

Space Opera

The term “Space Opera” was coined by Wilson Tucker in issue 36 his fanzine *Le Zombie*, published in January 1941. Tucker was not entirely complimentary to the subgenre in coining this term, but over the years it has been used as a descriptive phrase, a derogatory statement, and a popular short hand.

Welcome to Windycon 2019

November 15-17, 2019

Welcome to Windycon 2019! I’m so glad you could make it. If you’ve been here before, welcome back. If not, welcome to the family (please ignore the comments about virgin sacrifices—we stopped doing those years ago).

Windycon is like family to me, and I hope it either is or will be to you as well. We are a friendly bunch of people. We like lots of different aspects of the genre and while we know we can’t be all things to all people, we think you will find something to like if you look around.

I was never good at writing, so I hope you forgive the brevity of this welcome letter. I was always much more interested in reading—other people always wrote things that were so much more interesting than “What I Did On My Summer Vacation.” I could never even remember if I had a summer vacation, much less what I did.

In the end, just let me say, “Play nice. Have fun. And please don’t hurt the hotel. We like this one and want them to let us come back.”

—Kerry (a.k.a. Trouble) Kuhn
Windycon 2019 Chair

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In Memoriam

Golden Guest of Honor Gene Wolfe left our planet for another realm in April, 2018. We give thanks for his friendship and honor his memory this Thanksgiving weekend with stories and songs.



"Lest We Forget"

Nov. 29—Dec 1, 2019

Marriott Hotel & Conference Center

201 Broadway Avenue

Bloomington-Normal, Illinois 61761

(Room block cut off November 8, 2019)

Guest of Honor:

TBA

Due to the tragic death of Jim C. Hines' wife Amy, we find ourselves temporarily without a Guest of Honor. More news to come later.

Chambanacon is a relaxacon...relax.

Fan Guests of Honor:

**Barry & Sally
Childs-Helton**

Toastmasters:

**The Faithful
Sidekicks**

Blood Drive in honor of Amy Hines.

Writers track, Filking, Gaming,
Art Show, Dealers Room, Hucksters,
very little programing,
whole lot of schmoozing with friends
in one of the
best consuites in the universe!

ChamBanaCon.org

Convention Rules

Although we're all here to have fun, it's important to remember that by attending Windycon, you are agreeing to abide by certain rules to ensure the convention is enjoyable for everyone.

We are all guests of the Westin; please treat the hotel well. We like it here and like being invited back year after year. It gives us a place to program all of our stuff and see all of our friends.

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 their spirit thereof, as well as causing trouble of any sort. If it is illegal in Illinois or Lombard, it is illegal at the convention.

Please be aware of the following rules.

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 requests 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 the premises. Costume and prop weapons must be approved by Windycon Operations and Convention Security and, if necessary, be peacebonded.
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 weapons of any kind. Not real, not Nerf, nothing.
8. No open live steel. Period. It must be sheathed and be approved and peacebonded by Operations or Convention 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 or stain the hotel including, but not limited to: blood, body parts, dripping gore, ichor, brains, internal organs, peanut butter, or anything else that might fall off.
14. Our venue has a restriction allowing only dogs on the property. No cats, rats, bats, ferrets, rabbits, birds, jabberwock, 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 is 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 service animal into convention space, please make certain you have checked in with Operations and received a free Service Animal Badge, and the dog is wearing it at all times. Also, please be sure your dog is properly harnessed and identified according to the relevant statutes.
15. Smoking is prohibited by local law and ordinance within the convention facilities and your private rooms. Doing so **will** result in a minimum \$200 fine. 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 (15 feet) away from the doors.
16. The Marriott Corporation and the Westin Lombard hotel do **not** allow vaping of any sort in their facilities. That includes all function space, restaurants, and hotel rooms. Doing so will result in a minimum \$200 fine.

Windycon and ISFIC reserve 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 City of Lombard and the State of Illinois.

If there are any questions, please ask the folks in Operations in the Oak room who are there to help you. We hope you have a wonderful time at the convention.

What film most epitomizes Space Opera?

Bob Eggleton: *Starcrash: The Adventures of Stellar Star, Message from Space, Battle Beyond the Stars, The Green Slime, War of the Planets, The Wild Wild Planet*

Geoffrey A. Landis: *Valerian and the City of a Thousand Planets*

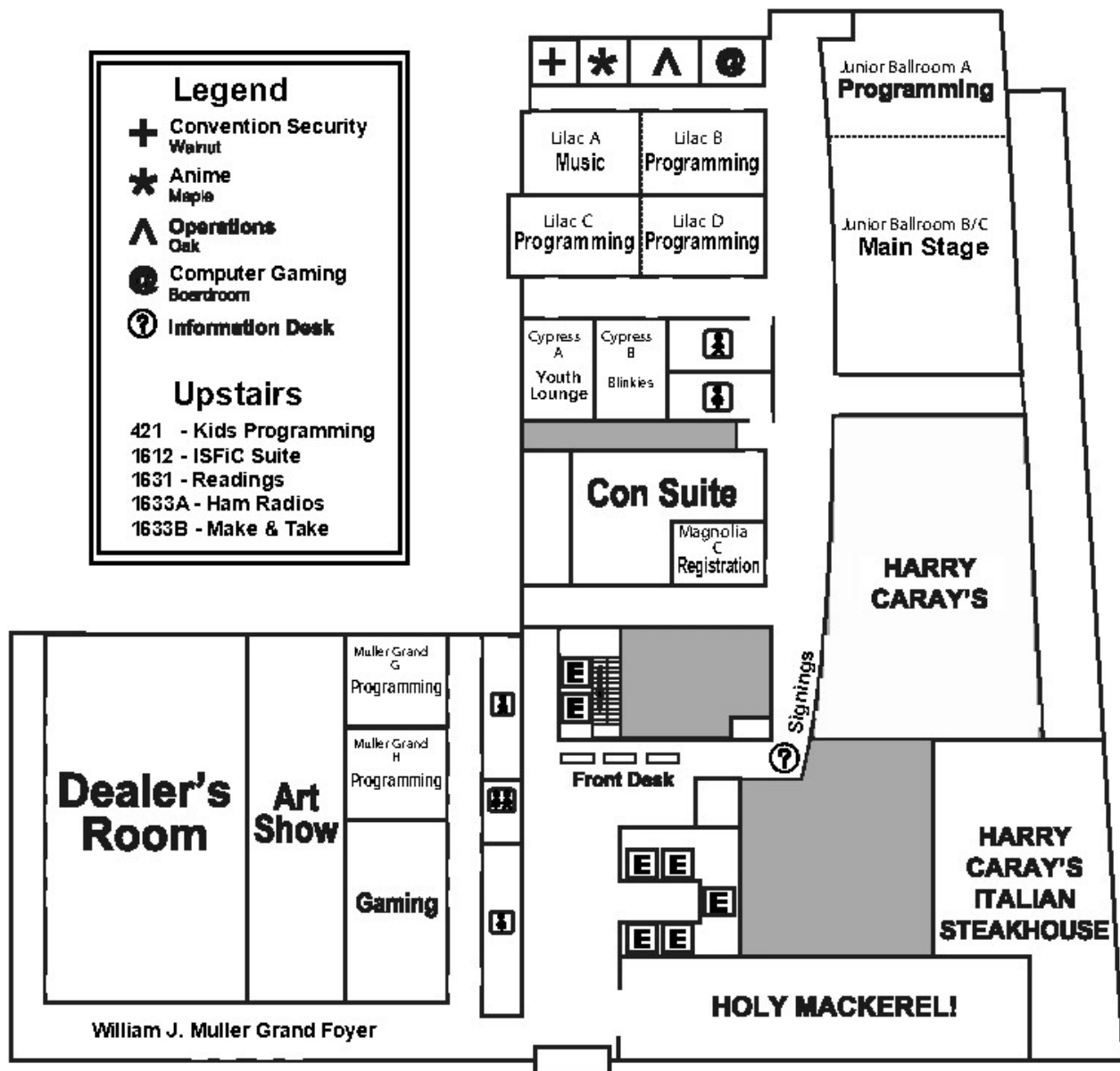
Jack McDevitt: *2001: a space odyssey*

Mike Resnick: *Star Wars*

Robert J. Sawyer: *Star Wars*

Allen M. Steele: *Space Battleship Yamato*

Hotel Map



Hours

	Con Suite	Bheer	Dealers' Room	Art Show	Registration
Friday	3:00 p.m. – 3:00 a.m.	3:00 p.m. – 2:00 a.m.	3:00 p.m. – 7:00 p.m.	4:00 p.m. – 9:00 p.m.	Noon – 10:00 p.m.
Saturday	8:00 a.m. – 3:00 a.m.	3:00 p.m. – 2:00 a.m.	10:00 a.m. – 6:00 p.m.	10:00 a.m. – 6:00 p.m.	10:00 a.m. – 6:00 p.m.
Sunday	8:00 a.m. – 3:00 p.m.	Noon – 3:00 p.m.	11:00 a.m. – 3:00 p.m.	10:00 a.m. – 2:00 p.m. (art pickup only)	Noon – 4:00 p.m.
	Amateur Radio	Gaming	Video Gaming	Windy Kidz	Teen Lounge
Friday	7:00 p.m. – ?	4:00 p.m. – 1:30 a.m.	5:00 p.m. – 10:00 p.m.	5:00 p.m. – 8:00 p.m.	4:00 p.m. – 2:00 a.m.
Saturday	10:00 a.m. – 8:00 p.m.	10:00 a.m. – 1:30am	10:00 a.m. – 10:00 p.m.	10:00 a.m. – 6:00 p.m.	9:00 a.m. – 2:00 a.m.
Sunday	10:00 a.m. – 3:00 p.m.	10:00 a.m. – 3:00 p.m.	10:00 a.m. – 2:00 p.m.	10:00 a.m. – 1:00 p.m.	9:00 a.m. – 3:00 p.m.

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 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. Remember to ask before hugging.

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:

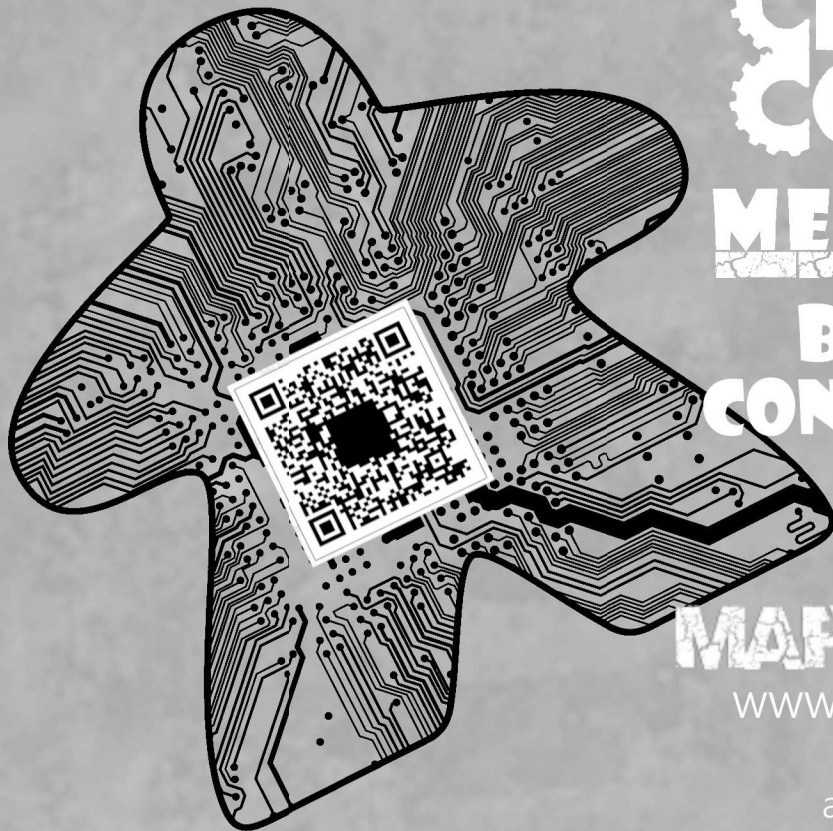
If you feel comfortable doing so, point out the inappropriate behavior to the person(s) involved. Often this will solve the problem immediately.

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 (e.g., Windycon Operations, Security, the Windycon Chair, Vice-chair, Members of the ISFiC Board, the head of the Windycon Incident Response Team, or to harassment@isfic.org).

It would be extremely helpful if you could provide a name, badge name/number, and/or physical description of the person(s) involved. We know reporting these issues is difficult. Please understand we cannot address issues if we do not know about them. While it is easier for us to investigate and address problems during the convention, it is more important that we know that something happened. If you need time before talking to us, take the time. But please talk to us when you are ready.

Windycon and ISFiC reserve 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.





CLEVELAND CONCOCTION MEEPLEPUNK

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MARCH 20 -22, 2020

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ANDREW PAYNE**

MEDIA GUEST



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MUSIC GUEST

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- * Editor's Panel
- * Cosplay Contest
- * Kids Programming
- * Costuming & Masquerade
- * Author's Alley

- * Art Show & Artist Alley
- * Writing Workshops
- * Vendors Hall
- * Performances & Music
- * Hosted & Open Gaming
- * Con Suite . . . and more!

Join our fan run convention in your own version of the meeple, cyber punk your outfit, or anything else you like. As always, we welcome and encourage all genres of fun and interest!

Cleveland ConCoction is your not-for-profit, all fan run convention. By the fans, for the fans.

Your Membership in ISFiC

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 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 Lynne Aronson, Ann Cass, Jon and Joni Stopa, and Mike and Carol Resnick. Under their 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 attained the goal of building an ongoing committee that could run Windycon from year to year, at least as much as any local group could. 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.

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, and the Speculative Literature Foundation. Not just financial assistance is given. ISFiC is always interested in hearing from groups running Illinois conventions that have a specific project with which they would like some assistance.

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. As a relaxacon, ISFiC provides the hamburgers, hotdogs, and grills and asks the attendees to (literally) drop a couple of bucks in the hat and bring a side dish or desert. Think of Picnicon as a massive outdoor Con Suite.

In 1986, ISFiC elected to run an amateur **writers contest**, open to all members of ISFiC (Windycon), or people living in Illinois or a bordering state (including Michigan, 'cause on a clear day you can see it across the lake). That first year, the contest was won by Richard Chwedyk, who would go on to become a professionally published author and winner of the Nebula Award. The ISFiC Writers Contest is held most years in conjunction with Windycon. The winner receives con membership, a cash prize, and publication of their story in the Windycon program book and ISFiC website.

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 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 Sunday afternoon) and nominate yourself. Meetings of the ISFiC board are normally held at Windycon and Capricon. The meetings are open to the public.

A listing of all previous Windycons, guests, themes, and copies of program books can be found at www.isfic.org/consplast.asp.

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Nov. 29 - Dec. 1, 2019

Wyndham Indianapolis West

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Elizabeth Moon and Lee Martindale



Elizabeth Moon
Author Guest of Honor



Lee Martindale
Toastmistress

En Garde!

It was a stark and derpy knight.

(Ye Olde Narrator ducks a barrage of antique vegetables while staunchly resisting the urge to make a political comment regarding antique vegetables, because...low-hanging fruit.)

Okay, okay, I'm sorry! *Yes*, I'll get on with it. Sheesh.

Ahem.

Sir Ballyhoo of Braunschweiger, fourth duke of Anfang und Fortschritt, stood proudly before the great double doors of the barracks and bellowed his challenge: "Come forth, O Musketeers! Come forth and prove the virtue of your steel against a worthy adversary! Come out and face a *real* warrior!" He beat the hilt of his blade against his shield, making such a terrible row that a nearby napping cat actually raised its head for a moment to favor him with a devastating helping of stink-eye.

Slowly and majestically the doors swung open. From a nearby tree, a bird of indeterminate species uttered a dramatic cry of "Dun-dun-dunnnnnn!" as two figures, resplendent in the full panoply of the S.F.W.A.¹ Musketeers, emerged. One strode forward purposefully, taking the lead by right of rank. The other followed, gallantly riding a motorized conveyance worthy of her exalted position.

Upon seeing them, Sir Ballyhoo's receding jaw dropped as far as it was able. "You—!" he gasped. "You're—you're *women*!"

There was a moment's pause while the two noble warriors silently debated whether to employ a response that invoked Sir

Arthur Conan Doyle's most memorable creation,² coupled with an absence of manure, or simply to declare, "Well, *d'uh*!" Independently they rejected both choices as beneath them and merely gave Sir Ballyhoo cold and disdainful stares.

The mounted Musketeer motored closer and said, "Your grasp of the obvious is exceeded only by your braggadocio."

Sir Ballyhoo's eyebrows met like a pair of charging bull caterpillars. "But I don't even *like* Italian food!"

"Oy." The mounted Musketeer covered her face with one hand. "Why do we have to deal with this? O Captain, my Captain, *you* try penetrating this oaf's denseness."

The other Musketeer patted her comrade on the back and complied. "Yes, we are women, and glad to be so," she told the noisome knight. "I am Elizabeth Moon, Captain of the Musketeers, and this doughty blade-wielder beside me is Lee Martindale, one of my most valued fighters, being in addition a Bard of supreme renown. You do not wish to trifle with a Bard, sirrah."

"Why not?" Sir Ballyhoo asked.

"Because her voice and her pen are as mighty as her sword," said the Captain, then added: "If not more so."

Sir Ballyhoo frowned. "Her sword? Against *me*? With her seated in *that* contraption?"

"Careful how you speak of my battle chariot." Lee murmured in a deceptively mild voice.

A rude guffaw rang out. "If that's a battle chariot, I'm a hamster! My footwork in combat is nimble and unequaled, whereas I doubt *you* have the capacity to maneuver that thing

¹ The Science Fiction and Fantasy Writers of America. Or if you prefer, the Swordswomen of Freakin' Wondrous Awesomeness!

² Oh, come *on*. You have to look that up down here? Seriously?

within striking distance. But if you're happy flailing a blade at the empty air—"

"Oh please, my Captain, let me at him," Lee beseeched. "Just for a bit. It will be a Learning Experience for the big galoot. I promise not to kill him. Much."

Elizabeth nodded. There was a brief set-to on the field of honor, and when the dust next settled, an astonished Sir Ballyhoo was left disarmed and fumbling in his belt pouch for a styptic pencil wherewith to stanch the bleeding from the myriad cuts that Lee's sword had most daintily conferred upon him.

"How—how did she *do* that?" he gasped between pained winces.

"By being more action than talk when fencing and more talk than anything when fulfilling her duties as the Bard of HarpHaven," Captain Elizabeth replied. "More than that, she is a marvelous scribe of fictions both serious and comedic. Nor is that all: She has turned the skills of her quill to righting great wrongs. Have you never heard of sizeism?"

