

CAPRICON 35

FEBRUARY 12-15, 2015 WESTIN CHICAGO NORTH SHORE WHEELING, IL

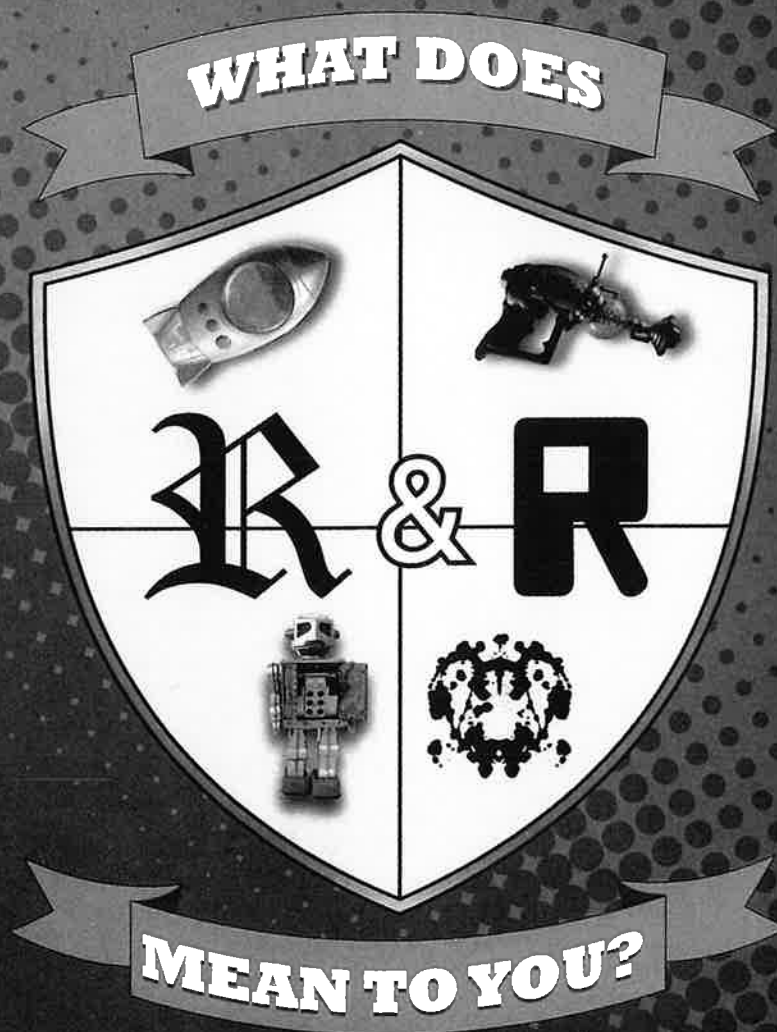
AUTHOR GUEST OF HONOR: MATT FORBECK

MUSIC GUEST OF HONOR: ALEXANDER JAMES ADAMS

FAN GUEST OF HONOR: ELIZABETH "DR. EVIL" HUFFMAN ESQ.

SPECIAL GUEST OF HONOR: STEVE JACKSON

MEDIA GUESTS OF HONOR: JOHN ANEALIO & PATRICK HESTER
"THE FUNCTIONAL NERDS"



WWW.CAPRICON.ORG

Welcome to Windycon 4!!

Once upon a time Red was given an important task by the Council of Nine. She was to throw the biggest event the kingdom had ever seen, and it had to be ready by the following night. Despondent at such a great undertaking in so little time, Red did not pay attention to where she was going, and wandered into the Dark Forest. When she realized she was thoroughly lost, she sat down at the base of a mighty oak, to figure out a way to find her way back to the castle, so she could try to organize the event.

As nightfall came, she was approached by a woodland sprite, who asked her why she looked so sad. When she explained her predicament, the sprite told her not to worry, and then disappeared. The next morning, the sprite once again appeared and asked her to follow. He led Red out of the forest and back to the castle. She was amazed to find that during the night, all of the forest sprites had arranged the most amazing event ever!

There were great piles of food in the feast hall, many vendors selling exotic wares, and skilled minstrels singing wonderful songs. The whole kingdom was in attendance, many wearing delightful costumes. The Council of Nine was very pleased, and pronounced it the biggest event the kingdom had ever seen!

Real life isn't quite as easy as a fairy tale. But I have to say that working with Windycon's committee this year was amazing. I requested extra projects, earlier deadlines, additional paperwork, and I asked them to use cloud-based project management tools they had never used before. They were game to take on any challenge I set before them, and they exceeded every expectation I could ever hope to have.

Like Red, I only had to let them know what the overall project was, and then they did all the real work of putting the convention together. They may not be woodland sprites, and it certainly didn't happen overnight, but what they achieved this year was just as magical.

Thanks guys, it was awesome working with you!

Deb Kosiba
Chair - Windycon 41

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Programming

Friday	39 & 41
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Interior Art & Illustrations ©
Peri Charlifu, A. Lee Martinez, Sara Howard, & Ursula Vernon

Convention Rules

Welcome to Windycon 41. This is our seventh year here at the Westin and they are quite pleased to have us back and we love to be here. We ask that you continue to respect the facility and its employees.

Remember to be nice to others and treat everyone as you would like to be treated. The convention reserves the right to revoke your membership with no refund for disrupting the convention or breaking any rules and policies, and the spirit thereof, as well as causing trouble of any sort. If it's illegal in Illinois or Lombard, it is illegal at the convention.

Here are a few rules you need to be aware of:

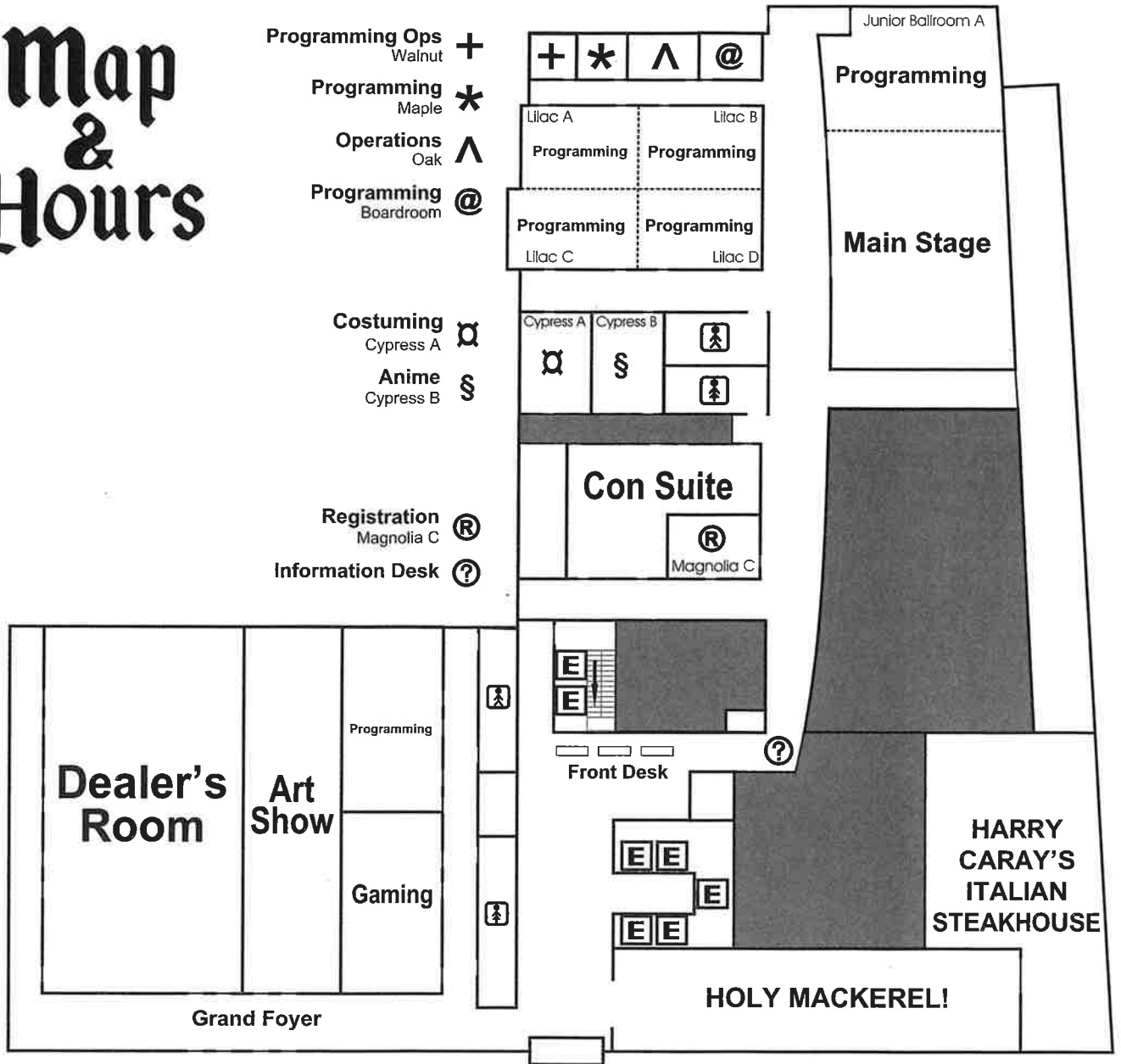
1. You must have your badge with you at all times in order to enter or stay in any convention function.
2. You must present your badge to any member of the staff, including our door guards, who request it.
3. A lost badge may be replaced at Registration for the cost of an at-the-door badge.
4. No real weapons or anything that can be mistaken for one can be carried on premises. Costume and prop weapons must be approved by operations and convention security and, if necessary, be peace bonded.
5. Energy weapons are restricted to only visible light lasers (400–700 nm) of up to 1 mW continuous wave
6. Any weapons purchased in the dealers' room, real or not, must be taken from the dealers room to your room or to operations for approval if you wish to carry it.
7. No projectile instruments of any kind. Not real, not Nerf, nothing.
8. No open live steel period. It must be sheathed and be approved by and peace bonded by Operations/Security.
9. If you wish to use a weapon in the masquerade you must clear it with the masquerade director and transport it directly to the event and then directly back to your room afterwards.
10. Anything used as a weapon in any threatening manner, whether real, real looking, prop, toy, or otherwise, will result in its confiscation and possibly the revocation of your membership without refund.
11. Windycon reserves the right to prohibit any weapon, real or not, at its sole discretion.
12. If you damage the hotel, you will pay to fix it.
13. A costume must not leave bits of itself behind. This especially goes for things that would damage the hotel including, but not limited to: blood, body parts, dripping gore, ichor, brains, eyes, internal organs, external organs, or anything else that might fall off.
14. Our venue has a restriction allowing only dogs on the property; no cats, rats, spiders, snakes, ferrets, birds, unicorns, etc. are allowed. If you have a dog accompanying you, you must take it from your room for its walk and then back to your room. The only exception are dogs who are also service animals, meaning they have been trained in obedience and task skills to meet the needs of a disabled person. If you bring your canine service animal into convention space, please make certain it is properly harnessed and identified according to the relevant statutes.
15. Smoking is prohibited by local law and ordinance within the convention facilities. There are designated areas with the appropriate refuse bins for those who wish to indulge outside. Please respect those not wishing to indulge with you and keep the specified distance away from the doors.

Windycon and ISFiC reserves the right revoke the membership of anyone failing to conform to the letter and spirit of these policies, those of our hotel, and the laws of the City of Lombard and the State of Illinois.

If there are any questions you can direct them to Operations. We hope you have a wonderful time at the convention.

*The ISFiC Harassment Policy
can be found on page 6*

Map & Hours



- Programming Ops Walnut +
- Programming Maple *
- Operations Oak ^
- Programming Boardroom @

- Costuming Cypress A ⌘
- Anime Cypress B §

- Registration Magnolia C ®
- Information Desk ?

Con Suite

Friday 12:00 p.m. - 2:00 a.m.
 Saturday 8:00 a.m. - 2:00 a.m.
 Sunday 8:00 a.m. - 3:00 p.m.

Dealers

Friday 3:00 p.m. - 7:00 p.m.
 Saturday 10:00 a.m. - 6:00 p.m.
 Sunday 11:00 a.m. - 3:00 p.m.

Gaming

Friday 4:00 p.m. - 1:30 a.m. (apx.)
 Saturday 10:00 a.m. - 1:30 a.m. (apx.)
 Sunday 10:00 a.m. - 3:00 p.m.

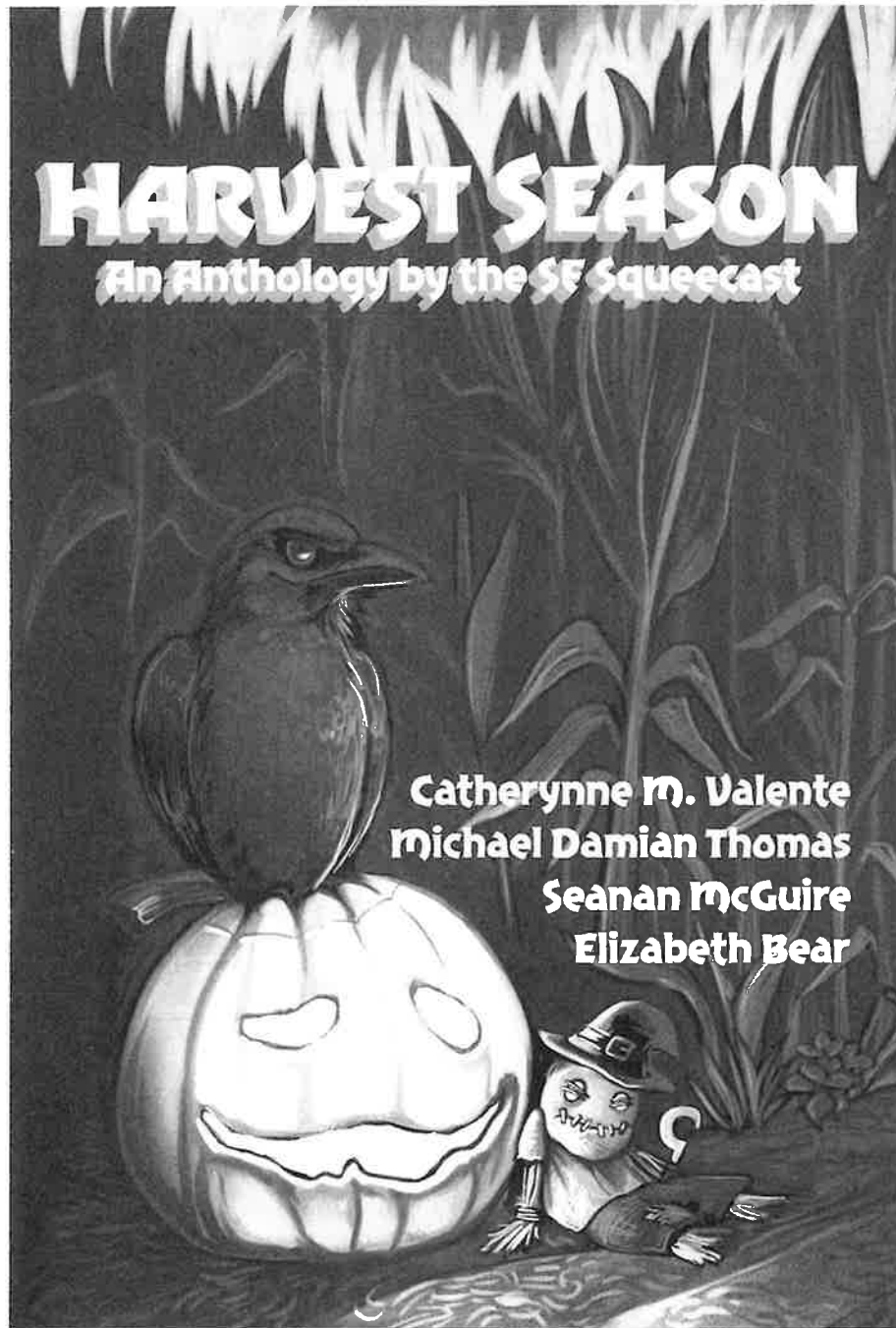
Art Show

Friday
 1:00 p.m. - 4:00 p.m. Artist setup only
 4:00 p.m. - 9:00 p.m. Open to attendees
 Saturday
 10:00 a.m. - 6:30 p.m. Open to attendees
 5:00 p.m. - 6:30 p.m. Saturday Soirée
 8:00 p.m. - ??? Art Auction
 10:00 p.m.-ish Limited art pickup
 Sunday
 10:00 a.m. - 2:00 p.m. Art pickup
 Artist checkout
 After Auction Sales
 Print Shop Open

Costuming

Friday
 4:00 p.m. - 7:00 p.m.
 (Break for Opening Ceremonies)
 8:00 p.m. - 10:00 p.m.
 Saturday
 10:00 a.m. - 5:00 p.m.
 (Break for Masquerade)
 10:00 p.m. - 11:00 p.m.
 Sunday
 10:00 a.m. - 2:00 p.m.

**The Cold Is Coming.
Harvest Season Is Here.**



Release Party, Friday 9 PM
Room 1612

Catch all the books from ISFiC Press: www.isficpress.com

Welcome to ISFiC

Steven H Silver

with guidance from Ross Pavlac

Congratulations, you are a member of ISFiC, one of Chicago's oldest science fiction organizations. So, what does that mean?

When you pay to join Windycon, you're actually joining ISFiC, the organization that runs Windycon and continues to have a presence throughout the rest of the year. Your membership in ISFiC allows you to attend other ISFiC events.

In 1962, Chicago fandom brought the world together for the twentieth World Science Fiction Convention, known variously as Chicon II or Chicon III. After that event, which boasted a massive membership of 550 people, Chicago fandom splintered. Although there were some fannish activities, such as Advent:Publishers or small get-togethers, Chicago fandom entered a period of dormancy.

ISFiC, Illinois Science Fiction in Chicago, was founded in the early 1970s by a group of science fiction fans who decided that it would be a good idea to get con-running experience so they could run a Worldcon. They later realized that this was a silly thing to do, but by that time, they had founded Windycon, a general science fiction convention held for the first time October 25-27, 1973 at the Blackstone Hotel in Chicago. Joe Haldeman and Lou Tabakow were the guests of honor and Bob Tucker served as toastmaster.

The original board of directors of ISFiC was made up of Larry Propp, Mark and Lynn Aronson, Ann Cass, Jon and Joni Stopa, and Mike and Carol Resnick. Under their early guidance, Windycon became an annual event, with the Aronsons chairing the first three events before passing the chairmanship reins on to Larry Propp, who would use his knowledge to co-chair Chicon IV in 1982.

Although ISFiC was organized in part to help run conventions to give people experience for a Worldcon and bring Chicago fandom together, ISFiC has never actually run a Worldcon, leaving that activity up to individually created organizations.

