

Westercor 46



Welcome to *Westercon 46*

We've spent two years preparing for this event, and now its time for you to reap the benefits of our labor. The con is so big we needed two hotels to fit it all. The second hotel, the Bellevue Inn, is north of the Red Lion (to your right as you leave the lobby of the Red Lion). Membership badges must be worn to enter the Dealers Area, Art Show and all programming. There will be a charge for the replacement of lost badges.

This pocket program is designed to help you find your way around the convention and hotels. If you don't find the answers to your questions either here or in the Program Book, please visit our Information Desk across from Registration (if the table is closed, please go to the Office, located on the second floor in the Crossroads room). Staff members will be happy to assist you.

PARTIES

All parties will be held in the Red Lion Hotel. To ensure that everyone to have a good time at *Westercon*, please observe the following rules: 1) Register your party with the Office in the Crossroads room and name a designated non-drinking host or hostess who will be responsible for the party and any incidents that occur there. 2) Check ID if you are serving alcohol. There are stiff penalties for serving alcohol to a minor, including the charge of contributing to the delinquency of a minor. If you supply alcohol to someone who is already drunk, you can be held legally and financially responsible in a court of law for their actions. 3) Nonregistered open parties are subject to closure. 4) Room parties are restricted to party floors (floors 3, 4, and 5). 5) No alcohol is allowed beyond the sleeping room areas on these floors. 6) Use good judgment regarding noise volume.

DRINKING

Speaking of drinking, please, *please* do not drink and drive. Find a designated (non-drinking) driver or stay in the hotel. No one under the age of 21 will knowingly be served alcohol at Hospitality (5th Floor), and we encourage everyone to act responsibly in this matter.

SMOKING

All public areas, except the restaurants and bars, of both the Red Lion and the Bellevue Inn are nonsmoking, and many of the bedrooms in the Red Lion have been declared nonsmoking. If you did not make a specific request at the time you registered for a room at the Red Lion, please check with hotel registration to determine the status of your room.

CONVENTION OFFICE

The Office, located on the second floor in the Crossroads room, adjacent to Misty's Lounge, is the hub of our operations and will be open all day and most of the night to assist you. Lost and Found and Child Care signups can be found there. Lost and found items will be stored in the Office, except for lost convention badges, which will be held at Registration. *Westercon* will hold any unclaimed items for three months subsequent to the convention. Please mail inquiries to P.O. Box 24292, Seattle, WA 98124.

CHILD CARE

Children attending *Westercon* must be registered. Parents must have a permission slip on file at the Office. Children 12 and under must be accompanied by a parent or guardian at all times unless in the KID ZONE room. Unattended children found in public areas of the hotel will be taken to the KID ZONE until they are claimed by their parents, and the parents will then be charged for the time their children have spent there. Please keep your child close to you when in public areas of the hotel.

TEENAGERS

Teenagers 13-17 years old must be accompanied by a parent or guardian over the age of 21 who is a *Westercon* member. Such parent or guardian must sign a permission slip allowing the minor to attend the convention and must be on the premises at all times. Signing such a permission slip is not a waiver of responsibility; parents and guardians are responsible for the actions of their children and/or wards. If you haven't already filled out a consent form, please stop by Registration and do so.

KID ZONE

Kid Zone is located in the Bellevue Inn, just north of the Red Lion. It is in rooms 166, 168 and the Bridge. Look for the signs that say you have "entered the kid zone". Please go to the Office for consent forms and to pay child care fees. The rate is \$2.00 per hour.

Hours of operation:

Friday	10am-12noon 1pm-5pm 6pm-8pm
Saturday	10am-12noon 1pm-5pm 7pm-end of masquerade
Sunday	10am-12noon 1pm-5pm 6pm-8pm
Monday	11am-2pm

KID ZONE will furnish snacks and fruit juice only, all meals are the responsibility of the parents or guardians. Emergency supplies (diapers, pacifiers, formula, baby food, etc.) will be available through the convention office.

SITE-SELECTION

If you haven't already voted by mail, here is your last chance to vote for the location of the 1995 *Westercon*. Pick up a ballot at the Site-Selection table. The \$20 voting fee will also entitle you to at least a full supporting membership in *Westercon 48*. If you have any questions, we'll be happy to assist you.

SITE-SELECTION HOURS

Friday 2-6pm
Saturday 2-10pm

RESTAURANTS

There is a restaurant guide in your registration packet. In addition, select menus are available for perusal at the Information Table. The Red Lion Hotel has two restaurants, The Atrium Café and Velato's (formerly Misty's Restaurant). The Atrium Café will be open 6am-2am on Friday, Saturday and Sunday.

The Red Lion also has two bars: The Quiet Bar and Misty's Lounge. Costumers note: If your costume obscures your face, precluding identification, you will be denied alcohol in the bars.

HOTEL POOL AND JACUZZI

The pool and jacuzzi are open. Hours are posted.

PARKING

First and foremost: please park legally! You will be doing everyone and yourself a big favor if you also observe the following: 1) Staff parking for Red Lion employees is on the north end and well marked, both for hotel staff and our hospitality and logistics vehicles. Please do not use these spaces. 2) Handicapped parking is on the lower level, and only 1993-valid permits are acceptable. 3) The loading dock must be kept clear both for hotel deliveries (lots of food!) and our heavy equipment deliveries. You will be towed if you park in these prohibited areas. 4) At the Bellevue Inn, parking is limited to hotel guests and restaurant patrons. Pick up a parking pass and put it in your car when you check in. You may be towed if you do not have a parking pass. If your car is parked properly and you wish to shop or eat and do not *need* to drive to your destination, you will save yourself much frustration by leaving your car parked and walking wherever you want to go.



Dragon Dreams © 1993 by Steve Prescott

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ART SHOW

Durlyn Larson

Westecon Art patrons, welcome. The beauty and majesty of the artwork on display and the quality and variety of styles assembled should satisfy our art-hungry audience. Remember to bring your wallets if you crave art—we will treat your money with love and kindness.

Attending an art show requires more than eyes and money; one must be courteous and careful (please do not touch the artwork). No food or drink will be allowed in. Large bags, purses, packages and cameras will need to be checked at the door to protect starving artists' hard work. Most of the art you see is available for sale and can be purchased either for the Direct Sale price on the bid sheet or by bidding before and at the art auction. If a piece of art gets three bids, it will go to auction, where the person bidding the most money gets to take it home. Even if you do not plan on buying a piece of art at the auction, we suggest that you watch at least some of the proceedings; it can get very lively! If a piece of art gets only one or two bids and does not go to auction, it is sold to the person who put the last bid on it. Make sure you that check back on any art you are interested in before the auction begins. Art that does not go to auction or have any bids on it will be available at the Direct Sale price on Monday.

BOOK EXHIBIT

Raffle tickets will be on sale at the Information Desk and in the Exhibit Hall. Tickets are 50¢ each. The money raised will go to the Northwest AIDS Foundation and the George Alec Effinger Medical Fund. Check out the wonderful donated items and then buy a raffle ticket. The raffle will be held at 3:30pm (just before the Art Auction) in Exhibit Hall A-D.

REALITY CHECK

As a service to our guests wishing to escape the mundane world for the weekend, the Reality Check/Information Desk invites you to check your reality. Please describe your reality clearly so it can be identified later. All unclaimed realities will be auctioned off at Closing Ceremonies.

There's a signpost up ahead, you are about to enter . . .

