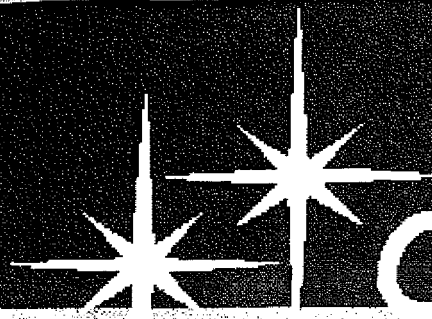


WindyCon XXVIII



Esse 21.



The Stars Our Destination

Science Fiction, Fantasy and Horror BOOKSTORE

Yes - it's TRUE - you won't find a table for The Stars Our Destination down in the Dealer's Room this year. While I dearly love selling books to people, I also greatly enjoy attending the convention itself. Besides, I sell books to people every day, while Windycon is but a fleeting moment once a year. So this year I'm treating myself to a leisurely stroll through the Art Show, time to buy from **other** tables in the Dealer's Room, long conversations in the Con Suite, watching films with my son, all the programming I want and **still** have time to sleep at night. Wow!

Four years ago **The Stars Our Destination** bought a 25 year old mail order specialty store called **Weinberg Books**. Ever since, it's been much easier to get books from us, even if you can't get down to the store. We publish a once-a-month catalog of new arrivals, which we'll mail free at your request, as well as posting it to our website. • Orders can be sent by email, phone, fax or Postal mail. We accept personal checks, money orders, Visa, MasterCard, American Express, Discover, paypal and (in person) cash. • Used books are not listed in the catalog, but if you send a Want List we can check to see what's in stock at the time you ask....

And after the convention

Join us Sunday, November 11th at 4 PM
for a signing with

Paul Levinson

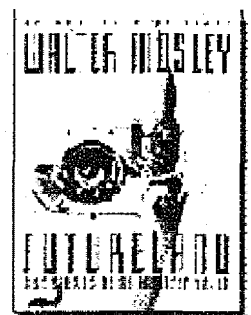
author of
BORROWED TIDES
and
SILK CODE



and Monday, November 12th at 6 PM
for a signing with

Walter Mosley

author of
FUTURELAND
and
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WindyCon XXVIII

November 9 - 11, 2001

Author Guest of Honor: Kevin J. Anderson

Artist Guest of Honor: David Egge

Fan Guest of Honor: Dave McCarty

Toastmasters: Jody Lynn Nye and Bill Fawcett

ISFiC Guest: David Brin

**Special Guests: Esther Friesner, John S. Lewis,
Rebecca Moesta, and Christian Ready**

**Special Appearances by: Dr. Demento
and Eugene Roddenberry, Jr.**

And other guests including P.J. Beese, Edna Budrys, Darlene P. Coltrain, Juanita Coulson, Phyllis and Alex Eisenstein, Roland Green, Elizabeth Anne Hull, Kathleen Massie-Ferch, Frieda Murray, Todd Cameron Hamilton, Steven Vincent Johnson, Barry B. Longyear, Erin McKee, Rebecca Meluch, Frederik Pohl, Jeri Smith-Ready, Lois Tilton, Mickey Zucker Reichert, Kristine Smith, and Gene Wolfe.

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Welcome to WindyCon!

A Message From the Chair...

Hmmm, I've put this off just about as long as I can, partially because I think that procrastination is an under appreciated fine art, and partially because I was waiting to see what other tricks the world at large was going to play on us.

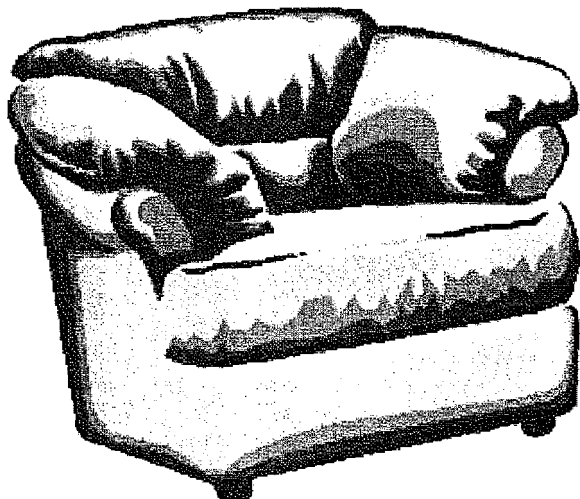
The world certainly has taken an unexpected turn. I keep thinking that if real life were a movie or a novel, it would get a mediocre review at best. We've either seen all this in some other movie/book, or it's too implausible to be believed. Except, of course, that it's all really happening.

The President has said that we all need to get out there and live our lives, just like normal. So here we all are this weekend, living our lives, just like normal. This is the perfect opportunity to read a good book, see a good movie, get together with good friends and just generally have a good time. I'm really pleased to be able to help bring you this opportunity to really enjoy yourself for the weekend.

I'd like to take this opportunity to do a few 'thank you's'. I'd like to thank our guests for coming to Chicago to join us for the weekend, I'd like to thank the WindyCon 28 committee and staff for all of their hard work and time invested in this convention, and I'd like to join them in thanking you for joining us this weekend.

Thank you all!
Amy Wenshe
Windycon 28 Chair
10/20/01

P.S. No anthrax was used in the production of this message. (Hey, c'mon, you've got to allow me one really bad joke!)



We're Glad You Came!

It's been a long and - sadly - unexpectedly difficult year since we were here last. Thanks for coming out. We hope to help you have a great time here this weekend.

What We're About

WindyCon is a general-interest science-fiction convention, run by SF fans who volunteer for the benefit of the other SF fans who come to the con. We're not here to make big bucks; nor are we here for the questionable glory involved in running the convention. We're here because we wanted to help create a place where 1500 potential friends, all interested in science-fiction and fantasy, would have a chance to get together.

If you're interested in volunteering to help with this year's WindyCon, check with our Operations staff in the coat-check room just around the corner from the Schaumburg Room.

Is This Your First Convention?

Every convention is someone's first convention and most of us remember what it was like at the first SF con that we attended. You'll find that, by and large, we're a friendly bunch of people and usually willing to talk. (But not always - if you find that you've accidentally intruded on a private conversation, don't take it personally, but please do let them continue without you.)

You'll need your badge to get into the various convention functions. Don't lose it. Do wear it where we can see it.

There's a lot more that you might want to know about science-fiction fandom - and certainly more than we can tell you in this space. To find out more, drop by our panel, "Is This Your First Convention?", at the time and place listed in your handy Pocket Program.

What's Going On?

All sorts of things happen at WindyCon, from panels and presentations to filking and fun in our Con Suite. Let me hit a few of the highlights here - there'll be more later in the Program Book.

At Opening Ceremonies in Regency A-D (7:30 PM on Friday), you'll have the chance to see our Guests of Honor and hear them speak on topics of their choice. After all, they're the guests!

Immediately following Opening Ceremonies, Eugene Roddenberry Jr. will show us the blooper reel that he's brought along for our amusement.

Programming goes on all weekend. You'll find a list of panels further in, while the actual times will be in the Pocket Program which goes to the printer a bit later

than the Program Book. Be sure to catch Christian Ready's presentations on the latest from the Hubble Space Telescope. They're great!

Catch Dr. Demento's "Festival of Dementia" in Regency A-D on Saturday from 7-9 PM. And be sure to hang around afterwards for our Saturday night dance!

The Dealers' Room downstairs in the Mayoral Ballroom is full of friendly folks with interesting merchandise. You'll find a list of dealers in this book, but you'll find out more by taking a look around. And remember, Christmas is just around the corner.

The Art Show in Regency E-F and the Print Shop in Schaumburg allow artists to display and sell a wide variety of SF and fantasy-based art. You'll want to drop by the Art Auction in Regency G on Saturday night at 8 PM. Bob Passovoy and his crew of wild and crazy auctioneers put on an entertaining show while encouraging you to bid, bid, bid!

By the way, if you've ever wanted to see your name in print, you'll have your chance at the Art Auction. To raise money for charity, Kevin J. Anderson, David Brin, Esther Friesner, and Kristine Smith are each auctioning off the right to have your name appear in one of their upcoming works. You too can die a messy and horrible death - or something!

Our Film Room in Regency G shows a mix of old and new SF and fantasy flicks using actual film and projectors. You don't see that very often any more. *sigh* You'll find the film schedule later in the book.

There's lots more stuff that'll be happening around WindyCon. Right now, let's take a look at what some of the departments wanted you to know.

Registration

Yes, we know. You've already found Registration, because otherwise you wouldn't be reading this book. But they **did** want to let you know that we didn't send out cards verifying that we'd received your pre-registration, because it costs a lot of money for a card that everybody leaves at home anyway.

Our Friendly Web Site

It gets updated year-round, so be sure to check it for information on next year's WindyCon. And remember, you can use our message boards to keep in contact with us any time.

Filking

We'll be filking in the Arlington Heights / Rolling Meadows rooms starting around 10 PM on Friday and Saturday night and going on into the wee hours of the morning. For those of you who aren't familiar with filking, it's the folk music of science-fiction fandom, including songs about spaceflight, fantasy worlds, and fandom itself. Come on down and see what's up!

Con Suite

Our friendly Con Suite in 1321 will be open as follows:

Fri. & Sat.:	10 AM - 3 AM (4 if they're busy) Noon - 2 AM (bheer service)
Sunday:	10 AM - 3 PM Noon - 3 PM (bheer service)

The Dead Dog Party will follow the official closing of the Con Suite.

Operations Needs Volunteers

Many hands make light work. (Yes, I know. Electricity make light work.) But, seriously, if you'd like to put in some hours, drop by Operations HQ - just around the corner from the Schaumburg Room - and they'll explain to you how you can get your membership reimbursed by working as a volunteer, along with getting nifty Gofer paraphernalia.

Art Show Hours

The Art Show in Regency E-F is open from 9 AM - 7 PM Friday and Saturday, and again starting at 9 PM Saturday until sometime after the auction is over for you to pick up art that you've purchased. Sunday art pickup is from 9 AM till Noon.

If you want to know how to bid on art and build your own SF and fantasy art collection, see the full rules down in the Art Show.

Computer Gaming (a.k.a. Shoot Thy Neighbor!)

Once again, we will have the ever-popular Virtual Roman Arena. You'll be able to take on those *@!! computers and/or your friends and neighbors. We plan to have everything from first-person shoot-em-ups to arcades to problem-solving. A partial list of games includes Starcraft, Warcraft, Civilization II, Doom, and Spaceward Ho! Come and blast your friend to smithereens!

(Oh, and there's no Internet Room this year. But there are data ports in the rooms if you're feeling determined to get out and log in...)

Smoke Gets In Your Eyes

The folks at Pubs are non-smokers, but some of our best friends **do** smoke. We wouldn't dream of trying to make them uncomfortable about smoking; they wouldn't dream of trying to make us uncomfortable with their second-hand smoke.

In the interest of keeping everyone at WindyCon comfortable, WindyCon and the Hyatt would like to ask our smoking friends to head down to the Main Lobby when you want a cigarette. It's got comfortable chairs, reasonable airflow, and high ceilings so that the smoke's got a place to go.

And we'll see you back down the hall when you're done. Thanks!