"Um," said Sir Ballyhoo, whose eloquence often matched his intelligence.

"It is a dire bit of bigotry. Know-naughts who know not that they know nothing feel free to deride and shame anyone whose body does not conform to their prejudiced perception of—" Elizabeth's lip curled in scorn. "—'acceptable' weight. She has fought against this with words as ably as she just bested you with steel.³ You'd do well to beg her pardon before she has a second go at you, with my blessing."

In a nigh inaudible voice the thoroughly trounced knight mumbled, "Sorry."

"What's that, young man?" the Captain demanded.

Once again, Sir Ballyhoo demonstrated a distinct lack of survival skills by slapping on a smarmy grin and saying, "'Scuse me, ma'am-Captain. I understand how a person's hearing starts to go when they're past a certain age."

"Oh, you did *not* just say that to my Captain." Lee drove her battle chariot forward, coming within a finger's breadth of the churl's left foot. "You did *not* just try using age as an insult. That's the last resort of someone who's all helmet and no kine."

"Hold, my loyal Bard," said Captain Moon. "I'll settle his hash."

"As well you could, O my Captain, but we are running out of places to stow the bodies. Rather let me tell him who he's up against, for besides your mastery of the sword, your always faithful service to our nation extends from the shores of Tripoli to the halls of Montezuma. Indeed your knowledge of matters military is well demonstrated in many of the excellent novels you have penned."

"What?" Sir Ballyhoo interjected. "*She* writes stuff too?"

The two Musketeers indulged in a mutual chuckle. "Writes *and* has received numerous awards for her work⁴, to say nothing of being nominated for more," said Lee.

"Now, now, my Bard," the Captain said, lowering her gaze modestly. "Haven't *you* just received an award of your own for your many years of service to S.F.W.A.? I know few people as willing to give of themselves as you."

"And what are you in that respect, my Captain, chopped liver?" Lee returned. "Have you not opened the hospitality of your home to multitudes for grand holiday feasts? Have you not devoted your land to the return and re-establishment of native plants and creatures? Why, the very birds sing your praises! I wouldn't have the patience to undertake so much, but you—! You've even got patience enough to deal with *horses*."

"Ah, but you, my Bard, have the patience to deal with *writers*."

"Hold it," said Sir Ballyhoo. "I thought you *were* writers."

"Oh, we are," said Captain Moon. "But Lee here is also the puissant mistress of a small press, HarpHaven Publishing."

A disquieting expression bloomed over Sir Ballyhoo's face. He dug into his belt pouch a second time and extracted a clutch of creased and ink-stained pages. Waving them madly, he closed in on the battle chariot, "Look, I wrote this great story, a surefire best seller. It's about this brave knight who all the damsels worship, and this dragon, except it's different from all those *other* dragon books because *my* dragon is *orange*, and if you give me a bag of ducats you can publish it and I only want eighty per cent of the profits. That's fair, right?"

He then turned to the Captain. "Oh hey, and while she's publishing my book, I'm going to tell you some super ideas I've got for other books and you can write them and we'll split the money fifty-fifty, and—!"

A curtain discretely falls across what next ensues.

Gentle Readers, ere we part ways may I humbly suggest you learn from this cautionary tale regarding how best to treat these two great ladies of story, song, and sword now gracing you with their presence. Praise them, offer them refreshment, purchase their books, but above all, do *not* emulate in any fashion the behavior of Sir Ballyhoo.

Because Reasons.⁵

-Esther M. Friesner

⁴ The Compton Crook, the Nebula, and the Robert A. Heinlein Awards. Wow!

⁵ No idea what became of Sir Ballyhoo. Nope. Only found one of his gauntlets and half a page of *Sir Hallyboo the Handsome and the Damsels Gone Wild*, but that's about it.

~~Pity, that.~~

~~Sorta.~~

Not much.

³ See *Prejudice by the Pound*, for one: www.amazon.com/Prejudice-Pound-Collected-Essays-Movement/dp/B002ACZ1MI.

Mitchell Bentley



Mitchell Bentley was the one who convinced me to be president after he stepped down as president of ASFA, The Association of Science Fiction and Fantasy artists. I swear when I agreed I heard him mumble “sucker” under his breath. He was patient with me and taught me a lot about how to run the organization, and he has always been around to answer questions and believe me at the beginning there were a lot! I will always appreciate the help. He served three terms as ASFA president and helped the organization move forward in many ways. And he is still serving as a board member so we still have his help from time to time.

I met Mitchell in person at Spectrum Fantastic Art Live in Kansas City. That was the first year of the convention and Arnie and Cathy Fenner had offered ASFA a free booth. It was a great way to learn something more about him as we sat at the table all weekend talking to artists, and I got to learn more about the organization I had just joined as a board member. I had talked to him before that on e-mail but on e-mail you can’t see someone’s style or art unless you Google stalk them (I would never do that!). It wasn’t until later that I

was able to see his persona at conventions and why he makes such a great guest of honor. What a style! Mitchell definitely has a convention look that I didn’t see at that first con but since then have had the full effect at other conventions I have attended with him. The boots! The jackets! The PUNK! Having been artist guest of honor at over 20 conventions speaks to what a great guest he is.

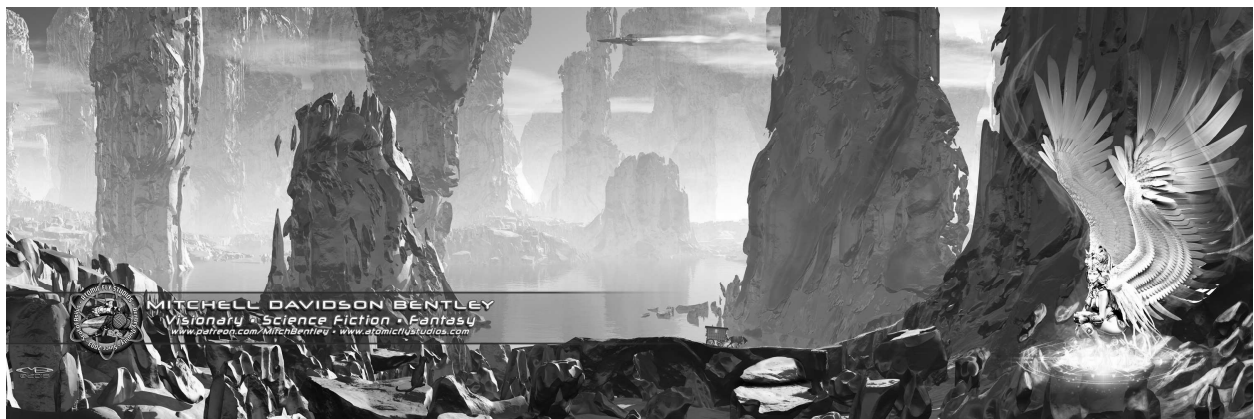
“You deserve a Bentley” is the tagline for his website. And I think that gives a bit of insight into his character. He markets himself well while still keeping a playful bent to the message. It is clean, professional, and totally showcases his art and personality to a tee.

Mitchell works with small publishers and directly with writers to create their covers and help with pre-press. He has done covers for Robert Silverberg, Mike Resnick, Piers Anthony and so many more. And it isn’t just about the art for the covers he creates, it is the whole package. The type and layout of the covers really helps to define the books he works on. My favorite art of his is astronomical in nature but he has done other types of book covers including high fantasy with some horror and steampunk sprinkled in there.

As an artist I am moved by color and shape but I really appreciate the deeper meaning and symbolism he adds into his art. My appreciation is at very superficial level (at the level of “oooh pretty”) and some of his pieces have that wow factor that I love. The colors pop and draw the viewer’s eye around the piece masterfully. I mean come on- he went and got a Master of Art and his thesis and creative production was entitled, “Astronomical Art: A Historical Analysis and Exhibition of Digitally Created Work.” I think he knows what he is talking about! You can see those pieces from his thesis (and buy prints!) on his website atomicflystudios.com.

Mitchell thinks I am mad at him, or at least pretends to think that. It isn’t true I swear. I wouldn’t have agreed to write this if I was, would I? Mitch is a cool guy, a great guest and Windycon is lucky to have him as an Artist Guest of Honor!

-Sara Felix





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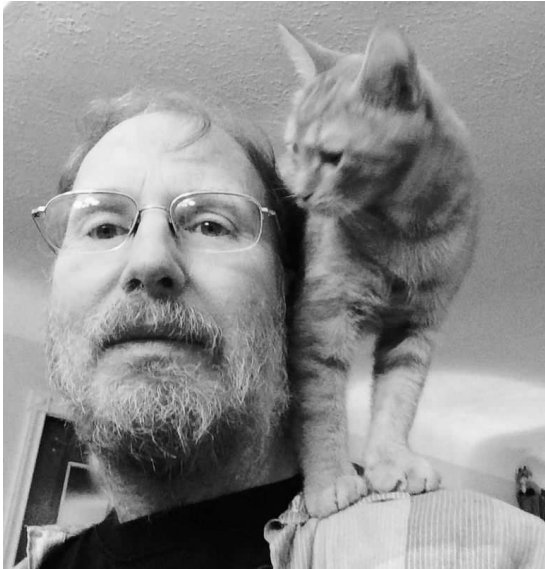


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Geoffrey Landis



When asked to write a program book bio about Geoff Landis, I considered starting with a humorous anecdote about our epic endurance as cellmates in a Baluchi prison and our eventual escape using little more than dental floss and a handful of deadly memes. Or the time when I had to rescue him (before we each found our lovely wives) from having to serve as a harem guard for the Bey of Bzrkistan (I had to deprogram Geoff from wanting to stay, for some reason). Or when Geoff invented a self-copying machine to let him simultaneously attend conventions and get some work done...you can tell by looking closely at his left elbow....

But no, I think this time I'll stick with "true" facts about this amazing colleague and friend.

Okay then, here's one dollop of truth that could not have been more impressive, had it been fiction. And I had to type all this:

"Dr. Geoffrey A. Landis is a scientist, a science fiction writer, and a poet. Hugo and Nebula winning science fiction writer, he's the author of the novel Mars Crossing, and a short-story collection Impact Parameter (and Other Quantum Fictions). His over-fifty stories include "Ripples in the Dirac Sea" which won the Nebula award for best short story in 1990, and "A Walk in the Sun" which won a Hugo award in 1992. "The Singular Habits of Wasps" was a multiple nominee and his novella, "The Sultan of the Clouds," won the Theodore Sturgeon award for best short science fiction in 2011. The 2014 Robert A. Heinlein Award was bestowed on Geoff for outstanding published works in science fiction and technical writings that inspire the human exploration of space."

There's a rumor that the rest of us sci fi authors were so scared that we went and bribed NASA to give the sucker extra work. Well, not. In fact the opposite. For we are first, above all, readers. Our top priority, for years, was to talk Geoff into retiring from that stodgy science racket and devote full time to thrilling us with tales of wonder. Dang. A polymath and

renaissance man. Where is that darn people-duplicating device when we need one?

While we met through SF, I get to see Geoff more often nowadays in our overlapping roles with NASA's Innovative and Advanced Concepts program (NIAC), where he has won a number of grants for potential mission technologies just this side of science fiction—like a method to propel almost microscopic interstellar probes...and later a fascinating idea how to power them. In his day job, Dr. Geoffrey Landis works at the NASA John Glenn Research Center, developing technology for advanced space missions over the past 25 years. He is internationally recognized in advanced photovoltaics and space power system concepts...and through his work on Mars Exploration Rover became an expert on Martian dust devils! I have special interest in his work on high temperature cells for the Solar Probe Plus mission, taking us that much closer to...um...Sundiver. Oh, did I mention 500 scientific papers. Gosh.

I remember when Geoff and his wondrously talented wife Mary Turzillo first took up fencing. I had the temerity to pick up a pair of chopsticks and give him some beginners' pointers. Ha! He recently broke into the top 30 U.S. fencers in his age range. Shall I take credit? Heck no! Them's a pair of sword-armed duelists, so stay nice.

And let's be clear, this is a team! Mary received her own Nebula Award for Best Novelette in 2000 for her story "Mars is No Place for Children." A former English professor at Kent State, she authored the *Reader's Guide to Anne McCaffrey* and *Reader's Guide to Philip José Farmer*. Her first novel was *An Old Fashioned Martian Girl*. And yes, she's also a multi-threat poet.

All right, he has flaws. Geoffrey A. Landis received his B.S. degrees in both physics and electrical engineering from MIT—a barely forgivable sin to this Caltecher—and his Ph.D. in physics from Brown University. He is recipient of numerous NASA honors, including the NASA Space Flight Awareness Honoree award in 2008, as well as the American Institute of Aeronautics and Astronautics' Abe M. Zarem award for Faculty Advisor, for his work with students while a Visiting Professor at MIT.

As a poet, he has won the Rhysling Award for best science fiction poem. His collection of poetry, *Iron Angels*, came out in 2009. He has also appeared on a number of television programs including Michio Kaku's *Sci Fi Science: Physics of the Impossible*, where he explained the concept of floating cities on Venus.

Phew, I feel exhausted just relating all of that, and it is just a sampling that leaves out Geoff's wonderful, snappy wit...which you all will have the pleasure of sampling. Hey, enjoy being a member of a civilization that creates such wonders as Geoff Landis...and such wonders as yourselves.

-David Brin

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The Harp Twins



Camille and Kennerly Kitt, collectively known as The Harp Twins have known each other their entire lives, being twins and all.

Although most widely known for their ability on the harp (it's kind of in their name), they are also quite skilled in other areas. They are both third degree black belts in Tae Kwon Do and have taught the art in the past. They are trained in horseback riding and are distinguished experts in rifle marksmanship. In addition, when they were younger they were competitive swimmers, qualifying for the Junior Olympics five times and competing in all four different swim stroke events.

As children, they began their musical careers playing the piano, taking up the harp when they reached junior high school. They earned the money to purchase their first harp, a pre-owned lever harp, by working the sorts of odd jobs teenagers have often worked: dog-walking and babysitting. Their efforts paid off and they both graduated *summa cum laude* with degrees in Harp Performance from the music conservatory at Wheaton College.

While classically trained, their repertoire covers a wide range of genres, including harp versions of heavy metal songs, rock, film soundtracks, video game hits, and their own compositions. Their albums *Harp Fantasy* and *Harp Fantasy 2* collect nearly thirty of their renditions of science fiction, fantasy, and gaming compositions, including the themes to *Doctor Who*, *Harry Potter*, *Star Wars*, and *The Lord of the Rings*. The two *Harp Attack* albums spotlight their love of rock and metal music.

They have performed around the world and have performed for President Barack Obama, First Lady Laura Bush, and Vice President Dick Cheney.

The sisters have also turned their talents to acting, appearing in several short films. They portrayed the same character in the sixth season finale of *The Walking Dead*, using the fact that they are identical twins to the production's advantage. Kennerly played the "before" version of the character and Camille playing the "after" version. They also portrayed identical twins in the Vince Vaughn film *Delivery Man*.

-Robert L. Rede

TAKE TO THE STARS

CHICAGO

2022 WORLDCON BID



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Chris M. Barkley



Forty-five years ago, I came home from college on break, and found my mother had adopted a son. Or rather, she said she had adopted him. Even then, I knew there was a strong possibility she had kidnapped him from the neighbors by leaving him a trail of chocolate crumbs. (That still works, by the way.)

But I wasn't going to stir up trouble with questions—I was thrilled to have a kid brother. I figured it had to be better—much, much better—than having a big sister. Chris and I had some wonderful adventures, but we were just mundanes then, so I don't suppose you care about any of that.

I took my responsibilities very seriously. I taught him to read science fiction. I forced him to watch scary movies. I enabled his chocolate habit. I gave the big sister thing everything I had. And one day he repaid me in kind.

It was June of 1976, when Chris came to me with a battered copy of *Analog* in his hand. “You see this ad?” he said. It was an ad for Midwestcon (1976 was practically the only time that Midwestcon ever advertised in *Analog*—or anywhere else.

Clearly fate was intervening). “There's going to be some kind of science fiction convention right over in Norwood,” he said. “You think we could maybe go?” Kid brother norms to the contrary, he asked me nicely. He was then, as he is now, a fundamentally nice guy. He likes everybody. He's always eager to please—he'll drive a hundred miles to do a friend a favor, or loan them a book.

At the time, I did not hear destiny knocking. I frowned at the advertisement suspiciously. “Oh, that's probably just for writers,” I sniffed.

Chris knew when he had the high ground. “Oh, come on,” he cajoled. “Please! They can only throw us out.”

This is why the world needs kid brothers. I had no idea that there was a larger world for us to take a step into until Chris pushed me over the threshold. I'd read a hundred books about pivotal moments and paths not taken, or taken against all odds, but I didn't even realize my own pivotal moment when it happened. And Chris didn't even notice he was doing something momentous. But both our lives were utterly changed.

I know I sound snarky, but I'm completely sincere. I'm a fan now. I go to Midwestcon every year. My social life revolves around my local fan group. Practically everybody I know is a fan. I'm married to a fan. My first job: I worked for an SF writer—and eventually became one (What? You've never heard of me? Check out my novel *Mirror Maze* from Pyr Books!).

But when it comes to sheer devoted fannishness, I can't hold a candle to Chris. I always get to Midwestcon? Chris always gets to Worldcon, no matter how broke he is, or how far away it is. I read all the Hugo nominees? Chris sits on the WSFS Board that determines the content categories on the Hugo ballot. (Were you pleased to see the Hugo separating TV awards from movie awards? Grateful that graphic and YA novels now get some recognition? Thank you, Chris.)

So, I wrote a book (and a bunch of stories and an anime column)? But Chris has written several thousand reviews, Letters of Comment (LOCs) and fan essays. I have a lot of fan friends? Chris knows *everybody* (Really, he does. Even if you only met him once, and that more than five years ago, don't worry. He remembers you.).

And now he's Fan GOH at Windycon—the first non-Midwestcon con I ever went to. I loved it then, and I love it even more now for offering my beloved kid brother this honor. You've made a great choice.

-Michael Jordan

Guests

Mark Aronson

Mark published his fanzine *Tomorrow And...* and began attending fannish gatherings hosted by George Price. This led to him meeting and marrying Lynne and then founding ISFiC and Windycon. Along with Lynne, he co-chaired the first three Windycons before they moved to Cincinnati. In addition to his fannish activities, Mark has published a handful of short stories.

Lynne Aronson

Lynne was brought to fannish gatherings at George Price's home by Phyllis Eisenstein. It was at these gatherings that she met Mark, whom she would eventually marry. They were among the founders of ISFiC and co-chaired the first three Windycons. She organized the Great Noreascon Two One-Shot Chorale at the 1980 Worldcon in Boston.

