

Windycon 42





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THE 74TH WORLD SCIENCE FICTION CONVENTION
KANSAS CITY, MISSOURI • AUGUST 17-21, 2016

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Welcome to Windycon 42!

One night while lying in a field in Innsbruck, Douglas Adams looked up at the stars and thought "If someone were to write a Hitchhiker's Guide to the Galaxy, I'd be off like a shot." It took seven more years, but someone (Adams) eventually did write it, and his career took off like a shot.

According to the satiric radio show Adams wrote (and the other media it inspired), the answer to the Ultimate Question of Life, the Universe, and Everything is 42, so with Windycon 42, we look to the whimsy and humor in science fiction and fantasy.

In the 1990s, I made two discoveries, one in the field of art, the other fiction. Both were named Christopher Moore. One created paintings that popped from the covers of the books they were on, the other filled books with laugh out loud moments. I loved the idea of bringing them together for Windycon 42, and was pleasantly surprised when both said yes.

Back in the 90s, I played some of the *Dungeons and Dragons* video games, including the Radiance series. Several years later, Chris Garcia (Windycon 36 GoH) recommended Maurine Starkey as an artist for my fanzine *Argentus*. I've used Mo's art several times, and it was really cool when I realized that she had done much to create the look of those long-ago played video games.

Since they once worked at NASA, it may be fitting that I was first introduced to the Looneys, or at least their games, at a SMOFCon in Cocoa Beach in 2000, right after a space shuttle launch (which I missed). That night, I learned *Fluxx* and *Chrononauts* at 2 a.m. (not a natural time for me) and I've been a fan ever since.

My introduction to Maya Kaathryn Bohnhoff was through her short stories, including her story "O Pioneer," which was a nominee for the Sidewise Award for Alternate History. It was only later that I began listening to the albums she and her husband, Jeff, released, both parodies like *Retro Rocket Science* as well as their original albums, like *Möbius Street*.

Finally, Mark Oshiro has made a career out of doing what other people tell him to do, so I've told Mark that he should Toastmaster and he foolishly said, "Yes."

So tie on your dressing gown, grab your towel, and make the most out of Windycon 42: The Hitchhiker's Guide to the Windycon.

Steven H Silver

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Convention Rules

Welcome to Windycon 42. This is our eighth year here at the Westin and they are quite pleased to have us back and we love to be here. We ask that you continue to respect the facility and its employees.

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

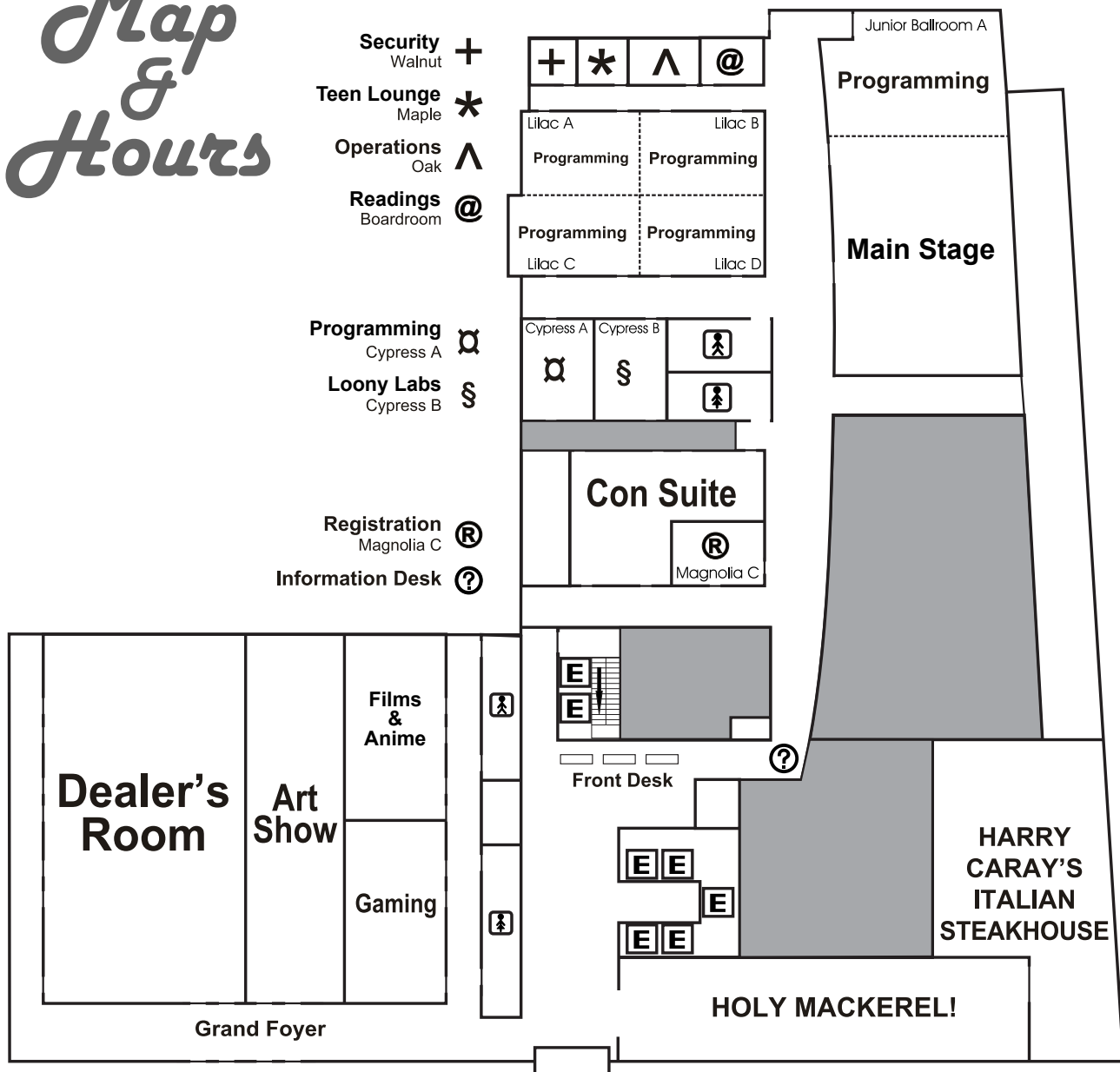
Here are a few rules you need to be aware of:

