

# WindyCon 49

Adventure is Out There

November 10 - 12 2023



## A Message from Our Chair

Welcome to Windycon 49 Adventure is out there!

We're so happy to have you all join us whether you've been here for every year, or this is your very first time.

We hope that you find our new hotel welcoming.

We have a lot of great stuff going on this year and hope you will find some great adventures throughout the weekend. We can't wait to see everyone having a good time and to see costumes walking through the halls.

In the words of my inspiration for this year's theme, "You and me, we're in a club now." I hope we brought enough balloons to get this hotel off the ground...

Dana "Star" DeMichael

## In Memoriam

The following is an incomplete list of the members of our community who have passed away during the last year. We will miss them.

Douglas E. Berry

Toni Lichtenstein Bogolub

Melissa Clemmer

Vanessa Crouther

Marinda Darnell

Mary Kay Hennig

Greg Howe

Clifford Royal Johns

Jerry Lapidus

Gail LeBlanc

Sandra Levy

Helene Marlow

Cathy Wappel

Suzanne Adams-Watters

Welcome to Windycon 49!

# Adventure is Out There

## Table of Contents

A Message from Our Chair	1	Amateur Radio	29
Convention Rules	2	Cosplay	29
Map and Hours	3	Social Media	29
Code of Conduct	4	Gaming Special Events	29
Reporting Infractions	6	Vendors	31
Dress Code	6	Programming	32
Props and Weapons Policy	7	Staff List	45
Windycon and COVID-19	8		
ISFiC Harassment Policy	9		
What's an ISFiC?	11		
April Choi	12		
Rick Heinz	12		
Trevor Mueller	13		
Logan Rocha	13		
Jess Stary	14		
Laser Webber	14		
Tom Smith	15		
Sean Daeley	15		
Lemons of Love Charity	16		
Bheer Suite	17		
Con Suite & Atrium Cafe	17		
Parties	22		
Special Events	25		
Build-a-Blinkie	25		
Music Programming	27		
Photo Studio	28		
Art Show	28		
Print Shop	28		

# Convention Rules

Although we're all here to have fun, it is 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. We ask that you continue to respect the facility and its employees.

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

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

1. You must have your badge with you at all times in order to enter or stay in any convention function.
2. You must present your badge to any member of the staff, including our door guards, who 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 premises. Costume and prop weapons must be approved by 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 instruments of any kind. Not real, not Nerf, nothing.
8. No open live steel. It must be sheathed and be approved and peacebonded by Operations/Security.
9. If you wish to use a weapon on the Cosplay Runway, you must clear it with our Cosplay Head and transport it directly to the event and then directly back to your room afterwards.
10. Anything used as a weapon in any threatening manner, whether real, real-looking, prop, toy, or otherwise, will result in its confiscation and possibly the revocation of your membership without refund.
11. Windycon reserves the right to prohibit any weapon, real or not, at its sole discretion.
12. If you damage the hotel, you **will** pay to fix it.
13. A costume must not leave bits of itself behind. This especially goes for things that would damage the hotel including, but not limited to: blood, body parts, dripping gore, ichor, brains, eyes, internal organs, external organs, or anything else that might fall off.
14. Our venue has a restriction allowing only dogs on the property; no cats, rats, spiders, snakes, ferrets, birds, unicorns, etc. are allowed. If you have a dog accompanying you, you must take it from your room for its walk and then back to your room. The only exception are dogs who are also service animals, meaning they have been trained in obedience and task skills to meet the needs of a disabled person. If you bring your service animal into convention space, please make certain you have checked it in with Operations and received a free Service Animal Badge, and they are wearing it at all times. Also please be sure they are 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 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.

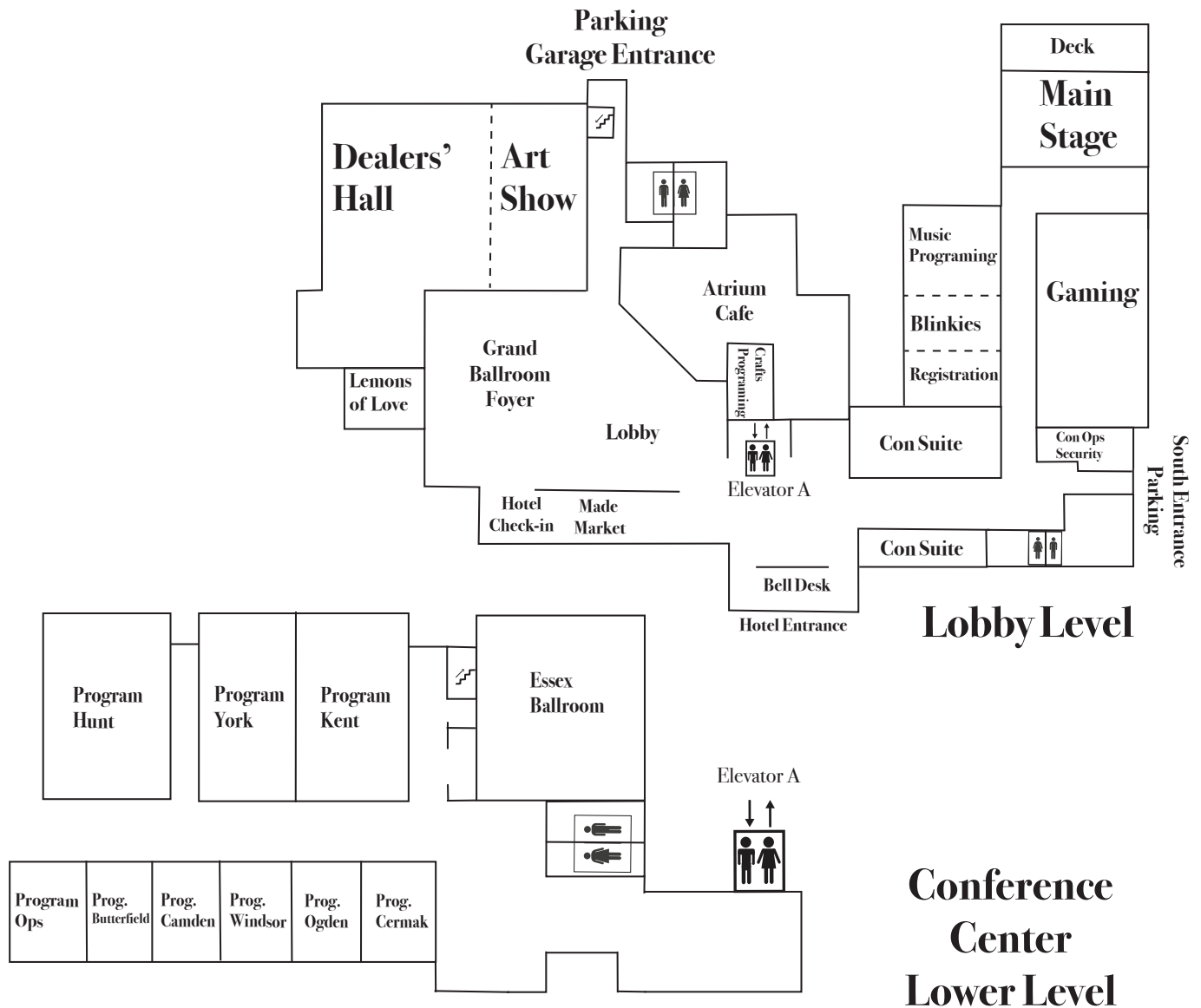
If there are any questions, please ask the folks in Operations in the Oak room who are there to help you. We hope you have a wonderful time at the convention.

**The ISFiC Harassment Policy  
can be found on Page 10.**

**Please read it and follow it.**



# Map and Hours



## Dealers Hall

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

## Gaming

Friday	4:00 p.m.	-	Sunday 3:00 p.m.
--------	-----------	---	------------------

## Con Suite

Friday	2:00 p.m.	-	9:00p.m.
Saturday	9:00 a.m.	-	1:30 a.m.
Sunday	10:00 a.m.	-	10:00 a.m.

## Art Show

Friday	1:00 p.m.	-	4:00 p.m.	Artist setup only
	4:00 p.m.	-	9:00 p.m.	Open to Members
	4:00 p.m.		9:00 p.m.	Print Shop Open

Saturday	10:00 a.m.	6:00 p.m.	Print Shop Open
	10:00 a.m.	- 6:00 p.m.	Open to Members
	8:00 p.m.	- ????	Art Auction

Sunday	10:00 a.m.	- 2:00 p.m.	Art pickup
	10:00 a.m.	2:00 p.m.	Artist checkout

# Code of Conduct

## 1. Introduction

1.1 ISFiC is committed to fostering an environment of comfort and safety for everyone. To achieve this, attendees should refrain from actions that a reasonable person would feel would limit, or threaten to limit, the safe enjoyment of the convention by another person.

1.2 ISFiC will not tolerate any form of misconduct toward convention participants.

1.3 Violations of this policy can be reported to any on-duty Operations staff member. How to report and we handle reports is spelled out on the reporting page. If the violation is by a Board Member of ISFiC or by someone in Operations then someone from the Independent Incident Response Team (IRT) will be handling the report. Please use the link below for more information.

1.4 The Windycon Chair or their designated representative may choose to immediately impose penalties for violations of this Code of Conduct for the safety and well-being of our members. Such penalties may include, but are not limited to, a one-time warning, restricted access to convention activities, and immediate expulsion from the convention with or without a membership refund. In accordance with State and Local laws, Windycon may contact local law enforcement to report unlawful activity. All participants are expected to follow all local, municipal, state, and federal laws and ordinances while attending any ISFiC, Inc. event. If it's illegal OUTSIDE the con, it's illegal AT the con.

1.5 Some incidents which appear to violate the Code of Conduct may occur due to legitimate misunderstandings and, if they can be resolved to the satisfaction of all parties, ISFiC considers that to be a good outcome. Repeated violations of the Code of Conduct, especially those involving interactions with the same parties, will be regarded as intentional behavior and handled as explained in this Code of Conduct.

1.6 All reports of violations of the Code of Conduct will be referred to the Independent Incident Response Team for their review and recommendations. Additional penalties may be imposed, including a ban from ISFiC events for a minimum period of time.

1.7 Individuals who have been banned from ISFiC events are not automatically readmitted after the minimum period of the ban, but must petition the ISFiC Board to be allowed to return. The Board will consult with IRT and any persons involved in making the original complaint before reaching a decision. ISFiC believes that there can be a path back to community involvement, but the safety of our members will always come first.

## 2. Hate Speech

Hate speech is not permitted at ISFiC events or on ISFiC forums. Hate speech is defined as abusive or threatening speech or writing that expresses prejudice against a particular group, especially on the basis of gender, sexuality, relationship status, political status, disability, physical appearance, body size, race, national origin, or religion.

## 3. Code of Conduct

### 3.1 What Is Misconduct?

Misconduct means different things to different people. Each complaint will be adjudicated by the Independent Response Team (IRT) based on the facts of the complaint. Misconduct may include any of the following, although it is not limited to this list below.

- Preventing any attendee from entering or participating in con events (except in accordance with con policies).
- Sustained disruption of talks or other events.
- Showing sexual images or conducting discussion about sexual topics in public spaces when the images or discussions do not allow attendees the opportunity to leave beforehand or are not presented in a respectful manner.
- Any activity which may endanger the event or individual attendees, regardless of intent.
- Intimidating, stalking, or following.
- Uninvited physical contact.
- Uninvited sexual attention.
- Pressuring or deceiving a person to consume any substance they do not desire.
- Deliberate misgendering.
- Making an individual the focal subject of a photograph or recording, against their consent. (Windycon considers recording and photography of group activities to be part of the purpose for which we have come together to enjoy activities in public. There is a reasonable expectation at cons that public photos are being taken by the attendees in the public spaces of the convention. This can include panel rooms, exhibit rooms, and Con Suite. When photographing or videotaping individuals or costumes, use common courtesy and ask before photographing them. Respect their rights if they do not wish to be photographed or videotaped. If someone asks or otherwise indicates that they do not wish to be photographed, do not photograph them!)
- Advocating for, threatening, or encouraging, any of the above behavior.

### 3.2 What Is Harassment?

3.2.1 Harassment is a category of misconduct, defined as “a pattern of misconduct toward a target over time.”

3.2.2 Making repeated disrespectful and unwelcome verbal, written, or social media comments may be considered harassment.

3.2.3 Windycon's Board (ISFiC) tracks reports of misconduct over multiple years, and takes patterns of misconduct into consideration for multi-year disciplinary action. We need your help to identify whether the incident you experienced was part of a pattern you might not know about. Isolated single incidents of misconduct can sometimes receive a multi-year disciplinary action, based on the best judgement of ISFiC.

3.2.4 Harassment applies to electronic communication as well as physical. Participants must not engage in misconduct at any convention venues or convention-related social events, not just during the Windycon weekend. Participants asked by the Board, Conchair, Convention Committee, or Staff to stop misconduct are expected to stop immediately, or it may rise to the level of harassment.

### 3.3 What Should I Do In Case Of Misconduct And/Or Harassment?

3.3.1 If you feel uncomfortable trying to handle a situation yourself, report the incident to the Windycon Operations office. If you feel comfortable trying to deescalate the situation on your own, please feel free to do so in a responsible manner. We would appreciate it if Operations was still informed to help us identify any repeat offenders.

If you feel threatened or unsafe, or if your attempts to resolve the situation yourself are unsuccessful, please seek help immediately.

3.3.2 If you are in a confrontation, or notice someone else in a confrontation, go to Operations for help. Operations will help participants contact venue security or law enforcement, provide escorts, or otherwise assist in creating a positive space for the duration of the con. Windycon encourages participants to consider the possibility of reporting any rape, assault, or other unlawful activity to law enforcement. We ask that all attendees try to foster an environment where speaking out is fully supported. Retaliating against a person who reports or complains about misconduct will not be tolerated.

### 3.4 Social Interactions

3.4.1. People commonly wear costumes at conventions. Please be respectful by not touching a person or their costume without a clear invitation. Silence does not imply consent.

3.4.2. Please keep your public displays of affection rated PG-13.

### 3.5 Attire

Please conform to the Windycon Dress Code. Our current venue requires that all attendees must wear footwear on the main floor at all times. Failure to be properly attired could mean immediate removal from the premises by the hotel without refund.

### 3.6 Minors and Parental Concerns

3.6.1 Children ages 17 and under (hereby referred to as “minors”) are welcome at the convention.

3.6.2 Minors require a badge, either a full badge, a children’s badge, or Kid-in-Tow badge. Minors twelve or under must have a parent or guardian on the premises. Holders of Kid-in-Tow badges must be accompanied by a badged guardian at all times.

3.6.3 Anyone under the age of 18 must carry contact information for a parent or legal guardian at all times.

3.6.4 Please also consider that some convention topics may not be appropriate for young children, and that some evening and night convention functions may involve attendee costume and activities possibly inappropriate for children. Windycon cannot be held responsible for any unaccompanied minors.

3.6.5 This code of conduct shall not apply to otherwise legal interactions between a parent and/or legal guardian and their minor children in their custody, e.g. disciplinary actions that fall within the bounds of municipal, state, and federal law.

## 4. Convention Rules

### 4.1 Badges

4.1.1. All Windycon attendees must purchase a Windycon badge and wear that badge at all times when attending Windycon events or using convention event spaces.