Kevin J. Anderson: Author Guest of Honor

Introduction to the Introduction

When WindyCon asked me to write about Kevin for the program book, I looked for my standard Kevin con essay, only to discover it was hopelessly out of date. I started to write a new essay, then remembered I'd said most of the things I was going to say here in something I'd written a year ago. So I've attached it here.

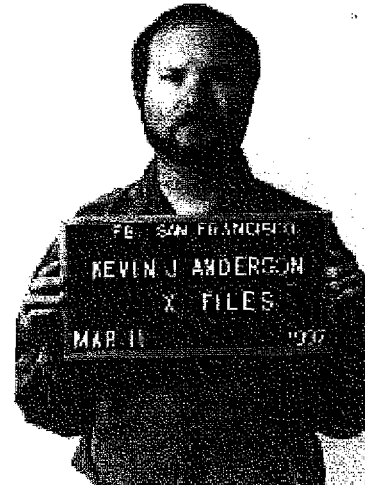
I wrote the following essay as an introduction to Kevin J. Anderson's collection of short stories, *Dogged Persistence* (Golden Gryphon Press, 2001). When Kevin asked me to do the introduction, he had an agenda. He wanted me to remind readers that the classics taught in school were written by bestselling authors, and he wanted me to champion the cause he promotes throughout the collection: that bestselling authors can write well.

If I didn't believe that cause I wouldn't have written the essay. And if you doubt what I say here, pick up *Dogged Persistence* - I'm sure there's a copy or two in the dealers' room.

What the essay doesn't mention are Kevin's successes as a novelist. His Dune prequels, written with Frank Herbert's son Brian Herbert, are New York Times Bestsellers and have been extremely well reviewed (believe me, that combination is usually impossible). His upcoming novel *Hopscotch* is one of the best things he's written (you can read an excerpt in the current *Analog*), and he's got more surprises coming up-including an sf trilogy from Warner books that I can hardly wait to read.

He's done all kinds of other interesting things, like travel around the world and give speeches to amazing groups of people; he knows everyone from Jack Williamson to members of the rock band Rush; and he's a huge fan (and historian) of the sf genre and a former gamer (I was his dungeon master-we still fight about this [but I'll have the last word because Crewman James Anderson in the upcoming Enterprise novel by me and my husband Dean Wesley Smith is based on Kevin and our experiences as gamers [this is news to Kevin as well. <G> Hi, Kev! <waving>])).

Let me add a few things that are important to know at cons, but not so important in literary essays written to introduce a volume of fiction. Kevin is a lot of fun. He's also approachable. He's opinionated, of course, but that's half the pleasure of talking to him. (The other half is making him blush-but I'm one of the few people on the planet who can still do that to him.) His wife Rebecca is charming and a great companion-a



good writer in her own right and just as interesting as Kevin. You're all lucky to have them as guests.

So, go and enjoy the convention. Spend some time with Kevin and Rebecca. I envy you the weekend and wish I could join you-not just because I like WindyCon (you all know that), but because Kevin's presence will make it that much more fun.

Kristine Kathryn Rusch
September 23, 2001

Introduction

Kevin J. Anderson is one of the most driven people I've ever met-which isn't to say he's not talented-he is-but drive is probably his most defining feature. To most Talented Authors, people who wait for the muse to strike and who write maybe one short story a year, "drive" is a dirty word. They lack it, and because they lack it, they believe someone with drive is somehow cheating the system and denying them their great opportunities by filling "limited publishing slots" and "writing junk."

These Talented Authors get a lot of press. Whining, it seems, appeals to reporters. (I can say that. I used to be one. Whining, however, did not appeal to me.) Talented Authors also get forums at writer's conferences where they make speeches disparaging bestsellers and complaining about the thousand ways literature is dying.

Actually, literature is doing very well. More books are being published today than ever before, and many of them are extremely good. The books we all read in

college-those famous old classics-were the bestsellers of their day. Art requires an audience. Without an audience, a writer's voice never gets heard. Without an audience and a faithful following, a writer cannot be remembered. Who has the better chance of being read fifty years from now: A Talented Author who writes (and publishes) one short story a year or Kevin J. Anderson?

Well, that's a no brainer. Kevin J. Anderson, of course. And that's because Kevin is driven.

I noticed Kevin's drive the day I met him. I've known Kevin longer than anyone else in the publishing industry (although Stanley Schmidt, the editor of *Analog*, has been reading Kevin's fiction longer than I have; Stan remembers Kevin's first submission to the magazine when Kevin was eleven years old). I met Kevin in college. I was an elderly twenty and he was eighteen. We signed up for the same creative writing seminar at the University of Wisconsin-Madison.

Kevin claims he noticed me early on because I was the only other person in the class who wrote science fiction. That observation means it took him weeks to figure out who I was. Not hard on a Tuesday/Thursday class where everyone sat around U shaped block of tables, and no one had to speak if she didn't want to. I sat at the very back of the U, as far from the professor as I could get. (It had taken all the guts I had to sign up for that class, and I was convinced I wouldn't be allowed in.) Kevin, on the other hand, sat to the right of the professor-the immediate right. I noticed Kevin the very first day because he made a scene.

I'm used to Kevin's scenes now. They're always interesting and always justified, and I always learn from them. But this was the very first one I'd seen and I was shocked (and quietly intrigued).

The professor, a fairly young man, introduced himself, and proceeded to give us a speech. He told us we had to turn in one short story during the semester and that he would not grade it for grammar or spelling. "That's what Strunk and White is for," he said. Then he turned the class over to us.

Kevin raised his hand. He was still a gawky teenager. He hadn't hit his full growth yet. He was in that weed stage, the one most boys hit which leaves them too skinny and looking like they might break in a strong wind. "What have you published?" he asked in a voice that clearly hadn't finished changing.

"Excuse me?" the professor replied.

"You're teaching a creative writing class, aren't you?" Kevin said. "I want to know your credentials."

The professor smiled condescendingly. "I got my M.F.A. from Yale in Creative Writing."

"No," Kevin said. "I want to know what you've published."

"Well," the professor said, "I've had a short story in the *Kenyon Review*."

In those days, the *Kenyon Review* paid in copies. It had prestige in literary circles, but only about 200 people read the magazine.

"The *Kenyon Review*?" Kevin snorted-and I mean snorted (I think this is the first time I ever heard anyone make this sound appropriately in a conversation)-and said, "I've published over 100 short stories and have been paid for all of them. I should be teaching this class."

I have no idea what the professor said in response. I really don't remember. All I remember doing was staring at Kevin, this gangly Wisconsin boy whose voice was still nasal, and realizing that he had published. I felt like he had found the Holy Grail. And he had. He was right. He should have been teaching that class, not some M.F.A. who had no idea what made a good short story. I knew it from the moment Kevin spoke. I stayed in the class for two reasons: I got college credit for writing that I would be doing anyway and I got to learn from Kevin J. Anderson.

Kevin taught me a lot of things. He taught me how to mail my stories. (No kidding. I had no idea there was a system to it.) He taught me that rejection was part of the business. And he taught me how to focus my own drive so that I could pursue a career. I taught him how to use a computer. Somehow, I don't think that's a fair trade-off.

You see, to this day, Kevin still out drives me. (Not on the road. I won't get into his car. That's another, longer story-funny, but not appropriate for this slim volume. Suffice to say it has to do with my memories of Kevin learning how to drive. Sometimes having old friends is a disadvantage.) He works harder than anyone I know, and he cares about that work. He is always looking for the most efficient way for his determination to help his writing. (I think that's the scientist in him. I didn't tell you he double-majored in Physics and Astronomy with a minor in Russian History, did I? He did that because he wanted to be a science fiction writer when he grew up.)

I'm still learning from him.

But I didn't just learn business and drive. In the early days, I learned how to use detail from reading Kevin's work. And as time went on, I learned how to incorporate science into my fiction so that my science fiction was more realistic. In the early years of our writing, our work fed off each other's. His novel *Resurrection, Inc.* influenced my short story, "Stained Black," which then influenced his novel (soon to be released) *Hopscotch*. We sometimes used the same settings. We

stole from each other. And we've used each other shamelessly in our work.

His short story, "Dogged Persistence," is set at my house or what was my house in 1992. I had to work hard at not mentioning that when I wrote the story's introduction for *The Magazine of Fantasy and Science Fiction* (which I was editing at the time) because I wanted this strong story to stand on its own, which it did.

"The Old Man and the Cherry Tree" was written when we were both watching "Shogun", the miniseries, on television. I was the one who took the Japanese history class (or maybe I took it first), but he was the one who used the information in a story-one that got picked up for a best of the year collection.

"The Ghost of Christmas Always" is the best of the many Christmas stories that Kevin wrote when he used to come to our holiday gatherings in Oregon. We read stories out loud before a fireplace on Christmas Eve, a Victorian tradition that we had made our own. Appropriately, Kevin wrote a Christmas story about the quintessential Victorian, Charles Dickens. And it's a damn fine writing story as well.

I adored that story from the moment I heard Kevin read it, but my husband Dean Wesley Smith didn't remember it. The room was hot that night (the fire was really stoked) and Dean, who'd been working 20-hour days starting up a publishing company, fell asleep. He was sitting beside Kevin, and snored (literally) through the entire thing. Kevin kept blithely reading, unconcerned. I'd've at least elbowed Dean and asked him to move.

Later, when Kevin mailed the story to the magazine Dean was editing, *Pulphouse*, Dean asked me why he didn't remember the story. I reminded him that he'd slept through that particular Christmas Eve. So Dean read the story for the very first time, pronounced it the best thing Kevin had ever done, and promptly bought it for the magazine.

You'll find only a fraction of Kevin's writing in here, from "Final Performance" the first story Kevin sold to *F&SF* back when we were both college students (and had no idea that I would be editing the magazine ten years later) to more recent work like "Prisoners of War."

"Prisoners of War," by the way, is a sequel to one of Harlan Ellison's most famous works. Harlan gave Kevin permission to do the story. Kevin often gets ideas like this and then, using that all-powerful chutzpah and drive, actually asks folks to work with him. Now, I'd known Harlan for years and I would never have thought of asking him if I could write a sequel to one of his stories. Kevin, who had only met Harlan once or twice, just called and asked. The day after Kevin called, I was at Harlan's house.

"Do you know this Kevin Anderson?" Harlan said to me.

"He's one of my closest friends," I said. "I've known him since college."

"Is he a good guy?"

Well, the answer was obvious, of course. If I didn't think Kevin was a good guy, we wouldn't be friends. But I must admit, for a split second, I debated about telling Harlan about the stupid fight Kevin and I got into when we were finishing *Afterimage* or the sneaky way Kevin used to make his younger sister cry or the day Kevin and I scared an elderly lady in the pasta section of an upscale grocery store by brainstorming the best way to poison an entire town.

But I behaved myself. I didn't tell Harlan any of that stuff. Instead, I said, "There's none better."

And that is the absolute truth.

So when you hear some Talented Author disparage bestselling writers, remember a few things. Bestsellers, like Kevin, got where they are because they write more than anyone else, because they are talented, and because they care so much they're willing to do anything for their art.

