, a writing reference by Ken Rand entitled *The 10% Solution: Self-editing for the Modern Writer*. You can get more information about the magazine from their web page at: [www.nventure.com/talebones](http://www.nventure.com/talebones).

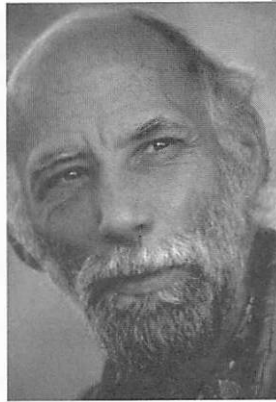


Patrick and Honna have sold stories to such markets as *Marion Zimmer Bradley's Fantasy Magazine*, *Dialogue*, *Figment*, *Epitaph*, *Keen SF*, *Northwest Writers*, and other small press magazines. Patrick, a high school English teacher, is a graduate of the Clarion West Writer's Workshop, and also plays in The Kings of Swing, a seventeen piece Big Band. Honna, an optician, plays top level soccer and, with Patrick, teaches writing classes at The Wonder School of the Arts. The Swensons are members of the Fairwood Writers Group, based in Seattle.

### "Mr. Magic Realism" — Bruce Taylor

Bruce Taylor, also known as "Mr. Magic Realism," is a writer of the Literature of the Fantastic. His writing has appeared in such magazines as *Twilight Zone*, *Pulphouse*, *Magic Realism*, *Tomorrow*, *Talebones*, *Heliocentric Net*, and many others. Bruce was writer in residence at Shakespeare & Company, Paris, 1986. His anthology, *The Final Trick of*

*Funnyman and Other Tales of Magic Realism* (forward by John Dalmas, cover comments by Jack Cady, Terry Brooks, and Robert Silverberg) was published and nationally released in June, 1997. Two other novels, *Edward*, *Dancing on the Edge of Infinity* and *Kafka's Uncle* continue to make their glacial rounds to editors. Bruce has finished a novella, "Humphrey Bogart Blues," as well as a new novel, *The Mountains of the Night*.



When not writing, Bruce teaches relaxation/self-hypnosis courses at Harborview Medical Center (along with the University of Washington Medical Center, one of the top ten best hospitals in the U.S.) and Discover U in Seattle.

### Marcie Lynn Tentchoff

**M**arcie Lynn Tentchoff is a poet, speculative fiction writer, editor, and long-time gamer. She lives in the small town of Gibsons, British Columbia, Canada, with seven cats, one cockatiel, a rapidly declining tank of fish, and the rest of her rather odd family.



Marcie has Bachelor's degrees in both English literature and Education. Her work (poetry, fiction, and articles) has sold to *Horizons SF*, *On Spec*, *Altair*, *Pulp Eternity*, *Shadis*, *Dreams of Decadence*, and to various other publications both in print and on the web. She is the poetry editor for online publishing company, Eggplant Productions ([www.eggplant-productions.com](http://www.eggplant-productions.com)), as well as being guest editor for other publications, most recently *Eternity's XX Magazine*. She can be reached at [marcie\\_tentchoff@sunshine.net](mailto:marcie_tentchoff@sunshine.net)

### Ed Tsutakawa

**E**d Tsutakawa was born in Seattle but attended elementary and secondary schools in Japan before returning to the United States prior to the outbreak of World War II. During the War he was interned in the Minadoka, Idaho, camp before coming to Spokane. Aside from being a talented graphic artist, Mr. Tsutakawa is currently Vice President of Mukagawa Women's College in Spokane and is active in US/Japan trade negotiations and cultural exchanges between

Spokane and her Sister City, Nishinomiya, Japan. He will be speaking on the experience of Japanese-Americans interned during the War.

### Edd Vick

**E**dd Vick is the publisher for MU Press, purveyor of fine comic books, fanzines, and graphic novels since 1980. In his spare time he manages a Half Price Books in Redmond, Washington. In his other spare time he is on the committee of Foolscap, a science fiction/comic book convention in Seattle. In his other other spare time he has written short stories that have been published in *Glyph* and the anthology *Distant Planes*.



### Ray Vukceovich

**R**ay Vukceovich's first novel, *The Man of Maybe Half a Dozen Faces*, will appear from St. Martin's Press this Fall. He has sold short fiction to *Aboriginal*, *Asimov's*, *Fantasy & Science Fiction*, *Pulphouse*, *Talebones*, *Rosebud*, *The Quarterly*, *The Urbanite*, *Sirius Visions*, *Green's Magazine*, and several anthologies.

Ray lives in Eugene, Oregon, and also works as a research programmer for psychologists at a couple university brain labs.

### Bryce Walden

**B**ryce has a Bachelor of Science degree from Purdue University. After working a few years as a small shop proprietor, he moved to Oregon and became involved in the fan community. He chaired OryCon '80 and co-chaired the 1984 WesterCon. From fandom he moved on to space, co-founding the Oregon L5 Society, in which he serves today. He helped found the Lunar Base Research Team and Oregon Moonbase project, which led to a NASA Innovation Outreach contract. His research currently focusses on lunar and Mars base designs and utilization of lava tube caves on other worlds.

### Leslie What

**L**eslie What is a journalist and fiction writer with nearly 100 credits in magazines, anthologies, newspapers, journals, stage, and radio. Prior to becoming a full-time writer she was a nurse and she continues to work in social services in her role as a volunteer with the Chevera Kadisha (Jewish Burial Society) in Eugene. She writes a humor column and has new fiction out in "Prom Night", "Fractured Fairy Tales", and other places.

## Jerry M. Wolfe

**J**erry M. Wolfe is a fantasy and science fiction writer who resides in Eugene Oregon with his wife, Sawat, and their two dogs. His most recent short fiction, "The Naked Truth," appears in the *Star Trek: Strange New Worlds* anthology (Volume 1), edited by Dean Wesley Smith. He also has a fantasy novel, *Magic's Fire*, submitted and another one well underway. In 1994, he joined the Eugene Professional Writer's Workshop begun by Dean Wesley Smith and Kristine Kathryn Rusch, and is still proud to be a "Wordo."

When not writing, he is a mathematics professor at the University of Oregon and has penned numerous research papers which have been described as having decent plots but utterly lacking in characterization. He enjoys playing handball and chess, but most of all relishes a quiet evening with a good book.

## The Wombat (jan howard finder)

**W**ombat, aka jon howard finder, has been reading SF for more than 50 years and has been active in SF circles for about 30. He chaired 2 Tolkien conferences, in '69 and '71. After finding fandom in '72 and cons in '73, in the UK, he ran two SF cons, in '77 and '79. He came out of retirement in '96 to chair Albacon '96. Still brain dead, he will chair SFRA 2001, an academic conference on SF, and Albacon '02. He participates in, judges, and MC's masquerades. He is one of the best auctioneers found at cons.



According to backs that know, he gives the best backrubs north of the South Pole.

He put out an award-winning fanzine, *The Spang Blah*. He sold a short story in '81 and edited an SF anthology, *Alien Encounters*, in '82, and published his incredible *Finder's Guide to Australterrestrials*. He is a marsupial groupie. He'll be at Aussiecon 3 and afterwards he will drive about Oz looking for wombats. He puts out an irregular fanzine on Arthur Upfield, an Australian mystery writer. Ask him about wombats, BYTELOCK, and other stuff. He is a neat guy. Buy him a Pepsi!

## Cheryl York

**C**heryl York has a B.S. degree in Psychology/Geography (double major) from Southern Oregon State College in 1985. She earned an Internship in the City of

Ashland, Oregon, Planning Department, and was the Principal Investigator for the NASA Report NASW-4460, "Site Characterization and Phase One Development Plan for the Oregon Moonbase." She has been the President and Treasurer of the Oregon L5 Society, a chapter of the National Space Society and is an "Off-World City Planner."

## Christina F. York

**B**ookkeeper by day, writer all the time. I've worked as a tech writer, business reporter, and editor. First fiction publication was last year in *Star Trek: Strange New Worlds*, edited by Dean Wesley Smith. Latest ficiton sale to *ST: SNW II*, also edited by Smith. I also write romance, and have completed novels making the rounds. Working on other romance, fantasy and sf novels. Married to J. Steven York.

## J. Steven York

**J**. Steven York has published short-stories and novels, non-fiction books, articles, and worked as a writer for the computer gaming industry. His game titles included *MissionForce Cyberstorm* and *Outpost 2*, both from Sierra. His most recent publication is the novel *Generation X: Crossroads*, based on the popular Marvel comic. Another *Generation X* book, titled *GenoGoths*, is due out this fall and a third, for the year 2000, is in the works.

When not writing, he's an avid collector of toy robots, space toys, and action figures, and flies increasingly large and elaborate model rockets.

## LAST MINUTE BIOGRAPHIES

## Gardner Dozois

**G**ardner Raymond Dozois was born in Salem, Massachussetts. In his early days in the field, he worked at *Galaxy*, *If* and *Isaac Asimov's Science Fiction Magazine*, honing his editorial skills. He eventually was named editor of *IASFM*, where he remains to the present. He has won the prestigious Hugo Award for Best Professional Editor in 1990, 1991, 1993, and 1995. He also won a Nebula Award in 1983 and 1984 for Best Short Story. He is currently a resident of Philadelphia and is married to Susan Casper, also an author.

## Jane S. Pancher

**I** was born: in Washington State AD (After Dinosaurs) and BPC (before personal computers.)

I studied: Math, Physics, Astronomy and Anthropology at Washington State University.

I have survived: earthquake, flood, bomb, tornado, and Mt. St. Helens' eruption.



I drew: *The Gate of Ivel*  
Graphic Novel.

I wrote: *Groundties*,  
*UpLink*, *Harmonies of the*  
*Net*, *Ring of Lightning*,  
*Ring of Intrigue*, and (soon  
to be released) *Ring of Des-*  
*tiny*.

I am writing: *The*  
*(K)night of the Vestibule*.

I'll keep you posted. I  
can be contacted at: [www.sff.net/people/JSFancher](http://www.sff.net/people/JSFancher)

Photo © 1999 by Nina Huffman



## Megan Lindholm

**M**egan Lindholm is a talented author who is a favorite of many Northwest conventions. Her many novels include: *Harpy's Flight*, *The Windsingers*, *The Limbreth Gate*, *Wizard of the Pigeons*, *The Reindeer People*, *Wolf's Brother*, *Luck of the Wheels*, *Cloven Hooves*, and *Alien Earth*. Writing as Robin Hobb, she wrote *Assassin's Apprentice*, *Royal Assassin*, and *Assassin's Quest*. With fellow author Steven Brust, she wrote *Gypsy* in 1992.

## Larry Niven

**L**arry Niven was born in 1938 in California. He graduated with a B.A. in mathematics (with a minor in psychology) from Washburn University, Kansas, in 1962, and completed one year of graduate work before dropping out to write full-time.

His first published story, "The Coldest Place," appeared in 1964 in the *Worlds of If*. He won the Hugo Award for Best Short Story for "Neutron Star" (1966) and "The Hole Man" (1974), the 1975 Hugo Award for Best Novelette for "The Borderland of Sol," and his novel, *Ringworld*, swept the field, winning the 1971 Hugo Award and Nebula Award for Best Novel, and the 1972 Ditmar (an Australian award) for Best International Science Fiction. He has continued to win awards to the present. He is probably best known for his *Tales of Known Space* and the *Man-Kzin Wars* novels and stories.

Niven sometimes writes with well-known science fiction author Jerry Pournelle to produce novels such as *The Mote in God's Eye*. They will often appear at cons together as well.

© 1993 by Margaret Organ-Kean



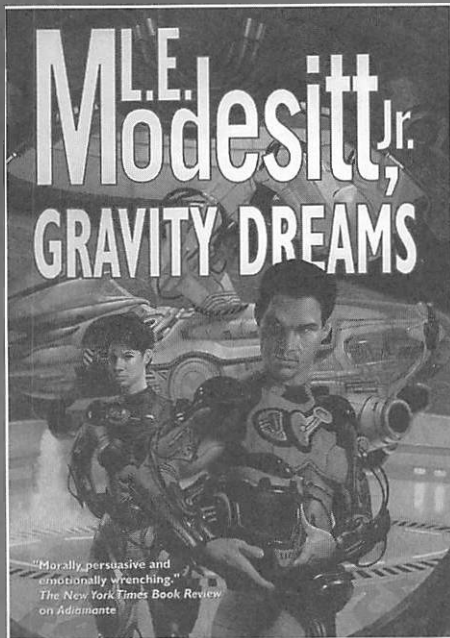
## Connie Willis

**C**onnie Willis started her illustrious career in 1971 with the publication of her first story, "Santa Titicaca," which appeared in *Worlds of Fantasy*. Her work appeared only occasionally until the 1980s, but she has since become a major force in the field. She has sold many short stories and her novels include such works as *Fire Watch*, *Water Witch* and *Light Raid* (both with Cynthia Felice), *Lincoln's Dreams*, and *Doomsday Book*. She has won several Hugo and Nebula awards, most notably for "The Last of the Winnebagos." She is almost as well known for her duties as an award-giver and speaker as for her writing, and her sense of humor is legendary in the field.



Special thanks are due to Deborah Fredericks, who worked above and beyond the call of duty in getting many of the above biographies to the editor.

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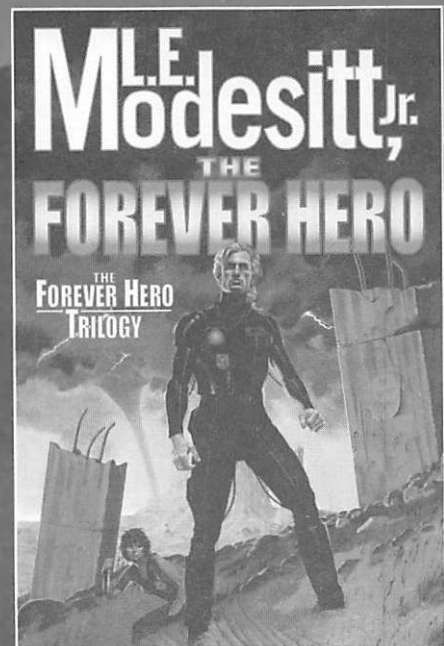
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—A. E. Van Vogt

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# PROGRAMMING

The panels are listed in alphabetical order and contain the following information: Title, Panel Category, Description, and Participants. Because of the usual last-minute changes, the day and time have been left out.

## 1999: The Best So Far

### *Special Events*

Join the staff of *Locus Magazine* for a review of the year's books and stories.

Charles N. Brown  
Connie Willis  
Gardner Dozois

## 3D Art — Is it Art or Is It Craft?

### *Art Appreciation*

3D art of all kinds will be discussed, from sculpture to jewelry.

Angela Jones  
Jo Brown  
Roberta Rice

## A Fannish Guide to Spokane

### *Fandom and Life*

Reconnoitering the local bookstores, game stores and pubs in the downtown Spokane area.

Daron Fredericks  
Edgar Lincoln  
Sally Connor

## Abnormal Psychology in Writing Science Fiction and Fantasy

### *Writing*

From Rasputin to Hitler and Freud to Skinner — the possibilities are boundless for creating interesting and all too strange heroes and villains.

Bruce Taylor  
Ilsa Bick  
Dan C. Duval  
Jane S. Fancher  
Maya Kaathryn Bohnhoff

## Active Geological Features of the Northwest

### *Science and Technology*

From active volcanoes to the Sca-

blands of the Inland Empire, the Northwest features some of the most striking and interesting geological features on Earth. Come discover some you might not have heard of.

Bobbie Benton Hull  
Rand Clifford  
V.E. (Vicki) Mitchell

## Alien Flora and Fauna

### *Science and Technology*

How would differing ecological conditions change the shape and nature of life?

Bobbie Benton Hull  
C.J. Cherryh  
John Dalmas  
S. Jean Dudley

## Alien Speak

### *SF Literature*

How do you create those wonderful alien languages and how much do they add to the story? And how might they detract?

Amy Thomson  
C.J. Cherryh  
David Bigelow  
jan howard finder

## Alternate Histories — Lest Darkness Fall

### *SF Literature*

Modern-day and near future fiction derived from subtle changes in the actual historical record has grown into a complete subgenre. What is working and what is becoming cliché in this ever-popular realm of science fiction.

Ann Chamberlin  
David R. Addleman  
F.M. Busby

## Anatomy of Aliens and Fairies

### *Art*

Physics, anatomy, physiology — our panelists discuss creating realistic alien or fantasy life forms.

Gail J. Butler  
Heather Hudson

Mark Ferrari  
Mike Jackson

## Animé 102: Parents, Children, and Animé

### *Animé/Asian Culture*

A parents' guide through the animé universe.

Antonia Levi  
Dan Harrison  
Jeff Peterson

## Animé 201: Science Fiction in Animé

### *Animé/Asian Culture*

Japanese sci-fi cartoons.  
Antonia Levi

## Animé 301: Fantasy in Animé

### *Animé/Asian Culture*

Japanese fantasy cartoons.  
Antonia Levi

## Animé 420: Miyazaki the Myth Maker.

### *Animé/Asian Culture*

A discussion of Totoro, Nausicaa and Monoke Hime.

Antonia Levi

## Animé Club Rendezvous

### *Animé/Asian Culture*

*Otaku* networking session that is open to all *otaku*.

Dan Harrison  
Eric Larsen

## Animé Muyo

### *Animé/Asian Culture*

How to cull your animé/manga collection and make a profit off of it.

Kathy Sprague

## Are Contests Really a Way to Break Into Writing?

### *Writing*

What to look out for and what might work.

Chris F. York

## Art Auction

### *Special Events*

Here's where you can pick up that

special piece of art you were drooling over all during the con.

Betty Bigelow  
jan howard finder

### Art Demo and/or Workshop: Acrylics

*Art*

Learn the finer points of using acrylics from some excellent artists.

Craig Figley  
Crystal Smith  
Julia E. Lacquement

### Art Demo and/or Workshop: Cartooning

*Art*

Cartooning as taught by the best.

Kev Brockschmidt  
Roberta Gregory

### Art Demo and/or Workshop: Glass Etching

*Art*

A beautiful art form to learn.

Jo Brown  
Julia E. Lacquement

### Art Demo and/or Workshop: Pen and Ink

*Art*

It seems a simple medium... but is it, really? Find out here.

Julia E. Lacquement  
Mike Jackson  
Russell D. Campbell

### Art Demo and/or Workshop: Rubberstamping and Embossing

*Art*

Participants will take home a couple of bookmarks, stationery, and cards. The workshop will be limited to 35 people, and no children under the age of 10.

Julia E. Lacquement

### Art Demo: 3-D Beadwork

*Art*

Showing the basic techniques that are used to make dragons, mermaids, etc.

Julie Hoverson

### Artificial Life

*Science and Technology*

Designer viruses. Truly artificially intelligent machines. What are the implications of these emerging issues?

Ilsa Bick  
Howard L. Davidson  
Kathy Oltion  
Rand Clifford

### Artist's Jam

*Art*

Creativity in action. We put a critical mass of artists in a room with pens, paper, their imagination and yours. What could be more fun?

Heather Hudson  
Kev Brockschmidt  
Mark Ferrari  
Roberta Gregory  
Russell D. Campbell

### ASFA Meeting

*Art*

Learn what ASFA is all about and why it's a true friend of the artist... and those interested in SF art.

Margaret Organ-Kean

### Autograph Session 1

*Autograph Session*

Meet your favorite pro up close and personal.