4.1.2. Forging, duplicating, or sharing Windycon badges is not permitted and is grounds for removal from the convention without refund

### 4.2 Alcohol and Marijuana

4.2.1 Windycon recognizes that the use of alcoholic beverages by those of legal age is a matter of personal choice. Windycon requires that those who choose to drink during Windycon weekend and at other ISFiC sponsored events abide by state law and the ISFiC Code of Conduct. We expect such individuals will conduct themselves responsibly and respectfully in regard to others and to their

environment, including the physical property of the host location.

4.2.2 As part of our hospitality, Windycon may serve alcoholic beverages in the hospitality suites. There may also be other events that will do so. We require that everyone observe the law and follow these rules:

4.2.3 Windycon will be checking IDs before serving any alcoholic beverages. You must be 21 or over in order to drink in Illinois. Proof of age will be required to be served alcohol at the point of service, not during registration. In other words, you must bring your ID to the Con Suite in order to drink. Con badges will NOT be accepted as proof of age. Acceptable forms of ID are drivers’ licenses, state issued picture IDs, military IDs, and passports. Violations of state drinking laws will not be tolerated.

4.2.4 Each room party will need to decide how to handle appropriate alcohol management. Windycon asks only that everyone comply with hotel rules, and that all parties follow state drinking laws. We hope that everyone has a safe and wonderful time!

4.2.5 Please follow the law and hotel rules in regards to open containers of alcohol. Do not take open alcoholic beverages out of the hospitality suites or private rooms where they are served.

4.2.6 Our venue does not permit the use of recreational marijuana on the premises. Please respect the rules of the venue.

### 4.3 Props and Weapons

Windycon has a specific set of rules addressing Props and Weapons.

### 4.4 Swimming Pool

4.4.1 Pool hours will be posted, please pay attention to them!

4.4.2 Sleeping rooms are located near the pool and consideration should be given regarding noise.

4.4.3 If you have children, please supervise them.

4.4.4 Don’t drink and swim.

4.4.5 Be courteous to other users of the area.

4.4.6 Keep your swim attire on.

4.4.7 Be safe.

### 4.5 Game Room

4.5.1 Eating and drinking are allowed in gaming, but please take extra care not to spill, and please properly dispose of all empty containers and waste materials.

4.5.2 Anyone under the age of 12 must be accompanied by an adult. Gaming staff will ask anyone who is unwilling to comply to leave.

4.5.3 Please respect the staff in the game Junior And comply with any requests, or you will be asked to leave.

4.5.4 Please be very careful with our game library.

4.5.5 Win or lose, please play fair and have fun.

### 4.6 Con Suite

4.6.1 Shoes and shirts are required for entry.

4.6.2 Please do not sleep in the Con Suite.

4.6.3 Dispose of any cans in the recycle bins and your trash in trash cans. We need your help to keep the Con Suite clean for everyone.

4.6.4 Alcohol may not leave the Bheer Suite’s doors. Period. Even if you carry it into the Bheer Suite, once it is in our Bheer Suite you must consume it, or dispose of it prior to departure, no exceptions.

# Reporting Infractions

## What is the Independent Incident Response Team (IRT)?

The IRT is not part of ISFiC but has the authority to carry out actions concerning attendees, convention staff, and board members. The IRT was instituted by ISFiC so that everyone involved with ISFiC and by extension Windycon are held to the same standard of conduct and all incidents can be addressed. The IRT is staffed by persons in the community who are not on the ISFiC Board and not on Windycon's staff.

## There is a Problem at the Convention, What Should You Do?

Should you choose to report misconduct, you can expect a member of the event Operations Staff or IRT to be called in to provide support, investigate, and take the necessary actions to ensure that the situation is handled with the utmost care and concern with clear and concise actions. ISFiC reserves the right to remove attendees from any ISFiC event and/or ban future attendance if conduct and safety guidelines are not followed. Operations and the IRT will maintain a record of active misconduct reports, while permanent records of resolved incidents will be maintained by the ISFiC Board.

In either case, we will make a written report, and ask you for the details needed to understand and resolve the problem or prevent further harm. If you give us your name and contact information, we will follow up with you as needed, but we also will accept anonymous reports.

We will tell you what our next steps will be and further action(s) to be taken, if any. If you request, we will follow up with you and let you know the outcome of our actions. We will endeavor to remain in contact, as per your choice, at least every 2 weeks until the matter has reached resolution.

If other people are named in the incident, they will be told that there is an incident against them, but if the reporter wishes to remain anonymous, the identity of the person making the report will not be named.

## For Incidents Outside of Windycon (Delayed Reporting or Involving Other Sanctioned ISFiC Events)

Issues may be reported throughout the year, not just during Windycon, Picniccon, or any other ISFiC event. If you need to report an issue outside of Windycon or do not feel comfortable discussing the matter with the Operations Staff, you may contact the Independent Incident Response Team (IRT) directly at [irt@isfic.org](mailto:irt@isfic.org) and someone will be in touch with you within 24 hours.

If the incident involves one or more Board members, IRT will handle the incident.

If the incident involves a previous or current Chair or Vice-Chair, IRT will handle the incident.

Otherwise, the incident is forwarded to the Board, who will either investigate it themselves, assign it to the previous or current Chair if appropriate, or request IRT to handle the incident if most appropriate.

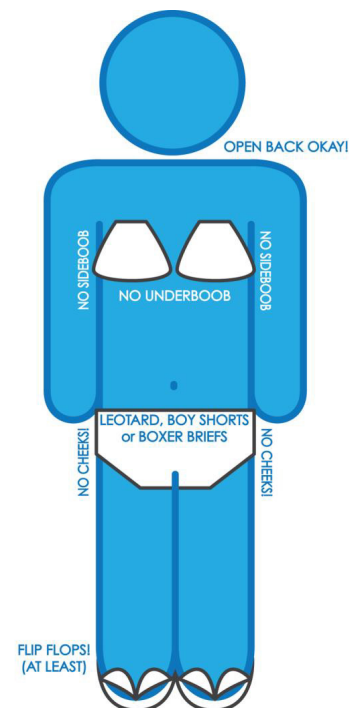
## For All Windycon Staff and ISFiC Board members

As a staff member you are an important part of assuring our attendees are safe and happy. Our problem resolution process is designed to help accomplish this.

If someone approaches you with a problem that is either too complicated for you to solve or appears to be a Code of Conduct violation, stay with the person and help find a member of Operations or the Incident Response Team as appropriate. If there is an immediately dangerous situation, do not hesitate to call 911 first. Please notify Operations after calling 911 so that convention leadership can stay in the loop.

## Dress Code

1. The Windycon Dress Code tries to reach a balance between freedom of expression, the sensitivities of all our attendees, and the requirements of the venue.
2. It is applicable to all genders and in all convention spaces.
3. Windycon does not permit clothing that contains hate speech or explicit sexual content.
4. Bare feet are not allowed. Sandals are acceptable, being barefoot or using footpads is not acceptable.
5. No roller-wear is allowed in convention areas including but not limited to heelys, rollerblades/skates, and skateboards.
6. Please use the diagram on this page for a reference for the minimal coverage to be compliant with this policy. And thanks to Colorado Anime Fest for the diagram.
7. The Convention Chair always has the final word on what is and is not acceptable attire in convention spaces.





# Props and Weapons Policy

## 1. Overview

1.1 This document is an extension of the ISFiC Code of Conduct.

1.2 As with all of our policies, the ISFiC Board has crafted this policy to try to strike a balance between the needs of our events, and the needs of our attendees. Any feedback you may have can be sent directly to [board@isfic.org](mailto:board@isfic.org).

1.3 Violations of this policy can be reported to any on-duty Operations staff member per the Reporting Problems page. If the violation is by an ISFiC Board Member, Senior Convention Staff, or by someone in Operations then the Independent Incident Response Team (IRT) may handle the report.

1.4 The Windycon Chair or their designated representative may choose to immediately impose penalties for violations of this policy for the safety and well-being of our members. Such penalties may include, but are not limited to, a one-time warning, restricted access to convention activities, and immediate expulsion from the convention with or without a membership refund. Violators may also be referred to local law enforcement should that be deemed appropriate.

1.5 No prop shall be used in a dangerous or threatening manner. Do not draw blades. Do not point projectile weapons. Anything used as a weapon will be treated as a weapon.

1.6 Any item designed or created with the intent to cause injury or death to any person or property, as well as any item that is illegal in the state of Illinois and/or the Village of Lombard is not allowed.

1.7 Exceptions can be made to many of these policies for programming events and photography sessions. These exceptions must be made in advance with the appropriate Convention Staff and may be declined if the safety of other attendees is called into question. The Convention Chair always has final authority in these decisions.

## 2. Weapons

### 2.1 Firearms and Replica Firearms

2.1.1. Real firearms are not props and are prohibited from all ISFiC Events, Windycon included.

2.1.2. Realistic gun props, including antique and replica firearms, are not allowed. This is for the safety of you and fellow attendees as Convention Security and local law enforcement cannot easily identify if these are props or live weapons.

2.1.3. All other firearm props must be taken to Operations and peace bonded. This will take the form of a zip tie indicating that the item is a prop and that any triggering mechanism has been disabled. Operations will also note your compliance so that any later inquiries can be quickly answered.

### 2.2 Ammunition

2.2.1. No live ammunition for any projectile weapon may be carried in convention space. No bullets or cartridges, no darts, no NERF, no arrows or bolts. Nothing that can be fired or launched.

2.2.2. If you have costume pieces with fixed, non-live ammunition, take it to Operations to be noted and zip tied.

### 2.3 Knives and Edged Weapons

Any material which can be given and maintain a cutting edge is covered by this policy.

We know many of our attendees participate in other activities where knives and swords and axes play an important part, and we have tried to balance this policy accordingly.

2.3.1. All live edges must be fully sheathed and peace bonded. Bring all such items to Operations to be approved and zip tied.

2.3.2. An exception exists for items being displayed in the Dealers Room. Vendors will package any purchases for transportation to your room or vehicle. If you wish to carry or wear your new purchase, take it to Operations.

2.3.3. Non-edged blades can be worn and carried, but please be patient and respectful when approached by any Convention Staff and asked to verify the state of the item.

2.3.4. Utility blades, such as pocket knives, may be used in convention space. It is the responsibility of the user to ensure the safety of everyone around them using such tools.

### 2.4 Polearms and Mass Weapons

2.4.1. Spikes and blades on weapons places the entire weapon under the Knives and Edged Weapons rules as stated above.

2.4.2. Foam, rattan, and “boffer” weapons need to be handled on a case-by-case basis. Take any such props in question to Operations for review.

2.4.3. As with any other prop or costume element, if it may potentially cause issue for those around you, please consider leaving it in your room. You are always responsible for any damage done to the hotel or others by what you wear and what you carry.

## 3. Props and Special Effects

3.1 This should go without saying, but no open flames are allowed in convention space. This means no props or costumes that produce fire or flames in any form are allowed.

3.2 Strobe-lighting effects can trigger a form of epilepsy (known as photo-sensitive epilepsy, PSE, or light-sensitive epilepsy) if the flash frequency is broadly in the range 16–25 flashes per second (some people experience PSE at lower or higher frequencies). If you have any props or costuming elements that produce lighting effects, please be considerate of those around you.

3.3 Lasers, including laser pointers, are not permitted to be used in convention space. Exceptions may be made for specific presentations and convention programming.

3.4 Smoke effects of any type are prohibited from the convention space. Exceptions for the Masquerade must be obtained from the Masquerade Staff in advance.

3.5 Liquids and gels should not be used as a prop or as part of a costume unless they are appropriately sealed and will not transfer to another person or property.

# Windycon and COVID-19

Windycon and ISFiC are committed to the health and safety of our fannish family, and that will always be our first priority. As we continue to plan the 2023 convention, we find ourselves making many decisions that try to balance that priority against providing all those elements that make a Windycon, well, Windycon.

The ISFiC Board has met and decided on the following Covid-19 Policy for Windycon 49. **This policy is current as of July 8, 2023.**

Any changes to the policy will be posted here and via our Social Media outlets.

## **Bottom Line Up Front**

Masks are welcome, but not required.

Neither proof of vaccination or proof of a negative Covid-19 test will be required.

**Masks are Welcome. Harassment is not.**

Some folks will mask-up to one degree or another. Others will not. Those are individual decisions made for personal reasons. We may not all agree with the reasoning on any side, but we remind all attendees to be respectful of the opinion of others.

## **Illness Pre-Convention**

If you should fall ill before the event and become unable to attend, let us know by sending an e-mail to [registration@windycon.org](mailto:registration@windycon.org). Windycon will roll-over your membership in full to 2024 and work with you and the hotel in canceling your hotel reservation up to the day of check-in.

If you had Covid recently and have recovered, we ask that you consult the CDC Guidelines before deciding to attend Windycon.

## **Illness At Convention**

If you should fall ill at the event, you are asked to remove yourself from the convention area. If you do so voluntarily, Windycon will roll-over your membership in full to 2024 and work with you and the hotel if you need to vacate early.

Failing to remove yourself voluntarily or when asked by Convention Staff will be considered a violation of our Code of Conduct, and any necessary action will be taken to protect the remaining attendees.

If you have any questions about this policy, please email [registration@windycon.org](mailto:registration@windycon.org).

# ISFiC Harassment Policy

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

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

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

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

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





# **Chambanacon**

## ***One Last Time***

**Writer GoH: Juanita Coulson**

**Music GoH: Bill Roper**

**Ghost GoHs: Andrew J. Offutt**

**Wilson Bob Tucker, Gene Wolfe**

**Toastmistress: Jen Midkiff**

**Fan GoH: The Scherer Family**

**Nov 24—26, 2023**

**Bloomington/Normal Marriott  
Hotel and Convention Center,  
Bloomington/Normal, Illinois**

**Fully-masked  
convention spaces...  
because Covid and flu  
and RSV are still with  
us, and Chambanacon  
actually cares!**

If you've been one of those who has said, "I'd really like to make it to Chambanacon one of these years..." well, this is your *very* last chance. After 52 years of nearly uninterrupted existence, Chambanacon shuts its doors. We've had a very good run, but the time has come to say goodbye.

We're throwing one last party, one last banquet, one last chance to schmooze and chat and filk the nights away surrounded by friends and family after our customary post-Turkey Day celebrations.

We have a ton of things to do at this last con, with authors and musicians and fans galore. So, don't wait. Book your rooms and make your registrations now. There will never be another Chambanacon.

Music, music, music! And even more music with Leslie Hudson and Lauren Oxford!  
Games, merchants, art, writers workshop, a fantastic con-suite, and a plated banquet.

More information and online registration available at **[chambanacon.org](http://chambanacon.org)**.

# What's an ISFiC?

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

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

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

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

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

As with many fannish actions, there was also an ulterior motive. ISFiC’s founders, notably Larry Propp, Mark and Lynne Aronson, and Ann Cass, very carefully crafted things as a staging ground to prepare for a WorldCon bid. Their idea was to have Windycon not only publicize Chicago’s name, but also to act as a training ground for local fans in preparation for a Worldcon bid. The other ISFiC founders, including Jon and Joni Stopa and Mike and Carol Resnick supported the idea. Chicon IV, the 1982 World Science Fiction Convention, came to fruition as a result of this—although subsequent Chicons have been separately incorporated and were not directly affiliated with ISFiC. The early Windycons

grew rapidly under such chairmen as Mark and Lynne Aronson, Larry Propp, Doug Rice, and Midge Reitan. Most of the Windycon staff worked on Chicon IV, and learned even more from that.