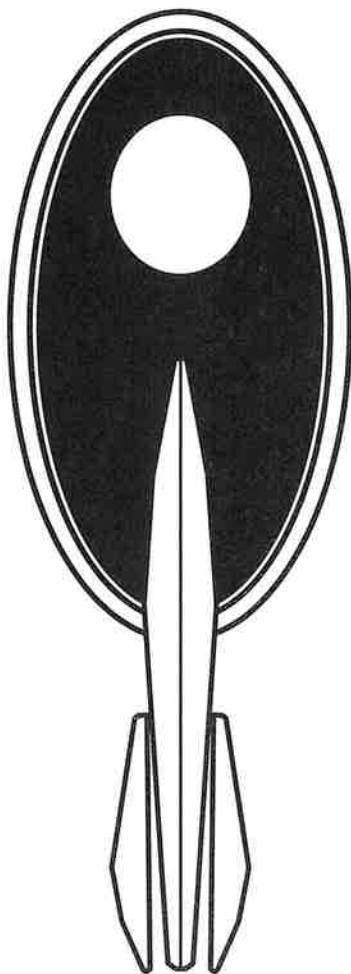
So, what does ISFiC do when it isn't running Windycon?

After Chicon IV, ISFiC had successfully achieved 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. 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)3 corporation, ISFiC is supposed to use the excess funds for the benefit of fandom. So, rather than let the money pile up, 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 ISFiC started bringing in authors and editors, many liked Windycon so much that they have continued coming back on their own accord.

ISFiC looked further afield and also provided grants to other groups in Illinois that wanted to help increase the range, breadth, and depth of fandom. Other conventions, both in Chicagoland and downstate, came to ISFiC looking for either money or resources. ISFiC's charter made providing this assistance a key goal. Some of the other organizations that have benefited from ISFiC largesse include Chambanacon, Whatcon, Capricon, DucKon, Think Galacticon, and the Speculative Literature Foundation.



ISFiC Harassment Policy

Harassment of any kind is not tolerated. If someone tells you “no” or asks you to leave them alone, your business with them is done.

Your right not to be harassed is not a right not to be offended. All of us have different things that we find offensive. If you are offended, the best solution may be for you to walk away from the person who offends you. Should that person pursue you and continue to offend you, that could be harassment.

Unwanted physical contact is also not tolerated at Windycon. We understand that many fans view Windycon and other conventions as a safe space and enjoy greeting their friends with a hug, but please be aware that some people do not enjoy physical contact and if there is any question, please refrain from initiating physical contact with an individual. Similarly, a costume is not an invitation for physical contact.

If you feel that you are being harassed, or if you notice someone behaving inappropriately (such as violating hotel or convention policies), we respectfully suggest the following:

- If you feel comfortable doing so, point out the inappropriate behavior to the person(s) involved. Often this will solve the problem immediately.
- If you do not feel comfortable talking with the person(s) involved, or if talking to them does not resolve the issue, please report the situation immediately to any ISFiC/Windycon event coordinator (i.e., Windycon Operations, Security, the Windycon chair, Vice-chair, Members of the ISFiC Board, or Con Ombudsman).

It would be extremely helpful if you could provide a name, badge name/number, and/or physical description of the person(s) involved. Please remember that we need to know about any incidents during the event in order to take action.

Windycon and ISFiC reserves the right to revoke the membership of anyone failing to conform to the letter and spirit of these policies, those of our hotel, and the laws of the Village of Lombard and the State of Illinois.

• ISFiC Continued •

Not just financial assistance is given. In some cases, the Windycon art show hangings are rented for a nominal fee (to cover maintenance and upkeep costs). ISFiC is always interested in hearing from groups running Illinois conventions that have a specific project they would like some assistance with.

While ISFiC was running a convention in November, many of the people who ran the convention realized that even though they got to see fleeting glimpses of friends, their con-running duties kept them too busy to fully socialize. Looking for another excuse to get together for fannish camaraderie, and because there was no summer Chicago con at the time, in 1986, ISFiC created Picnicon, an annual picnic held in a variety of forest preserves and parks over the years. As a relaxacon, ISFiC provides the hamburgers, hotdogs, and grills and asks the attendees to drop a couple (literally) bucks in the hat and bring a side dish or dessert. Think of Picnicon as a massive outdoor con suite.

Also, in 1986, ISFiC elected to run an amateur writers contest, open to all members of ISFiC (Windycon), people living in Illinois or nearby Midwestern states. That first year, the contest was won by Richard Chwedyk, who would go on

to become a professionally published author and winner of a Nebula Award. The ISFiC Writers Contest is held most years in conjunction with Windycon. The winner receives con membership, a cash award, and publication of their story in the ISFiC Program book.

In 2005, ISFiC created ISFiC Press. Each year, this arm of ISFiC publishes a hardcover book at Windycon, generally, but not always, by the Windycon author guest of honor with a cover by the Windycon artist guest of honor. ISFiC Press's first book, *Relativity*, by Robert J. Sawyer, received an Aurora Award, the Canadian National Award presented by fans. In addition, ISFiC Press has published unrelated science fiction novels and the Hugo Award-nominated *Worldcon Guest of Honor Speeches*.

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 who is a member of ISFiC (see the first paragraph of this article) is eligible to be elected; come to the ISFiC board meeting at Windycon (held on Saturday afternoon) and nominate yourself. Meetings of the ISFiC board are normally held at Windycon and Capricon. The meetings are open to the public.

A. Lee Martinez

by Sally Hamilton

I first met Lee at a book signing. Not his book signing. I saw this bearded guy standing off to the side alone, just sort of watching what was going on, and because I was working at the store, I had to say “hi.” He mentions casually that he’d just had his first novel published.

I thought to myself “Yeah, whatever, Beardo,” but the manager had been fussing at us to set up events so I chatted with this guy for a little bit, got his info, gave it to my manager, where it promptly vanished for several years.

Three books later, we finally had a book signing for Lee. He came into the store almost every day after our initial meeting. He was just a writer who broke up his day by wandering down the street to the local comic/game store. I went from thinking of him as a strange guy to a good friend.



Author Guest of Honor

The thing about Lee is that he’s an acquired taste. It’s not that he’s obnoxious or weird. Just ask his fellow writers at the DFW Writer’s Workshop where he’s been a member for more than twenty years. But he has opinions. He isn’t afraid to share them. He’s funny (just ask him) and clever and he knows way more about Dinobots than is probably healthy. He follows the teachings of Superman, believes you can only truly know someone after playing a seven hour game of *Twilight Imperium* with them. He’s also always happy to help a friend and offer advice (sage or otherwise) to aspiring writers and artists.

He never outgrew his fascination with robots, monsters, and all those things kids like. He doesn’t write about vampires and monster gods because he’s immature. He simply never learned to think of these things as immature in the first place. His first thought when writing about a teenage minotaur girl isn’t how to make it respectable. He assumes it’s respectable from the get go. If the rest of the world doesn’t agree, that’s not his problem.

Continued on pg. 8



Nerd culture is sort of a thing now, but, as Lee will be happy to tell you, he's not very fond of its desire to dismiss and apologize for itself. He's a B movie snob, who doesn't care if the movie is bad, just as long as it's a noble failure. (No, thank you, *Sharknado*.) He thinks it's silly when people forget that Batman is the story of a martial artist, scientist, detective wearing a cape who devotes much of his time fighting a guy dressed like a clown. He'd much rather spend time among the Ferengi and Klingons than watch the Federation dealing with the same old Prime Directive song and dance at this point.

He loves monsters. Loves them. Little ones. Big ones. Friendly monsters. Angry monsters.

He's one of those guys that gets angry that Chewbacca didn't get a medal at the end of *Star Wars*. He doesn't get why people love Boba Fett when Admiral Ackbar is a clearly superior character.

If you tell him Superman is boring, he won't punch you, but only because Superman would disapprove.

It's not unusual for his writing to be called goofy or silly because of it, but the truth is that Lee cares about what he writes a heck of a lot. He's that ten year old kid who can't wait to make you invest in a robot detective and evil genius space squid. No matter what he's writing about, he never considers it slumming. The guy loves this stuff and it shows. He cares, so the reader cares.

Since I've known Lee, he's published ten novels (five with Tor, five with Orbit), worked with Dreamworks Animation, won a handful of awards, and kept himself busy playing *World of Warcraft* and amassing an unreasonably large board game collection. (Seriously, he has pictures, and he'll be happy to show them to you.) He's gone from a shy guy in the corner to an accomplished professional writer. He'll be the first to tell you he still hasn't figured out this business, but somehow, he's still here, writing and getting paid for it.

The guy grows on you. I should know.

I married him

Magnolia A

Friday 12:00 p.m. - 2:00 a.m.

Saturday 8:00 a.m. - 2:00 a.m.

Sunday 8:00 a.m. - 3:00 p.m.

Whether you're looking to grab a quick bite to eat, relax with some beer, or just sit and socialize with some friends come on over to the Con Suite and see what's going on! Feel free to come by for breakfast, lunch, dinner, and anytime in between for those midday snacks and late night munchies.

Beer & Cider

In keeping with the theme, this year we are offering a selection of German beer and cider, Weihenstephaner Vitus, Baderbrau, and Crispin Ale.

Friday 3:00 p.m. - Half hour before con suite closes

Saturday 3:00 p.m. - Half hour before con suite closes

Sunday 12:00 p.m. - Half hour before con suite closes

Beer & Cider Rules

1. Red Cups Do Not Leave The Con Suite. Ever.

All red cups, which are to be exclusive vessels for beer, are prohibited to be removed from the Con Suite

2. You Must Show ID and Badge

Those who wish to imbibe any alcoholic concoctions will be required to show the Bheer Gods your convention badge, and you must also have your genuine government issued Driver's License or State ID. This is to confirm that you are indeed, the actual person identified on the back of your convention badge, as well as at least 21 years of age.

3. Our Bheer Gods may request to see your government issued Driver's License or State ID at any time.

4. The Bheer Gods are only allowed to dispense alcohol in the Con Suite, as per our Hotel contract.

5. Anyone caught serving their own alcohol will be asked to leave.

Lou Anders

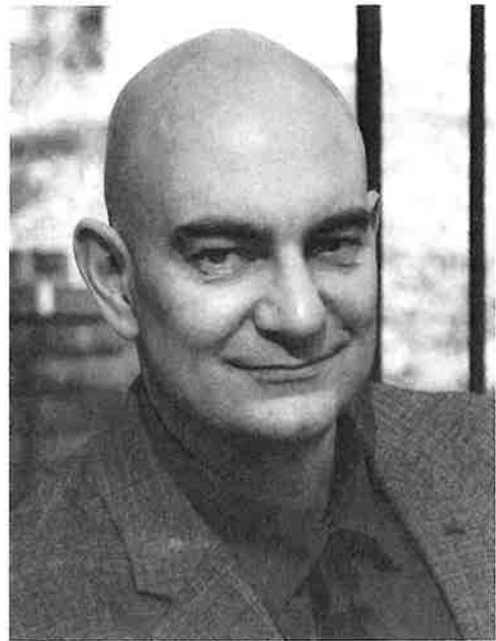
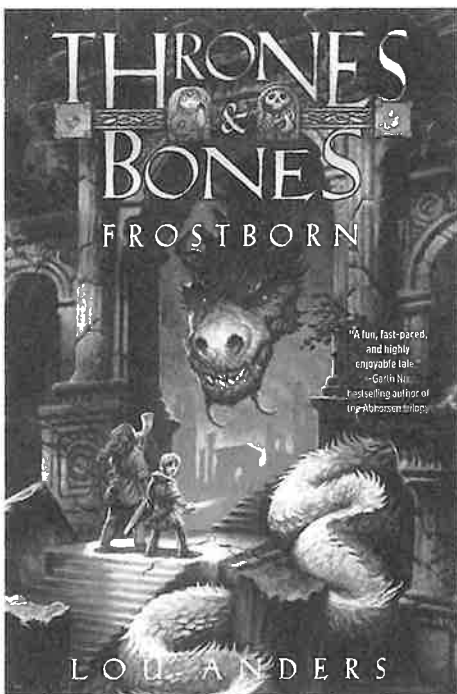
Two-in-One/Lou Anders, Windycon Editor Guest of Honor

by John Picacio

Congratulations, Windycon—you didn't just score yourself an Editor Guest of Honor this weekend. In the same person, you managed to score a budding superstar author—one that will usher in a new generation of fantasy readers. Even better? His author self ties in perfectly with this year's theme, "Grimm Tales".

Couldn't have played this any better, could you?

We all know Lou Anders as a Hugo Award-winning editor and Chesley Award-winning art director. Have a look at the record book, and see how many professional editors have ever won a Hugo *and* a Chesley. If I recall, Paul Barnett is the only other one to pull that off, but Lou didn't just snag his Editor Hugo for a single work. He received it for leading an entire line including books by Ian McDonald, Joe Abercrombie, Michael Moorcock, Mark Hodder, Jon Sprunk, Ken MacLeod, Sam Sykes, James Enge, Paul McAuley, Ari Marmell, E.C. Myers, Mark Chadbourn, Brenda Cooper, and many more.



Editor Guest of Honor

He also has edited a slew of influential anthologies including *Masked* (Gallery Books, July 2010), *Swords and Dark Magic* (Eos, June 2010, coedited with Jonathan Strahan), *Fast Forward 2* (Pyr, October 2008), *Sideways in Crime* (Solaris, June 2008), *Fast Forward* (Pyr, February 2007), *FutureShocks* (Roc, January 2006), *Projections: Science Fiction in Literature and Film* (MonkeyBrain, December 2004), and *Live Without a Net* (Roc, 2003).

Pyr's parent company is Prometheus Books and they tapped Lou to be their Editorial Director back in 2004. He built an SF/F imprint from scratch for them, and did such an impressive job that some believed he actually owned the company. Not true.

He was the heart and soul, but he wasn't the one that paid the bills, or managed the sales and marketing, even though he worked so diligently that you can almost excuse those that think he did it all. That kind of talent seldom remains content, and while many would be happy enough to have the respected career

Continued on pg. 10
Photo by Jill Anders

Anders, continued

status that Lou enjoyed, he wanted to world-build. He wanted to create, and I think that's always been one of his biggest drives.

Dream has become reality, and he has worked with the same diligence to become a published author that drove him as an editor. His debut book is called *Frostborn*, and it's the first in his "Thrones and Bones" series. It's available now from Random House's Crown Books for Young Readers, and has received raves from *Booklist*, *Publishers Weekly*, *School Library Journal*, and *Kirkus* who said, "Future fans of Tolkien and George R. R. Martin can happily cut their serial-fantasy teeth on this first book of an eventual series."

You see, Windycon? You're not just celebrating an Editor Guest of Honor with a wealth of insights, who has sailed the seas of an ever-changing publishing world, and built a science fiction/fantasy publishing imprint where one didn't exist before. You're actually also the first convention to welcome the new Lou Anders, an author connected to the pulse of what will drive and shape the next generation of fantasy readers, fables, and folklore.

Fill every seat in his panel discussions, learn from him, and ask him what his favorite beer is these days. There's no one in this business quite like Lou Anders.

Art Show

Friday

1:00 p.m. - 4:00 p.m. Artist setup only
4:00 p.m. - 9:00 p.m. Open to attendees

Saturday

10:00 a.m. - 6:30 p.m. Open to attendees
5:00 p.m. - 6:30 p.m. Saturday Soirée
8:00 p.m. - ??? Art Auction
10:00 p.m.-ish Limited art pickup

Sunday

10:00 a.m. - 2:00 p.m. Art pickup, Artist checkout
After Auction Sales, Print Shop Open

The Art Show will run a silent auction on Friday and Saturday until 6:30 at which time the Art Show will close to set up for the Art Auction. Pieces with 1 bid are sold to the high bidder on the sheet. Pieces with 2 or more bids will go to the Art Auction. All charity pieces will be treated just like any other art. They will not go to auction automatically.

Any art that has "SOLD" on the bid sheet is not available for bidding on. Only Art Show staff is allowed to remove artwork from the grid or tables. Do not take the piece to the checkout desk. We request that artwork stay in the show until checkout time so that others may see it. Early removal of artwork must be cleared through the Art Show Head.

The Lewis Grant, Jr. Award, a Fan's Choice award, will be given to the artist who receives the most votes, so please, look around, find the artwork you like the best, and vote! Awards will be given for both 2-D and 3-D artwork, so make sure you look at everything.

The Art Auction will be at 8:00. Our illustrious auctioneer and his crew provide some of the best entertainment at the convention, so come to watch, come to bid, come to have fun, and don't forget your wallet. You never know when something will strike your fancy...or when you will find that perfect gift for someone.

Print Shop

If you are looking for art at a fixed price, check out the Print Shop inside the Art Show. We have a wide selection of artwork from a variety of talented artists available at prices that won't break the bank.

The Print Shop carries more than just prints, so make sure to stop in and look at the calendars, mouse pads, bookmarks and other wonderful works for sale. If you find you have money left after the Art Show closes, the Print Shop will be happy to take it right up until we close at 2:00 on Sunday.

Peri Charlifu

by David Martin

Peri Charlifu is a master potter and extremely talented craftsman and artist. Years ago, I was a member of a family of potters who owned Marshall Pottery, a seventy-year old business distributing their products worldwide. I've seen the accumulated skills of potters who have perfected their craft over forty years or more, and in Peri, I recognized the same level of mastery.

Peri knows his market. I've been a contributing artist at SF conventions for over thirty years, and I recognize someone who not only knows what fantasy fans like, but is able to tailor to the craft show market as well. My personal favorite is his work based upon the writings of H. P. Lovecraft. I've purchased over twenty pieces for my home and always look to see if he's done something new along these lines.

Peri routinely shows more than a hundred pieces at SF conventions. It's easy to see that not only is he talented, but is also fast and reliable. I've seen art show demonstrations in which Peri has constructed huge and beautiful creations in less than an hour. To me, there is no better mark of professionalism than an artist who can create something in front of a room full of spectators.



Artist Guest of Honor

Peri Charlifu was born in 1962 in Alamosa, Colorado. He grew up in Denver and Aurora, Colorado, studying art from an early age and continuing to this day. He attended Metropolitan State Collage and studied Art and Psychology, and combined his studies using Art as therapy.

Peri has been selling his work for 36 years, and has been selling almost exclusively in the science fiction convention market for almost 10 years. He teaches workshops and seminars in pottery, sculpture and theory. He is Guild master for Art and Artisans and a founding member of the Stoneleaf potters guild.

Although an accomplished and proficient graphic artist, Peri's first love is pottery. He is highly skilled in both Wheel thrown and hand-built work. He mixes all his own stains and glazes, and has developed an underglaze technique that he uses in 90% of the items he produces. At the time of this writing, Peri has produced over 36,000 pieces of pottery.