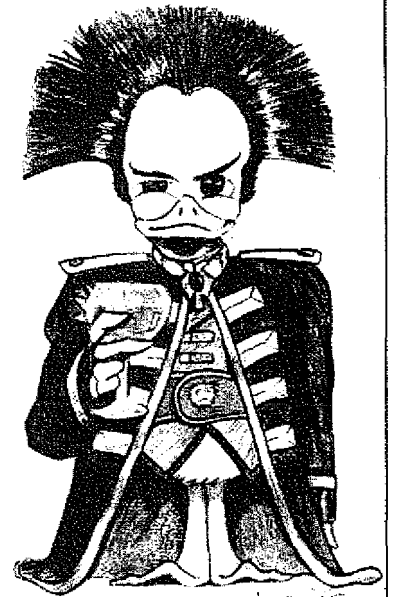
Including work at it.

Kristine Kathryn Rusch
August 2000



DUCKON 11

Version 2.002
Some Assembly Required



Literary Guest Of Honor:

Joan D. Vinge

Author of the Hugo Award winning novel "The Snow Queen"

Mad Scientist Guest Of Honor:

J.D. Illiad Frazer

Creator and Congenial Madness behind "User Friendly"

Filk Guests Of Honor:

Dandelion Wine

(Dave Clement & Tom Jeffers)

Writer's Workshop

Critter-Crunch

Furry Guest Of Honor:

Dr. Samuel Conway

(Uncle Kage)

Klingon Guest Of Honor:

Commander q'IDar

(Known to humans as
Suzan Mianowski)

Fan Guest Of Honor:

Alice Bentley

Masquerade

Build-A-Blinkie

June 7-9, 2002

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Membership \$35 thru May 1, 2002

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DuckKon 11

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Wheaton, IL 60189

David Egge: Artist Guest of Honor



David Egge has for many years been a leader in the artistic representation of astronomical subjects and in the science fiction illustration world. His realistic style is familiar to readers of *Omni*, *Astronomy*, *Scientific American*, *Future*, and other science and SF magazines. He has provided artwork for Carl Sagan's "Cosmos" series and book, for science fiction book covers for Poul Anderson and others, and for popular science books by John Lewis.

His impressionistic art is less widely known, but his illustrations of such subjects as the Big Bang, black hole accretion disks, and quantum foam bridge the gap between realism and imagination. Impressionism is an appropriate medium for depiction of cosmic strings, quantum foam, and the like,

whose scientific expression is also almost impressionistic.

David has also contributed major works for displays at the Minneapolis Science Museum. His works have been exhibited at locations including the Museum of Contemporary Art.

David is also a musician and composer. He plays electric and acoustic guitar, keyboard, and drums.

He lives in Minneapolis with a highly vocal and egotistical cat named Shaman.

John S. Lewis

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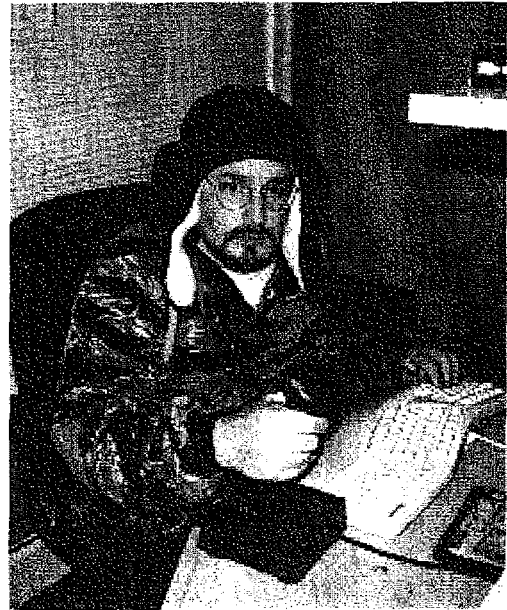
Dave McCarty: Fan Guest of Honor

On one wall of my office, I have a set of sculptures of the 7 Deadly Sins - that set from Tuscano, you've probably seen it. I hung them in a totally random order (despite speculation to the contrary from many people) and they wound up like this - Greed, Anger, Sloth, Lust, Pride, Gluttony, Envy, and Dave. Oh, at the end of the row is a picture of Dave McCarty, complete with name scroll. He is, you see, the 8th Deadly Sin - at least that's what he WANTS you to think. Dave is... intense. About everything. For a perfect example of Dave's intensity, walk up to him and tell him you firmly believe the Cuban embargo should be lifted - but please wear protective eyewear.

Dave is frighteningly intelligent, and his most disarming quality is his ability to admit the truth of any rumor about him while looking at you in such a way as to make you believe it can't possibly be true... but later, you always wonder.

Mr. McCarty is a programmer by trade, currently earning his mortgage payment as an Applications Consultant with J. Glaser & Co, Inc., but has picked up many skills over the years - some of them are even useful. Dave currently resides on the north side of Chicago with his long-suffering Significant Other, Helen Montgomery.

He's a dedicated gamer, both on and off-line, with EverQuest™ and D&D™ being his current flavors of choice. He's almost un-stumpable on movie trivia (feel free to bombard him with movie trivia questions this weekend). He's invested a lot of time into fandom over the past few years, chairing Capricon for two years, and is currently the board President for Phandemonium, Capricon's parent corporation. Don't let all those accolades fool you though - Dave works hard, but his secret evil power is to convince other people to work just as hard with him. It starts out with an innocent question like, "whatcha doin' this weekend?", and ends up with you slaving away on his



concom for three years, or replacing the gas tank (AND fuel pump, AND carburetor) on his '67 Mustang, or having you show up hung over as hell to a board meeting at 8am on Sunday at a CON, for crying out loud! He's *EVIL*, I tell you!

Despite his (well-deserved) public reputation as a drunken leech, Dave is actually a good person deep down, and is a great guy to have at your back when the duck hits the air intake. Sidle up to him this weekend, offer him an amaretto stone sour, and have him regale you with tales of his misspent youth, or ask him about the strip joint his mom used to own, or have him draw you out a complete map of the Champaign-Urbana underground steam tunnel system from memory - then *you* can find out why those of us who work and play with Dave hold him so close to our hearts. But away from our wallets. And our spouses.

Bio submitted by Greg "Guido" Williams Friend, Co-worker, and frequent victim of the subject of this article.

Jody Lynn Nye: Toastmaster



Jody Lynn Nye's main career activities have always been spoiling cats and telling stories. She got her first cat at age nine, but she had been regaling her younger brothers, cousins, friends and relatives with the products of her imagination for many years by then. She had the good fortune to be born to a mother who was an artist and a father who was a musician (alongside other, more useful income-producing skills, like nursing and accounting), and to have an inventor grandfather and a grandmother who made costumes, so she didn't have to look far to experience several different aspects of creativity. (In many ways, science-fiction conventions are not all that different from her family get-togethers.)

Not until after college did Jody discover that she could get paid for writing stories. Her first cash-producing work was a small number of nonfiction articles for *Video Action Magazine*, edited by Mike Stein. She also

wrote mystery game materials free lance for Mayfair Games. Before breaking away to write full time she worked at a variety of jobs: file clerk, book-keeper at a small publishing house, freelance journalist and photographer, accounting assistant to her father, costume maker for her grandmother, and finally, technical operations manager at a local television station, WFBN (now WGBO) Channel 66.

It was at a convention in 1985 that Fate (and Barbara Green Deer Young) brought Jody together with her future husband, Bill Fawcett. He was immediately smitten by her undeniable charms, her wit, and her unbridled access to a TV studio where he might be able to make free commercials for his board and role-playing game business. She, on the other hand, had entirely forgotten about him by Wednesday. But, slowly, a romance was kindled that continues to make their friends gag, and they've been married now for 14 years.

Since 1986 she has published 25 books and over 60 short stories, including her epic fantasy series, *The Dreamland* (Baen Books); her contemporary humorous fantasy series, collected as *Applied Mythology* (Meisha Merlin), and her medical SF series that began with *Taylor's Ark*. Jody has also written four science-fiction novels with Anne McCaffrey, *The Death of Sleep*, *Crisis on Doona* and *Treaty at Doona*, and *The Ship Who Won*, the storyline of which she continued on her own in *The Ship Errant*. She also wrote *The Dragonlover's Guide to Pern* and the *Visual Guide to Xanth* (both illustrated by Todd Cameron Hamilton), and edited a humorous anthology about mothers, *Don't Forget Your Spacesuit, Dear!* Her latest works are *License Invoked* (co-authored with Robert Asprin of "Myth-Adventures" fame) and *Advanced Mythology*, fourth in her fantasy series.

Jody and Bill live in the northwest suburbs with two cats, Cassandra and Jeremy.

Bill Fawcett: Toastmaster

Before Bill Fawcett began writing and packaging he had been a professor, teacher, corporate trainer, corporate executive, college dean, and boardgame company owner. He is one of the founders of Mayfair Games, a board and role play gaming company. As a book packager, a person who prepares series of books from concept to production for major publishers, his company, Bill Fawcett & Associates, has packaged over 250 titles for virtually every major publisher.



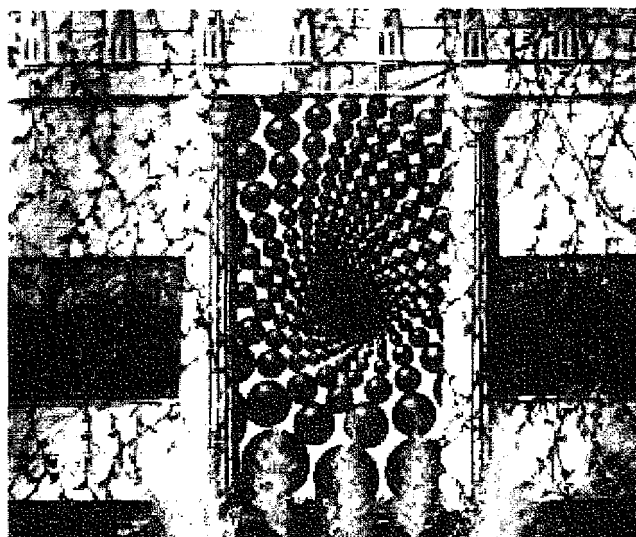
Bill's articles in the *Dragon* began in single digit issues and include some of the earliest appearances of classes and monster types. With Mayfair he created, wrote, and edited many of the over 50 "Role Aides" RPG modules and supplements released by Mayfair Games in the 1970s and 1980s. During this period he also designed almost a dozen board games, including several Charles Roberts award winners such as *Empire Builder* and *Sanctuary*. Fawcett also acted as the rights agent for a number of established agencies, giving him the benefit of seeing our industry from the inside.

Bill began his own novel writing with a juvenile series, *Swordquest* for Ace SF. Anticipating cats, he wrote and edited the four novels, beginning with the *Lord of Cragsclaw* featuring the Mrem, which appear in *Shattered Light* as a hero class (all rights owned by Bill). The *Fleet* series he created with David Drake has become a classic of military science fiction. He has collaborated on several novels, including mysteries such as the *Authorized Mycroft Holmes* novels, the *Madame Vernet Investigates* series, and *Making Contact*, a UFO contact handbook. As an anthologist Bill has edited or co-edited over 50 anthologies.

Bill Fawcett & Associates has packaged well over 200 novels and anthologies for every major publisher. Bill works with the UDT/SEAL Museum in Fort Pierce, Florida and is the editor of *Hunters and Shooters* and *The*

Teams, two oral histories of the SEALs in Vietnam. Another historical work he co-authored and edited with William Forstchen is *It Seemed Like a Good Idea*, a collection of the fifty worst decisions in history and why they were made.