Alex Eisenstein

Alex is a Chicago area author, editor, artist, and convention runner. He 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 and has loaned work from his extensive art collection for special exhibits at Windycon, Chicon, and other conventions.

Phyllis Eisenstein

Phyllis has published six novels and more than forty shorter works in science fiction, fantasy, and horror. Her stories have appeared in anthologies and every major genre magazine. She has taught SF and fantasy writing at the Clarion Science Fiction Writers Workshop, Oakton Community College, and the Writers Digest School. Her collection *Born to Exile* won the first coveted Balrog Award.

Eric Flint

Eric is known for his alternate history and humorous fantasy adventures. He is well known for the novel *1632*, which launched the "Ring of Fire" series. He is the recipient of the most recent Sidewise Special Achievement Award for his support of alternate history through the vast community that has built up around this "Ring of Fire" works. He is a longtime labor union activist and holds a Masters Degree in history.

Elizabeth Anne Hull

Betty taught SF and creative writing at Harper College for more than 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

When Jody isn't spoiling cats, she has found the time to publish more than 45 books and more than 120 short stories. She has collaborated with Robert Asprin on eight books and continues Asprin's "Myth-Adventures" and "Dragons" series. Her recent books include *Moon Beam* and *Moon Tracks*, both co-written with Travis S. Taylor, *Wishing on a Star*, and the "Imperium" series.

Mike Resnick

Mike was one of the founders of Windycon and he has gone on to have a successful career as an author. According to *Locus*, he 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 U.S., France, Spain, Japan, Croatia, and Poland. He is the author of 70 novels, over 250 stories, and two screenplays. He is the editor of 41 anthologies. He was the Guest of Honor at Chicon 7, the 2012 Worldcon.

Tom Smith

Tom is a master of improv weirdness and the Grand Poobah of Punnery, bringing songs and silliness for the entertainment of all Windycon attendees. His shows are always nuts and he's always singing something new, sometimes so new it is the first time he's hearing it. Check out his website, hang onto your brain, and live the "Myth of Smith."

Con Suite

Allergen alert: Con Suite will have a nut station with creamy & crunchy peanut butters, Nutella, jam & jelly.

Friday Dinner Menu

Baked potato / taco bar

Vegan and GF foods to include textured vegetable protein (TVP) / taco seasoned TVP

Breakfast Menu

(Served Saturday and Sunday)

This year we will be serving a cold breakfast each morning, consisting of bagels, yogurt, muffins, Danishes, fruit, Pop Tarts, cereal, and cereal bars

Vegan and GF yogurts, almond, and soy milk

Saturday Lunch Menu

Hot dogs

Vegan vegetables and tofu in marina sauce over brown rice

Saturday Dinner Menu

Pulled pork sandwiches / smoked beef brisket

Vegan not chicken and Asian vegetable mixture in GF teriyaki sauce / not beef and vegetables in GF Chinese brown sauce all over brown rice

Sunday Lunch Menu

Cold cut sandwiches.

Vegan navy beans in tomato sauce over brown rice / Quinoa pasta salad with TVP / Chickpea and edamame salad

Bheer

1. Red cups do not leave the Con Suite. Ever.
All red cups, which are to be exclusive vessels for bheer, 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 ghods and bheer whences 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 ghods and bheer whences may request to see your government issued driver's license or state id at any time.
4. The bheer ghods and bheer whences 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.



Social Media

Windycon's Social Media team welcomes you to this year's con. We will be wandering around taking photos to post on Windycon's social media platforms. If you do not want to be photographed please place a fluorescent green sticker on your badge in the upper right corner. These stickers will be available at registration and are removable so they will not damage the badges. Thank you and we look forward to a great con!

Parties

Unlike media conventions, or comic conventions, Windycon doesn't roll up its doors the moment the Dealers' Room closes. No! We are just getting warmed up! Around 9:00 p.m., after everyone has had a good dinner, the parties start opening their doors.

Parties will cover three floors of the hotel, filled with people, cruising from one party to the next, dressed in awesome hall-costumes, hanging out, and enjoying the evening. It's the place to see and be seen!

Each party you enter is working hard to win awards for Best Food, Best Alcoholic Drink, Best Non-Alcoholic Drink and the coveted Best Party Award! Most parties stay open until 1am, although some of the more dedicated party throwers hold out until 3:00 a.m. or later!

Confirmed Parties

- Barfleet
- Books & Beer (Fri/Sat nights) / Coffee is for Closers, Bacon is for Buyers (Saturday AM) Rook Creek Books
- Dorsai Irregulars
- Dark Crystal / Snuggly Otter Society
- Elvin Toast
- GT
- Minneapolis in 2073
- Pirate Party
- Numbskul Horde
- Royal Manticoran Navy

Amateur Radio

Come to room 1633 in order to enjoy year four of the DuPage Amateur Radio Club running our own Windycon Special Event Station, W9W.

This is your chance to get on the air and see what 100 watts and a wire can actually do. We'll be running single-sideband (SSB), which is voice communication, good old-fashioned Morse Code, and digital modes, including Radio TeleTYpe (RTTY) using a device that looks like it came straight out of steampunk. Have fun with this chance to get on the air and work the world.

73

N9MUF and W9DUP

Photo Studio

The photo studio at Windycon will be hosted by Bruce Medic Photography & Squirrels Nest Photography.

The studio will be set up from 6:00 p.m. until 9:00 p.m., so bring your favorite cosplay or multiple, get your professional portraits taken, and then download the images after the con. There is no fee for this event or for the images afterwards. This event is part of your membership at Windycon.

Come have some fun, a few laughs, and get some great pictures of your costumes and your friends. No Costume? No problem! Come on by to get your pictures taken anyway!

Art Show

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

On Saturday evening, the Art Show will hold a reception and tours of the exhibits until the show closes.

Fan Choice Awards will be given to the artists who receive 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 work artwork, so make sure you look at everything.

The Art Auction will be at 8:00 p.m. on Saturday. Our illustrious auctioneers and their crew provide some of the best entertainment at the convention, so come to watch, bid, 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.

While the Print Shop will be open on Sunday, the Art Show will only be open to allow for art pickup and for artist checkout.

Gaming

Welcome to another year of Windycon Gaming. You can find us easily enough by walking through the lobby doors, taking a quick left, and then a quick right and follow the noise of other gamers deep in their endeavors.

Be it trying to be the last person standing, the one to cure a plague, to survive that dungeon crawl that 'looked' easy, or simply trying to play your cards right, Windycon offers you the chance to adventure beyond the walls of the Westin.

There will be tables reserved for specific games at specific times throughout the weekend. Come sign up and play instead of picking out a game and trying to find players. If there are not enough people to play 15 minutes after the scheduled start time, the table will be released back to open gaming. There will also be a board where people can post messages looking for players for a particular game at a particular time.

Along with the tables, this year, we will also have a stockpile of games for folks to come in and play so come on by and play. Feel free to ask about hosting your own games because we'll (almost) always have table space free. Representatives from Catalyst Games will be on hand to demo *Classic Battletech*.

Windycon Writers Workshop

For the umpteenth straight year, Windycon is hosting the Windycon Writers Workshop. These are critique-session workshops for short fiction or novel excerpts up to 7,500 words. The sessions include two other entrants, a moderator and three pros. The sessions take place in the hotel, but away from the fray of other con activity.

The workshop is coordinated by Nebula Award-winning author and teacher Richard Chwedyk. The pros in past years have included Sue Burke, E. E. Knight, Jody Lynn Nye, Bill Fawcett, Betty Anne Hull, Richard Garfinkle, among many, many others.

Work still "in progress"? Check out the offerings from the Rock Creek Book Writing Room. Details to be found elsewhere in Programming information.

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In Memoriam

Paul Dale Anderson (1944-2018)

Vern Anderson (1949-2019)

William Goldman (1930-2018)

Frank Johnson (1953-2019)

Jennifer Adams Kelley (1963-2019)

Beryl Turner (1965-2019)

Gene Wolfe (1931-2019)

Barbara Wright (-2019)

Gene Wolfe: An Appreciation

The first thing you would probably have noticed about the self-effacing, plump and balding man at the end of the panel table was the magnificent walrus mustache. His voice was a bit higher than you would think. As Gene Wolfe began to speak his deep intelligence and twinkling sense of humor would appear. Once you met him, you wanted to get to know him better. Every conversation was a treat, and every visit a privilege.

My husband Bill and I were lucky enough to become friends with Gene and his wife Rosemary, to whom he was devoted over their long marriage. As we lived only a couple of miles from their modest little home in Barrington, Illinois, we were able to see them a few times a week. Gene had a wealth of stories about his early life in Texas, punctuated with tales about his interesting relatives, such as his father who owned a diner that had a host of visitors including, once, a cowboy on his horse; and his Uncle Cookie the sheriff. He related stories of his days in the Army and being deployed by ship to Korea. We heard about meeting Rosemary and the two of them raising their four children, and when he went into engineering and helping to design the machine that canned Pringles without breaking them (yes, really!). I loved his stories about attending early science fiction conventions, including meeting who he thought was Frederik Pohl to thank him for buying his first SF story (it was Lester del Rey, but I digress). He was devoted to his Catholic faith. The church brought him comfort during Rosemary's long illness and passing.

If you were not fortunate enough to enjoy Gene's company in his lifetime, at least you have his books. Gene was one of the finest writers, not only in science fiction, but in all fiction. I know that he wrote very slowly compared with many other authors. Five hundred words was a good day; a thousand was a burst of energy. Yet, those few were carefully and meticulously crafted, seldom if ever in need of a rewrite. Like Humpty Dumpty in *Through the Looking Glass*, he paid his words to mean exactly what he wanted them to. His writing was less prose than poetry, yet he was so modest about his talent.

The New Sun series is considered his greatest work. A tetralogy, with a fifth book as a coda, is like a lotus flower. It keeps on opening and opening, revealing more and more rows of petals. Just when you think you have reached the center of the complexity, you find still more petals. The heart itself is well worth waiting for. Gene's storytelling will delight, befuddle, horrify, and fool you, but it will leave you deeply satisfied. He was a great writer and a great man.

-Jody Lynn Nye

Define "Space Opera"

C.J. Cherryh

Space opera—the joys of my youth: *Flash Gordon*, *Tom Corbett*, the originals. The stuff like those. Probably the original *Star Wars* film.

Bob Eggleton

Stupid fun in outer space. No sense, no logic, just things that blow up and go pew pew.

Geoffrey A. Landis

I think in modern science fiction, "space opera" is defined by broad scope, colorful spectacle, and action adventure in a science-fictional setting. It's the equivalent of high fantasy adventure, but with a science-fictional background instead of magic. And, of course, space opera almost always features astounding super-science (if nothing else, it's gotta have interplanetary travel). With that said, most space opera doesn't pay much attention to the rigor of the scientific background: it's about the action and the spectacle, not about the plausibility of the world-building. Most often, the action is about space battles, in the same way that the action in westerns is about gunfights, but I wouldn't put that in the definition (just as I wouldn't put gunfights into the definition of a western.)

Jack McDevitt

I like to think of it as something more than simply wars with aliens or between human colonies. In fact, I'd generally want to leave out the wars altogether. My preference is to a plotline that plays out against a backdrop, or maybe is central to, some aspect of space travel. Examining the effect that a surprising discovery might have, like for example encountering aliens who are much more intelligent than we are, or doing archeological work on a world with a dangerous environment, or establishing communication with intelligent aliens who are, perhaps, whale-like creatures swimming through the atmosphere of a gas giant (as in the David Creek story "Beyond Human Measure").

Mike Resnick

Rather mindless wars in space, in which the Right Side is never in doubt.

Robert J. Sawyer

Action-adventure stories set in outer space with little or no regard to scientific accuracy.

Allen M. Steele

Space opera is the subgenre of science fiction where outer space supplies the backdrop for stories of high adventure. Swashbuckling action, heroic characters, vast extraterrestrial panoramas, and improbable yet plausible super-science are the dominant features. Space opera differs from SF's more realistic treatments of space exploration in that verisimilitude is usually given a second priority; in space opera, adventure is the major focus.

Space Opera Bibliography

Leading up to Windycon, we asked fans and authors to recommend the novels and short stories they considered to be the best examples of space opera. When looking through the Dealers' Room, here's their recommended list of works to look for.

- | | |
|--|---|
| Brian Aldiss (editor), <i>Space Opera</i> | Keith Laumer, <i>Galactic Odyssey</i> |
| Poul Anderson, <i>Ensign Flandry</i> | Keith Laumer & Rosel George Brown, <i>Earthblood</i> |
| Isaac Asimov, The <i>Foundation</i> series | Anne Leckie, <i>Ancillary Justice</i> |
| Iain M. Banks, <i>The Algebraist</i> | Sharon Lee & Steven Miller, <i>Agent of Change</i> |
| Iain M. Banks, <i>Consider Phlebas</i> | Anne McCaffrey, <i>The Crystal Singer</i> |
| Iain M. Banks, The Culture series | Anne McCaffrey & Elizabeth Moon, <i>Sassinak</i> |
| Iain M. Banks, <i>Excession</i> | Jack McDvitt, <i>A Talent for War</i> |
| Alfred Bester, <i>The Stars My Destination</i> | Elizabeth Moon, The Esmay Suiza series |
| Leigh Brackett, Anything by Leigh Brackett | Elizabeth Moon, The Herris Serrano series |
| Tobias Buckell, <i>Sly Mongoose</i> | Elizabeth Moon, The Suiza and Serrano series |
| Lois McMaster Bujold, <i>A Civil Campaign</i> | Elizabeth Moon, The Vatta's Universe series |
| Lois McMaster Bujold, <i>The Warrior's Apprentice</i> | Larry Niven, <i>Ringworld</i> |
| John W. Campbell, Jr., <i>The Black Star Passes</i> | Larry Niven, "The Slaver Weapon" |
| John W. Campbell, Jr., <i>Islands of Space</i> | H. Beam Piper, <i>Lone Star Planet</i> |
| John W. Campbell, Jr., <i>Invaders from the Infinite</i> | Frederik Pohl, <i>Gateway</i> |
| John W. Campbell, Jr., <i>The Mightiest Machine</i> | Alastair Reynolds, <i>Redemption Ark</i> |
| James S.A. Corey, The Expanse series | Eric Frank Russell, <i>Men, Martians and Machines</i> |
| Ray Cummings, <i>Tarrano the Conqueror</i> | Eric Frank Russell, <i>Wasp</i> |
| Colin Greenland's <i>Take Back Plenty</i> | John Scalzi, <i>Old Man's War</i> |
| Edmond Hamilton, The Captain Future stories | Dan Simmons, <i>Endymion</i> |
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| Edmond Hamilton, <i>The Star Kings</i> | E.E. "Doc" Smith, <i>Lensman</i> series |
| Harry Harrison, <i>Star Smashers of the Galaxy Rangers</i> | E.E. "Doc" Smith, <i>Skylark</i> series |
| M. John Harrison, <i>The Centauri Device</i> | Allen Steele, <i>Clarke County, Space</i> |
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Suggested by Bryan Barrett, Jeffrey Allan Beeler, Joella Berkner, Ross Chamberlain, Graham Charnock, Blind Lemming Chiffon, Richard Chwedyk, Rich Coad, Juanita Coulson, Steve Davidson, Pawel Dembowski, Bob Eggleton, Nic Farey, Gordon Garb, Janice Gelb, Janice Hillman, Julia Hilton, David Hobson, John-Henri Holmberg, Andrew Hooper, Val Hoski, Geoffrey A. Landis, William Leininger, Barry Lyn-Waitsman, Jack McDvitt, Perry Middlemass, Mark Olson, George Peterson, Mike Resnick, Juan San Miguel, Robert J. Sawyer, Alison Scott, Darrell Schweitzer, Joyce Scrivner, Michael Shannon, Al Sirois, Bobby M. Smith, Allen M. Steele, Ian Stockdale, Steven Keith Tait, Matthew B. Tepper, David Truesdale, Leslie Turek, Pat Turner, Pablo Vazquez, George Wells, and Alan Ziebarth.

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The Windycon Dealers' Room is located in Sections A-F of the Grand Ballroom.

The ballroom is on the main level of the hotel, to the left of the main lobby. There you will find a horde of eager merchants willing and able to trade you treasures for your money. Remember that the holiday season is fast approaching, and that it's *never* too early to begin shopping for fannish family, fannish friends, and (even) fannish you!

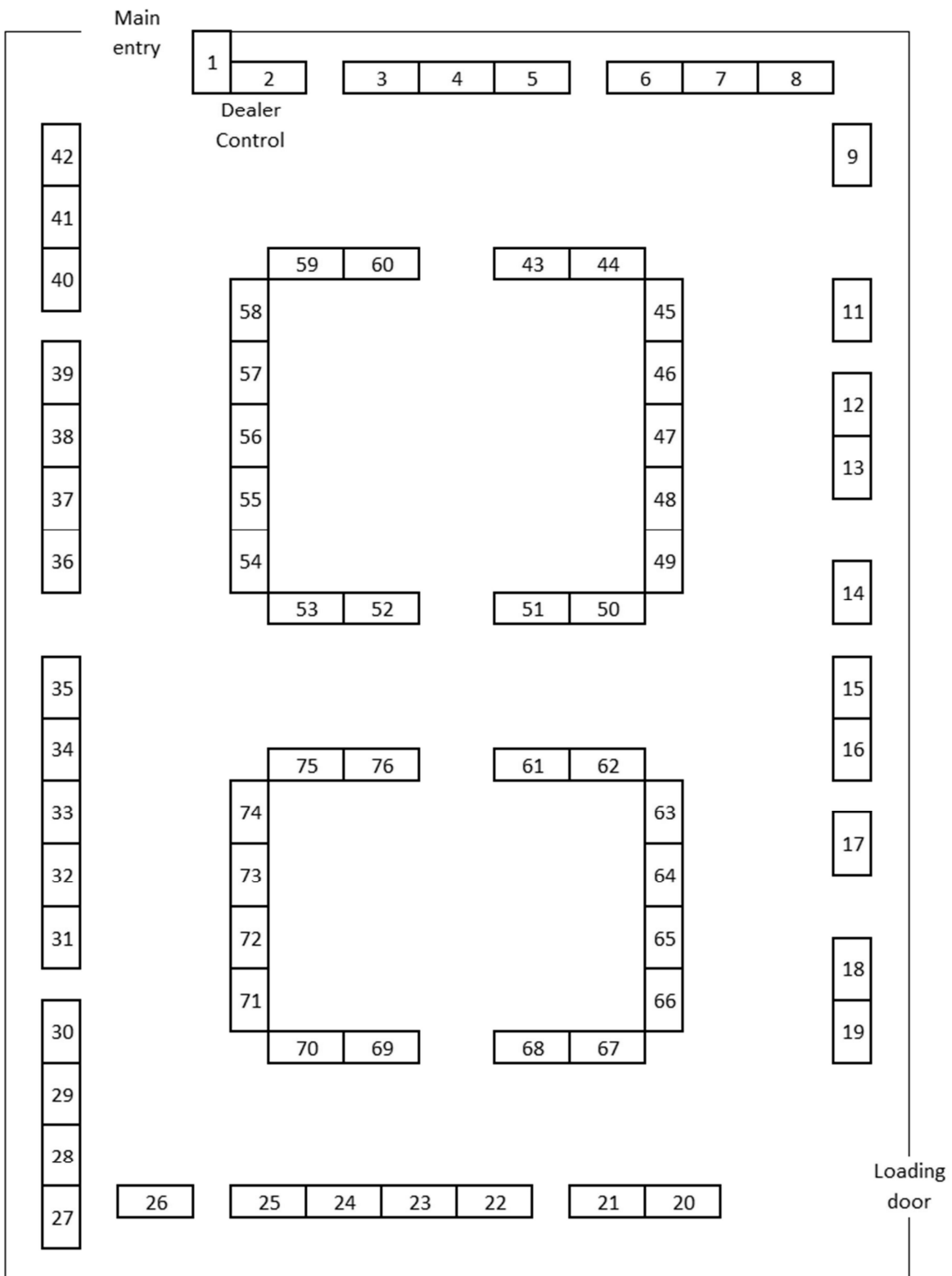
HOURS

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

The public is prohibited from bringing food or drink into the Dealers' Room.