Masquerade

Saturday

- 4:00 p.m. - Masquerade contestants' Meeting and Q&A
- 5:00 p.m. - Masquerade entry deadline
- 6:00 p.m. - Workmanship pre-judging begins
- 7:30 p.m. - All contestants should report to Junior Ballroom A
- 7:45 p.m. - All catwalk costumers should report to Junior Ballroom A
- 8:00 p.m. - Masquerade begins
- 9:30-9:45 - Announcement of awards

Go Into the Woods where our masters of disguise will delight you at our Saturday evening Masquerade of Make-Believe in Ballroom B-C. First our Hall Costumers will walk the Counterfeit Catwalk before the competition begins.

This year our judges include local geek blogger and Fan Guest Lauren Faits, Famous Fursuiter and Costume GOH Matrices, and Todd Letts of the 501st and Michigan Renaissance Festival. Presided over by our Toastmistress Ursula Vernon as MC, and Halftime entertainment by Tom Smith, the World's Fastest Filker.

Awards will be presented at 9:45 pm.

Rules

The Windycon Masquerade will operate under the guidelines set forth by the International Costumers Guild, and awards will be given in Junior, Novice, Journeyman, and Master classes. Children's costumes are eligible for award in the class of the person who made the costume.

Contestants may bring their own music/narration (highly recommended) on CD or in mp3 format on a thumb drive or designate text for the MC to read.

Contestants will enter from stage right and exit at stage left. There is clearance of approximately 11 feet between the stage platform and the chandeliers. The stage platforms are up three steps to reach the stage, and down three steps to exit. Assistance is available—if you have a mobility issue or will require additional assistance getting on or off-stage, please let us know when you turn in your paperwork, so that we can make suitable arrangements.

There will be a meeting on Saturday in Cypress A at 4:00 p.m. for all entrants. Attendance is optional but very useful—we will have exact stage dimensions and can answer any questions at that time.

We will not have the opportunity for a tech run-through prior to showtime, but we will have a rehearsal space with stage dimensions marked out available for you to practice. (It may be in the hallway but we will do what we can) If you have any questions about which class you should enter or anything else Masquerade-related, stop by Cypress A.

All masquerade entries must have their paperwork (and optional music) turned in no later than 5:00 p.m. There will be no exceptions.

Masquerade Contestants must be in the Green Room (Ballroom A) no later than 7:30 p.m. Catwalk costumers should report by 7:45.

The decision of the judges are final. The decisions of the Masquerade Director are final-er.

Photos

Masquerade and Hall Costume photography will be provided by Ken Beach from 7:00 to 9:30 p.m in the hallway outside Ballroom A. In about two weeks, you can view your photos online at www.squirrelsnest.org/windycon/

SF Squeecast

Social Media Guest of Honor



SF Squeecast is a Two-time Hugo Award winning monthly podcast in which a group of Science Fiction and Fantasy professionals squee about things SFnal, in a neverending panel discussion of vague positivity.



Elizabeth Bear

Elizabeth Bear was born on the same day as Frodo and Bilbo Baggins, but in a different year. When coupled with a childhood tendency to read the dictionary for fun, this led her inevitably to penury, intransigence, and the writing of speculative fiction. She is the Hugo, Sturgeon, Locus, and Campbell Award winning author of 26 novels and over a hundred short stories. Her dog lives in Massachusetts; her partner, writer Scott Lynch, lives in Wisconsin. She spends a lot of time on planes.



Paul Cornell *(Not Attending)*

Paul Cornell is a New York Times #1 bestselling writer of SF and fantasy in prose, comics, and television, the only person to be Hugo Award-nominated for work in all three media. His new urban fantasy novel *London Falling* has been published by Tor.



Seanan McGuire

Seanan McGuire writes things. Many things. Wonderful things. Terrible things. If there was ever a competition for writing lots of things, she would definitely show up. By showing up, she has won some awards, been nominated for more, and published a remarkable number of books in a fairly short time. When not writing things, she wanders around the world willy-nilly, goes to a lot of Disney theme parks, and looks for the most sincere pumpkin patch she can find. When the Great Pumpkin rises, she will be prepared. Will you?

Continued on pg. 14

• SF Squeecast, continued •



Lynne & Michael Thomas

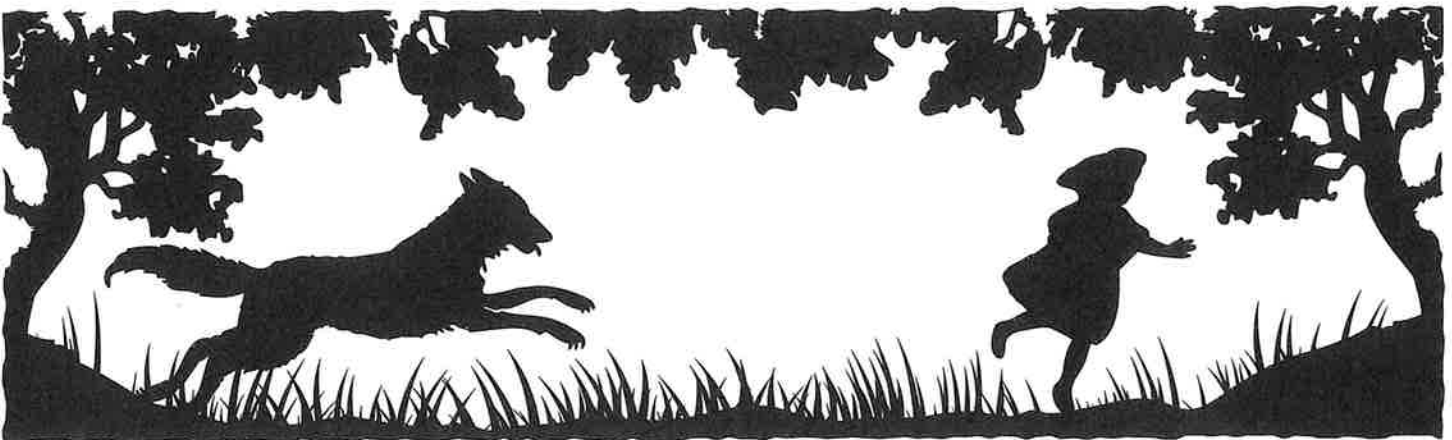
Lynne M. Thomas is the former Editor-in-Chief of the Hugo-nominated *Apex Magazine* (2011-2013); Michael Damian Thomas is the former Managing Editor. Lynne co-edited the Hugo-winning *Chicks Dig Time Lords* (with Tara O'Shea), Hugo-nominated *Chicks Dig Comics* (with Sigrid Ellis) and *Glitter & Mayhem* (with Michael and John Klima).

Lynne moderates the Hugo-winning *SF Squeecast* and also contributes to the Hugo-nominated *Verity! Podcast*. Michael contributes to the *SF Squeecast* and co-edited the Hugo-nominated *Queers Dig Time Lords* (with Sigrid Ellis). The Thomases are currently editing and publishing the successfully Kickstarted *Uncanny Magazine*. Also, together they fight crime with their daughter Caitlin.



Catherynne M. Valente

Catherynne M. Valente is the *New York Times* bestselling author of over two dozen works of fiction and poetry, including *Palimpsest*, the “Orphan’s Tales” series, *Deathless*, and the crowdfunded phenomenon *The Girl Who Circumnavigated Fairyland in a Ship of Own Making*. She is the winner of the Andre Norton, Tiptree, Mythopoeic, Rhysling, Lambda, Locus and Hugo awards. She has been a finalist for the Nebula and World Fantasy Awards. She lives on an island off the coast of Maine with a small but growing menagerie of beasts, some of which are human.



Bill & Brenda Sutton

by Eric Coleman

If I am counting correctly, (and it is always possible that I am not; I'm a musician after all and all I need is 1,2,3,4) Bill and Brenda have been nominated for 20 some Pegasus awards between them. They have won 6 (one of Brenda's with the Three Weird Sisters). They are both members of the Filk Hall of Fame. They have, together and separately, written a ridiculous number of songs, played with a ridiculous number of musicians, and play a ridiculous number of instruments. They are as fine as ambassadors for filk as you could get. So why then, was my first encounter with Bill one of..

STARK !!!
UNREASONING !!!
TERROR !!!

Let me explain.

Jan, oh Magical Filk Goddess that she is, had finally coerced me into coming to Duckon. I think this was the 2nd time I got up in front of a fannish audience and played my odd little songs for an hour. Interesting how, even before I had met him, Sutton's Law 1 applied to me. I had no idea how or if the music I made would fit in this genre that was so new to me.

The next day I found out.

I have been a stand-up comic. I have fronted punk bands. I have done tech for community theatre. And it was on Sunday at Duckon that year that I experienced the most frightening moment of my performing life.

There was a panel at the end of the con going over how the music had gone that weekend. I decided to go and say bye to folks before my long drive back to Iowa. Little did I know what was in store for me.



Music Guests of Honor

But first let's talk about Brenda for a moment. I can't really remember when we first became acquainted. I just know it was a few years ago (and never ask me about time unless I can look it up in my LJ tags, I know it was sometime between 2003 and a year or three ago) that I was walking down the hall, probably at an OVFF, and Brenda said "Hi Eric." I had no idea she knew who I was.

You see, after the Bill incident, and considering that I am a very shy person at heart (I know, most of you have problems believing that, but it's true) I have always found Brenda a little intimidating. She approaches the things she does with a great intensity, and that can be a little scary. It wasn't until some time later that I found that she was an absolute sweetheart. But she digs deep into her art. She is someone I learn something from every time I am around her. I love that. I am a firm believer that you should always be learning, growing, expanding as an artist. I see that passion in her, and it is inspiring.

Continued on pg. 16

Sutton, continued

Hmmm, I'm getting serious here, back to Bill.

So I sat down at this meeting and there was this guy sitting across from me. I had not seen him before, but he was looking at me. At some point I made a comment about my weekend, the fun I had, and the interesting people I had met.

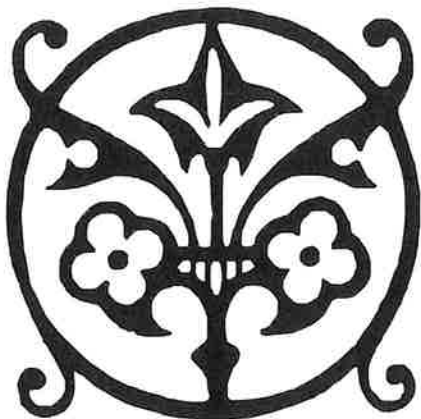
It was if all the lights in the world had dimmed, as if all sound ceased for that moment. His eyes took on a demonic glare, as if all of the horrors of the universe had been seen by these eyes, shards of flame and lightning coming from them, and they were now imparting that knowledge unto me. And the voice, it was as if a 1000 banshees were reciting in time these 5 words

YOU BELONG TO US NOW !!!

A smart man would have staggered from the room, made his way burned and broken to his car. He would have returned to Iowa, never to venture forth again. Well, no one has ever said I was smart. (That and he was right.)

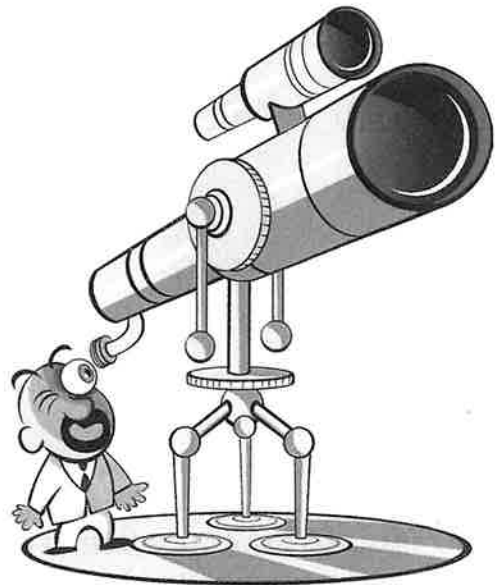
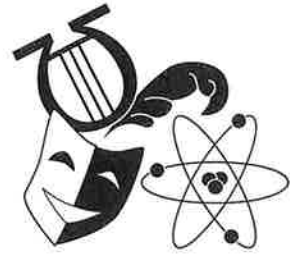
Bill and Brenda are a delight. They both approach their art with a dedication that is an inspiration to us all. Onstage, as well as off, they are wildy entertaining, welcoming, and wonderful. Their music permeates the fannish world. Go to their concert. Hang out in circles with them, and remember Sutton's Law:

1. Filk is what is played in a filk circle.



MUSECON

Exploring our Muses



with our Guest of Honor

Brother Guy Consolmagno

Astronomer and Author

August 7-9, 2015
at the Westin Chicago
Northwest, Itasca, IL

www.MuseCon.org

Sara Howard

Matrices

Matrices, also known as Sara Howard, is a crafter, costume-maker, and artist who lives on Whidbey Island in Washington State. She has drawn and crafted from the time that she could first hold a pencil and has been building costumes for well over half of her life.

From a young age, she has had a passion for animals and animal characters. She started out in costuming by creating halloween costumes for herself each year, naturally they were animal costumes! She is known in the furry fandom for her costumes, her helpful tutorial website, and for drawing big-nosed cartoon critters.

In the beginning, using basic materials like paper mache and with a goal to outdo last year's costume, Matrices began starting earlier and earlier before Halloween, until it simply became a year-long ambition. Since then, the full-body animal costume creations (also known as Fursuits) that she has created have only gotten more detailed as different materials and techniques have been tested and new resources discovered.

Through innumerable accounts of trial and error she has gained the experience and knowledge of manipulating fake fur, foam, glue, and thread to create the shape of an animal-person. Along the way she has documented the process on her personal website, Matrices.net, sharing tutorials and how-to guides on how she did it to help others make their own projects.



Costuming Guest of Honor

While resourcefulness and passion for creating has been key, being able to say "I made that myself" is a huge source of pride and motivation that she enjoys being able to share with others.

Matrices has been involved with furry fandom since 1998 with a goal of her costume art to have the same look and stylings as her drawn art, as if the character has left out of the drawing! With a fondness for teaching, as well as learning, her work is known through her helpful costume guides found on the website she maintains.

She is going on her third year of self-employment in the industry of costume design, tailoring, and refurbishing, as well as crafting fursuit props. She has a desire to continue to foster a sense of open sharing within the creative community and releases new tutorials regularly.

In her free time that isn't spent drawing and crafting, Matrices enjoys hiking outdoors with her dog, Turbo, and thrift shopping with her significant other, Mike. She can be found on twitter as @RaisedbyDogs and her website www.Matrices.net

Make Your Own Ears

A Matrices.net How To!

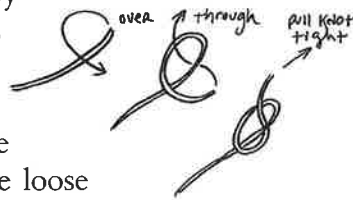


1. Trace or photocopy your pattern from this page. The bigger triangle is the outer ear, the smaller inner triangle is the inside ear. Cut each out from the paper.

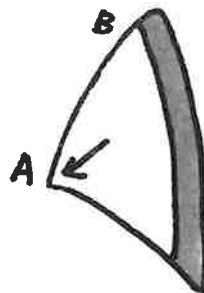
2. Lay the outer ear pattern on the back side of your fabric (fur grain pointing up towards the tip). Trace the shape. Flip it, then trace the pattern mirrored for the second ear. Do the same for your inner ear pattern, tracing it on the inner ear fabric.

3. Using sharp scissors, carefully cut out the shape from the fabric. If using fur fabric, go slow so you can be careful not to cut the pile of the fur. Cut out your inner ear fabric as well. Compare your cut out pieces with your pattern and trim further if needed.

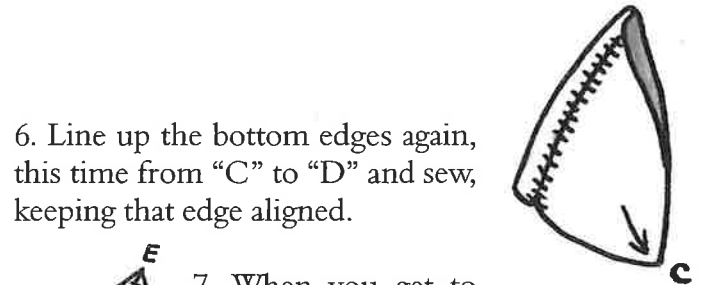
4. Thread your needle by pulling out about an arm's length of thread, feed it through the eye of the needle halfway, double the thread over, lining up the loose ends, and tie an overhand knot in the end.



5. Line up your two pattern pieces (inner and outer ear) with the "wrong" sides facing in. Align the two bottom edges marked "A" and start sewing to "B" tie off your thread before you get to the tip of the outer ear.



Tip! If your knot slips through your fabric: Before it gets to the end separate the threads just below the knot and pull the needle through, that should hold it firmly place without slipping through.



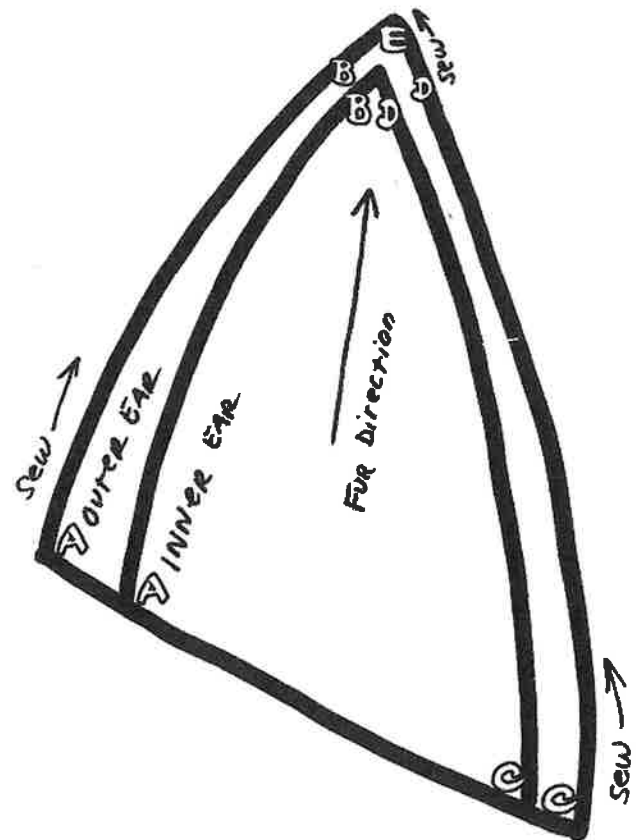
6. Line up the bottom edges again, this time from "C" to "D" and sew, keeping that edge aligned.