In 1994 Bill joined with a team of programmers to form Catware Games as the producer and designer. Catware has released *Swords of Xeen* (New World Computing) as part of the Trilogy Xeen game set, *Star General*, a strategic game based upon the six *Fleet* anthologies (SSI) that was one of the 20 best selling games the year of its release, and *Las Vegas Games* (New World). He is currently working with Past Tree as consultant and designer on their On-line RPGs *Trinity of Darkness* and *Star Captain*.



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WindyCon XXVIII Restaurant Guide

A Brief Listing of Nearby Eateries

Within Woodfield Mall: You can take regularly scheduled shuttles from hotel.

A & W's	John's Garage: <i>Pasta steak, fish, bar</i>
Au Bon Pain	Mars 2112: 847-885-2112
Boudin Sourdough Bakery & Café	<i>Space theme restaurant; steaks, chicken, etc., bar.</i>
Burger King	McDonald's
California Café Bar & Grill: 847-330-1212	Red Robin
<i>Fresh cuisine, full bar, reservations suggested for dinner and Sunday brunch.</i>	<i>Gourmet burgers and spirits.</i>
Cheesecake Factory	Rainforest Café
Fuji Grill	Ruby Tuesday
<i>Japanese, dine in or carry out</i>	Sbarro Italian Eatery
China Bowl	Stir Crazy Café
Jimmy John's	Vie de France Bakery and Café
<i>Sandwiches</i>	

Walkable from hotel: But be very careful if crossing Golf Road!

Ben & Jerry's Ice Cream and Frozen Yogurt, <i>west of hotel</i>	Olive Garden, <i>Across Golf Rd.</i>
California Pizza Kitchen, 847-413-9200, <i>West of hotel</i>	RAM Restaurant and Big Horn Brewery, 847-517-8791, <i>Behind hotel & across parking lot.</i>
Houlihan's: <i>Across Golf Rd.</i>	Starbuck's, <i>West of hotel</i>
Hooters, 847-619-4668, <i>Across Golf Rd.</i>	Sweet Tomato's: <i>All you can eat salad bar w/ soup, bread, etc, behind hotel & across parking lot</i>
Joe's Crab Shack, <i>East of hotel</i>	

Surrounding Woodfield: And there are tons! You will need a car. *Note: SW=Streets of Woodfield, approximately Higgins road and I-290*

Bennigan's, <i>Higgins Rd.</i>	Corner Bakery, <i>SW, Same building as Maggiano's</i>
Big Bowl, 847-517-8881, <i>SW</i>	Curragh Irish Pub, 847-706-1700, <i>Woodfield Rd.</i>
Chevy's Fresh Mexican, 847-413-9100, <i>N Plaza Dr.</i>	Denny's, <i>Higgins Rd.</i>
Chipolte Mexican Grill, 847-517-8670, <i>SW</i>	Dick Clark's American Bandstand Diner, 847-413-8812, <i>SW</i>

WindyCon XXVIII Restaurant Guide

A Brief Listing of Nearby Eateries

Gaylord India Restaurant, 847-619-3300, Mall Dr.

Maggiano's Little Italy, 847-240-5600. No reservations, there is ALWAYS a wait, SW.

Panera Bread, 847-969-9110, N. Plaza Dr.

Pizzeria Uno, 847-413-0200, N. Plaza Dr.

Shaw's Crab House, 847-517-2722, Some reservations taken, SW.

Timpano's Italian Chop House, 847-517-8866, Golf Rd.

Not surrounding Woodfield, put pretty darn close nonetheless. These two are behind the hotel, rather than across Golf Rd.

Morton's of Chicago. 847-413-8771, 1470 McConnor Pkwy. Yeah, the expensive place.

Prairie Rock Brewing Company, 847-605-9900.

Not far, but a little farther afield on the map. These are restaurants that need a slightly bigger map, but probably not much more than a 10-15 minute drive.

Benihana, 847-995-8201, 1200 E. Higgins Rd.

Black Pearl, 847-843-1555, 28 W. Golf Rd, Schaumburg. Standard Chinese Restaurant.

Boston Market, 847-519-9500, 24 W. Golf Rd.

Cajun Kitchen, 847-290-5500, 1155 W. Golf Rd., Rolling Meadows. Order at window, bring to table Cajun.

Champps Americana, 847-240-1333, 955 E. Golf Rd. Sports bar sort of restaurant

Chilli's, 847-228-0072, 1480 Golf Rd, Rolling Meadows

Fuddruckers, 847-519-9390, 436 E. Golf Rd, Schaumburg. Make your own hamburger

Gino's East, 847-364-6644, 1321 Golf Rd., Rolling Meadows. Deep-dish pizza.

Greek Village Taverna, 847-885-4950, 795 E. Golf Rd, Schaumburg.

Home Run Inn Pizza, 847-427-9696, 222 E. Algonquin Rd., Arlington Heights. Chicago family business.

Lou Malnati's Pizzeria, 847-985-1525, 1 S. Roselle Rd., Schaumburg. No reservations & likely to be a wait. Can call ahead and put in order. Carry out available.

Mongolian Stir Fry, 847-882-7268, 16 E. Golf Rd, Schaumburg (next to Baby's-R-Us). The Windycon signature restaurant, a sort of build your own stir fry.

Old Country Buffet, 847-806-6299, 1440 Golf Rd., Rolling Meadows.

Outback Steak House, 847-843-8884, 216 E. Golf Rd., Schaumburg.

Pappadeaux, 847-228-9551, 798 W., Algonquin Rd., Arlington Heights. Seafood, heavy on Cajun Style. Not cheap, good.

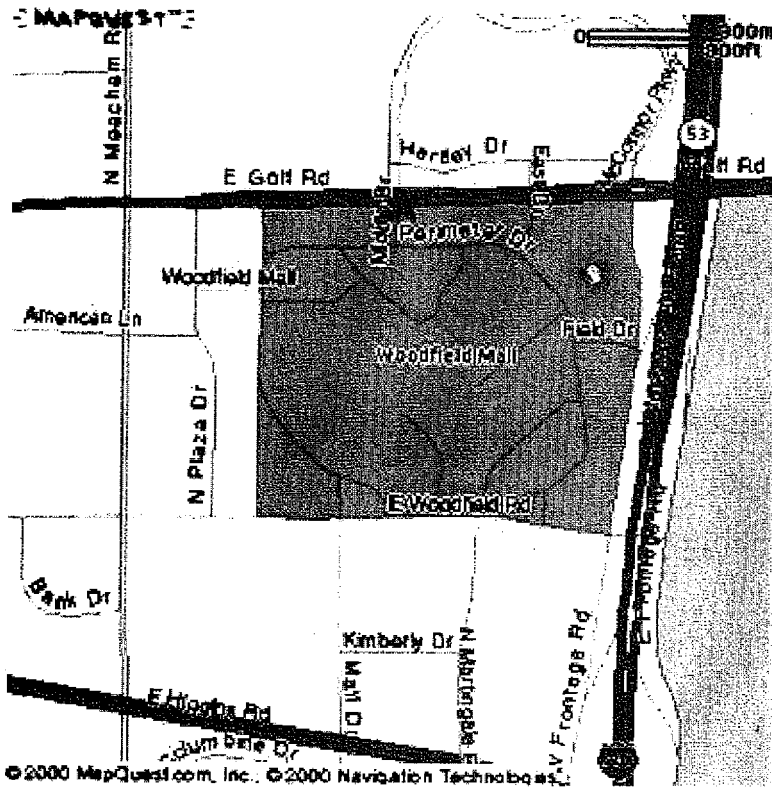
Portillo's Hot Dogs/Pasta Bowl, 847-884-9020, 611 E. Golf Rd, Schaumburg. Hot dog stand cohabitating with a pasta restaurant.

Red Lobster, 847-843-2743, 800 E. Golf Rd., Schaumburg.

Siegelman's Restaurant, 847-398-0222, 912 W. Algonquin Rd., Arlington Heights. As close as you're going to get to a 'real' deli in the area.

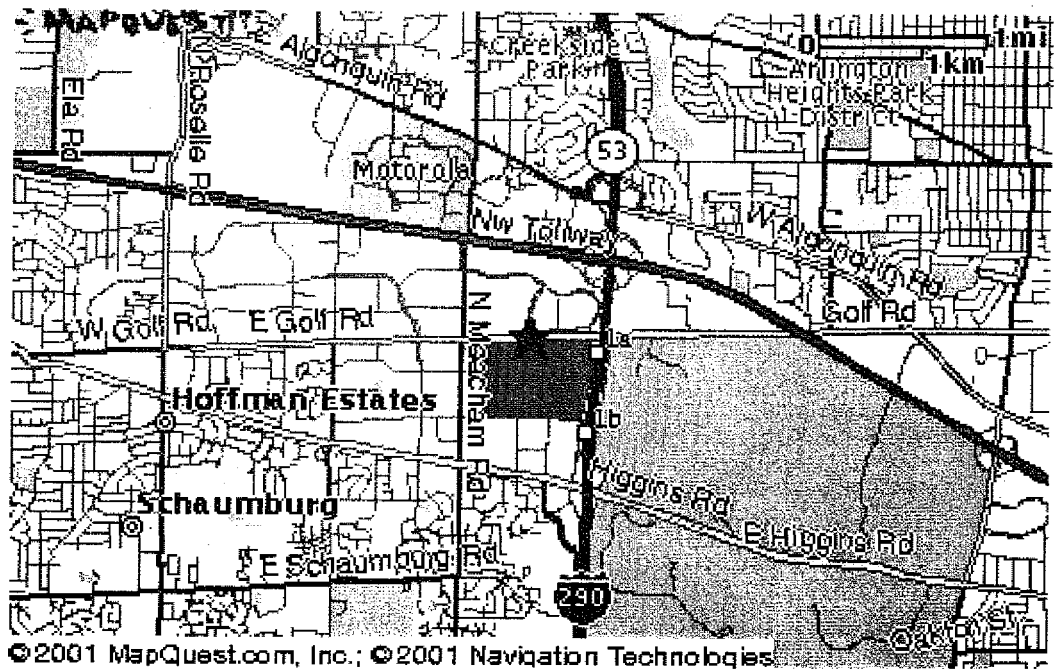
Timber Lodge Steak House, 847-870-1341, 850 W. Algonquin Rd., Arlington Heights.

Yanni's Greek Restaurant, 847-952-1111, 10 E. Algonquin Rd., Arlington Heights. Upscale (not cheap) Greek Restaurant. Good. Warning: no gyros!



Close-in Map

Little Farther Afield Map



The Great WindyCon Questionnaire

Please return this questionnaire by December 31, 2001 to WindyCon, 707 Sapling Lane, Deerfield, IL 60015-3969 in order to make your opinions known and to be entered for a chance to win a free membership to WindyCon XXIX.

Art Show: Are there any specific artists you would like to see at the WindyCon art show?

What media or genre of art would you like to see more of?

Con Suite: What types of foods, drinks, or services would you like to see in the con suite?

Guests: Were the guests of honor at WindyCon accessible? Yes No

Who would you like to see at future WindyCons?

Hotel: In what ways does the hotel meet or fail to meet your needs as an attendee?

Huckster Room: What type of merchandise would you like to see in the Huckster Room that is not currently represented or you feel is under represented?

Are there any specific dealers you would like to see in the Huckster Room?

Programming: When should programming start on Friday? _____ End on Sunday? _____

What types of programming would you like to see at future WindyCons?