After Chicon IV, there was a lot of reassessment of both Windycon and ISFiC. Having built an ongoing committee that could run Windycon from year to year (at least, as much as any local group can be said to do that), ISFiC looked for other ways to promote Windycon and science fiction in general. As a 501(c)(3) corporation, ISFiC has sponsored a number of activities, including loans and grants to other local science-fiction conventions, its own small press, ISFiC Press, and even an annual summer picnic, Picnicon, where fans gather to enjoy—with any reasonable luck!—some of Chicago’s fine summer weather in the great outdoors. (Picnicon has been sadly suspended due to COVID the last few years, but we have hopes of resuming it in the future.)

As a member of Windycon, you are a member of ISFiC. The ISFiC Board of Directors meets every year at Windycon (and usually at Capricon) and everyone is welcome to attend the meeting, although if you’re not reading this until the con, you may need a time machine, as the meeting was on Thursday night, because so many of the Board members are busy working the convention. Our Board has nine members, three of whom are elected each year to a three year term by a vote of the sitting Board. Any Illinois fan is eligible to be elected—our current longest serving member of the Board was elected to the Board when he walked into his first meeting to see what ISFiC was all about.

So come by and see what it’s all about. You never know what will happen!

(The original article “What’s an ISFiC?” was written by the late Ross Pavlac some 20+ years ago. This version was lightly edited by Bill Roper to bring it up to date. Thanks, Ross. I wouldn’t be here if it wasn’t for you.)

# ISFic Writers' Contest 2023 Winner

## Boxed

David L. Wyatt jr

"Freedom comes from work," call the speakers floating over the mountainside. Cheery music resumes after the slogan. I wonder what the coffee thinks of the sounds, but what management thinks matters most. Thus the hillsides resound with the music of guitars and accordions. A porta-potty floats nearby so we pickers do not have to march down the hillside or expose our feces to the delicate sensibilities of junior management. Except for the one day every year when some middle managers float overhead watching us work and waving. That's a good day. They let us quit early and hold a cookout so we can eat while middle managers tell us how important we are before they disappear into the sky.

"Are you on pace?" asks Joaquin, another picker, and I nod for my box is silent. Joaquin's hair is long and white and his skin is becoming thin and frail. Like me, Joaquin is boxed. Lately, my friend has started having trouble making his quota. Managers meet with him regularly and sometimes they bring pastors, a clear threat to retire him. It's only talk so far, but everyone knows that if he doesn't pick it up he will be forced into retirement. I think that's why he's boxed. Like me, he has the chip under his left ear that reports on his actions, his quota, identifies his friends and whispers encouraging commands and sometimes threats into his brain. And as we work a militia floater passes overhead, full of men with rifles at the ready.

I am Hector Cuzuela. I am boxed because sometimes I drink too much, and when I drink I speak strong words. A middle-aged man should know better, but tequila loosens my tongue. I do not like being boxed, so these days I drink less and keep my opinions to myself. I pick and my box tells me to pick faster if I fall behind, but it remains silent today, only offering hourly musical notes of praise. I think if Heritage's engineers could make a robot who could pick coffee more efficiently on these steep mountains we would all surely be retired. But they have not, so we pick. Sometimes the music stops to blare cheery company songs over the mountainside. "When Everyone Pulls Their Weight, None are Left Behind" is a favorite. We who pick believe it. We have seen what happens to those who cannot keep up.

Williams is our latest junior manager, his skin a mix of red and brown as his body becomes accustomed to a day in the light of Heritage Aqua's sun. Williams is a gringo and will be here no more than six months, unless he proves a total fuck-up, in which case he will be given more time to justify what personnel has invested in him. He walks by and pats me on the back like we are friends. I smile back at him like we are friends but my hands remain on the plants, gripping the bright red beans and dropping them into my sack. My quota is not reduced if I stop to talk with Williams, and he knows it. He prefers to talk with Marisela, who picks fast because she is young. She appeals to him because her bottom is ripe and taut as a drum skin. I know this. I have watched her swim with great interest. Seeing her makes me wish I was young again, but those thoughts are no good. If I were young they would retrain me and I would not be on this mountain.

"She is a fool," whispers Frida, next to me. Frida is about my age, and very sweet. Like me, she is also boxed, though I don't know why. The boxed don't talk about why, at least not often. "She has seen too many telenovellas," she says, pantomiming a young girl dancing, reminding me there is a girl inside her as well. "A ripe young girl attracts an executive," she said arching her back to

maximize her significant breasts. "And he is snared in her net of passion, so he marries her and she rides him to retirement!" She laughs at the ridiculousness of it all.

"Or a proud man fights hard for Heritage and is rewarded with five years pension," I respond I say, showing my fist between beans. "Heroic, strong, uncompromisingly loyal to the Corporation."

Frida laughs. Williams squeezes Marisela's bottom. There is a moment of horror before she flashes a beautiful smile at him. She has seen the novellas too, and though she is not bright enough for technical training, she is bright enough to know she must act while her beauty is fresh. I once had technical training and worked in a lab. Then the gyroscopes I had trained to repair were declared obsolete. Management decided I was too old to retrain. So Heritage found me job on the mountains.

"Hector, they are showing a new film at the cinema tonight, 'Blessed Passions'. It stars Ignacia Ortiz and Dan DeArmond. Would you like to go with me?"

I think on this. The story will be predictable, but Ignacia is beautiful, the sort of transcendent beauty who might actually catch an executive. Plus they always find a way to put her in a bathing suit at least once in every film. That is always pleasant. Besides there is Frida. She is fun to flirt with. I think her playfulness is why they boxed her. But I do not know. The boxed do not like to talk about why. "I think that would be fun," I tell her. "We can stop at the cantina first.."

"I will pay for the movie if you buy the tequila," she says, with a big grin on her wide face.

"I think you have the better of that deal," I say with a smile. My box will warn me at the second tequila, and start lecturing me if I order a third, so my spending is limited. I do not know what Frida's box will do. Some say she just ignores it, but how does one ignore words blasted into your brain?

"You're falling behind," says my box, so I return my full attention to the beans.

"You know what I like about being boxed," says Joaquin, his hands deep into the plant. "It's that it tells me exactly how much time I have to shit."

Joaquin speaks truly. Your box dings when your allotted bathroom break is about expire.

"And I think I feel a big shit coming on," Joaquin says, putting the last beans into his belly bag, and setting it down, for you are not allowed to bring beans into the potty. He waves and the john floats over to admit him for his morning break. Williams looks at him as he goes in, but says nothing. A worker is allowed one bathroom break each morning and afternoon; it's in our contract. But he notes it, and if he did not Joaquin's box will register it for him.

A Militia floater passes over head again, full of stern looking young men and women, with billy clubs, shock rods and guns. Militia do not socialize with pickers. I suppose they don't want to know the people whose heads they might be called to break. I wave at them anyway, and smile, while my box reminds me to pick beans.

My hands feel sore today, and the beans are coming off hard. Williams at least notices this and medbot floats over to shoot something into my hands. Within a few minutes my fingers feel looser and the beans snap off more easily. I think I can get to the rest of the day this way, and I pick up a bit as I move. Soon enough the box tells me that I am back on quota. Williams smiles at me, nods his head, a happy gringo now that his crew is making quota. But he glares at Joaquin, and comes over to have a word with him.

12 The medbot comes too, and Joaquin gets shots in both hands, but



the shots will not work forever. Joaquin does not seem to care. He grins at me while he picks I smile back at him and resume picking as Williams returns to flirt with Marisela. I don't know what he offers her, but she smiles at him. He pats her bottom with a small squeeze and walks off. And the other women, the older plainer women are glaring at her, and chattering that she is being stupid. But if Marisela was particularly smart, she'd be in secretarial school or learning some other profession. She is bean picker like me, and for one so pretty to be a bean picker must mean her mind is not so great.

"You look at Marisela too much," snaps Frida with a teasing lilt. "Once I was like her, you know. The foreman came around and felt up my bottom and tits. But I knew his promises meant nothing and did not give him what he really wanted."

"The Pastors must have been happy to see you defend your virtue. But the question is why go out with me? I cannot pretend to make you a manager's wife."

She laughs. "But you can make me a wife," she says, "which is more than that gringo will do for Marisela."

I laugh. "I think he will do what Marisela allows."

"And more," she says. "I know his type."

I am tired and sore by the time the floater buses came to take us home. Heritage Aqua is an ocean world, full of volcanic mountains and deep seas. The Pedia says there are few flat places here compared to other worlds, so those spaces are reserved for agriculture. We ride elevated trains, of course. Workers live on our trains and move around as the seasons change so we can always pick at the best time of year. Travel days are the best days for we can relax. I hope we will have one soon. My apartment on the train is three and a quarter meters square! Every day I exchange my soiled work suit for one fresh from laundry. I peel my jumpsuit from my sweaty body and toss it into the laundry box, put on my robe and head to the shower, to let the hot water and soap relax me. I do not take the pill offered me. I do not wish to sleep, at least not tonight. I can feel the train moving for tomorrow is a Church Day. The arrangements are simple. Men live near the front and women the rear. In the center they placed married quarters, the Chapel, the Cantina and our theater. Always there is music, gentle and sweet of melody. But one tires of the repetition. Only in my room can I control everything. I dress, wearing my good trousers and my striped shirt, and shark's teeth necklace. It set me back, but women sometimes like it and I think Frida the kind of women who would like a man wearing shark's teeth. I splash on cologne and then step out to head for the Cantina.

Screens are everywhere in the dining cars, advertising videos and offering inspirational messages. The Cantina is like a cafeteria, and in line you point at what you want. I found Frida in the Cantina.

She wears a short skirt that shows that her legs have aged very well and a low cut blouse that offers great promise. "I got us a reservation at the drive-in," she says, with a big smile and puts her arm around my elbow. My box remains silent. Other people move away, for the unboxed do not like to socialize with the boxed. Boxes are contagious, it is said. I cannot say they are wrong. I order three enchiladas and a margarita, and Frida orders two and her own margarita.

"Marisela is not here," says Frida. "She changed and went out."

"Management dining?" I ask. "I dined there once. The food is very good and they bring it to your table."

"Private, I think." Frida takes a long drink. "Stupid girl, but then I was once young and stupid. Better to hang with your own kind. You might catch a real husband, and two can live cheaper than one. Start

saving for a longer retirement. Do you have much retirement saved?"

"Eight months," I say

"Eight months! That is a long time for a picker to rest."

"I was once a tech," I explain.

"And I was a cook for the executives," she says. "Until I used too much ancho in my sauce. Then they made me a picker"

"Do you think the off-worlders enjoy our coffee?" I ask. "I drink it every day but the taste is nothing special."

"A lot comes from the roasting," she says. "I don't think they take much care with worker's coffee. But they care for management and export."

"Si, the coffee in executive dining is better. Do you have any children?"

"Six, three of each. They're all on other worlds," she says. "I came here because of the pictures of the mountains and the sea. They told me this is the prettiest Heritage world. It may be from a starship, but less so from a mountainside."

"My children are also on other worlds. I was sent here because they stopped making the gyroscopes I was trained to repair."

"Still, a tech. No wonder you have eight months retirement. I have only two."

Together that's ten, I think, shockingly, but it's easier to save as a couple. Together, we might be able to stretch our time to a full year, a princely retirement. And then we look out the window at a great house cantilevered out from the mountainside, an acre of glass and concrete, There is a wide veranda, and I see people there relaxing. If you're rich enough, you can enjoy a princely retirement. But a year can be very long when you're old, and who wants to live when your body is all broken down? It makes me imagine life with Frida, and I see the good. But I thinking with my wallet, or am I thinking with my dick? Frida has pretty legs and full breasts. Her presence reminds me I am alive! And she does not drink too much, which pleases me. She might be a frugal wife. Maybe we could share thirteen months. My brain and my pecker agree on that point.

She takes my hand and we rise and head for the movie. We are going to the drive-in, an idea based on a mid 20th century attraction. Back then people went to movies in individual floaters and stayed to watch through the windshield of their car. We ride the escalator down to the lower level and down. We are greeted by a prim deaconess, who hands us a blanket, popcorn and two sodas, and guides us to an old booth with a bench seat and fake instruments in front of us, and our bench has the logo Studebaker painted upon the dash. I wonder what a Studebaker was. "I shouldn't have to warn people your age, but it's my duty," she says. "Heads stay up and facing the film.. No climbing on top of each other, but so long as you observe those rules what happens below the blanket is no one's business but God's." She sets the popcorn between us, and there are holders for the cups. "Enjoy the movie."

It starts as they always do. Ignacio Ortiz plays a girl fresh from college, and placed in the secretarial pool, and offered the usual advice to work hard and keep her head down from an older, motherly figure. She of course wears the tightest of clothes and her legs are a vision that no one seems to notice. And one day Endearment, a young junior executive, needs a secretary for a business trip to tropical Heritage Caribbean. There she proves efficient, competent and spends a lot of time in a very small bikini At that point I stop watching because it is always better to kiss a real woman than to imagine one on a screen. Frida kisses me back with real hunger and pulls the blanket up high. It is not long before my

hands find her bosom and hers slip inside my trousers. We are both gasping with pleasure as the film credits roll. I begin to think getting married would be a good idea, just like our on-screen lovers. A man is not complete without a woman at his side.

We walk back to the Cantina, holding hands, our boxes warning us that we were not married. I do not care. Her body is warm and soft next to mine. I watch as she walks toward the women's section with a little extra shake in her bottom. And I turn toward mine and march toward my room.

I passed Joaquin's room on the way. His door is open. "So you went out with Frida? Was it all you hoped?"

"It was very good," I say. "What did you do tonight?"

"The associate Pastor came by. He bought me drinks, which I did not mind, but then started asking if I had planned for my retirement." Joaquin's eyes were down and his voice soft as he spoke.

"How much retirement do you have?" I say, asking the impertinent, but only question.

"Five weeks," he says. "A short rest."

I was shocked, most everyone had at least two months. You have to save for retirement, it comes out of every paycheck. Pickers were not well paid, but it was unheard of to end a career with less than three months.

"I see the wonder in your face, Hector." Joaquin smiled at me. "You wonder why I would too in your shoes. Once, I was a university professor. I had a good life. Then I said the wrong things to an executive. In a flash, I was no longer a professor, but a prisoner. When they released me from prison I had my box and the mountain."

Part of me wants to hug him, but I do not wish to share in his shame. And that embarrasses me, for once I had ideals, and useless beliefs. Now I have my box.

"It is what it is," he says. "My retirement shall be short."

"I am sorry my friend."

The church is full, but your box makes you go. I cannot find Frida in the crowd. A junior pastor waves at me and heads my way. I can guess what he wants. Management and the church agree on many things and both want everyone to be married. The priest asks if my intentions with Frida are honorable. I assure him they are. "Marriage is a sacrament," he says, "It was ordained by God for men and women to become one flesh in his eyes." He looks at his tablet for he has many people he must visit or his Monsignor will have questions. "Frida is an honorable woman, and feels the same. We shall begin counseling next Sunday." He shook my hand then disappears to deal with one of his other parishioners. But I see Joaquin. He is talking to a senior Pastor. Williams is there too, looking stern. Then see I see Marisela, quietly talking with her friends, and sitting at the back. Marisela will not look at him. But she sits at the back while Williams sits up front with management. The Bible reading is the Parable of the Talents, and how we are to do our best for the good of all.

I start to rise to go, but then my box beeps and sends a jolt of pain. I sit for homily.