This list of dealers may change due to cancellations or further additions.

We will have a room layout and dealer location guide available just inside the Dealers' Room entrance, near the Dealer Control Table.



Windycon 2019 Dealers' Room

ISFiC Writers Contest

Dead Man Stalking

John M. Cowan

Since 1985, ISFiC has been holding a writing contest for beginning authors of science fiction and fantasy. Our annual convention, Windycon, emphasized the literature of science fiction and we strive to encourage new writers.

There is no entrance fee, but the entrants must not have been paid for any previous work of fiction. The winner will be contacted beforehand, so they can attend the convention and receive their prizes. The winning story is published in the Windycon program book and on the ISFiC website (www.isfic.org).

Write your own stories and submit them: the rules and deadlines appear each year on the Windycon website. Feel like you aren't quite ready, each year, Windycon hosts a Writers' Workshop, sign up for it and have your stories critiqued by professional authors and editors.

Congratulations to this year's winner, John M. Cowan, for his story "Dead Man Stalking." An honorable mention was awarded to Andrew Reising for the story "Charon's Resignation." ISFiC would like to thank Tracy Townsend for coordinating this year's contest and Barbara Barnett, Neil Litherland, and Megan Mackie for judging.

My name is Thomas Hale Jurgen. I used to be a reporter. Now I'm a private detective. I'm not very courageous. I try to stay out of trouble. But my cases, like my news stories, keep taking me into strange supernatural territory...like this one.

* * *

Unlike most detectives in books and on TV, I don't have an office—or a secretary. They're expensive. So I usually meet my clients in coffee shops or their workplaces. Sometimes at their homes. Like today.

I met Becky Osher and her husband Ryan in their small house north of Chicago. Their 8-year-old son was at school.

"We need to show you something," Becky led me through the house to the living room. She was short and plump, with brown hair tied back in a ponytail. "Ryan! It's Tom Jurgen. The detective."

Ryan came out of the kitchen, wiping his hands on a dishcloth. He shook my hand warily. "Thanks for coming. Coffee?"

I let him bring me a big mug from the kitchen and sat down as Becky hooked a laptop into their TV. Ryan picked up the remote. He was thick and husky, with a thin beard, but he looked like he wanted someone else to take control of things. He pressed a button. "Okay. Yeah. This is it."

In a big sunny park, Becky threw a Frisbee with a small red-haired child. He wore loose shorts and a Chicago Cubs cap two sizes too big for his head. He jumped up for the big blue disk sailing through the air.

"That's Stevie." Becky plopped down next to Ryan on the couch. "This was last Saturday."

"Catch it, mommy, catch it!" Stevie laughed. The Frisbee hit the ground. Becky ran up and snatched it off the grass, and then she grabbed Stevie up in a hug and whirled around, laughing.

"There." Ryan paused the video. "Next to that tree."

A red-haired man in jeans and a dirty sweatshirt, peering around the thick tree trunk. His face wasn't very clear, but I saw a bony jaw and wide ears.

"That's Kirk Hess." Becky's voice was tight. "He's Stevie's father."

I stared at the plasma screen. "You're sure? The picture's not very clear."

"She's positive." Ryan turned off the video.

"Stevie doesn't know yet. I'm afraid..." She shivered. "I don't want him in my life."

Child custody...absent father...stalking...I thought about the angles. "So he hasn't tried to contact you?"

"No." She shook her head. "That's the first time I've seen him in nine years."

I nodded. "Okay. I can probably locate him. You'll want a lawyer to handle the rest, but I'll need—"

"Here." Becky picked up a manila folder from the table in front of her. "This has everything I know. His last job, his mother's address—he moved back in with her when we broke up. And..." She dropped the folder on my legs. "I've got pictures. A few. If you need them. I can e-mail them to you."

"You still have pictures?" Ryan rocked back on the couch. "Geez. I thought—"

"I couldn't just burn everything!" She closed her eyes, fighting tears. "Stevie might want them. Someday."

"Yeah. Of course." He patted her arm. "It's all right."

I felt like I should go wait in another room. But after a moment, Ryan looked up at me.

"It was at Leafview Park," he said. "A few blocks from here."

"I appreciate your being organized." I picked up the folder and stood up. "I'll get right to work."

"Oh, and here's a check." Becky wiped her eyes and managed a smile. We'd discussed fees on the phone.

"Thank you." I wrote out a receipt. "I should be able to get back to you in a few days. Like I said, you should have a lawyer ready."

Child custody cases are messy. But I've had worse. Vampires, homicidal shapeshifters, demons...I was almost happy to have a normal human case for once.

* * *

Becky Osher called two days later, out of breath and scared. "I just saw him again."

"Okay..." I gulped my coffee. "What happened?"

"This morning. I was driving Stevie to school. He was two blocks away from our house! Have you found anything?"

I was in my apartment, my laptop on the dining room table as I double checked the information I'd gotten. Looking for some hole. But there wasn't one. "There's a problem."

"Oh, God. What?"

"Kirk's dead."

A short pause. Then: "What the hell?"

I clicked on a brief newspaper article on a local news website. "It was a car accident, seven months ago. Did Kirk have any brothers, or a cousin—"

"Just a sister. And I know it was him! I lived with him almost two years. Damn it! Are you sure?"

I had PDFs of the obituary, the police report, and the death certificate. Everything lined up with the information Becky had given me.

Which meant this wasn't a simple stalking case. Damn it.

"I'm going to check out a few...alternatives." No point in freaking her out yet. "In the meantime, be careful."

"Oh, for Christ's sake!" I heard her pound something with her fist. "What are you talking about?"

I leaned back in my chair. "Well, is it possible he faked his death for some reason?"

Becky snorted. "Oh, please. He's not that smart."

"Then..." I had to say it. "Listen, I'm not a kook, but I've had some experience dealing with, uh, supernatural stuff. If Kirk is really dead—"

"Are you serious?" Becky's voice rose. "I mean..." Then she seemed to absorb the idea. "Okay. He's dead. A ghost, a zombie, whatever. What do I do?"

I used to be a reporter. I'm used to editors, cops, and lawyers telling me I'm crazy. But once people accept impossible

things, they sometimes listen. "Like I said, you need to be careful. I just need to check out some possibilities. Don't get close to Kirk if you see him again."

"Okay." She took a deep breath. "Okay. Just—please call me when you know something."

"I will."

"This is a nightmare." She hung up.

I've been called tenacious. Also a stubborn asshole. But part of being a good reporter—or a detective—is knowing who to call when you need help.

So I called my friend Rachel. "Are you home? Can I come up?"

"What?" She yawned theatrically. "Sure. Just let me just get this handsome, muscular sailor out of my bed and on his way. Go away, you! Scat! Back to your boat!"

Joking. I hoped. "I'll be right up."

Rachel's a graphic designer. She lives in the apartment upstairs in my building.

Red hair and hazelnut eyes, she's psychic, at least a little. She knows magic—a little. And she's my girlfriend—at least a little.

It's a complicated relationship.

I knocked. Rachel opened the door right away. "Hi, Tom. What's going on?"

She was in cargo shorts and a camouflage sweatshirt, her feet bare. I tried to remember the case I was working on. I'm a professional. "I need some help."

She smirked. "You got another weird case?"

"You know me too well."

"Okay, come on in. I've got coffee."

Inside she poured me a cup of coffee and then sat down on the floor, crossing her feet in some kind of yoga position. "So? What's the deal?"

The coffee was strong and hot. I sat on a chair and next to the table and tried not to stare at her legs. "It could be just an insurance scam, but there are other possibilities."

She shifted around on her oriental rug. "Do tell."

I hesitated. "Do you know anything about necromancy?"

Rachel giggled. "You get me hot when you use big words."

"I'm talking about bringing people back from the dead."

"I know." She sat forward, serious for the moment. "It's bad magic. Hard to control. Are you talking about zombies, or what?"

"I'm not sure yet." I still wanted to hope this was all just an insurance scam. "There's a guy stalking my client. He's supposed to be dead. I've got a few leads, but I want to hit all the bases."

“Uh-huh.” Rachel patted my leg. “And you want me to do what?”

I’d been thinking about this for the last few hours, ever since I’d realized that Kirk Hess was supposed to be dead. “How could he come back? And what do I have to do to send him away?”

“Huh.” Rachel picked up her cell phone. “It’s not exactly my area of expertise, you know? I guess I can talk to a few friends.”

Rachel has friends with even weirder lives than mine. I slurped the last of my coffee and set the cup down. “Thanks. I have to go make a visit.”

She paused in mid-scroll. “Right now?”

“I’ll buy you dinner later.”

“It better not be pizza again.” She gazed at her contacts list. “Okay, this one might help. Hey, where are you going, anyway? A graveyard?”

“Scariest.” I stood up. “The dead guy’s mother.”

* * *

Lulu Hess’s small west side house was surrounded by a narrow lawn thick with dandelions and weeds. A small battered Subaru sat in a driveway next to the side door. I walked up two steps onto the porch and rang the doorbell. And waited.

Two more rings. Maybe the doorbell was broken. I knocked.

The door opened right away.

Tall and skinny, in jeans and a gray T-shirt, Kirk’s mother looked me over with a grimace on her face. “You’re Tom Jurgen?”

I’d called ahead. “Yes, ma’am. Thanks for seeing me.”

Her living room was filled with candles. Also photos of her son. I recognized Kirk from the handful of photos Becky had e-mailed to me, but the room was filled with framed images of him.

One red candle burned in front of a large photo of Kirk in the corner, like a shrine, surrounded by some personal items: a belt buckle, a pocket knife, and a silver ring.

Lulu sank down onto a couch. She had short stringy gray hair and teeth stained with nicotine. A long coffee table held a stack of true crime paperbacks, a pack of cigarettes next to a full ashtray, a half-empty jug of red wine, and an empty glass. “Oh, I’m sorry. Drink?”

I’d learned a long time ago, working as a reporter, never to turn down a cup of coffee, a glass of water, or anything else that a potential source was willing to offer. It helped build rapport. I perched on the edge of a chair. “Whatever you’ve got.”

“Just a second.” She hopped up and darted into the kitchen. A moment later, she returned with a tiny juice glass. “This is clean.”

“Thanks.” I sipped the wine cautiously and restrained my gag impulse. “Nice.”

“Nice and cheap.” Lulu poured herself a drink and sat back. “What can I do for you, Tom Jurgen?”

“Like I said, it’s about your son.” I wanted to phrase this carefully. “There have been some questions about his death.”

“I hope they’re going after those asshole friends of his.” She lit a cigarette. “They’re why he got killed.”

“What friends?”

“Martin. And Pablo.” She exhaled smoke. “Not a ‘gang’ gang, I guess, just a couple of punks. I told Kirk not to get in with them, but he started up with them when he was sixteen or seventeen. Breaking into houses, stealing liquor, all that stuff. At least he never got caught. His sister Lori was a lot worse. Hanging out with, you know...” She leaned forward, her voice a raspy whisper. “Those black kids.”

I kept my face neutral. I wanted Lulu to talk to me, and an argument wouldn’t get me anywhere. “Is she here? Kirk’s sister?”

“She’s down in Florida. With some weird friends.” Lulu poured some more red wine into her glass. “Look, I don’t mean anything. I’m not a racist or anything like that. It’s just...”

She hung her head down. “Their father—he ran off. I’m on my own here. I did the best I could. It wasn’t easy, you know? You know?” She gulped the wine down. “What’s this all about, anyway?”

I gazed at the burning red candle in the corner. “Can you tell me about Kirk’s accident?”

“Well, he was out doing something with those morons.” She shook her head. “You got kids?”

I shrugged. “No.”

“Well, you know what they’re like. Even when they’re grown up. They never listen.” She stabbed her cigarette out. “You want to find out how he died? You go talk to Martin. Martin Castille. He’s the crap friend. You want drugs? He’s the guy to go see. Pot, meth, all that stuff. I tried to keep my boy clean. Lori too. She’s okay now. She calls me mostly every Sunday, and she comes home for Christmas and Easter. Some years.”

I looked around the room. Lots of images of Kirk, but none of a sister.

Lulu lit a new cigarette and looked up at the ceiling. “Kids. You do your best. At least I still got my Lori.” She sat up and stared at a big photo of Kirk on the TV. He looked sort of handsome, with thicker dark hair than I’d seen in any of Becky’s pictures, and dark eyes like an owl in the night. “I just want him back.”

The smoke was making me nauseous. I stood up. "I'm sorry about all this. And I appreciate your time."

She took a big swallow of wine. "No problem. Hope it's a help. You need anything else?"

She looked ready to fall asleep, or maybe just pass out. She didn't want more company, and I'd learned all I could from her. Except..."Can you tell me where I could find Martin Castille?"

* * *

"There are all different ways of bringing people back from the dead." Rachel was on my phone as I sat in my Honda, parked in the small parking lot in front of the convenience store where Martin Castille worked, about five miles from the Osher household. "That's what my friend Carrie says, anyway. Are we talking about ghosts or actual bodies?"

Clouds littered the mid-afternoon sky. I rubbed my eyes. "This one was picked up on video. Does that make a difference?"

"Maybe. It used to be you couldn't get pictures of vampires because of the mirrors, but digital cameras changed that. Are you getting anywhere?"

"I don't know." I could see Martin at the cash register—or at least, a man who matched Lulu's description. Tall guy with a gold earring and the thick arms of a bodybuilder in a tight T-shirt. But he seemed cheerful as he rang up customers with cases of beer or big bags of Doritos. Watching them made me hungry. "I'm following a lead."

"Dead people don't have anything to lose." Rachel's stereo played Black Sabbath in the background. "You be careful, all right? I want you back here sometime. Don't be stupid."

"Me? Never."

I didn't know how long Castille's shift was. The store was open 24 hours. He could be here all day. I took a deep breath and checked the Taser in my windbreaker.

I pushed the car door open. Maybe I could just saunter into the store and buy some Doritos. And a six-pack of beer. And ask Martin how long he'd worked there, and what else he did in his spare time, and if he knew a guy named—

Kirk Hess.

He was standing next to a garbage container at the side of the shop. Red hair, jeans, and a dirty sweatshirt. Just like in the video.

Okay. Ghost or zombie? A ghost couldn't hurt me, right? And a Taser would shock a zombie—I hoped—if that's what he was.

I crossed the parking lot, my feet feeling like heavy wood. "Kirk?"

His head jerked toward me. His eyes were gray and blank, as if he didn't really see me. I had Becky's pictures on my phone. Kirk was younger in them—smiling, laughing, scowling. Now he looked gaunt, like a scarecrow. Confused. But the same guy.

"I'm a friend of Becky." I peered at his eyes, looking for some flicker of recognition. "You remember her? Becky?"

He blinked. Just once. "B-b-beck..."

I stayed back, ready to zap him with my Taser and run. But I had to at least try talking. "Why are you here?"

He leaned back. "You—you..."

Me? He didn't know me, so that didn't make any sense. Until I started to turn around, and a fist hit the back of my head.

I staggered forward, red stars swimming in my eyes. "Uh, what..." The big glass window in front of the door was slick, but I managed to stay on my feet and turn around, grunting as I tried to keep my stomach from lurching upward. "Hey, I'm trying—"

It was Castille. "What the hell is..."

Then he looked past me. "Kirk?"

Kirk stared back. Still no sign that he recognized his friend. Or even really saw anything.

"Martin!" A man ran up behind him. He wore a leather jacket and a black baseball cap. "Who's this guy?" He shot me a glare that said he'd had no problem mashing my face into compost.

"M-Martin." Kirk's lips curled in a grisly smile. "Mar-tin?"

"Oh, holy..." The leather jacket guy reared back. "Is that—"

Castille ignored him. "Yeah, Kirk, it's me." He took one step forward.

I tensed, hoping to run for my car. But Castille stopped. "Okay, Kirk." He backed away, as if he'd suddenly decided diplomacy might be smarter than fighting. "Just tell me where it is." He lifted a hand. "Come on, Kirk, tell me!"

I looked between the two of them. "Hey, Martin?" My voice shook. "You know, uh, he's—"

"Shut up!" Castille lurched around me and grabbed Kirk's sweatshirt. Kirk looked confused, but Castille clung to the collar, his arm shaking. "Come on, you son of a—"

Kirk moved faster than any of us expected, slamming his big left fist against Castille's jaw.

Castille yelped and tumbled against me, knocking me against the glass. Kirk wheeled around, almost falling over, and then he lumbered around the corner of the store, his feet clomping on the concrete like a rampaging bull.

"Goddamn it!" The leather jacket guy chased him.

"Son of a bitch." Castille spit on the concrete. "Get him! Get..." Then he remembered me. "Who the hell are you?"

Lots of answers flooded my mind, but I didn't think he'd listen to any of them. So I said the only thing I could think of that might make him slow down before he took out his frustration on my face. "You know Kirk is dead, don't you?"

Castille rubbed his hand across his cheek. A bruise was already darkening. "Of course I do. Pablo?"

The leather jacket guy—Kirk’s friend Pablo, apparently—returned from the behind the store. “He’s gone. Again.”

“Goddamn it.” He wiped a hand on his jeans. “Get this guy out of here. I still got to finish my shift.”

“Come on, asshole.” Pablo yanked on my windbreaker.

I let him pull me across the parking lot as Castille went back inside the store. “Wait a minute. Can we just talk?”