Special Events: What additional special events (dances, opening and closing ceremonies, masquerade, etc.) would you like to have at WindyCon?

Would you like to have a Friday night mixer/social? Yes No

Other
Have you ever volunteered at WindyCon? Yes No
at any other con? Yes No

If you have friends who would be interested in WindyCon, but don't come, what could we do that would bring them in?

What do you like most about WindyCon?

What do you like least about WindyCon?

The following is optional, but must be filled out to enter you in the drawing for a free membership to WindyCon XXIX.

Name: _____
Street: _____
City: _____ State: _____ Zip: _____
Phone: _____ e-mail: _____

Would you like to volunteer for future WindyCons? Yes No

Dr. Demento

"The Doctor Is IN!"

The Dr. Demento Show, radio's weekly two-hour festival of "mad music and crazy comedy" heard on 100 stations coast to coast, has been amusing and amazing America since 1970.

The Dr. Demento Show is a free-wheeling, unpredictable mix of music and comedy. Along with legends like Spike Jones, Tom Lehrer, Stan Freberg, Monty Python, and Frank Zappa, the Doctor plays new funny songs sent in by amateur and professional singers and comedians. That's how the world was introduced to "Weird Al" Yankovic, who at age 16 sent a home-made tape to the Doctor that provided him with his very first media exposure.

Those who've listened carefully to the Doctor's show have undoubtedly realized that somewhere between his lively larynx and elegant top hat there resides the mind of a seasoned musicologist and dedicated scholar...a world-renowned record collector and music historian, whose lifelong passion for music of all kinds is reflected in his weekly selection of "rare records and outrageous tapes" for the Dr. Demento Show.

Dr. Demento was born Barret Hansen in Minneapolis in 1941. His father was a talented amateur pianist, and Barret began taking piano lessons at age 6, but the family phonograph always interested him more. When he found, at age 12, that a local thrift shop had thousands of old 78 rpm discs for sale at 5 cents each, the Demento Archives were on their way.

Though Spike Jones was an early special favorite, the Doctor-to-be wasn't always a comedy specialist. As rock & roll swept America in the 1950s, he developed a special fondness for the music's roots in R&B and country. Over the years he's done quite a bit of writing in that area, including numerous magazine articles, liner notes and two chapters on early R&B for The Rolling Stone Illustrated History of Rock & Roll.

His first DJ work was at his high school's "sock hops" in 1957. At Reed College in Portland, Oregon he became student manager of the campus FM station before graduating as a (classical) music major. At UCLA he indulged his passion for the roots of rock by writing a master's thesis on the evolution of R&B in the 1940s and early 1950s, while making his L.A. radio debut with a program of pre-WWII blues and country on non-commercial station KPFK-FM.

After getting a taste of the contemporary rock & roll life with brief stints as a roadie for two popular L. A. rock groups, Canned Heat and Spirit (and producing a demo for the latter), he went to work for Specialty Records, compiling some 35 reissue albums for that legendary R&B label and also producing new recordings.



It was while he was working for Specialty that L. A.'s legendary free-form rock radio station KPPC-FM asked him to do a weekly program of rock rarities. It was there, in 1970, that Barret Hansen became Dr. Demento, as listeners demanded more and more of such zany blasts from the past as "The Purple People Eater," "Transfusion" and "The Monster Mash."

The Dr. Demento Show moved to KMET-FM in 1972 and soon became the most listened-to Sunday evening radio program in Los Angeles. His spectacular ratings were soon duplicated in many other cities as the show went into syndication in 1974. The show is currently distributed by Talonian Productions in association with Star One, based in the Chicago area.

The first Dr. Demento compilation LP was released in 1976 by Warner Bros. followed by a dozen more, primarily for Rhino - which has also released a Dr. Demento home video. In addition the Doctor's fan club, The Demento Society, has produced six CD's available exclusively to Society members.

In 1991 an hour-long Dr. Demento Anniversary Special was shown by cable's Comedy Central, featuring live performances by "Weird Al" Yankovic, Bobby (Boris) Pickett ("Monster Mash,") Sheb Wooley ("The Purple People Eater,") Tiny Tim and many others.

When not on the air, the Doctor also keeps busy doing research projects (many for Rhino Records), making personal appearances, and keeping up the Archives.

Recently he returned to one of his earliest musical passions to write a blues handbook, "Rhino's Cruise Through The Blues," published by Backbeat Books of San Francisco (formerly Miller-Freeman Books) under the Doctor's "real" name, Barry Hansen.

The Doctor resides near Los Angeles with his wife Sue.

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<i>Fan Goff</i>	Heather Alexander
<i>Toastmaster</i>	Sharon Myers Shaw

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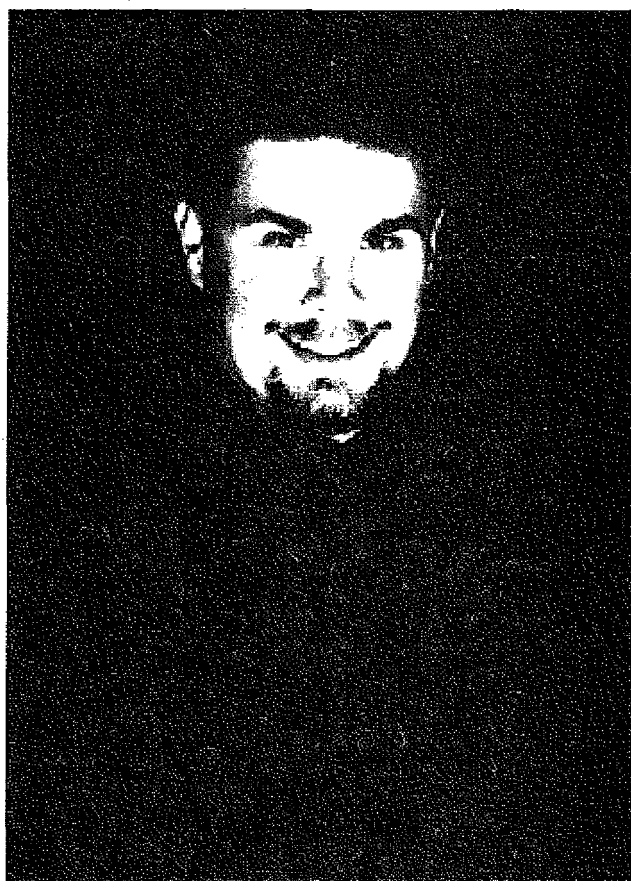
Eugene Roddenberry, Jr.

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

Eugene Roddenberry was born in the television mecca of Los Angeles, California to Gene Roddenberry and Majel Barrett Roddenberry. Eugene's parents made a conscious effort to keep their son out of the limelight and he was able to have a relatively normal yet privileged childhood without the glare of Hollywood. He eventually enrolled at Hampshire College in Amherst, Massachusetts. His college career was interrupted towards his final semester because Eugene couldn't resist the pull of the family business and was offered the opportunity to work on a new series, "Gene Roddenberry's Earth: Final Conflict". He jumped at the chance to learn about the entertainment industry and to develop his creative juices with some of the most successful producers in the industry.

As the technical advisor for "Gene Roddenberry's Earth: Final Conflict", Eugene's job is to provide advice on how to better merge the "Gene Roddenberry philosophy" into each story. He is also there to provide useful commentary and suggestions on continuity and story matter on each and every outline, script, and revision generated by the creative writing team.

"Earth: Final Conflict" is essentially his first serious foray into the entertainment industry and qualifies as his both worst and most exciting job. In 1987, Eugene was given his first official job as a production assistant on "Star Trek: The Next Generation" by none other than his father. He continued to work as a production assistant over the course of five summers and a school semester on the set of "Star Trek: Deep Space Nine". "At age thirteen, I didn't realize the opportunity that I had been given and was unappreciative; however, I did eventually learn and appreciate what I had been given," he says. In the future, Eugene hopes to aid in the struggle for a better humanity through the medium of film/television. Eugene wishes to share his father's philosophy with the world. "In many ways, I feel humanity has moved ahead one more step in a positive direction because of my father's vision. I simply want to keep up the momentum."



The death of his father was a definite turning point in Eugene's life. Many years later, it has indirectly coincided with his move into the entertainment industry. He has used this opportunity to speak to friends and family, but also to the fans of Star Trek to learn more about his father and come to terms with the Roddenberry legacy. It has allowed him to gain a better understanding of who his father was and why he did the things he did. As Eugene puts it best, "I would not say that at this point in my life I have gained a complete understanding of my father; however, I don't think I'll ever be able to say that."

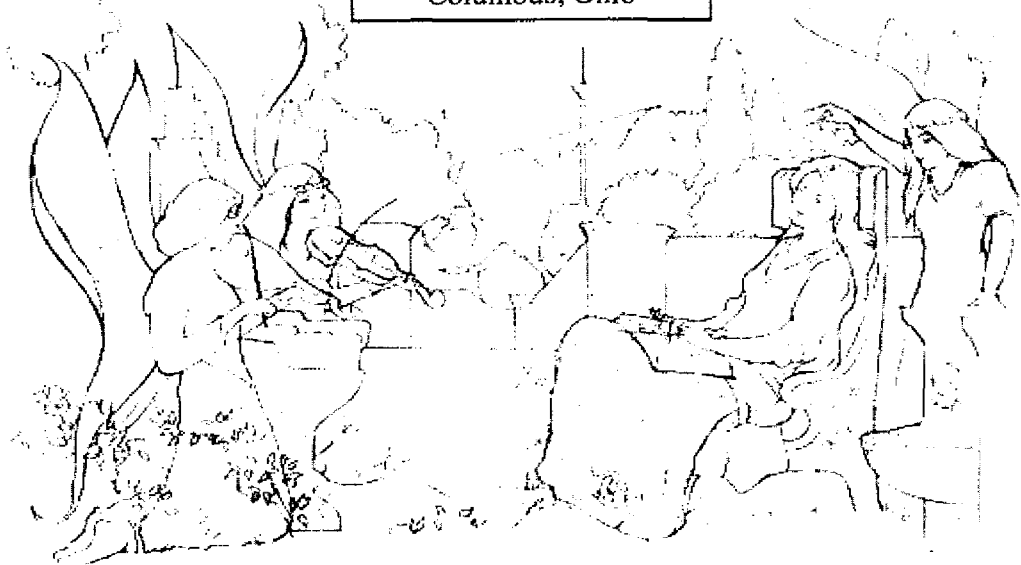
In the small amount of spare time that Eugene has for himself, he enjoys being at one with nature, both on land and in the water. He is an avid mountain biker and scuba diver. He also has a passion for the martial arts, particularly Ju-Jitsu, and all its variety of life's teachings. Eugene's best friend is Orion, who is a German Shepherd/Rottweiler mix, and the two are almost inseparable.

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

MARCON

37

May 24-26, 2002
Memorial Day Weekend
Hyatt Regency
Columbus, Ohio



Art Courtesy of James Wappel, Artist GOH 2002, Used with permission.