The next day we are on the mountains again. I watch Williams pass by, squeezing people's arms, smiling and encouraging us to pick. Marisela looks for him, but he ignores her until he is close. His hand reaches for her buttocks to give her a nice squeeze. She forces a smile at him.

"I told you he was the type." Frida appears next to me, and her eyes

are sad as she speaks the truth of women.

Joaquin seems distracted, and he is not picking well. I think they denied him breakfast for slow work. Overhead the Militia floater circles. Williams comes by and pulls Joaquin aside to encourage him to work faster and warn him what might happen if he cannot make quota. All this is normal until Joaquin spits in Williams's face, the spittle gathering on the gringo's nose. Williams has red skin but he turns redder, and summons the Militia. Slowly the floater circles down. Joaquin does not wait to be taken away. He takes a thick branch from the ground, and smacks Williams hard in the back of the head. The wood impacts his skull with a loud crack. Williams sags to his knees, blood seeping from his nose. Joaquin swings again. Now the blood pours from our manager's ears as he lies quivering on the ground. The roar of sirens reverberates off the mountainside and all picker eyes are on Joaquin.

Joaquin sprints away. He climbs up the mountain like a goat, ignoring the threats of the Militiamen. He climbs atop a craggy outcropping to stand and raise his fist. "Picking is death!" He yells at the top of his lungs. "I will live no longer as a slave!" A loud buzzing fills our ears as his voice is cut off. Still, I can see his lips moving as a Militiaman takes aim.

Joaquin's face explodes in a cloud of red. He falls, tumbling down the mountainside. We all watch though our boxes warn us to look away. No one obeys their box, not until Joaquin lands broken at the bottom with a thud and in a red bloom of blood. We continue to watch as the blood seeps from his broken flesh.

"Return to your duties," I hear from my box, the loud sound gone. Frida and I look at each other. Frida's face is ashen and she crosses herself.

I look at her and take her hand. "Pastors have been called to help with your grief," the box says into my ears. "You're falling behind on your quota. You still need to make quota."

Frida and I hold hands shaking, as our box reminds us the beans will not pick themselves. "Get back to work" it says growing louder as the militia begins to look our way.

I drop her hand and return to the beans. My box falls silent. Jaunty music sounds again upon the mountainside and my box praises me through my tears, and tells me everything will be okay so long as I keep picking.



# April Choi

Guest of Honor



April Jennifer Choi has been a full-time circus performer, a World Record Holder, a viral sensation, a TV personality, and currently works as an Engineering Manager at Kennedy Space Center. She is most well-known for her skills with a whip, breaking dozens of world records and traveling the world for various TV performances. Her career in fire performance has had hundreds of international news articles written about her fire stunts. However, it is her passion for engineering that has led her down a career path designing and creating many circus, fire performance, automotive, aeronautical, and aerospace products. This includes work on the James Webb Space Telescope and the Artemis Project, with the goal of putting the first woman and person of color on the surface of the moon.

# Rick Heinz

Author Guest of Honor



Rick Heinz has spent countless caffeine-driven hours slaying digital demons and bringing the end to various worlds. Author of award-winning *The Seventh Age* series (a post-apocalyptic sarcastic urban fantasy) and founder of Storytellers Forge Studios, Rick always has projects in the forges of creation. His major features are writing *The Crow: Prayers of the Past* and official *Crow RPG*, *Universal Soldier: Return to Eden*, *The Black Ballad* (a perfect campaign to run after a TPK), and *The Red Opera: Last Days of the Warlock* to name a few. You can often find him running panels like *How to (Not) Suck at Storytelling* or guest speaking on writing, gaming, cyberpunk and more!

# Trevor Mueller

Author Guest of Honor

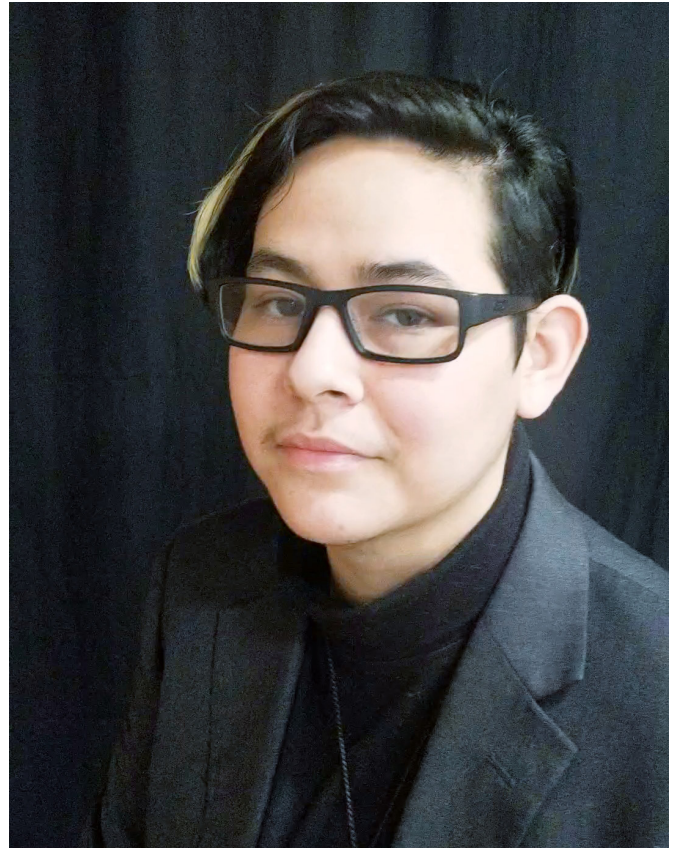


Trevor Mueller is a comic writer from Chicago. His latest projects are NEXUS POINT and RE-POSSESSED (Webtoon Originals). He is the writer of the multi-Harvey Award nominated ALBERT THE ALIEN. He has contributed stories to several anthologies, including READING WITH PICTURES (Andrews McMeel), KILLER QUEEN and WHAT FRESH HELL IS THIS (Red Stylo Media), BEST OF OMEGA COMICS PRESENTS (Pop! Goes the Icon), and AW YEAH COMICS. He has also self-published several other works including CONSUMER, BEYOND THE PILLARS, LOS OJOS, and THE WITCHES OF E WICK BLVD.

Trevor currently lives in Chicago with his family; his cat, Waffles, might be planning for world domination.

# Logan Rocha

Artist Guest of Honor



I am Logan Arturo Rocha, a graphic designer and Illustrator from Kenosha, Wisconsin. I use both digital and traditional mediums. I incorporate divinity, demons, anime and different cultural aspects into my work. I have been creating since I could pick up a pen. I have gone to Gateway technical college for my Associates in Graphic Communication. Currently working on my brand and getting myself out there.



# Jess Stary

## Cosplay Guest of Honor



I grew up in Green Bay, WI, but I was never really a Packers fan. (Sorry Dad.) Instead I was unapologetically nerdy from an early age. My family fed my obsessions. Most notably, my Grandparents gave me my first comics and video games. They also taught me how to sew and encouraged me to try everything from pageants to charity work.

I have been officially cosplaying for nearly a decade now. My award winning designs and costumes have been published (in print as well as online), and they have been seen everywhere from charity events to stage productions. Additionally, my panels have been enjoyed by thousands around the country. Interacting with others in the community is one of my favorite parts of this adventure. Recently, my most popular panel (essentially a cosplay Q&A) has been converted to a podcast.

# Laser Webber

## Guest of Honor



Laser Webber (aka Laser from the Doubleclicks and Laser the Boy) is a trans musician, performer, and author. His music “challenges the patriarchy, champions marginalized voices, & finds emotional resonance in everything from robots to breakfast foods.” He has toured the US, Australia, & Europe as front person of the Doubleclicks, and has racked up over 4 million Youtube views amongst their large & pretty grassroots audience.

Laser co-wrote the musical “Teaching a Robot to Love,” a sci-fi story about the trans experience, with E. Aaron Wilson. The musical’s concept album charted on Billboard and its sold-out, award-winning debut run took place at the 2022 Hollywood Fringe Festival!

As a speaker and author, Laser helps independent artists get funds and attention for their creative projects. He has raised more than \$2 million using Kickstarter & Patreon for comics, games, and music, and is the author of “Crowdfunding for Musicians,” a how-to book for indie artists who want to achieve their dreams without gatekeepers.

Laser hosts the all-trans actual-play twitch show and podcast “Strumpets & Flagons.” He hosts variety shows and performs musical improv in Los Angeles.

# Tom Smith

Musician Special Guest



Weird Al with more books, JoCo with more jokes, Carlin with more Cthulhu. Since 1985, Tom Smith has been breaking hearts, minds, and laws of propriety and physics with his insane blend of sf/fantasy, Life With Computers, pop culture, politics, and puns. More than twenty albums later, he maintains the best is yet to come.

# Sean Daeley

Guest of Honor



Sean is a Seattle-based voice talent with over a decade of experience creating voiceovers for Commercials, Corporate Narrations, Audiobooks, Guided Tours, eLearning modules, and video games. With a youthful voice tinged with wisdom, he is frequently cast as teachers, doctors, and executives, and even the occasional prince! With his Educational and Performance backgrounds, he marries his love of the written word with an honest desire to connect with his audience, through effective communication and impactful performances.

This experience has also proven invaluable in his work as the Manager of the Global voice acting Academy's Membership Program, where he helps GVAA's members receive the resources and support they need to reach their own voiceover goals!

# Lemons of Love Charity

## About Lemons of Love

When someone you know is diagnosed with cancer, it can be difficult to know what to say or do. If you're the one living with cancer, it can be challenging to find others who understand what you're going through. At Lemons of Love, our mission is to share love with anyone impacted by cancer. We're here to be your words of encouragement when you don't know what to say and to connect you to a community of support.

Lemons of Love was created in 2014 when Jill Swanson was diagnosed with colon cancer. As she began chemotherapy, a friend gave Jill a small gift with items to help her through treatment. Inspired, Jill began her own little lemonade project of filling and sharing thoughtfully selected items with others in treatment.

Today, Lemons of Love is a 501(c)(3) nonprofit that delivers care packages to hospitals and oncology centers and provides personalized care packages for individuals with a donation. We offer free programs for anyone impacted by cancer at our Mount Prospect, Illinois location and provide one-on-one family support at our building in Plymouth, Wisconsin. Both locations allow us to welcome our community to support our mission.

## We Are Here To Help

### Building A Community

Founded in 2014, Lemons of Love began as a way to turn life's lemons into lemonade. Lemons of Love began sharing chemo care packages with patients in hospitals. In 2015, we created a donation-based program that allowed individuals to send a package to a loved one. Next, we added two annual care package programs; a Veteran's package in 2016 and a kid's holiday package in 2017. Expanding our mission to support anyone impacted by cancer, we opened our Mt. Prospect, IL location in 2018 to provide free programs, both in person and virtually. In 2021, we opened our newest location in Plymouth, Wisconsin, offering one-on-one family support to those newly diagnosed.

## Jill's Story

### My Little Lemonade Project

When I was diagnosed with colon cancer in 2014, I underestimated the impact it would have on me. Walking into my first treatment, I didn't realize how it would make me feel. Although I had family with me, I realized that no matter how big of a support network you have, cancer is a lonely business. What I needed was to connect with other patients who understood what I was going through.

I asked a friend to make tote bags and filled them with items that had helped me manage some of treatment's side effects—organic ginger tea to help with nausea, organic body lotion for dry skin, and lemon drops for the metal taste that happens from chemotherapy. I also added a happy picture from a small child and a pair of superhero socks, to hopefully bring a smile to its recipient.

I began sharing the care packages every time I went for treatment. The first woman to accept my gift asked if she could hug me. She did, twice! It was amazing. I felt like I was taking the lemons that life handed me and making the sweetest lemonade I could. Sharing the packages not only helped me to get through my own treatment, it connected me to other cancer patients who were sitting next to me. I didn't realize that I was starting a movement—a way to share love with someone impacted by cancer.

Today, every time we send out a care package, I feel that connection all over again. The original intent of a Lemons of Love Chemo Care Package remains, it is a gift of love, hope, and togetherness from one survivor to another.

The website is <https://lemonsoflove.org/> if you wish to know more information about this amazing Charity.



# Con Suite & Atrium Cafe Menu

The Con Suite will be providing coffee, tea, soda, and snacks to our members. We have a comfortable lounge area — The Con Suite Annex — across from the Con Suite for you to meet up and hang out with your friends. Beer and cider will not be in the Con Suite this year, but rest assured, we'll still have beer and cider for you; they will be in their own Bheer Suite, subject to rules below.

## **Bheer Suite will be located in Room 655**

### **Beer & Cider Rules**

1. Red Cups Do Not Leave The Bheer Suite. Ever. All red cups, which are to be exclusive vessels for beer, are prohibited to be removed from the Bheer Suite
2. You Must Show ID and Badge. Those who wish to imbibe any alcoholic concoctions will be required to show the Bheer Gods your convention badge, and you must also have your genuine government issued Driver's License or State ID. This is to confirm that you are indeed, the actual person identified on the back of your convention badge, as well as at least 21 years of age.
3. Our Bheer Gods may request to see your government issued Driver's License or State ID at any time.
4. The Bheer Gods are only allowed to dispense alcohol in the Bheer Suite, as per our Hotel contract.
5. Anyone caught serving their own alcohol will be asked to leave.

*The Con Suite will be providing coffee, tea, soda, and snacks this year **but not full meals this year.***

*The Atrium Cafe has a all you can eat buffet available for purchase per day/time. Below is a menu list that will be available for purchase during the convention.*

**Each day/time is a separate purchase.**



# BREAKFAST

6:30AM - 10:00AM

## AVAILABLE EVERY DAY

Variety of Breads for Toasting  
Scrambled Eggs & Egg Whites  
French Toast  
Waffle Station with Fun Toppings  
Chef's Choice of Breakfast Meat  
Chef's Choice of Fruit  
Breakfast Potatoes

## BEVERAGES

Standard Fountain Drinks  
Lemonade & Iced Tea  
Juice and Coffee

## AVAILABLE FOR PURCHASE

Mimosa's & Bloody Mary's





# FRIDAY DINNER

5:00pm - 9:00pm

## MAIN COURSE

Garden Salad  
Chef Choice of Vegetarian Soup  
Hot Dogs with Topping Station  
Italian Beef  
Hamburgers  
Steak Fries  
Corn on the Cob  
Watermelon

## BEVERAGES

Standard Fountain Drinks  
Lemonade & Iced Tea  
Juice and Coffee

## AVAILABLE FOR PURCHASE

Margarita's





# SATURDAY LUNCH

11:00am - 2:00pm

## MAIN COURSE

Chicken Caesar Wrap  
Grilled Chicken Wrap  
Roasted Vegetable Wrap  
Tomato Basil Soup  
Grilled Cheese  
Tater Tots  
Chicken Fingers  
Chocolate Cake

## BEVERAGES

Standard Fountain Drinks  
Lemonade & Iced Tea  
Juice and Coffee







# SATURDAY DINNER

5:00pm - 9:00pm

## MAIN COURSE

Chicken Wild Rice Soup  
Baked Mostaccioli with Italian  
Sausage- on the side  
Chicken Vesuvio  
Grated Potatoes  
Garlic Breadsticks  
Grilled Veggies  
Tiramisu

## BEVERAGES

Standard Fountain Drinks  
Lemonade & Iced Tea  
Juice and Coffee

## AVAILABLE FOR PURCHASE

Margarita's



# Parties

## Parties

We all love a party, and we'd like to thank all of the groups throwing parties here at Windycon. Of course, there are:

### Rules

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

### Awards

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

- Best Party
- Best Alcoholic Drink
- Best Non-Alcoholic Drink
- Best Food / Snacks

There will be QR codes on every party floor to scan. Scan the code with your smartphone camera to vote for your favorites.. Winners announced at closing ceremonies!