“About what? Who the hell are you, anyway?” He shoved me against a random car. “You ought to just get out of here now if you’re smart.”

Courage is not my middle name, and nobody’s ever accused me of being smart. Stubborn, yeah, according to any number of editors and cops. And Rachel too, for that matter. Although I like to think it turns her on.

“I’m a private detective.” I held my hands up. “Tom Jurgen, I’m trying to find out what’s going on with Kirk Hess.”

“Kirk’s dead.” He glared at the corner of the building. “You just said that. I told you to get out of here.” He lifted his fist.

“Wait! Let me ask you one question.” Sometimes that worked. Sources would hesitate before throwing me out—or hitting me—if they thought I was ready to leave them alone.

Pablo lowered his arm. “What?”

“Why was Kirk here? What’s Martin talking about? And why is he stalking his old girlfriend?” That was three questions, but still...

Pablo blinked. “He has a girlfriend?”

That was one question too many. “A long time ago. What does Martin want from him? Why is he back?”

Pablo shoved my chest. “Get out.”

I may be stubborn, but I’m not stupid. I climbed into the Honda and left.

* * *

So what did Castille want from Kirk? And did it have anything to do with Becky?

Back home I went to my laptop and checked Martin Castille on the internet. His name popped up in a few articles. Arrested in connection with running a meth lab, charges dropped for lack of evidence. Questioned in a marijuana bust but apparently never charged. Scored a winning touchdown on his high school football team 11 years ago. Probably not relevant.

Rachel knocked on my door, carrying her own laptop. “How’s the ghost hunting?”

“I saw him for real. So did two of his friends.”

“Well, there are a couple of possibilities.” She sat down and opened her laptop. “If he’s a zombie, somebody brought him back. He doesn’t have a lot of free will, but he might have some memories, and if the zombie-maker doesn’t have a tight leash on him, he could get loose and start looking for reminders of his past life.”

That sort of fit, but I wanted to listen to everything. “What else? Do you want a beer?”

“Of course. Well, if he’s a ghost, he could have been called by a medium, or else he’s stuck here looking for something specific before he goes on to the next world. His ability to interact with this world would be limited—thanks.” She sipped the Heineken.

I thought about the bruise on Castille’s jaw. “Probably not a ghost.”

“Ancient necromancers brought back the dead using big fancy rituals with talismans and spells and that sort of stuff. I got this mostly from Wikipedia.” She clicked a page on her laptop. “They’d keep stuff from the dead guy, sometimes his clothes or body parts. Generally they’d do it with someone who’s just dead. After about a year they’d try bringing back a spirit instead of a body.”

“Charming.” I sipped my own beer. “How do you get rid of it?”

“Find the person who brought it back, make him stop the spell. Or if it’s a zombie, a shot to the head, if George Romero had it right.” She chewed her lower lip for a second, looking almost worried. “What’s going on, Tom?”

I started to explain when my cell phone buzzed. Becky. Or actually her husband.

“Mr. Jurgen?” Ryan sounded rattled. “We haven’t seen Kirk today, but now there’s a car outside our house. There’s a guy with an earring who looks like he took too many steroids, and another guy in a leather jacket.”

Damn it. This was my fault. I’d told Pablo about Kirk having a girlfriend.

Ryan was a client. I had to be honest. “They’re friends of Kirk’s. He came after them a few hours ago, and I was with them, and I told them—”

“Wait, wait!” He cut in before I could finish confessing my stupidity. “That means Kirk’s not just looking for Stevie, right?” Relief came through his voice.

“Maybe not.” Okay, I’d explain later. “Where are Stevie and Becky now?”

“She’s got him downstairs, watching videos. We can keep him inside all night, his bedtime’s in an hour. Are these guys dangerous?”

Castille had hit me from behind. And Pablo didn’t seem like any kind of a pacifist. “Just keep an eye on them. You can call the police anytime and tell them they’re watching you, and they’ll come out and get rid of them. His name’s Martin Castille.”

“Martin—Castille. Got it.”

I couldn’t just sit here, though. I looked at the clock on my wall. “I’ll be out there in half an hour, and I’ll talk to them. Call me if anything happens.” I hesitated. “And definitely call the police if they come up to the house.”

“Oh, God.” His voice shook. “What the hell is going on? I’ve got a gun upstairs, should I—”

“I wouldn’t do that,” I said quickly. A weapon could make the problem worse, fast. “But—do whatever you need to do. Just be careful and stay out of their way if you can.”

“All right. Thank you.” He hung up.

Thank you? He wouldn’t be saying that tomorrow morning. I’d be lucky if they let me keep the retainer.

“I’ve got to go.” I handed Rachel what was left of my beer.

“What is it?” She stood up. “Do you want me to come? Where are we going?”

I held up a hand. “No. Really. I’ll be all right, but if I have to worry about too many people it’ll just get too complicated.”

She crossed her arms, and for a moment I was sure she was going to argue with me. Or just slug me. Rachel doesn’t like people trying to protect her—and most of the time she didn’t need it. She could probably handle a ghost or a zombie.

But meth dealers, possibly armed? I didn’t want to find out.

So she dropped her arms, gave me the finger, and then leaned in to kiss my cheek. “Don’t get hurt. Jerk.”

“Number one on my mission statement.” I grabbed my jacket, checked my Taser, and left while I could still feel her kiss on my face.

* * *

I parked in the Oshers’ driveway to make sure Castille saw me. Then I called Ryan from my car.

“I’m going to go talk to them.” I was proud of how my voice didn’t shake. “If they’re still here after ten minutes, call the cops. If I wave, call the cops. If they get out of the car, call the cops.” I swallowed. “Basically, if they don’t leave—”

“Call the cops. I got it.” He almost laughed. “Be careful.”

I got out of the Honda. I was sure the entire block could hear my heart pounding as I walked down the driveway toward Castille’s car.

They watched me walking across the lawn. When I got close, Pablo rolled down his window. “What are you doing here, man?”

“You need to get out of here.” Again, my voice didn’t flinch. Maybe I was getting good at bravery. Or faking it. “The family in there is going to call the cops.”

“We’re waiting for Kirk,” Castille barked, keeping his eyes on the street. “You said—”

“Please forget what I said.” I jammed my hands in my jacket so they wouldn’t see my fingers shaking. “These people don’t have anything to do with your business.”

“You don’t know anything about our business.” He drummed his fingers on the wheel. “We won’t bother anyone. We just need to talk to Kirk for a few minutes.”

“Even though he’s dead?”

Castille jerked his head toward me. “I don’t care about dead or alive. If he can tell me what I want to know—”

“Martin?” Pablo pointed a finger. “Over there.”

Oh, hell. I stepped back from the car and looked down the street.

Kirk stood in the middle of the road, in the same clothes, the same blank eyes staring straight ahead.

Castille pushed his door open.

I waved my hand toward the house. *Call the cops! Right now!*

Many things happened at once.

Pablo got out of the car. He glanced at Kirk, then he looked at me. “What is this?”

Castille marched down the street. He had a pistol in his hand. “Kirk! Where is it?”

Then the door of the house opened. I expected Ryan with his own handgun, but instead it was Becky. Her face was pale, but her shoulders were high and straight, as if she was tired of being afraid as she stepped down onto her lawn.

Kirk saw her. He took a halting step forward.

“Come on, man!” Castille waved his pistol. “Just tell me where it is!”

“Kirk!” Becky screamed. “We broke up! Go away!”

Kirk lifted his head, ignoring Castille. “B-b-beck...”

Castille cursed and whirled around, waving his weapon at Becky. “Give me what I want, Kirk, or else—”

The gun went off.

Of course he missed her. He was twenty yards away, and even the best shot on the police force can’t hit a target at that range firing with one hand. Plus, he might not even have meant to pull the trigger.

Becky dropped to the ground, covering her head. Ryan ran out of the house, but at least he didn’t have his own gun. He just skidded to a stop next to his wife and shielded her with his body.

And then Kirk was running. Like before, faster than I figured any undead thing could move. But he was down the street and on top of Castille before I could think about grabbing for my Taser.

“Kirk! What—” Then Castille was flat on his back on the trunk of his car, shrieking like a dog being mauled by a lion. Kirk hit him over and over again, groaning with each punch.

I took a step forward. Maybe my Taser would stop him, or at least slow him down. But Pablo grabbed my arm. “What the hell is that?”

“It’s your friend.” I pulled my arm free. “What’s Martin looking for?”

“He had fifty thousand dollars in cash!” Pablo stared at the scene. “Then he got hit by a car! It belonged to us! It’s ours—”

Right. Money. I lifted my Taser. “So you can drive away right now, but they’re going to get you pretty soon anyway. Or you can stay here and argue with your pal after he’s done with Martin.”

I felt like Clint Eastwood. Except he probably never worried about soiling his underwear when confronting a bad guy. Pablo backed away from me.

Castille’s face was bloody, but at least Kirk wasn’t ripping out his throat. He just kept hitting him, like a metronome, one-two-three...

I raised the Taser. “Kirk! Stop it! Kirk—”

“Daddy!”

Stevie. An 8-year-old red-haired boy in pajama bottoms and a Snoopy T-shirt, running across the front yard toward Ryan, his arms flailing. “Daddy! I’m scared!”

Becky reared up. “No, Stevie! Get back in the house!”

“Mommy!” Stevie jumped between them, his hands searching for their arms. “Mommy!”

Kirk stopped. He stood up, blood on his fists, and stared at the little boy, his eyes alive for the first time.

He lurched forward. Stopped. Took another step.

Stevie was crying. “Mommy, mommy...”

Becky stood up. Ryan tried to pull her back down, but she pushed his hand away. “Kirk!” Her voice was a scream. And a threat.

I gripped my Taser with both hands. Castille’s pistol sat on the street. Pablo was—I glanced back. He was running away down the street. Good for him.

But Becky was walking toward the dead man, her shoulders stiff. “For Christ’s sake!” She shouted loud enough for all the neighbors to hear. “It’s over, Kirk. We’re done! Go away!”

He cocked his head, as if he didn’t understand. But he took a step back. “B-beck?” He clenched his teeth. “Beck—Becky?”

“Go away, Kirk.” She stopped, one knee trembling. “It’s over. Just leave me alone. Okay?”

He groaned. “Stevie...Stevie?”

“He’s fine!” She whipped a glance at me, and I headed close to her, ready to shoot Taser darts into Kirk’s chest. Would that even stop him? But she held a hand up, and I waited.

She forced a smile at him. “Stevie is okay. He’s beautiful. You can see that. I’ll tell him everything. But Kirk...you need to go.”

Kirk nodded. “Y-yeah.” Another step back, and he looked down at Castille. For a moment I thought he’d stomp his head, but instead he just leaned down, opened his mouth, and unloaded a stream of spit on Castille’s head.

Castille rolled over. “Urrgh...”

Kirk lifted a hand. A wave. Then he swung around and ran. At the end of the block, he was gone.

* * *

“Thank you.” Becky shoved a mug of coffee at me. “I don’t know what we would have done.”

The cops were gone. Castille was locked up, and Pablo was—somewhere else. Possibly in Wisconsin by now. And Stevie was asleep.

I rubbed my eyes. “I’m sorry.” The coffee tasted good, and I needed it, but I had another stop to make. And a phone call. I stood up.

“Wait.” Ryan came out of Stevie’s bedroom. “You’re not going, are you?”

“Ryan, Becky...” I had to be honest. “I screwed up. I told Castille that Kirk was looking for you. Not by name, but, well...” I shrugged. “He wouldn’t have shown up here if I’d kept my mouth shut. I am—very sorry. If you want your check back...”

I might have trouble with the rent this month, but maybe Rachel would let me sleep on her couch in exchange for washing dishes.

Becky followed me to the door. “But—he’s really gone?”

I hoped so. “I don’t think he’ll come back.”

She forced a smile. “At least I got to tell him off one last time. And I got to—oh, shit.” She turned away from me. “At least I got to see him—one last time. I thought...”

Ryan looked at me, then he was next to her, and I could only lean against the door as she sobbed.

“I’m sorry, Ryan, I’m so sorry!” Becky cried. “It’s just—he doesn’t mean anything, he’s only this one guy, this one stupid, stupid guy...”

Ryan kissed the top of her head. “I know, babe. I know. It’s all right.” He stroked her shoulders. “I’m right here.”

I reached for the doorknob. Ryan nodded to me. “Thanks, Tom.”

Becky whispered something. Ryan laughed and patted her head. “Yeah. Be sure to send us an invoice.”

“Right.” I opened the door. “Good night.”

* * *

I pulled up in front of Lulu Hess’s house twenty minutes later. The sun was setting, casting long shadows over the street. Rachel was already there in her dusty Prius.

“You think it’s her?” She slammed her door.

“It makes the most sense.” Castille and Pablo hadn’t seemed to really know what was going on. They only wanted to know where the money was.

That might be a good motive for bringing Kirk back from the dead, but they wouldn't know how to do that. And they'd seemed completely oblivious, not caring how Kirk had come back as long as they could somehow get their cash.

But Kirk's mother obviously had a stronger reason for bringing him back from the grave.

We walked up the tangled lawn to the porch. I knocked on the door.

Lulu pulled the door open right away. Her head swayed from side to side as if she'd just woken from a long drunken nap. "Yeah? Oh. It's you again. It's late."

"I'm sorry to bother you, ma'am. It's Tom Jurgen. I was here earlier today? This is my associate Rachel."

"Hi." Rachel smiled.

Lulu pushed on the screen door to let us in.

The candles around the room were burning bright. Either she liked the atmosphere, or she hadn't paid her electric bill in a few months. Another big bottle of red wine sat on the table.

Lulu sank down on her couch and poured herself a full glass. "What's this about?"

I looked through the shadows. The red candle in the corner still burned, throwing soft flickering light over the photo of Kirk and his possessions around it. I pointed. "Over there. Take a look."

Rachel took a step forward. "I can feel it. Oh, yeah."

"Don't get too close!" Lulu reared up, spilling wine on her jeans. "That belongs to me!"

"Right!" Rachel backed away slowly. "I get it."

Lulu dropped back down on the couch. "You can't just come in here. This is my home. You just get out!" She drained her glass and pounded the table with her fist. "Now!"

"I'd like to ask you a few questions about Kirk." I used my best voice, low and nonjudgmental, the one I used to use on reluctant sources as a reporter.

"What about him?" She snatched her glass up. "He's my boy! What do you know about him? Do you have any kids?"

She'd asked that before. I shook my head. "No."

"Then you don't know what it's like." She leaned back on the couch. "To lose one of them. Years and years and...all that. You try. You're bringing them up, and they don't listen, but you try and you keep trying, and then...then someone hits them in a car, and all of that...it's like none of it ever happened."

"But you can change that." Rachel was standing behind me. "Right?"

"I got some books." She waved a hand at a bookcase. "My girl Lori gave them to me. She's got some weird friends down in Florida. Deep in the swamps, you know?"

Most of the shelves held pictures of Kirk, but a few books lay stacked on the bottom. Rachel knelt down and began pulling volumes out onto the floor.

"*True Secrets of Voodoo?*" She laughed. "Trash. *The Serpent and the Rainbow*—yeah, not bad. This one—I can't read Latin. *Necromancy for Dummies?* No. *Book of the Dead...*" She dropped it on the stained carpet. "This one is dangerous."

"Lulu." I looked over at the candle. "I'm sorry about Kirk. Really. But I saw him today. Twice. And he's—lost."

"How can you say that?" Lulu's eye burned in the candlelight. "He's here, isn't he? I was asleep. Sometimes when I'm asleep he goes out, but that's the way it is with kids. They go where they want, they don't listen, but they're...here. That's what matters."

I thought about the Oshers and Stevie. "Yeah. I guess I get that. But—"

Then a new shadow fell into the living room.

"M-mom?" It was Kirk.

Rachel stiffened her back. Lulu twisted around on the couch, and then she pushed herself up and staggered around, her arms out.

"You came home!" The smile on her face looked like a sloppy cartoon. "Where did you go? I told you not to go too far away!"

"Mom." Kirk's arms hung at his sides as Lulu embraced him. "Mom."

Rachel and I looked at each other.

"Go sit down in the kitchen." Lulu let Kirk go and turned around. "You two, leave."

Rachel rubbed my arm and then took a step away. I nodded.

"Kirk." I held up a hand, wondering if he remembered me. Or if he even heard me. "Stevie's fine. Becky is fine. But you need to go."

One of Kirk's legs collapsed like a flat tire, and he grabbed for the edge of the couch. Lulu caught his arm. "It's okay, baby," she whispered. "You'll get better tomorrow. I'll take care of you—"

Kirk pounded a fist on the couch. "No. No!"

Lulu jumped away. "It'll be all right, Kirk. I'm here. You can...you can..."

Kirk groaned.

Rachel nudged my shoulder. "Should I?"

I sighed. "I'll do it."

"What?" Lulu whirled around. "No! You can't! He's my son!"

Kirk lurched up on his good leg. "Mom...mom..."

"Stop!" Lulu screamed.

I stood in front of the red candle. "I'm sorry," I whispered.

Then I blew it out.

Kirk disappeared. No flash of light or puff of smoke. Just gone, as if he'd never been there.

I expected Lulu to scream, or attack us with a burning candlestick. Instead she just sank down to the floor on her knees in silence, as if she was praying. I heard her breathing softly, not crying or cursing. When I walked around to check her, her eyes were closed and her lips were tight.

Without looking at me, Lulu whispered, "Go." It was fiercer than any curse.

I nodded to Rachel. She picked up *The Book of the Dead* and held it away from her body as we went to the door.

* * *

"This is why I never want to have children." Rachel and I walked across the dark yard. "Just so you know. Plants are better. Goldfish."

"Maybe." I thought about the Oshers and Stevie. "I hear some people like kids."

She punched my arm. "Don't get any ideas."

"Never." I opened my door. "Dinner?"

She leaned against the Honda's hood. "I don't feel like dinner. Maybe a beer. Or two."

I nodded and slipped into my car. "Follow me."

Teen Lounge

The Teen Lounge will be providing board games, video games, movies, and art supplies.

We will have games on the PlayStation such as *Skyrim*, *Grand Theft Auto*, *Fortnite*, *Call of Duty: Modern Warfare*, *Minecraft*, and many others. For the Nintendo Switch we will have games such as: *Super Smash Bros*, *Fortnite*, *Mario Party*, *Minecraft*, *Sonic the Hedgehog*, and *Crash Bandicoot*. Anything to fulfill everyone's nerdy artistic minds. Feel free to bring your own games too!

The Teen Lounge is designed for people 12 to 21, but younger kids are welcome, as long as they have someone 17 or older to keep an eye on them. The lounge is a hang-out spot, not a babysitting area. It's gonna be social and fun for everyone. We want it to be an enjoyable time and an opportunity to make new friends. But most importantly, the Teen Lounge is out of the way and a safe place for all teens to talk and hang out!