7. When you get to "D" you may have to take a needle and tuck your fur fibers back inside. Line up "D" to "E" the very tip of your outer ear, and finish sewing the ear tip. Tie off your thread.

8. Turn the ear right sides out and use your needle to carefully pick the fur that might be trapped in the seams. Repeat steps for your other ear.

When you have both ears done position them on your favorite hoodie, hat, headband, and so on! Sew them in place and wear them with pride! YOU MADE THEM!



Lauren Faits

Geek Girl Chicago

by David Rheinstrom

Lauren Faits is a paladin—a vision of justice astride a white charger—which is funny, because she tends to play spellcasters. “Ranged combat—spellslingers, bow-and-arrow, or maybe a sniper,” Lauren says. It’s not that she’s afraid of the fray. Rather, she prefers to use the weapons of eloquence and accuracy. What I’m trying to say is: she’s super badass.

Lauren is a geek journalist. She writes *Geek Girl Chicago*, a *ChicagoNow* blog. She interviews celebrities, reviews products, and covers as many regional fan conventions as she can. This is often done in full costume, accompanied by Jess Cwik-friend, photographer, and Maid of Honor at Lauren’s wedding last April.

I asked Lauren why she does it. She explained that, growing up, there wasn’t a lot of press at these events. Whenever *Geek Girl Chicago* takes a photo of a cosplayer, that person gets a business card. “Look for your photo on the blog in a couple of days,” Lauren says. Their faces light up.

Lauren wishes to create a safe space online for geeks—geek girls, especially—to get recognized for their passion, devotion, and craft. She has been in fandom for as long as she knew the word “fandom” existed. As soon as she realized the fan community was out there, it became her “tribe.”

“I was bullied a lot,” she says, “for having glasses, braces, for liking *Sailor Moon* and *Speed Racer*... I spent a lot of time in grade school hiding what I was about. I was sick of that fear. The first day of high school, during introductions, I got up in front of the class and said, ‘My name is Lauren. I love *Sailor Moon*!’ I saw a bunch of blank stares. I was mortified. When I sat down at my desk, though, the girl behind me whispered, ‘My name is Susan. I love *Sailor Moon*, too!’”



Fan Guest of Honor

The two attended their first convention together (*Anime Central 2001*.) They remained best friends for life. Lauren often wonders if she’d be *Geek Girl Chicago* at all, were it not for her Matron of Honor and that moment at Nazareth Academy.

These days, Lauren is still into *Sailor Moon*, but her fandoms have multiplied: *Doctor Who*, *Star Wars*, *Star Trek*, *The X-Files*, *Game of Thrones* (seriously, have you seen her Daenerys cosplay?), and video games like *Borderlands*, *Mass Effect*, *Earthbound/Mother 2*, *Catherine*, and *Skyrim*, just to name a scant handful. Lauren also dabbles in voice acting, audio editing, and is trying to learn to cry on cue so she can be even more manipulative on board game night. She is not a Cylon...she swears.

It can be rough to be a woman in this community, and Lauren is trying to change the culture. She’s there, gleaming broadsword (er, sniper rifle?) in hand, to

Continued on pg. 20
Photo by David Rheinstrom

Fails, continued

clear away the BS. “There’s no such thing as a Fake Geek Girl,” she argues. “The concept is ridiculous. Just think—the cost of going to a convention, plus the time and money and effort it takes to make a costume, to handcraft it, from love? You can’t do that and not care about it.”

In regards to a certain photo of Anita Sarkeesian, posed in front of her hundreds-deep collection of video games, posted to prove that she—yes, actually—was a gamer, Lauren says, “You shouldn’t have to post that picture. You shouldn’t have to prove anything to anyone.” Lauren believes very strongly (and she’s right, for the record), that anyone can be a geek. There’s no entrance exam, no form to fill out. Everyone can play—and by the way, a geek girl may be as feminine—or not—as she chooses.

A few weeks ago, Lauren made an appearance on a live, geeky talk show on stage. In the week prior, she debated how to telegraph her geek cred to the audience. “Should I wear my glasses? I hate wearing glasses. I wear contact lenses. How do I show who I am, though? Should I wear tights that have the solar system on them? A *Star Trek* shirt? My N7 Commander Shepard dress?”

...but then, she remembered her own mantra: The clothes don’t make the geek. Her words do. Her actions do. Her love does.

So, she wore a dress. No glasses. And she kicked ass.

Costuming

Cypress A

Programming

Friday

- 5:00 p.m. - Spinning a Tale
- 6:00 p.m. - Making It On The Road
- 8:00 p.m. - Tail-making workshop

Saturday

- 10:00 a.m. - Fursuit Heads
- 11:00 a.m. - Wiggling Out
- 12:00 noon - Bigger & Better
- 1:00 p.m. - Cross-Play
- 2:00 p.m. - REAL Heroes of Cosplay
- 3:00 p.m. - Group Costumes
- 3:00 p.m. - Craft Foam Armor Demo
- 4:00 p.m. - Crafting the Skeksis

Sunday

- 11:00 a.m. - If the Shoe Fits
- 12:00 noon - Tie One On
- 12:00 noon - Fursuit Bodies

Hours

Friday

- 4:00 p.m.-7:00 p.m.
- (Break for Opening Ceremonies)
- 8:00 p.m.-10:00 p.m.

Saturday

- 10:00 a.m.-5:00 p.m.
- (Break for Masquerade)
- 10:00 p.m. - 11:00 p.m.

Sunday

- 10:00 a.m.-2:00 p.m.



Sara Howard

Ursula Vernon

by Turtle

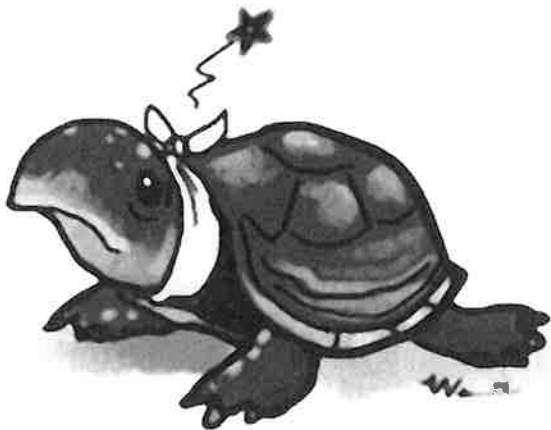
This turtle is being turtle.

Is good being turtle. Is not confusing. Turtle turtles. Sometimes turtling left, sometimes turtling right. Usually turtling straight ahead. Is good. Turtle-gods give turtles free will regarding direction of turtling. Praise turtle-gods!

Turtle-gods gave turtles shells to protect turtles. Turtle has no enemies, except stupid fish-bird. Fish-bird picks turtles up, carries high high high, drops turtles. Turtles would be philosophical, but fish-bird says unkind things before dropping. Turtles full of rage! But then dropped. Fish-bird not friend to turtles.

Sometimes are cars. Do not approve of cars. Dark turtle legends about the hard roads. Hard roads full of stompy-rolly predators. Very bad for turtles. Still, turtles have free will. If turtle turtles onto road, is turtle's choice. Turtle not interfere with other turtle's self-determination. Still sad.

This turtle walk on several roads. Not enjoy it. Walk through forest. Forest better. Walk under fence, into garden. Always walking. Head feels weird. Turtle can't get in shell any more, makes head hurt. Awkward. Turtle can't get in shell, face existential crisis. What is turtle without shell? Is still being turtle? Answer: turtle is turtle with headache.



Toastmaster

In garden, Weird-Human finds me. All humans weird. Turtle-gods give humans weirdness. And hands. Mostly weirdness. (Have heard some humans tame predators on the hard roads. Probably myth. Probably fish-bird made it up.) Weird-Human picks this turtle up. Aiiiiiee! Turtle not made to leave ground.

Does not say unkind things like fish-bird. Puts in box, takes to Tall-Human. Tall-Human puts goop on turtle. Many sharp objects. Turtle not happy about that. Sharp objects not friend to turtles. But headache goes away. Can get back in shell again. Scar on face now. Turtle okay with this. Turtles dig scars.

Tall-Human gives back to Weird-Human, who takes turtle back to garden. Weird-Human digs earthworms for turtle. Full service!

This turtle lives in garden now. Weird-Human comes out sometimes, says "Hi, Turtle-Bob!" if seeing turtle. Human is weird. Name not being Bob. Turtles not have names. Turtles knowing turtles. Roll call not being taken.

Continued on pg. 22

Sometimes Weird-Human paints turtle. Not on shell. Turtle would object strongly! Takes paper, though, draws picture of turtle. Is okay likeness. Does not get turtle's sexy plastron right. Plastron is best feature. Otherwise good drawing. Then Weird-Human goes away into big box with windows and makes painting of turtle. Is being very famous turtle now, but only Internet famous. Not as good as real famous. If fish-bird picks up turtle, cannot say "Put turtle down, turtle is internet famous!" Still. Is okay.

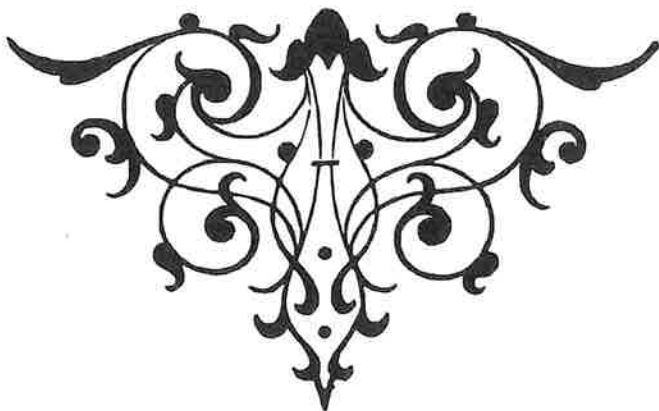
Weird-Human goes to human convention now, asks this turtle to write "bio." Turtle do it for many earthworms. Weird-Human good, makes toasts, says "Yay, other humans! You doing good work!" All humans cheer. Is human thing, turtle guesses. Turtles not given to public spectacle.

Still, is good human, draws turtle, writes words about turtles. Also wombats, dragons, shrews. Many things. Turtle is best. Human wins human awards, rocket, pointy thing, lion. There. Is being bio for human book.

Hurray! Turtle is published author now. Praise turtle-gods! Turtle seeking agent.

Garden is full of tomatoes. Weird-Human lets turtle eat all the tomatoes that are being near ground. Also cucumbers! Sometimes earthworm. Have to dig own earthworm. Honeymoon is being over.

Still, is good, being turtle.



Parties

Wolves, Tigers, and Parties Oh My!

So little Red and the three pigs defeated the big bad wolf. Come celebrate with them! Who else will you see? Hijack a magic carpet (or elevator) to the party floors, you don't need to fight 100 thieves to join the fun here at Windycon41.

Awards

These are this year's party awards. Be sure to vote for your favorites.

- Best Party
- Sleeping Potion (Best Drink)
- Sorcerer's Spell (Best Theme)
- Magic Beans (Best food/snacks)

Here is a list of some of the parties we have to look forward to this year.

BarFleet
Capricon 35
Dublin in 2019
Minicon 50
Not the Film Room
Rook Creek Books
Traincon

Rules

Do not forget to keep these rules in mind as you participate in each evening's festivities.

- The legal drinking age in Illinois is 21 and the parties will be checking IDs at the door, so please be sure to have your ID on you at all times.
- Be respectful of the hotel and the others around you.
- The Weston is a NON-smoking hotel. If you wish to smoke you must go outside.
- Please dispose of all trash in trashcans.
- Keep the parties in the party rooms not the hallways.
- REMEMBER! If it illegal in the non-convention world, it is illegal in the convention world too.

Additional Guests



Special Guest Mike Resnick

According to *Locus Magazine*, Mike Resnick is the all-time leading award winner, living or dead, for short science fiction. He is the winner of five Hugos, a Nebula, and other major awards in the United States, France, Spain, Japan, Croatia, and Poland. He is the author of 68 novels, over 250 stories, and 2 screenplays, and is the editor of 41 anthologies. He was the Guest of Honor at the 2012 Worldcon.



Special Guest Tom Smith

Tom Smith, master of improv weirdness and Grand Poobah of Punnery, is in attendance, with more songs and silliness than is probably good for us. But who cares? It's fun! His shows are always just nuts, and he's always got something new. Check out his website, hang onto your brain, and live the Myth of Smith!



Alex Eisenstein

Chicago area author, editor, artist, and convention runner. Alex Eisenstein has collaborated on many books and stories with Phyllis Eisenstein, and he has founded multiple fanzines. He has run convention Art Shows across the Midwest, including Windycon.



Phyllis Eisenstein

Phyllis Eisenstein has published six novels and more than forty shorter works in the genres of science fiction, fantasy, and horror fiction. Her stories have appeared in both anthologies and in every major science fiction and fantasy magazine. She has taught SF and fantasy writing at the Clarion Science Fiction Writers Workshop, Oakton Community College, and the Writers Digest School.

Bill Fawcett



Bill has written or co-authored over a dozen books, and dozens of articles and short stories, including the "Authorized Mycroft Holmes" novels. Bill has written and edited over a dozen books about military history, including his "How to Lose a War" series, and two oral histories of the SEALs in Vietnam. He is also one of the founders of Mayfair Games.

Eric Flint



The majority of Eric Flint's works are alternate history science fiction, but he also writes humorous fantasy adventures. He is well known for the novel, *1632*, which launched the "Ring of Fire" series and several of the "Ring of Fire" books have been on the *New York Times Best Seller List*. He is also a longtime labor union activist with a Masters Degree in history.

Betty Ann Hull



Elizabeth Anne Hull taught SF and creative writing at Harper College, for over 30 years. She's published both fiction and non-fiction articles in venues from *Locus* to *20th Century SF Writers*, and has served as a juror for the John W. Campbell Memorial Award for over 20 years. She co-edited the international anthology, *Tales From the Planet Earth*, with her late husband, Frederik Pohl.

Jody Lynn Nye



Jody Lynn Nye has published over 45 books and more than 120 short stories. She collaborated with Robert Asprin on eight books, and continues both of Asprin's "Myth-Adventures" series and "Dragons" series. Her newest books are *Fortunes of the Imperium*, *Cats Triumphant*, *Dragons Run*, and *Launch Pad*, an anthology of science fiction stories co-edited with Mike Brotherton.

WURO 2015

**MORE
HUMAN
THAN
HUMAN**



June 19-21 2015 • Westin North Shore • Wheeling, IL

ISFiC Writers Contest Winner

Since 1985, Illinois Science Fiction in Chicago has been holding a writing contest for beginning writers of science fiction and fantasy. Our annual convention, WindyCon, emphasizes the literature of science fiction and we want to encourage new writers.

There is no entrance fee, but the entrant must not have been paid for any previous work of fiction. The winner will be contacted by Windycon beforehand, so they can attend and receive their prizes. The winning story is published in the Windycon program book.

Congratulations to this year's winner, Siobhan Duffey with "Under the Hill".

Special thanks go to our judges, Roland Green, Elizabeth Hull, and Bill Fawcett, for reading all of the submissions in a very short span of time. All agreed that most of the stories were well-written and worth reading. Let's keep it up!

Marcy Lyn-Waitsman
Writers' Contest Administrator

Under the Hill by Siobhan Duffey

A painting was propped behind a footstool and a plaster lion, under a tartan duvet, sheltering a gray fedora and a box of mismatched shoelaces.

The man in the portrait was arresting, by way of not calling him ugly. His face was thin and pointy and a scar ran below his eye and down the side of his nose. And not a dashing scar, either, a puckered pink squiggle that evoked an earthworm. His smile was uncertain, and his teeth were dreadfully crooked with a few missing outright, the rest marked by creeping brown. Rust-black hair that would look more comfortable on a terrier than a man fell to his shoulders and tried to obscure the faulty face, and while it looked soft, it curled at random, one step past disheveled into lunatic. His eyes were wider than they ought to be, set apart and staring at something that frightened him. A pretty color like strong coffee, but peculiar nonetheless.

The picture should have been grotesque. Why would a painter take such care not to flatter? The careful shading of rotten teeth alone was unneveringly exact. But despite all the ugliness, the painting was rendered with love. The artist had adored this subject.

And fortunately for my curiosity, the artist was no stranger. "Ma?" I called down the stairs and my voice crept back up. I didn't think it had echoed before. The house wasn't used to being empty. "Found another of Grandad's pictures!"

"Kept everything, didn't he?" she answered, and was up a moment later. She was as dusty as I was, garbed in kerchief and ancient gym clothes. "I'd been looking for that one. Good job, Cam." I watched her study the picture. Ma and I thought alike most ways, and when I saw her first wrinkle her nose, then knot her brows, then smile, I knew I'd done the same thing when I uncovered it.

She tended to wander off mentally if something interested her. "So what is it?" I prompted. I suppose I should have asked who the picture was, but it hadn't even occurred to me. The face in the picture couldn't really belong to a person. The shadows were funny. The angles were wrong.

Ma took an extra moment to admire before she stood up and answered me. "This is your great-uncle."

That wasn't an answer. Grandad had had three brothers (and two sisters—his poor mother!). The two youngest ones had died in the war and the one in the middle...Oh. "The ghost one?" Come to think, I'd seen photographs of the twins in their smart uniforms, and while they'd been skinny and angular the same way as my grandfather, they weren't halfway to goblin.

"You know how much effort your grandmother went to keeping him from telling that story? You're not supposed to know about it at all." Ma kept a straight face for a long moment, then grinned slowly, baring her teeth two by two as that impish impulse overtook her. "And he wasn't a ghost, Cam, he was a fairy."

"But he was dead first. Besides, fairies are sort of dead, if you look at the folklore. They live underground and they always belong to an older age..."

Ma rolled her eyes at me. She appreciated a good fairy tale, but she saw no need to make sense of them. They were self-contained for her, nothing but what they purported to be. It was one of the few ways we differed. "He was a changeling, the way Dad told it. The fairies left one of their own behind, but the human they took in exchange died on them, so they switched the corpse for their kid back."

Dealers

The Dealers' Room for this year is located in part of the Grand Ballroom on the main level of the hotel. There you will find about forty eager sellers willing and able to trade you treasures for your money. Remember that the holiday season will be 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!

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!!

A room layout and dealer location guide is available outside the Dealer Room.

Friday 3:00 p.m. - 7:00 p.m.

Saturday 10:00 a.m. - 6:00 p.m.

Sunday 11:00 a.m. - 3:00 p.m.

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Matrices

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Dealers List Continued on Page 28

Under the Hill, continued

I took a moment to check my mental index of fairy lore. “That’s an odd thing to come up with.”

“Mm-hm. That’s why it confuses me. Usually he was a traditionalist about his tall tales. Anyway, the family buried Dad’s real brother, but the fairy they raised paid a visit later.” No wonder Ma knew more about the story than I did. I was the youngest grandchild, and much as I’d loved Grandad, he’d been tired and a little dotty by the time I knew him.