Algis Budrys  
Amy Thomson  
David G. Hartwell  
David R. Addleman  
J. Steven York  
Susan R. Matthews

### Autograph Session 2

*Autograph Session*

Meet your favorite pro up close and personal.

Bruce Taylor  
Jerry Oltion  
Ken Rand  
Mike Moscoe  
Jon Gustafson  
V.E. (Vicki) Mitchell

### Autograph Session 3

*Autograph Session*

Meet your favorite pro up close and personal.

Ann Chamberlin  
Heather Hudson  
Nina Kiriki Hoffman  
Patricia L. Briggs  
jan howard finder

### Autograph Session 4

*Autograph Session*

Meet your favorite pro up close and personal.

Don DeBrandt  
James C. Glass  
Leslie What

### Autograph Session 5

*Autograph Session*

Meet your favorite pro up close and personal.

F.M. Busby  
Jan Lars Jensen  
Jane S. Fancher  
Louise Marley  
M.J. Engh

### Autograph Session 6

*Autograph Session*

Meet your favorite pro up close and personal.

Connie Willis  
John Dalmas  
Patrick and Honna Swenson

### Autograph Session — Alicia Austin

*Autograph Session*

Alicia Austin

### Autograph Session — Barbara Hambly

*Autograph Session*

Barbara Hambly

### Autograph Session — C.J. Cherryh

*Autograph Session*

C.J. Cherryh

### Autograph Session — Ellen Datlow

*Autograph Session*

Ellen Datlow

### Autograph Session — Kris and Dean

*Autograph Session*

Dean Wesley Smith  
Kristine Kathryn Rusch

### Autograph Session — Richard and Wendy Pini

*Autograph Session*

Richard Pini  
Wendy Pini

### Autograph Session — *Strange New Worlds* Anthology

*Autograph Session*

Ilsa Bick  
Bobbie Benton Hull  
Chris F. York  
Dean Wesley Smith  
Dustan Moon  
Jerry M. Wolfe  
Kathy Oltion  
Ken Rand



**Backrub Workshop***Social and Political*

How to manhandle your friends and have them love it.

Jan Howard Finder

**Bad SF movies You Watch Anyway***Media*

For those who love guilty pleasures, come share the worst SF movies you ever loved, and you'll leave with a whole new list of bad ones to try.

Bill Trojan

Don DeBrandt

James H. Cobb

Jan Lars Jensen

Mike Jackson

**Belly Dancing Workshop***Social and Political*

Taught by one of the Northwest's best.

Betty Bigelow

**Best Techniques for Doing Research***Writing*

How to research and still get back to writing.

Ann Chamberlin

Barbara Hambly

Bobbie Benton Hull

John Dalmás

M.J. Engh

**Bimbos and Victims***Gaming*

If you've got an opinion on female characters in gaming, don't be shy... stomp into this panel like a 300-lb. Orc with a kick-tuchus one-two punch combination and share your thoughts.

Charles Keith-Stanley

Deborah Fredericks

Greg Gorden

Heather Hudson

Julie Hoverson

**But She is a Victim!!***Women in SF*

A good and interesting female character who's weak or victimized can be hard to do. How to walk the fine line.

Evelyn Gratrix

Leslie What

Louise Marley

**Calligraphy***Anime/Asian Culture*

Description and demonstration of Japanese calligraphy.

Keiko Kasama

**Can Hollywood Ever Adapt a Science Fiction Novel and Do It Right?***SF Literature*

Or do you really think *Dune* was a wonderful movie and *Starship Troopers* deserved an Oscar?

Don DeBrandt

Edward Stiner

F.M. Busby

Jan Lars Jensen

**Celtic Music***Music*

Heather will share her vast knowledge and enthusiasm for this popular world music.

Heather Alexander

**Changing Styles***Art Appreciation*

You've always drawn, painted, or sculpted one way. Now you want to try something new. Why did you change? What to do about your fans who liked your old style?

Craig Figley

Gail J Butler

Julia E. Lacquement

**Characters and Costumes for Dummies***Fandom and Life*

A how-to for getting involved in the vast panoply before you.



© 1999 by Donna Barr

Iain Marlow

S. Jean Dudley

Sheli Lindholm

**Charity Auction***Special Events*

We don't know what it is, but we're sure it will be a worthy cause and you should go spend your money!!

**Children in Science Fiction and Fantasy***SF Literature*

Who are they and how they differ from the older folk.

Ilsa Bick

John Dalmás

Nina Kiriki Hoffman

Sheli Lindholm

Sherry Decker

**Clarion Writer's Workshop***Writing*

Clarion, whether East or West, has been described as the quintessential boot camp for science fiction writers. Learn from those who have been through it what's good, what's not so good, and how to get involved.

Alan Roberts

Algis Budrys

Dan C. Duval

Nina Kiriki Hoffman

Patrick and Honna Swensen

**Cloning***Science and Technology*

Is it just another way to solve infertility problems? What, if any, are the sociological implications of this emerging technology?

C.J. Cherryh

Craig Figley

Sally Connor

**Closing Ceremonies***Special Events*

Saying goodbye the easy way.

Robert Ladd

**Commercial Patterns***Costuming*

What's good, what's not. Now that Simplicity, *et al*, have jumped on to the costume band wagon, how do you know what's worth buying?

**Comparing Robert and Sturgis***Special Events*

The Westercon currently uses *Rules of Order Newly Revised, 9th edition*, commonly called "Robert's," as its

parliamentary authority. There has been a suggestion to change this to Alice Sturgis' *The Standard Code of Parliamentary Procedure, 3rd edition*. This panel will explore the substantive differences between the two parliamentary authorities and why one should be used over the other.

Ben Yalow  
Kevin Standlee  
Roger Wells

### Con Committees and the Electronic Age

#### *Fandom and Life*

There is more to it than e-mails, chat rooms, and beating your monitor with your wrist rest. With ConComs spread out across the globe, the new world of electronic communications has been a boon. Or has it?

David Howell  
Jack Beslanwitch  
Janice Gelb  
Larry Baker

### Convention Etiquette

#### *Fandom and Life*

The do's and don'ts of an apparently permissive culture.

Iain Marlow  
S. Jean Dudley

### Convention Mating Calls

#### *Fandom and Life*

For the socially clueless. How to recognize the subtle gestures of piqued interest and how to respond appropriately.

Iain Marlow  
S. Jean Dudley

### Convention Organization for Dummies

#### *Fandom and Life*

You, too, can be a Big Name Fan. Or a nervous wreck.

Cecilia A. Eng  
Larry Baker  
Jon Gustafson  
jan howard finder  
V.E. (Vicki) Mitchell

### Convention Survival

#### *Fandom and Life*

Learning how to pace yourself and avoid the Tuesday Morning Cruds.

Iain Marlow  
Roberta Gregory  
S. Jean Dudley

### Conversion and Jihad

#### *Writing*

The art of mining the world's religions for plot and background. How best to search, research and make our plundered discoveries intimately our own.

Ann Chamberlin  
Ken Rand  
Maya Kaathryn Bohnhoff  
Mike Moscoe

### Copyright

#### *Art Appreciation*

What it is, what it isn't. How to register for copyright. What protection this gives you and others.

Richard Pini  
Russell D. Campbell  
Jon Gustafson

### Costumes from the Hardware Store

#### *Costuming*

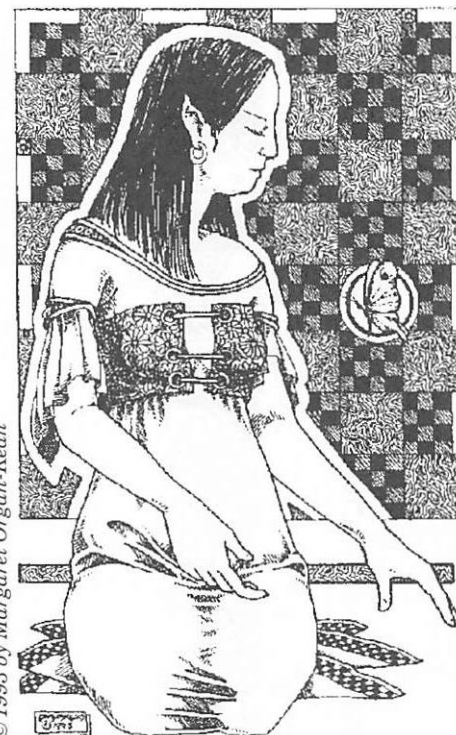
You don't have to sew to make great costumes, and fabric stores aren't the only place to shop for 'fabric'.

### Costuming on the Cheap

#### *Costuming*

Subtitled "Hey, That Would Look Good on My Head." Making great costumes out of inexpensive, everyday items.

Bridget Landry  
Gail Glass



© 1993 by Margaret Organ-Kean

### Create a Horror Game Scenario in an Hour

#### *Gaming*

Taking suggestions from the audience, go through the process of actually creating a game scenario on the spur of the moment. It can be done, really!

Julie Hoverson

### Creating a Fantasy World

#### *Writing*

Where would unicorns roam? Where do elves live? Find out how to build a world where magic reigns.

Barbara Hambly  
Greg Gorden  
Kristine Kathryn Rusch  
Maya Kaathryn Bohnhoff

### Creating a Science Fiction World

#### *Writing*

Some kids were content building Lego houses, while you always wanted to build more. Our pros will share their tools and ideas for making believable worlds in a time beyond our own. And you all have your own tools.

James C. Glass  
Jerry Oltion  
V.E. (Vicki) Mitchell

### Creating Absolute Horribly Awful Mean, Nasty, Characters

#### *Writing*

And then making them sympathetic. He's a villain. She's scum of the earth. Their own mothers cross the street to avoid them. And you want the readers to *care* about them by page 163? Find out how.

Chris F. York  
Jane S. Fancher  
Kristine Kathryn Rusch  
M.J. Engh  
Sherry Decker

### Creating Absolutely Wonderful Sympathetic Characters

#### *Writing*

And then killing them off horribly. Only the good die young, but you might as well have fun in the process.

Dustan Moon  
John Dalmas  
Kristine Kathryn Rusch  
Mike Moscoe  
Patricia L. Briggs

**Critter Crunch**  
*Special Events*

**Cyber vs. Human**  
*Gaming*

Preferences and reasons to choose computer gaming over dice with live humans.

Charles Keith-Stanley  
Greg Gorden  
Marcie Lynn Tentchoff  
Mike Jackson

**Dance — Move In**  
*Special Events*

**Dance — Saturday**  
*Special Events*

**Dance — Sunday**  
*Special Events*

**Demo — Hands-On Color Mechanics**

*Art*

Learn how to make and match color and use complementary colors.

Gail J Butler

**Documenting Your Costume**  
*Costuming*

If you put a lot into your costume, you want the judges to know. Learn how to correctly document your work and how to present it in both a long and short form. A must for InCon contestants!

**Drawing for Comic Books and Graphic Novels**

*Art*

What's involved? Hear about the different stages of art in drawing for a comic book or graphic novel.

Julia E. Lacquement  
Roberta Gregory  
Wendy Pini

**Drawing the Human Figure for People Who Can't Draw**

*Art*

Are you sure you can't draw the human figure? Come find out that you are wrong.

Crystal Smith  
Mark Ferrari  
Phillip Smith

**Education and Career Development for Artists**

*Art Appreciation*

Art schools, retreats, seminars,

classes, workshops, etc. Where and what are they? What do you get out of it? Is it worth it?

Craig Figley  
Lisa Jean Bothell  
Jon Gustafson

**Effects of Belief Systems on Technology, the Future, and Fiction**

*SF Literature*

Do your beliefs have that much of an effect on you and what you do?

David Bigelow  
Eve Gordon  
Harold Gross  
Kristine Kathryn Rusch  
Susan R. Matthews

**Electronic Resources for Writers and Artists**

*Writing*

Whether on the Internet or CD-ROM, what is available to get your research accomplished.

David Howell  
Jack Beslanwitch  
Mike Jackson

**Ellen Datlow Interview**

*Publishing, Editing, and Agency*

Ellen Datlow  
Pat Cadigan

**English Regency Dance**

*Special Events*

English Regency dancing of about the year 1800 has become a tradition in fandom. John Herz will host and teach. Period or other costumes are welcome. The dance will begin immediately after the *Locus* awards.

John Hertz

**Erotica or Pornography?**

*Art*

What's the difference? Is there one?

Crystal Smith  
Jane S. Fancher

**Eugene Writers Group Panel**

*Writing*

Check out how this highly successful writers group was formed, organized, and how they critique so successfully. Get suggestions on how to start your own writers group.

Alan Roberts  
Chris F. York  
Dan C. Duval  
Dustan Moon

J. Steven York  
Jerry M. Wolfe  
Jerry Oltion  
Kathy Oltion  
Leslie What  
Ray Vukceвич

**Everyone's an Editor**  
*Fandom and Life*

In this age of instant worldwide publication, everyone who thinks they have something to say seems to be finding ways of getting it out there. If anything, Sturgeon's Law is on the conservative side.

David G. Hartwell  
Edd Vick  
John Hertz

**Everything You Know is Wrong: The Changing Publishing Industry**

*Writing*

Almost every aspect of the publishing industry has changed, is changing, or is about to change... and more changes are on the way. What does it all mean to writers and readers?

Bill Trojan  
David G. Hartwell  
J. Steven York  
Jerry Oltion  
Richard Pini

**Fan Subtitling: Past and Present**

*Anime/Asian Culture*

A retrospective of the changing world of fan subtitling of anime.

Dan Harrison  
Fred Patten

**Favorite Female Characters**

*Women in SF*

Panelists and the audience talk about their favorite characters and why they like them so much.

Bridget Landry  
John Dalmas  
Kristine Kathryn Rusch  
Russell D. Campbell

**Fetishes in Anime/Manga**

*Anime/Asian Culture*

Tie me up/Tie me down... in anime and manga.

Kathy Sprague

**Filk Circle — Friday**  
*Music*

**Filk Circle — Saturday**

# GREAT SCIENCE FICTION FROM TOR!



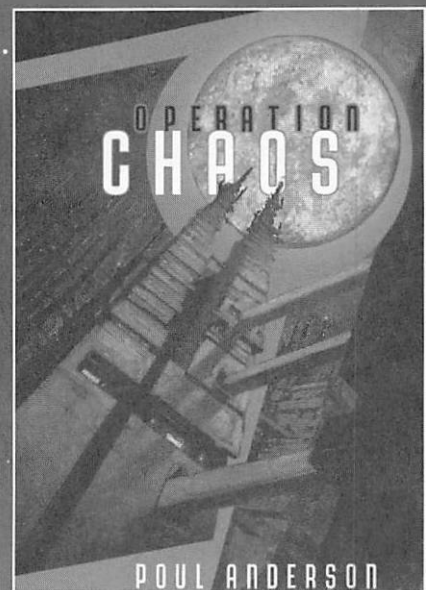
0-312-86706-9 • \$22.95  
August 1999

## Poul Anderson *OPERATION LUNA*

The long awaited sequel to *Operation Chaos*

Poul Anderson, winner of the Nebula Grandmaster Award for lifetime achievement, returns to the world of his acclaimed novel *Operation Chaos* with the tale of one family's mission to the moon.

"One of science fiction's most revered writers."  
—*USA Today*



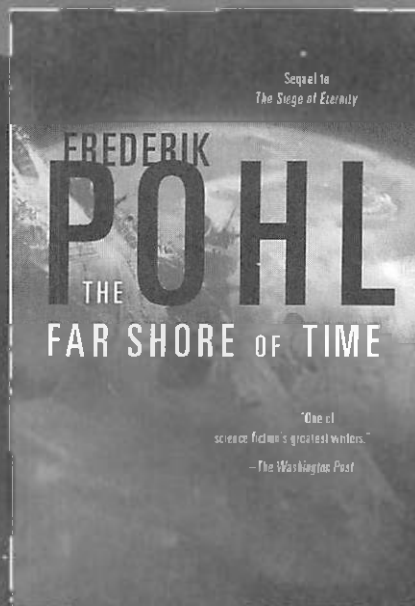
0-312-87242-9 • \$12.95  
September 1999

## *OPERATION CHAOS*

Poul Anderson's 1971 science fantasy masterpiece

"*Operation Chaos* was one of the truly fine fantasies of the 1970's, a fantasy whose magic was so splendidly engineered that you felt it was as logical—and as likely—as our real technology."

—Harry Turtledove, author of *Between the Rivers*



0-312-86618-6  
\$23.95 • July 1999

## Frederik Pohl *THE FAR SHORE OF TIME* Sequel to *The Siege of Eternity*

Science Fiction Grand Master Frederik Pohl tells an exciting tale of adventure and suspense in the next century when humanity finds itself in the front of a war spanning all space and time.

Praise for *The Siege of Eternity*

"A complex and decidedly unconventional story. Richly detailed, highly original, and full of suspense."

—*Science Fiction Chronicle*

"Pure pleasure: Pohl in top form."

—*Kirkus Reviews*



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# MosCon XXI

September 10-12, 1999

Best Western University Inn, Moscow, Idaho

Author Guests of Honor

James P. Hogan &

Tara Harper

Artist Guest of Honor

William R. Warren, Jr.

Fan Guests of Honor

Dan and Theresa Fears

SCIENTIST GUEST OF HONOR

TBA



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MosCon features famous science fiction and fantasy authors and artists, gaming, an art show, a dealer's room, a masquerade, a brunch, panel discussions, a barbeque, a hospitality room and much more!

For more information, contact: Mark Rounds, MosCon XXI Chairman at  
MosCon XXI, P.O. Box 9622, Moscow, ID 83843. Be sure to visit our Website at  
[www.geocities.com/area51/chamber/9963](http://www.geocities.com/area51/chamber/9963)

## MosCon XXI Membership Form

**Membership Rates:** \$20 (US) until September 1, 1999; \$25 thereafter and at the door; Children 12 and under are admitted at half price; children 6 and under admitted free (with paid adult).

Name(s): \_\_\_\_\_

Badge Name(s): \_\_\_\_\_

Address: \_\_\_\_\_ City: \_\_\_\_\_ State: \_\_\_\_\_ Zip: \_\_\_\_\_

Phone: \_\_\_\_\_ E-mail: \_\_\_\_\_

Please send me information on: • Art Show • Dealer's Room • Writer's Workshop

• Volunteering • Masquerade • Brunch • BBQ • Gaming • Other: \_\_\_\_\_

I have enclosed a check or money order for \$ \_\_\_\_\_ for \_\_\_\_\_ memberships.

**Mail to:** MosCon XXI, P.O. Box 9622, Moscow, ID 83843.

*Music***Filk Circle — Sunday***Music***Filk in Harmony***Music*

The Duras Sisters are known for their close harmonies — come and let them share with you their secrets

Chris Dickenson  
Deborah Baudoin  
Elizabeth Burnham

**Foam Latex Make-up Demo***Costuming*

See Betty Bigelow use foam rubber, spare hair, eye-liner, and rouge to turn her mild-mannered husband into a ferocious Klingon warrior.

Betty Bigelow  
David Bigelow

**Form and Function***SF Literature*

The nature of an alien physique dictates the kind of chair it will sit in, the food it will eat and the kind of government it will participate in. What examples do we have of how this has worked and not worked?

C.J. Cherryh  
J. Steven York

**Friday Night Pajama Panel***Fandom and Life*

A long-time Denver tradition comes to the Northwest. Wear your pajamas and come for a chat. Adult topics will be discussed, so parental guidance is requested.