After midnight, the Teen Lounge will be for ages 16 and above because we have Cards Against Humanity, which may not be appropriate for all.

At least one young adult will be monitoring the Teen Lounge at all times: no bullying, or misbehaving will be tolerated!

Charity



BraveHearts is a 501(c) 3 non-profit organization located in Harvard and Poplar Grove, Illinois. BraveHearts started serving veterans in 2007. It is the largest program in the country that serves veterans through healing horsemanship. With two full time and year round horse farms, BraveHearts offers veterans all programs at no cost.

Equine assisted activities and therapy benefits veterans challenged with depression, traumatic brain injury, post-traumatic stress disorder, sleep disorder, and military sexual trauma. BraveHearts uses horses to help all diagnoses.

BraveHearts is a PATH International Premier Accredited Center and relies heavily on volunteers and donations to continue to meet growing needs. In 2019, BraveHearts will serve more than 1,000 veterans through innovative programs such as retreats, grooming sessions, foundation horsemanship, riding lessons, Operation Mustang, drill team, horse shows, trail rides, equine assisted psychology, and trail to zero. To learn more about BraveHearts please visit www.braveheartsridding.org or call 815-943-8226.

Video Gaming

Join us as we present several video gaming titles, vintage to modern, throughout the weekend. We will have an assortment of games for all ages and tastes. Please be ready to present your badge as collateral while borrowing games and accessories.



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Anime

Anime Screening Room sponsored by Right Stuf Anime (www.rightstufanime.com/), Funimation, Viz Media, and The Gaming Goat Schaumburg.

Windycon will be raffling off a number of items from Right Stuf Anime and The Gaming Goat Schaumburg throughout the weekend. Stop by the room and pick up a ticket for your chance to win!

Friday

3:00 p.m.-4:20 p.m.: *Turn-A Gundam* 1-4

4:30 p.m.-5:50 p.m.: *Galaxy Angel* 1-4

6:00 p.m.-7:20 p.m.: *The Count of Monte Cristo: Gankutsuou* 1-4

7:30 p.m.-8:50 p.m.: *Legend of the Galactic Heroes: Die Neue These* 1-4

9:00 p.m.-10:20 p.m.: *Crest of the Stars* 1-4

10:30 p.m.-11:50 p.m.: *Galaxy Railways* 1-4

12:00 p.m.-1:30 p.m.: *Mass Effect: Paragon Lost*

Saturday

10:00 a.m.-11:20 p.m.: *eLDLIVE* 1-4

11:30am-12:50 p.m.: *Gundam X* 1-4

1:00 p.m.-2:20 p.m.: *Space Battleship Yamato 2199* 1-4

2:30 p.m.-3:20 p.m.: *Outlaw Star* 10-12

3:30 p.m.-4:50 p.m.: *Darling in the Franxx* 1-4

5:00 p.m.-6:50 p.m.: *Gundam F91*

7:00 p.m.-8:20 p.m.: *The Irresponsible Captain Tylor* 1-4

8:30 p.m.-9:50 p.m.: *Space Adventure Cobra* 1-4

10:00 p.m.-11:20 p.m.: *TO (OVA)* 1&2

11:30 p.m.-12:50 p.m.: *Excel Saga* 1-4

1:00 a.m.-2:30 a.m.: *Cowboy Bebop: The Movie*

Sunday

10:00 a.m.-11:50am: *Gargantia and the Verdious Planet* 1-5



The advertisement features a large illustration of a female anime character with long blonde hair and cat ears, wearing a grey dress and holding a wooden barrel. To her right, several anime manga covers are displayed, including 'eLDLIVE', 'Gundam X', 'Space Battleship Yamato 2199', 'Outlaw Star', 'Darling in the Franxx', 'Gundam F91', 'The Irresponsible Captain Tylor', 'Space Adventure Cobra', 'TO (OVA)', 'Excel Saga', and 'Cowboy Bebop: The Movie'. Below the character, two anime figures are shown: one of a character in a military uniform and another of a character in a dynamic pose. The text 'With over 20,000 items including ANIME, MANGA, FIGURES & MORE...' is prominently displayed in the center. To the right, the phrase 'We've got what you're looking for!' is written in a cursive font. The Right Stuf Anime logo and website address 'RightStufANIME.com' are located in the bottom right corner.

With over 20,000 items including
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Fan Guest of Honor
Lillian Sams

Artist Guest of Honor
Trungles

capricon.org

Windy Kidz

Windy Kidz will be open in room 421 from Friday evening to Sunday afternoon. Friday hours are 5:00 p.m. to 8:00 p.m. Saturday hours are 10:00 a.m. to 6:00 p.m. Sunday hours are 10:00 a.m. to 1:00 p.m. We have a wide variety of activities from art to gaming as well as science and media. Come join the fun!

Scheduled events include beading, art projects, trivia for chocolate, a field trip to the ham radio suite, role-playing games, and more. Please see the program guide and pocket program for specific times and descriptions.

Windy Kidz, Windycon, and ISFiC would like to thank Elizabeth McCarty for her generous grant to improve Windycon's Children's Programming.

Friday

5:00 p.m.: Beading Bonanza

Make jewelry with beads, art with beads, and make a beaded lanyard for your badge.

L. Garrison, J. Palmer, I. Ragsdale, S. Ragsdale

6:00 p.m.: Star Wars Coloring and Crafts

There will be a variety of crafts for you to explore from a land far, far away.

L. Garrison, J. Palmer, I. Ragsdale, S. Ragsdale

7:00 p.m.: Trivia for Chocolate Kid's Style

Test your knowledge of movies and literature created for children and youth. This is for kids, not adults.

L. Garrison, J. Palmer, I. Ragsdale, S. Ragsdale

Saturday

10:00 a.m.: Kids Exploration Time: Amateur Radio

Room 1633

Kid's exploration time in the amateur radio suite.

1:00 p.m.: Kookieklatsch

Enjoy a snack while listening to guest readers share their favorite picture books and stories with you. Special appearances by Julie Marr and Guest of Honor Chris Barkley.

C. Barkley, L. Garrison, I. Ragsdale, S. Ragsdale

Sunday

10:00 a.m.: Cartoons, Coloring, and Cookies

Watch cartoons, create a comic of your own, and decorate a cookie or two!

L. Garrison, J. Palmer

11:00 a.m.: RPGs for Kids

Create a character! Roll your role! Set off on an adventure with fellow party members! Learn the basics of role-play games from some veteran role players.

L. Garrison, J. Palmer, I. Ragsdale, S. Ragsdale

Programming

Friday

3:00 p.m.

Prompt Workshop

Room 1406

Come write with us using visual prompts and other tricks to spark new ideas and stories. This is a guided free write.

D. Munro

4:00 p.m.

Films that Thrill

Mueller Grand Ballroom G

Thriller films can be blockbusters, too much adrenaline, and not quite "classy," but they are popular and fun. What are the best thriller

films? Which ones really bombed? Should we keep making endless sequels? Join our panelists to find out.

R.J. Howell, R. Lukes (M), M. Munro

Readings

Lilac A

Half-hour readings by Windycon author attendees.

A. Lay, P. O'Connor

Publishing the Nontraditional Way

Lilac B

You have written a novel. Now you want to publish it. Is the only option for you the big publishers? What other paths are there? Our panelists describe their experiences.

W. Boyes, J. Cowan, L. Erlick, A. Liddell, N. Litherland (M)

E.E. Doc Smith: Father of Space Opera

Lilac C

Mention space opera and the stories of E.E. Doc Smith immediately come to mind. The Lensmen are the best known of his creations, but they are not the only work of the good Doc. Join our panelists to find out more, and why Smith is considered the father of space opera.

T. Bogolub, L. Darrow (M), P. Eisenstein, P. Hahn, M. Roth

100 Years of Zorro: Illinois' Masked Vigilante

Lilac D

Zorro, the hero of Old California, was born in 1919 from the pen of Illinois native Johnston McCulley. Recently the city of Chillicothe celebrated Zorro's centennial. What's the secret of the laughing swordsman's enduring appeal? What does he owe to earlier heroes? Will Zorro leave his mark on the 21st Century?

B. Higgins (M)

5:00 p.m.

Women in Art

Mueller Grand Ballroom G

Artistic women in the US have many demands on them: trying to be a working woman artist, parent, spouse, aging, as well as trying to get exposure and find jobs in the art field. Join our panelists as they discuss these issues and more.

B. Kaalberg (M), D. Murphy, T. Myers, M. Silver, A. Woolard

Frederik Pohl Centenary Celebration

Lilac B

Frederik Pohl was an award-winning author, editor, fan, Damon Knight Memorial Grand Master, member of the Science Fiction and Fantasy Hall of Fame, Windycon GoH in 1982 and 1998, and one of Chicago's favorite authors. His centennial will be remembered in this panel, which will discuss his legacy, influence, and contributions to science fiction and fantasy.

B. Higgins, R. Horton, B. Hull, A. Nevala-Lee, G. Wolfe (M)

News in the Dinosaur World

Lilac C

If you're a dino geek, you know that there have been many exciting developments in dinosaur studies in the last decade or so. What new strange beasts have been discovered, what have we learned about dinosaur behavior, and could they really have evolved into intelligent creatures if that darn asteroid had been just a few degrees off? Join our panelists for the latest in speculation.

M. Munro, R. Neumeier (M), P. Sayre McCoy

Readings

Lilac D

Half-hour readings by Windycon author attendees.

M. Jordan, M. Roth

Harp Twins Concert

Junior Ballroom B/C

C. Kitt, K. Kitt

Character Building

Room 1406

In this introduction to character building, we'll focus on creating complex, three-dimensional main characters using worksheets, Q&A, techniques, and personality assessments.

D. Sjolander

6:00 p.m.

Commerce in Space Opera

Mueller Grand Ballroom G

Space opera is full of star-traveling-merchants trading exotic goods and contraband, but few stories give many details of what exactly is involved. How does it work, what are the economics of the trade, and how does it add to the stories?

P. Jackson (M), C. Johns, B. Koester, T. Townsend

Art Concepts for the Beginner

Mueller Grand Ballroom H

Artist GOH Mitch Bentley explains the basics of art, how to look at it, understand it, and appreciate it.

M. Bentley

Intro to Midwestern Filk: Filk Circles and Other Local Customs

Lilac A

Our filkers introduce you to the local Midwest traditions of filking including the Midwestern filk circle. Do you want to be more involved in filking but just don't understand how it's done? You're in the right place and our panelists will explain it to you.

B. Roper (M), T. Smith, A. Woolard

Create Your World

Lilac B

Although traditional space opera may cut the corners when it comes to planetary science, a sense of place is still a major part of it. From planning the environment of the planet to determining who or what lives there, it is always important. Our panelists discuss issues necessary to build your own exotic planet and what corners you can cut.

C. Gerrib, R. Knaak, R. Neumeier (M), J. Nye, K. Sullivan

Different Faster-than-Light Mechanisms: Implications for Interstellar Governance and Conflict

Lilac C

How one travels in space determines much about the structure of an interstellar civilization and its history. Faster than light or almost as fast as light influences the control of an empire and the battlefields of a story. Our panelists help you understand the ins and outs of space travel.

L. Bartoszek (M), E. Moon, B. Thomasson

Reviewing for Fun and Profit

Lilac D

Do friends ask your opinion on the latest SFF? Do they say you should post them on a blog or even try to get a job as a reviewer? Can you get a job as a reviewer? Our panelists will let you in on the life of a reviewer and what it takes to make a name for yourself as a reviewer.

R. Horton, S. Silver, G. Wolfe (M)

Fantasy Revolutions Live Action Role-Playing (LARP)

Junior Ballroom A

Fantasy Revolutions is a live-action gaming experience offering a unique mix of steampunk and traditional fantasy elements. As an introduction to our game, choose one of our pre-made characters and set off on your own adventure in our labyrinth to find treasure, solve puzzles, and fight off deadly minions. If you like RPGs and cosplay, you'll enjoy *Fantasy Revolutions*. Your adventure awaits. We will be starting adventures at the beginning of every hour, and they will take an average of 45 minutes. Stop by our table, sign up, and let the fun begin.

Intro to Cosplay

Room 921

If you're new to cosplay or just not sure what's exactly involved, our panelists will show you. Our panelists, some of whom are professionals, with decades of experience, will be on hand to talk about starting this hobby, the materials and references needed, how we make extra money to support this habit, and just trying to look cool at your next convention.

Arturo, L. O'Connor, P. O'Connor, M. Ravin, M. Scott, M. Stoehr

7:00 p.m.

Opening Ceremonies

Junior Ballroom B/C

Join our Con Chair at the Windycon Opening Ceremonies and be introduced to the Guests of Honor and Toastmaster.

C. Barkley, M. Bentley, C. Kitt, K. Kitt, K. Kuhn, L. Martindale, E. Moon

8:00 p.m.

Caring for the Creative in the Family

Mueller Grand Ballroom G

Creative people seldom live alone, although they may spend a lot of time working alone. What is it like living with creatives? How do families relate to them, and support them? And what are the rewards?

C. Cook, B. Detzner, D. Fabi (M), M. Huston, M. A. Turzillo

The Enduring Popularity of Comics

Mueller Grand Ballroom H

Comics were first popularized in the US in the 1930s and have been published ever since. From hometown Archie to Gotham's protector, they have exploded into Japanese manga, graphic novels, and online series. What is the secret of their success?

C. Barkley, R. Granstaff (M), B. Kaalberg, R. Lukes, F. Salvatini

Learn to Play: *The Captain is Dead*

Mueller Grand Ballroom IJ

The Captain Is Dead is a co-op game for 2 to 7 players. All you have to do is get the ship's engines (aka "Jump Core") back online and you win, but because there is a hostile alien ship trying to destroy you, it is easier said than done. Each member of your crew has special abilities and skills. You need to work as a group to maximize the potential of each role. If someone tries to be a hero, you'll all die.

Readings

Lilac B

Half-hour readings by Windycon author attendees.

J. Shoberg

The Golden Age of SF

Lilac C

We all know something about the Golden Age of Science Fiction: rocket ships, exotic planets, and frightening aliens. What else was there? Why was it the "Golden Age"? Our panelist will let you know.

R. Horton, A. Nevala-Lee (M), M. Roth, S. Silver

Strategies and Tactics in Space Battles

Lilac D

Space battles are not just naval battles in space! There's a lot to consider when writing or fighting battles in space. Lack of gravity, immense distances, the vacuum, and communications all have to be considered when you take your war off solid ground. Find out more from our panelists.

K. Dockery, C. Gerrib, R. Martinek, S. Mead (M)

Mary Crowell Concert

Junior Ballroom B/C

Dr. Mary Crowell is a geeky musician from north Alabama who is very active in the filk community. Her doctorate is in music composition, and she teaches music theory, composition, music appreciation, and piano at a local community college and in her home studio. Mary loves to write songs about gaming, mythology, coffee, beagles, and zombies.

M. Crowell

Cosplay Swap-a-rama

Room 921

Come discuss your next costuming idea and get help and suggestions about how to fabricate something you may be stumped with or just possibly find that extra cool greebly that makes your project complete. Materials will be provided.

Arturo, L. O'Connor, P. O'Connor, M. Ravin, M. Scott, M. Stoehr

9:00 p.m.

Open Music - Lilac A

Open music time. Bring an instrument or just listen.

Build a Costume

Room 921

Grab items at the swap, and build a costume here. Construct a fast on-the-cheap costume.

Arturo, L. O'Connor, P. O'Connor, M. Ravin, M. Scott (M), M. Stoehr

Saturday

10:00 a.m.

Space Opera in Anime: A Short History

Mueller Grand Ballroom G

Anime is one of the biggest influences in modern SFF. Our panelist present a look at the development from early films to today.

M. Jordan, C. Krolczyk (M)

Serial Storytelling: Comics and TV

Mueller Grand Ballroom H

Serial storytelling goes back to the early 19th century at least, but it's more than just cutting up your story in chunks. Whether you are writing a single story with multiple episodes or a series of stories with reoccurring characters, there's an art to writing it that is different from a novel. Find out more from our panelists.

D. Berger, R. Granstaff (M), B. Kaalberg, R. Lukes, F. Salvatini

Are Galactic Empires Feasible?

Lilac A

The mainstay of almost every science fiction story, the galactic empire is either the main focus of the plot or quietly in the background. But is such a thing really possible? Given the problems of maintaining empires here on earth, how could it possibly be done in space? Join our panelists and determine for yourself.

D. Cozort, G. Landis, P. Sayre McCoy, B. Thomasson

Phandemonium Book Club

Lilac C

We will be discussing *The Calculating Stars* by Mary Robinette Kowal. Open to everyone.

D. Hirsch

Choose Your Defense Team

Lilac D

Choose your [zombie apocalypse, alien invasion, otherworldly disaster] defense team. The world is coming to an end (maybe). Who can save us? Panelists discuss their choices for the best home team to defend us from whatever is coming to destroy us.

K. Dockery, E. Flint, J. Nikitow, K. Smith (M)

Fantasy Revolutions LARP

Junior Ballroom A (LARP)

Fantasy Revolutions is a live-action gaming experience offering a unique mix of steampunk and traditional fantasy elements. As an introduction to our game, choose one of our pre-made characters and set off on your own adventure in our labyrinth to find treasure, solve puzzles, and fight off deadly minions. If you like RPGs and cosplay, you'll enjoy *Fantasy Revolutions*. Your adventure awaits. We will be starting adventures at the beginning of every hour, and they will take an average of 45 minutes. Stop by our table, sign up, and let the fun begin.

Gene Wolfe: His Influence and Legacy

Junior Ballroom B/C

World Fantasy Award for Life Achievement recipient, Science Fiction Hall of Fame inductee, and SFWA Grand Master, Gene Wolfe was an outstanding SF author. Join our panelists to discuss his life and SF legacy.

P. Eisenstein (M), S. Silver

So You Want to Turn Your Cosplay Hobby into a Business

Room 921

The pros and cons of taking your hobby and trying to make a living at it or just making enough money to finance your costumes and pay for all these conventions! Hear about the successes and the horrors, because we've done it all.

R. Braman, M. Runyan, M. Scott

CW with W9DUP

1633

Come up and learn how to work with Morse code. While this is aimed at the Kids Track, everyone can learn to both send and receive Morse code. We might even feature 3-D Printed keys...

Autographing

Signing Tables

B. Barnett, L. Erlick, B. Koester

11:00 a.m.

I Don't Fit In, Can Fandom Help?

Mueller Grand Ballroom G

LGBTQ? Just don't think like the others? Fandom is said to be non-judgmental—can you find a place in it? Come and talk about it with our panelists.