He’d only died a week ago, but we’d been expecting it so long, the hurt was quiet and sleepy, circled by guilty relief.

“Want a tea break, and you can tell me all about my fairy great-uncle?” Ma agreed, and five minutes later we were at Grandad’s heavy, beat-up kitchen table. The portrait had come down with us, and those scared eyes watched us sipping stale Earl Grey.

Ma was a school teacher and, damn, could she lecture. “Now, what the poor man really was was mentally ill, or maybe autistic, at a time when no one knew or cared much what to do about it. Very slow to talk, difficult temper, anxiety attacks. Poor thing.” Ma sighed.

“But they didn’t try to boil water in an eggshell or anything.” Our family had been superstitious, apparently, but not too cruel. “Or leave him next to a river.”

“No, he was everyone’s little dear, from what I could make out, and enough of a performer that his music kept the family fed sometimes. So they didn’t mind too much that he was a fairy. I imagine they didn’t really believe it, or not entirely. We’re talking about the thirties, after all, not the Dark Ages.” Ma shrugged.

“Fairies are always something people long ago and far away believed in?”

“Hush, Cam.” She was dead set against my folklore dissections today. “But your grandfather never would let go of the story. The exciting bit, I mean, after Coll died.”

“What did he die from?” I’d never been clear on that. The brittle, sickly man in the picture looked back at me when I glanced over, and I had the oddest impression for a moment that he was asking me for help.

Grandad. Great artist.

“Tuberculosis. Dad almost went with him, too, but poor Coll lost the fight before antibiotics mostly took care of things.” Mom sighed. “Awful, isn’t it, thinking

about how many people were walking around knowing they were going to die, coughing their way to the grave. It doesn’t really seem like an uncivilized time, does it, but—”

“Ma.”

“Right. Well, Coll died, and your Grandad swears he looked different the morning they found him gone. Softer, was what he always said. Your Auntie Cameron says he didn’t mention that until after the supposed return visit, so what does that tell you?” It told me my great-aunt was a bit sour, but I didn’t say it. Despite being her namesake, I’d never gotten along with the imperious old lady.

Ma went on with her tea-scented tale. “So a year later or thereabouts, your Grandad was off in a field, waiting for a girl. Well, turned out she’d set him up to be caught trespassing. Those weren’t good times to be Romani, you know, and on top of it most of the young men were in the war somehow. Dad was out because of the TB.” I poked her with my foot. Tangent. She threw a sugar cube at me. “So he’s waiting next to a hill.”

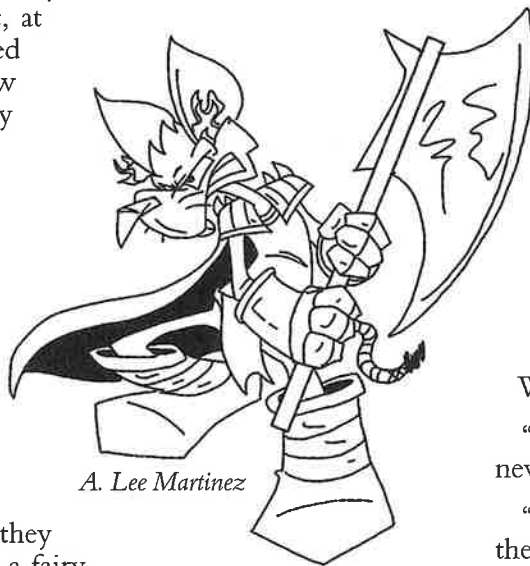
“Exciting.”

She ignored me. “And the girl’s brother and some of his friends turn up. Drunk. When it started they were just going to run him off, I’m sure, but it turned ugly. I’m assuming Dad mouthed off to them something terrible. Man could swear up a storm. Well, you remember.”

“I remember you swatting him with a newspaper before he could get started.”

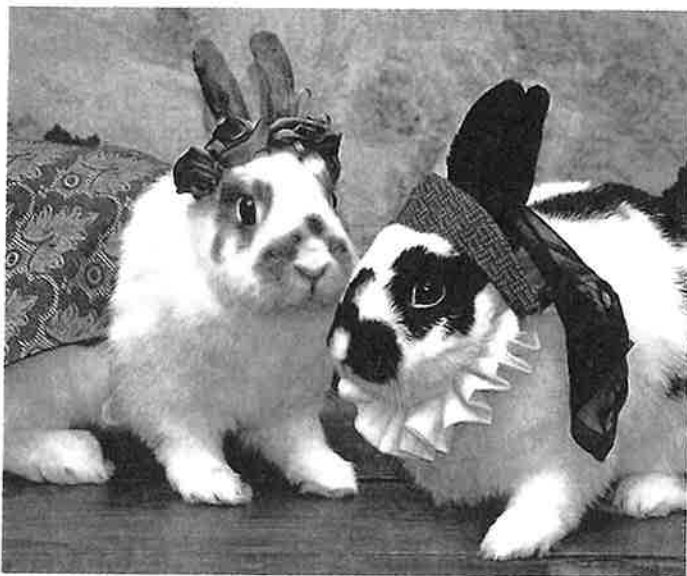
“Exactly. Anyway, I have no idea how the fight went. When he tells—told it, he knocked down a half dozen men before one pulled a pistol. Whatever happened, there was a gun involved. And back then, well, see how much sympathy you’d get as a Gypsy if someone shot you.” Ma didn’t even like to say the word. “And then someone knocked the gun out of the young man’s hand.” I waited for her to explain who that really was, what had happened in real life and not in the fairy tale. She must have forgotten to make her distinction, because she just paused for a moment.

“This is the part he’d have told you. There was his little brother, looking hale and healthy, holding an old hunting knife, bone handled and wicked sharp.” Her voice echoed my grandfather’s for a second, and I remembered when I was very little, when his voice hadn’t cracked so much, when he’d been able to fill a whole room with his laughing and stories.



A. Lee Martinez

Red Door Shelter



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Since the Middle Ages, a red door has been the symbol of a safe haven. This is what Red Door Animal Shelter provides for the animals in its care. In the Chinese art of feng shui, a red door brings luck to those who live behind it. This is what Red Door wants for the animals in its care.

Red Door Animal Shelter is a no-kill shelter committed to helping animals in need. Its primary focus is on the rescue, shelter and adoption of cats, dogs and rabbits—the three most popular pets in the United States.

Red Door provides a cageless environment for its animals, giving them the closest-to-a-home experience that a shelter can provide. While our emphasis is on re-homing the animals through resourceful adoption programs, the shelter does offer permanent residence for those few animals not placed in homes.

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Dealers, continued

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Under the Hill, continued

I looked at the portrait again, at the frightened, confused eyes. Not much of a hero there, but my Grandad had been special. Maybe anyone, ghost or fairy, could be brave for him. "And there was a dramatic rescue?"

"Not exactly. He sliced open the kid's arm and they all turned tail and ran. According to Dad, they saw something rather other than a skinny little man with too much hair. When they were gone, he smiled at your grandfather, said that they'd meet again, and ran off."

"Tad bit cliché." I'd hoped for a more stirring set of last words. Grandad was good at adding a flourish at the end. When he'd told me this one, there'd often been harp music or at least dramatic soliloquies that changed every time.

"Wasn't a talker, I guess." I nodded and she continued. "And then the hill opened up and Coll dashed back inside. He dropped the knife, but when Dad picked it up, it was rusted almost to pieces, definitely wouldn't have cut anything." She trailed off and smiled. Not the imp smile, the mother smile, composed and cheerful. "Did you know that's why he bought the farm he did? This is where that hill was, though he always said he never could be sure he'd found it again. After the war, he and my aunts settled in and Dad found a nice local girl to marry." Ma and Grandma didn't get along that well, so I wasn't surprised that she was dismissive.

Ma seemed to be done with the story. She put the tea things away and went to stare at the portrait again. "He told me he'd painted this, but I never saw it. He'd say it wasn't good enough. Kind of telling, I think, that he painted the sick kid he remembered, not his heroic rescuer."

I nodded, but my mind was turning to the rolling hills along the property, the chances that one of them had swallowed up a dead man or his changeling after an unauthorized visit. Before I could think about it too much, or even get back to the attic, Dad pulled up outside.

As we headed out, Ma poked my shoulder. "I'm worried about that picture being in that awful attic for so long. The frame looks like it's going to fall apart. Could you set it up in something new?"

"Sure." I might have to take it back to school with me, but the department was usually alright with students using the equipment. I carried it out to the car.

That weekend was Grandad's funeral, so I didn't get to the picture right away. I wandered between a little parlor and a viewing room, talking to uncles and cousins I hadn't seen in years, to Grandad's old gambling buddies, to the half of the farmhands who weren't technically members of our huge family, and I was surprised to find I enjoyed myself. It was a heavy, sniffly sort of happiness, but we talked about a man who'd lived a full, happy life, who'd been a great artist and a pretty okay farmer, who'd raised a half-dozen children and had dozens of grandchildren and great-grandchildren handed to him, and it made me smile. Grandma even seemed alright, allowing that she complained about her new little flat a bit much.

My parents had to talk to the funeral director afterward, and rather than ask for a ride back from my older sister, I sat next to the casket while I waited. Grandad had been pretty cool when he was alive. I didn't see any reason why I should be distressed by his company now. I looked for a long while, etching myself a perfect memory of his tall, gangly self looking sprawled despite the undertaker's careful posing, the smell of sandalwood that still hung around him, his weird old ponytail that Grandma had always been trying to get him to cut off.

A shadow passed over the window like a very tall someone was walking by outside. I didn't think about it until I remembered that the room was on the building's second floor. I still wasn't afraid, exactly, or so I told myself, but after that I went to find my folks, not looking left or right and only walking the least little bit faster than usual. It had always served me well getting to bed after a ghost story.

When I finally did settle down to the painting that night, I decided Ma was right, and I should get it out of the frame, at least. The wood was rotting, and I didn't want it staining the canvas. Pulling it apart was way too easy.

I tossed all the bits of slightly slimy wood immediately, but in among the debris I found a stained piece of paper. Inside was half of a map of the family farm, cut so carefully it took me a long moment to realize anything was missing. One field looks an awful lot like another and it didn't occur to me to count them. A little pencil line tipped me off, tracing a peculiar path up to the very edge.

I should have told my mother, and I told myself I just didn't get around to it. I put the portrait in the closet of my childhood room. Coll wasn't exactly frightening, but



Peri Charlifu

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Under the Hill, continued

he was a difficult roommate to have. He wanted something and I didn't think I could give it. I dreamed of pencil lines and bone handled knives when he finally did let me sleep.

Monday I was back at work with Ma, half map in my pocket. I headed back to the attic alone, since the place made her sneeze a lot. She stopped me on my way up. "Cam, could you see if there's a harp up there?"

"A what?"

"A harp. Your find got me thinking about my poor uncle, and I remembered Dad saying that they'd kept this old-fashioned little harp of his. Belonged to Dad's great-grandfather. Quite an heirloom. So look out for it, okay?"

Sounded like a good plan. Most of my morning was uneventful, as much as tidying up the remains of a splendid life can be. I found love letters between my grandparents, more paintings (of a cow and a dance, nothing so earth-shaking this time), wonderful old clothes, a dusty pile of pinup posters, and a hundred other treasures. I was trying on a snood in front of a cracked mirror when I spotted the harp.

Or I spotted the case, resting between a broken bookcase and a stack of *Life* and *Work* magazines from the forties. I wasn't surprised it had been overlooked. The old, cracked leather coated in dust was a perfect camouflage against the grimy floor.

The instrument inside, though, was as beautiful as the day it had been made. I ran my fingers over the strings. I'd never touched a harp before, but I'd tried the guitar and had viola lessons when I was little. I liked the sound of this much better. Where did one take harp lessons?

I lifted it from the case to admire it better. Something small tumbled to the floor. I replaced the instrument hurriedly, afraid something had fallen off, but what I found was the bone handle of a knife, a rusty bit of metal poking up from one end, threatening tetanus. Wrapped around it was the other half of my map.

The pencil line continued, crawling strangely across the landscape. It described the kind of route I'd taken with my sister on heady summer days, barefoot and undirected, the way an artist would wander to let her mind stretch and spin. It didn't describe the way to anywhere so much as the road out. I'd inherited Grandad's eye, and maps, after all, are simply practical pictures. I could walk that road.

I packed up the harp and walked down to the kitchen. I found a note from Ma saying she'd gone to pick up more boxes and piney soap and that she'd bring us back some lunch. The sun was higher in the sky than I'd thought. Noon didn't seem like a worthy time to start a mad expedition to another world, but we'd always done our own thing in this family. If I had to find my ghost by the vulgar light of midday, so be it.

Sure, some part of me recognized I was acting mad, but if the loss of a patriarch didn't make some excuse for madness, nothing would. The changeling who might have been my great uncle (my great uncle who might have been a changeling?) had given me and my sister and all our cousins and the whole massive sprawl of a family, blood or not, decades with my wonderful Grandad. The least I owed him was his harp and his knife back.

It was a long walk along the low road and I found the wind had picked up while I was inside, so I took a man's greatcoat from the attic.

Past the fields where my oldest uncle was deciding inscrutable agrarian things. Past the bit of wood where the pig was let out to fatten up on acorns. Past the cows with their sweet, dumb faces. Over the stone bridge above the stream where I'd always assumed tiny trolls must live. Everything was still green, but the wind promised autumn would be here for us soon. I was glad for my habit of wearing boots.

The map didn't seem like it was directing me anywhere I hadn't been before. I'd spent most of my childhood running back and forth on the farm, trading secret places and pretty views with my sister and cousins. But after accustomed trails had taken me across the water, I didn't seem to be anywhere I knew. I wasn't surprised even a little when I reached the hill.

It was old. How one mound of earth can be older than another I don't know, but this hill was a grandfather, shrunken from its prime but still twinkling and green like the finest young hills could only dream of being. It was crowned with the sort of old stone walls that would have been brilliant for hiding behind, for throwing clods of dirt at my cousins and looking for rats and snakes. But as I began to climb the hill, my feet sinking into the springy grass, I knew those walls weren't for playing.

I sat down on one, a bit tired after my confusing trek. I wished Ma had brought lunch before I'd set out, but then, she'd never have let me go looking for a fairy hill... when there was so much work to do.



Sara Howard

Kids Programming

The Kid's Suite will be in Room 421

The suite will be closed for meals; parents are responsible for retrieving and feeding their children.

Friday

5:00

Lego Derby

Build a vehicle from Lego and race it against other kids' vehicles.
Michael Sherman

6:00

Balloon Twisting

Monkey mayhem or light saber protection. John Wardale will share his balloon magic with you! Be forewarned: LATEX products will be in use.

John Wardale, Lisa Ragsdale

7:00-9:00

Kid's Dance

Show your moves as the fen dance the night, err hours away.

Saturday

10:00-12:00

The Art of Clay Play with Peri Charlifu

Spend time making clay sculptures with our Artist Guest.
Peri Charlifu, Michael Sherman

12:00

Rythmn Rocks

Make percussion instruments and talking about rhythm.
Brenda Sutton, Lisa Ragsdale

1:00

Closed for Lunch

2:00

Tea Time with the Big Bad Wolf

Learn costuming techniques from our Costuming Guest Matrices!
Matrices, Lisa Ragsdale

3:00

Kookieklatch

Enjoy some special snacks while listening to some stories read by our Editor Guest of Honor.
Lou Anders, Lisa Ragsdale

4:00-6:00

Skylanders Giants PVP Battle

Tournament: Test your battle skills in a tournament. Bring your favorite Skylander or draft one of ours to battle. Number of eliminations will depend on the number of participants that sign up. No charge for registration.

Michael Sherman

Sunday

10:00-12:00

Lego Mania

Legos will be out and ready for you to create! Build a castle with dragons and knights or an alien with a flying saucer attacking the Earth. You are only limited by your imagination.

Lisa Ragsdale

12:00

Closed for Lunch

1:00

Dandy Dice Games and Bags

Learn some games you play with just dice and make a bag to carry your dice.

Michael Sherman

2:00

MadLib Mayhem

Join in with your friends and fill in dialog to make funny and silly stories to share with friends when you return home.

Michael Sherman



Peri Charlifu

Under the Hill, continued

"We have a visitor," said a voice behind me. I almost fell off the wall, but I managed to turn around almost calmly. A woman about my own age stood behind me, dressed and made up like a victory girl but just a little too strangely proportioned. Her long neck surpassed graceful for gruesome, her fingers stretched like spindly twigs, and eyes without whites were the color of artificial blue raspberry. A dusty pinup poster came to life.

But she had a too-toothy mother-smile, one that the ladies of my family could match three generations back, one thing the descendants of Gaels and wandering, North Indian expatriots could hold in common. With that obvious threat made, I wasn't afraid anymore. We had common ground. I thought I'd have to grasp for an excuse to be here, but as I opened my mouth, my reason sprang to my tongue, fearless and polished and familiar. "I've brought something for Coll," I said, keeping my voice firm. One had to be firm with the Good People, and even that was plenty risky enough. "Could you fetch him?"

"You'd better follow me," she said, and I noticed she had two voices, one high and fine and girlish, one dark and sultry-sweet. Probably not too odd around here. She patted one of the stones and the hill opened. I wasn't sure what I expected. That the grass and sod would all pull away? That secret doors would open like a missile silo? Instead, the top of the hill simply ceased to be and stairs spiraled down before us. I followed the spindly victory girl down from Sithein to Brugh, to indulge my more academic understanding of what was happening on the way underground. I'd never wondered why my ancestors felt the need for particular words for the entrance to a gentry home, but as the cold and dark swallowed me up, I thought I understood. I tried to feel like I was making a bold step, like I couldn't go back now, but I'd been in foreign lands since I'd crossed the stream and this was only more of the same.

Down. And down. Soon my ankles wobbled and my side ached. The stairs were smooth, shallow, and damp and I almost slipped every few steps. I was very glad for my coat. It was deep, bitter cold on the stairs, the kind of cold that's not too bad on your skin but buries itself right in your bones.

And of course my guide didn't seem the least bit bothered, even if she wore high heels to my hiking boots. I struggled to keep up and she finally led me onto even ground, a long, narrow passageway of bare stone lit by candles. I wondered how far underground we were, remembering diagrams of Earth's innards from school. I had a feeling it didn't much matter here.

"I'll tell him you're here," she said. "Wait." And I waited. I shivered, stood on tiptoe to try to reach a candle and almost tipped over, coached myself on the rules for this story, bounced up and down on the balls of my feet, and was about to take the harp out and examine it again when she returned.