Alcohol will not be served without ID, but you can still join in on the fun and party games.

### Ratings

Ratings help communicate what each party has to offer. Be on the lookout for these symbols on party fliers, the party listing in the main lobby, and on each party floor.



Everyone is welcome.



Mature 18+ content. Enter, but be aware of content..



Adults only 21+. Be prepared to show ID to enter



Alcohol is served. Be prepared to show ID to be served.

## *Friday Only*

### **Capricon 44**

Room 648

Capricon is a science fiction convention held annually in downtown Chicago. This year, we are celebrating The Endurance of Stars, and the ability of the speculative fiction genres to spark our imaginations, allow us to reflect on our journeys and explore ourselves, and to show us a way forward even in the darkest of nights.

<https://capricon.org/>

**All Ages Welcome**

### **Minneapolis in 2073**

Room 646

It's a bid for the 2073 Worldcon.

There will be Peeps.

It's not a joke. It's just funny.

**All Ages Welcome**

## **New "What's in your Glass" and "Traditional" Beer Tastings**

Room 640

Standard Beer Tasting antics, and at least a couple of hours and one night of "blind" aka "What's in your glass" style.

\*BEER\* focused tasting

## *Saturday Only*

### **Bar at the End of the Universe**

Room 643

The Heart of Gold has arrived to take us to the bar at the end of the universe. We've heard of sightings of Vogon constructor fleets in the area though, so be prepared for poetry.

Towels not included.

**21 and over only**

## *Friday and Saturday*

### **Barfleet**

Room 754

[abandon.barfleet.org](http://abandon.barfleet.org)

**21 and over only**

### **Donna J. W. Munro/Author and Matthew**

For the Love of Comics/For the  
Love of Horror

Room 649

Our party is about fun... come  
play trivia and games that align  
with our theme (comics/horror),  
and check out Donna J. W.  
Munro's books for sale.

**All Ages Welcome**

### **GT**

Room 654

People from a wide range of  
industries willing to talk about  
just about any topic.

**All Ages Welcome**

### **Elvin Toast**

Room 743

Join us to help toast the Elvin  
Gods & Goddesses.

We meet to drink and toast, going  
around the room so everyone can  
participate. Please bring your own  
drink for toasting.

**All Ages Welcome**

### **The Royal Manticoran Navy**

Room 714

A cosplay fan association based  
off the Honor Harrington book  
series by David Weber.

Come party with the The Royal  
Manticoran Navy - the best book  
club ever!

<https://trmn.org/>

**All Ages Welcome**

# Special Events

We're planning lots of things to keep you entertained here at Windycon 49.

Start with Opening Ceremonies on the Main Stage (Riverview Ballroom) at 7 PM on Friday night, where we'll welcome you to the con and give you a chance to meet all of our guests. And you won't want to leave the room, because right after that, Moebius Theatre, the legendary Chicago science-fiction sketch comedy troupe, returns to the Windycon stage after a long absence with their new show, "Big Orange Centipedes!" Wrap up the evening with a concert / comedy show from Music Guest Laser Webber of the Doubleclicks, "Laser the Boy". This last show includes Adult Words and is not recommended for children.

Saturday afternoon, you can catch Laser again at 4 PM on the Main Stage in a family-friendly show as he presents a selection of the Doubleclicks' greatest hits. That's followed at 5 PM by our Cosplay Runway, where you can see some of the costumes that you've been passing in the halls collected for your amazement.

Following April, Tom Smith, the world's fastest filker, returns to the Windycon stage with an eclectic concert of funny music in his inimitable style.

Sunday at 2 PM, it'll be time to wrap it all up at Closing Ceremonies for one last chance to see our guests, see who has won various awards, and hear about our plans for the big Windycon 5-0.

There's more detail on these items and more in the Program Schedule. We'll look forward to

# Build-A-Blinkie

Build-A-Blinkie's mission is as a 501©3 organization dedicated to the teaching of STEM (Science, Technology, Engineering, Mathematics). We currently run many learn-how-to solder events in the Great Lakes area and are involved in numerous maker events, maker spaces, trade schools, libraries, universities, and area conventions.

The Fused Glass Workshop will be in the Build-A-Blinkie room.

## Build-A-Blinkie Soldering Workshop with Dwayne Forsyth, Dale Sulak, Ward Christensen

Fri 5-8

Sat 10-8

Sun 10-2

If you have never soldered before, this is the place to learn. You get a kit with the parts, and then at the soldering station, you build it. We will give you as much or as little assistance as you like - we never judge because we remember when we first learned to solder and we want this to be a fun and rewarding experience! You then get to show it off and take it home. If you have soldered before, this is the place to hone your skills with our more challenging kits.

Fee for materials.

## Fused Glass Workshop with Teri Prah

Fri 5-8

Sat 10-8

Create your own pendant, ornament, or mini paperweight, and then fuse it by placing it in the kiln for overnight firing. The number of participants is limited by space in the kiln, so stop in the Build-A-Blinkie room to sign up and schedule a time to coordinate/create with Teri. The Friday and Saturday cutoff is 8pm, as the kiln must run overnight (12 hours).

Fee for materials.

## Why Build-a-Blinkie?

A number of us have successful careers in software and electrical engineering and we noticed it was getting harder and harder to do home projects. We also noticed the kits and parts market we used in our youth was gone.

At some point the general public's view of soldering shifted to something too dangerous. Kids can bicycle, ski, or toboggan, but don't use that soldering iron. It's too dangerous. The era of build and repair it yourself was dying and companies like Heathkit and Radio Shack have faded into the sunset. Even today with the new emphasis on STEM education, we still hit multiple obstacles. Many events have to clear our appearance with the fire marshal and have to run it past the legal department. We are working to prove soldering is easy, and not a deadly activity.

[www.build-a-blinkie.org](http://www.build-a-blinkie.org)

[www.linkedin.com/company/build-a-blinkie](http://www.linkedin.com/company/build-a-blinkie)

**MOEBIUS THEATRE PRESENTS:**  
***BIG ORANGE CENTIPEDES!***

A rollicking, not-at-all-paranoid extravaganza  
of original science fiction sketch comedy

performed by  
ALAN ZIEBARTH  
PENELOPE SKRZYNSKI  
ROBIN ROTHBARD  
LISA GOLLADAY  
E. MICHAEL BLAKE

(Take *that*, Alphabetical Order!)

The Works:

**Captain's Privilege**, by John J. Buckley, Jr., and Tim Allen

**We're All Yellin'**, by E. Michael Blake

**Fun With Middle School Science**, by Lisa Golladay

**Return of the Prodigal Clone**, by E. Michael Blake

**Mad Non-Scientists**, by the troupe in general

**A.I. for the Senior Lifestyle**, by Lisa Golladay

**Wholly Moses**, by Peter Pollack

**The Thing of Shapes to Come**, by E. Michael Blake

**Kindred Spirits**, by Gretchen Roper

The whole shebang is directed by E. Michael Blake.

Don't you just hate a partial shebang?

**Friday, 8 pm, on the mainstage**  
**(after Opening Ceremonies)**

***"I LIVE IN FEAR!"***

--Bill Roper



## Music Programing

You'll find our big list of concerts in the pocket program and in the program listing a few pages ahead. And, of course, there will be open music circles and a dead dog circle on Sunday. Most of our music programming will be in the Cypress room.

Our Open Music Circles and Dead Dog Circle welcome everyone who has something to share—accompanied songs, a cappella singing, instrumental music, and dramatic spoken word or poetry. Of course, listeners are welcome, too! We ask that performers seat themselves closer to the center of the room and that listeners/crafters hold down the perimeter.

We tend to follow Polite Midwest Chaos in our circles, which means no designated direction or “turns” around the room but fairness in giving all performers equal opportunity to share BUT we are happy to be flexible, so the designated Music Anchor will gladly change the flow of the circle if you ask. At Windycon there is often an unspoken invitation for other musicians or vocalists to join in with each other on familiar songs, but it is absolutely okay to request that no one else play or sing along with you.

## Photo Studio

Come join Bruce Medic Photo at the amazing Windycon Photo Studio shoot on Saturday from 6:00 to 9:00 PM! Have your photo taken (costumes are great, but not required) and your photos will be available within two weeks at:

<https://www.brucemedicphoto.com/conventions>

There's no charge for having your photo taken and no charge to download the images! Everyone's favorite word—*free!* Come join us..

## 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 1 or 2 bids are sold to the high bidder on the sheet. Pieces with 3 or more bids will go to the Art Auction. All charity pieces will be treated just like any other art. They will not go to auction automatically.

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 artwork, so make sure you look at everything.

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

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.

## Print Shop

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

The Print Shop carries more than just prints, so make sure to stop in and look at the calendars, mouse pads, bookmarks, and other wonderful works for sale.

If you find you have money left after the Art Show closes, pieces in the Print Shop are available for purchase at a fixed price during art pickup, so you are welcome to keep shopping right up until we close at 2:00 p.m. on Sunday.

## Amateur Radio

W9W Rooms 723 and 725

W9W will be operating again from the 7th floor of our new hotel, operating a special event station that will work around the world. If you've ever wondered what it's like to operate an amateur radio, come to W9W and find out. We will be operating Morse Code (CW) voice (SSB and FM), and perhaps even some of the many digital modes that are available within amateur radio. We'll even have an old-fashioned radio teletype machine that we'll use for operation.

Come work the world with W9W! If the door is open, come on in.

## Cosplay

Windycon loves it when cosplayers roam our hallways. Come by our cosplay table in the hallway outside the Grand Ballroom and show us your costume and you may get a ribbon and win a prize!

Come to the Cosplay Runway at 5:00 PM over at Riverview Ballroom (Main Programming) with our Guest Jess Stary as MC! Here's your chance to see the great costumes that you've seen in our hallways (and maybe some more) gathered together in one place on our stage. There are some incredible costumers in attendance, so you won't want to miss this.

## 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!

## Gaming Special Events

Gaming is go in the new, larger space in Spring Room, a.k.a. Gaming Hall. There's lots of entertaining things planned, so drop in and check the schedule listed below and at the con!

Windycon is proud to announce the continuation of our gaming track, with an expanded collection of games, new opportunities to explore, and a multitude of themes to be discovered through the playful medium of dice, cards, and a bit of imagination.

We are proud to partner with the GenCon Gaming Library whose collection boasts an impressive assortment of over 1000 games to check out and play. From deck builders to worker placement, this collection has it all and more!

What Con would be complete without at least one werewolf-esque game? Have you heard of Blood on the Clocktower? We will be running Blood on the Clocktower Friday and Saturday night. No experience is necessary. Come save the village from the evil demons. Or if you prefer, come be a demon and take over the town. For more info, come to the game Room. Walk-ins are welcome for these games, so no sign-up is necessary!

The convention will also be hosting several Pathfinder Society scenarios throughout the weekend, so come prepared with dice, some imagination, and a hunger for adventure. Sign-ups are in the Game room with different scenarios and slots. No dice? No character? No experience? No problem! Pre-generated characters are available upon request and our experienced GMs are excited to help you dive right into the world of tabletop RPGs. So sit back, relax, and have a good time exploring the realms!

Rick Heinz, our wonderful gaming Guest of Honor, will also be hosting a special session of his upcoming campaign, The Black Ballad. This is a one-of-a-kind opportunity to play in his world with him GM-ing. Spots will fill up fast so sign up in the game room as soon as possible!

The Game Room will be open from 4pm Friday and will run non-stop till 3pm Sunday. Let this be the gaming sanctuary in between all the parties you are attending.

## Pathfinder Society Events

Located in Room Cermak (Programming)

### Pathfinder Society Scenario #5-04: Equal Exchanges – Necessary Introductions

Friday 6:30PM-11:30PM

Levels 1-4

Since the defeat of Aslynn, the Waterfall has become more of a staple around the Grand Lodge, starting to hold strange, isolated meetings with leadership and seemingly putting together some plan. Her most recent request is that a team of Pathfinder agents journey to Hwanggot and meet with the underworld dragon, Valashinaz as a introductory team. Venture-Captain Yi Da Som arranged the meeting through Valashinaz's kobold assistant, Purepurin. Unfortunately, between then and the PCs arriving, Purepurin forgot about them in the midst of pickling recipes from goblins and creepy crawlies invading the vaults! It's up to the PCs to help Purepurin bring Valashinaz's vaults under control while she summons the dragon to ensure these introductions go off without a hitch!

This adventure is the first part of the four-part Equal Exchanges metaplot arc in the Year of Unfettered Exploration. This arc will be continued in PFS2 #5-09: Equal Exchanges – Skymetal Hoard (for levels 5-8), PFS2 #5-11 (for levels 7-10), and PFS2 #5-18 (for levels 9-12).

Written by Michelle Y. Kim

Max 6 Players (Signups in the Game Room)

Pregenerated Characters and Dice can be provided if you are a new player and don't have your own

### Pathfinder Society Scenario #1-06: Lost on the Spirit Road

Saturday 10:00AM-2:00PM

Levels 1-4

A shipment of relics on its way to Minkai vanished somewhere in the Forest of Spirits, a dense woodland home to kami and spirits of all sorts. In search of the missing shipment, Pathfinder agents travel to a remote village, where they uncover secrets of this enigmatic forest. This scenario features a wide variety of options for encounters and reasons for the vanishing, making for a fresh experience on multiple playthroughs.

Written by Christopher Wasko.

Max 6 Players (Signups in the Game Room)

Pregenerated Characters and Dice can be provided if you are a new player and don't have your own

### Pathfinder Society Scenario #5-03: Heidmarch Heist

Sunday 9:30AM-1:30PM

Levels 5-8

The PCs are tasked with escorting a valuable item slated to be gifted to a powerful potential ally of the Pathfinder Society, but as they are being briefed on their mission, an unknown thief is pulling off a heist within Heidmarch manor, and the item the PCs were to escort has been stolen just as Venture-Captain Shiela Heidmarch goes to show them the item. The PCs much pick up the thief's trail in a race across Magnimar to recover the treasure they haven't even had the opportunity to see, much less guard.

Written by Hilary Moon Murphy

Max 6 Players (Signups in the Game Room)

Pregenerated Characters and Dice can be provided if you are a new player and don't have your own

## WindyCon presents LARP (Live Action Role Play) Tijoros The Labyrinth

Saturday 10 AM

Saturday 8 PM

Sunday 10 AM

Located In Programming Room Essex

Delve into the Labyrinth of Tijoros, where challenges and mysteries run wild. Face them, or don't, your escape depends on it!" Min 1 player Max 20 players. New Game starts every hour on the hour. Sign up at the Programming Ops Table

## Windycon Presents Blood on the Clock Tower

Friday 11:00 PM-1:00 AM

Saturday 7:00 PM-1:00 AM

Blood on the Clock Tower

In the quiet village of Ravenswood Bluff, a demon walks amongst you...

