

WISDOM 16



Irind Robbins '92

WisCon 16 is brought to you by the

wonderful people of **SF³**, the Society for the Furtherance and Study of Fantasy and Science Fiction, Inc., a non-profit Wisconsin education and literary society.

If you would like to join us or find out more about this fantastic organization you can contact us at: Box 1624, Madison, WI, 53701-1624.

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ON THE COVER:

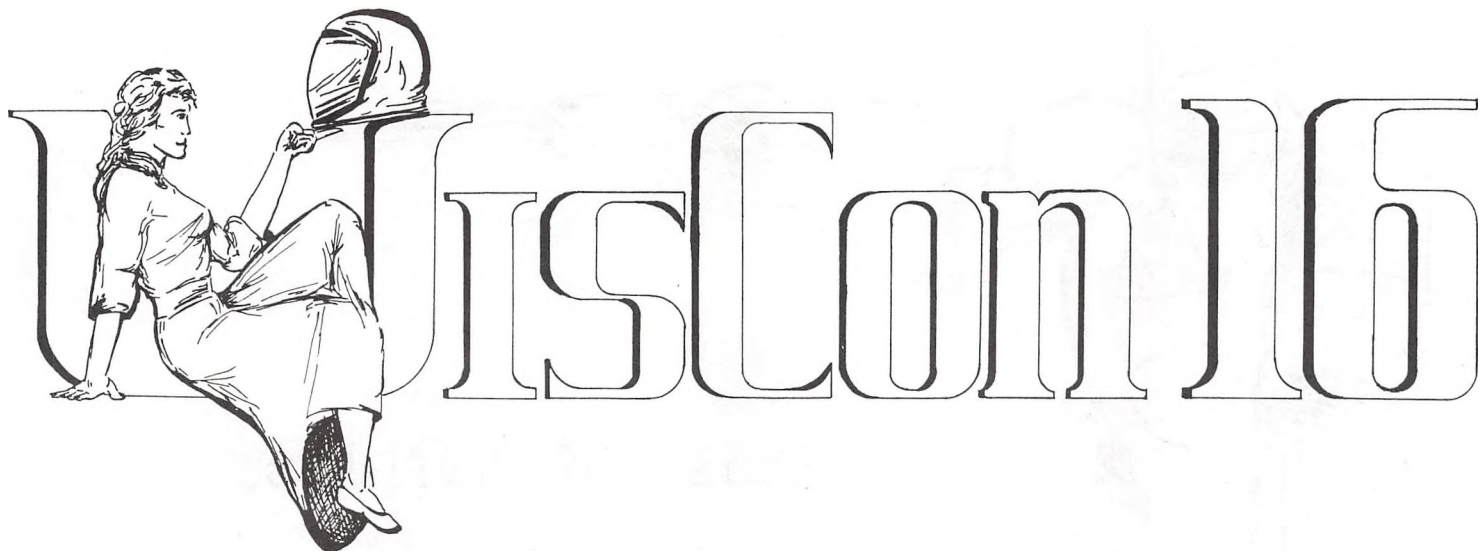
Some say she is the goddess of ancient Crete; some say merely a priestess. It's not important. I call her Our Lady of the Serpents. She is standing in the throne room at Knossos; behind her is part of the famous mural with gryphons. Or maybe she's just standing with her pet gryphon. It's not important. She carries her sacred double-edged axe, and she (and her serpent) are reading Marija Gimbutas' The Language of the Goddess. Or maybe they're reading Joseph Campbell. It's not important.

-- Trina Robbins

Capital City Comics

1910 Monroe Street
Madison, WI 53711
Mon-Fri: 11-7 Sat: 10-5
Phone (608) 251-8445





Welcome

Since you are reading this, you know this is WisCon. Welcome. Have a good time, spend your money, and make WisCon the convention that it can be.

WisCon is brought to you by SF³, also known as the Society for the Furtherance and Study of Fantasy and Science Fiction. And by the dozens of people who attend countless meetings to dissipate their boundless energy (without one word of thanks I might add).

If you think that WisCon is fun and you live in the Madison area you might want to join us. Just talk to any one of the ConCom and they will tell you were to sign up.

If you can read, we hold book discussions on the third Thursday of every month at some hapless soul's house. Places to be announced in Cube, the official organ of SF³. So, why not subscribe to Cube and find out?

Well, enough talk. Enjoy the con, thank all of the people who helped make it possible, and make some new friends.

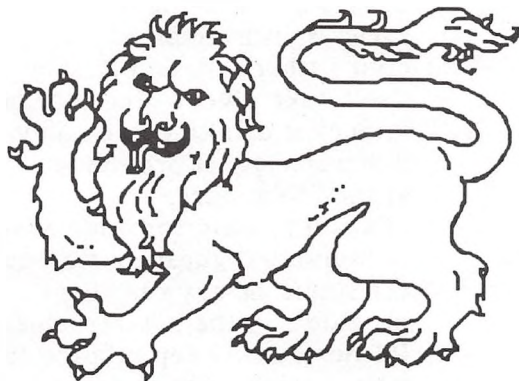
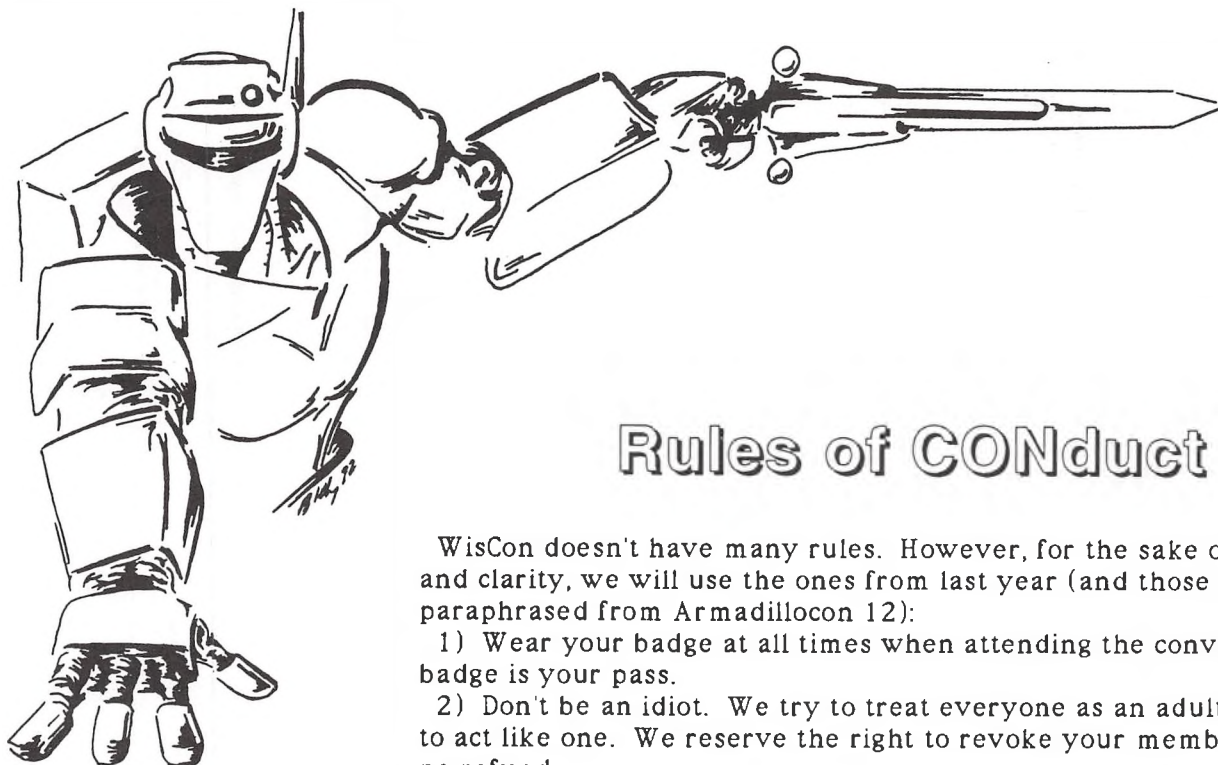


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Rules of CONduct

WisCon doesn't have many rules. However, for the sake of simplicity and clarity, we will use the ones from last year (and those were paraphrased from Armadillocon 12):

- 1) Wear your badge at all times when attending the convention. Your badge is your pass.
- 2) Don't be an idiot. We try to treat everyone as an adult and expect you to act like one. We reserve the right to revoke your membership with no refund.

**"Rules?
What
rules?"**

CHILDREN

It is not WisCon's policy to provide childcare (i.e. baby-sitting). Parents are encouraged to make their own arrangements - perhaps a baby-sitting co-op or childcare exchange. Also, a parent or other responsible adult must always accompany children under the age of 12 while they are in the convention area. Parents will be held responsible for their children's actions.

you have to stoop to their obviously low level.)

If you don't smoke, be nice. Expect smokers to smoke in smoking areas (after all, that's why they're called smoking areas). If you have trouble breathing, ask them politely to put it out. If they don't, leave. Don't be a jerk. A comment such as "I won't spit in your drink, if you stop smoking in my air" only proves that you can read buttons, and a full blown argument over "smoker's rights" won't solve anything.

SMOKING

The Official Policy

Smoking is allowed in:

- 1) Individual Guest Rooms
- 2) The Pilsner Pub
- 3) The Smoking ConSuite
- 4) The Two Smoking Areas In The Lobby Of The Hotel

The Official Suggestion

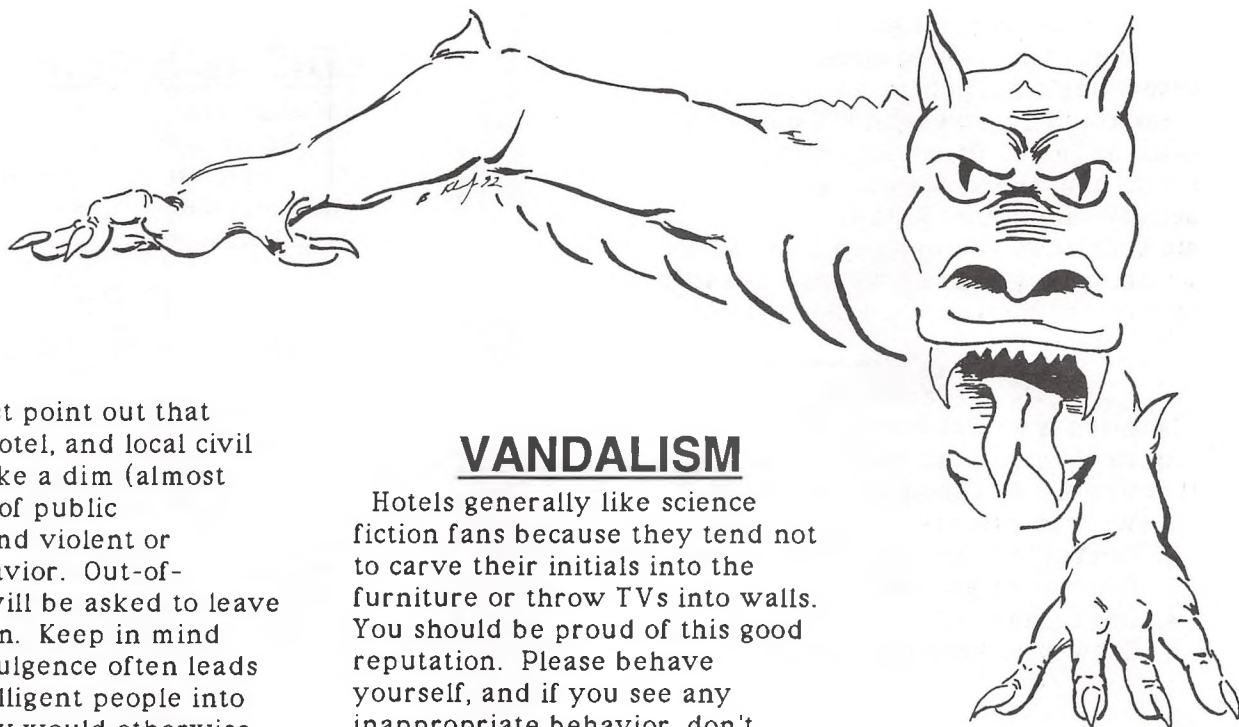
If you smoke, be nice. Smoke only in the designated areas. If you are in a crowded area and someone asks you politely to put it out, smile and do so. If someone asks you not-so-politely to put it out, smile, thank them for their understanding and courtesy, and put it out anyway. (Just because they're being jerks doesn't mean

ALCOHOL

The legal drinking age in Wisconsin (in fact, in the entire U.S.) is 21. Whether or not you agree is entirely beside the point. Civil authorities, and WisCon itself, take a very dim view of underage drinking and an even dimmer view of providing alcohol to minors.