Christyna Ivers  
Jane Campbell

**Friends of Bill W.***Social and Political***From Alliance-Union to Chanur to Foreigner: the Science Fiction of C.J. Cherryh***SF Literature*

A candid discussion of the work of one of SF's favorite authors.

C.J. Cherryh  
Jane S. Fancher

**From the Lensman Saga to Miles Vorkosigan and Honor Harrington***SF Literature*

How have Space Operas only gotten

better?

James H. Cobb  
Mike Moscoe  
Yuri A. Mironets

**Getting In Touch With Our Inner Weird***SF Literature*

Hear about all the Gonzo writers we love, from Pinkwater to Waldrop and why the ridiculous makes so much sense.

Edd Vick  
Leslie What  
Ray Vukcevic

**Global Warming Or Ice Age?***Science and Technology*

Experts disagree. Come watch.

John Dalmas  
Larry Baker  
Rand Clifford

**GonzoCon — a Virtual Convention for the Weird***SF Literature*

It almost beggars description.

Leslie What  
Nina Kiriki Hoffman  
Ray Vukcevic

**Great Imperial Women***Women in SF*

Rulers, Consorts, Court Ladies, Courtesans, and Commanders in history, SF&F and the future. An Empire Con special!

Barbara Hambly  
M.J. Eng  
V.E. (Vicki) Mitchell  
Yuri A. Mironets

**Harmonic Divergence***Publishing, Editing, and Agency*

The rise and fall and rise of SF magazine publishing.

Dean Wesley Smith  
Ellen Datlow  
Janna Silverstein  
Rachel E. Holmen

**Have vs. Have-Nots***Social and Political*

What obligations do those living in the developed areas of the world in relative comfort owe to those less comfortable?

Amy Thomson  
Rand Clifford  
Yuri A. Mironets

**Heather Alexander In Concert***Music*

Heather Alexander

**Historic Fashion Show***Costuming***Historical Perspective***Costuming*

How to create a historically accurate costume from any place and time.

John Hertz  
Rachel E. Holmen

**Horses in Science Fiction***SF Literature*

Equestrian delights are a perennial component of science fiction and fantasy. What is it about these stately beasts that fascinate us?

Crystal Smith  
Dan C. Duval  
Louise Marley  
Patricia L. Briggs

**How Not to Impress an Editor***Writing*

Submit an illegible manuscript. Do not follow the guidelines. Threaten legal action if your work is not published. Come learn from the mistakes of others.

Dustan Moon  
Evelyn Gratrix  
Lisa Jean Bothell  
Marcie Lynn Tentchoff  
Maya Kaathryn Bohnhoff  
Patrick and Honna Swenson  
Sherry Decker

**How to Be a Middle-Aged Fan and Still Keep Your Dignity***Fandom and Life*

Thr grayning of fandom is put into perspective.

Ben Yalow  
Michael Scanlon  
Roger Wells

**How to Bid at an Art Auction***Art Appreciation*

A discussion of how to bid, the strategies and techniques of winning the bid, and what the auctioneer will do to get you to bid more.

Jan Howard Finder

**How to Buy a House, Pay Your Taxes, and Plan for Retirement As a Freelance Writer or Artist***Writing*

Is it really a "son't quit your day job" world?

Bruce Taylor  
Harold Gross  
Jerry Oltion  
Jon Gustafson

### How to Drink at a Convention (responsibly)

*Fandom and Life*

It might be tough, but it can be done.  
Iain Marlow  
S. Jean Dudley

### How to Make A Million Dollars Publishing a Fanzine

*Publishing, Editing, and Agency*

Or at least not go broke in the process. This will be a discussion of *Loccus*, a fanzine that Charles Brown started in 1968 that has since won 20 Hugo Awards and is celebrating its 31st year of publication.

Charles N. Brown

### How to Ship and Display Your Artwork

*Art Appreciation*

How to pack and mail your artwork, select a mat and frame, display at art shows.

Mike Jackson

Russell D. Campbell

### How to Write Filk

*Music*

If you thought it took a napkin, a pencil and sufficient social lubrication, you'd be right. But there's also more to it than that.

Arlene 'Callie' Hills

Cecilia A. Eng

Jeff Bohnoff

Maya Kaathryn Bohnhoff

Phillip R. Obermarck

### I Want to Start a Fan Club

*Fandom and Life*

How to attract members, incorporate, and go about doing things to promote your interests.

Cecilia A. Eng

Dan Harrison

Deborah Fredericks

Tamerien Flaten

### Ice Cream Social

*Special Events*

Yum!

### Ikebana

*Animé/Asian Culture*

The Japanese art of cut flower and

plant arrangement.

Masako Ono

### International Space Station

*Science and Technology*

They've started on it. How is it shaping up? Will it be good for anything once it's done?

Bridget Landry

Bryce Walden

Cheryl Lynn York

### Internet 2

*Science and Technology*

What is it? How can I get to it? The future of the Web is here. Or is it?

Greg Gorden

Jack Beslanwitch

### Is Hard Science Fiction Really Dead?

*SF Literature*

Is it dead, Jim?

Algis Budrys

Bridget Landry

F.M. Busby

Jerry Oltion

M.J. Eng

### It Was a Dark and Stormy Night

*Fandom and Life*

How I encountered SF and Fandom.

Bill Trojan

Bridget Landry

Craig Figley

Janice Gelb

Larry Baker

Michael Scanlon

Russell D. Campbell

Susan R. Matthews

### Japanese-Americans During WWII: Part 1

*Animé/Asian Culture*

A personal stateside account of living in Washington during WWII.

Ed Tsutakawa

Seiko Edamatsu

### Japanese-Americans During WWII: Part 2

*Animé/Asian Culture*

The army life of Japanese-Americans during WWII.

Ed Tsutakawa

Seiko Edamatsu

### Kaffeeklatsche — Barbara Hambly and George Alec Effinger

*Readings*

An hour with these pros; space is limited, so sign up early.

Barbara Hambly

George Alec Effinger

### Kaffeeklatsche — Betty Bigelow

*Readings*

An hour with these pros; space is limited, so sign up early.

Betty Bigelow

David Bigelow

### Kaffeeklatsche — Charles N. Brown

*Readings*

An hour with this pro; space is limited, so sign up early.

Charles N. Brown

### Kaffeeklatsche — David Hartwell

*Readings*

An hour with this pro; space is limited, so sign up early.

David G. Hartwell

### Kaffeeklatsche — Ellen Datlow

*Readings*

An hour with this pro; space is limited, so sign up early.

Ellen Datlow

### Kaffeeklatsche — F. M. and Elinor Busby

*Readings*

An hour with these pros; space is limited, so sign up early.

Elinor Busby

F.M. Busby

### Kaffeeklatsche — jan howard finder

*Readings*

An hour with this pro; space is limited, so sign up early.

jan howard finder

### Kaffeeklatsche — Janna Silverstein

*Readings*

An hour with this pro; space is limited, so sign up early.

Janna Silverstein

### Kaffeeklatsche — Jon Gustafson

*Readings*

An hour with this pro; space is limited, so sign up early.

Jon Gustafson

### Kaffeeklatsche — Larry Baker

*Readings*

An hour with this pro; space is limited, so sign up early.

Larry Baker

**Kaffeeklatsche — Rand Clifford***Readings*

An hour with this pro; space is limited, so sign up early.

Rand Clifford

**Kaffeeklatsche — Susan R. Matthews***Readings*

An hour with this pro; space is limited, so sign up early.

Susan R. Matthews

**Kaffeeklatsche — Yuri Mironets***Readings*

An hour with this pro; space is limited, so sign up early.

Yuri A. Mironets

**Kimono Fashion Show and Dance Workshop***Animé/Asian Culture*

How to wear and description of the kimono.

Masako Ono

Patricia Cooper

Peggy Heyamoto

**Kimono in History***Animé/Asian Culture*

Where did it come from, how was it developed, and more.

Deborah K Strub

**Klingon 101: How to Cuss***SF Literature*

Learn the rudiments of this ancient Klingon art form by studying the fastest growing language group in the U.S.

Betty Bigelow

David Bigelow

**Knife Making 101***Martial*

How to make a knife at home, starting with a file.

Firewolf

Jess Roe

**Knife Making 201***Martial*

A discussion of beginning forging.

Firewolf

Jess Roe

**Knife Making 301***Martial*

Join our master knife smith in a discussion of advanced techniques including Damascus steel.

John Booth

**Liar's Panel***SF Literature*

The company that writers get their ideas from, the secret handshake that will clinch a sale, and other secrets of successful writers.

Connie Willis

Patrick and Honna Swenson

**Lighten Up!***Fantasy/Horror*

Effective use of humor in serious fantasy.

Eve Gordon

Harold Gross

Phillip Smith

Ray Vukevich

Sherry Decker

**Lights, Music... Masquerade***Costuming*

What you need to know to create a winning presentation and really wow the judges

Julie Hoverson

jan howard finder

**Locus Awards***Special Events*

Find out what Bob Ladd already knows.

Charles N. Brown

Connie Willis

**Magic, Violence, and Religion in the World of the Fey***Fantasy/Horror*

Based on Kristine Kathryn Rusch's five novels in the *Fey* series, hear

the panelists discuss whether realistic violence has a place in fantasy... and whether or not the Fey are truly evil.

Dean Wesley Smith

Kathy Oltion

Kristine Kathryn Rusch

Nina Kiriki Hoffman

**Make Your Own Kaleidoscope***Art*

Learn how to make kaleidoscopes with basic tools, inexpensive materials, and simple skills. Attendees receive a how-to booklet and a kaleidoscope as well as detailed instructions. Class size is limited, so see the Program Office to sign-up.

Ken Rand

**Making a Living with Music***Music*

Life is too short to only have fun on the weekends. Hear about how you can do your music full time and still afford groceries.

Arlene 'Callie' Hills

Cecilia A. Eng

Heather Alexander

Nancy Louise Freeman

Phillip R. Obermarck

**Man-Made Worlds***Science and Technology*

Will terraforming work? If so, what does a terraforming tool look like? Will it take months or centuries?

Bobbie Benton Hull

Bryce Walden

Cheryl Lynn York

James C. Glass

S. Jean Dudley

Thor Osborn

**Manuscript Preparation and Other Tips To the New Writer***Writing Workshops*

The first thing the editor sees is how you have put together your manuscript. You might as well get it right the first time.

Rachel E. Holmen

**Married to My Collaborator***Writing*

What are the advantages, what are the pitfalls, and is it really true that the family that works together stays together?

Barbara Hambly

Eve Gordon

George Alec Effinger



© 1991 by Margaret Organ-Kean



Harold Gross  
Patrick and Honna Swenson  
Richard Pini  
Wendy Pini

### Mars Pathfinder Show

*Science and Technology*

Or What I Did on My Summer Vacation. Video and slide show about the Mars Pathfinder Mission and its results.

Bridget Landry

### Masquerade

*Special Events*

### Masquerade Bitch and Praise

*Special Events*

Don Glover

### Meditation — A Hands-On Workshop

*Social and Political*

Don't just do something, sit there! Take a short break from the bustle of

the con, and learn the whys and hows of a practice that is both ancient and modern. Then join us in a short mediation session and experience it for yourself.

Meryl Birn

### Meet the Locus Award Winners

*Special Events*

See the hottest names in SF today. Chat, hear a reading, get their autographs, it's all a possibility.

### Mining the Past

*SF Literature*

How electronic and other alternate ways of publication are bringing a revival of the work of many of the authors lost to us.

Bill Trojan

Bridget Landry

David Howell

### Monstrous Regiments? Fictional Future Fighting Females

*Women in SF*

A discussion of the reasons women were usually not used as combat troops in the past, and whether that would still apply in the future, as well as the portrayal of "amazons" in science fiction.

James H. Cobb

Mike Moscoe

Sheli Lindholm

Sherry Decker

### More Than Just Guns

*Costuming*

Learn how to make staffs and other cool props from unusual items to really dress your costume up.

### Music Arrangements

*Music*

Ok, so you have a tune and some words. Now how do you turn that into a piece of music? A discussion of the fine art of musical arrangements.

Cat Faber

Chris Dickenson

Deborah Baudoin

Elizabeth Burnham

### Neofilk

*Music*

Discover the joys of filk music, a form of folk music adopted by the fannish community. But watch out, you might just get hooked.

Arlene 'Callie' Hills

Cecilia A. Eng

Chris Dickenson

Deborah Baudoin

Elizabeth Burnham

### Non-Western Fantasy

*Fantasy/Horror*

From the *Arabian Nights* to the adventures of Sidhartha, a thousand stories you've never heard about.

Alan Roberts

Ann Chamberlin

Mark Ferrari

Susan R. Matthews

Yuri A. Mironets

### Not at MY Con!

*Fandom and Life*

Things that will get you thrown out of, or arrested at, this convention.

Iain Marlow

S. Jean Dudley

### Opening Ceremonies

*Special Events*

Guest of Honor Identification 101.

Alicia Austin

Barbara Hambly

Betty Bigelow

C.J. Cherryh

Chris Dickenson

Deborah Baudoin

Elizabeth Burnham

Ellen Datlow

Kristine Kathryn Rusch

Larry Baker

Richard Pini

Robert Ladd  
Wendy Pini  
Yuri A. Mironets

### Order of St. Chiros

*Social and Political*

The Holy Eucharist, offered by the Order of St. Chiros. Members of all faiths are welcome to attend.

J. Spyder Isaacson

Mir Plemmons

### Original Ideas for SF and Fantasy Art

*Art*

Winged cats and naked breasts have been done to death, right? Here are new ideas for drawings and paintings, or new twists on old ones. Or do we love the classic themes and topics too much?

Craig Figley

Gail J. Butler

Heather Hudson

Mark Ferrari

Roberta Rice

Russell D. Campbell

Wendy Pini

### Outdoor Concert — Echo's Children

*Music*

Arlene 'Callie' Hills

Cat Faber

### Outdoor Concert — Cecilia Eng

*Music*

Cecilia A. Eng

### Outdoor Concert — Emrys Atkinson

*Music*

Emrys Atkinson

### Outdoor Concert — Lynn Gold

*Music*

Lynn Gold

### Outdoor Concert — Maya Kaathryn and Jeff Bohnhoff

*Music*

Jeff Bohnhoff

Maya Kaathryn Bohnhoff

### Overlooked Films

*Media*

Films that never made it to the upper reaches of popularity.

Bill Trojan

Jan Lars Jensen

Nancy Louise Freeman

**Pagan Circle***Social and Political*

The Circle will celebrate the upcoming Sabbat, Lammas (August 1st) with a harvest-themed circle, the commemoration of Lugh. All supplies will be provided. Please, open-minded people only.

James Martin

**Philosophy, Ancient Religions, and Healing***Science and Technology*

Join us while we explore the world of alternative medicine. Western medicine has done much to relieve pain and suffering, but there is also much we can learn from other approaches and other traditions.

Richard Lang

**Plotting a Novel in an Hour***Writing Workshops*

It can be done, and they'll prove it.

Chris F. York

J. Steven York

**Pre-masquerade Meeting***Special Events*

Don Glover

**Presenting You***Costuming*

A great costume is only the beginning.

Bridget Landry

Julie Hoverson

jan howard finder

**Primitive Folk Medicine***Animé/Asian Culture*

An anthropological study of the art of healing.

John Ross

**Pub Crawl***Social and Political*

Join our self-designated native guide, Brewery Sgt. Edgar Lincoln, still of the Royal Maroons, on a journey through downtown Spokane's finest brew pubs and drinking establishments. Designated walkers will be available.

Lincoln, Edgar (Sgt., Not-Ret.)

**Reading — Alan Roberts***Readings*

Alan Roberts

**Reading — Algis Budrys***Readings*

Algis Budrys

**Reading — Amy Thomson***Readings*

Amy Thomson

**Reading — Ann Chamberlin***Readings*

Ann Chamberlin

**Reading — Barbara Hambly***Readings*

Barbara Hambly

**Reading — C.J. Cherryh***Readings*

C.J. Cherryh

**Reading — Connie Willis***Readings*

Connie Willis

**Reading — Don DeBrandt***Readings*

Don DeBrandt

**Reading — Dustan Moon***Readings*

Dustan Moon

**Reading — Ed Vick***Readings*

Edd Vick

**Reading — Gardner Dozois***Readings*

Gardner Dozois

**Reading — George Alec Effinger***Readings*

George Alec Effinger

**Reading — Gordon Gross***Readings*

Eve Gordon

Harold Gross

**Reading — Honna and Patrick Swenson***Readings*

Patrick and Honna Swenson

**Reading — Jan Jensen***Readings*

Jan Lars Jensen

**Reading — Jane Fancher***Readings*

Jane S. Fancher

**Reading — Jerry Oltion***Readings*

Jerry Oltion

**Reading — Jim Glass***Readings*

James C. Glass

**Reading — John Dalmas***Readings*

John Dalmas

**Reading — Ken Rand***Readings*

Ken Rand

**Reading — Kristine Kathryn Rusch***Readings*

Kristine Kathryn Rusch

**Reading — Leslie What***Readings*

Leslie What

**Reading — Marcie Lynn Tentchoff***Readings*

Marcie Lynn Tentchoff

**Reading — Mary Jane Engh***Readings*

M.J. Engh

**Reading — Maya Kaathryn Bohnhoff***Readings*

Maya Kaathryn Bohnhoff

**Reading — Mike Moscoe***Readings*

Mike Moscoe

**Reading — Patty Briggs***Readings*

Patricia L. Briggs

**Reading — Ray Vukcevich***Readings*

Ray Vukcevich

**Reading: Mark Ferrari***Readings*

Mark Ferrari

**Real Aliens***Writing*

How best to create an alien that is alien but not too alien. Or how to create a really alien alien and getting your reader to like it.

C.J. Cherryh

David Bigelow

**Religion and Spirituality in Science Fiction***SF Literature*

How and why does it occur?

Christyna Ivers  
Eve Gordon  
Mike Moscoe  
Mir Plemmons

**Reproducing Your Artwork***Art Appreciation*

Print making, and in publishing, both in print and online. What different types of reproduction are available, and how do they compare in quality and costs? What happens to your art when it gets reproduced? What types of art reproduce best?

Betsy Mott  
Kev Brockschmidt

**Samurai from Outer Space: Understanding Japanese Animation***Animé/Asian Culture*

Antonia Levi takes a tour of her book.

Antonia Levi

**Science Fiction and Fantasy and Romances***SF Literature*

Why do we like a little cross-time in our romances or wizards in our space ships?

Ann Chamberlin  
Chris F. York  
Dustan Moon  
James C. Glass  
Patricia L. Briggs

**Science Fiction Poetry Workshop***Writing Workshops*

The how-to's of science fiction poetry.

Marcie Lynn Tentchoff  
Mickey Schulz

**Seattle Knights Demo***Martial*

Seattle Knights

**Seductive Costuming for the Luxury-Sized Fans***Costuming*

Find out how to design a costume that will leave 'em drooling in the hallways, no matter what your size and shape.

Julie Hoverson  
Mickey Schulz

**Selling to the Magazine and Comics Industry***Art Appreciation*

Ever wanted to do free-lance work for a magazine? Are you itching to create your own comic book or graphic novel? Learn the ins and outs of the business.

Edd Vick  
Kev Brockschmidt  
Margaret Organ-Kean  
Rachel E. Holmen  
Roberta Gregory

**Selling Your First Story***Writing*

With much blood, sweat, and tears, you finished writing best story ever committed to paper. But, alas, work has just begun.