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

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

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

Map & Hours



Dealers

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

Gaming

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

Art Show

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

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

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

THERE'S A BIMBO ON THE COVER OF THE NEW BOOK FROM ISFIC PRESS!

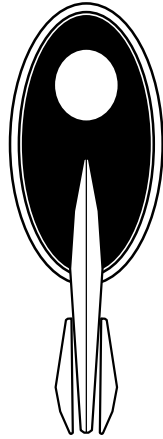


FIND OUT WHY SHE'S THERE AT THE RELEASE PARTY.

FRIDAY, 9 PM
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Welcome to ISFiC



Steven H Silver

with guidance from Ross Pavlac

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

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

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

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

The original board of directors of ISFiC was made up of Larry Propp, Mark and Lynn Aronson, Ann Cass, Jon and Joni Stopa, and Mike and Carol Resnick. Under their early guidance, Windycon

became an annual event, with the Aronsons chairing the first three events before passing the chairmanship reins on to Larry Propp, who would use his knowledge to co-chair Chicon IV in 1982.

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

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

After Chicon IV, ISFiC had successfully achieved the goal of building an ongoing committee that could run Windycon from year to year, at least as much as any local group can be said to. ISFiC thought about what could be done to make Windycon a better convention.

One factor in this was that Windycon's excess funds were starting to pile up. As a 501(c)3 corporation, ISFiC is supposed to use the excess funds for the benefit of fandom. So, rather than let the money pile up, ISFiC decided to put the money back into Windycon in creative ways.

One way was in providing grants to Windycon to bring in special guests over and above the normal guests of honor. In this manner, Windycon was able to compensate for the fact that most SF authors and editors live on the East and West Coasts. Once ISFiC started bringing in authors and editors, many liked Windycon so much that they have continued coming back on their own accord.

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

Continued on pg. 6

ISFiC Continued

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

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

Also, in 1986, ISFiC elected to run an amateur writers contest, open to all members of ISFiC (Windycon), people living in Illinois or nearby Midwestern states. That first year, the contest was won by Richard Chwedyk, who would go on to become a professionally published author and winner of a Nebula Award. The ISFiC Writers Contest is held most years in conjunction with Windycon. The winner receives con membership, a cash award, and publication of their story in the ISFiC Program book.

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

The ISFiC board of directors has nine members, with three directors coming up for re-election each year for a three-year term. Any Illinois fan who is a member of ISFiC (see the first paragraph of this article) is eligible to be elected; come to the ISFiC board meeting at Windycon (held on Saturday afternoon) and nominate yourself. Meetings of the ISFiC board are normally held at Windycon and Capricon. The meetings are open to the public.