Fans may only consume alcohol in individual guest rooms, the ConSuites, or any cash bars provided by the hotel (such as the Pilsner Pub). Keep in mind that **you** are liable for any violations of the drinking age.

**"But I'm
feeling
much
better
now..."**



We also must point out that WisCon, the hotel, and local civil authorities take a dim (almost hostile) view of public intoxication and violent or drunken behavior. Out-of-control fans will be asked to leave the convention. Keep in mind that over-indulgence often leads normally intelligent people into situations they would otherwise avoid.

All of that aside, we want you to have a good time and we are sorry for any inconvenience that this may cause. However, following in the tradition of the fifteen previous WisCons, we are sure all of you will manage to do a fine job of balancing fun and responsibility.

SEXUAL HARASSMENT

We will not tolerate sexual harassment of any kind -- and neither should you. Don't be afraid to stand up for your right to tell someone to get lost and don't hesitate to report harassment to the ConCom.

Situations with friendly people, late hours, and available alcohol, such as a con, hold the possibility that an innocent misunderstanding could become an ugly incident. The lack of such problems in the past is testimony to the high character of fans, and we are sure that there won't be any problems in the future. However, it always pays to remember:

Say what you mean. Mean what you say. Believe what you hear.

VANDALISM

Hotels generally like science fiction fans because they tend not to carve their initials into the furniture or throw TVs into walls. You should be proud of this good reputation. Please behave yourself, and if you see any inappropriate behavior, don't hesitate to tell them to cut it out, then tell the hotel front desk or a Badger.

THEFT

WisCon is not responsible for lost or stolen articles at the convention. Fandom isn't as safe as it used to be (although memories are usually faulty), and while the Badgers do their best, we ask for your cooperation to make this a safer convention:

- ♣ Leave your coat and other valuables in your (or a friend's) room if at all possible, keep with them if you can't. Better still, don't bring them at all.
- ♣ Hucksters should never leave their tables completely unattended during business hours.
- ♣ If you have any valuables, we suggest you contact the hotel about the using of their safe. Space for this is limited, however.
- ♣ Keep your eyes open, and, if you see someone stealing, don't let it pass. Scream, yell, whatever, but don't let them get away with it.

WEAPONS

If you bring a weapon, WisCon expects you to behave responsibly. (WisCon defines

"If you're guilty, you're dead."

"Peace through superior firepower."

weapons as swords, knives, bows, nunchucks, throwing stars, fake weapons, anything which resembles a weapon, or anything which we think could be a weapon.) We do this not to discourage you from completing your costume but to help guard against the occasional accident and idiot. With this same goal in mind, we encourage you to peace-bond all weapons at all times. If you use a weapon in a threatening or reckless manner, we will revoke your badge.

SAFETY

Madison is a relatively safe city, but don't be foolish. Many of the things that your mother told you are still good rules to follow:

1. Walk in groups
2. Don't take candy -- or rides -- from strangers
3. Don't drink and drive
4. Don't smoke in bed
5. Chew with your mouth closed



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MEDICAL EMERGENCIES

In a medical emergency, dial 911 from any Holiday Inn house phone. If someone has stopped breathing, call 911, then contact Con HQ. We'll contact someone with emergency medical training to give immediate care.

FIRE

If there is a fire -- DON'T PANIC! If no one has sounded an alarm, do so, then calmly make your way to the nearest exit. The fire department responds automatically.

Whenever you check into a hotel, find the nearest exit and set up a place to meet with the rest of your party in case of an emergency. Most fire fatalities are caused by lack of planning and panic. So, have a plan and stay calm, and you'll be around to enjoy next WisCon.

Gopher It



Mary Sue Before
Becoming a WisCon
Volunteer

You've seen it happen. Meek, mild, and somewhat withdrawn friends miraculously change in to daring, take-charge social butterflies. How could this happen you ask? The answer is simple: They joined the exclusive ranks of WisCon volunteers.

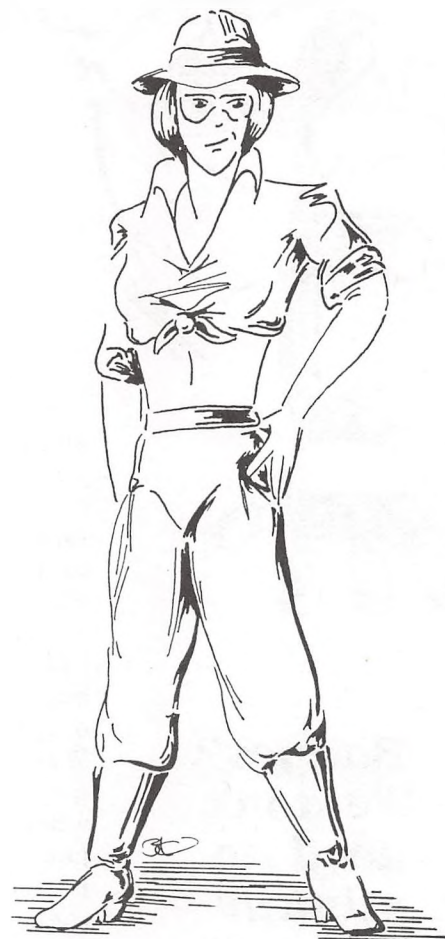
WisCon runs on the muscles and energy of gophers, badgers, wolverines, hodags, and other essential personnel. These are the people that make sure that everything is in order, and that WisCon stays the smooth running con that it is.

WisCon couldn't run without you.

If you'd like to get involved (and see what a con looks like from the inside), introduce yourself to the people in the Gopher hole and put yourself in their hands.

Now that you are a WisCon ~~slave~~ volunteer you are entitled to several perks: entrance into the Green Room, partial refund of the membership fee, and the respect, and admiration of all.

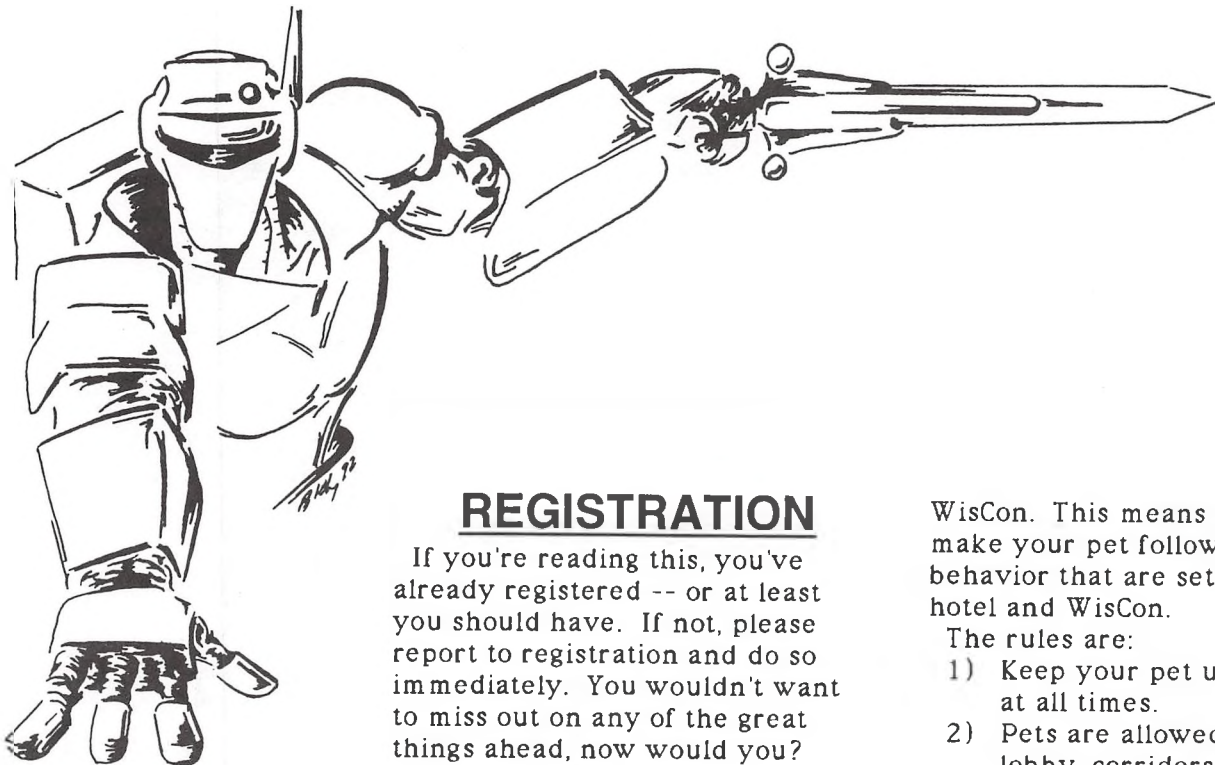
Don't miss out on this opportunity to join, and be one of the few, the proud, and the unbelievably popular.



Mary Sue After
Becoming a WisCon
Volunteer

Let's Make A Deal

What would a Con be without a Huckster's room? For one thing, it wouldn't be WisCon. We have one of the best Huckster's Rooms of any Con, and you certainly don't want to miss it. What do we have, you ask? Well, we have (take a deep breath): new books, used books, chocolate, magazines, comics, games, gaming aids, chocolate, crafts, clothing, trinkets, posters, chocolate candy, bumper stickers, stuffed animals, jewelry, and, most importantly, chocolate. You can't find many of these things anywhere else, and you'll never forgive yourself if you don't pick up a souvenir.



**"Badges?
We don't
need no
stinkin'
badges!"**

**"Just when
I got it all
together, I
forgot
where I put
it."**

REGISTRATION

If you're reading this, you've already registered -- or at least you should have. If not, please report to registration and do so immediately. You wouldn't want to miss out on any of the great things ahead, now would you?

If you've lost your badge, want to purchase buffet tickets, or even buy tickets for WisCon 17 (Sunday only), stop at the reg desk.

Warning! If you have any question other than "Is this where I register?," don't ask the poor damned souls at the reg desk, pester the ones sitting next to them at the information desk instead.

NAME BADGES

Please wear your name badge at all times while in the convention area. It's your one and only pass into Con events. Guard it as you would \$30; that's what it would cost to replace it. If you find a lost badge, please turn it in at the reg desk, and if you lost yours, check there first.

PETS

As in the past, both WisCon and the Holiday Inn SE welcome our four-legged friends. However, this year there is a change: Pet Badges (that's badges for your pets, not badges that are pets).

It works like this: You pay \$1, and your pet of choice gets a shiny new badge just like yours. It -- oops, I'm sorry -- he or she is now an official member of

WisCon. This means you agree to make your pet follow the rules of behavior that are set up by the hotel and WisCon.

The rules are:

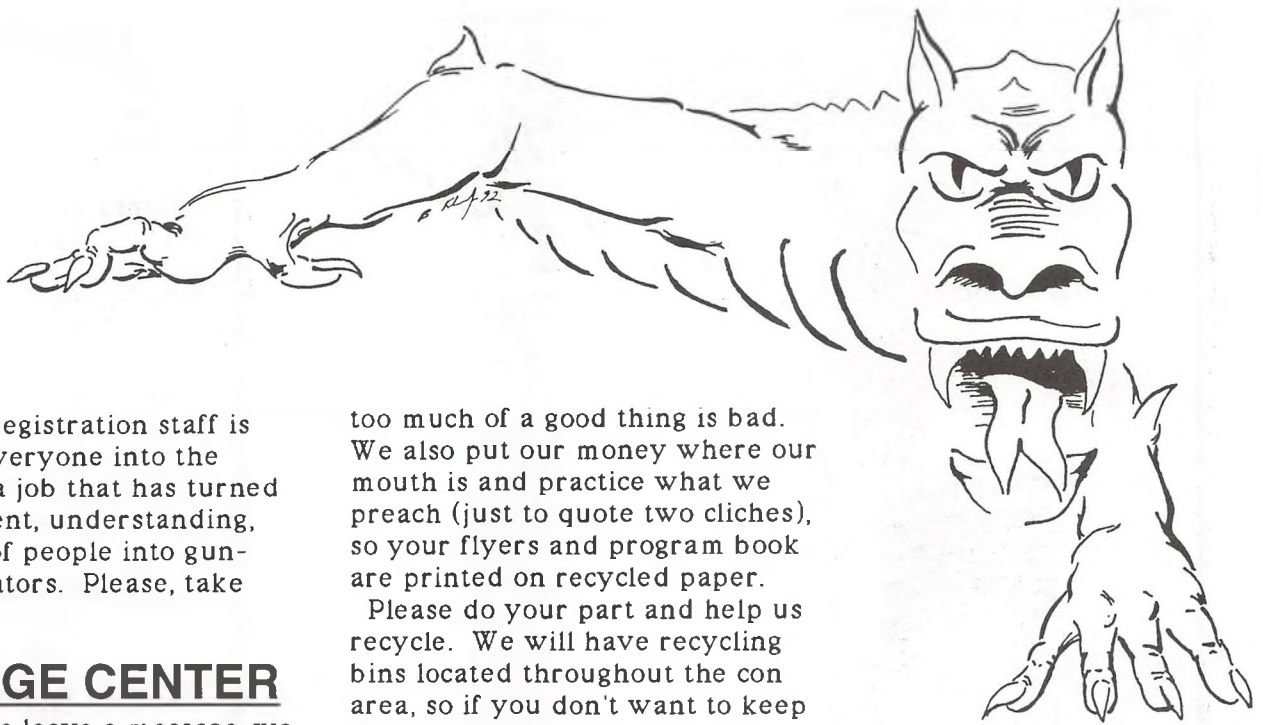
- 1) Keep your pet under control at all times.
- 2) Pets are allowed in the lobby, corridors, guest rooms, and function rooms.
- 3) Pets are not allowed in the restaurant, sauna, or pool areas.
- 4) If your pet is bothering someone, even if through no fault of its own, please remove it from the problem area.