JP Kroschel, T. Townsend (M)

Alternate Funding Methods for the Creative: Kickstarter, Patreon, and the Like

Mueller Grand Ballroom H

Interested in funding your projects but don't know how to do it other than raiding your savings account and hocking your car? Our panelists clue you in on funding plans you didn't know existed.

B. Detzner, B. Kaalberg (M), S. A. Knight, N. Litherland, K. Strait (M)

Nostalgia Isn't What It Used to Be

Lilac A

When revisiting your teen-age favorite books/TV/films you suddenly realize they haven't aged well. The hero you loved is annoying and snarky, the plot is paper thin, and the cartoons were just made to sell toys. What to do now? Can you recapture the charm or is it better to just let them go? Join our panelists for a discussion.

M. Aruguete, T. Bogolub, R. Esler, F. Salvatini (M), M. A. Turzillo

Technology Barbarians: Modern Science Literacy

Lilac D

It's not news that science literacy is declining precipitously. How can we halt this? What is needed to make science literacy important again? Our panelists discuss this important issue.

K. Dockery, R. Martinek, P. Nuccio

GoH Speech with Chris Barkley

Junior Ballroom B/C

Fan GOH Chris Barkley has something to say. You want to hear it. 'Nuff said.

C. Barkley

Networking for Cosplayers

Room 921

This panel will discuss group cosplay, finding like-minded talented costumers, web sites that might help with reference, getting your pieces seen across the web, and how to promote your talent to publishers.

R. Braman, M. Scott, M. Stoehr

Perspectives in Publishing

Room 1406

Join literary agent Eleanor Wood and indie publisher Blake Hausladen as they discuss the ins and outs of publishing as a business, the pitfalls in publishing and which paths might be the right paths for you.

B. Hausladen, E. Wood

Autographing

Signing Tables

T. Akers, L. Martindale

Noon

Readings

Mueller Grand Ballroom G

Half-hour readings by Windycon author attendees.

T. Akers, N. Silk

Readings

Mueller Grand Ballroom H

Half-hour readings by Windycon Special Guest, Mike Resnick.

M. Resnick

Learn to Play: Arkham Horror (Third Edition)

Mueller Grand Ballroom IJ

Arkham Horror (Third Edition) is a cooperative board game for one to six players who take on the roles of investigators trying to rid the world of eldritch beings known as Ancient Ones. Based on the works of H.P. Lovecraft, players will have to gather clues, defeat terrifying monsters, and find tools and allies if they are to stand any chance of defeating the creatures that dwell just beyond the veil of our reality. You'll learn to play the game and have someone on hand to provide suggestions/rules clarifications as needed.

Readings

Lilac A

Half-hour readings by Windycon author attendees.

S. Young

Reading/Discussion of a New Heinlein Book

Lilac B

Shahid Mahmud has a new Heinlein book, *The Pursuit of the Pankera*, in publication! Find out how it was found, what was involved in bring it to the public, and what it is all about. Join the reading/discussion group.

S. Mahmud

Readings

Lilac C

Half-hour readings by Windycon author attendees.

D. Munro, K. Sullivan

Readings

Lilac D

Half-hour readings by Windycon author attendees.

S. Burke, T. Townsend

Moonshine Concert

Junior Ballroom B/C

Moonshine is an acoustic ensemble playing pop, blues, folk, and original songs. From Lady Gaga to Shinedown to Muddy Waters to Joni Mitchell—you'll know the songs, but you've never heard them this way before. Moonshine isn't afraid to play anything! Featuring the hauntingly beautiful voice and incredible creativity and versatility of singer-songwriter Margie Dziadzka, Moonshine radiates energy from the eclectic synthesis of a classically trained cellist, a hard rocking guitarist, a rootsy blues harp player, and a cooking rhythm section consisting of upright bass, tabla, and assorted percussion.

M. Dziadzka

Writing Sprints

Room 1406

Unguided free writing time

ISFiC Board Meeting

Room 1612

J. Stockman (M), S. Silver, B. Roper, J. Donat, S. France, D. Gunderson, K. Kuhn, B. van Tilburg, R. Waterson

Autographing

Signing Tables

N. Litherland

1:00 p.m.

Art Show Walkthrough with Mitch Bentley

Mueller Grand Ballroom F

Meet Artist GOH, Mitch Bentley, for a guided tour of the Windycon Art Show as he points out the various techniques and concepts of our artists.

M. Bentley

Fencing GoHs

Mueller Grand Ballroom G

Our GOHs this year are a talented bunch: they even fence!

G. Landis, L. Martindale, E. Moon, M. A. Turzillo

Misuse of Science in Popular SF

Mueller Grand Ballroom H

A “willing suspension of disbelief” is part of enjoying SF, but what are the limits of disbelief? When does suspension become “hanging by the neck until dead?” Our panelists discuss the misuse of science in SF, how it does or does not affect the story, and how to avoid the worst mistakes.

W. Boyes, E. Flint, M. Huston, J. Phillips, J. Shoberg (M)

Nuts and Bolts of Podcasting

Lilac A

Learn from the practitioners everything about producing and posting your own podcasts. They will share with you their favorite tips, and help you avoid the obvious mistakes, so you can podcast with the best.

B. Koester, T. Machtemes, M. Mascari (M)

Readings

Lilac B

Half-hour readings by Windycon author attendees.

L. Erlick, D. Fabi

Ask a Scientist

Lilac C

The title says it all. Come ask our STEM folks questions and they will do their best to answer them.

T. Bogolub, K. Dockery, C. Johns (M), P. O'Connor (M), B. Thomasson

Talking to Little Green Men (Alien Languages)

Lilac D

Although most people don't make up their own languages for their works, there are several alien languages you can learn. From the Klingon Academy to the self-taught Noldor speaker, you too can create and speak unearthly languages. Our panelists tell you how.

S. Burke (M), P. Hahn, E. Sagi

Gernsback Continuum Concert

Junior Ballroom B/C

Like filk, only LOUDER, Gernsback Continuum is a rock power trio exploring the sounds of science fiction. This is our album release show! We'll be playing tracks from our new debut album, *Rocket Surgery*, as well as other material we love.

J. Hartley, D. Maddix, D. Stagner

Story Structures

Room 1406

In this intensive workshop, we'll focus on story telling structures in order to create rich and well thought-out plots.

T. Akers

What Are...Runes?

1633

Many of us first heard of runes in the pages of Tolkien's beloved books. But the runes have many layers of meaning: as an alphabet, as a divination tool, and as carriers of the lore of an entire culture. Come find out what the runes are—and what they are not—from a 20-year runes worker and student of their mysteries.

C. McManamon

Autographing

Signing Tables

A. Liddell, D. Munro, T. Myers

2:00 p.m.

Mythology for the Genre Fan

Mueller Grand Ballroom G

While a detailed background is not a necessity for a good story, the sense of a real world beyond what is included in the story adds to the realism and enjoyment. A mythological framework can help with this richness. From borrowing from lesser-known mythologies to making up your own, our panelists discuss the uses and purpose of mythologies and how to include them in your creations.

A. Collier, R.J. Howell, A. Lay, A. Liddell (M), M. Munro

Foreign Markets for SF Writers

Mueller Grand Ballroom H

Foreign literary markets are a way to expand an author's recognition and sales, but finding and becoming a part of them is difficult. Our panelists recount their experiences working in foreign markets.

G. Cook, E. Moon (M), M. Resnick, E. Wood

New Developments in Young Adult Fiction

Lilac A

Beginning with "Harry Potter" 20 years ago, YA fiction has taken off. Although it existed earlier, it was not the powerhouse of publishing it is today. Why? What's going to happen to it next? Can adults read it too? Our panelists tell all.

C. Barkley (M), N. Silk

Young People on Classic SF

Lilac B

Classic SF always seems to be what used to be the norm and was published before they were born. Join our younger panelists to get their take on whether old classic SF is really classic now and why.

R. Esler, D. Fabi (M)

Forgotten Treasures of SF: Novels

Lilac C

It's easy to find the big names of SF writers but what about the ones who aren't as well known? Our panelists know that lesser known authors are just as good as the ones everyone knows and you'll have something new to read and tell your friends about.

P. Eisenstein, D. T. Miller, M. Roth, K. Sullivan (M)

Readings

Lilac D

Half-hour readings by Windycon author attendees.

S. Silver, K. Smith

Beth Kinderman and the Player Characters Concert

Junior Ballroom B/C

With a home base in Minneapolis, Beth Kinderman and her bandmates can be found at many Midwestern SF conventions performing original progressive filk-rock songs about myth, transformation, and video game characters who won't sleep with you. Their newest record, *The Hero's Journey*, is a concept album inspired by Joseph Campbell's book *The Hero With A Thousand Faces*.

J. Hartley, B. Kinderman, D. Maddix, D. Stagner

Fiberglassing and Cast Embellishments

Room 921

Learn about fiberglassing tools and how to use them to cast gelcoat parts.

S. Edwards, S. Finkle, P. O'Connor, M. Scott

Defining Genre

Room 1406

Writing science fiction without hard science, fantasy without magic, or romance without a love interest would seem counter intuitive to

genre writing. Can it be done? What does genre even mean in this situation? Join us for a discussion on defining genre.

D. Munro, D. Sjolander

Autographing

Signing Tables

S. Burke, R. Knaak, D. Murphy

Origins of Playing Cards and Tarot

1633

A discussion of the history of gaming systems and their origins, migration and "genealogy." Manufacturing techniques, cultural influences and myth debunking will also be covered and a collection of examples will be provided for the audience to examine.

H. Rocci

3:00 p.m.

Write for Hire

Mueller Grand Ballroom G

Writing for hire is one way to make a living as a writer, even if it's not the life most aspiring authors immediately imagine when they dream of publishing. It's different certainly, but how different? What's really involved? Join our panelists to find out.

W. Boyes, R. Knaak, N. Litherland (M), J. Ward

Reading and Autographing - E. Moon

Mueller Grand Ballroom H

Author GOH reads from her work for half an hour then autographs her works. Don't have any? Stop in our Dealers' Room first.

E. Moon

What Will Be the Next Apollo Moment in Space? 50th Anniversary of Apollo 11

Lilac A

Fifty years ago, humans first set foot on the moon. A few more moon landings, and then...not much else. Why did the space program change from exploring to shuttle runs and the space station? Panelists discuss the lessons from Apollo 11 and possible future space missions.

Foreign SF: Why Is It Never Discussed?

Lilac B

It's out there but foreign speculative fiction is seldom reviewed or even found. "They" say foreign fiction doesn't sell in the US. Is this true? Who are "they" anyway? How can eager fans find this material? Can our panelists recommend anything?

C. Barkley (M), D. Fabi, M. A. Turzillo

Religion in SFF

Lilac C

We never run out of things to discuss when it comes to religion in SFF. Whether it's existing religions in new places or making up new religions, there's so much to discuss. Join our panelists and find out more.

T. Akers, A. Collier, R. Garfinkle, D. Munro (M), N. Silk
B. Higgins

American SF Novels of the 1960s

Lilac D

Not quite the Golden Age, the SF of the 60s was beginning to move away from just fighting aliens and rescuing green-skinned maidens. This panel will discuss the developments of the 60s, how they differed from the Golden Age works, and what caused these changes.

T. Bogolub, A. Eisenstein, G. Wolfe (M)

Tom Smith Concert

Junior Ballroom B/C

Tom Smith, a Windycon mainstay, is back with new songs, new shtick, and the same old shorts. After thirty-four years, two dozen albums, fourteen Pegasus Awards for excellence in filk, and a spot in the Filk Hall of Fame, Tom was wondering what he should do for an encore. And then someone explained that “encore” means “what you do after you’re finished”, and — since he’s nowhere near finished — he’s now working on what he should do this winter. It’ll probably be some of the projects he’s begun but not completed, the ones that yell at him from Google Docs when he boots up.

T. Smith

World Building: Getting the Basics Right

Room 1406

This is a no frills panel, just the simple stuff. We will give you forty things you can define easily that will save you from rewrites later.

B. Hausladen

Chicago-SF Book Discussion: *Ringworld*, by Larry Niven

Room 1612

The story of an expedition to a civilization whose home is not an alien planet, but a massive alien artifact millions of miles in diameter, circling a star. Join Chicago-SF in a discussion of why Larry Niven’s classic novel is considered by many to be one of the greatest space opera stories of all time.

C. Johns (M), B. Thomasson

Autographing

Signing Tables

K. Sullivan, T. Townsend

4:00 p.m.

Information Please

Mueller Grand Ballroom G

Based on the 1930s radio quiz show, *Information Please* tries to stump a panel of experts with a variety of questions about science fiction and fantasy, where the fun is listening to their discussions as much as seeing if you can figure out the answer first.

C. Barkley, B. Higgins, R. Horton, J. Nye, S. Silver (M)

Tripping the Light Fantastic: Music in Fandom

Mueller Grand Ballroom H

Music in fandom is filking, to be sure, but it’s more than that. Music sets the stage for great movie epics and TV series. What is the relationship between music and fans like? Our panelists tell you all about it.

D. Murphy (M), T. Smith, S. Weiner

Learn to Play: *Battlestar Galactica*

Mueller Grand Ballroom IJ

Battlestar Galactica: The Board Game is a semi-cooperative game for 3-6 players ages 10 and up that can be played in 2-3 hours. Players choose from pilots, political leaders, military leaders, or engineers to crew *Galactica*. They are dealt a loyalty card at the start of the game to determine if they are a human or Cylon along with an assortment of skill cards based on their characters abilities. Players then can move and take actions either on *Galactica*, on *Colonial I*, or in a Viper. They need to collect skill cards, fend off Cylon ships, and keep *Galactica* and the fleet jumping.

Faithful Sidekicks Concert

Lilac A

The Faithful Sidekicks are the award-winning acoustic geek/filk musical duo of Eric and Jen Distad. They play (mostly) funny songs for all kinds of fandoms like “Harry Potter,” *Lord of the Rings*, *Star Wars*, *Star Trek*, gaming, technology, and they might even throw in an IT sea shanty for fun. With their eclectic mix of songs ranging from catchy folk pop like “Han Solo For President” to a love song written entirely in SQL Code, they have something for nerds, geeks, and fans of all kinds. They’ve been entertaining audiences around the US and parts beyond since 2014 and are excited to be back at Windycon!

E. Distad, J. Distad

Women in STEM

Lilac B

Join our Windycon women as they talk about their lives and experiences in the STEM fields.

Y. Huslig

TV and Film Franchise Endings: Satisfying or Frustrating?

Lilac C

Game of Thrones and *The Expanse* ended their series this year. Did you applaud because the ending was just right or scream in frustration because *that doesn’t make sense*? What makes a satisfactory ending? Is it more than just liking or not liking what happened to your favorite character? Can an ending you didn’t like still be a good one? Our panelists discuss.

V. Crouther, R. Lukes, B. Lyn-Waitsman, M. Rodriguez (M)

Food in Fiction

Lilac D

Often overlooked in SF in general, and space opera in particular are the basics of life: oxygen, water, and food—the topic of our panel. How do you properly stock your starship, what do you stock it with and how are we going to feed people on the generation ships? Find out from our panelists.

A. Dormire, E. Sagi

Costumes on a Budget

Room 921

Will everyone who has enough money to indulge in the most fantastic costumes please stand up! Yeah, you aren’t standing are you? Our team will help you fashion great costumes inexpensively. Learn the costumers’ best tips including using found items or altering existing clothing to make it into a desired costume piece. We will discuss what we did for our own collections plus sources that can be used to find your next project.

Arturo, R. Braman, E. Endres, V. Meachum, P. O’Connor, M. Ravin, M. Scott, M. Stoehr

Suspense, Tension, Conflict, and Plot Twists

Room 1406

These are tools to making your story more interesting and page turning for your reader. Learn some tips and tricks for turning your story up a notch.

D. Sjolander

3-D Printing Basics

1633

Learn the basics of 3-D printing, designing a project and setting it up. Then hit “Print” and pick it up tomorrow in the maker’s space

G. Domingo (M), B. Medic

Autographing

Signing Tables

P. Eisenstein, M. Resnick, S. Young

5:00 p.m.

Art Show Reception and Tour

Mueller Grand Ballroom F

Art Show reception open to all convention members.

Readings

Mueller Grand Ballroom G

Half-hour readings by Windycon author attendees.

B. Barnett, T. Myers

Readings

Mueller Grand Ballroom H

Half-hour readings by Windycon author attendees.

R. Knaak, D. Murphy

Readings

Lilac A

Half-hour readings by Windycon GOH Geoff Landis and author

Brendan Detzner.

B. Detzner, G. Landis

Starship Crews as Family

Lilac B

Starship crews, especially those traveling the far reaches of space, are often portrayed in literature and films as a family. Why do humans feel the need to create families like this? Is it only the close confinement of a ship (no matter how big) or is it something based in human needs? Our panelists discuss this issue.

JP Kroschel, N. Litherland (M), T. Townsend

AI, Automation, and the Future of Work

Lilac C

As we design future worlds, how does AI affect jobs? What jobs are most and least likely to be absorbed by AI? Where will new jobs come from? Should we look toward shorter work weeks, early retirement, and other ways to adapt to AI taking on more work?

L. Erlick, B. Koester (M), R. Martinek, J. Stockman

Kaffeeklatsch—Eric Flint

Lilac D

Join Eric Flint in conversation.

E. Flint

Harp Twins Concert

Junior Ballroom B/C

C. Kitt, K. Kitt

Writing Sprints #2

Room 1406

Unguided free writing time

6:00 p.m.

What Makes a Good Space Opera: Lee Martindale interviews

Elizabeth Moon

Mueller Grand Ballroom G

Toastmaster Lee Martindale interviews Author GOH Elizabeth Moon.

L. Martindale, E. Moon

Readings

Mueller Grand Ballroom H

Half-hour readings by Windycon author attendees.

R. Garfinkle, C. Gerrib

Take Pictures of Your Costumes

Mueller Grand Ballroom Foyer (Just outside the Dealers' Room)

Get your costumes photographed by a professional photographer.

K. Beach, B. Medic

Readings

Lilac A

Half-hour readings by Windycon author attendees.

R. Chwedyk, P. Eisenstein

Twenty-Five Things You Need to Know About Spaceships

Lilac B

Planning a trip to space anytime soon? Is your spaceship ready? Are you sure? If not, join Science GOH Geoffrey Landis as he reprises his launchpad talk about twenty-five things you really need to know.

G. Landis

SF Cult Classic Films

Lilac C

Cult classic films have a wide following in general. Find out what the cult classic space opera films are and share your experiences of them with our panelists.

D. Berger (M), D. McCarty

Copyright and Intellectual Property for Creatives

Lilac D

Why do we always have a panel on copyright? Because it keeps changing! Find out what you need to know this year.