During a hellish thunderstorm, on the stroke of midnight, there echoes a bone-chilling scream. The townsfolk rush to investigate and find the town

storyteller murdered, their body impaled on the hands of the clocktower, blood dripping onto the cobblestones below. A Demon is on the loose, murdering by night and disguised in human form by day. Some have scraps of information. Others have abilities that fight the evil or protect the innocent. But the Demon & its evil minions are spreading lies to confuse and breed suspicion. Will the good townsfolk put the puzzle together in time to execute the true demon & save themselves? Or will evil overrun this once peaceful village?

Blood on the Clocktower is a bluffing game enjoyed by 5 to 20 players on opposing teams of Good and Evil, overseen by a Storyteller player who conducts the action and makes crucial decisions. The goal of the game is to successfully deduce and execute the demons before they outnumber the townfolk. During a 'day' phase players socialize openly and whisper privately to trade knowledge or spread lies, culminating in a player's execution if a majority suspects them of being Evil. Of a 'night' time, players close their eyes and are woken one at a time by the Storyteller to gather information, spread mischief, or kill.

The Storyteller uses the game's intricate playing pieces to guide each game, leaving others free to play without a table or board. Players stay in the thick of the action to the very end even if their characters are killed, haunting Ravenswood Bluff as ghosts trying to win from beyond the grave.

If you arrive late to a game, you can enter after it's started as a powerful Traveller character with unusual talents and questionable allegiances (Traveler spots are limited). Each character comes with their own special ability and no two players in a game are ever the same character.

## **Windycon Presents The Black Ballad - Interactive D&D**

**With our Author Guest of Honor! Rick Heinz!**

Saturday 4:00 PM Ogden (Readings)

Have you lost a loved D&D character to sword or dragons fire? Ever wonder what happens before the soul is returned to life? Or perhaps you are determined to get back to life. Join Rick Heinz at Windycon as he hosts a large group play session of The Black Ballad. Bring your dead character and permission from your GM and compete in The Gamble of Fates to bet your character's memory at a shot of resurrection in a Purgatory Poker match among other dead characters. Only one winner will be granted redemption in their twist of fate in this high-stakes event that could very well impact your current campaign.





# CLEVELAND CONCOCTION

Your Convention for sci-fi, gaming, comics... and more!!

## March 8—10, 2024

Bertam Inn & Conference Center  
600 N Aurora Rd, Aurora Oh 44202

[ClevelandConCoction.org/](http://ClevelandConCoction.org/)



# Dealers

The Windycon Dealers Hall is located in the Grand Ballroom 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 your fannish family and friends, or even just to treat yourself!

The public is prohibited from bringing food or drink into the Dealers Hall. A room guide and map will be near the entrance of the Dealers Hall.

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 Dealer Hall entrance, near the Dealer Control Table.

Our list of vendors as of this date are listed below.

## List of Dealers

A.W. Davidson  
Alexis D. Craig Books  
Amber Hammer Creations  
Avie Spore  
Azoth Khem Publishing  
Bard and Broad  
CFM Designs  
Cherry Bones Arts  
Chicago Authors in Search of a Buck  
Cloud Orchid Publishing  
Courtney Christine  
Dagobah Bay, LLC  
Dodeka Records, Ltd.  
DreamHaven Books  
DVD World Books and Toys  
Hedwig's Corner  
Horizon Music, Inc.  
House of DT  
Larry Smith Book Seller  
Lost In The Maille  
M Benson Creations  
Mike's Used Boardgames  
Mobile Stress Relief Unit  
Mystik Waboose  
Paul Maiellaro  
SF&F Media Toys and LEGO Dennis  
Sorcerer's Safari LLC  
Stormsister Designs  
The Black Sheep's Friend  
The Goshdarned Good Authors Collective  
The Horny Wench  
Traditional Treasures

# Programming

## Friday Programming

### Who is The Royal Manticoran Navy

5:00 PM Kent (Programming)

An introduction to The Royal Manticoran Navy: The Official Honor Harrington Fan Association. The RMN is (probably, we think) the largest literary fan organization in the world, with over 7000 members across the globe. Discussion will include information about the various components, and how each has its own character, while all being part of the same fandom.

G. Strayer (M)

### Fused Glass Workshop

5:00 PM Oak Brook Ballroom 2 (Blinkie Rm)

Create your own pendant, ornament, or mini paperweight, and then fuse it by placing it in the kiln for overnight firing. The number of participants is limited by space in the kiln, so stop in the Build-A-Blinkie room to sign up and schedule a time to coordinate/create with Teri. The Friday and Saturday cutoff is 8pm, as the kiln must run overnight (12 hours). Fee for materials.

### Build-A-Blinkie Soldering Workshop (Fri)

5:00 PM Oak Brook Ballroom 2 (Blinkies)

If you have never soldered before, this is the place to learn. You get a kit with the parts, and then at the soldering station, you build it. We will give you as much or as little assistance as you like - we never judge because we remember when we first learned to solder and we want this to be a fun and rewarding experience! You then get to show it off and take it home. If you have soldered before, this is the place to hone your skills with our more challenging kits. Build-A-Blinkie's mission is as a 501(c)3 organization dedicated to the teaching of STEM (Science, Technology, Engineering, Mathematics). We currently run many learn-how-to solder events in the Great Lakes area and are involved in numerous maker events, maker spaces, trade schools, libraries, universities, and area conventions.

Fee for materials.

### Pathfinder Society Scenario #5-04: Equal Exchanges

6:30 PM Cermak (Gaming Tournaments)

Since the defeat of Aslynn, the Waterfall has become more of a staple around the Grand Lodge, starting to hold strange, isolated meetings with leadership and seemingly putting together some plan. Her most recent request is that a team of Pathfinder agents journey to Hwanggot and meet with the underworld dragon, Valashinaz as a introductory team. Venture-Captain Yi Da Som arranged the meeting through Valashinaz's kobold assistant, Purepurin. Unfortunately, between then and the PCs arriving, Purepurin forgot about them in the midst of pickling recipes from goblins and creepy crawlies invading the vaults! It's up to the PCs to help Purepurin bring Valashinaz's vaults under control while she summons the dragon to ensure these introductions go off without a hitch! This adventure is the first part of the four-part Equal Exchanges metaplot arc in the Year of Unfettered Exploration. This arc will be continued in PFS2 #5-09: Equal Exchanges – Skymetal Hoard (for levels 5-8), PFS2 #5-11 (for levels 7-10), and PFS2 #5-18 (for levels 9-12). Written by Michelle Y. Kim. Max 6 Players (Signups in the Game Room). Pregenerated Characters and Dice can be provided if you are a new player and don't have your own

### Opening Ceremonies

7:00 PM Riverview Ballroom (Main Programming)

It's time to kick off Windycon 49! Come meet the guests and hear what we've got planned for you this weekend.

Star, A. Choi, R. Heinz, T. Mueller, L. Rocha, T. Smith, J. Stary, L. Webber

### Moebius Theatre Presents - Big Orange Centipedes!

8:00 PM Riverview Ballroom (Main Programming)

After a long absence, Chicago's oldest science-fiction sketch comedy troupe Moebius Theatre returns to the Windycon Main Stage with their new show, "Big Orange Centipedes!" We're looking forward to seeing what they've cooked up for us. It's sure to be lots of fun!

A. Ziebarth, P. Skrzynski, R. Rothbard, L. Golladay, E.M. Blake

## **The Future of Superheroes on the Silver Screen**

8:00 PM Hunt (AV Programming)

Marvel & DC seem to have been pretty well covered. Where should Hollywood go next?

M. Munro (M), D. Taylor II, J. Youngberg

## **Royal Manticoran Navy Cribbage Tournament**

8:00 PM Private Dining Room (Makers)

Royal Manticoran Navy Cribbage Tournament

Cribbage Tournament for Charity. Donation not required to play, but gratefully accepted for charity.

A. Theisen (M)

## **The Royal Manticoran Boarding Action Day 1**

8:30 PM Kent (Programming)

The Royal Manticoran Boarding Action Day 1

J Cauffman (M)

## **SciFi or Horror?**

9:00 PM Hunt (AV Programming)

How often is the line between the 2 blurred and has that blurry line moved more recently than it did in the past. S. Duffy, D. Edwards, N. Litherland, D. Munro (M), K. Peck

## **We Survived the Pandemic??**

9:00 PM York (Programming)

Did we? What are the differences between pre and post 2020? D. Fabi (M), R. Garfinkle, A. Primlani, B. Thomasson, L. Zeldes

## **Laser the Boy: Gay music and Trans History**

9:15 PM Riverview Ballroom (Main Programming)

Do you like learning about history (through song), coming out stories (through song), and meditations on creativity (through comedy?). Then come see this (not safe for kids – there will be Adult Words) concert/comedy show with award-winning singer-songwriter Laser Webber from the Doubleclicks!

L. Webber (M)

## **Spooky Stories**

10:00 PM Hunt (AV Programming)

Put on your pajamas, bring your favorite stuffed animal, and come listen to a number of spooky stories before bedtime! (Not recommended for younger children.)

C. Beach (M), C. Thomas-Davidoff (M)

## **Blood on the Clock Tower**

11:00 PM Cermak (Gaming Tournaments)

Blood on the Clocktower is a bluffing game enjoyed by 5 to 20 players on opposing teams of Good and Evil, overseen by a Storyteller player who conducts the action and makes crucial decisions. The goal of the game is to successfully deduce and execute the demons before they outnumber the townfolk. During a 'day' phase players socialize openly and whisper privately to trade knowledge or spread lies, culminating in a player's execution if a majority suspects them of being Evil. Of a 'night' time, players close their eyes and are woken one at a time by the Storyteller to gather information, spread mischief, or kill. The Storyteller uses the game's intricate playing pieces to guide each game, leaving others free to play without a table or board. Players stay in the thick of the action to the very end even if their characters are killed, haunting Ravenswood Bluff as ghosts trying to win from beyond the grave. If you arrive late to a game, you can enter after it's started as a powerful Traveller character with unusual talents and questionable allegiances (Traveler spots are limited). Each character comes with their own special ability and no two players in a game are ever the same character.

# Saturday Programming

## Writer's Workshop Session 1

9:00 AM Butterfield/Camden (Writers Workshop)

Entries: "An Orchid for Deirdre Jean" by Kevin J. Miller, A Bite of Life, Chapter One, by David Wyatt, The Bullet from Earth by Charles Ott

S. Burke, R. Chwedyk, M. Huston, O. Kazantsev (M), A. Primlani

## Writer's Workshop Session 2

9:00 AM Butterfield

Entries: The Making of a (Trickster) Goddess by Elizabeth Levin, "Magic Sue" by Daniel T. Miller

A. Collier, B. Detzner, K. Herkes, M. Mascari (M)

## Rockets, Telescopes, and the Space Program

10:00 AM Riverview Ballroom (Main Programming)

Participants can ask questions and gain insights into the advancements in space technology, the challenges faced in space missions, and the significant role of telescopes in space research. This Q&A Session on Rockets, Telescopes, and the US space program will be an exciting and informative event that will touch on the fascinating world of space exploration with April Jennifer Choi, an engineering manager at Kennedy Space Center who has worked on the James Webb Space Telescope and is currently working on the Artemis Program, NASA's return to the Moon.

A. Choi (M)

## Origami Boulder Damage

10:00 AM Hunt (AV Programming)

Interesting ways for DMs to keep difficult players in line & their dungeons.

N. Litherland, S. Rice-Snow (M), J. Taylor

## The Mouse that Rules Entertainment?

10:00 AM York (Programming)

Disney now owns Lucasfilms (Star Wars), 20th Century Studios (Avatar), Marvel Studios, Pixar & Searchlight Studios. What are the ramifications of this entertainment monopoly?

D. Edwards, P. Hahn, F. Salvatini (M)

## The Obligatory Star Trek Panel - Going Back Before the Future

10:00 AM Kent (Programming)

Paramount+ series. What has worked and what hasn't worked?

C. Gerrib (M), D. Hirsch, M. Munro, D. Taylor II

## Reading Richard Garfinkle

10:00 AM Windsor (Readings)

R. Garfinkle (M)

## Pathfinder Society Scenario #1-06: Lost on the Spirit Road

10:00 AM Cermak (Gaming Tournaments)

A shipment of relics on its way to Minkai vanished somewhere in the Forest of Spirits, a dense woodland home to kami and spirits of all sorts. In search of the missing shipment, Pathfinder agents travel to a remote village, where they uncover secrets of this enigmatic forest. This scenario features a wide variety of options for encounters and reasons for the vanishing, making for a fresh experience on multiple playthroughs. Written by Christopher Wasko. Max 6 Players (Signups in the Game Room). Pregenerated Characters and Dice can be provided if you are a new player

## Fused Glass Workshop (Sat)

10:00 AM Oak Brook Ballroom 2 (Blinkie Rm)

Create your own pendant, ornament, or mini paperweight, and then fuse it by placing it in the kiln for overnight firing. The number of participants is limited by space in the kiln, so stop in the Build-A-Blinkie room to sign up and schedule a time to coordinate/create with Teri. The Friday and Saturday cutoff is 8pm, as the kiln must run overnight (12 hours). Fee for materials.

## **LARP (Live Action Role Play) Tijoros The Labyrinth**

10:00 AM Essex

Delve into the Labyrinth of Tijoros, where challenges and mysteries run wild. Face them, or don't, your escape depends on it!" Min 1 player Max 10 players. New Game starts every hour on the hour. Sign up at the Programming Ops Table

## **Build-A-Blinkie Soldering Workshop (Sat)**

10:00 AM Oak Brook Ballroom 2 (Blinkies)

If you have never soldered before, this is the place to learn. You get a kit with the parts, and then at the soldering station, you build it. We will give you as much or as little assistance as you like - we never judge because we remember when we first learned to solder and we want this to be a fun and rewarding experience! You then get to show it off and take it home. If you have soldered before, this is the place to hone your skills with our more challenging kits. Fee for materials.

## **Reading Clif Flynt**

10:30 AM Windsor (Readings)

C. Flynt (M)

## **So Now You're A Cosplayer**

11:00 AM Riverview Ballroom (Main Programming)

A question and answer discussion on what life is like as a cosplayer. Usually I have one or two others and we answer everything from "what is your favorite fabric" to questions about embarrassing bathroom stories and celebrity encounters. This is a live version of my podcast and may be recorded for future content.

J. Sary (M)

## **Starting Out 101 (Getting yourself out there)**

11:00 AM York (Programming)

A panel about the dos and possible don'ts of starting at cons, markets, and trade shows. The answers we may have for you.

L. Rocha (M)

## **Solar Power from Space - Solution for Global Warming?**

11:00 AM Kent (Programming)

Could we put solar panels in space to not only supply the planet with power but also shade?

D. Krause (M), M. Roth, R. Smith

## **Up Close Magic**

11:00 AM Windsor (Readings)

Experience the fun of slight of hand magic with Master Magician Lee Darrow.

L. Darrow (M)

## **Reading Sat**

11:00 AM Ogden (Readings)

D. Munro (M)

## **Reading Sat**

11:30 AM Ogden (Readings)

L. Erlick (M)

## **Signing Sat**

11:30 AM Hallway Signing Table

D. Munro (M)

## **The Obligatory Star Wars Panel - Millennium Falcon Hijacked by Mouse**

12:00 PM Hunt (AV Programming)

How has the franchise changed since Disney took over?

Z. Jeffries (M), M. Munro (M), D. Taylor II

## **Audible & Beyond**

12:00 PM Kent (Programming)

The rise of audio books and how it affects perceptions of the story being told.