WisCon reserves the right to revoke a pet badge if the the animal -- or its owners -- continuously breaks these rules.

INFORMATION

Have questions and need answers? The information table is the place for you. Located next to registration, conveniently right inside the main door of the hotel, the information table is staffed by helpful, well-informed people, whose only desire is to answer your questions (and perhaps kill me if they ever read this). So, if you have any questions about the convention, local restaurants, transportation, how to get where, who's who, and what's going on -- just ask.

A word of warning: Please don't confuse the registration table with the information table. The information staff is there to provide information and friendly



service. The registration staff is there to get everyone into the Con, and it is a job that has turned the most patient, understanding, and friendly of people into gun-toting terminators. Please, take pity on them.

MESSAGE CENTER

If you need to leave a message, we have a large blackboard located near the registration desk. Please date/time messages you leave and erase messages you receive. This is also the place to post ride requests, both for food forays and to get you home.

SIGNS

You can put up signs just about anywhere in the hotel, except the windows, but don't use cellophane tape, pins, nails, hot glue, tacks, or rivets to do it. You can borrow a roll of masking tape from the WisCon information table.

LOST AND FOUND

The Holiday Inn staff will turn in anything they find to the front desk, and if you find something, you can turn it into either the front desk or Con HQ. If you've lost something, check both places. If it isn't in either place, try listing it as missing in the MMG (offering a reward -- like chocolate -- won't hurt either).

RECYCLING

WisCon supports recycling -- it's good for the environment and saves us money. So let us know if you get duplicates, after all, even

too much of a good thing is bad. We also put our money where our mouth is and practice what we preach (just to quote two cliches), so your flyers and program book are printed on recycled paper.

Please do your part and help us recycle. We will have recycling bins located throughout the con area, so if you don't want to keep the program book or have any other recyclable material, please put it where it will do the most good.

MAILING LIST

If you received duplicate flyers, changed your name, or changed your address, please let us know ASAP. That way you'll get your WisCon material promptly (and we'll save paper and money at the same time). If you didn't get any WisCon material, or if it arrived looking like it didn't survive WWIII, please let us know, too. Our mailing list is our only contact with you -- and reality -- and we'd like to keep it updated.

POOL AND GAME ROOM HOURS

The swimming pool, sauna, and game room remain open until 3:00 a.m., just for you night owls. Hotel security will let you know 15 minutes before it closes; very useful if you don't swim with your watch. They re-open at 7:30 a.m. for the truly twisted non-morning impaired. There are no lifeguards, so please be careful.

"No man is an island, as long as he is on one mailing list."

"No matter where you go, there you are."

The ConCom

Coordinator -
Kim Nash

Operations -
Kathi Scheller

Personnel -
Susan Balliette

Art Show -
Lucy Nash

Huckster's Room -
Hank Luttrell

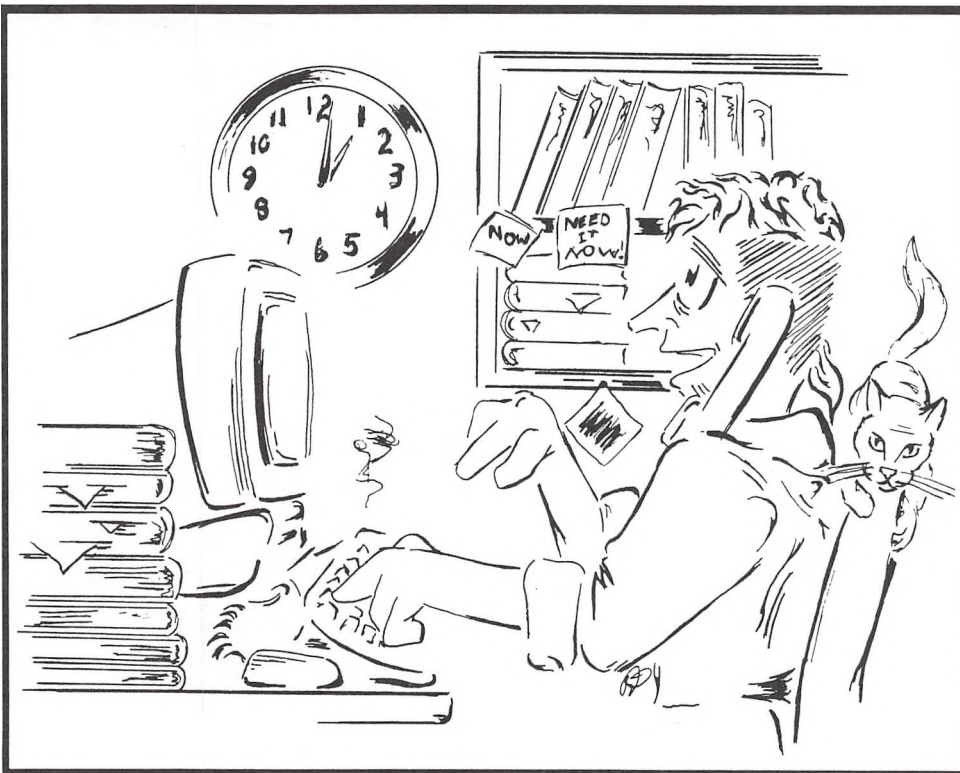
Programming -
Lorelei Manney
Helpers:
Bill Bodden
Matt Raw
Jim Nichols
Tracy Shannon
Pat Hario

Social -
Tracy Shannon
Helpers:
Andrew P. Hooper
(Opening
Ceremonies)
Margaret Hooper
(Mixer)
Martha Stephenson
(ConSuite)
Greg Rihn
(Masquerade)
Georgie Schnobrich
(Masquerade)
Jeanne Gomoll
(Banquet and
Tiptree Award)

Publication/Publishing
Rebecca A.L. Kludy
Helpers:
Jim Nichols
(Publicity)
William Kludy
(Artist)
Robin Bonke
(Writer/Critic)
Marita Langebartel
(Proofreader)
Lori Isabella
(Proofreader)
Bill Humphries
Jeanne Gomoll



"We'll make this the best
WisCon ever!"



"Of course, I'll have it done
by tomorrow!"

**"Nothing real
has happened
since 1957."**



**"The few...
The proud..."**

**The incurably
insane...**

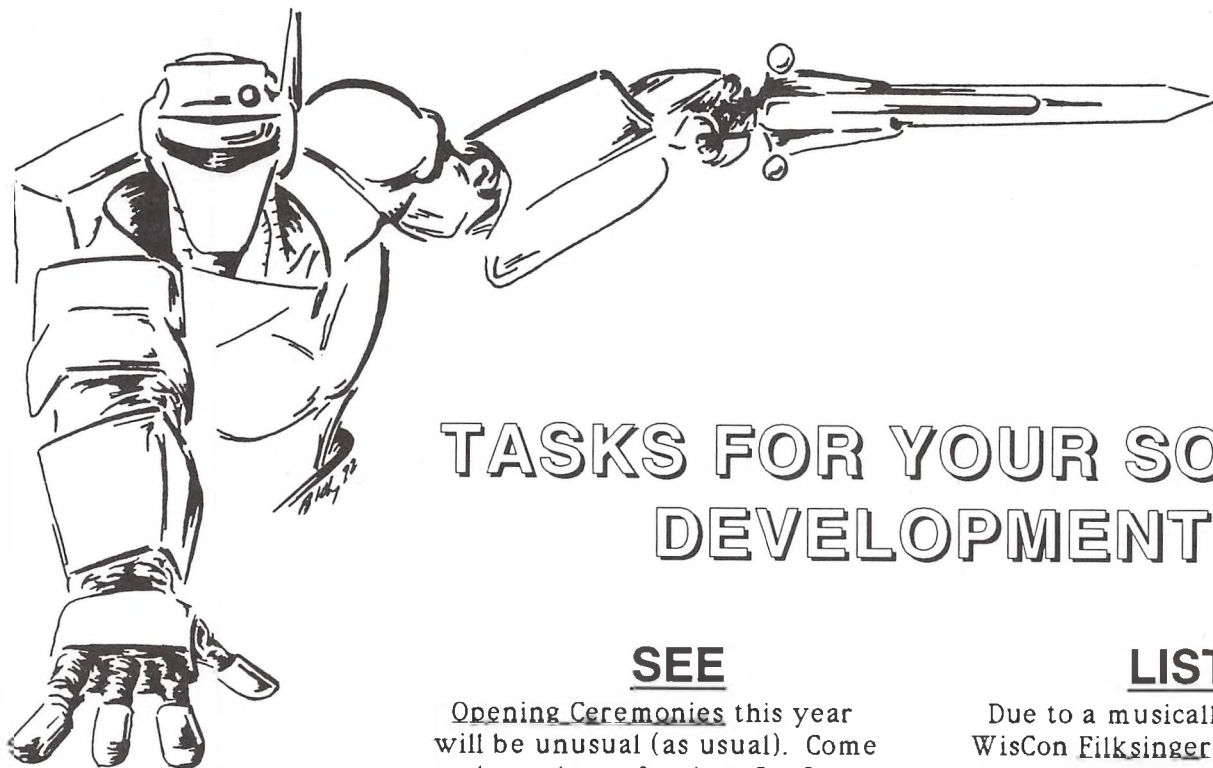
The ConCom."

**"I'm moderating what
panel?! When?!"**



**"Like I didn't
see that
coming."**

The Wrap-Up Panel



TASKS FOR YOUR SOCIAL DEVELOPMENT

SEE

Opening Ceremonies this year will be unusual (as usual). Come and watch our fearless ConCom and Guests of Honor as they take you to... the WisCon Zone. Friday at 8 p.m.

DANCE

After Opening Ceremonies is over, Mixer DJ extraordinaire Margaret Hooper will be spinning silver saucers for your gyrating pleasure. Music is a strong Brownian motion inducer! Let us vibrate, fellow molecules!

DRESS UP

Our Masquerade entertainment is twofold this year. Roaming judges will hand out twenty hall costume awards, so look sharp as you saunter. And of course you have your choice of watching or appearing in the Saturday afternoon costume contest. If you only plan to watch, look out! You'll be expected to vote in the new People's Choice Award. Guest of Honor Trina Robbins will join local costume goddess Cindy Coloni and our truly masterful MC Greg Rihn in judging the masquerade, with a special award going to the best animated or graphic novel character. Doors open Saturday at 2:45 p.m.