"He'll see you," she said. I think she was trying to be friendly and just didn't quite know how. Funny to see a living creature (if you could call her alive) walking so comfortably in the Uncanny Valley. She opened the door and I was dazzled for a long moment, though we must have made an entrance on our own, she in victory rolls and I in my RAF greatcoat, history displaced across years and worlds. Everything under the hill is old and everything happens again and again. I'd always found that easy to understand, but it was still something to see.

The austere passageway opened into a hall so massively ostentatious it made Edinburgh Castle look homey. The ceiling was high enough to be hard to make out, though I was fairly sure it showed an elaborate hunting scene. They might have been hunting elephants or badgers for all I could tell. I felt like a spider in church as the ceiling loomed over us like sky.

And the crowd was more dazzling than the sudden light (which didn't come from anywhere I could see). My victory girl forgot me to dance off in the arms of a giant with green skin. So much for my tableau. I took a step and nearly knocked into a table as big as a child's desk that hosted a crowd of half-goat people no higher than my knee, arguing in tiny voices and dressed like porcelain dolls. The floor was dense with people I'd always been sure must be somewhere, but faced with them anyone would have been frozen in place.

Then a nightingale perched on a lady's hat complimented my coat. This seemed to be the requisite amount of madness to saturate my sensibilities. Once you're wet through, you don't bother to avoid the rain anymore. I shook my head and stepped out onto the floor. How I'd find one human-looking man in such a crowd I couldn't guess, but the harp seemed to hum in my hands, eager to return to its owner.



A. Lee Martinez

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More to come. Check web for updates!

**ALL NEW
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- | | | |
|-----------------------------------|--------------|-------------------|
| SCIENCE FICTION | MULTI-MEDIA | MUSIC |
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@MarconOH

MARConOH

• Under the Hill, continued •

I was nearly trampled by a twirling circle of girls in gauzy dresses, bumped by one satyr and propositioned by another, offered wine that I immediately declined by a woman with water for hair and fish swimming through her eyes. I skipped and ducked my way to the front of the room, which wore me out more than descending the stairs. Musicians dressed in sheet music zoot suits played out the manic rhythms that moved the dancing up on what seemed to be an overturned birlinn, a bit scuzzy and barnacled as though it had been pulled from the water just now. If I could hop up there, I could survey the room from the wobbly back of a beached boat, as long as I didn't spend any energy on wondering why on earth or below it I'd do such a thing.

But I saw him before I found a way to climb up, the perfectly ugly boy from the portrait spinning in the arms of what had to be a fairy prince, for who else would have braided red hair topped by stag's horns, don cloth of gold, and swirl swaths across a fairy ball with a grinning Romani boy beside him? Nothing more reasonable to find in the Brugh. I didn't want to interrupt. I watched.

A hand settled on my shoulder. "You'll never get his attention that way, Little Cam," said a voice as deep as winter and sweet as molasses.

I looked up and recognized the man from the self portrait in our dining room, from his wedding photos and Ma's embarrassing baby pictures. He didn't look so different from the Grandad I'd known. It was just the gray and the crackle and the pain that were gone. "You still have your dumb ponytail," I observed, ignoring the itch of tears trying to escape.

"If my wife didn't cut it off my cold, dead corpse, who'll have it now?" he laughed. "They won't stop until the song does. Dance with your Grandad."

I've never been good at dancing. I'd fallen over myself at my one and only ballet recital and sat out school dances. My Aunt Cameron had been an excellent dancer in her day and my clumsiness annoyed her deeply. But Grandad told me firmly that we'd show the court how the Rom dance, and I hadn't had time to point out I was only the least bit Romani at all.

And then the fairy music took me, striking at me like a snake and slithering down to rest somewhere in my ribs until the rhythm was me and I was the rhythm, until two left feet and the weight of the harp didn't matter, until my Grandad and I danced like birds of paradise and leaves on the wind.

When the music stopped I was sweaty and exhausted. I had no idea how long we'd danced, which seemed par for the course according to my reading. At least I'd gotten away only mildly enchanted.

And there was my great uncle waiting, nearly as tall as my granddad, the pair of them dwarfing me. And while he didn't look sick or scared like his portrait, I could see that you couldn't paint away the scar or the missing teeth, or the face wouldn't be his anymore. Though he did look more like Grandad than I'd appreciated. And more like me, if you drowned him in freckles.

It's no easy task to speak to a man dead before your mother was thought of, even when a dog on its hindpaws and a child dressed in autumn wind have just passed you on the way to the hors d'oeuvres. Nerve-wracking. "I brought this for you." I hoisted the harp level with my nose, peeking over the case like a squirrel to see his reaction.

I knew the Rom word for thanks, at least, though I didn't catch anything else of what he said. Coll pulled the harp free, grinning like a lunatic. His fingers found the strings and the few bars of music were as fey as what I'd just danced to. But then he replaced it against the faded velvet and looked down at me. "For you," he said, his accent heavy where Grandad's was just the least little lilt.

"But wasn't it yours?"

"It is the family's. That one is mine." He pointed to an unused harp on the upside-down boat, full sized, carved ivory and ebony and gold arcing over gossamer strings. I wasn't entirely sure it had been there before. He leaned in close and I smelled familiar sandalwood. Brothers. "This one is better. But don't tell Herne." He nodded toward his prince, who was speaking with a cloud of green butterflies and a very prettily dressed end table with a hundred eyes.



Peri Charlifu

Under the Hill, continued.

Coll pressed the harp into my hands. It wasn't humming anymore, and I had a feeling the portrait would no longer balefully plead with me once I got back. I'd seen a grand quest when all that was called for was a family visit. Such a romantic you are, Cameron Rose, thinking letting yourself into Faerie meant some grand design.

My uncle straightened when his Herne turned to us. The fairy prince had a mother-smile, too. Though he seemed to have far more teeth than she did, more than would fit in his square, kingly jaw, and sharper, too.

"And will your niece be staying for supper, My Own?" he asked in a way that suggested the answer could only be the one he wished to hear, in a voice crafted from bells and thunder. I felt the urge to curtsy or kiss his hand. I settled for a rather stiff bow. "It's a bloodline always welcome at my table." He waved a big hand that wasn't as graceful as you'd think, a hunter's hand with bruised nails and funny callouses.

He pointed me to a crowded table crowded with Old Folk, but more than the trio of charcoal-gray women or the little old man whose chair was clearly part of him or any mad wonder, my eyes fell on two young men in RAF uniforms, identical right down to the scraggly hairs on their chins and each with a girl on his arm, a disproportionate girl right off a biplane's nose in massive victory rolls and bright uncertain colors. When they winked at me, it was in unison, and I took one short step forward.

"No," said my grandfather, quite firmly. "She has a message to carry back." As if I needed to be told not to eat the food, but I was pleased he was looking out for me. Grandad bent down and kissed my forehead. "Tell your Grandma hi for me."

"And for me," Coll added, and said something in his tongue that ought to be mine, something I thought might mean "You and your cute little Gadje." Grandad elbowed him in the ribs. Coll kissed me goodbye, too. Family habit. The prince nodded, though he looked a bit put out. Even a Seelie courtier wasn't safe to cross and I smiled my meanest for him.

Ours was a family that loved to drag out goodbyes. Coll waved before he linked arms with his prince and Grandad shot me one last wink. I waved, feeling a tear begin to sneak down my cheek.

Best get a move on. I shouldered my harp and wove my way back across the dance floor, hoping I wouldn't feel any fay hounds nip my heels. The prince would have to disrupt his entertainment for that, and I hoped he knew he could have me back freely once my days aboveground were done.

In Memoriam

Chicago fan **Greg Mate**, known to many as Clash, died on November 2, 2013. Clash DJed many Windycon dances over the years and was scheduled to DJ at Windycon 40.

Chicago Fan **Mike Jelenski** (b.1980) died on November 22, 2013. Jelenski was involved in running Capricon, in Chicago, where he has run the con suite and was currently working in the Events division. He also served as the #2 for Chicon 7's Union Liaison

Rosemary Wolfe (b.1931), the wife of author Gene Wolfe, died on December 14, 2013.

Artist **Dave Trampier** (b.1954) died on March 24, 2014. Trampier worked for TSR Games in the 1980s, illustrating for Star Frontiers and Gamma World, and drawing the "Wormy" comic that appeared in Dragon magazine.

Author **Jay Lake** (b.1964) died on June 1, 2014. Lake published well over 300 short stories, and won the John W. Campbell Award in 2004. In recent years, Lake blogged about his battle with cancer, with openness and humor.

Author **Frank M. Robinson** (b.1926) died on June 30. Robinson wrote several novels with Tom Scortia, including *The Glass Inferno*. In addition, Robinson was a speechwriter for San Francisco politician Harvey Milk in the 1970s

Author **Lawrence Santoro** died on July 25 following a bout with cancer. Santoro was the producers of the podcast *Tales to Terrify* and the author of numerous short stories. Santoro was nominated for the Bram Stoker Award twice.

Filker **Bari Greenberg** died on August 17, 2014. Greenberg was a St. Louis songwriter and a performer who reached out to many newcomers, and mentoring younger filkers.

Gaming

Friday 4:00 p.m. - 1:30 a.m. (apx.)

Saturday 10:00 a.m. - 1:30 a.m. (apx.)

Sunday 10:00 a.m. - 3:00 p.m.

Friday

4:00-Close

Open Gaming

Bring a game or pick a game from our library to play on any open table you see. Reminder, reserved tables are just that, reserved so please be considerate.

5:00

Malifaux

Based in an alternate Earth, Malifaux uses gothic, steampunk, and Victorian horror, with a dose of the wild west, to inject fun and depth into the magical lawlessness of a world rife with monsters, necropunks, man-machine hybrids, gunslingers, and power-hungry politicians. Actively using character-driven stories to define the world of Malifaux, seek your fortune in this fast paced and brutal 32mm tabletop miniature skirmish game. Assemble your crew and stake your claim!

6:00-9:00

Grimm (RPG)

There is a world that grown-ups know nothing about; a place of dark wonder and terrible imagination. A place where trolls live under bridges, witches in candy huts, and where wayward children can slip through the cracks and find themselves a long, long way from home. Welcome to the Grimm Lands... can you find your trail of breadcrumbs back home? 4-6 Players.

6:00-Midnight

Battletech: Grinder

Looking to kill some time? Like giant robots? Then the Battletech Grinder is for you! The Grinder will run continuously, giving you plenty of time to master the game. Blow stuff up, earn prizes, and do it all however your schedule fits. We'll be here all weekend.

7:00

Battle Fleet Gothic

The warp hides terrible dangers, Orcs, Tau, even dreaded Necron fleets hide there. Do you have what it takes to survive? Friendly game, 1500 point fleets (Chaos, Space Marine, Imperial, Orc, Tau, Necron, Eldar) can be supplied by the gaming hall with supervision.

7:00

Dragon Storm Open Game (Card based RPG)

A Valarian envoy has disappeared in the Golden Savanna. Rumors are surfacing of a Raptor invasion. Perhaps the high priestess at the Elethay temple in Golvanna has more information. Dare to find out? Players of all levels welcome, but this session will be geared towards the higher levels (75+ CP). Players: 3-8. 3 hours. Minimum players required: 3

Saturday

All Day

Open Gaming

See Friday 4:00-Close for Description

11:00

Dragon Storm Demo (Card based RPG)

Learn the basic mechanics of Dragon Storm. See what the exciting world of Grandilar has to offer! Players will learn how to build a starting character, what the different skills are and the basics of combat. Then, to introduce the players to game play, a short introductory session will be run. Players: 2-8. 1 hour. Minimum players required: 2

12:00-7:00

Battletech: Grinder

See Friday 6:00-Midnight for Description

12:00

Malifaux

See Friday 5:00 for Description

1:00

Battle Fleet Gothic

See Friday 7:00 for Description

2:00

Dragon Storm Open Game (Card based RPG)

There is trouble in Golvanna. A plea from the Elethay temple has been sent out for adventurers who are willing to help. Raptors have been ravaging the town and they need your help. Players of all levels welcome, but this session will be geared towards the higher levels (75+ CP). Players: 3-8. 3 hours. Minimum players required: 3

4:00

Malifaux

See Friday 5:00 for Description

6:00-9:00

Changeling: The Lost (RPG)

In the long ago and far away people knew the secret truths of the world. They knew how monsters lived in the shadows, how iron would keep their homes safe, and how faeries would steal their babies given half a chance. How those children would come back different if they escaped; changed into something else. Though we've forgotten so many of the stories, the Fae haven't forgotten us. In Changeling: The Lost learn just how dark the secret places of the city are, and how far down the rabbit holes truly go.

2-6 Players

6:30

Battle Fleet Gothic

See Friday 7:00 for Description

Larger yet friendly game will be demoed, point value TBD.



A. Lee Martinez

8:00

Dragon Storm Open Game. (Card based RPG)

Rumours are flying that there is may be a new power growing. Jikadel and Elethay followers have been disappearing. Strange creatures, not warped, but not normal have been sighted near the mines of the mountains nearby. Pools of water have left people wandering, dazed and lost, with no recollection of time. Those lost, once found, are still not themselves. Players of all levels welcome, but this session will be geared towards the higher levels (175+ CP). Players: 3-8. 3 hours. Minimum players required: 3

9:00-12:30 (ish)

Battletech: City Grinder

Have you played Bootcamp and the Grinder and now want a chance to polish your skills with something a little more challenging, like slipping on city steets? Are you looking to see how the game can be expanded to include additional situations? This is the game for you!

Sunday

All Day

Open Gaming

See Friday 4:00-Close for Description

10:00-2:00

Battletech: Grinder

See Friday 6:00-Midnight for Description

11:00

Dragon Storm Open Game. (Card based RPG)

A sinkhole has been discovered in the Golden Savanna. Strange beasts, warped and non-warped have been emerging from the mess. Attacks on farms have people in a panic. Please, for the love of Elethay, come help us! Players of all levels welcome, but this session will be geared towards the higher levels (175+ CP). Players: 3-8. 3 hours. Minimum players required: 3

Programming

These programming items are current as of October 22, 2014. Changes may have occurred between printing and the convention. Updates and changes to Programming can be found on our website, or at our Information Desk, just off of the lobby.

Friday

3:00

Fairy Tales for Children and Adults

Same or different? Should they be? How do they serve different audiences.

L. Anders, T. Bogolub, A.L. Martinez, R. Neumeier (M), F. Salvatini, J. Stockman

Lilac A - 90 min.

Self-Publishing and You

Self-publishing is really more than just putting up stuff on a website. You have to edit yourself, market yourself in person and on social media, and then you have to actually produce the product. Learn from our panelists what's really involved and why you should or should not publish your own work.

W. Boyes (M), N. Cowie, B. Hausladen, J. Kossler

Lilac B - 90 min.

Chicago Ghost Stories:

What spooks are lurking about our fair city?

The Chicago area is full of ghosts, haunted cemeteries, and other unexplained spookiness. Our panelists will chill and thrill you as they tell you all about our local ghosts.

B. Detzner, L. Dombrowski, C. DeMoss, B. Fawcett, C. FitzSimmons, A. Foster

Lilac D - 90 min.

Reading

J. Ward

Boardroom - 1 hour

Autographs

N. Silk, C. Valente

Autographing Tables - 1 hour

4:00

Sorry, I Haven't a Clue

The antidote to panel games. Two teams enjoy a battle of wits and are given silly things to do by the moderator. Come and place your bets on *SF Squeecast* versus *SF Squeecast*. With game host Heath Miller.

E. Bear, S. McGuire, H. Miller, L. Thomas, M.D. Thomas, C. Valente

Lilac C - 90 min.

Costuming Open Studio

Cypress A - 1 hour

5:00

Screen-Writing:

It's Not Just Dialogue

Looking to branch out a bit from novels? Interested in bringing that story to life with real people? Our panelists will tell you what screen-writing is really like and what you need to know to become a screen-writer or editor yourself.

C. Burns, K. Daniels, C. Gannon, M. Mascari, M. Resnick

Lilac A - 90 min.

If I Had a Hammer

Music can be a sneaky tool to comment on and educate about history, politics, and current events. From the folk songs of the 60s to the protest songs of the 70s to today's Solidarity Sing Along, let's give a shout-out to the songs and singers that make it happen.

T. Bogolub, P. Hahn, Bill Sutton, Brenda Sutton, J. Taylor

Lilac B - 90 min

Spinning a Tale

Learn about the traditions and history of the art of spinning and see how this common chore fits into stories and superstitions around the world. Prince kisses not provided, cursed princesses attend at your own risk.

A. Ewing

Cypress A - 1 hour

Reading

C. Gerrib

Boardroom - 1 hour

6:00

Taking It On The Road

Tips and tricks for packing, traveling with, cleaning, and storing your costumes

E. Gallagher, W. Zdrodowski

Cypress A - 1 hour

Reading

W. Boyes

Maple - 1 hour

Reading

E. Bear

Boardroom - 1 hour

7:00

Opening Ceremonies

Don't miss out on this rare chance to see all of our Guests together in one room! Join us as we kick off the convention weekend!

Junior Ballroom BC - 1 hour

Watch This Space ...



Coming in Fall 2015:

ConClave 39

Featuring guests, science, technology,
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weapons, drama, publishing, music, ...

Have suggestions? Requests? Want updates?

www.conclavesf.org

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conclave@phoenixinn.iwarp.com

www.facebook.com/pages/ConClave-Inc/154085077106

8:00

Court & Country Concert

Start off your weekend of fairy tales with an *a capella* ensemble performing pieces written in or before the early 1600s. Sung in multiple languages, themes include hunting, drinking, love, courtship, the secular and the sacred, and the cleverly disguised “not about” songs.

C. Dahlby, K.-E. Kelly, B. Langan, K. Poliva-Rohrer, W. Richardson, A. Stevens, S. Spanogle
Junior Ballroom BC - 1 hour



Deb Kosiba

The Science of Beer

Home brewing is becoming more and more popular. What’s involved, how can I do it good?

C. Faits, L. Faits, P. Hahn, D. Sjolander, Bill Sutton (M)
Lilac A - 90 min.

Tail-Making workshop

Get into the spirit of things with our Costuming Guest, and make yourself a tail! Materials and equipment will be provided.

S. Howard (Matrices)
Cypress A - 2 hours

Reading

B. Detzner
Maple - 1 hour

Reading

J. Kossler
Boardroom - 1 hour

9:00

ISFiC Press

Book Launch Party

Come by for the official release of the *SF Squeecast’s* new anthology from ISFiC Press, *Harvest Season*. The authors will be there and there will be cake. What’s not to like?

E. Bear, S. McGuire, B. Roper, S. Silver, L. Thomas, M.D. Thomas, C. Valente
ISFiC Suite - until?

10:00

Open Filk

All voices, instruments, styles of music, and listeners are welcome!

Lilac B - until?

Saturday

9:00

Yoga

Exercise is good for you, and Karen will lead a yoga session to get you awake and limbered up to face the con. Experience not required. Mats will be supplied.