B. Detzner (M), P. Haynie, R. Waterson



## **Reading Sat**

12:00 PM Ogden (Readings)

Reading Sat 12p

Chris Gerrib

C. Gerrib (M)

## **Stitch & Bitch**

12:00 PM Private Dining Room (Makers)

W. Halsey, M. Silver, J. Skwarski

## **Signing Sat 12p**

12:00 PM Hallway Signing Table

L. Erlick (M)

## **Court and Country**

12:00 PM Oak Brook Ballroom 3 & 4 (Music)

Court and Country is an a capella vocal ensemble with a focus on bringing well-researched performances of early choral music to popular audiences. Their repertoire includes a wide variety of pieces from the medieval and Renaissance eras, as well as some filk songs

## **CRAFTING FICTIONAL WORLDS**

1:00 PM Riverview Ballroom (Main Programming)

Environment is an important element of storytelling. Comics, TV, film and games use it all the time - but it's easy to let the details of your world distract from your story. Whether it's a science fiction / fantasy setting or a real-life location, join special guest Trevor Mueller and learn how to make your world come to life without losing the reader.

T. Mueller

## **Recording your story**

1:00 PM Hunt (AV Programming)

How to capture Audio for podcasts, audio dramas, and audiobooks. Room treatment, microphones, interfaces, and software. S. Dealy

## **Please Note post-apocalyptic books have moved to current affairs**

1:00 PM York (Programming)

A discussion of world events vis-à-vis the end times

N. Rest (M), M. Roth, R. Tabler, B. Thomasson

## **Tarot Cards 101**

1:00 PM Kent (Programming)

Tarot Cards 101

A friendly discussion of tarot cards and their use in divination.

K. Brown (M), L. Darrow

## **The Phandemonium Book Club**

1:00 PM Camden

We will be discussing Legends and Lattes by Travis Baldree. Everyone is always welcome to join our discussion - even if they haven't finished (or even read) the book!

D. Hirsch (M)

## **Reading Sat 1p**

1:00 PM Butterfield

B. Detzner (M)

## **Steampunk for Beginners**

1:00 PM Windsor (Readings)

Did Jules Verne found this movement or were there others?

C. Gerrib, P. Hahn, R. Smith (M)

## **Have Vampires Flown off into the sunrise?**

1:00 PM Ogden (Readings)

Where have all the vampire stories gone?

A. Craig, D. Fabi, L. Masterson, D. Munro, L. Zeldes

## **Klingon Pop Warrior**

1:00 PM Oak Brook Ballroom 3 & 4 (Music)

The Klingon Pop Warrior, Commander jenbom, sings pop & rock songs you thought you knew in their "original" Klingon! Her Terran alter-ego, Jen Usellis, is the Klingon language consultant for Star Trek Prodigy.

### **Reading Sat 1:30p**

1:30 PM Butterfield

Brendan Detzner

A. Primlani (M)

### **Signing Sat 1:30p**

1:30 PM Hallway Signing Table

B. Detzner (M)

### **Women & Minorities in the Space Program Panel**

2:00 PM Riverview Ballroom (Main Programming)

A presentation and discussion on women and minorities in the US space program sheds light on the remarkable contributions, challenges, and progress made by underrepresented groups in the pursuit of space exploration. It highlights the historical struggles women and minorities faced in breaking barriers and achieving equal representation in the space industry. This panel aims to celebrate the accomplishments of women and minorities, encourage greater representation in STEM fields, and emphasize the importance of embracing diversity to advance the frontiers of space exploration for the benefit of all humankind. Hosted by April Jennifer Choi, a woman, a minority, and an engineering manager at Kennedy Space Center.

A. Choi (M)

### **A Week of Adventure Setting East of Chicago**

2:00 PM Hunt (AV Programming)

You don't need to travel to the mountains, desert, or seaside to find amazing natural scenes to inspire your next story! We'll show you memorable natural places to visit in Ohio and northern Indiana, in a week-long driving loop or weekend jaunt. Explore settings that are intriguing from a tourist's, earth scientist's, and storyteller's perspectives.

J. Rice-Snow (M), S. Rice-Snow (M)

### **SETI Protocols**

2:00 PM York (Programming)

What are the protocols for alien contact?

S. Burke, J. Taylor (M)

### **The Titan Disaster**

2:00 PM Camden

The private sector has been venturing into territory reserved for specialists. Should they be stopped?

D. Fabi (M), P. Haynie, J. Matulonis, J. Youngberg

### **Reading Sat 2p**

2:00 PM Butterfield

N. Litherland (M)

### **Flower Fairies**

2:00 PM Private Dining Room (Makers)

Make and take your very own flower fairies.

K. Brown (M), E. Donat (M)

2:00 PM Hallway Signing Table

### **Signing Sat 2p**

A. Primlani (M)

2:00 PM Oak Brook Ballroom 3 & 4 (Music)

### **Dan The Bard**

2:00 PM Oak Brook Ballroom 3 & 4 (Music)

Dan the Bard sings original songs about Dungeons and Dragons, Star Wars, Star Trek, Anime, Steampunk and general nerd culture. He's been performing at the Bristol Ren Faire for nearly 30 years and GenCon for the last 17. He has 13 albums and takes song commissions! [www.danthebard.com](http://www.danthebard.com). [Facebook.com/danthebard](https://www.facebook.com/danthebard) All Dan's music, \$200 worth of cds, are available for Patreon subscribers! [Patreon.com/danthebard](https://www.patreon.com/danthebard)

### **Reading Sat 2:30p**

2:30 PM Butterfield

R. Chwedyk (M)

### **Signing Sat 2:30p**

2:30 PM Hallway Signing Table

N. Litherland (M)

R. Heinz (M)

### **Reading Sat 3p**

3:00 PM Butterfield

D. Fabi (M)

### **How to (Not) Suck at Storytelling**

3:00 PM Riverview Ballroom (Main Programming)

Join Rick Heinz from Geek & Sundry and other Storytellers for a panel on Game Mastering tips and tricks. Find your style, learn player agency, and learn why you should never run a dream sequence. A one-stop shop for do's and don't's from those who have made every error.

R.Heinz (M)

### **Hypnotism Show**

3:00 PM Hunt (AV Programming)

Don't Try This At Home. Experience a professional hypnotist show with a Master Hypnotist.

L. Darrow (M)

### **Hollywood on Strike**

3:00 PM York (Programming)

How will this affect media fandom?

B. Detzner (M), A. Primlani, J. Taylor

### **Cosplay on a Budget**

3:00 PM Kent (Programming)

This is the first panel most people looking to cosplay go to. I will discuss where to find cheap materials, tools and patterns. As well as present some alternative techniques to make foam look like metal or leather. A short safety brief and budget explanation is also included.

J. Stary (M)

### **Teen Talk: What We're Reading**

3:00 PM Camden

We're teenaged Windycon members and we're here to talk about what we're reading, whether it's conventionally published or fanfic. And we want to hear about what \*you're\* reading too! Join us for a free-wheeling discussion of what's interesting to teens in the written word.

F. Roman, C. Roper (M)

### **Paper Circuits [low tech]**

3:00 PM Private Dining Room (Makers)

Crafting with LEDs ... Li-Ion button cells, copper tape, and card stock. With a little bit of practice, you can make light-up cards ... Be creative ... use your imagination!

J. Wardale (M)

### **Beth Kinderman**

3:00 PM Oak Brook Ballroom 3 & 4 (Music)

Beth Kinderman is a progressive filk-rock singer-songwriter from Minneapolis who makes music about myth, transformation, and video game characters who won't sleep with you. This year at Windycon she will appear as a part of a trio with her musical collaborators Dave Stagner and Justin Hartley

### **Reading Sat 3:30p**

3:30 PM Butterfield

Reading Sat 3:30p

K. Peck (M)

### **Laser from The Doubleclicks In Concert**

4:00 PM Riverview Ballroom (Main Programming)

Songs about breakfast, cats, dinosaurs, and love by Billboard-charting, internationally touring artist Laser Webber (of the Doubleclicks!). This concert will include the Doubleclicks' greatest hits – which include jokes, feelings, and guitar. Although this isn't "made for kids", it is a family-friendly show.

L. Webber (M)

### **Graphic Design + Illustration (Hints, tips, and the difference)**

4:00 PM Hunt (AV Programming)

A panel about the difference between Graphic Design and Illustration. Hints and tricks to help elevate your digital art. The applications that can help and be cost-effective.

L. Rocha (M)

### **Self-Publishing Trend - Good or Bad**

4:00 PM York (Programming)

Should editors & publishers be mandatory or not.

A. Craig, L. Erlick (M), C. Flynt, L. Masterson, D. Munro, R. Tabler

### **Chicago SF Book Discussion**

4:00 PM Kent (Programming)

A book discussion of "The Mote in God's Eye" by Larry Niven and Jerry Pournelle.

A. Geyer (M)

### **Stupid Alien Anatomy in the Movies**

4:00 PM Camden

Stupid Alien Anatomy in the Movies

How do you build a spaceship when you only have claws??

S. Duffy, P. Hahn, J. Taylor (M)

### **Reading Sat 4p**

4:00 PM Butterfield

B. Thomasson (M)

### **Stonehenge Inspiration through the ages.**

4:00 PM Windsor (Readings)

What books and movies got right or wrong? The debate continues.

B. Detzner, D. Krause (M)

### **The Black Ballad WindyCon Interactive Dungeons and Dragons**

4:00 PM Ogden (Readings)

Have you lost a loved D&D character to sword or dragons fire? Ever wonder what happens before the soul is returned to life? Or perhaps you are determined to get back to life. Join Rick Heinz at Windycon as he hosts a large group play session of The Black Ballad. Bring your dead character and permission from your GM and compete in The Gamble of Fates to bet your character's memory at a shot of resurrection in a Purgatory Poker match among other dead characters. Only one winner will be granted redemption in their twist of fate in this high-stakes event that could very well impact your current campaign.

R. Heinz (M)

### **Renaissance/Fancy/Exotic hair braids**

4:00 PM Private Dining Room (Makers)

Hands on workshop: Learn to do ropes, 4-strand "round" braids, classic (3-strand) French and (3-strand) Dutch (or inverted-French or underhand) as well as a Crown braid (technically a horizontal modified (3-strand) French braid) and other advanced ideas like 5 and 7-strand fingering techniques; as well as shapes like hearts, spirals and a pull-up-weave. Tailored to the desires and abilities of the audience. BYO-Brush, or use one provided.

J. Wardale (M)

### **Signing Sat 4p**

4:00 PM Hallway Signing Table

K. Peck (M)

### **Reading Sat 4:30p**

4:30 PM Butterfield

Reading Sat 4:30p

A. Collier (M)

## **Cosplay Runway**

5:00 PM Riverview Ballroom (Main Programming)

It's the Windycon Cosplay Runway with our Guest Jess Sary as MC! Here's your chance to see the great costumes that you've seen in our hallways (and maybe some more) gathered together in one place on our stage. There are some incredible costumers in attendance, so you won't want to miss this.

J. Sary (M)

## **Out There Characters**

5:00 PM Hunt (AV Programming)

Do out there characters have to be weird?

S. Duffy, C. Flynt (M), R. Garfinkle, N. Litherland

## **WRITING FOR FORMAT**

5:00 PM York (Programming)

Comics, novels, webtoons and film - all have different strengths and weaknesses when it comes to storytelling. Join guest of honor Trevor Mueller and learn the ins and outs of each unique storytelling medium and how to make your stories come to life!

T. Mueller (M)

## **I Joined The RMN, Now What?!**

5:00 PM Kent (Programming)

We will talk about the various role play and real-world roles available in the RMN, and how members can be involved at every level. Discussion will include roles beyond leadership, and how everyone can participate without being pressured in one direction or another.

G. Strayer (M)

## **Teen Talk: What We're Listening To**

5:00 PM Camden

We're teenaged Windycon members and we're here to talk about what we've been listening to lately. There are all sorts of music out there that we're interested in, from the commercial (Taylor Swift) to things that make our parents go "What the heck is that?" There are so many independent artists out there bringing high production values to the music scene, that we can't possibly name them all. And we'd like to hear what \*you're\* listening to as well.

F. Roman, C. Roper (M)

## **Reading Sat 5p**

5:00 PM Butterfield

M. Aruguete (M)

## **Signing Sat 5p**

5:00 PM Hallway Signing Table

Signing Sat 5p

A. Collier (M)

## **Reading Sat 5:30p**

5:30 PM Butterfield

M. Roth (M)

## **Satellite Radio & Amazon Music etc.**

6:00 PM Hunt (AV Programming)

Satellite Radio & Amazon Music etc.

If you only choose the stations you like, how are you exposed to anything new?

J. Taylor (M), R. Waterson, J. Youngberg

## **Being a Voice Actor in 2023**

7:00 PM Hunt (AV Programming)

A general overview of the voice acting industry, and the performance, technical, and marketing skills necessary to become a working voice talent!

S. Dealy (M)

## **Travis Clemmons Musician**

7:00 PM Oak Brook Ballroom 3 & 4 (Music)

Travis Clemmons: Too Cheap To Hire A Band, A Concert of Poetry, Story Telling and some Acapella Singing. Travis has been a featured Author, Singer and Panelist at numerous SF & F Cons in Illinois, Indiana, Iowa, Kentucky, Ohio, Michigan and Pennsylvania. He has also won more than half a dozen costuming and talent awards.



## **Blood on the Clock Tower (Saturday)**

7:00 PM Cermak (Gaming Tournaments)

Blood on the Clocktower is a bluffing game enjoyed by 5 to 20 players on opposing teams of Good and Evil, overseen by a Storyteller player who conducts the action and makes crucial decisions. The goal of the game is to successfully deduce and execute the demons before they outnumber the townfolk. During a 'day' phase players socialize openly and whisper privately to trade knowledge or spread lies, culminating in a player's execution if a majority suspects them of being Evil. Of a 'night' time, players close their eyes and are woken one at a time by the Storyteller to gather information, spread mischief, or kill. The Storyteller uses the game's intricate playing pieces to guide each game, leaving others free to play without a table or board. Players stay in the thick of the action to the very end even if their characters are killed, haunting Ravenswood Bluff as ghosts trying to win from beyond the grave. If you arrive late to a game, you can enter after it's started as a powerful Traveller character with unusual talents and questionable allegiances (Traveler spots are limited). Each character comes with their own special ability and no two players in a game are ever the same character.

## **Artemis: Return to the Moon**

7:30 PM Riverview Ballroom (Main Programming)

The Artemis Program is a strategic initiative undertaken by NASA with the goal of facilitating the return of astronauts to the Moon. This initiative represents a significant milestone in the field of space exploration and builds upon the accomplishments of the Apollo missions. The ultimate objective of Artemis is to establish a sustainable human presence on the lunar surface by the mid-2020s. This program encompasses a series of crewed missions, both orbital and lunar, which will utilize cutting-edge technology and foster international collaboration to advance lunar exploration. Key objectives of Artemis include conducting scientific research, testing new technologies for future missions to Mars, and forming international partnerships to expand the horizons of space exploration. With the Artemis Program, NASA aims to push the boundaries of human exploration, inspire future generations, and lay the groundwork for humanity's future expeditions to other celestial bodies within our solar system and beyond.

A. Choi (M)

## **Sex. Why Did it Have to Have Sex?**

8:00 PM Hunt (AV Programming)

When a story's good lore is thrown away for some trashy sex scenes.