LISTEN

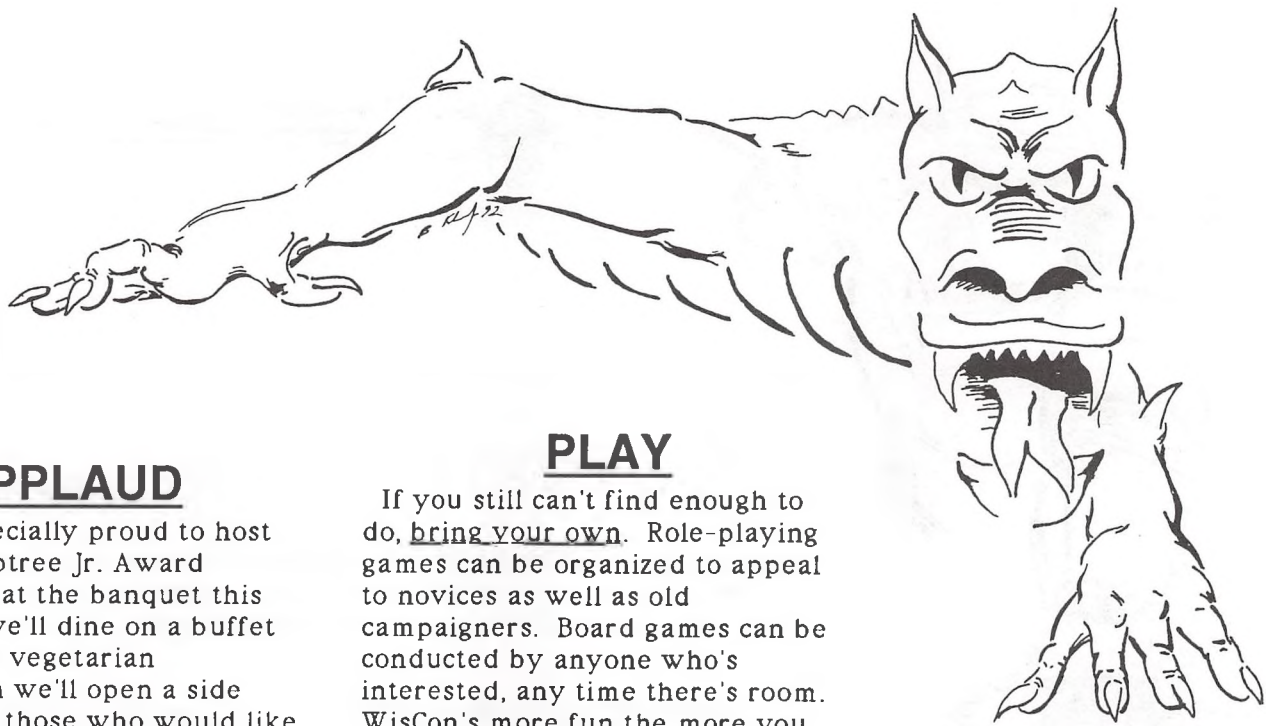
Due to a musically inept ConCom, WisCon Filksingers must have a good time with no specific organization or support -- and they succeed dramatically every year. Go and listen, or sing... but please don't record without asking permission. And I bet those performers could use some wet for their whistles; why not take them some? Late night Friday and Saturday.

EAT

WisCon's pair of smoking and non-smoking ConSuites are better endowed than most, with a variety of food, including Saturday morning bagels and Sunday morning doughnuts. Depending on when you wander in, you could munch on cheese and sausage, fresh veggies, chips, soda, or, if you have great timing, you might hit one of the chocolate rushes. We also have coffee for the morning-impaired. There is no beer offered in the ConSuite, but feel free to buy one in the hotel bar and bring it along while you enjoy your munchies. Opening Friday around 5 p.m., Saturday and Sunday around 9 a.m.

"Hollow chocolate has no calories."

"Excuse me while I change into something more formidable."



APPLAUD

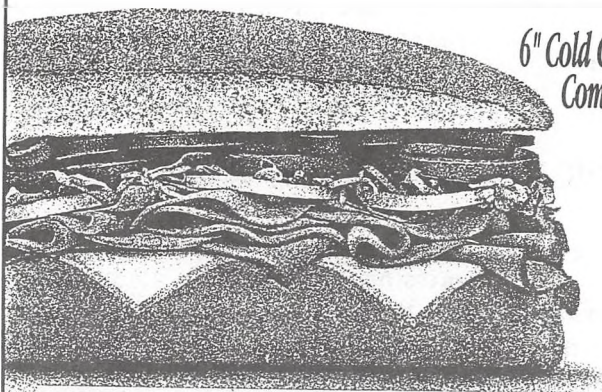
We are especially proud to host the James Tiptree Jr. Award Presentation at the banquet this year. First, we'll dine on a buffet (which offers vegetarian choices), then we'll open a side door to let in those who would like to join us in honoring the first recipient of the award. Saturday at 6:30 p.m.

PLAY

If you still can't find enough to do, bring your own. Role-playing games can be organized to appeal to novices as well as old campaigners. Board games can be conducted by anyone who's interested, any time there's room. WisCon's more fun the more you do -- Charades, Simon Says, Go Fish -- if you like it, share it.

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*Our contribution to your
economic recovery.”*



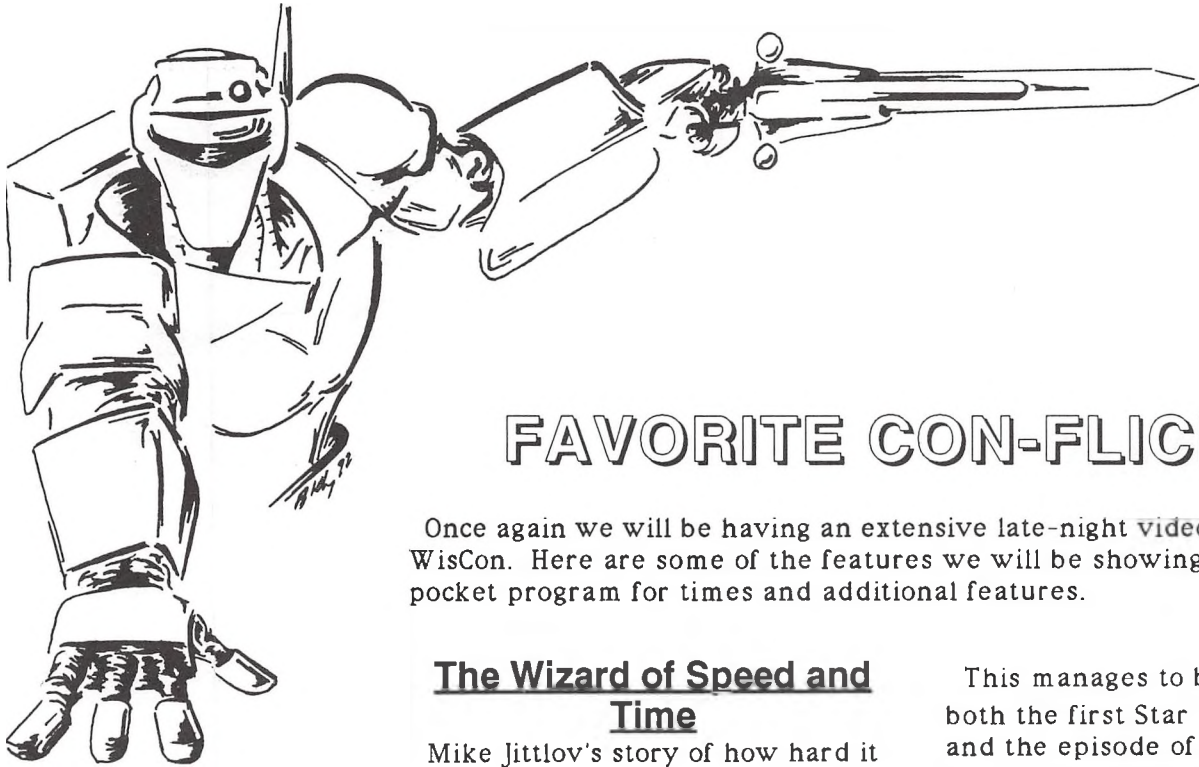
6" Cold Cut
Combo

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FAVORITE CON-FLICKS

Once again we will be having an extensive late-night video program at WisCon. Here are some of the features we will be showing. Check your pocket program for times and additional features.

The Wizard of Speed and Time

Mike Jittlov's story of how hard it is for an outsider to break into the film industry in Hollywood.

Blade Runner

Directed by Ridley Scott, and starring Harrison Ford. Ford is a former cop recruited to track down some mutinous androids.

The Adventures of Buckaroo Banzai

Peter Weller and John Lithgow star in this silly but good film.

The Thing

John Carpenter's 1982 film has been described (in Martin and Porter's Video Movie Guide) as "a movie so terrifying, it'll crawl right up your leg." More a sequel to the original than a remake.

Big Trouble in Little China

Another John Carpenter film, this movie has Kurt Russell as a trucker who gets drawn into intrigue, sorcery, and mayhem in Chinatown. Definitely tongue-in-cheek, this is actually a pretty good film.

Star Trek II: The Wrath of Khan

This manages to be a sequel to both the first Star Trek movie, and the episode of the original Star Trek show entitled "Space Seed". In spite of that, it seems to be just about everyone's favorite Star Trek movie.

Star Trek IV: The Voyage Home

Everybody's other favorite Star Trek movie. The plot (about going back into time to retrieve some whales to save Earth) is OK, but what really made this movie was the sense of humor and the interaction between the characters.

Fantasia

If you have kids, bring them. If not, come anyway and enjoy how Disney's animators brought these classical pieces of music to life.

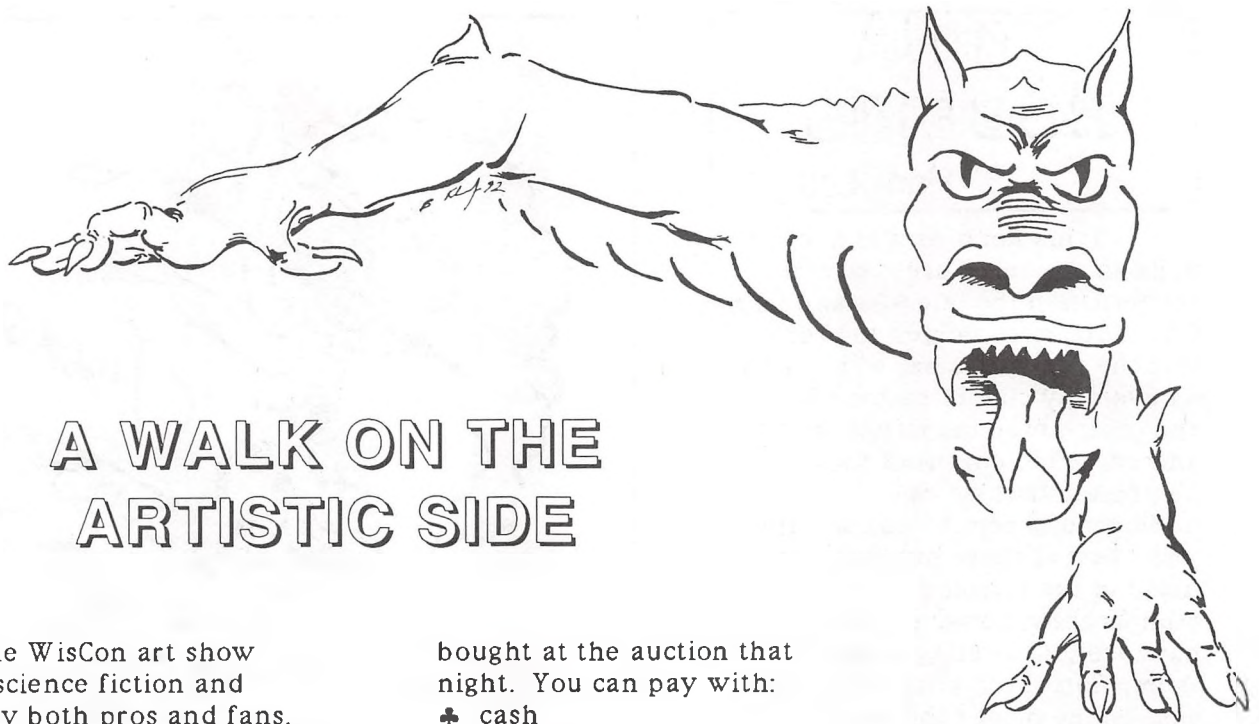
Red Dwarf

If you haven't seen this British science fiction/comedy show, you don't know what you are missing. This show is also notable for the fact that, since it is considered a comedy, rather than a drama, the budget for each half-hour episode is larger than for an entire season of Dr. Who. Consequently it has slick effects and cheesy humor, instead of cheesy effects and slick humor.

**"Where
are we
going?"**

**"Planet
Ten."**

**"He's
dead,
Jim."**



A WALK ON THE ARTISTIC SIDE

As usual, the WisCon art show will feature science fiction and fantasy art by both pros and fans. In addition, this year we have a special exhibit by Trina Robbins. So be sure to cruise through the show a couple of times, voting for your favorites and bidding on those you'd like to own. The winning art work will be announced at the banquet and in the Mad Moose Gazette.

BUYING ARTWORK

Follow these simple steps:

- 1) Sign up for your bidding number at the Art Show desk.
- 2) Place your bid during the art show. (All pieces not for sale are marked NFS)

Important notes:

- ♣ All bids below the minimum bid will be ignored.
 - ♣ A bid is a commitment to buy. If your bid is highest, you must buy the piece you bid on. The only way out of this obligation if someone out bids you.
- 3) Items with more than two bids go to the auction on Saturday night.
 - 4) Art auction bidding opens with the last amount on the bid sheet. If no one else bids, the last person on the list gets it; otherwise it goes to the highest bidder from the floor.
 - 5) You must pay for items

bought at the auction that night. You can pay with:

- ♣ cash
 - ♣ personal check (with ID)
 - ♣ traveler's checks
 - ♣ money order
 - ♣ Visa or Master Charge
- 6) "Sunday" price: If a piece isn't bid on by Sunday, many artists will sell their work at the reduced "Sunday" price listed on the bid sheet

FREEBIE TABLES

WisCon provides several freebie tables in the Foyer. Feel free to drop off your freebies and pick up what's there, and be sure to check it periodically, as these tables change constantly. It's also the best place to pick up the MMG and any one-shot zines.