THE HOSPITALITY ZONE

Deborah Tatarek

Hospitality is your place to come sit and relax, converse, party, meet and talk to others. The Hospitality Zone will provide basic refreshments such as, beverages, chips and dips, veggies, cheese, and crackers. Each night we are holding a special theme party, so come and check it out.

Volunteers are always needed and welcome. Volunteering in the Hospitality Zone is a great way to have fun and meet a large number of your fellow fen. (Besides which, the Dragonette always makes sure that hospitality volunteers are well fed!)

Some basic rules. Please be kind to your hotel and the Hospitality Zone. It is your home away from home for the next four days. Please remember to pick up after yourselves and leave the Hospitality Zone clean and neat. If it gets too messy we will close Hospitality in order to clean up. The Host and Hostess have the power to close the suite down at their discretion. Help keep things tidy, and keep in mind the following rules.

- ☞ Valid ID is required at all times.
- ☞ THE LEGAL DRINKING AGE IS 21.
- ☞ No alcohol is permitted outside the Hospitality area.
- ☞ No outside alcohol may be brought into the Hospitality area.
- ☞ Smoking is permitted in designated rooms only.
- ☞ The Dragonette is ALWAYS Right. Always!
- ☞ Please Donate what you can (what you donate today, you consume tomorrow).
- ☞ HAVE FUN!

Hospitality is located on the 5th floor, in the elevator lobby.

Hospitality Hours:

Thursday	3pm -	Midnight
Friday	9am -	2am
Saturday	9am -	2am
Sunday	9am -	2am
Monday	10am -	Con Close

ENJOY!

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DEALERS AREA

John Lorentz

This year, there's a broad variety of merchandise available in our dealers area—91 booths selling books, art work, books, costume pieces, books, jewelry, books, games, books, comics . . . and even books! Whatever you want, you'll probably find it here. The dealers are located in the Exhibition Hall, along with the Art Show, the Food Court and some of the programming. Stop by and browse on your way to and from programming events. Check the posted maps to find out where your favorite dealer is!

Here is the cast as of press time:

Angelwear Creations	The Old London Bookshop
Austin Studios	Original Fantasies
Autumn Peach	Orion Unlimited
Costuming by Aziza!	Paschelke & Stuart: Collectors
George Barr	Peg Leg Gifts & Crafts
Basement Books	Quicksilver Fantasies
Marion Zimmer Bradley Ltd.	R & J Enterprises
The Carriage Trade	The Rakish Blade
Charae Crystals	Ravenwing
db Studios	Jim and Melody Rondeau
Dragon Makers	Seattle Book Center
Dragonsfyre	Serconia Press
Dragon's Lair	Incunabula & Cospro:
Eclipse	Rubber Stamps
Escape While There's	Shersan the Button Maker
Still Time Books	Sign Of The Unicorn
Express Yourself	Split Infinitive
Fantastic Games & Toys	Springtime Creations
The Fantasy Connection	Steelcraft
Flights Of Fancy	Sterling Spectrum
Fo' Paws Productions	Tall Stories
Frank & Laura Kelly-Freas	Tall Tales
Friends of Filk	Terra Nova Trading Company
Games & Gizmos	Von L. Thiel, Bookseller
Gamesters Lair	Rik Thompson Books
Genteel Steel	Uncomyn Gifts
Rhonda Gheen Sculptures	Wail Songs
Carolly Hauksdottir	R. F. Wald
Head And Body Shoppe	Wizards Of The Coast
Lady Jayne's Comics & Books	Wrigley-Cross Books
The Magickal Aardvark, Ltd.	Willow Zarlow
McNamara's Green	Mark Ziesing
Mineral Magica	
MU Press	

SPECIAL EVENTS

Keith Johnson

Special Events are those program items that are larger than a panel discussion. Everyone involved with *Westercon* hopes you will enjoy some or all of our special events. We are especially proud of the fact that several conventions have "loaned" us pieces of themselves by sponsoring events.

The pocket program only gives you short descriptions of the various events. The special excitement comes when you attend and participate!

Dance Hall of the Ages

Robert Verde

Dance Hall of the Ages will be presented Thursday night for early arrivals to *Westercon*. Everyone is all are cordially invited to start the lo-o-ong weekend with a bang, to shake the dust of the road from their feet with energy of the dancing kind, and to taste the delights that the special events crew of *Westercon 46* have gathered for your dancing enjoyment!

Regency Dancing

John Hertz

The 20th Century Englishwoman Georgette Heyer wrote three dozen historical romance novels about the English Regency period (roughly the early 1800s). Sparkling, lightly satirical, and unobtrusively of first-rate scholarship, they appeal strongly to fans. It's really her fault that Regency dancing has become a regular feature of SF conventions.

As early as the 1960s, an Almack's Society for Heyer Criticism held teas at Worldcons (Almack's was the most exclusive club of Regency London, so necessary to be seen in that it could get away with serving nothing stronger than lemonade).

I became addicted to Heyer, and after drinking too much eggnog at one of Fuzzy Pink and Larry Niven's New Year's parties, I volunteered, or was volunteered, to research and teach Regency ballroom dancing, which I tried to do with a Heyer touch. This era fascinates me, a magic changing-box from the formalistic to the romantic age. It shares the fannish horror at the thought of taking anything too seriously.

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I've had the pleasure of presiding over Regency dances attended by a few dozen to a few hundred people, dressed in period costumes, hall costumes, and whatever other clothing tickled fannish whimsy. I've taught people who had three left feet, and sometimes four or five arms. So join in the fun and be ready to dance.

Norwescon's Stardance

Keith Johnson

Celebrating a decade of spinning hits in the Great Northwest, the Boogie Being has been called forth from his Norwescon hideaway to lay waste to the pap and pabulum. He shall strike the dance floor with the Funky Beats and Groovin' Tunin', which *none* can resist. With him comes another world première performance by the Intergalactic Zen Druid Theatrical and Dance Ensemble, which alone is worth the price of admission!

We shall say no more, except that you have been warned: To resist the power of the Boogie Being is to tempt fate, with eternal Un-Hipness as the penalty!

Pahtar Fun Club

What is the Pahtar Fun Club? It's like nothing you've ever done before (or tried to pronounce before, either).

The Pahtar Fun Club is a fannish olympics-styled event that takes place at various times throughout the convention. Each round consists of three or so crazy events to test your mettle. The first round (Friday night at 8:00 p.m.) is important, but if you miss it, come to the other rounds. All team members are not required to attend all rounds, so this event is easy to fit into your busy convention schedule.

The events planned will cover every possible area of expertise one can possibly imagine (maybe). Get yourself a well-rounded team of one to five people willing to tackle such things as Beach Ball Bowling, *Jeopardy*-style Trivia, Fannish Feud, Pictionary, a Waterweinie Relay race, ESP contests, and a challengingly realistic scavenger hunt.

You've never had so much fun, with so little effort.

VikingCon's "The Wave Rave"

From the home office in Bellingham, we are proud to present "The Top Five reasons to attend "The Wave Rave" at *Westercon*:

5. To celebrate the Fourth of July with Bright Lights and Loud Music.
4. It's the last major dance at this year's *Westercon*, and the next local convention dance is over a month away (at VikingCon 14—blatant plug!).
3. To move to the beat of the best of the '70s punk scene.
2. To wear out the dance floor with the '80s New Wave and Alternative music.
1. To dance to the sounds of the '90s Techno-Rave and Industrial music.

Society for Creative Anachronism

Come join the Society for Creative Anachronism as we give you *our* version of the theme, "It's about Time"! Come back to a place where Lords and Ladies of the Middle Ages will show you how to live on the gentler side of life.