CONFIRMED GUESTS INCLUDE:

Eugene Roddenberry Jr., Media GOH

Dr. Demento, Toastmaster

David Weber, Author GOH

James Wappel, Artist GOH

Stephen Pagel of Meisha Merlin

Publishing, Editor GOH

Catherine Asaro, Science GOH

Cheap Ass Games, Gaming GOH

Kathy Hamilton, Fan GOH

Fyberdyne Labs, Costuming GOH

Zander Nyronde, Filk GOH

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Or Write: MARCON, P.O. Box 141414, Columbus, Ohio 43214
Check out our website for updates! www.marcon.org

Films

Friday

3:30 PM

Rocket To Nowhere

When we found this, we thought it should be shown. A funny sci-fi children's comedy, told with little dialogue and great camera tricks, about Clown Ferdinand and three children who are kidnapped by a robot in a rocketship. Winner of First Prize, Venice Children's Film Festival, 1963. Sepiatone.

5:00 PM

Superman: The Movie (1978)*

Christopher Reeve plays the "Man of Steel" in this film, which, even though it's not the first ever Superman film, was the first of a series of 4 over a nine year span. Some might say that it is the first modern superhero film, elevating the style above campy serials into action blockbusters. Others just say that it's a great movie.

7:15 PM

Spy Kids

Written and Directed by Robert Rodriguez ("El Mariachi", "Desperado"), this is the story of two children of former secret agents who join in the family business when their parents get back to work because other spies start disappearing.

9:00 PM

Final Fantasy: The Spirits Within

This isn't the first 100% computer animated film, but it is the most realistic one so far. The story, based on the very successful series of video games, centers around Dr Aki Ross (voiced by Ming-Na), a scientist who is trying to learn the secrets of the invading aliens to save herself and the Earth.

11:00 PM

A.I.

Conceived by Stanley Kubrick and directed by Steven Spielberg, the film is the story of David, an advanced artificial boy who is the first "mecha" to have feelings. It gives a Blade Runner look of the future to the Pinocchio story of a boy who wishes to be "real".

1:30 AM

Planet of the Apes (1968)*

In this era of sequels and remakes, we like to show originals. This film was the first of many filmic versions of this story. The tradition was later continued on the small screen (which were edited and played again on the big screen) and remade earlier this year by Tim Burton. Back then, the effects were not as good, but the performances more than make up for it. Shown in the original widescreen CinemaScope™.

Saturday

12:00 Noon

The Rocketeer

Bill Campbell is Cliff Secord, a young adventurous pilot who finds a stolen rocket backpack and then gets himself and his friends mixed up with the mob, the government and, of course, the Nazis. The mob want it for a Nazi agent, the government wants to keep it from them. Cliff just wants to keep his friends safe. Oh yeah, and he wants to fly.

2:00 PM

The Time Machine (1960)

This is yet another earlier version of a film for our schedule. In this case it is the classic George Pal version of the H. G. Wells book (a new version will be released within the next year). A scientist builds a time machine and uses it to explore the distant future. His machine is stolen and he must risk all to return home.

4:00 PM

The Princess Bride

Boy loves girl, girl loves boy, boy leaves and is killed. Girl plans to marry Prince, Prince tries to kill girl, boy (who was not killed) saves girl, boy and girl are found by Prince, boy is killed. Girl plans to kill herself if boy doesn't stop wedding, boy (who was only mostly killed) stops wedding, boy doesn't kill Prince. The End.

6:00 PM

Closed for the Art Auction

11:30 PM

Shrek

The runaway hit of the summer, and the movie everyone wants to see...again. Shrek (voice of Mike Meyers) lives alone in the woods, feared by all. When Lord Farquaad (voice of John Lithgow) exiles all the fairy-tale beings to the woods, Shrek loses his peaceful life. He sets out to find Farquaad and convince him to take the fairy-tale beings back where they belong, and leave him alone. He accepts, under one condition: Shrek must first go and find the beautiful young princess Fiona (voice of Cameron Diaz) who Farquaad wants to marry.

1:00 AM

Mad Max

Mel Gibson (who doesn't sound like himself..he's dubbed) is Max Rockatansky, a cop who patrols the lawless deserts of Australia. His partner is killed by biker gangs, and he sets out on a crusade to bring them down while trying to protect his family.

2:30 AM

The Hunger (1983)*

Back in the early 80s when Gothic referred mostly to architecture, this film was released and became a cult classic. Miriam (Catherine Deneuve) is a Vampire who has lived for hundreds of years. John (David Bowie) is her most recent lover, who she keeps alive and young by her power. John, however, feels his time is coming to an end. Sarah (Susan Sarandon) is the doctor who studies aging who then gets pulled into this cycle herself.

Sunday

12:00 Noon

Shrek

See 11:30 PM Saturday

1:30 PM

Final Fantasy

See 9 PM Friday

*This film to be presented in wide-screen CinemaScope™

Programming

This is just some of the programming being planned for WindyCon XXVIII and tentative participants. As always, this list is subject to change prior to the convention.

2001: A Space Odyssey

Panelists discuss the impact Stanley Kubrick and Arthur Clarke made on the world with this film.

21st Century Entrepreneurs: The New Race to Space

Instead of coming down, the cost per pound for space launches has held steadily at about \$10,000 per pound for years. Now there are several private companies vying to reduce that cost and be the first to reap big bucks in space. Can they do it?

John S. Lewis

A Dog & His Boy: Intelligent Animals in Science Fiction and Fantasy

Fritz Leiber's Gummitch in "Spacetime for Springers," David Brin's dolphins in *Starline Rising*, the apes in Pierre Boulle's *Planet of the Apes*. How does Science Fiction and Fantasy treat our fellow inhabitants of Mother Earth?

A Parent's Guide to Gaming

Is your child getting old enough to become interested in gaming? Want to know what's out there for him or her? Panelists (including some Young Adult gaming veterans) discuss the options for the young, neo-gamer.

Barry Lyn-Waitsman, George Krause, Sydnie Krause, Paul Lyn-Waitsman

Alternative Media: Not All (SF & F) Art is Two-Dimensional

Most of us think of "art" as paintings. But art comes in many media and even representational art can come in a variety of forms. Artists discuss some of the alternatives to the traditional oil & canvas approach to art.

Darlene P. Coltrain, Erin McKee

Amazing Stories: The Magazine That Would Not Die If *Amazing Stories* were still being published, 2001 would have seen its 75th anniversary. Its demise was predicted many times, only to see it resurrected by yet another publisher. Has it really gone for good? What made *Amazing* so special in the first place?

Phyllis Eisenstein

Artificial Intelligence: The Social Perspective

Assuming AI is possible, what are the social implications of artificial intelligence? What rights should such beings have? Will we give them those rights? What are our responsibilities toward AI beings?

Artificial Intelligence: The Scientific Perspective Panelists discuss the trends in AI research. Predictions are being made that we will see a true AI within 5 to 10 years. What will that intelligence be like? Will it truly think like a human or will it be just a superfast computer?

Barry's Annual Sports in SF

Bears vs. Green Bay at Noon in the bar. Will the Bears win the Super Bowl again before the Apocalypse comes? Our panelists weigh in.

Barry Lyn-Waitsman, Lanny Waitsman, Bill Hebel, P.J. Ralph

Book Discussion: David Brin's *The Postman*

Steve Metzger leads a discussion of David Brin's post-apocalyptic novel, *The Postman*. All are welcome.

Steve Metzger

Build Your Own Supercomputer!

A discussion of how "supercomputers" can be cobbled together using simple PCs (even your old 386!) running in parallel and some of the uses of such networks, such as SEII@Home and other projects.

Building an Awareness of Filk

An introduction to filk: what it is, where to hear it and how to appreciate it. Panelists will bring their instruments to emphasize the discussion.

Juanita Coulson, Bill Roper

Capturing the Look and Feel of Space

Artists and authors discuss fictional representation of the last frontier.

David Egge, Christian Ready

Cheblemancy

For a small donation, Esther Friesner predicts your fortune with the help of her trusty hamster! Proceeds go to the SFWA Emergency Medical Fund.

Esther Friesner

Chocolate for Trivia

A free-for-all SF trivia contest hosted by Steven H Silver. Every correct answer earns you a piece of chocolate - but don't eat it yet! The person with the most chocolate (left!) at the end of the hour wins!

Steven H Silver

David Egge Slide Show & Concert

Artist Guest of Honor David Egge presents a unique perspective of his art as he and fellow-musician Frank Love accompany a slide show of his art with guitar and keyboard.

David Egge, Frank Love

Discovering DNA

Perhaps not the stuff life is made from, but the stuff we make of life. DNA Publications is set to become the next SF & F publishing empire. Where is it and where is it going?

Angela Kessler, Warren Lapine

Enterprise!

Is the Star Trek franchise worn out? Fans discuss the new series and its implications for the future of the franchise.

Kathie Huddleston, Eugene Roddenberry, Jr.

E-publishing

While not yet a major force in publishing, downloadable books – e-publishing – has begun to make its mark. From Stephen King's latest novel to Steven Silver's latest fanzine, e-publishing has arrived. Panelists discuss what the future might be.

Angela Kessler, Warren Lapine, Jeri Smith-Ready

Future of Space Exploration Round Table

A three-hour round table discussion On Saturday from 9:00 a.m. to 12:00 Noon, featuring science, business and political experts on what lies ahead for us in the "Final Frontier." Topics being planned include: robotic planetary missions, ISS, space tourism.

Kevin Caruso, Matt Lowry, Paul Gunty, Jeffrey Liss, Larry Ahearn, Jim Plaxco, Bill Higgins, Karen Mermel

Hard SF: Who's Writing It and Where Can I Find It?

Sometimes it seems that bookstores stock nothing but sword & sorcery fantasy in the SF section. What ever happened to tales of space and the far-flung future? It's still there but you have to dig for it. Panelists will tell us what authors to look for.

Hoka! The Lives and Times of Gordon Dickson and Poul Anderson

Panelists share their memories of Dickson, Anderson, their relationship and their writing.

How to Start and Run a Convention in Your High School

Students from area high schools discuss how to go about hosting a High School Science Fiction Convention.

JFK, UFOs and Other Urban Legends: Why Do These Stories Persist Despite the Debunkers?

You know, NASA didn't really send a man to the Moon – that was all just filmed somewhere in the deserts of Arizona; there really is a government conspiracy to cover-up the fact that UFOs are here. And if you believe all that, I've got some land for you in Mare Tranquillitus...

Just Six Numbers: Calculating the Existence of God

The universe in which we live – and the very fact of life in that universe – is deeply, shockingly unlikely. British Royal Astronomer Martin Rees has argued that six numbers underlie the physical properties of the universe, making life uniquely possible.

John S. Lewis, Brother Guy Consolmagno, S.J., KT Fitzsimmons

Mars Oddities - Mars Odyssey

Jim Plaxco gives us an overview of the Mars Odyssey spacecraft that arrives at Mars Oct. 24, 2001 and its mission and the need for future human missions to Mars and the associated challenges, plus a tour of Mars and its stranger features.

Jim Plaxco

Midwest Construction: An Introduction to Midwest Fannish Conventions, Inc.

Midwest cons are fundamentally different than East or West Coast cons. But what makes them different? Midwest Construction is a convention planners con aimed at Midwest convention runners to be held in Rosemont in September 2002.

Tammi Coxen, Steven H Silver

Reading to Your Child

Most people think that reading is a solitary pursuit. But it doesn't have to be. Starting in infancy, reading to and, eventually, with your child can be an important daily family activity.

Sequelitis: My Brain Hurts!

Ever buy a book only to discover when you get it home that it is volume 3 of a 5 volume series? Or, worse, that it is volume 1 and you'll have to wait a year for the next installment?