C. Gerrib (M), M. Roth, F. Salvatini

## **Alternatives to D&D;**

8:00 PM York (Programming)

What are the alternatives to D&D;? Let's find out together!!

P. Haynie (M), L. Masterson, J. Youngberg

## **Reading Sat 8p**

8:00 PM Butterfield

D. Edwards (M)

## **The Many Types of Fantasy**

8:00 PM Ogden (Readings)

From high fantasy to low fantasy and let's not forget the popular epic fantasy. Who determines the meaning of these distinctions? Are they different?

S. Burke (M), R. Chweddyk, R. Garfinkle, Z. Jeffries, A. Primlani

## **LARP (Live Action Role Play) Tijoros - The Labyrinth (2)**

8:00 PM Essex

Delve into the Labyrinth of Tijoros, where challenges and mysteries run wild. Face them, or don't, your escape depends on it!" Min 1 player Max 20 players. New Game starts every hour on the hour. Sign up at the Programming Ops Table

## **Dave Stagner Musician**

8:00 PM Oak Brook Ballroom 3 & 4 (Music)

As clumsy and random as a Stormtrooper's blaster, Dave Stagner will be playing music. Or something similar. Probably. You do not want to miss an hour of Dave. Just bring shielding.

### **Art Auction**

8:00 PM Grand Ballroom Foyer (Art Auction)

### **The Royal Manticoran Boarding Action Day 2**

8:30 PM Kent (Programming)

J Cauffman (M)

### **Reading Sat 8:30p**

8:30 PM Butterfield

R. Tabler (M)

### **Signing Sat 8:30p**

8:30 PM Hallway Signing Table

D. Edwards (M)

### **Tom Smith Concert**

9:00 PM Riverview Ballroom (Main Programming)

Tom Smith, the world's fastest filker, is one of Windycon's favorite performers. Never copied, always funny (except when he's serious and also darned good at that too), we've been looking forward to seeing Tom again for some time now. You'll want to be sure to be there!

T. Smith (M)

### **Next Gen Geeks**

9:00 PM Hunt (AV Programming)

What will be the next generation geek trends?

Z. Jeffries (M), J. Matulonis, R. Smith, R. Waterson

### **Next Gen Geeks**

9:00 PM Hunt (AV Programming)

What will be the next generation geek trends?

Z. Jeffries (M), J. Matulonis, R. Smith, R. Waterson

### **Tabletop RPG's from Cradle To Grave**

9:00 PM York (Programming)

Looking to get into the game industry? Join Rick Heinz (Storytellers Forge, Geek & Sundry, GM Tips, Nerdist) and other insiders for a look at how to make your TTRPG or even submit and pitch your ideas to publishers. We cover everything from the blank page to launching your campaign to the public!

R. Heinz (M)

### **Female Erotic Novel Trend**

9:00 PM Windsor (Readings)

From Vampires to shapeshifters and now aliens especially if they're Alpha males. Are real men becoming too sensitive in real life?

A. Craig, D. Krause (M), F. Salvatini

# Sunday Programming

## Writer's Workshop Session 3

9:00 AM Butterfield/Camden (Writers Workshop)

Entries: "The Man from Tyr" by Sebastian J. Arviso, "Shipwreck" by Dale Cozort

R. Chwedyk, R. Garfinkle, C. Gerrib, R.J. Howell, M. Marlys (M)

## Pathfinder Society Scenario #5-03: Heidmarch Heist

9:30 AM Cermak (Gaming Tournaments)

The PCs are tasked with escorting a valuable item slated to be gifted to a powerful potential ally of the Pathfinder Society, but as they are being briefed on their mission, an unknown thief is pulling off a heist within Heidmarch manor, and the item the PCs were to escort has been stolen just as Venture-Captain Shiela Heidmarch goes to show them the item. The PCs much pick up the thief's trail in a race across Magnimar to recover the treasure they haven't even had the opportunity to see, much less guard. Written by Hilary Moon Murphy. Max 6 Players (Signups in the Game Room) Pregenerated Characters and Dice can be provided if you are a new player & don't have your own

## The Forever Craft - that long lost project

10:00 AM Hunt (AV Programming)

J. DeVore, C. Flynt, M. Silver (M), L. Zeldes

## SELF-PUBLISHING 101

10:00 AM York (Programming)

It's never been harder to be published, but it's never been easier to make a comic. Guest of honor Trevor Mueller has over 12 years experience in printing his own books, and teaches you everything you need to know about making your ideas into stories, from conception in your head to holding a physical copy of your book in your hand!

T. Mueller (M)

10:00 AM Ogden (Readings)

Reading Sun 10a

P. Haynie (M)

## Reading Sun 10a

10:00 AM Ogden (Readings)

P. Haynie (M)

## LARP (Live Action Role Play) Tijoros - The Labyrinth (3)

10:00 AM Essex

Delve into the Labyrinth of Tijoros, where challenges and mysteries run wild. Face them, or don't, your escape depends on it!" Min 1 player Max 10 players. New Game starts every hour on the hour. Sign up at the Programming Ops Table

## Build-A-Blinkie Soldering Workshop (Sun)

10:00 AM Oak Brook Ballroom 2 (Blinkies)

If you have never soldered before, this is the place to learn. You get a kit with the parts, and then at the soldering station, you build it. We will give you as much or as little assistance as you like - we never judge because we remember when we first learned to solder and we want this to be a fun and rewarding experience! You then get to show it off and take it home. If you have soldered before, this is the place to hone your skills with our more challenging kits. Fee for materials.

## Reading Sun 10:30a

10:30 AM Ogden (Readings)

A. Craig (M)

## Whips, Faster than the speed of sound

11:00 AM Riverview Ballroom (Main Programming)

The whip-cracking panel is a captivating and dynamic event that explores the art and diversity of whips, featuring a demonstration from the renowned whip cracker, April Jennifer Choi. Attendees have the unique opportunity to witness April Jennifer Choi's exceptional skills as she showcases her mastery of whip cracking, demonstrating the finesse and precision required to achieve world-record-breaking feats. Whether you're an aspiring whip cracker, an enthusiast of circus skills, or simply curious about this art form, this panel promises to be an awe-inspiring experience that celebrates the fast-paced thing that people routinely throw.

A. Choi (M)

## **The Obligatory Dr. Who Panel - Good-Bye Rubber Suits**

11:00 AM Hunt (AV Programming)

Has it lost its nostalgic charm since the special effects are better?

S. Burke (M), P. Hahn, J. Skwarski

## **Merch Making and Beyond**

11:00 AM York (Programming)

A panel to help gather resources, whether buying third-party or making your own merch at home. We are here to help!

L. Rocha (M)

## **Reading Sun 11am**

11:00 AM Windsor (Readings)

D. Taylor II (M)

## **Cloning - Where are we now?**

11:00 AM Ogden (Readings)

A discussion of cloning and where scientists are at now.

W. Halsey (M), J. Taylor (M), B. Thomasson

## **Signing Sun 11am**

11:00 AM Hallway Signing Table

A. Craig (M)

## **Reading Sun 11:30 am**

11:30 AM Windsor (Readings)

Z. Jeffries (M)

## **Signing Sun 11:30 am**

11:30 AM Hallway Signing Table

D. Taylor II (M)

## **Jim Turner Musician**

12:00 PM Riverview Ballroom (Main Programming)

Jim Turner plays a variety of stringed instruments including the banjo and guitar. His unique finger picking style and his voice, which he claims he lost at the age of 60 will surely entertain.

## **Movies that Couldn't be made today & what would happen if we tried?**

12:00 PM Hunt (AV Programming)

A discussion of politically incorrect movies (Blazing Saddles, Kentucky Fried Movie & Tropic Thunder are examples)

D. Edwards, J. Matulonis, F. Salvatini (M)

## **Nerd for a Living: The Realities of Publishing**

12:00 PM York (Programming)

How do you make the transition from debut novelist to full time author? What about creating your own brand from thin air? Join fellow nerds who are switching over or have made the switch fully and explore what it's like to work on your favorite properties.

R. Heinz (M)

## **Are Con Creeps Real?**

12:00 PM Kent (Programming)

Though this topic can be heavy, it is covered in an appropriate way for all ages, genders and orientations. I will talk about some examples of unsafe or creepy behavior and what to do in those situations.

J. Stary (M)

## **Reading Sat 12:30p**

12:30 PM Ogden (Readings)

S. Duffy (M)

## **Dr. Mary Crowell**

1:00 PM Riverview Ballroom (Main Programming)

Dr. Mary C Crowell writes geeky songs about gaming and mythology. She also teaches music theory, piano, and composition in her home studio. She loves participating in creative challenges like Soulwriters (for songs) and Start With This (for podcasting/recording.) Mary creates quirky MIDI compositions and arranges instrumental music. She also makes silly music videos with a host of creative people for her patrons on Patreon. <http://patreon.com/drmaryccrowell>. Two of Mary's short music videos: "I Put My Low Stat" and "M is for Magic Missile" were selected for Origins Game Fair's film festival in 2021. Dr. Crowell performs with Play It With Moxie and Three Weird Sisters, releasing respectively Play It With Moxie, Live! (2012) and, Third Thyme's the Charm (2012). Both bands formed in Atlanta, Georgia through the GAFIA filk community. Mary has released four studio albums: Scattering Seeds on the Pomegranate Tour (2017); Acolytes of the Machine & Other Gaming Stories (2012), and the most recent: I Have Missed You at My Table (2022)—all recorded at Mystic Fig Studio; and an earlier album, Courting My Muse.

## **Hey Hollywood - Try Reading a book!**

1:00 PM Hunt (AV Programming), York (Programming)

Hollywood film makers need fresh ideas. What would you like to see on the big screen?

D. Krause (M), J. Matulonis, R. Tabler

## **Balloon Animal Sculpting**

1:00 PM Kent (Programming)

Let your inner child out or bring your child if you prefer! We will talk about balloon sculpting, including a demo/teach session where you can learn to make your own dog. Requests taken if time permits.

J. Wardale (M)

## **Teen Talk: What We're Watching**

1:00 PM Camden

We're teenaged Windycon members and we're here to talk about what we're watching on screens, whether the big screen in the movie theater, the smaller screen on TV, or the even smaller screen on our phones. There're all sorts of interesting media out there! And we'd like to hear what \*you're\* watching too.

F. Roman, C. Roper (M)

## **Stitch & Bitch Sun**

1:00 PM Private Dining Room (Makers)

Stitch & Bitch Sun

K. Brown, J. DeVore, L. Zeldes

## **Closing Ceremonies**

2:00 PM Riverview Ballroom (Main Programming)

All good things must come to an end, and so too must Windycon 49. Come for a last chance to see our guests, see who won awards, and to find out what we're planning for the big Windycon 50!

Star, A. Choi, R. Heinz, T. Mueller, L. Rocha, T. Smith, J. Stary, To Be Announced, L. Webber

## **Open Music/Dead Dog**

3:00 PM Oak Brook Ballroom 3 & 4 (Music)

Immediately after Closing Ceremonies

## **Thank you for a Great Con!**



# Staff List

## **Chair**

Dana “Star” DeMichael

## **Vice-Chair**

Austin Regan

## **Hotel Liaison**

Scott Schultz

## **Programming**

Louisa Feimster

Virginia Massetti

## **Cosplay**

Alex “Hotrod” DeMichael

## **Music Programming**

Daniel Gunderson

Sue Alexander

## **Events**

Bill Roper

Gretchen Roper

## **Program Ops**

Sam Meyers

Brenda Fruhauf

Bill Cohn

## **Dealers’ Room**

Bill Jorns

Brendan Lonehawk

Steve Metzger

Carol Metzger

Barbara Darrow

Daniel Darrow

Eric Hildeman

Justin Matulonis

## **Publications**

Betsy “Bootz” Franczyk

## **Tech Services**

David Ifversen

Angela Karash

Bryce Beutin

Peter Richardson

Robin Winsauer

## **Logistics Team**

Kristina Maki

Joshua D’Amico

Joey Pfeifer

Nichelle Wrenn

Matt Clark

Teresa Clark

Geoffrey Kaczmarek

Jason Greening

Andrea Sullivan

## **Procurement**

Louisa Feimster

## **Art Show**

Richard France

Ashley Nicole

Jenna Tannhauser

Veronica Zimowsk

Cheryl Storm

Yoel Attiya

Travis Potter

## **Con Suite**

Dee Collins

Jaime Bergan

Karol Brown

Bob Fischer

Daniel Nolan

Marie Silver

Scott Street

Patrick Blum

Louis Galvez III

## **Treasurer**

Kerry Kuhn

## **Green Room**

John Higgins

Steve Ignots

Dan “Tiny” Wire

Mike Stern

## **Awards**

James Brown

Ken Beach

## **Registration**

Vlad Stockman

Susette France

Janice Skaggs

Neil Rest

Jill Mitchell

Nichelle Wrenn

## **Bheer**

Joshua Damico

Rachel Landmann

Sean Ihnat

Kathla Marshall

## **Fan Tables**

Scott Schultz

## **Gaming**

Robert Wadowski

Tiffany Voltz

## **Gen Con Library**

Marissa “Pickles” Maile

Mike Weaver

Misch Weaver

Adnan Khan

Ama Deecke

Alex Hardcastle

JJ Aperson

## **Game Masters**

Kevin “Stray” Krieger

Mike Rosenblum

## **LARP**

Andrew Thompson

Josh Thompson

Isaac Thompson

Emilyn Cabalfin

Ryan Gilbert

Jose Cabalfin

## **Information Desk**

David Hoshko

Michelle Donat

John Donat

## **Guest Liaison**

Erika Donat

## **Social Media**

Virginia Massetti

Tifa Chu

## **Information Technology**

Ken Beach

Phread

## **Writers’ Workshop**

Richard Chwedyk

Oleg Kazantsev

Malda Marlys

## **Secretary**

Cassy Beach

## **Parties**

Alyson Petroski

Scott Schultz

## **Marketing**

Vlad Stockman

Lily Cutshall

## **Website**

Vlad Stockman

## **Photo Studio**

Bruce Medic

## **Operations**

Paul Lawniczak

Julie Wasberg

Erik Burch

Marissa Robertcop

Robert Fischer

Angel Sickels

Phaedra “Wyldekyttin” Meyer

## **Tech Service Desk**

Dave Ifversen

Angela Karash

Peter Richardson

Michael Lundy

Bryce Beutin

Robin Winsauer

## **Security**

Stephen “Fluffy” Baker

Josh Nicholas

Lane Wendt

Andrew Tomlin

Alexander DeMichael

## **LARP**

Andrew Thompson

Josh Thompson

Isaac Thompson

Emilyn Cabalfin

Ryan Gilbert

Jose Cabalfin

## **ISFiC Board**

Vlad Stockman

Daniel Gunderson

Ken Beach

Stephen “Fluffy” Baker

Dana “Star” DeMichael

Suzette France

David Ifversen

Kristina Maki

Scott Schultz

# Capricon 44

February 1-4, 2024



## THE ENDURANCE OF STARS

Author Guest of Honor:

***K. Tempest Bradford***  
*Nebula Award Winner*

Literary Guest of Honor:

***Catherine Lundoff***  
*from Queen of Swords Press*

Artist Guest of Honor:

***Ariela Housman***  
*from Geek Calligraphy*

Fan Guest of Honor:

***Victor Jason Raymond***  
*Founding Member of the  
Carl Brandon Society*

**Windycon  
will return in 2024  
November 8-10, 2024  
What's happening?  
Come to Closing  
Ceremonies  
and find out!**