***"Conform,
go crazy,
or become
an artist."***

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***"Whoever
said you
can't buy
happiness,
didn't know
where to
shop."***

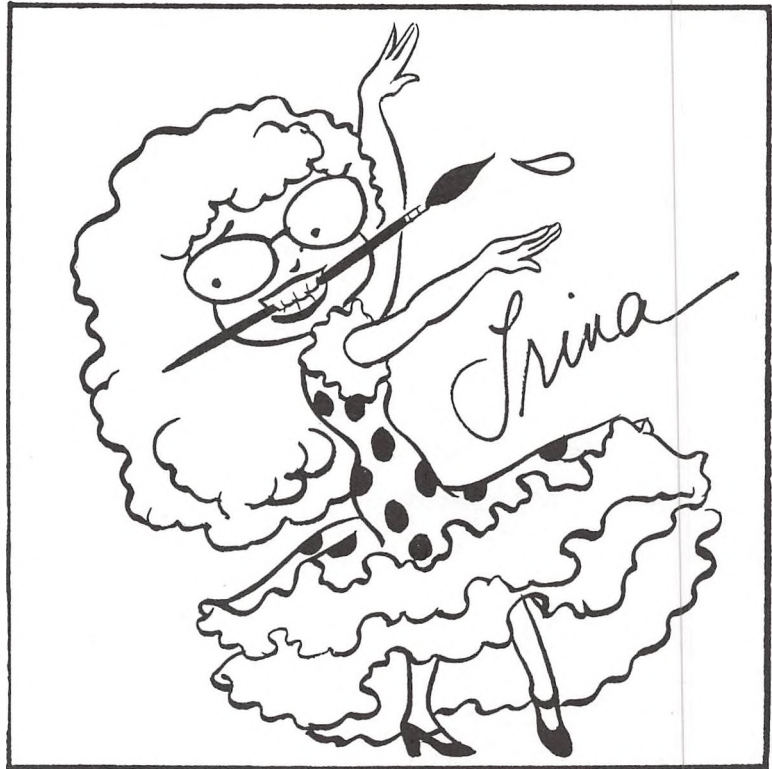
TRINA ROBBINS

Hank Luttrell

Trina Robbins was a major voice in the small press comics revolution in the late 60's and 70's. One of the first women to break into the ranks of what was mostly a boys-only club of cartoonists, she contributed (as writer, artist, and editor) to dozens of those little pamphlets that we call underground comix. You will find just a few of these publications listed in the selected bibliography, however, you'll have trouble locating many of them. Compared with newsstand comics, the print runs on these were small, and those books that do survive are in the hands of collectors who value them highly. Still, it would be worth the effort to seek them out because they demonstrate the quality that made underground comix so refreshing-- that undefinable ability to be controversial, sincere, creative, innovative, and fun.

Underground comix, as we understood them in the 60's and 70's, gave way to the more diverse comic book field of the 80's and 90's. Underground comix pioneers, such as Trina Robbins, proved there was interest in a different sort of comic book -- different, that is, from the superdudes in long underwear offered by the major publishers. With her talent well established, Trina Robbins' followed the trend and her work began to appear in comics and books from the large publishers who finally acknowledged that the comic audience was becoming more sophisticated.

Robbins' work, as you will see, is characterized by exquisitely designed line and form, deceptively simple, with every element in the image contributing to the progress of the characters and the story. And



what stories! Drawing material extensively from myth and history, much of Trina Robbins' work is well within the field of science fiction and fantasy, as evidenced in her earliest work and continuing today. Trina's recent collection of comics includes the beautiful Near Myths, clearly a fantasy anthology, and one of her classics is a sequential art version of Tanith Lee's Silver Metal Lover. In 1986, Trina gave a memorable and nostalgic turn with DC's Wonder Woman, proving once again that publishers, both large and small, recognize talent.

But Trina is more than just another talented artist. She is also an activist. While this is clear in all of her work, nowhere is it more evident than in her work for STRIPAIDS, USA and CHOICES. STRIPAIDS, USA, a 1988 benefit book for AIDS, was co-edited by Trina and earned her 1989 awards from both the San Diego comic convention and the San Francisco Media Alliance. CHOICES, a 1991 pro-choice benefit comic, which Trina edited and published, won her the 1990 and 1991 San Francisco NOW's Outstanding Feminist Activist Award.

While the two comics above are the best examples of Trina's activism, it is important to recognize that her beliefs and attitudes influence everything she does. In a world where comic book publishers target young men as their largest, most important group of readers, Trina Robbins has never given up on entertaining women. Misty and California Girls are both wonderful comics for young women, and one of Trina's many current projects is writing for Barbie and Barbie Fashion. With Trina working on the project, you can be sure that it will appeal to both young and old, and it will educate and inform, as well as entertain.

One of Trina's most ambitious works to date is her fantastic children's book: Catswalk. Drawing on history and legend, Trina entered the world of mainstream

Continued on Page 18

HOWARD WALDROP

by George R. R. Martin

Let's begin with some riddles. What do Dwight David Eisenhower and the dodo have in common? How are Japanese sumo wrestlers like Disney cartoon characters? What's the common link between Izaak Walton, Abbott & Costello, and George Armstrong Custer? If you ran into a gorilla in a powdered wig at a tractor pull, what would that remind you of? And while you're pondering all that, just who was that masked man anyway?

The last one is easy. The masked man is Howard Waldrop, a short squinty-eyed fellow with an atrocious accent and a wardrobe like Mork from Ork. He was born in Mississippi, grew up in Texas, and has bounced around the Lone Star State most of his adult life, from Arlington to Grand Prairie to Bryan to Austin, where he now resides. He knows everything there is to know about B movies, he can sing fifties rock and TV theme songs all night long (and often does), he likes to fish, and he just happens to be the most startling, original, and entertaining short story writer in science fiction today.

The word *unique* is much abused these days, but in Howard's case it applies. We live in a derivative age, and nowhere is that more apparent than in the books we read. Every new horror writer is compared to Stephen King. Our fantasists all seem to write in the tradition of J. R. R. Tolkien, Robert E. Howard, or Stephen R. Donaldson. The hot young talents in SF are routinely proclaimed as the next Robert A. Heinlein, the new Isaac Asimov, the angriest

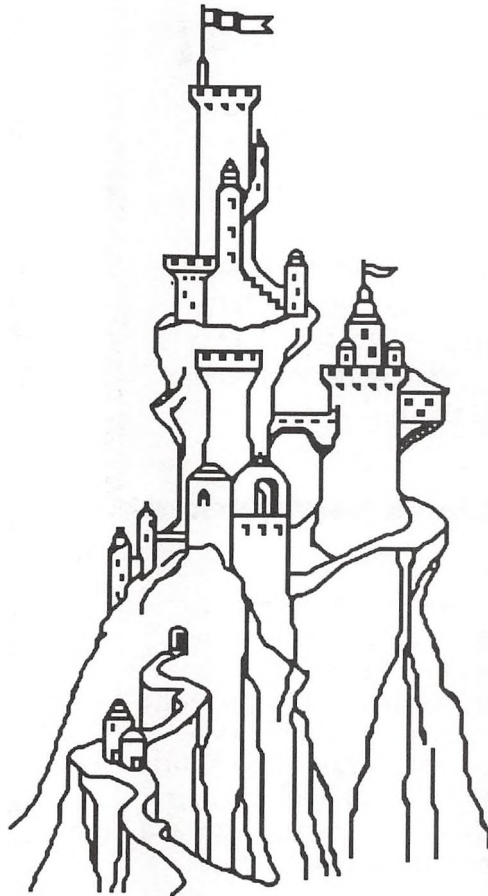
young man since Harlan Ellison, unless they happen to be female, in which case they are dutifully likened to Andre Norton, Ursula K. LeGuin, and Marion Zimmer Bradley. If you listen to the blurb-writers, these days it seems that everybody writes like somebody else.

Howard Waldrop's short fiction is squarely in the tradition of Howard Waldrop. There's never been anyone like him, in or out of science fiction. His voice is his own; singular, distinctive, quirky, and--once you've encountered it--more than a little addictive. I'm tempted to say that the only other thing that's like a Howard Waldrop story is another Howard Waldrop story, except that it wouldn't be true. Howard's stories differ as much from each other as from your run-of-the-mill SF and fantasy. The only thing they have in common is that they're all a little bit different.

Howard doesn't like to write the same thing twice. Well-

meaning friends keep telling him that the best way to get rich and famous is to write the same thing over and over and over and over again, to keep frying up those robot duneburgers of gore and serving them to a hungry public, but Howard keeps wandering off and getting interested in Groucho Marx, Chinese proletarian novels, and the mound-builder Indians. Suddenly books start piling up in his office, a maniacal gleam lights his tiny little eyes, and he begins to talk incessantly about a strange new story he's going to write.

Meanwhile, he consumes those piles of books during breaks in his daily regimen of building bookcases and watching old movies on



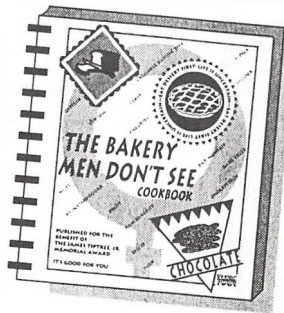
television. Then, when all of his friends are just about ready to skin him alive, out it comes all in a rush: the latest Waldrop wonderment.

It's an odd way to work, but it's Howard's way, as uniquely his own as the stories it produces. He's been doing it for a long time. People have been paying him for it ever since 1970, but he started long before that, writing stories just for the love of writing. I couldn't tell you just when Howard began to scrawl words on paper, but I suspect that it was about nine seconds after he first learned to hold a Crayola in his stubby little fingers.

I do know that he was born in Mississippi on September 15, 1946 (a date he's immortalized in one of his recent short stories), that later on his family moved to Texas, and that he's been a thorough-going Texan ever since. He was already writing up a

S U P P O R T T H E JAMES TIPTREE, JR. MEMORIAL AWARD

- 1 Buy a goodie at the WisCon Tiptree bake sale.
- 2 Eat it or yourself give it to someone you love.
- 3 Buy a copy of *The Bakery Men Don't See* at the bake sale or in the Dealers' Room. (\$10)
- 4 Organize your own bake sale at a future convention. (Get a copy of the brochure, *How to Run a Bake Sale*—from the people staffing the bake sale, or by writing to SF³.)
- 5 Start thinking about who you would like to see win the *next* Tiptree. Any work of fantasy or science fiction published in 1992 is eligible. Send your recommendations to the judges, in care of Pat Murphy or SF³.



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storm by the time he first came to my attention.

That was in 1963; we were both in high school, him in Arlington, Texas and me in Bayonne, New Jersey, and both of us were publishing our juvenilia in the comic book fan magazines of the day, tiny publications printed in purple with fast-fading ditto masters and circulated to literally *dozens* of eager readers, most of them high school kids, like Howard himself. Even then, Howard was unique. Everyone else who wrote for those tiny fanzines (including, I blush to admit, myself) imitated the professional funny-books and wrote about super-heroes. Howard wrote detective stories set in France at the time of the Musketeers. The readers loved him, but didn't quite know what to make of him, and they'd write in puzzlement to the fanzine letter columns to say, "Boy, Howard Waldrop's story was really great, but it was all about Cardinal Richelieu. What powers did he have, anyway?" He's been pleasing and puzzling readers ever since.

Everyone who read him back then knew right off that Howard was too good to stay an amateur for long,

and sure enough we were all right. He made his first professional sale in 1970, just before he got drafted. The Army sent him to Georgia, gave him a typewriter, and taught him all the words to "I Want To Be an Airborne Ranger," but otherwise did him little good. The story had more lasting effects on his life and career. It was a little thing called "Lunchbox," and the editor who bought it was the legendary John W. Campbell, Jr. During the decades that he had edited *Astounding* (later *Analog*), Campbell had discovered and introduced an astonishing number of SF greats, and in fishing Howard Waldrop out of the slush pile, he demonstrated that his eye for talent hadn't deserted him. Campbell's untimely death came before he could actually print Howard's debut story, but in a very real sense it can still be said that Howard Waldrop was Campbell's last great gift to science fiction.