David Brin, Mickey Zucker Reichert, Fred Pohl

SFWA Meeting

A short, general meeting for members of the Science Fiction Writers of America.

Lois Tilton

Sharecropping: Not Just for Farmers!

Sharecropping (writing in another author's universe) has its pros and cons. Why do it? What's it like? What are the benefits and how do they outweigh the problems?

Kevin J. Anderson, David Brin, Stephen Leigh

Sounds Like a Bad SF Movie: Mad Cow Disease, Prions, Flesh-eating Bacteria, Super-resistant Germs
Forget the hard sciences! Biology keeps getting weirder every day! What next?

Special Consultant to the President

Following the September 11 terrorist attacks, we learned that the government has begun consulting with Hollywood creative people to come up with scenarios and solutions for The War on Terrorism. We think they'd do better with SF authors - after all, Jerry Pournelle and Larry Niven used this idea first in *Footfall*. Panelists tell us what kind of advice they have for GW.

Stem Cell Research: Boon or Doom?

Continuing our list of controversial subjects, panelists discuss the implications, scientific and social, of President Bush's recent decision regarding federal funding of basic stem cell research.

The Hubble Space Telescope Update

Christian Ready gives the latest news and views from the Hubble Space Telescope.
Christian Ready

The Movie Trailer Show

The Milwaukee Crew present a look at upcoming films. Freebies!
Glen Boettcher, Nancy Mildebrandt, Mike Vandebunt

The Science Fictional Curriculum: Using Fantasy and Soft SF to Get Kids Reading

It's like getting them to eat vegetables - kids won't read unless they try it first. What kind of books appeal to kids today? Has Harry Potter made the job easier to get them to read other fantasy and soft SF books or harder?
David Brin

The Science Fictional Curriculum: Using SF to Get Kids Interested in Science

How can we use SF (including TV and movies) to get our kids interested in science?

TV/Movie Novelizations: Hey, It Pays the Bills!

Who says novelizations of movies or TV shows can't be good? Panelists discuss the challenges of keeping the flavor of the visual product while expressing your own literary voice.

Kevin J. Anderson, Lois Tilton, Esther Friesner, Rebecca Moesta

Vampires and Werewolves: So Bad We Can't Resist

Tales of vampires and werewolves have long been a part of popular culture. What is there about these creatures that continues to fascinate us?

Susan Sizemore, Lois Tilton, Angela Kessler, Warren Lapine

What are Fanzines and Where Do I Find Them?

Aficionados educate us in the basics of the foundation of fandom, the fanzine.

Steven H Silver

What I'm Reading

Authors and editors discuss the fiction and non-fiction that has caught their eyes recently and why.

What is the Worldcon Without the Hugos?

The only "programming" required to be conducted at the World Science Fiction convention is the WSFS business meeting and the presentation of the Hugo Awards. So why have this big bash just to allow some fannish wonks to do their wonky business and to hold parties?

Chris Barkley, Kathleen Meyer

Whose Gene is it Anyway?

Changes in Patent Law in recent years have made it possible to patent a gene which is not engineered but occurs in nature. Why was the law changed? What are the benefits and what are the costs of those changes?

Why Costuming is a Critical Part of the Fannish Experience

Simple hall costumes to elaborate Master-craft Masquerade pieces - costumers and costume fans discuss why costuming is such an important part of fandom.
Carol Mitchell, Terry Patch, Nancy Mildebrandt

Worldbuilding 101

John Lewis leads a workshop in building our own unique world.
John Lewis

Xenopsychology: What Makes a Teenage SF Fan?

Neither adult nor child, today's teenager is more alien than human in his or her perspective. What interests these strange and wondrous beings? How can we generate their interest in the things we love: science, science fiction, fantasy, conventions?



Dealers' Room

The Dealers' Room is located in the Mayoral Ballroom in the lower level of the hotel (around the corner from Registration). There you will find about forty eager sellers willing and able to trade you treasures for your money. Remember that the Holiday season is just down the road (and creeping rapidly up on us), and that it is never too early to begin shopping for fannish family, fannish friends, and (even) fannish you!

Dealers' Room Hours

Friday	3pm - 7pm
Saturday	10am - 6pm
Sunday	11am - 3pm

Smoking is not permitted in the Dealers' Room. Eating and drinking in the room are also not permitted in the room (except for Dealers while they are behind their own tables). Browsing, shopping, perusing, and free spending are permitted and also encouraged!

Here's a list of the dealers who we expect to see at WindyCon this year. This list is current as of the date of publication, but is subject to change due to cancellations and additions to fill the room. Specific table locations haven't yet been determined, but we'll try to have a room layout and dealer location guide available outside the Mayoral Ballroom.

Weapons Policy

It's like this: we know you'd never do anything stupid, but with 1500 people around, we can't know everybody personally. So we make some simple rules that will help ensure that no one gets hurt.

- 1) No real or realistic weapons or props. Real weapons can hurt people; realistic fakes can be mistaken for a weapon by police who are already nervous about things like terrorism. Let's not encourage them.
- 2) Props that don't look like real weapons - say, for instance, your Proni blaster - are fine as long as you don't use them as a weapon. Hit somebody over the head with your cane and it just miraculously morphed from a harmless object into a weapon.
- 3) We reserve the right to be arbitrary in our quest to avoid stupidity.

Thanks and let's be careful out there, ok?

Business Name

Art Vaughn's Used Books
Black Dragon Workshop
Black Rose Enterprises

Creative Imagery Pentad
Darlene Coltrain, Artist
DNA Publications
Dragon's Hoard
Dreamhaven Books
Dreamweaver
Earth Wisdom Music
Eugene Roddenberry, Jr.

Fallen Angel Fashions
Firefall Comics & Games
Glen Cook, Bookseller
Honeck Sculpture
James Wappel Studios
Larry's Comic Book Store
Larry Smith, Bookseller

Leopard's Leap
Lion's Nest Trading Post
Offworld Designs

Pegasus Publishing
Philip Kaveny, Bookseller
Queen to Queen's Three

Ravenwing Wearable Art
Rocketship Video
The Secret Empire

Software Toys & Tees
Space Shuttlecrafts
Stellar Impressions
Sundreams & Myths
Terra Incognita
Twilight Tales
20th Century Books
Wizard's Wagon

Proprietor(s)

Art Vaughn
James Inkpen
Patti & Brendan
Lonehawk
Patricia Feldman
Darlene Coltrain
Warren Lapine
Mitch Botwin
Greg Ketter
Susan Powell
Minda Hart
Eugene Roddenberry,
Jr.

Valerie Dishong
David Hanson
Glen Cook
Butch Honeck
James Wappel
Larry Charet
Larry Smith &
Sally Kobee
Judith Rauchfuss
Hedwig Hoover
Barb & Ray
VanTilburg
Scott Merritt
Phil Kaveny
The Members
of Q-Q3
Darlene Ney
Jon Stadter
Bill & Gretchen
Roper
Steve Salaba
Mark W. Bailey
Betty Dugan
Cheryl Morissette
Elan Jane Litt
Andrea Dubnick
Hank Luttrell
Sam & Jill Bromet



The
Chairman's
Teddy Bear
is not a
weapon —
yet!

Thanksgiving Weekend
November 23-25, 2001

Springfield Illinois

Something for Everyone!

Something for Everyone!
Folk, Authors, Music & Dance
Dealers, Art Show, Parade, Gaming,
World Building, Car Shows, etc.
Midnight Swim and more!



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Guest of Honor
Terry Barr
Introduced by
**TODD CAMERON
& HAMILTON**

Fan Guest of Honor
**KEN
MOORE**

Toastmaster
**BILL
SUTTON**

The Previous 27 WindyCons

1974 WindyCon I

Location: Blackstone Hotel
GoH: Joe Haldeman
Fan GoH: Lou Tabakow
Chairs: Lynne & Mark Aronson

1975 WindyCon II

Location: Ascot House
GoH: Wilson Tucker
Fan GoH: Joni Stopa
Chairs: Lynne & Mark Aronson

1976 WindyCon III

Location: Sheraton Chicago
GoH: Algis Budrys
Fan GoH: Beth Swanson
Chairs: Lynne & Mark Aronson

1977 WindyCon IV

Location: Arlington Park Hilton
GoH: Bill Rotsler
Fan GoH: Meade Frierson
Chair: Larry Propp

1978 WindyCon V

Location: Arlington Park Hilton
GoH: Bob Shaw
Fan GoH: George Scithers
Chair: Doug Rice

1979 WindyCon VI

Location: Arlington Park Hilton
GoH: William Tenn (Philip Klass)
Fan GoH: Tony and Suford Lewis
Chair: Larry Propp

1980 WindyCon VII

Location: Hyatt Regency Chicago
GoH: Robert Sheckley
Fan GoH: Gardner Dozois
Chair: Midge Reitan

1981 WindyCon VIII

Location: Hyatt Regency Chicago
GoH: Larry Niven
Fan GoH: Mike Glycer
Chairs: Ross Pavlac & Larry Propp

1982 WindyCon IX

Location: Lincolnwood Hyatt
GoH: Frederik Pohl
& Jack Williamson
Chair: Dick Spelman

1983 WindyCon X

Location: Arlington Park Hilton
GoH: George R R Martin
Art GoH: Victoria Poyser
Fan GoH: Ben Yalow
Chair: Tom Veal

1984 WindyCon XI

Location: Hyatt Regency Woodfield
GoH: Alan Dean Foster
Art GoH/Fan GoH: Joan Hanke-
Woods
Chair: Kathleen Meyer

1985 WindyCon XII

Location: Hyatt Regency Woodfield
GoH: C. J. Cherryh
Art GoH/Fan GoH: Todd Cameron
Hamilton
Chair: Kathleen Meyer

1986 WindyCon XIII

Location: Hyatt Regency Woodfield
GoH: Harry Harrison
Art GoH: Arlin Robins
Chair: Debra A. Wright

1987 WindyCon XIV

Location: Hyatt Regency Woodfield
GoH: Vernor Vinge
Fantasy GoH: Jane Yolen
Chair: Debra A. Wright

1988 WindyCon XV

Location: Hyatt Regency Woodfield
GoH: Orson Scott Card
Art GoH: Erin McKee
Chair: Kathleen Meyer

1989 WindyCon XVI

Location: Hyatt Regency Woodfield
GoH: Barry B. Longyear
Art GoH: David Lee Anderson
Chair: Lenny Wenshe

1990 WindyCon XVII

Location: Hyatt Regency Woodfield
GoH: Barbara Hambly
Art GoH: Robert Eggleton
Chair: Lenny Wenshe

1991 WindyCon XVIII

Location: Hyatt Regency Woodfield
GoH: Mike Resnick
Art GoH: P. D. Breeding Black
Chair: Marie Bartlett-Sloan

1992 WindyCon XIX

Location: Hyatt Regency Woodfield
GoH: Robert Shea
Art GoH: Todd Cameron Hamilton
Chair: Marie Bartlett-Sloan

1993 WindyCon XX

Location: Hyatt Regency Woodfield
GoH: Joe Haldeman
Artists GoH: Kelly Freas
Laura Brodlan-Freas
Chair: Dina S. Krause

1994 WindyCon XXI

Location: Hyatt Regency Woodfield
GoH: Sharyn McCrumb
Artist GoH: Janny Wurts
Chair: Dina S. Krause

1995 WindyCon XXII

Location: Hyatt Regency Woodfield
Author GoH: Poul Anderson
Editor GoH: Stanley Schmidt
Artist GoH: Heather Bruton
Fan GoHs: Dick Smith and Leah
Zeldes Smith
Chair: Bill Roper

1996 WindyCon XXIII

Location: Hyatt Regency Woodfield
GoH: Lois McMaster Bujold
Artist GoH: Randy Asplund-Faith
Fan Guests: Tom and Tara Barber
Chair: Bill Roper

1997 WindyCon XXIV

Location: Hyatt Regency Woodfield
GoH: David M. Weber
Artist GoH: Doug Rice
Fan Guests: Tim Lane and Eliza-
beth Garrott
Chair: Ross Pavlac

1998 WindyCon XXV

Location: Hyatt Regency Woodfield
GoH: Allen Steele
Artist GoH: Phil Foglio
Fan Guests: Marcy and Barry Lyn-
Waitsman
Chair: Rick Waterson

1999 WindyCon XXVI

Location: Hyatt Regency Woodfield
GoHs: Kris Rusch and Dean Wesley
Smith
Artist GoH: Steven Vincent Johnson
Fan GoH: Chaz Boston Baden
Chair: Rick Waterson

2000 WindyCon XXVII

Location: Hyatt Regency Woodfield
Author GoH: Terry Brooks
Artist GoH: Lubov
Fan GoHs: Larry Smith and Sally
Kobee
Chair: Amy Wenshe

What's an ISFiC?