Joel Card (a.k.a. His Lordship John Catchcart, to those of you already familiar with the Society) brings the past into the present, with many of the talented (and some not so talented) SCA-ers to demonstrate their arts in the Mary-moor and Idylwood ballrooms of the Bellevue Red Lion on Sunday, July 4.

Toward the end of the day, we will offer two panels on SCA, "The History of the SCA" and "The SCA, Not Just Another Tournament." Come and participate, ask questions, and learn something. Find out for yourself what SCA really means. Not only does it mean Society for Creative Anachronism or Small Craft Advisory or Student Conservation Association, it also stands for Spiffy, Cool, Alright!

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Rustycon Presents "The Slime Time Dance"

Saturday night after the Masquerade, wear your stompin' boots and strap on your salt-shooters for Rustycon's Slime Time Dance. We'll be rocking and you'll be dripping with the hottest sounds in pop/rock/grunge/alternative/wave/goth/rave/techno dance music—did we leave anything out? We've been boo'd by the rappers, cheered by the rockers, worshipped by the vampires, and slammed by the punkers. Saturday night, we're going to slime you!

Anglicon's Casino at "The Leisure Hive"

Doris O'Connor

After your long tour of the galaxy, visit Anglicon's casino in "The Leisure Hive" for an evening of fun and games galore. Pick up your Clams at the door and play away. If you run out of Clams, don't worry, you can always make a deal at Honest Khan's. With a smile, pick an item out of Khan's curiosity box, tell him a story explaining why the article is so very valuable, and work out a deal. But remember to pay him back, or you'll see the Wrath of Khan!

Among the games featured at the Hive are Poker, Craps, Blackjack, and some new games never before seen on this side of the galaxy. We'll also have a few open tables for those of you who bring a game you've just been dying to share with someone. Costumes are encouraged.

(All games will conform to Washington Gaming Commission rules.)

Movie Previews

Leif Brandon

Join us for an evening of the latest and most interesting genre (and some nongenre) offerings from Hollywood (and some other places). We'll talk movies, TV shows, video games, thrill rides, and anything else that looks like it would be of interest to our attendees (that's you). Who knows what other surprises we'll find.

Ice Cream Social

We know everybody is heated up after an exciting Masquerade. Cool off & enjoy an Ice Cream Social out by the pool before you go to the parties. The festivities begin at 9pm and will run for approximately two hours. Indulge your sweet tooth and join us!

**NEEDED:
VOLUNTEERS IN LARGE NUMBERS
FOR MULTIPLE TASKS**

Karen Rall

The above statement is no joke. Conventions run by volunteer power; they wouldn't exist at all without it. So we need the help of each and every one of you to make sure this *Westercon* comes off as the best convention it can possibly be!

Do you want registration to run quickly and smoothly? Do you want a chance to talk with people as you check badges or serve pop in hospitality? Do you like playing with children? Are you good at setting up equipment? Can you deal with chaotic situations with tact and a sense of humor? Would you like the panels to stay on schedule? If you answered yes to any of these questions, or even if you didn't, we can find a place for you to help at *Westercon 46*. Come to the Volunteer Desk (outside of the Crossroads room, on the second floor) and we'll put you to work!

In order to keep everything running as smoothly as possible for you and for us, please read and follow the outline below:

- * Drop by the Volunteer Desk anytime and tell the person there what area and the approximate length of time you wish to put in as a volunteer. If nobody is manning the Volunteer Desk, walk into the Con Office (in the Crossroads room) and someone there will be able to help you.

- * Fill out a 3" x 5" volunteer card with your name, the department you're being sent to, and the time you're starting. You'll be given a rough outline of what you'll be doing and who to turn to if you have any problems.

- * Go to your position and begin working. If at any time you're confused about what to do, ask questions! If something comes up that you're not sure how to handle, ask your supervisor for direction. Remember that the Volunteer/Con Office is always there to help.

- * *Enjoy yourself while working!*

- * If you did not previously specify what time you needed to stop working, tell your supervisor a half-hour or so ahead of the time so that they have enough lead time to find someone else. *Replacements take time to find.* Many departments would like to have each volunteer for at least a

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two-hour shift, but if you can't commit to that long of a time-span, there's a lot of shorter-term things that need doing. Just ask!

* When you are through with your shift *return to the volunteer desk!* This is very important so we can keep track of who is working where and what areas need more volunteers. The person there will sign you out and make sure you get whatever prizes you have earned, including a very large *thank you!*

Miscellaneous notes:

(a) People interested in volunteering for the Masquerade should attend one of the two mandatory masquerade meetings for specific instructions on where to be and what to do.

(b) Individuals wishing to be security rovers must be at least eighteen years of age. People who like being up and about in the early morning hours are especially desired.

(c) If you help out in a department without going through the Volunteer Office first, please drop in at some point and tell us so that you receive proper recognition for your efforts.

(d) There will be special recognition for the fan club whose members work the most hours. Please identify your club allegiance(s) when you sign up.

Rewards:

Now, we all know the real reason all of you volunteer is to have the personal satisfaction of helping your friends have a better convention. However, for those of you who also enjoy more tangible rewards, we have a whole assortment of special treats including: a special volunteer/staff lounge where you can relax and enjoy some refreshments; a special T-shirt designed by Kev Brockschmidt; an assortment of items donated by convention merchants, fan clubs, publishers, and local bookstores; free memberships to several local conventions; and other items. All these freebies are our way to say "thank you" to the most valuable resource a convention can have: *YOU! THANKS!*

PLEASE VOLUNTEER! WE NEED YOU!

CLUB/ORGANIZATIONAL LIAISON

Gene Armstrong

Clubs in the Pacific Northwest were invited to come to *Westercon 46*, and the response we got was amazing! Not all the groups wanted tables; some requested space to hold special events. For example, The Elan Empire will be holding formal court, and everybody is invited to come watch. The Camarilla will be holding a Conclave that is also be open to all convention attendees. And the first-ever Kitamir Conference will be also held at *Westercon*.

Aside from clubs, major conventions also have fan tables. This includes 3 Worldcons, 2 Worldcon bids, 2 *Westercon* Bids, and a *Battlestar Galactica* 15 Year Reunion convention (which will display some props from the show). Stop by to buy a membership or just to chat.

Participating Organizations

CLUBS

Imperial Starbase Seattle
Phoenix Task Group
Mystery Task Group
Headhunter International
U.S.S. Daniel Soul
Telgar Weyr/Com Wing
Elan Empire
Constar
Klingon Diplomatic Corps - ICB
Camarilla
Clan Burnout
1st I.T.A.C.
Critical Hits
U.S.S. Voyager
Space Station Washington
Battlegroup 0136
Terran Embassy

CONVENTIONS

CostumeCon 14
Battlestar Galactica 15 Year
Reunion P.O. Box
Westercon 47
Portland in '95
El Paso in '96
ConFranciso
(Worldcon 51)
Conadian
(Worldcon 52)
Intersection 1995
(Worldcon 53)
L.A. in '96
(Worldcon 54 Bid)
San Antonio in '97
(Worldcon 55 Bid)
VikingCon 14
Conversion 10

Please, remember to volunteer to help at *Westercon*. When you volunteer, make it known that you are a member of a club or group. The group with the most volunteer hours will get a certificate of appreciation from *Westercon 46*!