Two years as an army journalist slowed him down a little, but there was no stopping Howard permanently, and once he was discharged, he returned to Texas to begin to write and sell all sorts of things. He even wrote a novel, a collaboration with his landlord. It was called *The Texas-Israeli War*, by Jake Saunders and Howard Waldrop, and it's still in print today.

Those were heady days in Texas, for reasons entirely unconnected with the Dallas Cowboy Cheerleaders. Hot young writers were popping up all over the Lone Star State, and selling stories to every contemporary market, large and small. The brilliant Tom Reamy was just beginning to publish, Lisa Tuttle was turning heads with her early stories, Bruce Sterling was in the process of becoming a Harlan Ellison Discovery, and all of them--along with Howard and a half-dozen others--were part of a loosely organized floating workshop they called the Turkey City Neopro Rodeo. Collaboration was endemic among the Turkey City writers, and Howard shared bylines with a number of them, producing some forgettable journeyman stories and others that are still being talked about, most notably "Custer's Last Jump," about the way Crazy Horse and the Plains Indians Air Force destroyed Custer's paratroops at the Battle of the Little Big Horn. It was berserk, brilliant, and an omen of the things soon to come from Howard's clanking manual typewriter.

It was about then that people finally started noticing Howard Waldrop. He was

nominated for two Nebulas in 1977 for "Custer" and again for "Mary Margaret Road-Grader," Howard's solo tour de force about post-holocaust tractor pulls, which you'll find in this collection. He didn't take home any trophies that year, but it was only a matter of time. Other nominations for other awards followed, and in 1981 his classic story "The Ugly Chickens" (that's also included here) won both the Nebula and the prestigious World Fantasy Award, and came within a dodo feather of copping the Hugo as well, a rare triple crown.

Nowadays, Howard seems to be just about everywhere. Once, to find the latest Waldrop stories, you had to buy Terry Carr's distinguished hardcover anthology series *Universe*, or seek out small circulation semi-professional magazines like *Shayol*, *Chacal* and *Nickelodeon*. These days Howard is publishing in *Omni* and *Playboy* . . . but you'll still find him in *Universe* and *Shayol* as well. He's not the kind that forgets where he came from. His name turns up monotonously on the shortlists for every major award in the field and most of the minor ones, and no wonder. The stories keep

getting stranger and stranger, but they're getting better and better too.

He even had another go at a novel recently, this time without any help from his landlord. The end result was called *Them Bones*, time travel as only Waldrop would write it, and it was published to loud huzzas as part of Terry Carr's revived Ace Specials line.

As good as it was, however, *Them Bones* still wasn't a patch on Howard's short stories. Short fiction remains Waldrop's forte, and believe me, nobody does it better. You've got a damned fine sampler of Waldrop in the pages that follow, the famous stories and the obscure ones, plucked from magazines with hundreds or hundreds of thousands of readers. The only thing they will all have in common is their quality. If this is your first taste of Howard, I envy you. Bet you can't read just one.

Oh, yes, you'll be wanting answers to the riddles. Howard Waldrop. Howard Waldrop. Howard Waldrop. Howard Waldrop. Howard Waldrop. And finally, Howard Waldrop. There's only one of him, but--luck for us--he spreads himself around.

Reprinted with permission. Originally printed in Strange Things in Close Up: the Nearly Complete Howard Waldrop, 1986. London: Legend. (First published in 2 separate volumes: Howard Who?, 1986 and All about Strange Monsters of the Recent Past, 1987)



children's books with the same talent and success as she had entered the comics field. Stop by the WisCon art show and see some of Catswalk's magnificent illustrations.

Also plan on seeing Trina's slide show on women in the comic industry. You see, Trina Robins is also a cartoon historian. In addition to her slide show, she co-wrote the book Women in the Comics, which is invaluable in the field. The bad news is that it is out of print, but the good news is that a new book is planned by Trina and Kitchen Sink Press.

Trina Robbins: artist, writer, editor, publisher, and historian. One can only wonder how all that talent stays contained in one person. We're all better for it though, and we can only wait and see what she does next.



Selected Bibliography

(Based on Jay Kennedy's The Official Underground and Newave Comix Price Guide, Robert M. Overstreet's The Official Comic Book Price Guide, and personal collection)

Small Press Comics

- All Girl Thrills (1971)
- Bizarre Sex 4 (1975), 7 (1979)
- California Girls 1 - 8 (1987 - 88)
- Choices* (editor, publisher 1990)
- Comix Book 1 (1974), 2, 3 (1975), 4, 5, (1976) It could be argued that the first several issues were published by a major publisher (Marvel), but later issues were clearly small press (Kitchen Sink)
- Corporate Crime 1 (1977), 2 (1979)
- Dope 2 (1978)
- Girl Fight 1 (1972), 2 (1974)
- Gothic Blimp Works 3, 5, 6, 7 (1969)
- Imagine #2 (1989)
- It Ain't Me Babe (1970)
- Near Myths* (1990)
- Mama! Dramas (1978)
- Renegade Romance (series editor) 1 (1987), 2 (1988)
- Scarlet Pilgrim (1977)
- Slow Death 2 (1970)
- Snarf 7 (1977), 8 (1978)
- Tits and Clits 3 (1977)
- Trina's Women (1977)
- Wet Satin Women's Erotic Fantasies (series editor) 1 (1976), 2 (1978)
- Wimmen's Comics 1 (1972), 2, 3 (1973), 4, 5 (editor), 6 (1975), 8 (1983), 9 (1984), 10 (1985), 12 (1987), 13 (1988), 14 (editor, 1989), 16* (1990)
- Yellow Dog 11/12 (1969)

Major Comic Book Publishers

- Misty 1 - 6 (Marvel, 1985-86)
- Legend of Wonder Woman (DC, 1986)
- Barbie* and Barbie Fashion* (Marvel, recent issues, 1991-92)

Books

- Women and the Comics with Catherine Yronwode (Eclipse Books, 1985)
- Silver Metal Lover (Harmony, 1985)
- Catswalk* (Celestial Arts, 1990)
- Gay Comics* (one of many contributors, New American Library, 1989)

*recent or in print

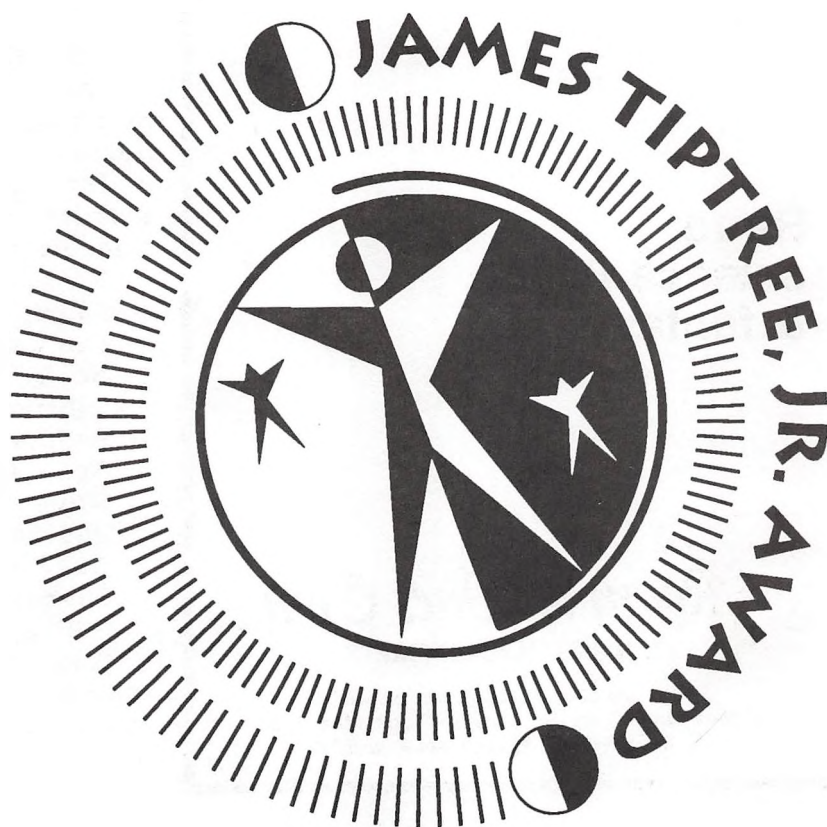
The James Tiptree, Jr. Memorial Award

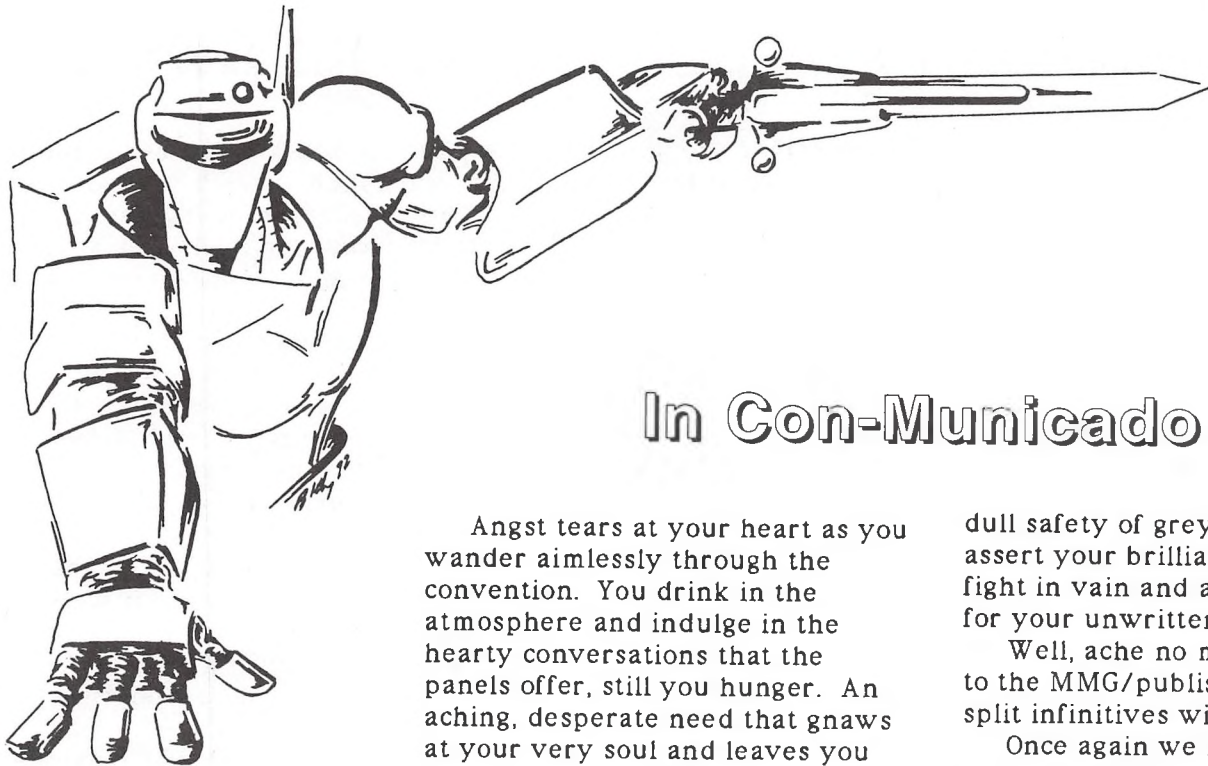
Karen Fowler and Pat Murphy conceived the idea. Then, Pat Murphy sparked the movement with her announcement during her GoH speech at the 1991 WisCon. Since then, there have been bakesales, cookbooks, and hundreds of enthusiasts. This year, this 16th WisCon, we will present a trophy to the first winner of the James Tiptree Memorial Award, the very first feminist SF award. It will be a very, very special evening. We hope you will all join us at the banquet, Saturday evening, March 7, 1992.

The "Tiptree" will be presented annually to the author of a gender-bending work of science fiction or fantasy. The 1992 WisCon presentation will honor a piece of fiction (of any length) published in the year 1991. Although recommendations for the award were solicited from the SF community, final selection of the winner will be made by a panel of judges, including Suzy McKee Charnas, Vonda N. McIntyre, Bruce McAllister, Sherry Coldsmith, and Debbie Notkin (chair). The James Tiptree, Jr. Memorial Award is named after a famous and mysterious author--now deceased--whose pseudonym disguised the real identity and gender of author Alice Sheldon. Tiptree was one of the major writers of the 1960s and 70s. Until her true identity was discovered, no one except a few trusted friends knew that she was a woman, in spite of the fact that her stories were considered some of the most feminist in the field. For her "Hemingway-esque" style and her knowledge of so-called "male experience," her writing was once described as "ineluctably masculine," much to the later embarrassment of Robert Silverberg, who was the critic responsible for the remark.