Dustan Moon  
Erin Hunt Rado  
Ken Rand  
Lisa Jean Bothell  
Patrick and Honna Swenson

**Sex Determination of Babies and Population Dynamics***Science and Technology*

With new technologies like ultrasound and amniocentesis making it possible to determine the sex of an unborn child, the sex-ratios of many countries are becoming seriously skewed. How will this affect these cultures and the status of women in these cultures?

Amy Thomson

**SF Art Appraisal***Art Appreciation*

Is your art a good investment for your fans to buy? What makes a particular painting or print worth more... or less?

Russell D. Campbell  
Jon Gustafson

**SF in Russia and the Soviet Union***SF Literature*

In Soviet times, SF was a means of a kind of political and social criticism, a kind of 'Aesopian language'. Come hear about Russian authors whose works have been published into English, like Belyaev, Yefremov, and the Strugatski brothers.

Yuri A. Mironets

**Showing in "Mainstream" Galleries and Art Shows***Art Appreciation*

Where to start, how it's different or the same compared to convention art

shows, and if there's a market out there for SF art in the "mainstream" art world.

Alicia Austin  
Crystal Smith  
Mark Ferrari

**Small Press and Independent Comic Books and Graphic Novels***Art Appreciation*

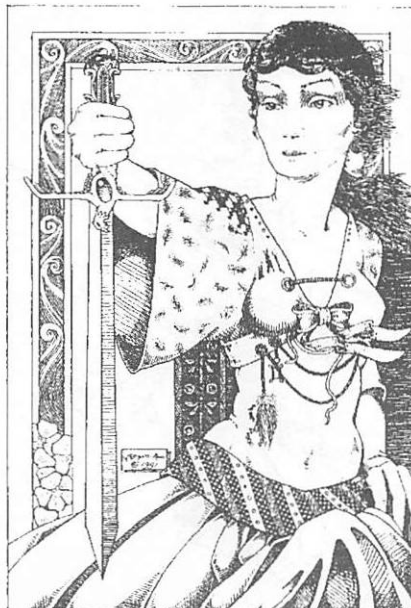
What you need to know if you want to create and publish your own comic book or graphic novel or sell to an existing small or independent press.

Richard Pini

**Somewhere With Rings: the Cassini Mission to Saturn***Science and Technology*

A high-level look at the last of the mega-missions to space, this slide show will introduce you to the spacecraft, its mission around Saturn, and the instruments on board, the cruise path, and the expected science returns. The slide show is presented by a lead scientist on the project.

Bridget Landry

**Stage Combat, An Interactive Workshop***Martial*

© 1991 by Margaret Organ-Kean

Realities of fighting for an audience. How to fill a stage with minimal people. Violence and Mayhem that you can do over and over again. Come prepared to sweat  
Seattle Knights

### **Stardust Country — An Epic Song Cycle**

#### *Music*

Stardust County uses a variety of musical styles to tell an epic romance

of magic, conspiracy, and transformation in a world drawn from legends of the American West — and a few other imaginary places. This is not your average filk concert, and it's a fantastic way to enjoy the end of the con.

Nancy Louise Freeman

### **Stitch and Bitch**

#### *Costuming*

Getting things ready for the big night.

### **Strange New Worlds Anthology**

#### *Writing*

This *Star Trek* related contest has been a beginning springboard for a number of writers. Find out more about it.

Ilsa Bick  
Bobbie Benton Hull  
Chris F. York  
Dean Wesley Smith  
Dustan Moon  
Jerry M. Wolfe  
Kathy Oltion  
Ken Rand  
Steven Ripley

### **Sumi-e**

#### *Animé/Asian Culture*

The art of Japanese watercolor.  
Keiko Kasama

### **Sweetwater Fan Club Meeting**

#### *Fandom and Life*

A meeting for all ElfQuest fans.  
Richard Pini

### **TAFF and DUFF Tales**

#### *Fandom and Life*

The Trans-Atlantic Fan Fund and the Down Under Fan Fund have sent fans to visit English and Australian cons and publish trip reports. Join current and past TAFF and DUFF winners in a lively discussion of fandom across the globe.

Art Widner  
Janice Gelb

### **Tales From the Slush Pile**

#### *Publishing, Editing, and Agency*

What's a slush pile, you ask? And why should there be tales about it? If you'd like to be a writer, here is a panel you can't afford to miss.

Chris F. York  
Ken Rand  
Patrick and Honna Swenson  
Sherry Decker

### **Talking Politics**

#### *Social and Political*

One's a bleeding-heart liberal. One's a heartless (therefore no bleeding) conservative. And the third is card-carrying Libertarian. Think of it as our own version of *Crossfire*. A RadCon tradition comes to Spokane.

Daron Fredericks  
Edgar Lincoln  
Larry Baker

### **That Wasn't Very Scary**

#### *Media*

A generation raised on high-tech gore-fests like *Event Horizon* and *Alien Resurrection* might scoff at previous generations for whom a set of claws and a hairy mask were enough to give them nightmares.



What made those old movies work?

Craig Figley  
James H. Cobb  
Richard Pini  
Susan R. Matthews

### **That's Not Funny!**

#### *Costuming*

How to use humor effectively and recognize when it won't work in your presentation.

Julie Hoverson  
Phillip Smith

### **The Alicia Austin Slide Show**

#### *Art*

EmpireCon's Artist Guest of Honor provides a glimpse into her world of fantasy.

Alicia Austin

### **The Art of the Villainess**

#### *Women in SF*

A list of rules for the behavior of the ambitious, and ruthless, female character in SF. Sort of a Machiavelian study guide for future women.

Barbara Hambly  
Evelyn Gratrix  
James H. Cobb  
Louise Marley  
Wendy Pini

### **The Artist's Way**

#### *Social and Political*

An introduction to spiritual creativity as written about in *The Artists Way* by Julia Cameron. This is a wonderful book for getting sane about the artistic process.

Bruce Taylor

### **The Big Hairy Rat's Ass and Sacred Cow Barbeque**

#### *SF Literature*

What's "Wrong With the Science Fiction Field" Panel.

Dean Wesley Smith  
J. Steven York  
Kristine Kathryn Rusch

### **The Care and Feeding of Professional Guests**

#### *Fandom and Life*

How conventions ought to treat their professional guests and what they should expect in return.

Chris F. York  
Larry Baker  
Margaret Organ-Kean  
Jon Gustafson  
jan howard finder



**The Case For Reason***Fandom and Life*

Why does Data have to be more human? Why can't we stand to see 'pure reason' triumph over emotion-alism and sentiment? Are we bigots?

Algis Budrys  
Connie Willis  
John Hertz  
Kristine Kathryn Rusch  
Larry Baker

**The Changing Definition of Family***Social and Political*

Monogamy or polyandry? Adoption or test-tube babies? Nuclear families or communit? We have more choices than ever before about how we build our families and the many options will be discussed and explored.

Deborah Fredericks  
Eve Gordon  
Iain Marlow

**The Changing Roles in Vampire Fiction***Fantasy/Horror*

No longer the unnamable horror, but now human monsters with feelings and sorrow.

Ellen Datlow  
Leslie What  
Marcie Lynn Tentchoff  
Mickey Schulz

**The Current State of SF Publishing***Special Events*

Top names in the SF publishing industry discuss where we are and where we are heading.

Charles N. Brown  
Claire Eddy  
Connie Willis  
David G. Hartwell  
Gardner Dozois

**The Death of Death***Science and Technology*

Recent medical breakthroughs suggest that humans can easily live past their hundredth birthday in relative comfort. If other body part replacement technology holds to its promise, it seems likely that a life span of 200 years is achievable. But who wants to live forever? (Besides me, that is.)

C.J. Cherryh  
Craig Figley

Thor Osborn

Wendy Pini

**The Death of Star Trek***Media*

The lackluster response of fans to recent exponents of the *Star Trek* franchise has led to threats of canceling the most lucrative SF enterprise in history. Yet fans say it is those who control the franchise who are killing *Star Trek*. Who's right?

Ilsa Bick  
Bobbie Benton Hull  
Dean Wesley Smith  
Edward Stiner  
Jerry M. Wolfe

**The Duras Sisters In Concert***Music*

Friends of Filk proudly presents this talented *a cappella* trio.

Chris Dickenson  
Deborah Baudoin  
Elizabeth Burnham

**The Empress' Own Writing Workshop — Session A***Writing Workshops*

Open only to the participants.

Algis Budrys  
Ann Chamberlin  
Evelyn Gratrix  
Louise Marley

**The Empress' Own Writing Workshop — Session B***Writing Workshops*

Open only to the participants.

Chris F. York  
David R. Addleman  
James C. Glass

**The Empress' Own Writing Workshop — Session C***Writing Workshops*

Open only to the participants.

Bruce Taylor  
M.J. Engh  
Maya Kaathryn Bohnhoff  
Susan R. Matthews  
V.E. (Vicki) Mitchell

**The Empress' Own Writing Workshop — Session D***Writing Workshops*

Open only to the participants.

Lisa Jean Bothell  
Mike Moscoe  
Nina Kiriki Hoffman  
Patrick and Honna Swenson  
Sherry Decker

**The Evolution of Political Systems***Social and Political*

How they got this way and where they are going.

Ann Chamberlin  
C.J. Cherryh

**The Fannish Inquisition***Special Events*

An opportunity to see the Westercon 54 bid presentations, hear about other upcoming conventions, and grill the organizers. Bring your own charcoal.

**The Feminine Touch***Women in SF*

A very general panel on the influence of women on science fiction. This will cover the influence of women as readers, writers, artists, and editors of SF.

Alicia Austin  
Bridget Landry  
Elinor Busby  
Ellen Datlow  
Louise Marley

**The Future of Gender***Science and Technology*

What are the meaningful distinctions? Are there still any?

Alan Fairies  
Christyna Ivers  
Eve Gordon  
Harold Gross  
Roberta Gregory

**The Greatest Minds of the 20th Century***Science and Technology*

Time to wrap up the century. What were the most important inventions? What were the little-known discoveries that changed our lives?

Craig Figley  
Howard L. Davidson  
Thor Osborn

**The Habits of Successful Authors***Writing*

Writing lots, writing steadily, and writing consistently. This is the road to success. But how do you avoid detours? Let us help you draw the "write" map.

David R. Addleman  
Dean Wesley Smith  
Don DeBrandt  
Jerry Olton

Kristine Kathryn Rusch

### The Healing Arts From East and West

*Science and Technology*

Dr. Linda Hole practices wholistic medicine, homeopathic medicine, acupuncture and qai chong, in addition to being a certified MD. Come and hear this fascinating woman speak about combining Eastern and Western healing practices.

Dr. Linda Hole

### The Hero's Journey — From Arthur to Luke Skywalker

*SF Literature*

What are the archetypes that keep popping up in both book and film?

Alan Roberts

Craig Figley

Dustan Moon

Evelyn Gratrix

### The L. Ron Hubbard Writer's of the Future

*Writing*

This is arguably one of the most lucrative markets for a science fiction writer just starting out. Find out what it is all about.

Alan Roberts

Algis Budrys

James C. Glass

Ken Rand

Michael Scanlon

Rand Clifford

S. Jean Dudley

### The Long View

*SF Literature*

Most SF takes place writing a few decades or centuries in the future. A very few extend well beyond into the millions or billions of years in the future. What might be familiar about the universe in that time scale?

Algis Budrys

C.J. Cherryh

Connie Willis

Dean Wesley Smith

James C. Glass

### The Male Woman

*Women in SF*

Discusses the difficulty some male writers seem to have portraying their female characters very well.

Alan Fairies

Alan Roberts

Dan C. Duval

James H. Cobb

John Dalmas

### The Matriarchy Panel

*Women in SF*

OK, we've heard a lot of talk about how things would be better if women ruled the world. Is this true? Or would they be worse than male rulers? Panelists and audience, marshal your evidence!

Elinor Busby

John Dalmas

Louise Marley

M.J. Engh

Mike Moscoe

Mir Plemmons

### The Phantom Menace

*Media*

It's out. You've seen it. Is it *Star Wars*?

Bobbie Benton Hull

Edward Stiner

Jan Lars Jensen

### The SF Writer's Wish List

*SF Literature*

If we had a genie who could grant our wishes, what would the SF writers wish for?

Janna Silverstein

Michael Scanlon

Rachel E. Holmen

### The Story of a Healer

*Science and Technology*

He will be discussing his books *Back to Life* and *Electrical Nutrition*, and explaining the path of how he became a healer

Denie Hiestand

### The Tonka Truck Wars

*Gaming*

Bigger may not be better, but it's a lotta fun. Drive around and blow the snot out of each other with large caliber weaponry... what more American way to spend a Saturday! Don't need to bring anything but yourself to play.

Edgar Lincoln

### The Use of History in Portraying Women

*Women in SF*

By studying women in history writers can better portray those of the future and get good ideas for the female character's likely motivations, attitudes, and behavior.

Amy Thomson

Ann Chamberlin

Louise Marley

M.J. Engh

Susan R. Matthews

### The Use of History in Writing Science Fiction and Fantasy

*Writing*

Those who don't learn from history are doomed to repeat it. Characters, plots, and so much more from the pages of the past.

Ann Chamberlin

Kristine Kathryn Rusch

Patricia L. Briggs

### The Uses and Abuses of Alternative Medicine

*Science and Technology*

From traditional Asian medicine to witch doctoring to the Chiropracty, non-traditional medicine is finding new acceptance and many adherents throughout the world. But what's real and what's quackery?

Bruce Taylor

Ilsa Bick

Gail Glass

Sheli Lindholm

Thor Osborn

### The Wonderful World of Fanzines

*Fandom and Life*

What a wild idea — I'll write something interesting, send it to a couple dozen of my friends, and then they can make interesting comments about it. Then they'll write something interesting, and I'll tell them what I think. Weird. Wonderful. Fanzines. The history and future of this world where the written word still matters.

Elinor Busby

F.M. Busby

Janice Gelb

Roger Wells

### Three Chord Jam

*Music*

It's delicious.

Arlene 'Callie' Hills

Cecilia A. Eng

Heather Alexander

Nancy Louise Freeman

### Tournament Gaming

*Gaming*

### Traditional Japanese Embroidery

*Anime/Asian Culture*

From the delicate to the bold.

Lee McLeron

### Trivia Contest

*Fandom and Life*

Test your wits in categories that will include media, literature, art, technology and magic, people, places, and things.

Edward Stiner

### Ukyou's Bar and Grille

*Anime/Asian Culture*

Japanese food demonstration — come and share your lunch time with us

Katherine Daida

Patricia Cooper

### Unarmed and Stick Fighting Demo

*Martial*

Jess Roe

### Urban and Post-Urban Settings for Fantasy Literature

*Fantasy/Horror*

Whether it's an ancient race surviving to the present day or a post-nuclear community augmented by accelerated mutation, the potential for fantasy in 21st Century society abounds.

Marcie Lynn Tentchoff

Maya Kaathryn Bohnhoff

Ray Vukceвич

### Uses of Myth and Legend in Fantasy Art

*Fantasy/Horror*

A tour of some of the sources of artistic ideas.

Alicia Austin

Sheli Lindholm

### Utopias, Dystopias and Atopias

*Social and Political*

How different political climates affect the literature of their times.

Mike Moscoe

Yuri A. Mironets

### Vibrational Movement Therapy

*Science and Technology*

You'll just have to come and see this one.

Shelley Heistand

### Virtual Reality — The Current State of the Technology

*Science and Technology*

Will virtual reality replace our current reality? What will it mean to

our

sense of community? Will virtual reality ever live up to the hype?

bandit

Greg Gorden

Howard L. Davidson

Thor Osborn

### Virtual Retinal Display Technology

*Science and Technology*

He works in the field of micro-electromechanical systems (MEMS), a truly science-fictional job at Microvision. This Seattle firm is developing screenless, high-contrast, day-bright video displays using MEMS devices to scan a laser beam directly into the eye.

Thor Osborn

### Wake Up and Smell the Coffee

*Writing*

You can sell your book without an agent. A discussion of why an agent may not be the first thing to look for when beginning to get published.

Algis Budrys

Erin Hunt Rado

Mike Moscoe

### Westercon 52 Business Meeting, Site Selection

*Special Events*

All Empire Con/Westercon 52 attending members welcome.

Roger Wells

Seth Breidbart

### Westercon Business Meeting

*Special Events*

All Empire Con/Westercon 52 attending members welcome.

Kevin Standlee

Roger Wells

### What Can We Learn From the Pulp

*Writing*

Cliffhangers, pacing, monsters and more.

David Bigelow

Erin Hunt Rado

John Dalmas

### What Does It Take To Be a Good Agent?

*Publishing, Editing, and Agency*

Most agents are pretty good, but there's more than a few who aren't. What makes the difference?

Algis Budrys

Margaret Organ-Kean

### What Every Fan Should Know About SF and Fantasy Art

*Art*

Sleep through art appreciation in school? You won't sleep through this talk! Learn about the basics and finer points of SF art, from aliens to orcs.

Alicia Austin

Mark Ferrari

Wendy Pini

### What's the Worst Future You Can Imagine... and How Do We Get There?

*SF Literature*

Taking William Gibson one step further.

Dan C. Duval

Jan Lars Jensen

Ray Vukceвич

jan howard finder

### What Makes a Fantasy Best Seller?

*Fantasy/Horror*

Robert Jordan, Terry Brooks, Terry Goodkind, and a few others have consistently made the top ten list. Why?

Barbara Hambly

Jerry M. Wolfe

Kristine Kathryn Rusch

### What Will Architecture of the Future Look Like?

*Science and Technology*

Will buildings go up and up... or will they go down... as new designs and materials appear?

Bryce Walden

Cheryl Lynn York

Craig Figley

### What's So Arousing About the Sex Life of Aliens?

*Social and Political*

A down-and-dirty discussion about sexual fantasies and alien mating customs. Adult themes will be discussed, so parental guidance is requested.

S. Jean Dudley

### Whatever Happened to Nanotechnology?

*Science and Technology*

Has a great idea succumbed to engineering problems? What's in the offing?

Howard L. Davidson

Jon Gustafson  
Thor Osborn

### When the Atheists Rule the World

*SF Literature*

What will the science fiction and the world be like?

Alan Fairies  
Bobbie Benton Hull  
Christyna Ivers  
Erin Hunt Rado  
M.J. Engh

### Where the Role-Playing Game Ends

*Fandom and Life*

Just because your persona is more real to you than your mundane life doesn't mean that anyone around you agrees or cares.

S. Jean Dudley

### Which Book Did the Artist Read Anyway?

*Writing*

The ins and outs of making sure you get a good cover for your book. Why there is sometimes such a gulf between what is written and the artwork created to portray it.

Dean Wesley Smith  
Ellen Datlow  
James H. Cobb  
Mark Ferrari  
Rachel E. Holmen

### Why Aren't There Stupid Elves?

*Fantasy/Horror*

It seems like the only race with strong individual variances in fantasy are humans. How to create and reflect real individual differences among non-human characters while keeping the racial identity.

Marcie Lynn Tentchoff  
Nina Kiriki Hoffman  
Susan R. Matthews  
Wendy Pini

### Why Is Everything So Dark?

*Fandom and Life*

Batman has become the Dark Knight. Cyberpunk has picked up a loyal following. Gothic is In. When did the future become so dark and what does it mean within the literature and culture of SF?