K. Nagel
Lilac A - 1 hour

10:00

The Science

Behind the Legends

Werewolves, vampires, and witches didn’t just appear in our legends. Something inspired them. Join our panelists to learn what really happened.

L. Carhart, C. Gerrib, L. Herzing, J. Stockman, J. Ward
Lilac A - 90 min.

Reading and Writing about Disabilities: Another Other to Write About

Writing characters other than SWM is still a challenge, and there is some small movement towards non-white, non-male characters, but disabled characters are hardly ever seen. What can /fantasy do to be more inclusive to yet another overlooked group? How do we write about challenged characters and be true to them and our story? What do readers want to see in these characters?

W. Boyes, A. Kuzenski, R. Martinek (M), R. Neumeier, M.D. Thomas, W.A. Thomasson
Lilac C - 90 min.

SF Authors as Mystery Writers

SF and mysteries often appeal to the same readers, but it also appeals to some of the same authors. Join our panelists to hear what inspired them to combine SF and mystery writing and how adding another genre influences their writing.

J. Cowan, C. Johns (M), N. Silk, C. Vestræte
Lilac B - 90 min.

Gender-balanced Panels, or How I Really Tried to Get It All to Work Out

Diversity on panels is a hot topic right now and some have suggested that if the Programming staff can’t get it right, the panelists should. Okay, how does that actually work? Is this anarchy? Does it successfully “right a wrong?” We’ve heard from the panelists and audience; let’s hear from Programming staffers. Why don’t we have more diversity?

R. Jackson, H. Montgomery, J. Plaxco, P. Sayre McCoy (M)
Lilac D - 90 min.

Fursuit Heads

Fursuit heads take many skills; sculpting, pattern making, sewing, painting, and mold making, are just the basic start. Matrices will give a detailed look at how one of these works of art are created.

S. Howard (Matrices)
Cypress A - 1 hour

Reading

J. Sights
Maple - 1 hour

Reading

A.L. Martinez
Boardroom - 1 hour

11:00

Jen Midkiff Concert

Jen Midkiff is a professional performer and music educator from the Indianapolis area. Her music includes Celtic, folk, jazz, covers & originals, often with a fannish/fantasy twist. Her 2012 CD "All In Good Time" has received consistent 5-star reviews from its listeners.

Junior Ballroom BC - 1 hour

Wigging Out

Learn how to buy, modify, style, and care for the crowning glory of your costume.

L. Faites, E. Gallagher, M. Leo
Cypress A - 1 hour

Reading

C. Burns
Maple - 1 hour

Discussion (in lieu of reading)

E. Flint
Boardroom - 1 hour

Autographs

L. Anders, L. Erlick, C. Gannon, E. Hull
Autographing Tables - 1 hour

11:30

SF Squeecast Podcast

The Two-time Hugo Award-winning podcast in show-and-tell format is at Windycon! This group of Science Fiction and Fantasy professionals squee about things SFnal, in a neverending panel discussion of vague positivity.

E. Bear, S. McGuire, L. Thomas, M.D. Thomas, C. Valente
Grand Ballroom GH - 90 min.

12:00 noon

Kris McLonis Concert

Kris McLonis is an urban folk singer/songwriter born and raised in Detroit, MI (as opposed to the other Detroit's scattered around the U.S.). She writes, and co-writes with her coworker and lyricist Dave Moody, songs about the workplace, travel, librarians, food, and many of life's absurdities.

Junior Ballroom BC - 1 hour

Bigger & Better

A look at various techniques for creating costumes that go beyond the human form.

E. Gallagher, S. Howard (Matrices), Tawny Letts
Cypress A - 1 hour

Reading

R. Chwedyk
Maple - 1 hour

Reading

S. Laurent
Boardroom - 1 hour

Autographs

L. Dombrowski, E. Flint
Autographing Tables - 1 hour

ISFiC Board Meeting

ISFiC Suite - 2 hours

1:00

D&D! Concert

Dan the Bard and Dylan Robertson are D&D: Singing Gamer Filk Music, *Dungeons and Dragons* songs, and more. Come hear "The Drunken Gnome Illusionist," "The Owlbear Song," and "Screw You, DM!" Everyone in attendance gets +1 on their next encounter!

D. Marcotte, D. Robertson
Junior Ballroom BC - 1 hour



Ingress: What is Augmented Reality Gaming?

Ingress is a global phenomena, with millions of players across the world. Learn more about this "video game" you have to leave the house to play.

K. Kolton, V. Linares
Lilac A - 90 min.

Dramatic Reading of Music

Song lyrics are poetry and we should celebrate them as such serious art deserves. Okay, that's funny. Bring your poker face and your poetry and join us for a series of dramatic readings.

Brenda Sutton, L. Fails, K. Daniels, J.L. Nye, J. Taylor, C. Valente,
Lilac B - 90 min.

Women in Science

Women are the majority in college these days, but still a small minority in science and technology. What causes this and what can/should sf do about it.

W. Boyes, D. Cozort, C. Gerrib, A. Sugalski, J. Ward,
Lilac D - 90 min.

**Grandmaster:
Fred Pohl's Place
in Science Fiction**

Join our panelists in a discussion of Fred Pohl's many contributions to science fiction. As a magazine editor, a multiple-award-winning author, and fan writer, Grandmaster and Member of the Science Fiction Hall of Fame, Fred's contributions make him a major figure of 20th and 21st Century speculative fiction.

*E. Hull(M), D. Smith, L. Smith
Lilac C - 90 min.*

Cross-Play

In Cosplay, no one has to know your gender. Hear some tips and ideas to consider when cosplaying across or between gender lines.

*L. Carhart, R. Ismaili, M. Leo,
A. Woolard*

Cypress A - 1 hour

Phandemonium Book Club

The Phandemonium Book Club will lead a discussion of *Ancillary Justice*, by Ann Leckie.

*H. Montgomery
Maple - 1 hour*

Peri's Art

Artist Guest of Honor slide show portfolio.

*P. Charlifu (Solo)
Grand Ballroom GH - 90 min.*

Reading

*N. Litherland
Boardroom - 1 hour*

Autographs

*C. Burns, R. Ciardullo, B. Hausladen,
R. Weber
Autographing Tables - 1 hour*

2:00

REAL "Heroes of Cosplay"

What do we as a cosplay community consider our "heroes"? Our panelists discuss ways they do good while dressing up.

*L. Hunter (M), Todd Letts, M. Malnekoff
Junior Ballroom A - 1 hour*

Tom Smith Concert

"The World's Fastest Filker" and his hilarity and insanity are essential elements of the Windycon music slate. He could even play a serious song or two, perhaps improvise a new one on the spot—we never know what's next, but we always have a great time with Tom!

*T. Smith
Junior Ballroom BC - 1 hour*



Peri Charlifu

Craft Foam Armor demo

With over a decade experience in both fan and theatrical costuming, Mith Barnes will lead an armor workshop featuring a thermoplastic armor demo as well as a hands-on project using craft foam. Each participant will begin a piece of armor that they can keep and finish! The techniques discussed can be used for making costume weaponry and props as well. Sign up early, as space may be limited.

*M. Barnes
Cypress A - 2 hours*

**Chicago SF Reading Group:
Gaiman and Pratchett, *Good Omens***

The monthly Reading Group from Chicago SF is hosting a discussion of *Good Omens: The Nice and Accurate Prophecies of Agnes Nutter, Witch*, by Neil Gaiman and Terry Pratchett, a hilarious romp through the apocalypse as only these masters of fantasy and humor can give. All are welcome. If you have not read the book, beware, for here be SPOILERS. For information on future reading group discussions, see the forums at chicago-sf.org.

*K. Lehman
Maple - 1 hour*

Reading

*S. McGuire
Boardroom - 1 hour*

Autographs

*P. Eisenstein, M.D. Thomas, U. Vernon
Autographing Tables - 1 hour*

3:00

Group Costumes

Group costumes make a great impression, but require a lot of planning and coordination. Our panelists discuss the ups and downs of dressing up in groups.

*S. Edmunds, M. Leo
Junior Ballroom A - 1 hour*

The Toolies Concert

You demanded, they returned! This band O' Toolies brings their high-energy Irish pub music to the stage. They say that being a Toole is a state of mind—come find out exactly what that means!

*K. Griesemer, A. McNally, D. Perry
Junior Ballroom BC - 1 hour*



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Jan Stirling

Golden *Grand Master* Guest:

Gene Wolfe

Fan Guests of Honor:

Beth &

B.J. Willinger

Toastmistress:

Crystal Wolf

Adult Readers of YA Novels?

There is a lot of talk about how adults who read YA novels are lazy readers who should be reading the more complicated adult novels. Should adults read YA novels? Are they equal to novels for adults?
C. Barkley, R. Ciardullo, D. Cozort, A.L. Martinez, N. Silk, R. Weber
Lilac A - 90 min.

LGBT Representations in Speculative Fiction

LGBT people are another under-represented group in sf, although there are a few noteworthy exceptions. Our panelists discuss this topic and how sf can expand to include them as characters, fans, and authors.
A. Sugalski, J. Taylor (M), L. Thomas, M.D. Thomas, C. Valente
Lilac C - 90 min.

The Future of Art and Artists in Modern Times

With the advent of the desktop computer and laptops, everyone can be an "artist." Is the idea of an artist still valid in the Internet age? Do people even appreciate or understand art anymore? Artist Guest of Honor, Peri Charlifu, leads a rousing discussion of art and artists today. All opinions welcome.
P. Charlifu
Lilac B - 1 hour

Dystopias

Much SF writing and film is dystopian now. And fans seem to want more and more, especially the teen fans. So what's the attraction? Are dystopias ways for teens to take control of their (mental) lives?
P. Eisenstein, L. Erlick, L. Krol, M. Mitrovich, S. Murphy, N. Rest
Lilac D - 90 min.

Chicon Meeting
ISFiC Suite - 1 hour

Reading
C. Verstraete
Maple - 1 hour

Reading
J.L. Nye
Boardroom - 1 hour

Autographs
E. Bear, S. Laurent, N. Litherland
Autographing Tables - 1 hour



Sara Howard

4:00
Seanan McGuire & Friends Concert

Seanan McGuire writes many many books, composes, sings, is part of SF Squeecast, and we sincerely doubt she ever sleeps. Joined by Bill & Brenda Sutton, and other guests, this is one concert you definitely don't want to miss!
M. Crowell, S. McGuire, A. McNally, Bill Sutton, Brenda Sutton
Junior Ballroom BC - 1 hour

Masquerade Entrants Meeting
Cypress A - 1 hour

Crafting the Skekis (slideshow)
 Tawny Letts takes us through her journey of recreating the Chamberlain from The Dark Crystal, which won the Friday Night Costume Contest at the 2013 DragonCon.
Tawny Letts
Grand Ballroom GH - 1 hour

Reading
E. Hull
Maple - 1 hour

Reading
M. Resnick
Boardroom - 1 hour

Autographs
D. Murphy, J. Sights, C. Verstraete
Autographing Tables - 1 hour

5:00
GoH Concert
 Winners of multiple Pegasus awards for music and inducted into the Filk Hall of Fame in 2001, Bill & Brenda have been playing together since the 1980s and work to keep filk actively alive. Their music is witty, beautiful, funny, surprising, and wonderful—a treat not to be missed!
Bill Sutton, Brenda Sutton
Junior Ballroom BC - 1 hour

Saturday Soiree
 Wear your finest Garden Party Attire, socialize and rub elbows with the artists, while nibbling on wine and cheese. Ice tea and cookies will be available for the younger art enthusiasts.
P. Charlifu, S. Howard (Matrices), A.L. Martinez, S. McGuire, U. Vernon
Art Show - 2 hours

Reading
T. Trumpinski
Maple - 1 hour

Reading
A. Kuczenski
Boardroom - 1 hour

6:00

Are Maps the secret to World Building?

Maps are almost required for big, fat fantasies now. Some readers will buy a book just for the fantastic map. But how are worlds created, where do you begin, what are the necessary elements to your new world? Are fantasy maps an unrecognized art form?

C. Gannon, B. Hausladen, S. Mead, D. Murphy

Lilac A - 90 min.

So, Tell Me Again Why You Do This

Let me get this straight. You spend hours of your free time putting these things together, spend your money on advertising them with parties, fliers, and social media, give up sleep (and hair!) to get exciting guests and panels that you don't really get to even see, and you come back again next year and do it again? Tell me again, why do you people run these cons?

M. Frank, J. Guggenheim, S. Levy, S. Silver, Rick Waterson

Lilac C - 90 min.

Autographs

J. Kossler

Autographing Tables - 1 hour

6:30

Masquerade Workmanship Judging

L. Faits, Todd Letts. When available: S. Howard (Matrices)

Junior Ballroom A - 90 min.

7:00

Musician Q & A

How do songwriters get inspired? How do musicians collaborate long-distance? How do I get a gig at a con or other events? Why do I need a website? Any more questions? Bring them along and ask away, our panelists have the answers!

S. McGuire, Bill Sutton, Brenda Sutton

Lilac B - 1 hour

An Hour with A. Lee Martinez

Our Author Guest of Honor discusses writing, gaming, astral projection, and the best car radio sing-along songs. (Maybe. Or whatever else comes up.)

A.L. Martinez

Lilac D - 1 hour



8:00

Masquerade

Go Into the Woods where our masters of disguise will delight you at our Saturday evening Masquerade of Make-Believe on our Main Stage. It doesn't matter if you are in costume or in the audience, the Masquerade is the place to be on Saturday night!

L. Faits, S. Howard (Matrices),

Todd Letts, U. Vernon

Junior Ballroom BC - 2 hours (or so)

Blue Collar Heroes in SF/Fantasy

Not everyone has to be a lord or a lady, let alone a top capitalist. Most of the people in the world work for a living. Our panelists discuss the down to earth hero striding through our landscapes.

E. Bear (M), B. Fawcett, M. Huston, A. Kuzenski, S. Mead, R. Weber

Lilac C - 90 min.

9:00

Toyboat Concert

Toyboat defies description, at least in polite company. Zombie love songs, the gods playing poker for our souls, apocalyptic visions...plus covers of beloved filk favorites and horrifying yet oddly gripping mashups. There is no safe minimum distance, and yet you cannot resist!

D. Gunderson, C. McManamon,

J. Neerenberg, M. Nixon, D. Stowell

Lilac BD - 1 hour

10:00

Dance (after Masquerade)

Once again we will have our Saturday night dance, with the tunes brought to you by the amazing Bob Hollister. Bob will be taking requests the whole time.

Junior Ballroom A - until?

Men in Kilts

They've got legs—they've got nerve. Guys, wear your kilts proudly and join other fans in a late evening celebration of one of Scotland's best exports!

M. Ragsdale, K. Sonney D. Stein

Lilac A - 90 min.

Open Filk

All voices, instruments, styles of music, and listeners are welcome!

Lilac BC - until?

Costuming Open Studio

Cypress A - 1 hour

Sunday

9:00

Yoga

Popular yoga instructor Karen returns. Mats will be provided.

K. Nagel

Lilac A - 1 hour

9:30

Critter Crunch Check-in

Junior Ballroom A - 30 min.

10:00

Critter Crunch

The famous Battling Robots are back! You can drive one and maybe win prizes. There's a five-minute free-for-all at the end, when *all* the robots duke it out. All proceeds beyond expenses of the robots are donated to Windycon's charity. Check-in begins at 9:30

Junior Ballroom A - 2 hours or so

Once Upon a Time in

Sunnydale: A Grimm story

This is the time for fantasy and fairy tales on tv and film. Ancient books of were-beasts, Snow White in corporate land, and the Four Horsemen of the Apocalypse waiting in the wings. Which shouldn't be missed, which can wait for Netflix?

S. Levy, A.L. Martinez,

P. Sayre McCoy (M),

M. Steele, T. Trumpinski

Lilac C - 90 min.

Geek Culture

This is the age of the Geeks. We're Geeky and Proud. Learn more about Geek culture. Find out where to meet geeks, where to hang with them.

C. Barkley, S. Kelly, R. Martinek (M),

J. Sights, M.D. Thomas

Lilac D - 90 min.

Costuming Open Studio

Cypress A - 1 hour

Computer Art Tools

So many platforms, software, and peripherals to choose from. What do you use to make art on your computer?

P. Charlifu, M. Frank, J. Plaxco,

U. Vernon

Grand Ballroom GH - 90 min.

Reading

R. Ciardullo

Boardroom - 1 hour

11:00

Katie Daniels Concert

Katie Daniels is a self-taught musician from southern Kentucky. She has played the Celtic folk harp for ten years, and the guitar for almost two. She plays songs in the Celtic style of love, pain, and death, but also about superheroes, goblins, and convention tropes.

Junior Ballroom BC - 1 hour

All Together Now

Cooperative song-writing takes many forms, but this one is guaranteed to be fun! We'll choose a fairy tale or other theme together, do some free-writing/brainstorming, non-verbally (yes, really) weave our words together into song lyrics and finish by creating music for accompany our song.

J. Guggenheim, K. McLonis,

Brenda Sutton, Bill Sutton

Lilac B - 90 min.

If the Shoe Fits

A round-table discussion of ways to make/mod/find the proper footwear for your creations.

W. Zdrodowski

Cypress A - 1 hour

Reading

C. Gannon

Boardroom - 1 hour

Autographs

P.D. Anderson, S. McGuire, J.L. Nye, M. Resnick

Autographing Tables - 1 hour

12:00 noon

Bill Roper Concert

Bill Roper is a Pegasus Award winner who has been making music since the 1970s and is the owner of Dodeka records. His songs will take you out to the stars and back or through the humorous escapades of his household with equal finesse and you will thoroughly enjoy the journey.

Junior Ballroom BC - 1 hour

Fursuit Bodies

The fursuit body is the final piece that completes the illusion. From basic pajama style, to full digigrade style, matrices will give an overview on what's involved in making your fursuit body.

S. Howard (Matrices)

Lilac A - 1 hour

Young Conrunners

Take Over the World

Us old conrunners might let them! Hear the insights that our younger conrunners have gathered from working at cons from young ages, watching their family run cons, and what they'd like to change in fandom.

L. Faits (M), M. Frank, K. McLonis,

R. Silver, Ray Waterson

Lilac C - 1 hour

Anime/Animated:

What's the Deal?

Our panelists discuss various animated films, from classical Japanese anime to Pixar. How does the U.S. animation differ from Japanese or British style? What's good about each and what films should we be sure to see?

C. FitzSimmons, P. Hahn, R. Jackson,

J. Taylor (M), Ray Waterson

Lilac D - 1 hour

Tie one on: Historical and Traditional Headscarves

Try your hand at some historical and modern ways to wear headscarves. Fabric provided.