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PANEL PARTICIPANTS

Abuse Themes

in Science Fiction And Fantasy

L. Edison, M. Rosenblum,
J. Hawkins, M. Gilbert

Adventure Comics

L. Miller, M. Grell,
R. Scott, M Wolfman

Affordable Spacecraft

H. Davidson, B. Walden,
F. Ellersieck, N. Hartman,
R. Cook

Albedo

S. Gallacci

Alien Invasions

L.P. Ludke, J.P. McLaughlin,
B. Walden, B. Webb,

Alien Sex Toys

S. Lyris, D. Cripps, T. Rovainen,

All About Clarion

M. Bourne, M. Holt,
M. Organ-Kean, C. Ward,
M. Manning

All in the Family

G. Buchanan, B. Meacham,
J. Sherman, D. Smith,
A. Grayson, T. Doherty

All the Con's a Stage

K. Patterson, D. Tackett,
M. Ellers, A. Mercier

Alternative Art Markets

A. Austin, C. Melvin,
R. Williams, R. Campbell,
L. Davis

Amateur Press Associations (APAs)

F.M. Busby, E. Busby,
B. Chrislip, W. Weber, J. Hertz

Animation

M. Wolfman, C. McDonell,
W. Colcord, K. Cagle,
D. Doering, L. Wein

APAs of the Future

K. Lawrence, A. Thomson,
L. Deneroff, D. Doering,
N. Hartman

Are Role-playing Games Dangerous?

R. Charrette, R. McCracken,
S. Perry, D. Willich, B. Saling,
J. Williams, K. Williams

Art Auction

J. Ernest, B. Bigelow

Art Demo: Acrylics

Carolyn Melvin

Art Demo: Airbursh

C. Figley, J. Nilsson,
Carolyn Melvin

Art Demo: Black and White

J. Alvarez, J. Ernest,
Crystal Melvin, R. Campbell

Art Demo: Colored Pencil

C. Melvin, C. Melvin,
J. Nilsson, R. Campbell

Art Demo: Graphite

Crystal Melvin

Art Demo: Leather

Carolyn Melvin

Art Demo: Mixed Media

M. Organ-Kean

Art Demo: Model Building

L. Rufo

Art Demo: Oils

M. Willis

Art Demo: Pen & Ink

R. Scott, T. Rovainen,
K. Lassila

Art Demo: Pencil

K. Cagle, T. Rovainen

Art Demo:

Rubber Stamp Fantasy Art
T. Moore

Art Demo: Sculpty

D. Bergum

Art Demo: Watercolor

A. Morgan, J. Nilsson

The Art of Magic

J. Hawkins, B. Taylor,
K. Rusch, K. Murphy

Artist Networking

D. Larson, G. Butler, L. Davis,
K. Brockschmidt, B. Eggleton

ASFA: Art, Anyone?

B. Mott, R. Alexander,
K. Freas, M. Willis

Balancing Fandom & Family

R. Charrette, B. Thomson,
M. Finkbiner

Bards of the Space Age

J. Hedtke, T. Payne, C. Eng,
Dr. J. Kare, S. Dixon

Best Methods of Time Travel

G. Bear, J.G. Cramer, B. Webb,
S. Schmidt, R. Sheckley

Better RPG Through Acting

S. Dudley, S. Gallacci,
B. Saling

Big Brother Revisited

T. King, B. Webb,
R. Howe, F. Robinson

Black Holes:**Uses and Paradoxes**

J.G. Cramer, B. Webb,
A. Hollander

**The Blob That Ate Godzilla
On Friday The 13th**

S. Barnes, S. Tompkins,
A. Halfhill, C. McDonell

Book into Film into Book

M. Teppo, B. Hambly,
R. Sheckley, M. Kier

Breaking Into SF

M.Z. Bradley, K. Giambastiani,
M. Kier, R. Campbell,
G. van Troyer

Breaking Writer's Block

M. Bohnhoff, E. Gunn,
B. Taylor, G. Eklund,
B. McKenna

The Business of SF Art Shows

J. Nilsson, R. Williams,
K. Howes, J. Gustafson,
D. Willich

Callahan's Crosstime Bar

Telynor, H. Alexander,
E. Guon, C. Eng, L. Fish,
Stray Dog Band, J. Hedtke,
J. Kare, S. Dixon

Cartoonists' Jam:**Scrawl, Scribble, and Blotch**

A. Morgan, M. Rondeau, R.
Scott, B. Chrislip, D. Cripps

Censorship

L. Daugherty, M. Lindholm,
R. Scott, R. Howe,
K. Giambastiani

A Century of Time Travel

B. Walden, E. Elliott,
D. Smith, F. Saberhagen

**The Changing Face
of Eroticism**

J. Bond, M. Moscoe,
A. Thomson, K. Cagle,
R. Howe

Changing Faces of Fandom

B. Thomson, M. Ellers,
W. Weber, D. New

Chaos in the Solar System

Dr. S. Gillette, Dr. J. Kare,
M. Teppo

Clarion West**Scholarship Auction**

G. Bear, S. Lyris, S. Tompkins,
M. Organ-Kean, K. Johnson,
M. Holt, M. Manning

Claymation

C. McDonell, W. Colcord,
L. Rufo, D. Bergum, L. Wein

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Closing Ceremonies

G. Barr, W. Gonser, G. Bear,
E. Busby, F.M. Busby,
W. Weber, G.A. Effinger,
R. Wright, L. Berven,
M. Wolfman, K. Johnson

Color Theory

J. Alvarez, G. Butler, Crystal
Melvin, A. Morgan, B. Mott

Comedy: Mobius Theater

D. Metzger, A. Mercier, R. Rose,
T.B. Wagner, D. Barr,
D. Willich, D. Hardy

Comix

T. Rovainen, S. Gallacci,
K. Brockschmidt, K. Johnson,
L. Wein

Compacting Your Prose

J. Hedtke, R. Neason,
J. Ordover, R. Rose,
C. McCormick, A.L.H. Robkin

Computer Literacy

B. Walden, N. Hartman,
D. Bigelow

**Computer Viruses
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B. Webb, A. Hollander,
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F. Catalano, G. Kusnick,
K. Lawrence, N. Hartman,
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S. Dudley, G., Armstrong,
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D. Doering, M. Scanlon,
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R. Alexander, B. Meacham,
M. Skullerud, K. Freas,
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L. Rufo, D. Bergum, L. Edison,
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M. Bohnhoff,
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C. McCormick, A. Taub,
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- The Decline and Fall
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- Demons and Mummies
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L. Ludke, D.T. Steiner,
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- Dogma to the Dog Star**
N. Hartman, J. Hertz,
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- Editing an SF Magazine**
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- Electronic Vampirism:
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B. Thomson, S. Tompkins
- Eye of Argon**
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- F/SF's Rainbow Coalition**
L. Ludke, C. Murata,
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- Fannish Society -
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- Fat, Feminism, and Fandom -
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- Fighting Fannish Feuds**
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C. Eng, T. Payne,
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**Finger Painting Around
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S. Dudley, Dr. S. Gillette,
E. Guon, Dr. J. Kare,
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First Contact 2:**Alien Morphology**

S. Dudley, H. Hendrix, J. Davis,
K. Cagle, J. Koke

First Contact 3: Alien Culture

S. Dudley, T. Kao, B. Webb,
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First Contact 4:**Alien Encounter**

L. James, B. Webb,
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M. Bohnhoff, M. Moscoe,
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Formula Fantasy:**When Dark Gets Darker
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S. Colson, L. Ludke,
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C. Eng, M.K. Kare, Dr. J. Kare,
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Changing Image of Men in SF**