Crystal Smith  
David Howell  
Don DeBrandt  
Larry Niven  
Patrick and Honna Swensen

### Why You Need to Move to New York

*Publishing, Editing, and Agency*

Or do you?

David G. Hartwell  
Dean Wesley Smith  
Gardner Dozois  
Janna Silverstein

### Writing and the Blues

*Writing*

Is it really necessary to get depressed if you are a writer?

Chris F. York  
Dean Wesley Smith  
J. Steven York  
Ray Vukceвич  
Sheli Lindholm

### Writing for Young People

*Writing*

How is it different from writing for adults? How do you keep their interest? What are the differences in plotting and characterization?

Evelyn Gratrix  
M.J. Engh  
Sheli Lindholm  
V.E. (Vicki) Mitchell

### Writing Irresistible Query and Cover Letters

*Publishing, Editing, and Agency*

A workshop designed to help participants compose effective, professional, and compelling cover letters and query letters to editors and agents

Leslie What

### You Are the Hero — Discovering the Fairy Tale that is Your Everyday Life

*Social and Political*

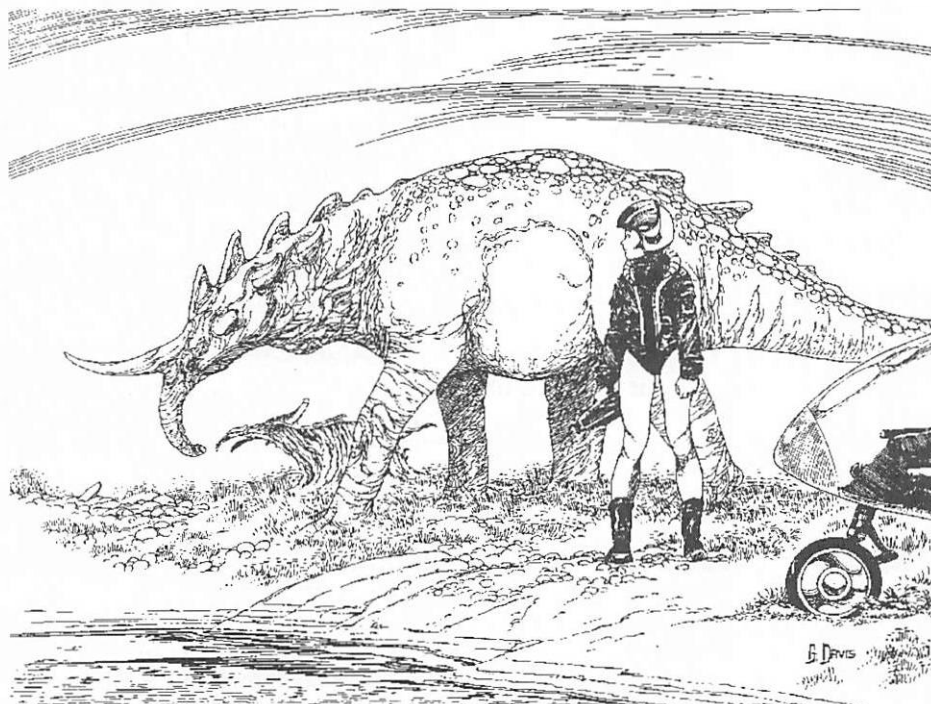
This is a reprise of a talk that Wendy Pini gave at the Bodhi Tree in L.A. The theme is that everyone, in his or her own way, is an archetypal hero, living out a personal myth. This is an interactive panel with a questionnaire.

Wendy Pini

### Zenna and Hercules

*Costuming*

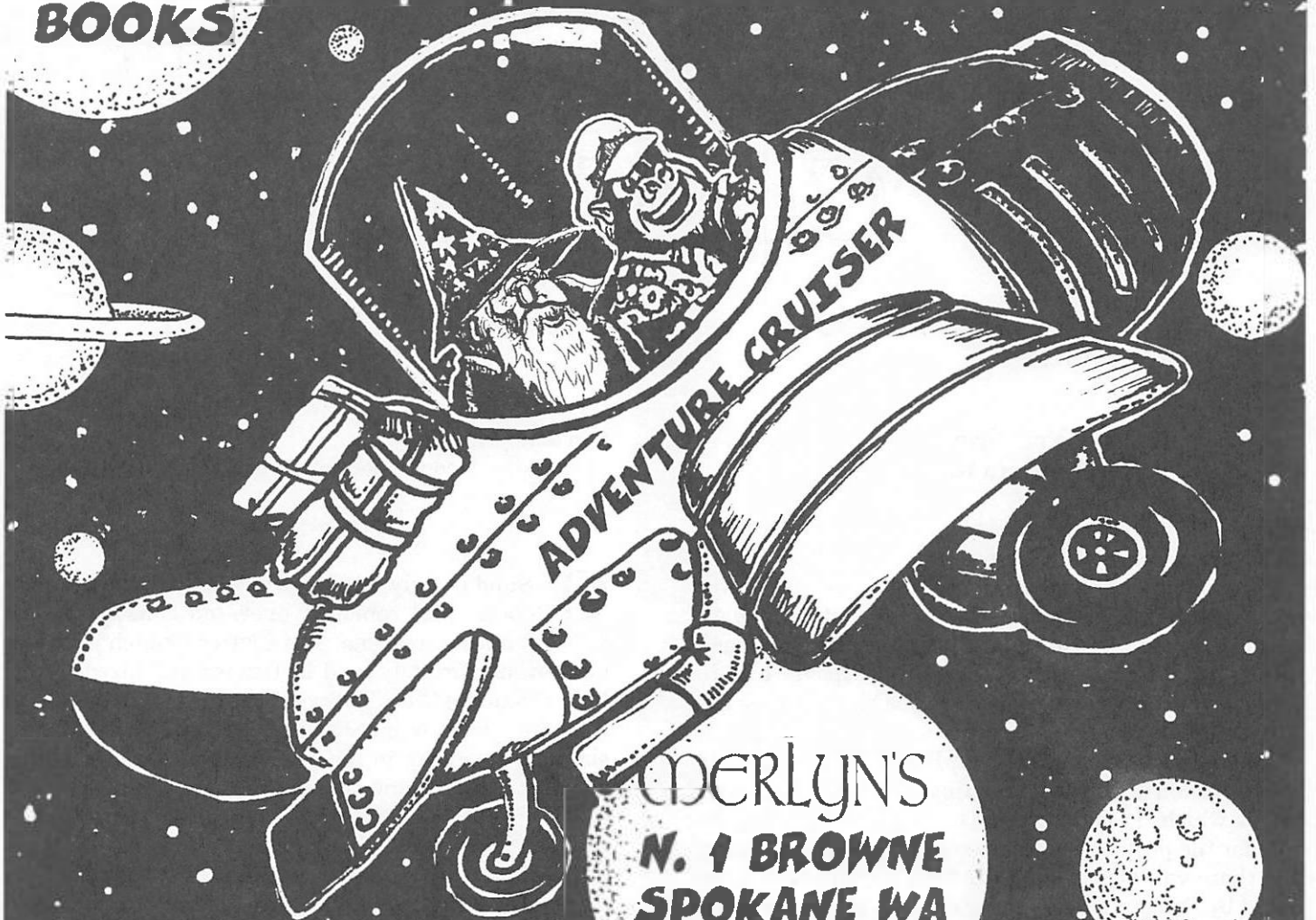
Wanna learn how to make those swishy leather skirts... here's your chance.





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# MESSAGES FROM THE CONCOM

## Art Show Roberta Rice

**E**ven if you have no money visiting the artshow at a EmpireCon is an absolute must. Besides wonderful artwork by our two guests of honor: Alicia Austin and Wendy Pini, and our toastmaster: Betty Bigelow, we have a visual cornucopia of offerings. From winged cats to ringed moons, from SF/fantasy movie hits to small jeweled wearable books, this year's artshow is not to be missed!

Bidding will start at noon on Friday, and quick sale will start on Saturday morning at 10AM for those pieces which do not have bids. For those people who vote for the people's choice award on Friday and Saturday there will be a special drawing for an artbook donated by Dragon Tales. Voting closes with the artshow at 6pm.

### Hours:

Open Thursday from Noon to 9pm for artist check-in and set-up.

Open Friday from 9am to Noon for artist check-in and set-up.

Friday, Noon-7:30pm: Open to the public, no Quick Sale.

Friday, 8pm - 10pm: Artist reception, invitation only.

Saturday, 10am - 6pm: Open to public, Quick Sale and bids; voting for People's Choice awards closes at 6pm.

Sunday 10AM - 12Noon - Open to public, Quick sale and bids.

Sunday, Noon - 1pm: Closed for auction preparation.

Sunday, 1pm - 2: Art Auction

Sunday, 1pm - 6pm: Open to public for after-auction sale prices only

Monday, 10am - 4pm: Open to public for After auc-

tion sale prices only

Monday, Noon: Open for artist check-out.

## Critter Crunch

**O**n Sunday, July 4th, there will be a Critter Crunch. Robotic and remotely-operated constructs will battle it out in an arena. The Critter Crunch is an annual event normally held in Denver organized by the Mad Scientists Club. This year the event will be held in conjunction with Westercon 52. It will be a technological shootout resulting in mechanical gladiators, pushing, shoving, clawing, and chopping at each other.

The event is loosely based on a Sumo match. The goal is to force your opponent out of the arena or immobilize them. There are very few limitations on creativity for this event. Destructive methods may be employed (and are encouraged) within the guidelines of the rules.



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There are two main weight classes, the 2 lb. feather-weight and the 20 lb. leviathans. Most entries try for either brute force pushing or fast flanking maneuvers. Others have tried hydraulic rams and fly paper to immobilize opponents. Designs range from bi-wheels and skid plates to tank treads. Check out the rules for more details.

This contest came from the twisted imagination of one Bill Llewellyn. "I got the critter thing started when I was asked if I wanted to be in charge of an event called the Critter Crawl at Milehicon (I forget which one... Gahen Wilson was GoH). I was told it had to do with mechanical toys, so I volunteered. When I asked what it involved, I was told "Anything you want!" So the thing started out as a "beauty contest" with mechanical toys and constructs from any source paraded before the audience for applause. We have revived the Crawl, since it allows the non mechanically inclined to participate using store-bought toys.

"After 3 years, I got a bit bored and wrote the rules to what is now the Crunch. We have had to make a few changes as experience taught us what worked, but about 90% of the original rules survived. We also added the 2 lb and 100Kilo/1Meter classes. The idea is to have as few rules as possible, just enough to keep us from getting thrown out of the hotel. We routinely lay down a tarp under the playing surface, and occasionally issue drop cloths to the audience. Persons fondling newly purchased art work or other perishable items are advised against sitting in the front rows."

Since the competition was spawned, its organisers have formed into the Mad Scientists Club. If you want to find out more about this unique group of technopaths, come watch the contest.

## EMPIRE CON Critter Crunch Rules

(with special thanks to the Denver Mad Scientist Club)

### 0. SPIRIT RULES:

A. No Cheating! This covers spirit-of-the-competition type violations.

B. Frankenstein Rule: In honor of the most famous Mad Scientist, and to Mad Scientists everywhere: The audience may verbally behave like an offended and outraged populous towards any and all critters/operators that they deem offensive and outrageous.

### I. CRITTERS:

A. Critter size at the start of combat will be a cube 12"x 12" x 12". The critter must be able to stand alone on the combat surface within these dimensions until combat begins. After the start of combat, the 12" cube restriction no longer applies and the critter may transform to fighting mode in any way not otherwise restricted.

B. Critter weight limit is; 20 pounds in class 1, and 2 pounds in class 2. A 2.5 percent error factor will be al-

lowed to account for variations in scales.

C. Critters may be powered by any source socially acceptable (OSHA approved) for indoor use. Critter power source must be 100% contained in the critter and packaged appropriately for the expected abuse.

D. Control pendants, cables, or other external control devices do not count against the critter weight or size. Critter control may be by any means not prohibited by rules I(C) or II(E).

E. All critters must be capable of movement at a rate of not less than two inches per minute in combat. Movement of less than that counts as an immobility victory for your opponent.

F. All critters must qualify before combat at twelve inches/min.

G. No critter may, under any circumstances, present a hazard to the judge(s), spectators, or the opposing operator(s). No critter may in its operation cause damage to anything other than the opposing critter or the combat surface.

H. All critters must conform to the general rules of the hotel and the convention.

I. All critters will be subject to a technical inspection prior to combat. Failure to disclose any operating principle shall be grounds for disqualification. Judges may restrict any function deemed excessively hazardous.

### II. COMBAT:

A. The current "combat surface" is defined as the surface of an unfinished wood platform eight feet long by eight feet wide and four inches high. The surface will be flat black. The surrounding area on the floor will be white. The arena will sit on the floor to lessen the "fall."

B. The combat volume is defined as the combat surface and the airspace above it to the height of whatever ceiling is present, not including the ceiling or anything attached to it.

C. Leaving the combat volume entirely is considered a loss. Up to fifty percent of the critter may leave the combat volume provided that the remaining portion is capable of movement per rule I(E).

D. No part of any operators' body may intentionally impinge on the combat volume during combat. Judges reserve the right to establish a buffer zone around the ring. This may be done if necessary so critter operators do not interfere with robotic sensors.

#### E. Projectiles:

1. A projectile is defined as an object thrown with the expectation that its kinetic energy will affect its target.

2. Projectiles, if employed, must be tethered. Tethers must be no longer than four feet.

F. Non-projectile, loose items may be deployed from your critter but must be picked or cleaned up, to the best of your ability, after combat.

### III. JUDGES:

- A. Judges shall be impartial non-participants.
- B. Judges may declare a contest completed at any time.
- C. Judges' decisions are final.

#### IV. COMPETITION:

A. The manner of elimination (single elimination, double, etc.) will be at the discretion of the competition organizers, and will be announced prior to the competition.

B. Critters will start on opposite sides of the combat surface with the aft end of the critter even with the edge of the combat surface.

#### C. Victory:

1. To claim victory your critter must show mobility and be at least 50 percent within the combat volume. You will be declared defeated if your critter has been rendered immobile, or if 51 percent or more of the critter is outside the combat volume.

2. If both critters are immobile, the critter controlling mobility will be declared the winner.

3. If both critters leave the combat volume, last one out wins.

4. Absent a clear victory, combat will proceed for 3 minutes after which the judge(s) may declare a winner, a draw, or grant more time.

D. No critter shall be required to compete within 10 minutes of its previous combat to permit recharging of batteries, replenishment of expendables, damage repair, etc. Machines requiring excessive time to prepare for their next combat, may be declared defeated by forfeit, at the judge(s) discretion.

#### CLARIFICATIONS:

The following are some clarifications and examples to aid builders in the Critter Crunch. These are based on the questions we get asked most often.

**Power Sources:** The most obvious is batteries, but don't let yourself be limited. Any source designated by OSHA as suitable for indoor use is okay. This includes, for example, a four-stroke internal combustion engine powered by propane. Please include a tilt switch to shut it off if it is turned over, where appropriate.

**Combat Surface:** Check with the organizers before spreading oil slicks or deploying chainsaws. Clean up will be accomplished by the critter operator(s).

**Deployables:** In the interests of keeping the construction simple, self-retraction of deployed appendages is not required. That is, you may hand-prepare your critter to fit the twelve-inch cube, although it must fit the cube un-assisted. Deployments must be an automatic function.

**Spirit of the Rules:** It is not the wish of the organizers to disqualify entries on niggling technicalities. Rather, the rules should be interpreted as broadly as possible to permit the widest variety of endeavor.

**Projectiles:** A stream of liquid is not a projectile.

Something that is tossed, so as to disperse or place it across the table, is not a projectile. Use common sense and don't quibble.

**Expected Abuse:** (From paragraph 1C) Note that your critter may, during the course of competition, be severely damaged or even destroyed. Past competitions have seen critters equipped with pneumatic cylinders, spear-throwing CO<sub>2</sub> cannons, and flame throwers. Please consider this when packaging your power source if it involves such potential hazards as acid (batteries), flammable liquids (engines), or plutonium (reactors). Developing an emotional attachment to your critter is recommended, as it contributes to creative vengeance!

**Autonomous Critters:** At present there is no separate division for autonomous critters. Autonomous control is allowed and encouraged but, for now, these will compete with person controlled critters. This can put such critters at a disadvantage.

**Crawl Entries:** This division is for those who don't want their craft possibly destroyed. Nearly any craft showing mobility can be entered; size or weight are not limited; hazardous critters are *discouraged*. Use common sense, be creative! Please inform the organizers of the event that you wish to submit a Crawl entry, so they can schedule you in.

© 1997, MileHiCon, Inc., Denver, CO. For more information contact: John Morse, 2557 S. Dover #58, Lakewood, CO 80227-3157; e-mail: [jdmorse@chisp.net](mailto:jdmorse@chisp.net)

*These rules may be used freely and openly by anyone wanting to have a critter crunch. This copyright notice must be posted and printed with all copies of the Critter Crunch rules released to participants or the public. The utilization of any version of these rules with no allowed changes will constitute an official Critter Crunch. The Grand National Critter Crunch Tournament will be held at the MileHiCon convention in or around Denver, CO, each year. The top three winners of each official Critter Crunch will automatically be listed as entries in the national tournament. The Denver Area Mad Scientists Club acts as the official governing body over adjustments and changes to the rules. If you have any suggestions or comments about the rules or the tournaments or if you wish to request the latest version of the rules please write to MileHiCon, Inc., P.O. Box 101322, Denver, CO 80250 or contact the MileHiCon web site at <http://www.eco-net.com/milehicon>.*

Dance  
Cory Bonallo

**T**his is the Muzik Wizard (aka Cory) and you've probably heard me at InCon, RustyCon or MosCon. I'll be your dj slave on Saturday and Sunday. I live to serve.

We have a special dj slave appearance from MC300-

baud (AKA Todd) coming in from the Seattle area for Friday Night. Come enjoy your Con favorites mixed with all types and flavors of music. You'll hear anything from old little heard new wave classics to cutting edge club and industrial. Your wish is our command!

Ohhhh! I almost forgot! The sound system and light show...incredible. It will truly be an experience!

Psst — For those who are in the know, don't forget that "The Quad" always starts just before the witching hour!

## Computer Network Gaming Cara Plata

When the rest of the convention becomes too cerebral for you, come here. Network games include *Quake 2*, *Capture the Flag* and *Rocket Arena*, *Starcraft*, *Brood War*, and *Tribes*. Tournneys may be run if there is enough interest. If you would like to suggest a game or run a tournament, contact Cara Plata. Computers provided by Computer Fundamentals of Spokane.

### Dealers Sally J. Conner

HEAR ME O GENTLE PATRONS, COME ONE,  
COME ALL, TO THE EMPERORS BAZAAR!