Many WisCon veterans point out that the Tiptree award provides the culmination of 18 years of feminist programming, publishing and organizing by the Madison fan group. Janus and Aurora were two of the first and best-known feminist-oriented fanzines. WisCon is the only convention ever to advertise itself as feminist. We have supported some of the best, feminist writers of the 70's and 80's in the pages of our publications and on WisCon's podium. We are truly honored to have been chosen to host the presentation of the very first Tiptree award.

The Tiptree presentation will also cap off a frantic and incredibly productive year of fund-raising. Starting with nothing, the award's finances have been jump-started with a dozen bake sales held at conventions all over the country, the sale of cookbooks (*The Bakery Men Don't See*) published by the Madison group, and many generous donations. Cookbooks and bakery will be on sale at WisCon (and many other conventions, too). So, be sure to look for them and support them.





In Con-Municado

Angst tears at your heart as you wander aimlessly through the convention. You drink in the atmosphere and indulge in the hearty conversations that the panels offer, still you hunger. An aching, desperate need that gnaws at your very soul and leaves you yearning for satiation. For you are a creative writer, an artist of epic proportions, the last shining prism of color in a world that values the

dull safety of grey. You fight to assert your brilliant gift, but you fight in vain and are left aching for your unwritten masterpieces.

Well, ache no more. Boldly go to the MMG/publishing room, and split infinitives with us.

Once again we have Macs and a copier for all who wish to use them. Hide your creativity no longer; put it into the Mad Moose Gazette or a one-shot zine. Don't be shy if you're an artist, either. So, if you want to work on the MMG, as writer, editor, or artist, just drop by the MMG/publishing room (Rm. 121) and get to work on one of the Macs.

Room hours are:

Friday: 2 p.m. - 10 p.m.
Saturday: 10 a.m. - 10 p.m.
Sunday: 10 a.m. - 2 p.m.

There is also a box to put your submissions in if the room is closed.

The Mad Moose Gazette submission and publication schedule is:

No. 4 (Friday)
Submissions: 3 p.m.
Publication: 5 p.m.
No. 5 (Saturday Morning)
Submissions: 10 a.m.
Publication: 12 p.m.
No. 6 (Saturday Evening)
Submissions: 3 p.m.
Publication: 5 p.m.
No. 7 (Sunday)
Submissions: 10 a.m.
Publication: 12 p.m.

Come to the publishing room and release that pent up creativity.

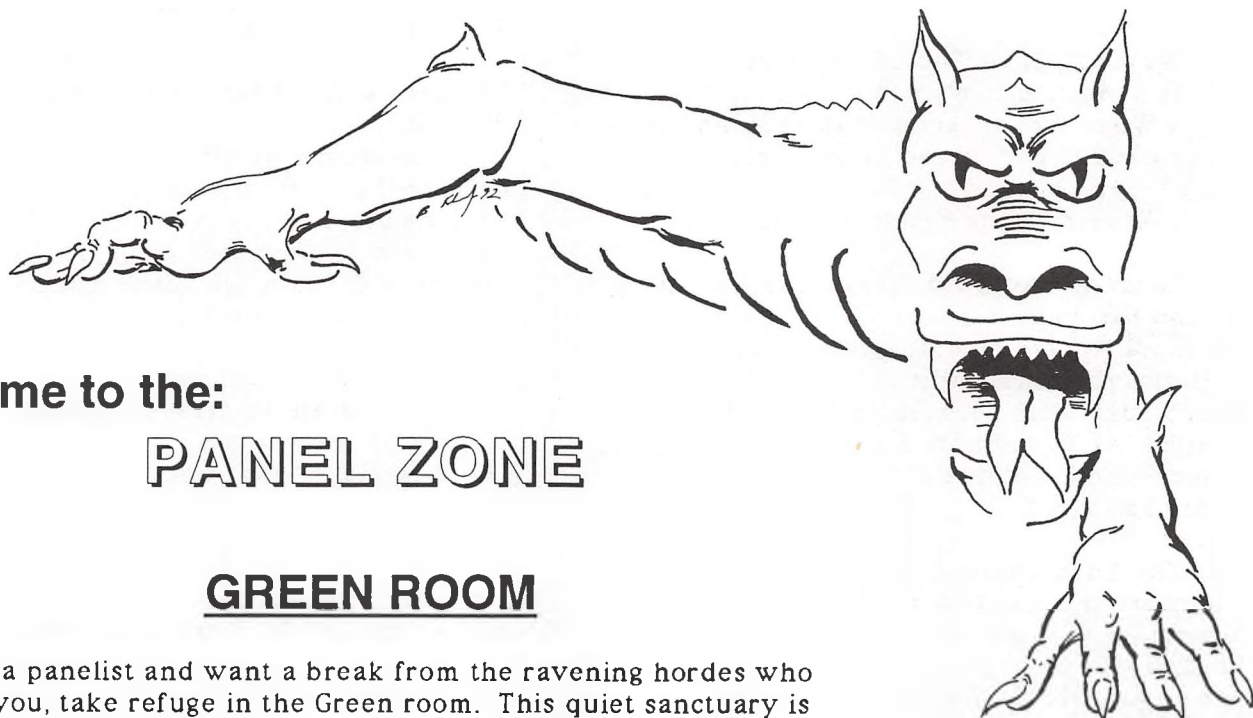
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Welcome to the:
PANEL ZONE

GREEN ROOM

If you're a panelist and want a break from the ravaging hordes who yearn for you, take refuge in the Green room. This quiet sanctuary is for program participants only. It's a perfect place to meet co-panelists, plan presentations, or simply relax.

PANEL DESCRIPTIONS

Check the pocket program for rooms and times. Find the number and title below and get a complete description of the panel.

Panelists involved are listed after the description, and the moderators are underlined.

If you want to know what panels a particularly brilliant speaker is on, just check the index of program participants in the back.

1. What's New In Alternate History And Time Travel?

The good, the bad, and the ugly in the current crop of these ever-popular areas. Find out just what happened to those mysterious Tiptree Award winners of past years! Jim Nichols, Andy Hooper, Howard Waldrop, Steven Rogers

2. Paper Airplane Contest.

Enter your favorite paper vehicle (no cardboard!) in a flying contest. Prizes will be awarded for distance and duration aloft, as well as combat skill. Jim

Nichols, Bill Bodden

5. Soundtracks: Music In Science Fiction And Fantasy Movies.

Can you imagine Star Wars without its accompanying soundtrack? How does the music help make or break a film? Jim Nichols, Lucy Rhonur, Richard Russell

7. Whatever Happened To The New Wave?

The radical new writers of the 60's (Zelazny, Russ, Spinrad, Aldiss, Ellison) have either mellowed, sold out, or simply disappeared. What has happened to SF as experimental literature -- does anyone write this stuff any more? Pete Winz, Jim Nichols, Peter Larsen, Brian Jennings

8. The Roots Of Modern Fantasy.

An incisive and thoughtful discussion of fantastic literature from ca. 1780-1920 -- Gothics, Vampire stories, Fairy tales -- the classic works that defined modern standards of fantasy. Phil Kaveny, Phyllis Ann Karr, John Rateliff,

"Work in progress."

"Reality is frequently inaccurate."

Richard West

11. Women's Sf Of The 80s And 90s.

What happened to women's SF in the 80s, and why? Where are we going in the 90s, and where do we need to go? In fact, who is taking us there? Tom Porter, Terry Garey, Deb Notkin, Karen Axness, Nancy Vedder-Shults

12. Lesbian, Gay, And Bisexual Issues In Sf And Fandom.

Is fandom more accepting of alternative lifestyles than the public at large? How well does SF deal with such issues as alternative families, AIDS, and homophobia? Ellen Franklin, Julie Gomoll, Melinda Brown, Elise Krueger, Victor Raymond

13. The Lack Thereof: Minorities In Sf.

Why are there so few non-white fans and writers? Can minorities break into SF and fandom? Do they want to? Is it possible for them to be successful in mainstream SF markets? Bhim Nimgade, Sybil Smith, Robert Fowler, Judy Alston, Paul Higginbotham

14. Eleanor Arnason Reads Her Work.

15. Dynamite! Using Highly-charged Personal Material In Writing.

Several writers discuss their use of personal fantasies, dreams, and disturbing autobiographical material in their works. Is this material appropriate? Where does a writer draw the line between fascinating images and material best kept private? Eleanor Arnason, Kris Jensen, P.C. Hodgell, Elaine Bergstrom

16. Recent Utopian Sf.

Discussion emphasizing recent works such as K.S. Robinson's Pacific Edge, and K.M. O'Donnell's Fire on the Mountain. Eleanor Arnason, Bill Humphries, Andy Hooper, Terry Garey

17. Straight Authors, Gay Heroes.

Why do straight women write stories about gay men? How accurate is their portrayal? Discussion will include Kushner's Swordspoint, K/S fiction, and Arnason's recent trilogy. Eleanor Arnason, Susanna Sturgis, Terry Garey, Ruth Berman

18. Censorship: Where To Draw The Line.

What is acceptable and unacceptable censorship? Who decides? Does the "community standards" principle hold water, or is it thinly disguised thought control? What does it mean to

cancel yourself? Bill Bodden, Susanna Sturgis, Greg Rihn, Georgie Schnobrich, Ross Pavlac

19. Care and Feeding of the Creative Process.

How do artists, writers and musicians deal with keeping the creative juices flowing, defeat work blocks, and put in regular hours with a potentially fickle muse? Ellen Franklin, Darlene P. Coltrain, Jae Leslie Adams, Kathleen Massie-Ferch, Steven Rogers

20. Click "OK" to upload: Computer/Brain interfaces in past and current SF treatments.

Do they make sense (technologically) or are they only fantasy? What impact will Virtual Reality have on society as a whole? Bill Hoffman, Matt Raw, Steve Swartz, Eileen Gunn

21. A Century Of Women Cartoonists.

A slide show history of women cartoonists from the turn of the century to the early seventies. (Old comics are emphasized, the theory being

You've been at the convention for hours, when suddenly you discover that you are starving.

What do you do:

- a) Forget about eating and listen to your stomach growl during the panels
- b) Go to the M place for burgers and fries, just like you have been doing for the past three meals
- c) Eat expensive hotel food - therefore have less money to spend in the huckster's room.
- d) **Go to Taco Bell and get inexpensive, good food, that won't be like the last three meals you've had and will still leave you money to spend at the Con.**

TACO BELL
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that you can go to any comic/book store and find contemporary women cartoonists!) Trina Robbins

22. Twenty Years Of Fantasy Role-playing.

History and evolution of FRPs, Players, and GMs. Emphasis on D&D and derivative systems. Might even be interesting. Mary Ellen Testen, John Woodford, Mike Greenholdt, Bill Hoffman, Lori Aitken

23. Alan Dean Foster: Fastest Buck In The Galaxy.

What is it about him that makes people squirm and seek out the nearest shower? Will this man write anything for a buck? Nasty critique, but all in good fun. Mike Greenholdt, Joice Greenholdt, John Woodford, Laura Spiess

24. Evaluating The Sf Or Fantasy Story For Oral Or Dramatic Presentation.

Four professional storytellers will examine various stories from differing perspectives (that of the playwright, the director, the performer, the traditional teller, the filksinger, and so forth. Marsha Valance, Nancy Donoval, Sue Klemp, Cynthia Sorenson

25. Humor in SF&F.

Back from last year by popular demand, but this time at a known time and place. A presentation of humorous books, films, and graphic novels. Persons without a sense of humor should stay the hell away. John Woodford, Mary Ellen Testen, Lee Schneider, Julie Shivers

26. You Are What You Eat: Food In Fantasy, Science Fiction, And Fandom.

This panel will cover the use of food in Fantasy and SF stories and novels. Why do they always eat thick slabs of things in Fantasy novels? What are attitudes towards food? How do they compare to real life and fannish eating habits? One-third less filling than your regular panel. Hope Kiefer, Bill Bodden, Laura Spiess, Steve Swartz, Barb Gilligan, Georgie Schnobrich

27. Regional Fandoms: The Grass Is Always Greener...

How are regional fandoms alike or different? Why does everyone hate LA fandom? Why do TAFF winners stick to Northern cities? Why do East Coast Clubs have so much money? These questions and more... Hope Kiefer, Spike Parsons, Jim Hudson, Steve Swartz

28. Mysteries Sf Fans Would Probably Like.

Discussion of mysteries that use science elements in plot or resolution, and mysteries that create "different" worlds, historically or culturally. Treatment and use of strong female characters will be noted. Bev DeWeese, Marsha Valance, Richard West