T. King, M. Moscoe,
C. Willis, G. Guthridge

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C. Ward, D. Wheeler,
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**Furries, Furverts
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R. O'Riley, S. Gallacci,
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**Future *Westercons*,
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L. Baker, P. Wells, K. Standlee,
F. Duarte, B. Pelz, J. Lorentz,
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C. Adkison, B. Saling

**Genetic Engineering:
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E. Elliott, J. Alexander,
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Genre-Splicing

R. Charrette, T. Daniel, B.
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**George Melies
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A. Halfhill, P. Crist-Pickett,
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Getting an Art Assignment

G. Barr, R. Hescox,
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**Getting into
the Gaming Industry**

C. Adkison, B. Saling,
R. McCracken, E. Guon,
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Ghettos in SF

T. King, J. Hertz,
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GoH Interviews

G. Bear, W. Gonser, W. Weber,
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J. Hertz, H. Hendrix,
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- Gravity and Levity**
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- Great Editors in SF**
P. Anderson, M.Z. Bradley,
M. Greenberg
- His, Hers and Its**
B. Hambly, M. Lindholm,
C. Ward, C. Miller,
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- History of Computers**
J. Hedtke, J. Lane, N. Hartman
- History of Horror**
T. Lindell, K. Giambastiani,
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- History of SF in Radio and TV**
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- History of SF/Fantasy Art**
R. Williams, G. Barr, B. Mott,
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- History of the SCA**
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A. Stephenson, D. Paxson
- History of *Westercon***
M. Glyer, R. Wells,
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- How Do You Extradite
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L. Davis, G. Harper,
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- How *Not* to Get Published**
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B. Meacham, J. Ordoover,
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- How to Art and Eat
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A. Austin, L. Brodian, K. Freas,
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- How to Eat Your Words**
S. Compton, T. Daniel,
R. Emerson, R. Rose, B. Taylor
- How to Price Your Artwork**
J. Alvarez, G. Butler, Crystal
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- How To Write
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J. Ordoover, R. Neason
- How to Write
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M.Z. Bradley, D. Paxson,
S. Perry, S. Lyris, J. Bond
- Hubble Space Telescope:
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- Human Genome Project**
J. Davis, T. King, A. Taub,
J. Rhodes, J. Koke
- Humor in Costumes**
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- Humor in SF/Fantasy**
D. Myers, A. Morgan, E. Guon
- I Just Saw Quark
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M. Dean, J. Hedtke, D. New,
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- I Won't Do That When I'm You**
E. Elliott, C. Figley, M. Dean,
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- If You've Seen
One Supernova . . .**
J.P. McLaughlin,
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T. Pedersen, J.C. Haldeman II,
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- Illustrators of the Future**
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- Investing in Art:
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- Is Fandom Good for SF?**
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- It Ain't That Easy**
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- It Was 46 Years Ago Today**
W. Weber, M. Ellers, W. Gonser,
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- Journey to the Center
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J. Davis
- The Kids Are All Write**
B. Hendee, D. Wheeler,
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- Khitomer Conference**
G. Armstrong, D. Hackworth,
M. Montoure, D. O'Dell,
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- Klaatu Was Supposed
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J. Alexander, E. Gunn,
J. Hawkins, M. Moscoe, B.
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- Klingon History & Culture**
B. Bigelow, P. Crist-Pickett
- Klingon Language Lessons**
B. Bigelow, P. Crist-Pickett
- Life Writing**
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A. Taub, B. Taylor,
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- Mainstream vs. SF Publishing**
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B. Meacham, T. Doherty
- Making Art That Preserves**
J. Alvarez, A. Austin, A. Lee
- Martial Arts &
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S. Barnes, P. Crist-Pickett
- Masquerade Meeting #1**
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- Masquerade Meeting #2**
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- Masquerade
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Y. Kirby, Masquerade
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- Masquerade Presentation
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A. Mercier, T.B. Wagner,
P. Crist-Pickett, R. Stephens,
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- Masquerade Run-Through**
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- Medical Technology in SF:
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D. Wheeler, C. McDonell,
K. Patterson, B. Ransom,
J. Fiscus
- Medieval Costumes:
England to Bajor**
K. Patterson, P. Fifield,
M. Cooley, T. Smith, D. Stroub
- Metal and Meat**
J.P. McLaughlin, B. Webb,
J.C. Haldeman II, M. Mason
- The Mind's Eye
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T. Lindell, M. Skullerud,
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- Morality & Ethics in SF**
J. Hawkins, M. Moscoe,
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- Mother, Please!**
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T. Kao, A. Halfhill, John Burt
- My Characters Just Took Over**
D. McQuinn, M. Moscoe,
P. Swenson, A. Thomson,
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- Myths and Legends
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R. Stephens, D. Tackett,
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- Once is Enough**
B. Hambly, D. Hudson,
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- One On One
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- One Way Ticket in Time**
L. Niven, G.A. Effinger,
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- Opening Ceremonies**
P. Wells, G. Barr, W. Gonser,
G. Bear, E. Busby, F.M. Busby,
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- Open Writer's Workshop**
T. Daniel, R. Neason,
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- Overcoming Obstacles
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N. Morris, M. Rosenblum,
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- Ozzie and Harriet
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C. McCormick, J. Sherman,
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- Persona Construction
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R. Charrette, B. Saling,
B. Bigelow, T. Kao
- Personal Transportation
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K. Giambastiani, G. Kusnick,
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- Pictionary PG**
D. Barr, K. Brockschmidt,
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- Pictionary R**
L. Fahnestalk, D. Barr,
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- Preserving our
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K. Austin, S. Fahnestalk,
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- Primal Cosmology
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G. Barr, R. Alexander,
J. Alvarez, M. Skullerud,
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M. Bohnhoff, A.L.H. Robkin,
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D.T. Steiner, K. O'Donnell, Jr.,
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**Psychology of
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C. Adkison, B. Saling,
R. Charrette, R. McCracken

Putting Science into Fantasy

K. Anderson, B. Hambly,
R. Emerson, S. Newman

**Putting the Science
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J.G. Cramer, W.C. Dietz,
J. Oltion, Dr. J. Toutonghi,
G. van Troyer, R. Vukceovich

Putting Your World On A Diet

M. Ball, D. McQuinn,
R. Neason, J. Rhodes, D. Smeds

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J. Koke, J. Bond, T. Lindell

Readings: Horror - Saturday

M. Ivanhoe, J. Salmonson,
S. Colson

Readings: Horror - Sunday

L. Bothell, A. Phoenix,
D.T. Steiner, L. Adams

Recreating a Medieval World

K. Anderson, D. Smeds,
R. Holmen, S. Newman

Regency Dance

J. Hertz

**Remembrance:
Vanished Heroes**

K. Freas, M. Dean, L. Berven

Researching your Reality

S. Sinclair, R. Emerson, A. Taub,
R. Cook, K. Anderson

Responsible Magic

B. Hambly, S. Lyriss,
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**The Role
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H. Davidson, G. Kusnick,
K. Alcalá, E. Guon, G. Harper

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C. Adkison, B. Saling,
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K. Cagle, J. Alexander

Samples from the Slush Pile

M.Z. Bradley, S. Schmidt,
J. Sherman, D. Smith, K. Rusch,
M. Coen

Saturday Night Filk

C. Eng, M.K. Kare, Dr. J. Kare,
T. Payne, L. Fish

SCA Demo

J. Card

SCA:

More Than Just A Tourney

K. Anderson, J. Card, P. Fifield

Science For the Masses

F. Catalano, J. Davis, J. Koke,
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**The Sedentary or Dirty
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**Self-publishing
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C. Adkison, B. Saling,
R. McCracken, J. Williams,
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- Sex in SF/Fantasy**
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- Sexy Male Costumes:
What Appeals, What Appalls**
G. Barr, R. Stephens, D. Tackett,
D. Stroub, J. Day, K. Cagle
- The Sci-Fi Channel (I & II)**
M. Greenberg, P. van de Kamp
- SF Media
in A Mundane World**
G. Thurlbeck, P. van de Kamp,
A. Halfhill, M. Kier
- SF Music**
P. Swenson, M. Mason
- SF Wars as Grade 'B' Westerns**
L. Adams, M. Moscoe,
N. Morris, F. Saberhagen
- SFWA:
What It Is, What It Does**
K. O'Donnell, Jr., E. Waters,
G. Bear, T. King
- The Shifting Sands of Time**
P. Anderson, S. Compton,
G. Harper, G. Eklund, M. Teppo
- Sihance Maid Stoopid**
H. Davidson, R. Howe,
R. Sheckley
- Small Press Publishing**
J. Gold, T. Kao, J. Kaufman,
D. New, B. Taylor, M. Coen,
J. Burt, J. Hendee
- Small Press Workshop:
Fanzines**
L. Deneroff, M. Finkbiner,
J. Kaufman, S. Tompkins
- Smiles and Snarls**
K. Johnson
- So What Kind
of a Punk Are You?**
D. New, A. Phoenix,
D.T. Steiner, M. Teppo,
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- Space Opera**
M. Moscoe, W.C. Dietz,
D. Smith, B. Ransom
- Space Sailing**
J. Wright
- Space Station Towns**
L. Adams, M. Scanlon,
B. Walden, F. Ellersieck
- Star Trek Federation Science**
M. Bourne
- Star Trek: The Next New
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E. Busby, A. Halfhill,
J. Ordover, W. Weber
- Strangers in a Strange Land**
M. Finkbiner, J.P. McLaughlin,
J. Hertz, M. Rosenblum
- Sturgeon's Law**
D. Hudson, D. Wilkins,
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- Successful Techniques
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T. Daniel, N.K. Hoffman,
T. Moore, J. Ordover, D. Smeds
- SWOC Meeting**
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- Tai Chi**
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K. O'Donnell, Jr., G. Harper
- Teaching the Future**
D. Hudson, C. Figley, V. Ontell
- Technological Opportunism
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J. Fiscus, J. Kotker, A. Phoenix,
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R. Scott, S. Shiffman,
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S. Stamey, J. Koke

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R. Stephens, D. Tackett,
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C. Eng, M.K. Kare, Dr. J. Kare,
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Time Enough for Love

D. Wheeler, L. Adams,
S. Barnes, M. Bohnhoff

Time Travelers,

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L. Adams, M. Dean, D. Smith,
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**Time Travelling for Real: An
Archeologist's Point of View**

Dr. S. Gillette, T. King,
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**Treating Your Writing/
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M. Holt, J. Koke,
J. Nilsson, R. Vekceovich

Tribal Mind in Cyberpunk

L. Adams, A. Taub, S. Compton,
J.C. Haldeman II

Trickster Myth in F/SF

R. Charrette, J. Sherman,
K. Johnson, A. Martine-Barnes,
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Unconventional Fantasy

R. Emerson, A. Martine-Barnes,
R. Neason, J. Sherman,
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**The Use of Fictitious
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D. New, E. Burch,
H. Burroughs, P.F. Toon

**The Use of Real History
in Alternate Realities**

M. Ball, S. Compton, E. Gunn,
J. Gold, S. Newman

**Used Books: Should We Be
Buying and Selling Them?**

Dr. J. Toutonghi, B. Walden,
D. Hudson, J. Larsen,
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**The Value of Sentient Life
in SF/Fantasy Battles**

M. Moscoe, E. Waters,
D. Wheeler

The Vampire Vector

L. Adams, D.T. Steiner, J. Pelan,
K. Murphy, F. Saberhagen

Vampires and Sex in SF

Dr. J. Toutonghi, S. Colson,
M. Ivanhoe, K. Murphy,
J. Wright

Vampires:

Survival in the Modern World
M. Ivanhoe, D.T. Steiner,
J. Pelan, K. Murphy, W. Racine

Virtual Reality Update

H. Davidson, E. Guon,
A. Hollander, M. Mason

War Track:

Future of Special Operations
J. Dalmas, M. Taylor,
M. Caldero, D. McQuinn,
S. Perry, C. Rueb

**War Track: Organization
of Ground Forces**

J. Dalmas, D. McQuinn, C. Rueb

War Track: Planetary Defense

J. Dalmas, L. Niven,
S. Gallacci, J. Fiscus, C. Rueb

War Track: Planetary Invasion

J. Dalmas, L. Niven,
S. Gallacci, J. Fiscus, C. Rueb

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Business Meeting

B. Pelz, E. Pelz, B. Yalow

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J. Lorentz, L. Pilcher

Westercon 48 Site Selection

K. Standlee

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Traveling Theme Park

L. Berven, M. Finkbiner,
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What Do Hotels

Think About Cons?

L. Baker, J. Hensley

What Makes Time Tick?

M. Ball, G. Bear,
L. Niven, J.G. Cramer

What Price Truth?

R. Neason, J.P. McLaughlin,
T. King, Dr. S. Gillette

What's Art & What's Not?

S. Gallacci, Crystal Melvin,
B. Mott, T. Tripp, R. Williams

When Books Are Outlawed...

L. Daugherty, E. Guon,
D. Hudson, R. Howe

Where Have

all the Werewolves Gone?

A. Phoenix, T. Wagner,
D.T. Steiner, S. Colson,
A. Clemens

Who Do We Write For?

H. Hendrix, T. King, N. Morris,
R. Rose, B. Taylor

Whodunit vs. Howdunit

G. Buchanan, J. Kotker,
S. Shiffman, M. Teppo,
B. McKenna

Why All the Prints?

R. Alexander, A. Lee,
L. Newcomer, T. Tripp,
K. Howes

**Why Write About
Science Fiction?**

H. Hendrix, J. Kaufman,
D. New

Wormholes

and Time Machines

J.G. Cramer, N. Hartman,
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The Writer's Familiar

L. Bothell, L. James,
L. Newcomer, R. Cook,
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**Writing Techniques
for Avoiding Cliches**

G. Bear, B. Ransom,
B. Meacham

Xenotemporal Diseases

J. Davis, J. Rhodes,
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Yesterday's Tomorrows

G. Harper, N. Hartman

You Call That Editing?