We have many wonderful items to tempt you. Let us serve you. The merchants await to offer you wonderful things at incredibly reasonable prices. The wise Emperor has decreed that the bazaar shall be open for 4 days. The hours of operation and the roster of eager merchants follow:

#### Merchants:

Alicia Austin — Art  
Amber Fyre — Jewelry  
Angelwear Creations — Jewelry  
The Black Oak — Leather Goods  
Blue Rose Bazaar — Jewelry  
Book Universe — New Books  
Bonnie's Videos — Videos  
Charae Crystals — Jewelry  
DAG Productions — Filk  
Digital Heroes — Gaming  
Dragon Tales — New Books  
Dragonmaker — Masks  
Dragonspawn — Jewelry  
Dreaming Wolf — Swords  
Everett Comics and Cards — Comics, Videos, Animé  
Eye-Deas — Art prints, Cards, Magnets  
Fantasy Art Resources — SF Art and Books  
The Fantasy Connection — Out of Print Books  
Fat Puppy Press — Art CDs, Prints  
Fo'Paws Productions — Shirt Embroidery  
Friends of Filk — Music Cassettes, CD's, Books, T-shirts  
The Fur Connection — Prints, Leather Goods, Fur

Future Thought — Bead and Art craft  
Game Plus — Games, Comics  
Gamequest — Games  
The Gold Shoppe's Collection Gallery — *Star Trek* and other Collectibles  
Hoof and Claw Studio — Soft Sculpture dragons, Jewelry  
Lady Jaynes Books — New Books  
Lion's Hammer Forge — Weapons  
Mark Ferrari — Art  
Marty's Books — Collectible Books  
Mystic Brew — Teas, Herbs, Oils, Incense, Candles  
Quicksilver Fantasies — Music, Books, Art  
Realm of Regalia — Costumes, Trim, Accessories  
Rhonda Gheen Sculptures — Original Clay Sculptures  
S-F Shop — New Age, Occult and Wiccan Supplies  
Shadow's Treasure Chest — Wool Cloaks, Costumes  
Sign of the Unicorn — Jewelry  
Solstice Studios — Swords, Art  
Springtime Creations — Jewelry  
Jackson Games — Games  
Sultan's Palace — World Imports, Knives, Costumes  
Thunderbolt — Imported Celtic Items & Handcrafted chests and drums  
Uncomyn Gifts — Babylon 5 collectibles, Toys

#### Hours:

Friday, July 2: noon - 8pm  
Saturday, July 3: 10am - 6pm  
Sunday, July 4: 11am - 6pm  
Monday, July 5: 10am — 4pm

### Gaming Bob Lovely

Steve Jackson Games will host some tournaments and demo games. We will add on other companies as we can.

Other events: Magic Tournaments with Prizes. D&D Tournaments and other are planned. Open Gaming tables will be available during all hours.

Gaming will be in Bay 1 of the Convention Center Saturday and Sunday from 10am-midnight.

### Logistics Edgar T Lincoln, Logistics Vato

Unless you are Emperor Jon I (We're Not Worthy! We're Not Worthy!) and are just reading this, you're late and I already started without you. But that's OK... Mike and I could still use a hand with something if you have a moment. Also, if there is anything you need and can't figure out where to look in this crazy town, look me up. Lance Cpl. Benway up in OPS will usually know where to find me. Thanks, and enjoy the Con while you can; we're only doing this once. See you at teardown on Monday, if not sooner.

*Semper Maroonus.*



# EMPIRE CON

## MEMBERSHIP

### Attending Members

Brett Achorn	577	Maya Kaathryn Bohnhoff	652	Roxanna Cook-Sussan	606
Dave Acton	226	Gary Boitano	13	Robin Cookson	33
Dave Addleman	798	Joseph Bond	242	Travis Cornell	255
Sue Ellen Adkins	465	Thomas R Bosch	737	Susan Courney	424
Cathleen Adkison	227	Amy R. Bradley	243	Susan Courney (Guest of)	425
Todd Allis	172	John M. Bradley	244	Shannon Craig	561
Gene Ambacher	180	Joy Bragg-Staudt	18	Tom Craig	624
John C. Andrews	230	Richard Brandshaft	475	Kathryn Cramer	655
Katharine Anteaaga	758	Seth Breidbart	19	Springtime Creations	483
Pat Apodaca	231	Brad Bresolin	682	Richard Cronister	706
Gene Armstrong	783	James M. Briggs	576	Debbie Cross	544
Robert V. Armstrong	506	Patricia Briggs	802	Ctein	35
Alicia Austin	232	Micheal Briggs	801	Dawn Czarnecki	256
Ruben Avila	609	Kev Brockschmidt	20	Richard Dahm	604
Paula Bachelor	2	Kimberlee Marks Brown	246	Katherine Daida	447
Michael Bachelor	3	Jordan Brown	245	John Dalmas	36
Larry Baker	4	Charles Brown	653	Ryan Dancey	37
Charlie Bales	183	Grant Brown	446	Michael Daniele	497
Chris Ballowe	5	Jim Brown	546	Ellen Datlow	516
bandit	648	Jo Brown	712	James Stanley Daugherty	200
Michael Barney	704	Robert D. Bruce	518	Carol Daugherty	257
Charlot A.M. Barney	7	Algis Budrys	632	Kathryn Daugherty	201
Eric Barney	8	Elinor Busby	420	Brenda Daverin	258
Norma Barrett-Lincoln	9	F.M. Busby	248	Robert Daverin	259
John Bartley	10	David Butler	522	Howard Davidson	260
Kenn Bates	452	Gail J Butler	654	Char Davis	428
Ellen Battle	700	Chet Cady	249	Joel Davis	656
Nyssa Baugher	426	Sam Cady	250	Ray Davis	429
Jinx Beers	233	Tasha Cady	251	L.M. Day	439
Rose Bectem	588	Charles Earl Cady III	252	Charles De Vore	551
Judith C. Bemis	234	Dan Caldwell	789	Janet De Vore	550
Gene D. Bennett	235	Diana Calliban	646	Don DeBrandt	651
Bobbie Benton Hull	643	Jane Campbell	199	Sherry Decker	633
Caroline Bergman	566	Tina Campbell	24	Denise DeLisle	705
Susan Berren	480	Russ Campbell	25	Linda A. Deneroff	38
DiAnne Berry	563	Gary W. Cannon	762	Jane Dennis	262
Susan J. Berven	445	Brandy M. Cannon	760	Scott Dennis	261
Leroy F. Berven	236	Faydra L. Cannon	759	Joe DeVera	569
Jack Beslanwitch	237	Donna M. Cannon	761	Janet DeVore	573
Fran Beslanwitch	238	Amy Carpenter	26	Charles DeVore	572
Ilsa J. Bick	793	Paul M. Carpentier	27	Christine Dick	535
Betty Bigelow	239	Cathy Carroll	253	Tim Dick	534
Meryl Birn	240	Dave Carson	28	Patricia A. Diggs	264
John R. Blaker	528	Katharine Carson	29	Mike Disher	695
Rick Bligh	191	Ann Chamberlin	623	Rebecca Disher	696
Vickie Bligh	192	C.J. Cherryh	509	Paul G. Dolenc	39
Gwen Blodgett	774	Michael Citrak	30	Jason Donner	558
Anthony Blomquist	807	Kassie Clark	811	Joshua Donovan	782
Michael Bloom	12	David W. Clark	185	Lela Ann Dowling	610
Kent Bloom	241	Rand Clifford	796	Gardner Dozois	816
4 Blue Rose Bazaar	741	Nancy Coghe	791	1 Dreaming Wolf	716
3 Blue Rose Bazaar	740	Sally Conner	32	3 Dreaming Wolf	718
		Patrick Connors	254	2 Dreaming Wolf	717
		Christopher Cook-Sussan	608	Gina Driscoll	418

Dan C. Duval	647	Gail Glass	60	Mary Jakob	442
Kathleen Easley	792	Don Glover	61	Jan Lars Jensen	638
Laurie Edison	42	Cheryl Glover	711	David Johnson	568
George Alec Effinger	521	Vicki Glover	276	Kim Johnson	750
Corinne Eickstaedt	402	Jean Goddin	277	Ken Johnson	527
Phyllis Eide	265	Joe Goderre	776	Donald Johnson	691
Frank Ellersieck	599	Lynn Gold	280	Dale Johnson	744
Marjorie Ellersieck	575	Jeanne Goldfein	450	Eric Jones	502
Kathy Elling	787	Henry Ganzales	533	Joanne Jones	503
Henry Elling	788	F. Collins Goodman	282	Willam E. Jones	404
Russ Elliott	266	Greg Gorden	620	Dennis Jones	186
Cecilia Finity's End Eng	657	David Goslee	413	Angela Jones	303
Mary Jane Engh	658	Kathe Goslee	412	2 of 2 Jones	430
Diana English	739	Bobby Grant	692	Michele Kahn	311
Barbara Ericksen	698	Evelyn Gratrix	634	Mary Kay Kare	305
Daniel D. Erickson	43	Christy L. Gray	283	Jordan Kare	304
Kathy Evans	427	Ed Green	63	Phyllis Radford Karr	665
Glory Evans	591	Roberta Gregory	660	Erika Kaumeyer	507
Bettie Evanson	45	Robert Grieve	64	Kenneth Keith	308
Cat Faber	803	Robert Griffiths	592	J. Kelley	778
Patricia Fair	780	Robert Griffiths	207	Terri Kemmis	536
Brad Fair	46	Jon Gustafson (Emperor)	287	Steve King	505
Stephen Fairman	547	Greg Hader	65	Ridge King	559
Jane Fancher	510	Guy Hail	66	Jan King	560
Kimberly Farnar	548	Elizabeth Hail	403	Thomas Kingsbury	708
Theresa Fears	48	Stacey Hallman	578	Lynn Kingsley	813
Dan Fears	47	Kenneth Halpain	781	Steve Klingler	474
Gary Keith Feldbaum	267	Barbara Hambly	513	Diana Koivunen	454
Elizabeth Fellows	697	Simon Hamilton	630	Guest 2 Kopel-Hamburg	602
Mark Ferrari	641	Glenn Hammer	549	Guest 1 Kopel-Hamburg	601
Craig Figley	659	RJ Hampton	749	Sherri L. Kopel-Hamburg	600
jan howard finder	202	Michael Hanna	451	R'ykandar Korra'ti	309
Mike Finkbiner	565	Amy Axt Hanson	752	Angela Korra'ti	85
John Finkbiner	564	Shari Harper	628	Jennifer Kovach	786
Don Fitch	478	R. Brady Harper	627	Jack Krolak	209
Tamarien Flaten	49	Harold Harrigan	289	Patrick LaBlanc	694
Lynda K. Martinez Foley	790	Lisa Deutsch Harrigan	288	Julia Lacquement	799
Holly Forbis	435	Harold F. Harrigan III	290	Bob Ladd	86
Donald Forbis	269	Cherie Harris	688	Ruth Anne Ladue	210
Child Forbis	436	Mary Hart	291	Stephen Landan	312
Aileen Forman	270	David G. Hartwell	661	Bridget Landry	625
Steve Forty	181	Leonard Hatcher	292	Melissa Langseth	723
Richard Foss	203	Terri Haugen	571	Tim LaRreau	87
Jace Foss	204	David Haugen	570	Peggy LaRreau	80
Allan Grant Foster	495	Eric Hawkins	504	2nd person Larsen	416
Katheryn Foster	530	James H. Hay	294	Jane Larsen	415
Jon Foster	689	Nancy Hayes	295	Robert Larson	481
Frank Foster	554	Sarah Heacock	68	Blars Larson	470
Karl Foster	532	Jack Heneghan	208	Patrick S. Lasswell	88
Barbara Foster	529	John Hertz	297	Judy Lazar	411
Jonathan Foster	531	Tim Hidalgo	70	Pete Lazzaretti	89
Patty Fox	587	Dianna Hildreth	71	Jeff Lems	482
Cricket Fox	205	Debbie Hill	167	Jeff Lens	593
Anthony Francisco	617	Dave Hirzel	72	Tom Lentz	168
Donald Franson	421	Nina Kiriki Hoffman	662	Michael Lewis	90
Cynthia A. Frazer	272	John Holdren	74	Jeff L. Lewis	471
Donald W. Frazer	273	Jeff Holman	76	Barry Lieberman	315
Deby Fredericks	51	Rachel E. Holmen	663	Chris Lightfoot	767
Daron Fredericks	52	Douglas Hostler	78	Leslie Lightfoot	768
Mary K. Fry	53	Glenda Hotchkiss	766	Edgar Lincoln	91
David Gallaher	206	Julie Hoverson	797	Sheli Lindholm	724
John Galt	55	Geri Howard	298	Catrina Linehan	764
Company Games Plus	57	Kitty Howard	79	Elan Jane Litt	316
Daniella Garcia	603	Dave Howell	299	Louann Lomax	92
Janice Gelb	275	Heather Hudson	664	Eric S. Long	731
Liz Gends	490	Carole Hughes	526	Donna Long	730
Eric Gends	489	David Hungerford	300	John Lorentz	211
Lea George	520	Penny Hutchison	301	Gary Louie	317
David George	519	Stephen J. Hutchison	302	Valerie LoveFrancisco	616
Rhonda Gheen	419	J. "Spyder" Isaacson	517	David Ludke	552
David Gibbons	589	Christyna Ivers	621	L. Pierce Ludke	553
Jim Glass	59	Mike Jackson	631	Mark Lyon	93

Dawn MacDonald	748	Jerry Oltion	619	J. Edmund Rush	132
Scott Magner	94	Ron Ontell	349	Ruth Sachter	218
Laura Majerus	496	Val Ontell	348	T. William Sadorus	374
Ynharad Mangan	95	Dana L. Organ	685	David Ian Salter	458
Bhroam Mann	319	Margaret Organ-Kean	113	John T. Sapienza	375
Kirsten Manning	323	Peter Orullian	809	Stephen Savitzky	466
Sarah A. Manning	320	Thor Osborn	800	Emerald Savitzky	469
Sandra Manning	322	Nancy Overson	732	Colleen Savitzky	467
Jim Manning	321	Gary Page	728	Kathryn Savitzky	468
Katrina Marier	188	Anita Page	727	Sharon Sbarsky	219
Shawn Marier	187	Paul-Andre Panon	350	Stephanie Scalf	508
Louise Marley	612	Walter Parker	193	Michael Scanlon	667
James Martin	537	Tony Parker	352	Bill Schindler	784
Guest 1 Martin	538	Angela Parker	773	Esther Schindler	785
Ben Massoglia	597	David Parker	772	Mike Schlofner	133
Alice Massoglia	594	Jacqueline Passey	353	Alan Schmidt	714
Mariel Massoglia	596	Fred Patten	354	Audrey Schmidt	713
Marty Massoglia	595	Peggy Rae Pavlat	355	Ben Schreiber	134
Sean Matheis	448	Daniel Pawtowski	678	Mickey Schulz	668
Susan R. Matthews	328	Eric Pawtowski	680	Eric P. Scott	220
Sarina McCaffrey	329	Yvonne Pawtowski	679	Jason Seeley	735
Mary Kay McCloskey	96	Barbara Payne	754	Rick Sewell	590
Kate McClure	810	Roy Peak	473	Melissa Shaw	637
Sean McCoy	97	M.A. Pearce	356	Cynthia B. SiJohn	769
Tree McCurdy	405	J.W. Pearce	357	Michael Siladi	690
Rita McDermott	330	Bruce Pelz	359	Crystal Smith	669
Julie McGalliard	494	Elayne Pelz	358	Miles Smith	586
Jack McGillis	432	Scott Perrin	701	Henry Smith	139
Michael McGuire	213	Madilane Perry	605	Nancy Smith	585
Leanna B McGuire	584	Ann Peters	360	Michael D. Smith	379
Christian McGuire	331	K. Jeffery Petersen	479	Philip Smith	622
Mike McLaughlin	709	Eileen Phillips	456	Dean Wesley Smith	515
Mary Medina	100	Richard Pini	512	Jamie Smith	629
Dawn Meister	449	Wendy Pini	511	Claire Smyth	459
David Melius	460	Cara Plata	763	Laurence Softich	815
Stephanie Metz	462	Nancy-Lou Polk	729	Teresa Spocht	722
Paul Metz	461	Vena Pontiac	580	Felecia Speck	753
Kathleen Miles	214	Pat Porter	119	Garth Spencer	525
D. Rif Miller	102	Ken Porter	121	Kevin Standlee	221
Debra Miller	734	Patrick Potter	184	Jennifer Staub	751
Yuri Miromet	666	Joseph Yule Prather	463	Doug Staudt	140
Victoria E Mitchell (Empress)	332	George Priebe	122	Jason Stejskal	381
Elizabeth Modell	501	Denise L. Prowse	683	Cheryl Stella	189
Celia Modell	500	Melissa Quinn	613	John M. Stella	190
Howard Modell	499	Andy Quinn	614	Renee Stern	611
Dustan Moon	650	Jenna Raab	779	Milton F. Stevens	444
Cheryl Morgan	215	Karen Rall	755	Margaret Stiner	687
Kate Morgenstern	457	Joy Ralph	363	Lori Stiner	141
Liz Mortensen	339	Lynne Rand	795	Ed Stiner	686
Mike Moscoe	342	Ken Rand	794	Sara Stoker	440
Yvonne Moscoe	341	Christie Rasmussen	770	Paul Stone	567
Robert Moscoe	524	Shawn Rasmussen	771	Paul Stratton	194
Mariel Mossoglia	486	Marilyn Rau	476	Ginger Stratton	720
Marty Mossoglia	485	Dustin Rector	684	Larry Stratton	721
Alice Mossoglia	484	Erin Reed	367	Marjorie Stratton	719
Benjamin Mossoglia	487	April Reed	477	Bernard L. Strub	434
Betsy Mott	178	Seth Reichelt	562	Deborah K. Strub	433
Beth Moursund	105	David John Reichen	216	Jennifer Stutesman	523
Paula Mueller	582	Dan Reitman	607	Christopher Swartz	615
Marcia Muggelberg	406	Roberta Rice	125	Patrick J. Swenson	635
Darrell Murphy	747	Mike Rice	124	Honna Swenson	636
Geri Needham	808	Gail Rice	743	Aaron Tate	146
Michael George Nelson	443	Marc Rieck	370	Robert Taylor	169
Michael Nelson	414	2 of 2 Ritter	431	Bruce Taylor	670
Leslie Newcomer	598	Bruce Ritter	407	Bea Taylor	736
Scott Norton	109	Michelle Roberts	217	Anita Taylor	733
Bob Norton	108	Linda Robinett	126	Marcie Tentchoff	649
George Nyhen	346	Randall Robinson	699	2 The Fantasy Connection	745
Chris O'Halloran	111	Jess Roe	492	3 The Fantasy Connection	746
John O'Halloran	112	Russ Rudesill	757	Kathy Thisted	557
Dick O'Shea	347	Corey Rueb	131	Jennifer Thisted	556
Kathy Oltion	645	Kristine Kathryn Rusch	514	Blair J. Thisted	555