M. Roth

Cypress A - 1 hour

Reading

D. Murphy

Maple - 1 hour

Reading

B. Hausladen

Boardroom - 1 hour

Autographs

D. Cozort, A.L. Martinez

Autographing Tables - 1 hour

1:00

The Great Luke Ski Concert

The Dr. Demento Show's most-requested comedy music artist of the 21st Century! Luke's parodies and original songs about pop culture have made him a favorite performer at cons all across the country, and he also collaborates with fellow musicians as part of the Funny Music Project, aka "the FuMP". Come hear "When You Wish Upon a Death Star" and other creatively brilliant songs!

Junior BC - 1 hour

Magic Mirrors: Surveillance in Modern Society

Surveillance is all around us, to the point where we don't even notice it anymore. Is this good? Should we be more concerned about who is watching us? And if so, how can we prevent it?

C. Faits, B. Fawcett, B. Hull, B. Schneier

Lilac A - 1 hour

Are our Urban Legends Modern Fairytales

What if the Grimm Brothers were collecting stories today, what would they collect? Are urban legends the modern equivalent of fairy tales?

P.D. Anderson, L. Dombrowski,

N. Litherland, D. Murphy,

S. Silver (M), M. Trota

Lilac C - 1 hour

How Social Media is Shaping and Changing Fandom

Seems like everyone has a smartphone or iPhone and is texting a mile a minute. How does social media help or hurt fandom? What changes happen when cons and fans are online? Is this change good, bad or indifferent? Hear our panelists and decide for yourself.

M. Silver, S. Schneiderman, D. Smith,

T. Trumpinski, U. Vernon

Lilac D - 1 hour

Costuming Open Studio

Cypress A - 1 hour

Instagram and Pinterest for Artists and Photographers

A tutorial presentation for artists and photographers on how to use Instagram and interest to promote their work.

J. Plaxco

Grand Ballroom GH - 1 hour

Reading

R. Weber

Maple - 1 hour

Reading

C. Valente

Boardroom - 1 hour

2:00

Closing Ceremonies

This is your last chance to see all of our amazing guests. The party award winners will be announced, and you will find out what we have in store for you next year!

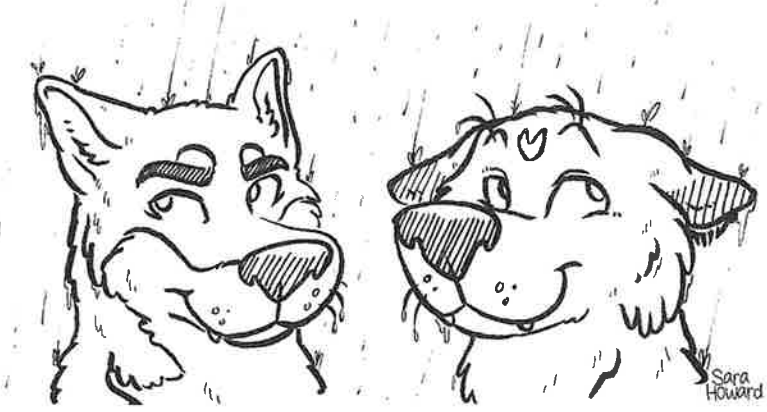
Junior Ballroom BC - 1 hour

3:00

Dead Dog Filk

Play and sing 'til you drop or we are forced to leave! All voices, instruments, styles of music, and listeners are welcome!

Lilac B - How long? Who knows?



Sara Howard

Sara Howard

Food Guide

This is just a short list of all the great places to eat in the area. For a complete list of over 100 dining establishments, please stop by our information desk, just off of the lobby, or you can find our online version at foodguide.memnison.com.

Food Guide researched and written by:
Kathy Horning, Jim Rittenhouse,
and James Fulkerson

Inside the Hotel

Harry Caray's

Steakhouse
630-953-3400
F & SA 5pm - 11pm, SU 4pm - 9pm
Reservations / Call Ahead Seating
Sandwiches \$10-17; Entrees \$15-45
www.harrycarays.com/

Holy Mackerel!

Seafood
630-953-3444
F & SA 4pm - 11pm, SU 4pm - 9pm
Reservations / Call Ahead Seating
Sandwiches \$9-18 (L);
Entrees \$11-19 (L) \$14-65(D)
holymackerelseafood.com

Next to the Hotel

Target

Decent-sized grocery department.
630-495-9560
M-Sa 8a-10p, Su 8a-9p

Pizza Hut Express

Inside the Target
Pre-made small pizzas, salads, and sandwiches.
630-495-9560
M-Sa 8a-10p, Su 8a-9p

Starbucks

Inside the Target
Coffee, Sandwiches, and Pastry
630-495-9560
M-Sa 8a-10p, Su 8a-9p
Coffee: \$2-\$6; Sandwiches \$3-6
www.starbucks.com

Inside Yorktown Mall

Limited to Mall Hours
M - SA 10am - 9pm, SU 11am - 6pm

Auntie Anne's

Fast Food / Soft Pretzels
630-627-4513
Pretzels \$3-4
www.auntieannes.com

Baskin Robbins/ Dunkin Donuts

Coffee, Pastry, Ice Cream
Sandwiches \$3-6
630-620-9345
www.baskinrobbins.com

Cinnabon

Fast Food / Cinnamon Rolls,
Coffee & Pastry
Coffee and cinnamon rolls \$3-5
www.cinnabon.com

Freshii

Salads, Wraps, and Smoothies
630-495-1197
www.freshii.com

Gloria Jeans

Coffee and Pastry, Breakfast
630-424-0222
www.gloriajeans.com

Panda Express

Fast Food / Chinese
630-620-9873
Entrees \$6-8
www.pandaexpress.com/menu

Sarku Japan

Fast Food / Japanese
630-620-9379
Entrees \$3-7
www.sarkujapan.com

Sbarro

Fast Food Italian
630-495-2776
Sandwiches \$4-8; Entrees \$5-8
Also serves pizza
(whole and by the slice)
www.sbarro.com

Subway

Fast Food / Sub Sandwiches
Sandwiches \$3-8

Attached to Yorktown Mall

With outside entrances and varied hours.

Brio Tuscan Grille

Italian
630-424-1515
F & SA 11am - 11pm,
SU 11am - 10pm
Sandwiches \$10-14; Entrees \$15-30
www.brioitalian.com/menu

DOC Wine Bar

Upscale American,
Late Night Kitchen
630-627-6666
F & SA 11:30am - 2am,
SU 12p - 11pm
Sandwiches \$9-10; Entrees \$12-22
www.docwinebarchicago.com

Egg Harbor Café

Casual Dining, Breakfast
630-792-0724
Daily 6:30am-2pm
Sandwiches \$8-10; Entrees \$5-9
www.eggharborcafe.com/menu

Flat Top Grill

Mongolian BBQ, Breakfast
630-652-3700
F 11:00am-10:30pm,
SA 9:00am-10:30pm,
SU 9:00am-9:30pm
Entrees \$9 (L) \$14 (D)
Saturday and Sunday Breakfast 9-12
www.flattopgrill.com

Lucky Strike Lanes

Eclectic Bar Food,
Late Night Kitchen
630-916-8681
Sandwiches \$7-15; Entrees \$7-15
Reservations / Call Ahead Seating
F 11:30am-2am (over 21 only after 9)
SA 11am-2am (over 21 only after 9)
SU 11am-11:30pm (Over 18 only after 9)
www.bowluckystrike.com

Noodles & Co.

Noodles, Salads, and Sandwiches
Pasta \$5-8, Sandwiches \$5-6
630-620-9080
10:30am - 9:00pm
www.noodles.com

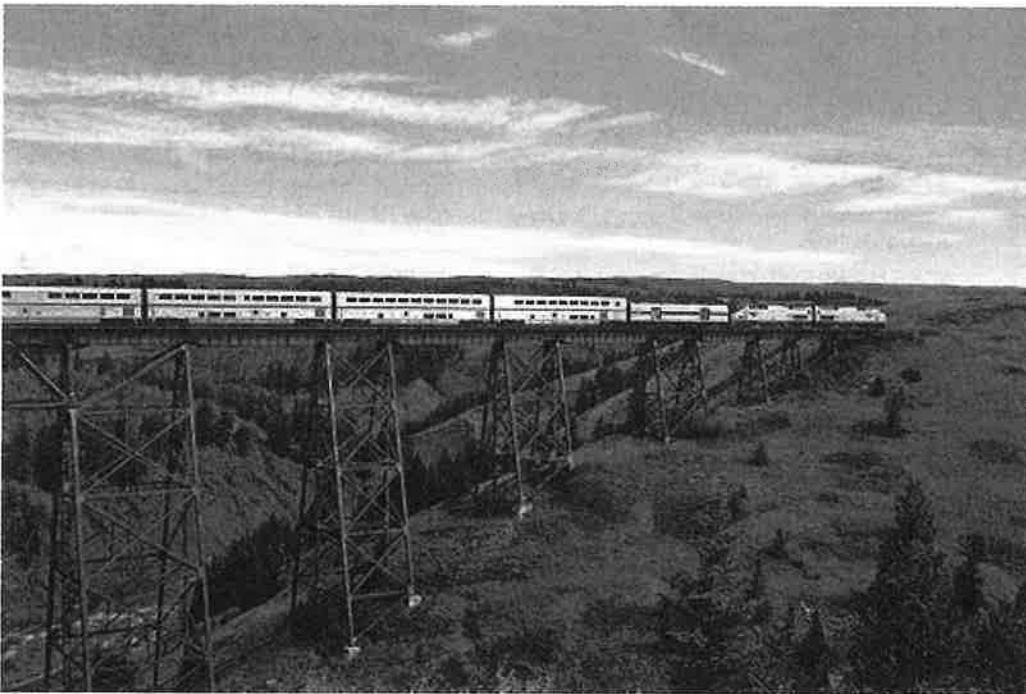
Traincon! 2

We had fun on the Texas Eagle to San Antonio

Let's do it again!

To and from the 2015 Worldcon in Spokane

With a stopover in Glacier National Park



Take the Empire Builder with your fellow fans. No connections, no airport hassles. Just relaxation and conversations with others on

their way to the con. And on our way, visit Glacier National Park. Historic hotel, historic bus tours. Some of the most beautiful scenery anywhere. Not to be missed!

For further details contact Bill Thomasson

bill.thomasson@att.net

RA Sushi Bar

Sushi
F & SA 11am-11pm,
SU 11am-10pm
Sushi bar \$4-22;
Entrees \$7-12 (l), \$15-25 (d)
Take Out Taxi
www.benihana.com

Tom and Eddie's

Upscale Fast Food/Burgers
630-705-9850
Daily 10am-10pm
Sandwiches \$6-10 (includes side)
www.tomandeddies.com

Mall Outlot

Buca di Beppo

Family Style Italian
630-932-7673
F & SA 11am - 11pm,
SU 11am -9pm
Reservations / Call Ahead Seating
Sandwiches \$10-12 (L)
Entrees \$10-15 (L), \$10-30 (D)
Take Out Taxi
www.bucadibeppo.com

Capitol Grille

Steakhouse
630-627-9800
F & SA 5pm - 11pm, SU 4pm - 9pm
Reservations / Call Ahead Seating
Entrees \$23-45
www.thecapitalgrille.com

Claim Jumper

Upscale American
630-932-4290
F & SA 11am - 11pm,
SU 11am - 10pm
Take Out Taxi
Sandwiches \$10-15; Entrees \$10-31
www.claimjumper.com

Mcdonald's

Burgers
630-495-2960
F 6am -11pm; Sa & Su 7am - 11pm;
24 Hour drive through
Sandwiches \$1-\$6
www.mcdonalds.com

Rock Bottom

Brew Pub, Late Night Kitchen
630-424-1550
F & SA 11am - 2am, SU 11am - 1am
Sandwiches \$9-\$11; Entrees \$12-\$23
www.rockbottom.com

Across the Street

Northwest

Omega

Casual Dining
630-424-8220
F & SA 6am - 2am, SU 6am - 1am
Sandwiches \$7-15; Entrees \$10-19
www.omegalombard.com

West

Burrito Parrilla Mexicana

Mexican
630-705-9833
F & Sa 10am - Midnight
Su 10am - 10pm
Sandwiches \$6-8; Entrees \$9-13
www.burritoparrillamexicana.com

Jimmy John's

Sandwiches
630-705-0555
10:30am - 9pm, daily
Delivery
Sandwiches: \$5-8
www.jimmyjohns.com

Mooyah

Burgers
630-317-7022
Daily 11:00am - 10pm
Sandwiches \$5-7
www.mooyah.com

Patio Barbeque

Barbeque
630-627-2600
F & SA 11:30am - 11pm
SU 11:30am - 10pm
Sandwiches \$4-6; Entrees \$7-19 (D)
www.patoribs.com

Pinched Mediterranean Grill

Middle Eastern
630-889-9200
F 11am-9pm; SA & SU 11am-8pm
Sandwiches and Salads \$7-8
www.pinchedmedgrill.com

Potbelly

Sub Sandwiches
630-629-3875
F & SA 11am -10pm, SU 11am -9pm
Sandwiches \$5
www.potbelly.com

Sweet Tomatoes

Buffet
630-932-5099
F & SA 11:00am - 10:00pm,
SU 9:00am - 9:00pm
\$9 (L & SU BR), \$11 (D)
www.souplantation.com

South

Miller's Lombard Ale House

Brew Pub
630-241-9741
F & SA 11am - 2am
SU 11am - 1am
Reservations for large parties only
Sandwiches \$7-10; Entrees \$9-15
www.millersalehouse.com

TGI Friday's

Casual Dining
630-964-3743
F & SA 11am-2am, SU 11am-1am
Sandwiches \$7-12; Entrees \$9-16
Take Out Taxi
www.tgifridays.com



Staff List

Chair

Deb Kosiba

Vice Chair

Daniel Gunderson

Anime

John Fritz
(2nd) Sheila Horne

Art Show

Kerry Kuhn
(2nd) Samantha Haney Press
Cheryl Storm
Larissa Storm
Nancy Riggs
Cassie Vestweber
Cally Soukup
Norman Lynch

Awards

James Brown

Bheer

Andrew Scheeler
(2nd) Tom Tritthardt
Renee Scheeler
Lauren Sarmiento
Erin Deal
Amanda Sibold
Rachel Landman
Ashton Peterson
Christina Walker-Harbage
Patrisha Oneal
Amanda Hyde

Charity Liaison

Phaedra "Wyldekyttin" Meyer

Childcare

Vicki Bone
Amy Wenshe

Children's Programming

Lisa Ragsdale
(2nd) Michael Sherman
Jason Palmer
Alex Brandt

Con Suite

Tracy Bailey-Mathews
(2nd) Andy Skelton
Matt Duhan
Andrea Ostergaard
Matt Duhan
Jamie Bergan
Jon Green (Pip)
Cheng Qian
Brandon Bogs
Matt Salutric
Sharon Price
Laine
Jeremiah Hembree
Sydney Schultz

Costuming Head

Wendy Zdrodowski

Dealers

Mike Jencevice
(2nd) Bill Jorns (B.J.)
(Senior Staff)
Brendan Lonehawk
Gloria Dill
Barb Darrow
Melissa Clemmer
Merlanne Rampale
Bill Surrett
Carol Mitchell

Fan Tables

Phoenix

Gaming

Alex Bailey-Mathews
Patrick Finnegan
Tom Fallucca
Amy Wojtysiak
Matt Harbage

Guest Liaison

Debbie Landmann
(2nd) Rachel Landmann
Richard France
Cait Rupp
Johnny Haberland

Green Room

Kelly Mathews
Bonnie Jones
Dena Krause

Hotel Liaison

Phoenix
(2nd) Kandi Wilson

Information Desk

John Donat
(2nd) Steven H Silver
(Food Guide) Kathy Horning
(Food Guide) Jim Rittenhouse
(Food Guide) James Fulkerson
Erika Donat

Information Technology

Ken Beach (Squirrel)
(2nd) Phread

ISFiC Writer's Contest

Marcy Lyn-Waitsman

ISFiC Writer's Workshop

Richard Chwedyk

Logistics

Taz Dobbins
(2nd) Dana Shield
Jason "Raze" Williams
Teresa Clark
Nichell Wrenn
Sean Ihnat
Chasus "Chase" Feruson
Joshua Damico
Joey Pfeifer
Nikki Sparks
Amanda Sibold
Matt Clark

Masquerade

Wendy Zdrodowski
(2nd) Lisa Hunter

Marketing

Vlad
(2nd) Alexis Cutshall
(Social Media) Kandi Wilson
(Pinterest) Trudy Seabrook
(Twitter) Jessica Guggenheim

Music Head

Cathy McManamon
(2nd) Robert Little

Operations

Kyle Bundy
(2nd) Paul Lawniczak

Parties

Alyson Petroski
Scott Schultz

Programming

Pat Sayre McCoy
John McCoy
(2nd) Sandra Levy
(Program Ops) Ann Totusek
Raymond Waterson

Publications

Deb Kosiba

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Rick Waterson
(2nd) Susie France
Bea Romero
Krista Cobb
Lois Ray
Kim Williams
M. David Brim

Security

Daniel Molinari
Alexander Best
Alexander DeMichael
Amanda Hall
Carmela Maietta
Chris Otto
David West
Donald Hess
Erich Krieger
Eve Miller
Johnathan McCarthy
Karl Hansen
Maggie De Leon
Olivia Traversa
Rob Anderson
Spencer Carr-Turnbough
Stephen Baker
Vin Sarmiento
Tim Olsen

Secretary

Cassy Beach

Tech Services

Dave Ifversen
(2nd) Ron Winsauer
Liana Winsauer
Robin Winsauer
(Scheduler) Angela Karash

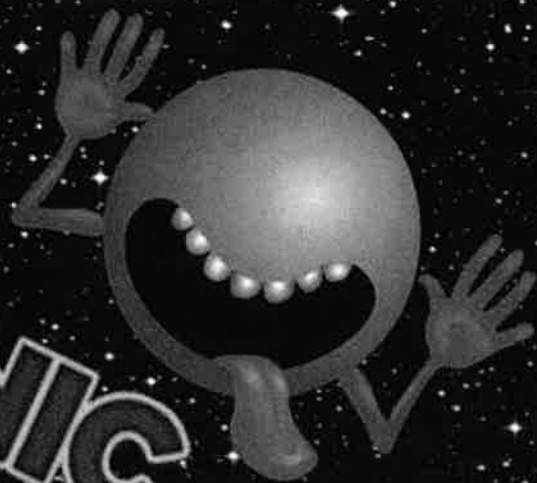
Treasurer

Tom Veal

Website

Vlad

DON'T PANIC



*The Hitchhiker's Guide
to the Windycon*

42

*Come to Closing Ceremonies
for more information*

November 13-15, 2015

Westin, Lombard