L. Bothell, R. Holmen,
J. Sherman, J. Ordoover,
D. Wheeler

Your First Costume

L. Brodian, K. Freas,
D. Tackett, P. Crist-Pickett,
P. Sardo

Zen and the Art of

Time Machine Maintenance

D. New, M. Coen, C. Willis

Zine Publication:

Ordeal By Enthusiasm

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VIDEO SCHEDULE

TIME TRACK

Channel 10

Friday

Noon	Back to the Future, Part I
2:00pm	Freejack
4:00	The Time of Their Lives
5:30	The Adventures of Baron Munchausen (1942)
7:15	Space Rangers
8:00	Westercon Talks (live)
9:00	The Night Stalker
10:15	Just Imagine (1930)
11:30	Mystery Science Theater 3000

Saturday

5:00am	Beyond the Time Barrier
6:10	Wanna-Be's
7:00	J.P. Patches Show
8:00	Brother Future
10:00	Tuck Everlasting
Noon	Antenna - Time Travel, the Next Frontier
12:30pm	Timeline (September 25, 1066)
1:00	Back to the Future, Part II
3:00	First Men in the Moon
5:00	Dr. Who "Silver Nemesis"
6:30	Antenna - Time Travel, the Next Frontier
7:00	Westercon Masquerade (Live)
9:00	The Abyss
11:50	Late for Dinner

Sunday

1:20am	Jacob's Ladder
3:15	The Mysterious Island
5:00	Vampire Princess Miyu
7:00	Dominion
7:40	Assemble and Insert
8:40	The Making of <i>The Hitchhiker's Guide to the Galaxy</i>
9:35	Bill & Ted's Excellent Adventure
11:10	Back to the Future, Part III
1:05pm	Westercon Talks (live)
2:00	Biggles—Adventures in Time

3:30	Overdrawn at the Memory Bank
5:00	Casablanca
7:00	1776
10:00	The Time Machine
11:44	Solaris

Monday

2:30am	The Baron Prásil (1961)
3:55	The Teenage Caveman
5:00	Dirty Pair
6:00	Bubblegum Crisis
7:45	The Neverending Story
9:30	Masquerade (repeat of Saturday's Masquerade)
11:00	Star Trek IV—The Voyage Home
1:30	The Adventures of Baron Munchausen (1989)
4:00	The End

BRITISH VIDEO

Channel 6

Friday

Noon	Alexei Sayle's Stuff (first 4 episodes)
1:51pm	Harry Enfield's Television Programme (4 episodes)
3:45	Lenny Henry Show
4:15	Sherlock Holmes "The Blue Carbuncle" (w/Peter Cushing)
5:05	Dr. Who "Daleks-The Early Years"
6:55	Red Dwarf Interview
7:00	Red Dwarf episode (TBA)
7:25	Cyberzone (with Craig Charles)
7:54	Arcadia
8:06	Sherlock Holmes "The Eligible Bachelor" (w/Jeremy Brett)
9:52	Sherlock Holmes "The Last Vampyre" (w/Jeremy Brett)
11:35	The Stranger "Summoned by Shadows" (w/Colin Baker)

Saturday

12:10am	MacGyver "Partners"
12:57	MacGyver "Strictly Business"
1:45	Bottom "Smells"

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- 2:10 Bottom "Gas"
 2:49 Spitting Image marathon (3 episodes)
 5:42 U.F.O. "Identified" (pilot)
 6:32 U.F.O. "Computer Affair"
 7:22 Worzel Gummidge "A Fishy Tale"
 7:47 Worzel Gummidge "Worzel's Nephew"
 8:15 Super Gran
 9:02 Maid Marion & Her Merry Men
 "The Great Mud Harvest"
 9:27 How to Irritate People
 10:38 KYTV
 12:37pm Dr. Who "The Mark of the Rani"
 2:15 Design Classics "The Telephone Box"
 2:46 Bernard and the Genie
 3:54 Nightflyers
 5:24 Comic Strip Presents "GLC"
 6:00 Comic Strip Presents "Oxford"
 6:35 The Police
 7:57 Very Polish Practice
 9:31 Dance Warmup - videos
 9:53 The Stranger "More than a Messiah"
 (w/Colin Baker)
 10:37 Waiting for God
 11:07 The Prisoner "The Chimes of Big Ben"
 (alternate version)

Sunday

- Midnight The Prisoner "A, B, and C"
 12:51am British Comic Relief '93 highlights
 2:08 Blackadder II "Beer"
 2:38 Blackadder III "Sense and Sensibility"
 3:05 Mr. Bean "The Exciting Ecapades of Mr. Bean"
 4:00 Spitting Image marathon (5 episodes)
 6:04 Sapphire and Steel "Time Capsule"
 8:32 Young Ones "Sick"
 9:00 Young Ones "Demolition"
 9:39 The Stranger "In Memory Alone" (w/Colin Baker)
 10:29 English Express (w/Craig Charles)
 10:50 Red Dwarf "Me2"
 11:20 Red Dwarf "Kryten"
 11:50 Red Dwarf "The Last Day"
 12:20pm Red Dwarf "Justice"
 12:50 Red Dwarf Interview
 12:55 The Ten-Percenters (pilot)

- 1:20 New Statesman (4th season)
- 2:19 The Making of *The Hitchhiker's Guide to the Galaxy*
- 3:10 Lovejoy "They Call Me Midas"
- 4:01 Comic Strip Presents
"Space Virgins From Planet Sex"
- 4:36 Thunderbirds "Path of Destruction"
- 5:26 Thunderbirds "The Sham-Sham"
- 6:16 Monty Python's Flying Circus
"Sex and Violence"
- 6:46 Monty Python's Flying Circus
"Wither Canada"
- 7:16 Lovejoy "Fly the Flag"
- 8:27 Bit of Fry and Laurie
- 9:00 Piglet Files "A Question of Intelligence"
- 9:30 Piglet Files "Fair Exchange"
- 10:00 J'accuse: Dame Edna
- 10:26 How to Irritate People
- 11:34 Stingray "Stingray" (pilot)

Monday

- 12:01am Stingray "Emergency Marineville"
- 12:28 Stingray "Ghost Ship"
- 12:55 Stingray "Loch Ness Monster"
- 1:22 Mary Whitehouse Experience (6 episodes)
- 4:38 Selling Hitler (5 episodes)
- 9:38 Fawlty Towers
- 10:08 Captain Scarlett and the Mysterons
"The Mysterons" (pilot)
- 10:35 Captain Scarlett and the Mysterons
"Winged Assassin"
- 11:02 Captain Scarlett and the Mysterons
"Shadow of Fear"
- 11:29 Captain Scarlett and the Mysterons (TBA)
- 11:56 Melvin and Maureen's Music-a-Grams
- 12:11pm Grim Tales (4 episodes)
- 12:59 Pallas (10 episodes)
- 1:59 Ripping Yarns "Tomkinson's Schooldays"
- 2:28 Ripping Yarns "Escape From Stalag Luft 112B"
- 2:57 This Is David Lander "Not a Pretty Site"
- 3:22 This Is David Lander "A Growing Crisis"
- 3:47 Star Cops
- 4:37 Blake's 7

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THE SCIENCE CHANNEL

Channel 23

Thursday

- 12:07pm **Canada In Space—Destination Earth**
1:05 **The Space Movie**
2:23 **The Dream Is Alive**
3:00 **Welcome To Our Con**
3:03 **An Astronauts View Of Earth**
3:50 **Rocket Pilots—The X-15 Story**
5:00 **Thunderbirds (Episode 1) "Trapped In The Sky"**
5:51 **Russian Right Stuff (Part 1)**
"The Invisible Spaceman"
6:48 **The Planets (Part 1) "The Children Of The Sun"**
7:13 **Spaceflight (Part 1) "Thunder In The Skies"**
7:58 **One Moment In Time—**
Canadian Astronaut Roberta Bondar's Flight
8:57 **Black Stars In Orbit—**
Afro-American Astronauts
9:54 **The Stars (Part 1) "Reach For The Stars"**
10:19 **Safe Sex Commercials**
Tasha & Data, Guinon & Lal
10:23 **Eclipse Of the Century—Over Hawaii**
11:19 **Alien Nation, The Series**
"Alien Reproduction"