Karen C. Thompson	148	Richard Wright	163	Nancy Marmol	325
John Thompson	147	Lisa Wright	493	Steven Mars	326
Amy Thomson	671	Paul M. Wrigley	545	Bonnie Marston	327
Becky Thomson	149	Ben Yalow	198	Jonathan Mavor	212
Sean Thomson	579	Kathryn Yeager	164	Guy Austin McCreery	98
Diann Thornley	543	Christina F. York	676	J. McKenzie	99
Kevin Thrapp	437	Cheryl York	644	Ted Medina	101
Guest of Thrapp	438	J. Steven York	677	Joseph Miller	103
Martha Todd-Prather	464	William Younkin	539	Robin Monogue	333
Phuc "Paul" Tram	626	Robin Zillman-Bond	400	Ted Monogue	334
Angelique Trinkle	382	Ron Zoeller	410	Kenneth Moore	104
Robert Trousdale	765	Sherry Zoeller	409	Judith Morman	335
Eileen Tuuri	618			Mary Morman	337
Gerard Tyra	574			Susan Morman	336
Sandra Tyra	581			Skip Morris	338
Justin Udland	775			Ellen Moscoe	340
Rochelle Uhlenkott	453	<b>Supporting Members</b>		Janice Murray	343
Doug VanWinkle	541	Greg Abraham	1	Jeanne Nadreau	106
Christie VanWinkle	540	Susan Allen	228	Lex Nakashima	344
Bill Vaughan	196	Clifton Amsbury	229	Nancy Niles	107
Mary Vaughan	195	Jonni Bantz	583	Elaine Normandy	345
Tom Veal	385	Jason Barnett	6	Nancy Nutt	110
Robert Verde	222	Adrian Bourne	14	Tom O'Hagan	179
Priscilla Versola	710	Marlene Boutwell	16	Lynn Pacione-Holman	114
Edd Vick	672	Scott Boutwell	15	Carole Parker	351
Bonnie Vitti	488	Brian Bowen	175	Jacqueline Passry	116
Ray Vukceovich	639	Bill Boyde	17	Jeremy Peterson	117
Sheila Wainright	726	Dennis Paul Brown	247	Karen M. Phillips	361
J. Alan Wainright	725	Bear Brown	173	Chevy Pickup	118
Bryce Walden	673	Mathew Bunch	21	Kenneth Porter	120
Thom Walls	702	Jessica Bunch	22	Candace Pulleine	362
James T. Wappel	742	Tess Cahoon	23	Nora Rankin	364
Anthony Ward	408	Edward Conally	31	Diane Redhawk	366
Dennis Washburn	197	Lindsay Crawford	34	Deanna Redhawk	365
George Wasilchen	417	Julie Dickinson	263	John Reiber	368
Karen Watson	423	Greg Dougherty	40	Brian Rell	123
Jeff Watson	422	William Doyle	41	Carrie Richerson	369
Doreen Webbert	388	Dennis Erokkan	44	Connie L. Riley	371
Jim Webbert	387	Patricia Flood	268	Joe Roldan	127
Eric Weber	223	Donald L. Franson	271	Shirl Roth	372
James Weinrod	153	Jody Leanne Franzen	50	Mark Rounds	129
Rich Weiss	491	H. Denise Freeman	274	Susan Rounds	128
Jesse Welch	707	Greg Gallaway	54	Kevin Rudd	130
Rob Weller	777	Jason Gamache	56	Kristin Ruhle	373
Roger Wells	154	Lisa Gemino	58	James-Dean Schofield	376
Mike West	174	Barry Gold	278	Robert A. Schultz	135
Caroline L. Westra	756	Lee Gold	279	C. T. Scott	136
Leslie What	674	Henry Gonzalez	281	Jo Seaver	377
David Wheat	224	Sarah E. Goodman	62	Lorelie Shannon	137
Judy Wheat	225	Janis T.W. Griffiths	284	Frank Skinner	138
Lori Ann White	806	Regina Griffiths	285	Sean M. Smith	378
J. Kriss White	472	Richard C. Griffiths	286	Scott T. Sorber	380
William Wichgers	171	Vicki Harrison	67	Michael Suits	142
Genevieve Williams	814	Matthew Hatcher	293	Karen Suits	143
Ronita Williams	157	Walter Hedges	69	Suzanne Sweeney	144
Betty Fry Williams	804	Stuart C. Hellinger	296	Valorie Thoren	170
Randy Lee Williams	805	Debbie Hodgkinson	73	Mary Treichel	150
Connie Willis	675	Mark Holm	75	R. Lorraine Tutihasi	383
Mike Willmoth	392	Morgan Hopkins	77	Anna Vargo	384
Thomas Luke Wilson	159	Michael Irving	81	Joyce Wade	152
Andrew Wilson	393	Steve Jackson	176	Glenn Wade	151
John Wilson	158	Audry Jones	82	Anthony D. Ward	396
Marie Ellen Wilson	455	Don Juneau	177	Michael L. Weasner	386
Susan Wilson	394	Keith G. Kato	306	Patty Wells	389
John Windberg	681	Arnie Katz	83	Marc Whitman	155
Matt Winkelmann	693	Rick Katze	307	Tom Whitmore	390
Sally Woehrle	395	Samuel E. Konkin III	84	Perry Williams	156
Jerry M. Wolfe	642	Marian Kravitz	310	Katherine Willis	391
Amy Wood	542	Steve Lapota	182	Chris Wiz	160
Drew Wood	715	Eric Larson	313	Marc Wiz	161
Lisa Woodings	397	Alton Lawson	166	Taras Wolansky	162
Elysa Woods	738	Judy Lezar	314	Melissa Yakura	398
		Susan Mackey	318	Cynthia Zender	399
		Tom Marcinko	324		

# WESTERCON BYLAWS

## Westercon Bylaws As of Close of 1998 Westercon

The following document is the current text of the Westercon bylaws and Standing Rules, as of the close of Westercon 51 (San Diego, 1998). Amendments to the West-ercon Bylaws were adopted at Westercon 51, and the amendments are noted in the text. Material added is indicated by underline type. Material removed is indicated by strikethru type. (Note: no material was stricken from the Bylaws at the 1998 Business Meeting.) The text was prepared by Kevin Standlee based on the results of the Westercon 51 Business Meeting minutes written by Cheryl Morgan, and includes those items of business passed on to Westercon 52 (Spokane, 1999) or referred to committees with instructions to report to Westercon 52@

### 1 General Provisions

#### 1.1 Name and Date

It is traditional, but not obligatory, that the West Coast Science Fantasy Conference (Westercon) shall take place over the July 4th weekend.

#### 1.2 Guests of Honor

It is traditional, but not obligatory, that Westercon Guests of Honor and other notables be selected from among SF personalities residing within the Westercon geographical area.

#### 1.3 Membership Classes

There shall be at least two classes of membership in Westercon: supporting and attending. The committee shall notify the members of their membership class in a timely fashion.

##### 1.3.1 Supporting Members

Supporting members shall receive any progress reports or any other generally mailed publications published after the member joins the Westercon, including the Program Book, and may exercise any voting rights permitted by any other part of these bylaws, except attending the Business Meeting. All Westercons shall be required to offer supporting memberships until at least thirty (30) days prior to the opening of the Westercon, and such supporting memberships shall not cost more than one hundred and fifty percent (150%) of the voting fee charged when the site of the Westercon was selected. Any class of membership offered by a Westercon costing at least as much as a supporting membership shall include a supporting membership.

##### 1.3.2 Attending Members

Attending members shall have all of the rights of supporting members, plus the right to attend the Westercon and the business meeting(s) held there, subject to the restrictions established by the other parts of these bylaws.

##### 1.3.3 Restriction of Memberships

Each Westercon committee shall have the right to limit the activities of its attendees, either individually or in groups, insofar as such activities endanger, physically or legally, other persons or property. Such limitations may include, but are not limited to, closing down parties, ejecting persons from the Westercon, or turning offenders over to other authorities. No refund of membership need be given in such circumstances. Each member, in purchasing his/her membership, agrees to abide by these bylaws.

### 1.4 Name Badges and Membership Numbers

All committees shall issue name badges for all attending members. Name badges for pre-registered members shall display the member's name in no less than 24-point bold type. All committees shall assign a unique membership number upon processing of a membership. This number shall be printed on the label of all progress reports, shall be printed on membership name badges, and shall be used for site-selection purposes. In the event a membership is transferred, the old membership number, if applicable, shall be noted, both on the badge and on registration information used for site-selection voting administration. Membership badges or other proof of membership remain the property of the Westercon committee for the duration of the conference and may be confiscated for cause; no refund of membership fees need be given in such circumstances.

### 1.5 Archive of Bylaws

The Los Angeles Science Fantasy Society, Inc. (LASFS) shall act as an archive to the Westercon bylaws and the minutes of business meetings. Each committee shall reimburse LASFS for the costs of copying and forwarding copies of the Bylaws and Minutes to those who request them. A copy of the minutes, including the text of motions passed by the business meeting, shall be sent to LASFS within two (2) months of the close of each Westercon by the administering Westercon. LASFS shall maintain the Westercon bylaws and shall forward one copy of the current bylaws, including the text of any amendment to the bylaws awaiting secondary ratification, to the current Westercon committee within four (4) months of the close of the previous Westercon. The current Westercon shall provide copies of the Bylaws to the committees of all Westercon Bids for the year which that Westercon is administering the site-selection.

### 1.6 Distribution of Bylaws to Members

The Westercon Bylaws, as well as the complete text of any amendment awaiting secondary ratification, shall be published in at least one (1) progress report and in the program book of the current Westercon each year. Failure to publish this information shall not affect the procedure to amend the bylaws as stated in Article 4.

### 1.7 Westercon Service Mark

All Westercons shall publish, in all publications such as promotional flyers, progress reports, and program book, the following notice: "Westercon' is a registered service mark of the Los Angeles Science Fantasy Society, Inc."

### 1.8 Responsibilities of Administering Westercon

It is a responsibility of each Westercon to enforce the provisions of these bylaws.

## 2 Westercon Business Meeting

### 2.1 Scheduling of Sessions

At least one (1) regular session of the Westercon business meeting must be scheduled at each Westercon. No regular session of the Westercon business meeting shall be scheduled to start prior to 11 AM, nor later than 2 PM, nor on the last day of the Westercon. A special session, at which site-selection business shall be the sole order of business, may be



scheduled on the last day of the convention, provided that said special meeting is scheduled to begin no earlier than 11 AM nor later than 2 PM. All sessions occurring during the same Westercon, be they regular, adjourned, or special, shall be considered, for procedural purposes, as the same parliamentary session.

### 2.2 Site-Selection Business

Site-selection business shall be in order at any session of the business meeting. Site-selection business shall include, but need not be limited to, the announcement of the results of the balloting and of a winner if one is produced by the balloting, or of a site-selection resolution, as hereafter defined, if one is necessary [see Section 3.17]. The winner of the site-selection may be announced prior to the site-selection business meeting, if one is held.

### 2.3 Quorum

For business other than site-selection business, a quorum of fifteen (15) attending members of the current Westercon shall be required. For site-selection business, the quorum shall be those attending members of the current Westercon who attend the meeting. All those persons voting at any meeting must be attending members of the current Westercon. Except as noted in these bylaws or in such rules of order as may be adopted, all business requires a simple majority to pass.

### 2.4 Parliamentary Authority

The current edition of Rob-rt's Rules of Order Newly Revised shall be the parliamentary authority of the Westercon business meeting except where it conflicts with these bylaws or with any special rules of order which may be adopted by the business meeting.

## 3 Westercon Site-Selection

### 3.1 Eligibility of Sites

Any site on the North American continent west of the 104th west meridian, or in the state of Hawaii, shall be eligible to be the site of a Westercon, except as restricted by the provisions of these bylaws. Provided that, upon the annexation of Australia by the United States of America or the annexation of the United States of America by Australia, Section 3.1 shall be amended to read: "Any site in Australia, or on the North American continent west of the 104th west meridian, or in the state of Hawaii, shall be eligible to be the site of a Westercon, except as restricted by the provisions of these bylaws."

### 3.2 North-South Rotation

Only sites north of the 37th north parallel shall be eligible in odd-numbered years, and only sites south of that parallel shall be eligible in even-numbered years. If no eligible bids are filed by the January 1st of the year of the site-selection balloting, then all sites defined in section 3.1 shall be eligible.

### 3.3 Exclusion Zone

No site within seventy-five (75) miles of the site of the Westercon administering the site-selection shall be eligible to bid, except as provided in section 3.6

### 3.4 Filing Requirements

A Westercon bid committee must provide written evidence of the following: At least two (2) separate people declaring themselves Chairman and Treasurer; an organizing instrument such as bylaws, articles of incorporation or association, or a partnership agreements and a letter of intent or option from a hotel or other facility declaring specific dates on which the Westercon shall be held.

### 3.5 Deadline for Filing Bids

Only those bids whose filing paperwork required by section 3.4 is in the possession of the administering Westercon by the April 15th preceding the balloting shall be listed on the ballot. [Note: On a parliamentary inquiry at the time of ratification of the current text of the above section, it was ruled that if the filing paperwork can be verified to be at the address

of the administering convention, it is in the committee's possession."]

### 3.6 Provisions When No Valid Bids are Received

If no valid bids are received by the deadline in section 3.5, then all sites defined in section 3.1 shall be eligible and the other site restrictions in this article shall be suspended.

### 3.7 Eligibility of Voters

Site-selection voting shall be limited to those persons who are attending or supporting members of the administering Westercon and who have paid a voting fee toward their membership in the Westercon being selected. Other classes of membership may vote only upon the unanimous agreement of all qualified bidding committees. One person equals one membership equals one vote. Corporations, Associations, and other non-human entities may vote only for "No Preference." "Guest of" memberships must be transferred to an individual before voting for anything other than "No Preference."

### 3.8 Voting Fee

The voting fee shall be twenty US dollars (US\$20.00) or the local equivalent unless the committees listed on the ballot and the administering Westercon agree unanimously to charge a different amount.

### 3.9 Minimum Rights of Voters

The payment of the voting fee shall make the voter at least a full supporting member of the Westercon being selected, and may make the voter an attending member at the discretion of the winning bid.

### 3.10 Prototype Ballot

The Los Angeles Science Fantasy Society, Inc. (LASFS) shall prepare a prototype site-selection ballot, including instructions for preparation of the ballot, and shall provide the prototype to each administering Westercon at the same time the bylaws are provided to the administering Westercon as provided for in section 1.5. Upon receipt of the prototype, the administering Westercon shall complete the ballot by filing in the information about the eligible bid committees, including the dates of the proposed Westercons, the voting fee, minimum membership requirements, including the cost of a supporting membership in the administering Westercon, and the address to which site-selection ballots should be sent. The administering Westercon shall be responsible for the publication and the distribution of the ballots to the membership of the administering Westercon. All eligible bids received in accordance with sections 3.4 and 3.5 shall be included on the ballot. The ballot shall also include entries for "No Preference" and "None of the Above," and shall provide space for at least one (1) write-in bid. The ballot shall be a secret ballot, specially marked for preferential voting with an explanation of the method of counting preferential votes.

### 3.11 Distribution of Ballot

The site-selection ballot and full rules for site-selection voting, including the deadlines for voting by mail, shall be mailed on or before the May 10th preceding the voting to all members of the administering Westercon as of one week before the mailing. The ballot and full rules for site-selection, including the hours during which site-selection will take place and the location of the site-selection, shall be given to all attending members upon registration at the Westercon, or such information shall be prominently displayed at the registration area throughout the Westercon.

### 3.12 Deadline for Voting by Mail

All ballots received by the administering Westercon prior to June 20 shall be counted.

### 3.13 Bid Presentations

Each eligible bid committee shall have at least fifteen (15) minutes of scheduled program time on the first full day of the administering Westercon for the purpose of making a bidding presentation.

### 3.14 At-Conference Voting

Site-selection shall be open for at least six (6) hours between the hours of 11 AM and Midnight on the evening before the business meeting at which site-selection business is scheduled. All on-site balloting shall be from one central location, under the supervision of the administering Westercon. If no site-selection business meeting is scheduled, then site-selection shall be open for at least six (6) hours between the hours of 11 AM and Midnight on the next-to-last day of the administering Westercon.

### 3.15 Verification of Ballots

Properly completed ballots shall contain: the member's printed name; the member's membership number as assigned by the administering Westercon; the member's dated signature; the member's address of record with the current Westercon; the member's current address if different; and the member's vote(s) as defined elsewhere in this article. Verification of the ballots shall consist of matching the name and number of the member with the records of the administering Westercon. Ballots received by the committee prior to June 20, and any others received by mail which may be counted, shall be held by the administering Westercon until the opening of the Westercon, at which time they shall be verified by the administering Westercon and the bidders.

### 3.16 Counting of Ballots

The counting of ballots shall be arranged by the administering Westercon, and each eligible bid committee shall be allowed to send at least two (2) observers to such ballot-counting. The count shall be by preferential ballot. The winner shall be that bid which gains a majority of those votes expressing preference for a bid. For the purpose of vote counting, "None of the Above" shall be treated as if it were a bid. "None of the Above" and votes for ineligible bids shall count toward the total number of votes cast. Blank ballots, illegal or illegible ballots, and votes for "No Preference" shall not count toward the total number of votes cast. All vote totals of final results and of all intermediate counts shall be made available at or before the closing ceremony.

### 3.17 Procedures When No Bid Wins or is Eligible

Should no eligible bid gain the needed majority, or should there be no qualified bidding committee, or should "None of the Above" win, a three-fourths (3/4) majority of the site-selection business meeting of the administering Westercon may award the Westercon to any bid, or a simple majority of the meeting may decide that they are unable to decide. If the business meeting does not choose a site, the Board of Directors of the Los Angeles Science Fantasy Society, Inc. shall choose a site within six (6) weeks of the close of the administering Westercon. If "None of the Above" wins, none of the bids which were on the ballot may be selected. A site chosen under the provisions of this section shall not be restricted by any portion of this article except this section and section 3.1.

### 3.18 Availability of Results

The results of the balloting shall be reported to the site-selection business meeting of the administering Westercon, if one is held. A record of the results of the balloting, including all intermediate counts and distinguishing between the by-mail and at-con ballots, shall be published in the first or second progress report of the winning Westercon.

### 3.19 Hand-Carried Ballots

The administering Westercon shall accept hand-carried ballots, which are otherwise valid ballots delivered to the administering Westercon by someone other than the member who prepared the ballot.

## 4 Procedure for Amendment of These Bylaws

### 4.1 Method of Adoption

Amendments to the Westercon Bylaws must be ratified by a two-thirds (2/3) vote at any Westercon business meeting, or

by the majority vote of the business meetings in two consecutive years. Proposed amendments shall be read in full by the chairman of the business meeting immediately before being voted upon.

### 4.2 Primary and Secondary Ratification

In the event a proposed amendment receives a majority, but less than two-thirds (2/3) vote, the secretary of the business meeting at which the proposed amendment receives primary (first year) ratification shall submit an exact copy of the amendment to the following year's Westercon business meeting. The question of secondary (second year) ratification is debatable but not amendable.

### 4.3 Effective Date of Amendments

Unless otherwise provided, amendments shall take effect at the close of the Westercon where they receive final ratification. Operating rules for already-selected Westercons shall not be changed by amendments to the bylaws. Rules regarding eligibility and voting procedures for site-selection are not considered to be operating rules.

### Standing Rules

Before proceeding to take a vote on a motion for the Previous Question, the presiding officer shall ask for a show of hands of how many people still wish to speak to the pending motion. This rule does not allow debate on the motion for the Previous Question.

## Business Passed On to Westercon 52

No amendments to the Bylaws were passed on to Westercon 52 for secondary ratification. A bylaws amendment first proposed at Westercon 49 was referred to a committee with instructions to report at Westercon 52. There are currently two committees scheduled to report to the Westercon 52 Business Meeting. Any committee not continued by vote of the Westercon 52 Business Meeting will lapse automatically.

### Report of the Neep Committee

The following bylaws amendments, pertaining to the names of members as shown on membership badges, were referred to this committee (Seth Breidbart), along with instructions authorizing the committee to investigate and report on any subject that the committee wishes to investigate.

#### Names on Badges: Measuring Fonts

Amend the second sentence of Section 1.4 to read: (new material in underline type): Name badges for pre-registered members shall display the member's name in no less than 24-point bold type as measured by a standard typographical ruler and based on the average height of capital letters.