29. Gwyneth Jones Reads Her Work.

30. Sexual Freedom: Anarchy or Paradise?

In the late 1800's, mainstream writers linked sexual freedom to anarchy and the collapse of civilization. Many of those works formed part of the early canon of SF: She, Dr. Jekyll and Mr. Hyde, and Dracula. This panel would consider how contemporary writers treat sexual freedom. Bill Humphries, Peter Larsen, Nevenah Smith, Terry Garey

31. Pat Murphy Reads Her Work.

33. The Electronic Frontier.

What are the political social ramifications of the rapidly changing information network? How is SF addressing these issues? Joe Caparula, Tom Becker, Julie Gomoll, Kim Winz

34. Sexist Fiction vs. Sexist Settings.

Exploring such questions as whether setting a piece of fiction in a sexist society automatically makes the story sexist, and whether and how far non-sexist language rules should be observed when inappropriate to the setting. Phyllis Ann Karr, Tom Porter, Kathleen Massie-Ferch, Karen Babich

35. You Got Your What Pierced?!

Panelists will discuss not only piercing and tatoos, but outlaw sexuality as well. Not for the faint of heart. Panelists and the audience may display their prized body modifications. Nevenah Smith, Elise Krueger, Julie Shivers, Peter Larsen

36. Bisexual And Lesbian Characters In Fantasy And Sf.

Emphasis on works published 1985 and later. Discussion will center on the difficulty in finding such characters. Melinda Brown, Susanna Sturgis, Victor Raymond





37. Female Characters Of Star Trek: You've Come A Long Way, Baby?

A discussion of the development of female characters in Star Trek through the years, touching on leadership roles for women and the reflection of today's values. Will women ever be equal in the world of Star Trek? Patricia Haibucher, Laurie Tauchen, Marie Koch, Lucy Rhonur

38. A Method To Their Magic: Magic Systems In Fantasy Novels.

Fantasy novelists who use magic in their writing often develop rules for how it works. Panelists discuss the various types of systems and compare those that are well thought out to those that fall flat. Tracy Shannon, Pat Hario, Richard West, Susan Kinast-Porter

41. Worst SF Films Ever!

Panelists present their own worst SF film lists in a number of categories, including "Most Sexist", "Worst Script", "Worst Adaptation of a Good SF Story", and "Favorite Worst". Tracy Shannon, Richard Russell, Karl Hailman, Bill Hoffman, Howard Waldrop

42. Geek Love: Images Of Disabilities In Sf And Other Literature.

Using Katherine Dunn's novel, Geek Love, as a spring board for issues related to the portrayal of people with disabilities in SF, this panel will explore the experience of being different, stereotypes, the role of science and medicine, and the sexuality of people with disabilities. Tina Iyama, Bob Klaehn, Carrie Sondahl

43. Fandom: A World Apart?

It's self-awareness hour, kids. A discussion of how fans view themselves, each other, and non-fans. Are fans really different from the world at large? William Kludy, Rebecca Kludy, Lori Isabella, Marita Langebartel, Lorelei Manney

44. Not Just For Kids: Comics and Animation.

How have comics and animation evolved over the years, and how do they stand today, in the SF genre, as well as for general entertainment, social commentary, etc? William Kludy, Rebecca Kludy, Robert Davis, Don Thompson, Maggie Thompson

46. Books No Kids Should Miss.

This group discussion will use the Los Angeles Science Fantasy Society's 1991 list as a base, and determine which books should be added or removed to make a WisCon kids' book list. Marsha Valance and Cynthia Sorenson will facilitate the discussion.

47. Life and Works of C.J. Cherryh.

An in-depth look at C.J. Cherryh, focusing on the character types found in her SF and fantasy, especially the character who experiences growth and is the focus of most of her works. Jan Bogstad

48. Women And Romance Novels -- Bodice Ripping Through Time And Space.

This panel will concentrate on a new type of cross-genre which combines science fiction or fantasy elements with the usual romance novel plots. Panelists also tackle the pros and cons of romance novels in relation to cultural stereotypes of gender. What portraits of men appeal to women, and what appeals to other men? Jan Bogstad, Cathie Currier

51. Thelma and Louise: Triumph or Tragedy?

Panelists discuss this controversial film. What message does it carry for men, women, and feminism? Susannah Sturgis, Jeanne Gomoll, Trina Robbins, Hope Kiefer

54. Hidden Women Writers of Early SF.

Alice Sheldon wasn't the only one to hide her gender from the male-dominated world of early SF. Discover the hidden contributions of other women of that era. Diane Martin, Tom Porter, Pat Murphy, Jeanne Gomoll, Deb Notkin, Gwyneth Jones

58. Sweet 16: The Evolution Of Feminist Programming At Wiscon.

As WisCon celebrates its 16th birthday, some

say the Tiptree Award is the culmination of our years of dedication to feminism. How did we get this far, and where can we go from here? Jeanne Gomoll, Lorelei Manney, Patricia Parsons

60. Why The Tiptree Award Isn't Named The Sheldon.

Panelists, including several of this year's Tiptree Award judges, discuss the feminism of James Tiptree, Jr's work. Jeanne Gomoll, Diane Martin, Pat Murphy, Suzy McKee Charnas, Deb Notkin

61. Kris Jensen Reads Her Work.

63. Nightmare Bedtime Stories.

Original scary stories to keep you from your rest. Some of WisCon's favorite authors will read to you their spine-chilling tales, just in time for sweet dreams. Elaine Bergstrom, Andrew Hooper, Phyllis Ann Karr

64. I'm Not A Fan: A Fan Trial.

You've heard it before: the spouses of admitted fans plan conventions, write fanzines, throw parties and attend every event, all the while loudly proclaiming that they are certainly not fans. Well, are they, or aren't they? George Perkins and Scott Custis are the defendants. Jeanne Gomoll, the prosecutor, will attempt to prove them guilty of being fans. Lorelei Manney is the defense, and Greg Rihn is the judge. You are the jury. May justice be served.

65. Planet Texas: Texas Writers And Their Work.

The title pretty much says it all. Join our panelists for a guided tour of the SF of the Lone Star state. Patricia Parsons, Bill Humphries, Eileen Gunn, Howard Waldrop

66. Sf Films Of 1991: The Year The Drive-in Died.

Freddy's dead, Chucky only lasted a week, and the no-name ouija wonders vanished altogether. Have *Terminator 2* and *Hook* made it impossible to do decent SF or fantasy for less than 50 mil? Discussion and video clips. (2 hours.) Richard S. Russell

67. Silent Sf Films Of 1991.

The Hoffman twins act out movie titles, you get to guess what they are. Teams: Mike DuCharme vs. everybody else. Actors: Bill Hoffman, Paul Seth Hoffman; Moderator: Richard S. Russell

68. Self-Defense.

Get up early and get a little exercise with our local expert, who will teach you easy, effective

self-defense techniques. Kathi Nash

70. WisCon Wrap-Up.

Comments, compliments, complaining: this is your chance to tell the ConCom about it. Tell them what you thought of the convention, and give suggestions for next year, while they snooze, sneer, and drink beer, or listen attentively and take notes, whatever the case may be. Kim Nash, Kathi Nash, Lorelei Manney, Tracy Shannon

71. Women Writers You've Probably Never Heard Of.

This perennial favorite takes on special significance this year as the first Tiptree Award is presented. Tom Porter, Karen Axness, Bev deWeese, Marsha Valance

72. Terry Garey Reads Her Work.

73. Suzy McKee Charnas Reads Her Work.

74. Howard Waldrop Reads His Work.



Character Sketches

I will do drawings of your favorite character. All I need is a physical description and a short personality profile and I will have it for you in two weeks.

\$15 for black and white

\$25 for color

William S.H. Kludy
P.O. Box 342
McFarland, WI
53558

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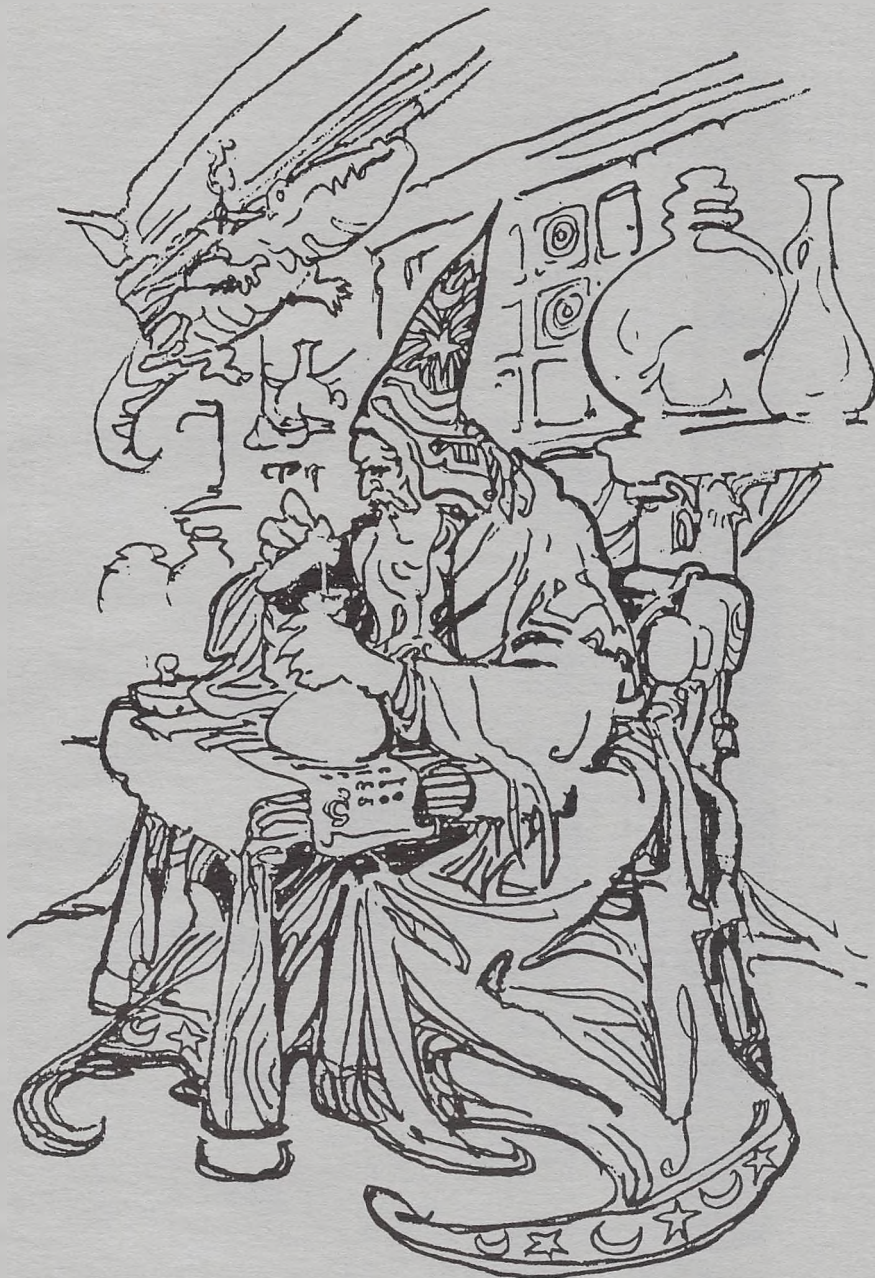
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Vista, Baby."**

Experience the magic of Scotland!



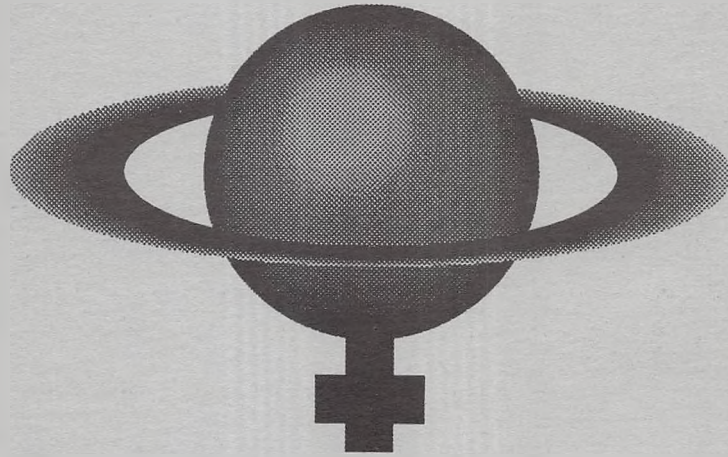
Well maybe not exactly the kind conjured up by the gentleman on the left. But a World Con in Glasgow will certainly give you the opportunity to visit a country rich in history and cultural heritage.

We will be aiming to offer a World Con that's innovative and truly international. Scotland is easily accessible from both the US and Europe so we anticipate a mixing of fans in a way that may have some interesting effects.

If you've some specific questions to ask us about our bid, or wish to presupport, then please contact us at either of the addresses below.

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