Friday

- 12:05am **Safe Sex Commercials**
Picard & Data, Robin Williams
12:08 **U.F.O. (Series Premier) "Identified"**
1:00 **Thunderbirds (Episode 2) "Pit Of Peril"**
1:50 **Safe Sex Commercials**
Riker & Klingons, Worf in the gym
1:54 **The Space Movie ('60s Nasa footage set to music)**
3:12 **Safe Sex Commercials**
Lal & Riker, Monty Python
3:15 **Deep Space Nine (Premier) "Emissary"**
4:46 **The Other Side Of The Moon**
The Lives of 8 Moonwalkers Afterwards

6:12 **Mercury and Mars**
7:12 **Soviet Science—Medicine, and "Our Senses"**
7:32 **Stingray (Episode 1) "Stingray"**
7:58 **Red Dwarf 1 (Premier) "The End"**

- 8:26 Red Dwarf 2 "Parallel Universe"
 9:00 Thunderbirds (Episode 3) "City Of Fire"
 9:54 Russian Right Stuff (Part 2)
 "The Dark Side Of the Moon"
 10:49 The Stars (Part 2) "Message From The Stars"
 11:17 From Apollo To The Stars
 12:12pm Wings Over The World "Higher, Farther, Faster"
 12:58 Journey To Mars—A Canadian Documentary
 1:38 Eclipse Of The Century—Over Hawaii
 2:34 Spytch—Our Eyes In The Sky
 3:26 The Stars (Part 3) "Secrets Of The Sun"
 3:54 The Flight Of STS-52—The Human Factor
 5:00 Thunderbirds (Episode 4) "Sun Probe"
 5:50 To Boldly Go—
 The Voyagers Explore The Gas Planets
 6:46 The Planets (Part 2) "Mercury and Venus"
 7:12 Spaceflight (Part 2) "The Wings Of Mercury"
 7:57 Soviet Space: The Secret Designer
 8:52 Wings Over The World "Wings Over Italy"
 9:38 Klutzy Kosmoaunts
 9:50 The Flight Of Apollo 11—As It Happened
 11:15 Safe Sex Commercials
 Tasha & Data, Guinon & Lal
 11:19 Alien Nation, The Series "The Baby Transfer"

Saturday

- 12:05am U.F.O. (Episode 2) "Exposed"
 12:53 Safe Sex Commercials
 Lal & Riker, Monty Python
 1:00 Thunderbirds (Episode 5) "The Uninvited"
 1:50 Giotto At Halley's Comet
 (As it happend, broadcast by the BBC)
 3:12 Safe Sex Commercials
 Picard & Data, Robin Williams
 3:15 Aliens (Extended letterbox director's cut)
 5:50 Safe Sex Commercials
 Riker & Klingons, Worf in the gym
 5:53 The Space Movie ('60s Nasa footage set to music)
 7:11 Soviet Science—High Stakes
 Math and Rescuing The Big Bird
 7:32 Stingray (Episode 2) "Plant Of Doom"
 7:58 Red Dwarf 4, "Demension Jump"
 8:27 Red Dwarf 4, "D.N.A."
 9:00 Thunderbirds (Episode 6) "The Mighty Atom"

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- 9:55 Russian Right Stuff (Part 1)
"The Invisible Spaceman"
- 10:47 The Stars (Part 4) "A Star Is Born"
- 11:13 Chaos Theory
- 12:04pm Black Stars In Orbit—Afro-American Astronauts
- 1:01 Spaceflight (Part 3) ". . . One Giant Leap"
- 1:48 One Moment In Time—
Canadian Astronaut Roberta Bondar's Flight
- 2:47 Wings Over The World "The Dassaut Dream"
- 3:33 Canada In Space—Destination Earth
- 4:31 Klutzy Kosmonauts
- 4:42 Making Sense Of Our Senses
- 5:00 Thunderbirds (Episode 7) "Vault Of Death"
- 5:52 Russian Right Stuff (Part 2)
"The Dark Side Of The Moon"
- 6:48 The Planets (Part 3) "The Blue Planet"
- 7:14 Spaceflight (Part 4) "The Territory Ahead"
- 7:59 Neptune's Cold Fury—
Voyager 2's Nepture fly-by
- 8:55 Orbital Mechanics (Nicely done Nasa film)
- 9:32 The Other Side Of The Moon—
The Lives of 8 Moonwalkers Afterwards
- 10:58 Safe Sex Commercials
Riker & Klingons, Worf in the gym
- 11:02 Soviet Science "High Stakes Math"
- 11:12 Alien Nation, The Series "The Male Birth"
- 11:59 Safe Sex Commercials
Picard & Data, Robin Williams

Sunday

- 12:02am U.F.O. (Episode 3) "Survival"
- 12:48 The Transistor
- 12:52 Viking Satellites
- 1:00 Thunderbirds (Episode 8) "Operation Crash Dive"
- 1:51 Safe Sex Commercials
Tasha & Data, Guinon & Lal
- 1:54 Voyager 2's Neptune Fly-by
(Actual JPL footage as it happened)
- 3:49 Safe Sex Commercials
Lal & Riker, Monty Python
- 3:52 Dune (Extended narrated director's cut)
- 6:52 The Dream Is Alive
- 7:29 Stingray (Episode 3) "Sea Of Oil"
- 7:55 Red Dwarf 5 "Holoship"

- 8:23 Red Dwarf 5 "Back To Reality"
(is this the End???)
- 8:51 The Race To The Moon
- 9:00 Thunderbirds (Episode 9)
"Move And You're Dead"
- 9:50 Russian Right Stuff (Part 3) "The Mission"
- 10:46 The Stars (Part 5) "Star Doom"
- 11:11 Soviet Space: The Secret Designer
- 12:04pm The Flight Of STS-52—The Human Factor
- 1:03 Wings Over The World
"The Dream Becomes A Disaster"
- 1:49 The Planets (Part 4) "The Angry Red Planet"
- 2:16 The Voyager Odyssey
- 3:00 U.F.O. (Episode 4) "Conflict"
- 3:47 Alien Nation, The Series
(End of series cliffhanger)
- 4:34 Soviet Science—Medicine, and "Our Senses"
- 5:00 Thunderbirds (Episode 10) "Martian Invasion"



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WEAPONS POLICIES AND PEACEBONDING

The weapons policy for *Westercon 46* is similar to those of most Seattle conventions. Those of you who attended *Norwescon 16* will be familiar with these rules; you followed them in this hotel just a few months ago.

Some weapons are not allowed at all: crossbows, slingshots, pellet guns, bows and arrows, water pistols, blowguns, catapults or any type of functioning projectile weapon, loaded or unloaded (and, please, no real guns) or any device that could be construed as a projectile weapon or an extension of the human hand. The only exceptions are nonfunctioning replicas that are kept in their holsters, or daggers, knives, and swords that are kept in their sheaths. All spears and staves must be no longer than six feet and the end of such devices must never project more than twelve inches from the bearer's body. All blades will be covered in all public areas. Please remember to keep your pole arms and staves upright at all times. This policy fulfills the requirements of the hotel and their security department. We need your cooperation or hotel security will ask you to leave the premises and we will have to revoke your convention membership.

The only acceptable peacebonding will be provided by the convention. Fashion coordinated substitutes are not acceptable. All allowable weapons must be peacebonded. The only exceptions to this policy are weapons worn with costumes displayed on stage during the masquerade and during programming specifically designed for weapons display. Peace ties can be removed for such an event, but need to be replaced immediately afterward. If you remove the bonding tie in a private room to display your weapon, please return to the office to have the tie replaced.

Peacebonding is available in the registration area, in the Office in the Crossroads room, and from Rovers. Thank you for helping *Westercon* function smoothly by cooperating with our staff and the weapons policy.