#### Names on Badges: Remove Pre-Registered Limitation

Amend the second sentence of Section 1.4 to read (stricken material in strikethru type): Name badges ~~for pre-registered members~~ shall display the member's name in no less than 24-point bold type. (This would have the effect of mandating that all badges, not just those for pre-registered members, meet a minimum type size and style standard.) While these two amendments both affect the same bylaws section, they do not interfere with each other, and can be considered individually.

Report of the Neep Squared Committee (Parliamentary Authority Amendment)

At Westercon 49, a proposal was introduced to amend the Westercon Bylaws by revising section 2.4 as follows:

### 2.4 Parliamentary Authority

The current edition of ~~Robert's Rules of Order, Newly Revised~~ The Standard Code of Parliamentary Procedure (Sturgis' Rules of Order) shall be the parliamentary authority of the Westercon business meeting except where it conflicts with these bylaws or with any special rules of order which may be adopted by the business meeting.

The proposal would replace the default parliamentary authority (basic procedural manual) of Westercon, currently

*Robert's Rules of Order, Newly Revised*, with *The Standard Code of Parliamentary Procedure*, also known as Sturgis' Rules of Order. Broadly speaking, Robert's is the preferred manual of the National Association of Parliamentarians, while Sturgis' is the preferred manual of the American Institute of Parliamentarians.

The Westercon 49 Business Meeting referred this proposal to a committee for discussion and consideration of the differences between Robert's and Sturgis. A minority of the committee produced a report comparing and contrasting the two documents and showing where they differ from Westercon practice. After receiving the minority report, the Westercon 50 Business Meeting moved to postpone action on this amendment to the Westercon 51 Business Meeting. The Westercon 51 Business Meeting referred it to the Neep Squared Committee (Kevin Standlee, Ben Yalow, and Roger Wells). The Committee was instructed to request that Westercon 52 schedule a programming item, preferably immediately before the Business Meeting and in the same room, to discuss the differences between the two sets of rules, and conduct such discussion should the Westercon 52 Committee so provide. The Committee was further instructed to inform the Westercon 52 Business Meeting that it is the strong sense of the Westercon 51 Business Meeting that this matter should be finally resolved by the Westercon 52 Business Meeting.

The above copy of the Bylaws, Standing Rules, and Business Passed On of the West Coast Science Fantasy Conference is hereby certified to be true, correct, and complete.

Kevin Standlee            Chairman  
Cheryl Morgan            Secretary  
Westercon 51 Business Meeting

## WESTERCON 51 BUSINESS MEETING MINUTES

Held at ConCept, Marriott Mission Valley, San Diego, California on Saturday July 4th 1998.

The following people signed the Attendance List: Kevin Standlee (Chair), Cheryl Morgan (Secretary), Crickett Fox (Site Selection Administrator), Judith C. Bemis, Patrick M. Connors, Terry Frost, Kathryn Daugherty, James S. Daugherty, Joseph Yule Prather, Bob Ladd, Gary L. Swaty, Scott Glener, Michael Mason, Christian McGuire, Ruth Sachter, John Lorentz, Janice Gelb, Leroy F. Berven, Ben Yalow, Geri Sullivan, Hank Smith, Gary Louie, Scott Norton, Linda Deneroff, Bob Daverin, Robert Verde, Sharon Sbarsky, Seth Breidbart, Tony E. Parker, Gary Keith Feldbaum, Sue Ellen Adkins, Sean McCoy.

At this meeting, votes on most motions were taken by uncounted show of hands, not voice vote. When a counted vote was ordered, the "serpentine" method of counting was used. In a "serpentine" vote, all those persons voting in favor of a motion stand, then, starting at the front of the room, the voters count off and sit down back and forth across the rows of the room. Then those persons voting against the motion then stand, and they repeat the process. Adequate provision was made for those persons who wished to vote but could not stand.

### 1. Call to Order

The Meeting was called to order at 11:07 a.m.

### 2. Committee Reports

#### 2.1. Westercon 53 Site Selection

Crickett Fox reported the results of the 2000 Westercon site selection ballot as follows:

	By Mail	Thu	Fri	Total
Hawaii	12	42	74	128
Phoenix	20	15	73	108
Chico (write in)	0	1	0	1
Both (write in)	0	1	0	1
None of the Above	1	0	1	2
Votes w/ preference	33	58	149	240
Votes needed to elect (majority)—				121
No Preference	1	0	3	4
Total Ballots	34	58	152	244

Following from which, Hawaii was selected on the first ballot. There being no objection, the ballots were ordered destroyed. Kathryn and James Daugherty announced the arrangements for the Hawaii convention, the salient points of which were:

Name: Conolulu

Location: Sheraton Waikiki, Honolulu, Oahu, Hawaii

Dates: July 1st - 4th, 2000

Guests of Honor: Dan Simmons, Ctein, and John Lorentz

#### 2.2 Report of the Oink Committee

This committee is the descendant of a committee formed at Westercon 47 (Los Angeles, 1994) to study a bylaws amendment to strike out all occurrences of "obligatory" and insert "mandatory." This amendment has been referred annually since then to a series of committees with different names ("MOO", "Squeal", and "Oink") for further consideration and recommendations. Seth Breidbart, the only member of the current incarnation of this committee, moved that the Committee be continued and that it continue to investigate the matters referred to it. Ruth Sachter moved to amend the motion to continue the committee by changing the name of the Committee from "Oink Committee" to "Neep Committee." This passed by a substantial majority.

Ben Yalow moved to suspend the rules in order to discharge the Committee of the original motion referred to it on the grounds that it had failed in its purpose, but to continue the Committee to investigate any subject that it so wishes. The motion to suspend the rules passed by a substantial majority (more than 2/3); therefore the Oink Committee, consisting of Seth Breidbart, was continued under the name Neep Committee, with the instruction to investigate any subject that it wishes to investigate. The original motion referred to the committee's predecessor at Westercon 47 was discharged and, no other action having been taken on it, failed of ratification.

### 3. Unfinished business

#### 3.1 Parliamentary Authority

A motion to change the Parliamentary Authority from the Westercon Business Meeting from *Roberts Rules of Order, Newly Revised* to *The Standard Code of Parliamentary Procedure* (Sturgis' Rules of Order) was postponed to this meeting by the Westercon 50 Business Meeting. The Chair pointed out that the motion to refer was technically out of order when made, but, as stated in the Official Papers of this year's meeting, this does not affect the validity of the underlying motion. A report on the differences between the two systems was presented at Westercon 50 but the matter was postponed to the following year to allow members time to study the report. Various members commented that they had still not read the report. Robert Verde moved to refer the motion to a Committee to be appointed by the Chair and to recommend that Westercon 52 provide a program item to discuss the differences between the two sets of rules. Representatives of Westercon 52 indicated that this was acceptable to them. Ben Yalow moved to amend to instruct the Committee to pass on that it is the strong sense of the current meeting that the motion

should be finally voted upon at Westercon 52.

Janice Gelb proposed to amend the motion to refer by naming the Committee "Neep Squared". This passed without objection.

Janice Gelb proposed to amend the motion to refer to order that the aforementioned program item at Westercon 52, if it takes place, be locked until such time as all present have read the report. Ben Yalow raised a point of order that the amendment was *ultra vires* on the grounds that the only way the Business Meeting can instruct a Westercon Committee is through amending the bylaws. The Chair ruled that Mr. Yalow's point of order was well taken and therefore ruled Ms. Gelb's amendment out of order. Seth Breidbart appealed the Chair's ruling.

After a short debate, the Chair's ruling was sustained. Ben Yalow moved to call the previous question on all outstanding items. This passed, ending the debate. The outstanding motion and amendments were passed with a substantial majority. The Bylaws amendment was therefore referred to the Neep Squared Committee. The Chair appointed Kevin Standlee, Ben Yalow, and Roger Wells to this committee. This committee is instructed as follows:

1. Ask the Westercon 52 Committee to provide programming time (preferably immediately before the Business Meeting and in the same room) to discuss the differences between the two sets of rules, and conduct such discussion should the Westercon 52 Committee so provide.
2. Inform the Westercon 52 Business Meeting that it is the strong sense of the Westercon 51 Business Meeting that this matter should be finally resolved by the Westercon 52 Business Meeting. A representative of Westercon 52 offered to place a copy of the 1997 report on its web site.

#### 4. New Business

##### 4.1 The Rules Must be Obeyed

Ben Yalow and Ruth Sachter introduced the following resolution: Resolved, That it is still the sense of the Westercon Business Meeting that the Westercon Bylaws should be followed. The discussion of this resolution referred to the Bylaw concerning the size of names on membership badges and follows a similar motion passed last year for apparently similar reasons. The Westercon Bylaws mandate that the names of pre-registered members must appear in 24 point bold type. Mr. Yalow stated that the names on the membership badges of ConCept/Westercon 51 were printed in 20 point non-bold type, thereby violating the Bylaws.

This resolution is deliberately worded so it would not be a motion of censure toward a Westercon committee, but merely a reflection of the opinion of the Business Meeting regarding the importance of Westercon's rules.

There was much neepery regarding the meaning of font sizes. The resolution passed by a substantial majority. The Chair noted that representatives of all seated Westercons were present in the meeting.

##### 4.2 Allowable Locations for Westercon

Terry Frost proposed to amend section 3.1 of the Bylaws so that it would read (new text in underline type): Any site in Australia, or on the North American continent west of the 104th west meridian, or in the state of Hawaii shall be eligible to be the site of a Westercon, except as restricted by the provisions of these bylaws.

Ben Yalow moved to amend by applying a proviso such that the changes would not take effect "until such time as Australia has applied for membership to the United States and a Resolution of Annexation has been adopted by the US Congress".

Linda Deneroff proposed to amend the proviso to add "or that the US has been annexed by Australia and that an appropri-

ate resolution has been passed by the Australian Parliament". This secondary amendment passed by a substantial majority. Seth Breidbart moved to amend the proviso to include the annexation of Australia by Canada or Mexico. On a count of 10 in favor and 14 against, the secondary amendment failed. Terry Frost moved to amend the proviso to add "or two weeks have elapsed, whichever comes first". The Chair ruled this out of order as dilatory, on the grounds that it would have the same substantive effect as rejecting the proviso. Robert Verde moved to amend the proviso to add "or a majority vote of the Westercon Business Meeting". The Chair ruled this *ultra vires* on the grounds that it is beyond the power of a Westercon Business meeting to force the US Congress to annex another country. John Lorentz appealed the ruling; the Chair refused to entertain the appeal, suggesting that the membership unseat the Chair and pick another one if they want to try breaking local law.

Ben Yalow moved to call the previous question on all pending motions. This failed to achieve the required 2/3 majority. Janice Gelb moved to call the previous question on the immediately pending motion (the amendment to add the proviso). This passed, ending the debate on the primary amendment. Mr. Yalow's amendment passed by a substantial majority. Debate then continued on Mr. Frost's original motion as amended.

Michael Mason moved to amend by striking out "Australia" and inserting "Australia, New Zealand, New Guinea". Ben Yalow moved to call the previous question on all outstanding items. This passed, ending the debate. Mr. Mason's amendment was rejected. On the main motion, after an initial count of 17 in favor and 9 against, the Chair voted in favor to make the vote 18 - 9. As a consequence the motion passed by 2/3 and takes effect at the end of Westercon 51 without the need for ratification at the subsequent Westercon.

(The Chairman and Secretary have reworded the amendment to compact the wording of proviso so that the motion reads: Provided that, upon the annexation of Australia by the United States of America or the annexation of the United States of America by Australia, Section 3.1 shall be amended to read: "Any site in Australia, or on the North American continent west of the 104th west meridian, or in the state of Hawaii, shall be eligible to be the site of a Westercon, except as restricted by the provisions of these bylaws.")

##### 4.3 Names on Badges: Font Size

Sharon Sbarsky moved to amend section 1.4 of the Bylaws by inserting at the end of the second sentence, "and no less than the font size of the name of the Westercon on the same name badge". Bob Daverin moved to amend by substitution by "as measured by a standard typographical rules". It was moved to call the previous question on Mr. Daverin's amendment; this passed, ending the debate on the secondary amendment. On a count of 10 in favor and 11 against, Mr. Daverin's amendment failed. A motion to amend to include the same font type as well as size failed for lack of a second. It was moved to call the previous question; this passed, ending the debate. Ms. Sbarsky's motion failed.

##### 4.4 Names on Badges: Measuring Fonts

Bob Daverin moved to reinstate his changes regarding the typographical ruler as a main motion to amend the second sentence of Section 1.4 to read: (new material in underline type):

Name badges for pre-registered members shall display the member's name in no less than 24-point bold type as measured by a standard typographical ruler and based on the average height of capital letters. Ben Yalow moved to refer the entire question to the Neep Committee to discuss reasonable wording. This passed by a substantial majority, and the motion was referred to the Neep Committee.

**4.5. Names on Badges: Remove Pre-Registered Limitation**

Janice Gelb moved to strike out the words "for pre-registered members" from the second sentence of section 1.4 of the Bylaws, so that it would read (stricken material in strikethru type):

Name badges for pre-registered members shall display the member's name in no less than 24-point bold type. This would mean that the restrictions on name sizes refer to all badges, not just those of pre-registered members. Ben Yalow moved to refer this question to the Neep Committee. This passed by a substantial majority, and the motion was referred to the Neep Committee.

**4.6. Fonts and Badges**

Linda Deneroff moved to amend section 1.4 of the Bylaws to stipulate that the font used for names on badges be 24 point Arial. This failed for lack of a second.

**4.7. Setting a Good Example**

Gary Feldbaum introduced the following resolution: Resolved, that it is sense of the meeting that we should invite the appropriate parliamentary authorities to attend Westercon Business Meetings to see how parliamentary debate should be run. Mr. Feldbaum's motion failed.

**5. Adjournment**

The meeting adjourned *sine die* at 12:58 p.m.  
Cheryl Morgan  
Secretary

## Empire Con/Westercon 52 Con Committee

**Chairman** — Bob Ladd (Spokane, WA)  
**Vice-Chairman** — Daron Fredericks (Spokane, WA)  
**Vice-Chairman** — Rick Sewell (Richland, WA)  
**Chairman's Assistant** — Gina Eminger (Chewelah, WA)  
**Treasurer** — Daniel Fears (Spokane, WA)  
**Secretary** — Deborah Fredericks (Spokane, WA)  
**Registration** — Patrick Potter (Spokane, WA)  
**Programming** — Larry Baker (Richland, WA)  
**Programming Second** — Meryl Birn (Richland, WA)  
**Animé** — Edric and Katherine Daida (Shoreline, WA)  
**Art Panels** — Jacqueline Passey (Bellingham, WA)  
**Costuming Panels** — Theresa Fears (Spokane, WA)  
**Dances** — Cory Bonallo (Spokane, WA)  
**ElfQuest** — Donna Cannon (St. Maries, ID), Tamarien Flaten (Spokane, WA), and Debbie Hill (Spokane, WA)  
**Gaming** — Bob Lovely (Missoula, MT)  
**Historical Costuming** — Jennifer Jensen-Harris (Sunnyside, WA)  
**Locus Banquet** — Dave Acton (Richland, WA)  
**Masquerade** — Chevy Pickup (Spokane, WA)  
**Masquerade Assistant** — Sandra Manning (Longmont, CO)  
**Music Panels** — Paula Bachelor (Kennewick, WA)  
**Net Gaming** — Cara Plata (Pullman, WA)

**Science Panels** — Jeff Holman (Lewiston, ID)  
**Writer's Workshop** — Vicki Mitchell (Moscow, ID)  
**Art Show** — Roberta Rice (Spokane, WA)  
**Business Meeting** — Roger Wells (Lacey, WA)  
**Daily 'Zines** — Yvonne Moscoe (Vancouver, WA)  
**Dealers** — Sally J. Conner (Spokane, WA)  
**Fan Tables** — Nat Saenz (West Richland, WA)  
**Filk Guests** — Cecilia Eng (Portland, OR)  
**Hospitality** — Charlie Bales (Spokane, WA) and Diana Statt (Spokane, WA)  
**Hotel Liaison** — Rita McDermott (Spokane, WA)  
**Kidcon** — Lanaya Gosney (Richland, WA)  
**Logistics** — Edgar Lincoln (Spokane, WA)  
**Operations** — Gary Benway (Spokane, WA)  
**Party Coordinator** — Dave Hirzel (Richland, WA)  
**Progress Reports** — Norma Barrett-Lincoln (Spokane, WA)  
**Program Book** — Jon Gustafson (Moscow, ID)  
**Pro Lounge** — Paula Mueller (Pullman, WA)  
**Security** — Gene Armstrong (Seattle, WA)  
**Volunteers** — Rob Trousdale (Pullman, WA)  
**Web Master** — Jack Beslanwich (Seattle, WA)

*The ConCom of Empire Con/Westercon 52 would like to extend a special "Thank You!" to all those unnamed people, all volunteers, without whose help this convention would not have been possible. It is largely because of their generous efforts that a convention as large and complex as this can occur. Thank you all very much.*



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### A Note From the Chairman

Well, it has been an interesting few months. At a time when most Worldcon bids are just gearing up for the last lap, we've been playing musical chairs.

As most of you know, a few months back our intended main hotel, the San Francisco Marriott, decided that they no longer wanted our business. Fortunately, most of us are software geeks, and we believe in backups. We had a backup main hotel in San Francisco (the Argent, formerly the ANA, which we used for ConFrancisco), and we had a whole backup site in San José. Being unsure at the time which was the better option, we decided to give fandom the choice. We filed a second bid for the San José site, announced it to the world, and sent all of our pre-supporters a postcard telling them what was happening. We thought it would be fun.

And so it should have been, except just recently, the Argent told us that they had sold our space to another group with more money. Without the Argent, we do not think the San Francisco site is viable for a Worldcon, so, with considerable regret, we have withdrawn it from the vote.

That leaves us with the San José site. Happily, the more we have looked at it over the past few weeks, the better we have gotten to like it. Other people who have checked the site out like it, too. Ben Yalow, one of the most respected con runners around, described it as "a better site for almost everything, and much cheaper than the San Francisco site." What is so good about it? Here

are some examples:

- Lots of hotel space within a block (300 meters/ 1,000 feet) of the convention center, including two with direct air bridge connections;
- Much cheaper prices than San Francisco (rooms from \$79 to \$120 in today's prices);
- A Convention & Visitor's Bureau that has been very helpful and is very keen to get our business;
- Wide, flat sidewalks and excellent disabled access; and
- An IMAX theatre and technology museum right across the street.

Of course, San José doesn't have quite the same tourism opportunities as San Francisco, but the cities are less than 50 miles apart. If there is enough interest, the Worldcon may even be able to lay on special events for people who want to go sightseeing.

As I said, it has been interesting, but we have what we think is an excellent site for a Worldcon in San José. We look forward to seeing you there in 2002.

Kevin Standlee, Chairman, Bay Area in 2002



For more information, please check our website.

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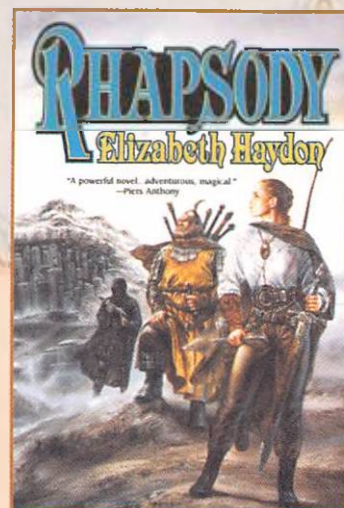
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