JP Kroschel, J. Liss, S. Mead, P. Sayre McCoy (M), G. Strayer

Bragging Rights for Cosplayers: What to Do When You Are Finished

Room 921

Our Panelists discuss their best cosplay moments, special encounters, getting yourself out in the public eye, and also how to handle that wonderful opportunity when it arrives.

E. Endres, V. Meachum, P. O'Connor, M. Runyan, M. Scott

7:00 p.m.

Dan the Bard Concert

Lilac A

Dan the Bard sings original songs about D&D, *Star Wars*, *Star Trek*, steampunk, zombies, anime and general nerd culture. Don't miss the "Owlbear Song 3.0!"

D. Marcotte

Fanfiction and Its Continuing Popularity

Lilac B

What do you do if you don't want the story to end or if it didn't end the way you wanted it to? What if our hero really needs a better boyfriend than the one he got? You write fan fiction of course! What's involved, where do you find it, and how can you do it too (and what if the author finds out)?

A. Liddell

Ask a Scientist #2

Lilac C

There are always more questions to ask so a whole new set of STEM folks are available for all your questions.

G. Landis (M), R. Martinek, R. Neumeier, E. Sagi, S. Weiner

Pronouns and Gender in SFF

Lilac D

The 21st century has seen a realization that gender isn't binary. Part of this understanding is learning how to correctly address the non-binary folks. What pronouns should one use, how should they be used, and how can we be respectful? Join our panelists to find out.

L. Synk

Mitch Bentley—Artist Slideshow

Junior Ballroom B/C

GOH Artist Mitch Bentley shows his artwork.

M. Bentley

8:00 p.m.

Art Auction

Mueller Grand Ballroom G

Our illustrious auctioneers and their crew provide some of the best entertainment at the convention, so come to watch, bid, 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.

Learn to Play: Pictomania

Mueller Grand Ballroom IJ

Pictomania is a drawing game in which everyone is both drawing and guessing at the same time. This gives a chance for those who excel only at one or the other skill to crush the dreams of other players. You'll learn to play the game and have someone on hand to provide suggestions/rules clarifications as needed. Open gaming continues during this time.

Riverfolk Concert

Lilac A

Riverfolk is an eclectic acoustic duo. What does that mean? They play a little of everything. Becca Leathers and Chas Somdahl have been blending their intricate guitar and vocal harmonies for audiences for 18 years now. They only perform a few shows a year and are pleased to be back in Chicago where they first played as Riverfolk.

B. Leathers, C. Somdahl

Psi Power: Science Fiction or Fantasy?

Lilac B

Psychic powers are commonly featured in both science fiction and fantasy. Are these magic powers or unknown science? Listen to our panelists debate the topic.

R. Martinek, M. Roth (M), K. Sullivan, L. Synk

Queering SFF

Lilac C

Speculative fiction has always given writers a unique opportunity to question taboos and norms of sexuality, sexual orientation, and gender identity. How far has the genre come in the past 50 years (or more?) How much further do we still need to go?

T. Cobb (M), D. Fabi

Trivia for Chocolate

Lilac D

If you can be the first person in the room to answer the question, Steven will throw a piece of chocolate at you. As in life, the person with the most chocolate at the end, wins.

R. Horton, S. Silver

Journey Beyond Pluto: NASA's New Horizons Spacecraft Explores the Kuiper Belt

Junior Ballroom B/C

Famed for its 2015 flyby of Pluto, the New Horizons spacecraft was designed to go further. At its launch in 2006, however, no suitable target was known; not until 2014 did searchers find a small, icy body within reach of the post-Pluto mission. A race to learn as much as possible culminated on New Year's Day, 2019, in a successful encounter between New Horizons and Kuiper Belt Object MU69. Bill Higgins was on hand for this event. It will take many months to downlink the gigabytes of data accumulated, but in the meantime, hear the story of the frozen body referred to as "Ultima Thule."

B. Higgins

Reaching for Perfection: Details in Cosplay

Room 921

What does it take to develop the skills to get your costume to the screen accurate and professional materials level. Our panelists discuss the time and dedication it takes to get to museum quality or build a portfolio that might land that dream job in the industry...or help you look like you walked off the movie screen.

R. Braman, E. Endres, V. Meachum, M. Runyan, M. Scott

Ghost in the Yew: Beyond the Edge movie screening

Room 1406

A stop-motion project made with those lovely bricks from Denmark, *Beyond the Edge* is book one of Blake Hausladen's epic fantasy series and tells the story of four people banished to a distant land who must learn to survive. The screen will run from 8-8:30pm.

B. Hausladen

9:00 p.m.

Open Music - Lilac A

Open music time. Bring an instrument or just listen.

Down In Front Riffs The Fifth Element

Junior Ballroom B/C

Chicago's movie riffing crew, Down In Front presents their cinematic rehabilitation of *The Fifth Element*, featuring Bruce Willis at his Bruciest and Milla Jovovitch showcasing the latest in ACE Bandage fashion.

M. Marquis Albright

Sunday

9:00 a.m.

Critter Crunch

Harry Caray Ballroom

All for a charitable cause, Critter Crunch is back with its battling robots. Get your own robot for a small fee, or just cheer on your favorite from the sidelines. This is truly a smashing way to begin a Sunday.

D. Clarke

10:00 a.m.

Space Opera for a New Generation

Mueller Grand Ballroom G

We've discussed classic and Golden Age space opera, now our panelists discuss developments in the form for a new audience. Find out the new authors you should read and the new films you need to see.

A. Collier (M), R. Esler, R. Rothbard, K. Sullivan

Readings

Mueller Grand Ballroom H

Half-hour readings by Windycon author attendees.

J. Cowan, B. Koester

Readings—Martindale

Lilac A

Reading by Toastmaster Lee Martindale.

L. Martindale

Fannish Super Pets

Lilac B

Does your pet morph into the creature from the Black Lagoon at night? Do they commute back and forth to the mothership behind your back? Or is your cute, cuddly evil genius out to drive you mad (and make you love it anyway)? Our panelists lead a discussion of our furry/feathery/scaly overlords and their antics.

R. Neumeier, M. A. Turzillo

Human vs Robotic Space Exploration

Lilac C

Which is better: human or robotic space exploration? While robotic flights avoid the issues of safety for the astronauts, is it sometimes better to have humans along? Can humans do some things better than the best programmed machine, or is it just too dangerous and expensive? Our panelists discuss.

L. Bartoszek (M), G. Landis, R. Martinek, J. Stockman

Disabilities in SF

Lilac D

How are disabilities portrayed in SF in recent works? How does an author get this right—not insulting and not wrong? The environment of space may mitigate some disabilities while creating others. Learn from our panelists what is actually involved in living with and writing about disabilities.

B. Detzner (M), S. Levy, N. Silk

The Business of Publishing

Junior Ballroom B/C

Writing it was easy, getting it published is hard. Our panelists give you clues and tips to make publishing as painless as possible.

L. Erlick, D. Fabi, R. Knaak (M), J.A. Sutherland, E. Wood

Old School vs 3-D Printing Fabrication

Room 921

We discuss how and when we started this strange hobby, dating ourselves in the process, the difficulty without the internet to find references, develop skills, source materials, and manage to afford all this on your own. With the world wide web it's so much easier to get what you want. This panel is about our favorite topic: bunches of geezers complaining about how you kids have it so easy these days!

Arturo, R. Braman, S. Mika, P. O'Connor, M. Runyan, M. Scott

Autographing

Signing Tables

E. Flint, S. Silver

11:00 a.m.

The Rise of the Comic Book Film

Mueller Grand Ballroom G

The last decade has seen an explosion of comic book superheroes onto the big screen. Why did this happen? Is it a good thing? What does it mean for the comics and the comic book fans? Our panelists discuss.

C. Barkley, D. Berger, R. Granstaff, P. Hahn (M), M. Munro

Readings

Mueller Grand Ballroom H

Half-hour readings by Windycon author attendees.

B. Kander, A. Liddell

Learn to Play: *Dead of Winter*

Mueller Grand Ballroom IJ

Dead of Winter is a meta-cooperative psychological survival game.

This means players are working together toward one common victory condition—but for each individual player to achieve victory, he must also complete his personal secret objective. This secret objective could relate to a psychological tick that's fairly harmless to most others in the colony, a dangerous obsession that could put the main objective at risk, a desire for sabotage of the main mission, or (worst of all) vengeance against the colony!

Readings

Lilac A

Half-hour readings by Windycon author attendees.

M. Aruguete, N. Litherland

Ask Questions of the Chicago in 2022 Bid

Lilac B

Were you excited by the past Chicago Worldcons? Do you want to know about the 2022 proposal? Here's your chance to get all your questions answered.

D. McCarty, H. Montgomery

Tech Tools for Writers

Lilac C

Get the most out of your writing technology. Don't know what to use? Don't think you know enough about what you have? Our panelists share tips and lessons for making the most of your technology so you can spend time creating and not floundering.

B. Barnett (M), P. Jackson, T. Johnson, R. Martinek

Discussing the Works of Lois McMaster Bujold

Lilac D

A very popular space opera series is the Vorkosigan series by Lois McMaster Bujold, one of the masters of the genre. Join our panelists in a discussion of her works and their influence.

A. Collier, R.J. Howell (M), K. Sullivan, M. A. Turzillo

A Million Miles beyond Midnight: NASA's James Webb Space Telescope

Junior Ballroom B/C

The next big space telescope, named for a former NASA administrator, is slated for launch (after much delay) in 2021. Its 6.5-meter-diameter mirror, orbiting a million miles from the earth, is designed to give astronomers superb capabilities for exploring the infrared universe. Bill Higgins reviews the Webb's design and the phenomena it will examine.

B. Higgins

Flash Fiction

Room 1406

What is flash fiction and how do you get started? Work with Donna Munro, accomplished flash fiction writer, to learn tips and tricks while writing great flash.

D. Munro

Autographing

Signing Tables

M. Bentley, J. Shoberg

Noon

Readings

Mueller Grand Ballroom G

Half-hour readings by Windycon author attendees.

D. Bonanno, K. Herkes

Court and Country Concert

Lilac A

When last we left our group of musical heroes and heroines known as Court & Country, they were trying to find a working time machine on the other side of the rift to make their way to Windycon to bring you choral music of love, adventure, peril and all the best renaissance versions of space opera themes. You will hear a few modern songs of space and science fiction mixed in too. Will our hapless heroes find their way home? Tune in and see!! (And hear us too)

Court And Country

Space Opera on TV

Lilac B

Are *Star Trek* and *Firefly* TV space opera? Are there other TV space opera shows now or in the past? Is TV a good medium for successful space opera? Join our panelists and find out.

C. Barkley, C. Krolczyk, R. Rothbard (M)

Human Missions to Mars

Lilac C

It is on the planning table now. What's involved with a human mission to Mars? How would we actually do it, what would be involved, and would we actually land on Mars? Can we really do it? Our panelists let you know.

L. Bartoszek, B. Higgins (M), Y. Huslig

Modern Masters of SF

Lilac D

We've looked at past masters, now let's focus on the present. A lot has changed since the "Golden Age" and new authors have expanded the genre in many ways. It's more inclusive, based on better science, and maybe ever written better. Who is a master of modern SF and why?

R. Horton, S. Silver, G. Wolfe (M)

Pitch Practice

Room 1406

Yay! You've written a book! Now you need to sell it. Sell it?!

Whether you have some ideas or no idea where to start, this interactive workshop allows you to work with your peers to create a perfect pitch.

T. Akers, D. Sjolander

Happy Hooker with Teresa Gunderson

1633

Come join us to learn the basics of crochet! Bring your own hook and yarn (a larger hook is better, like a J or K, and worsted weight yarn, preferably a light color) or, if you don't have one, there will be hooks and yarn kits available. We'll learn to chain and turn, and the kits will have enough to start a cotton washcloth for yourself. If you are an old pro, bring your own project and just sit with us and enjoy some fiber-related chatter!

T. Gunderson

1:00 p.m.

Memorable Space Opera Settings

Mueller Grand Ballroom H

Location, location, location. It's important in space opera as well as real estate. What are some memorable settings in space opera and why are they memorable? Join our panelists and find out.

P. Eisenstein, K. Herkes (M), C. Johns

Readings

Lilac B

Half-hour readings by Windycon author attendees.

A. Collier, R.J. Howell

Logistics of Interstellar Settlement

Lilac C

The basis of science fiction is to travel and live in space and on other planets. SF authors can assume all the issues have been settled, but our panelists can't. Join them as they discuss what is really involved—oxygen, gamma rays, finding that planet, and writing home.

A. Dormire (M), P. Jackson, G. Landis, B. Thomasson

Leigh Brackett: The Queen of Space Opera

Lilac D

One of the earliest well-known woman science fiction writers, Leigh Brackett was instrumental in developing both the SF genre and women writers. Our panelists discuss her works and influence.

D. Fabi, R. Horton (M), S. Silver, M. A. Turzillo

Harp Twins Concert

Junior Ballroom B/C

C. Kitt, K. Kitt

Writing Rock-Out

Room 1406

The room will be loud—music will be playing, people will be laughing and talking. If you like writing with distractions or just want to hang out while we close out the room, this is the place for you!

2:00 p.m.

Closing Ceremonies

Junior Ballroom B/C

Join our Chair, Guests of Honor, other guests, and all your co-attendees to close out Windycon 2019 and get a peek at our plans for Windycon 2020.

Cosplay Walk

Room 921

Open to anyone. Come dress up and show off your best outfit.

M. Scott

3:00 p.m.

Open Music

Lilac A

Open music time. Bring an instrument or just listen.

Dead Dog Party

Hospitality suite

Staff List

Chair

Kerry Kuhn
Louisa Feimster

Anime

Evan Reeves (DH)
Chris Krolczyk (2nd)
Kat Barone
Cody Beltramo

Art Show

Richard France (DH)
Jenna Tannhauser (DH)
Ashley Maxwell
Tavis Potter
Nancy Riggs
Cheryl Storm
Jim Young
Veronica Zimowsk

Awards

James Brown

Bheer

Thomas Trittthardt(DH)
Matt Salutric(2nd)
Casey Christey
Corinne Egan
Sean Ihant
Rachel Landmann
Debbie Landmann
Ashton Peterson
Andrew Scheeler
Christina Walker

Con Suite

John Higgins (DH)
Louis Galvez III (2nd)
Jamie “Giggles” Bergan
Karol Brown
Diane Collins
Sue “Kitten” Guzik
Sherri Sanders
Scott Steet
Mike Stern
Jonathan Stolze
Dan “Tiny” Wire

Dealers’ Room

Bill Jorns (DH)
Brendan Lonehawk (2nd)
Barb Darrow
Daniel Darrow
Gloria Dill
Steve Metzger
Carol Metzger
Phedra Meyer

Gaming

Alex Bailey-Mathews (DH)
Patrick Finnegan (2nd)
Tracy Bailey-Mathews
Matt Harbage
Mike Riley
Mike Tannhauser
Amy Wojtysiak

Food Guide

Kathy Horning
James Fulkerson
Jim Rittenhouse

Green Room

Ann Totusek (DH)
George Hunt (2nd)
Jan Kummerow
Lois Lubin
Jason Spitzer

Guest Liaison

Sandy Levy (DH)

Hotel Liaison

Scott Schultz (DH)
Mike Falco (2nd)

Info Desk

John Donat (DH)
Michelle Donat
David Hoshko

ISFiC Board

Vlad Stockman (President)
Steven H Silver (Secretary)
Bill Roper (Treasurer)
John Donat
Daniel Gunderson
Susie France
Kerry Kuhn
Barb van Tilburg
Rick Waterson

ISFiC Writers Contest

Tracy Townsend
(Coordinator)
Barbara Barnett
Neil Litherland
Megan Mackie

IT

Ken Beach (DH)
Phread (2nd)

Logistics

Dana “Star” DeMichael (DH)
Kristina “Gummi” Maki (DH)
Matt Clark
Teresa Clark
Joshua “Dante” D’Amico
Nick “Teebs” Deranek
Geoffrey “Kazzy” Kaczmarek
Dave “Mugen” Krentkowski
Joey “Tsunami” Pfeifer
Jonathan “Anubis” Stoesser
Nichelle Wrenn

Marketing

Vlad Stockman (DH)
Lily Cutshall

Music

Daniel Gunderson (DH)
Sue Alexander (2nd)

Operations

Kyle Bundy (DH)
Julie Perini (2nd)
Cassi Anderson
Helene Bellin
John Burch
Matt Hammen
Marissa Robertcop
Erik Wheeler

Party Liaison

Alison Petroski (DH)
Scott Schultz (2nd)

Photo Studio

Ken Beach
Bruce Medic

Programming

Pat Sayre McCoy (DH)
Arin Komins, (2nd)
Blake Hausladen
John McCoy
Michael Scott

Publications

Steven H Silver (DH)
David A. Hirsch (2nd)

Registration

Rick Waterson (DH)
Susie France (2nd)
M. David Brim
Krista Cobb
Tavis Potter
Lois Ray
Kim Williams

Secretary

Cassy Beach

Security

Daniel “Shodan” Molinari (DH)
Maggie “Lolita” de Leon
Stephen “Fluffy” Baker
Alex “Jet” Best
Alex “HotRod” DeMichael
Nick “Teebs” Deranek
Corinne “Rin” Egan
Kristin “Lotus” Gumulauski
Amanda “Setasha” Hall
Karl “Big Red” Hansen
Dylan “Patches” Jeffrey
Jared “Zeke” Kiel
Jay “Malleo” Kim
Erich “Guardian” Krieger
Eve “Dove” Miller
Tim “Tantalus” Olsen
Mandi Patterson
Vin “Blink” Sarmiento
Dylan “Hiccup” Seitz
Dane “Dane” Squier
Olivia “Yoko” Traversa
Lane “Raven Hawk” Wendt
Dave “MBM” West

Social Media

Virginia Massetti

Tech Services

Dave Ifversen (DH)
Bill Roper (2nd)
Brice Beutin
Angela Karash
Patrick McManamon
Pete Richardson
Skye Richardson

Teen Lounge

Alexya Murphy (DH)
Cam Duffey
Ashley Grimes
James Holt
Rex Novotny
Gavin Pinson
Kiley Swatkowski

Treasurer

James Malebranche
Bill Weber

Video Gaming

Dee Grady (DH)

Website

Vlad Stockman

Windy Kidz

Lisa Garrison (DH)
Jason Palmer (2nd)
Seamus Ragsdale
Isobeal Ragsdale

Writers Workshop

Richard Chwedyk
(Coordinator)
Clifford Royal Johns (M)
Mary Mascari (M)
Trey Thoelecke (M)
Sue Burke
Richard Garfinkle
Chris Gerrib
Karen Herkes
Elizabeth Anne Hull
E.E. Knight
Jody Lynn Nye
Francisco “Paco” Ruiz