'What's an ISFiC?' may not be the most popular party question at WindyCon, but it does make for an excellent trivia question. Most fans, even in Chicago, are only vaguely aware that ISFiC exists.

ISFiC is Illinois Science Fiction in Chicago and is best known in its role as the parent body of WindyCon. But there's more to ISFiC than that. ISFiC was formed in the early 1970's - a period of great change in convention running in SF fandom. The number of regional conventions was exploding, and it seemed every couple of months a new city would announce that henceforth they would be hosting an annual regional convention. In the course of about five years, the number of SF cons more than tripled.

WindyCon was one of the conventions that led this surge. In 1973, Chicago fans felt frustrated at being in the second largest city in the country, right in the center of the Heartland, and nothing resembling a regional con existed nearer than Minneapolis. Since the Chicon III WorldCon in the early sixties, Chicago fandom had splintered, and there wasn't really a strong local club to serve as a focal point for a con committee, as was the case in Boston, Los Angeles and other cities.

The Chicago fans then hit upon an idea - if a coalition of people from the various factions and clubs could work together on a local con, then a single large local club wouldn't be needed. Thus was born WindyCon. ISFiC was created as part of this process, to provide continuity in leadership and overall guidance.

But the vision for ISFiC and Chicago fandom went far beyond creating a regional con. Though the initial thoughts were vague, the idea was that ISFiC would act as a sort of clearing house organization for fan activities in Illinois, and do things to support fandom in general.

As with many fannish actions, there was also an ulterior motive. ISFiC's founders, notably Larry Propp, Mark and Lynn Aronson, and Ann Cass, very carefully crafted things as a staging ground to prepare for a WorldCon bid. Their idea was to have WindyCon not only publicize Chicago's name, but also to act as a training ground for local fans in preparation for a WorldCon bid. The other ISFiC founders, including Jon and Joni Stopa and Mike and Carol Resnick supported the idea. Chicon IV, the 1982 World Science Fiction Convention, came to fruition as a result of this (though Chicon IV and Chicon V, the 1991 WorldCon, as well as Chicon 2000, are separately incorporated and are not directly affiliated with ISFiC). The early WindyCons grew rapidly under such chairmen as Mark and Lynn Aronson, Larry Propp, Doug Rice, and Midge Reitan. Most of the WindyCon staff worked on Chicon IV, and learned even more from that.

After Chicon IV, there was a lot of reassessment of both WindyCon and ISFiC. Having attained the goal of building an ongoing committee that could run WindyCon from year to year (at least, as much as any local group can be said to do that), ISFiC thought about what could be done to make WindyCon a better convention. One factor in this was that WindyCon's excess funds were starting to pile up. As a 501 c(7) corporation, ISFiC is supposed to use excess funds for the benefit of fandom. So rather than let the money pile up or buy clubhouses, ISFiC decided to put the money back into WindyCon in creative ways. One way was in providing grants to WindyCon to bring in special guests over and above the normal guests of honor. In this manner, WindyCon was able to compensate for the fact that most SF authors and editors live on the East and West coasts. Once we started bringing in authors and editors, many liked WindyCon so much that they have continued coming back of their own accord. Once each summer, ISFiC sponsors a picnic in a Chicago park as a gathering for Chicago fandom.

WindyCon is not the only activity ISFiC is involved in. Support has been provided to other Illinois conventions that have an SF, fantasy, or space travel theme. In some cases, the WindyCon art show hangings are rented for a nominal fee (to cover maintenance and upkeep costs). In other cases, grants are provided to bring in special guests. ISFiC is always interested in hearing from groups running Illinois conventions that have a specific project they would like some assistance with. The ISFiC board of directors has nine members, with three directors coming up for re-election each year for a three-year term. Any Illinois fan is eligible to be elected; come to the ISFiC board meeting at WindyCon (held on Sunday afternoon) and nominate yourself. Meetings of the ISFiC board are normally held at WindyCon and Capricon. The meetings are open to the public.

Ross Pavlac

(Ross died on the evening of November 12, 1997. He is greatly missed.)



The WindyCon Staff List

Chair

Amy Wenshe

Vice-Chair

Steven Silver

Adult Supervision

Joseph "Uncle Vlad" Stockman

Lisa Hunter

Art Show

Vicki Bone

Terry O'Brien

Alice Medenwald

Art Auction

Bob Passovoy

E. Michael Blake

Child Care

Dina Krause

Computer Gaming

Lanny Waitsman

Con Suite

Elizabeth S. (Unicorn) Graham-

Bishop

Katherine Bercaw

Lisa McClelland

Linda M. (Littlest Unicorn)

Bishop

Karman Johannson

Betony (Sid) Birch

Chris (Ronin) Duggan

Richard Roach

Joe (Sarge)

Peter Sufferdin

Con Suite Advisory Staff

Joan Palfi

Fern Palfi

Cian Brenner

Charles (Bear) Bradford

John (Etienne) Laprise

Dealers' Room

Mike Jencevice

Brendan Lonehawk

Larry Smith

Sally Kobbé

Barb Darrow

Gloria Dill

Jason Spitzer

Bonnie Dill

Marta Rose

Steve Metzger

Bill Surret

Filking

Gretchen Roper

Bill Roper

Films

David Hoshko

Bernadette Burke

Heath Denikas

Mary Mascari

Mark Mallchok

Gaming

Eric Coleman

Green Room

Barry Lyn-Waitsman

Marcy Lyn-Waitsman

Shaina Lyn-Waitsman

P.J. Ralph

Guest Liaison

Bonnie Jones

Pat Sayre McCoy

Kelley Higgins

Hotel Liaison

Rick Waterson

John Ferraro

Info Booth

John Donat

Information Systems

Richard France

Jeff Swim

Operations/Logistics

Bill Krucek

Mark Herrup

Katie Davis

Paulette DeRock

Bill Jorns

Print Shop

Roberta Jordan

Denise Clift

Programming

KT Fitzsimmons

George Krause

Kathleen Meyer

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Bill Roper

Gretchen Roper

Registration

Suzette France

M. David Brim

Lois Ray

Krista Cobb

Matthew Garrison Ragsdale

Lisa Garrison Ragsdale

Gary Rivers

Darrell Martin

Special Events

Kim Williams

Robert Beese

Treasury

Len Wenshe

Jim Malebranche

Chris Malebranche

Voodoo Message Board

Jonathan Stoltze

Webmaster

Jeff Swim





KANSAS CITY IN 2006

A BID FOR THE 64TH WORLD SCIENCE FICTION CONVENTION AUGUST 31-SEPTEMBER 4, 2006

Why Kansas City? Why 2006?

In 1976, Kansas City hosted the 34th World Science Fiction Convention. A generation of new fans emerged from that experience and spread throughout the midwest, founding clubs and starting conventions, many of which still exist today. We look forward to the opportunity to provide a similar transformative experience to the youth of today and tomorrow, 30 years down the road.

Overland Park (one of the many suburbs that make up the greater Kansas City area) is constructing a state-of-the-art convention center that will provide more than enough function space for a WorldCon's needs. Phase One will be finished in 2002, and Phase Two, which will double the size of the Convention Center, follows immediately thereafter, to be completed in 2005. Phase One includes 237,000 square feet of total space, including a 60,000 square foot exhibit hall, a multi-purpose facility with stage that seats 2500 and meeting rooms that can be configured as needed. The attached Sheraton hotel offers a 12,000 square foot ballroom and 13,000 square feet of meeting room space. There is also a 25,000 square foot courtyard between the hotel and convention center for outdoor demonstrations, and 225 covered and 1200 surface parking spaces. All parking spaces, both at the convention center and the hotels, will be free. You can watch the progress from our website, www.midamericon.org. There will be over 1100 rooms connected to or immediately adjacent to the convention center, with a total of over 5,000 rooms within a 10 minute drive. The hotels, convention center, convention and visitors bureau and the city of Overland Park are working together to coordinate shuttle service between the hotels, the convention and nearby shopping and dining areas.

Our Bid Committee consists of fans both from the midwest and throughout the country with experience working local and regional conventions, as well as WorldCons. Our local group hosted the Nebula Weekend in 1997 (which went over so well we're doing it again in 2002). Our annual convention, ConQuesT (now in its fourth decade), is renowned as one of the finest (and most fun) cons in the midwest. And members of our committee are also part of the group hosting the 2003 World Horror Convention in Kansas City.

Kansas City is in the heart of America; it's a major transportation hub with easy travel connections and a modern, spacious airport. You'll be amazed at how little you'll have to pay for hotel rooms and fine dining in our fair city. The convention center is located directly adjacent to a major interstate and is easily accessible from any direction.

Kansas City is famous for its jazz, blues, fine dining, barbecue and its park-like, scenic beauty. There are also many attractions awaiting your discovery, including the Kansas City Zoo, the Harry S Truman Library and Museum, the Nelson-Atkins Museum (with a massive expansion to be completed in 2005), the Kemper Museum of Contemporary Art, several riverboat casinos, the world-renowned Country Club Plaza shopping district and much more, all within thirty minutes of the convention.

The Bid Committee believes we can make Labor Day weekend 2006 one of the most memorable in WorldCon history. We invite you to join us in the effort by presupporting our bid at one of the four levels explicated below. The benefits listed will be received if you vote and we win. We thank you for your support, and look forward to seeing you in 2006.

Presupport: \$20
supporting membership
1/2 credit for conversion
to attending membership

Preoppose: \$25
supporting membership
1/2 credit for conversion
to attending membership

Yardbird: \$50
attending membership
listing in program book

Count Basie: \$100
attending membership
listing in program book
special seating & more

For Up to Date Information on All Aspects of the Bid, see our Website: www.midamericon.org

Questions? Comments? Just want to chat? Our email address is: MidAmeriCon@kc.rr.com

Make checks (in U.S. funds) payable to Kansas City in 2006 and mail to:
Kansas City 2006, P.O. Box 414175, Kansas City, MO 64141-4175