ISFiC Harassment Policy

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

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

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

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

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

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

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

Christopher Moore



Author Guest of Honor

The Comedic Vision of Christopher Moore
by Robert L. Rede

Early in his attempted writing career, Christopher Moore realized that short stories weren't a way to make a living as a writer, so after selling one, he turned his attention to writing novels, which seemed more lucrative if he could get them to sell. Agent Kirby McCauley had commented that horror could be combined with any genre with the exception of whimsy. Chris took that as a challenge and decided to write a whimsical horror novel.

The result was *Practical Demonkeeping* and Chris managed to hit pay dirt with it. Even before the book was published, he sold the movie rights, allowing him to focus on his writing full time instead of refilling the water glasses for the couple sitting at the table by the kitchen. The movie was never made, which seems to be a common occurrence with Chris's books. Write the book, sell the rights, don't see the movie. But it means that he can continue bringing readers books written with his quirky sense of humor and style.

His relatively early success meant that he could stop working the odd variety of random jobs that seem so endemic among authors before they succeed. However, the influence of some of

those jobs can be seen in his writing. The group from the supermarket in *Bloodsucking Fiends* clearly comes from his experiences working as a grocery store clerk (without, one would assume, the vampiric element).

There's that moment of awkwardness when someone asks what you're reading and you sort of half mumble *The Island of the Sequined Love Nun*. It isn't the sort of title like, say, *To Kill a Mockingbird* that people recognize as belonging to a piece of serious literature. But, then, *To Kill a Mockingbird* doesn't have a talking fruit bat. Talking fruit bats (like Rodrigo), former B-movie actresses, angels who border on moronic, and goth girls who find themselves working for nerdy avatars of Death are all par for the course in Moore's loosely connected novels.

While all of Chris's novels share the element of humor, he has tackled a wide range of topics with his satiric wit, beginning with the Lovecraftian menace of his debut novel before moving to biker culture in *Coyote Blue*, nineteenth century French Impressionism in *Sacré Bleu*, and the works of Shakespeare in *Fool* and *The Serpent of Venice*. If there are areas which he seems to come back to time and again, it would be religion, or perhaps spirituality, and horror, often mixed together.

Try to make time to see and meet Chris this weekend, whether at his solo talk, at one of his panels, or when he's doing an autographing. He doesn't attend many conventions, and we're very lucky that he's here in Chicago.



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Dellacon Registration

848 Dodge Ave. Suite 257

\$45 per person thru January 31

Evanston, IL 60202

\$50 per person thru August 20

\$55 after August 20 and at the door



Christopher Moore



Artist Guest of Honor

From Chris Moore's old business partner, Michael Morris. In the words of CM, "... working with him in the 1970's was such a laugh!..."

Royal College of Art Graphic Design Year One Studio, the first day of the Autumn term, 1969: a fair-haired stranger enters and announces himself by asking if we have any spare furniture; a tongue-tied silence follows. The stranger grabs a chair and departs... "Don't know who that is, but he must be important" is the general consensus among the bewildered would-be designers.

The mystery man, later identified as Chris Moore, an equally raw recruit to the RCA Illustration department, was indeed to be a very important figure during our RCA careers... The design students subscribed to the theory that "the idea" was paramount, with appearance very much a secondary consideration.

Enlist Chris into the project however and the effect could be magical; a whole new dimension added, using a bewildering range of style and technique. Looking at a beautiful illustration of a robin by a wild life specialist, a graphics student remarked "Chris can do that sort of thing", the ensuing discussion agreed that Chris would have given it a chrome-plated beak.

By means never fully explained Chris seized power as social secretary of the RCA students' union, under the new regime the film society was transformed: out went the dreary Scandinavian angst vehicles, in came Astaire and Rogers, camp Elvis singalong features, thick-ear Lee Marvin thrillers. End-of-term dances provided employment for fire-eaters, strippers, snake dancers, jugglers, performing dogs, and all the other dregs of moribund theatrical agents. The college football team took on a new life, a highlight being the fiasco of visiting a sports outfitter and selecting the most outlandish colours, only to discover that the opposition in the first match played in an identical strip.

On leaving the RCA Chris and I rented a dirt cheap studio in a seedy, ill lit street in Covent Garden. In an attempt to give ourselves pizzazz and glamour we painted the street door gold. It looked wonderful by day: by night the local down-and-outs relieved themselves against it in the all too tempting shadows.

When Chris announced that he had a solution I naturally assumed that it would involve high voltage wiring and probable prosecution for grievous bodily harm; imagine my disappointment when he suggested installing an overhead light.

When we had moved to a rather smarter office a few streets away we were invited to the grand opening party of a new photo library. The evening was sensational. The next day we were given a guided tour of the library's facilities by the managing director.

Opening an office door he revealed a researcher working at a lightbox. "You might have met Sarah at the party" said the MD. "Yes" beamed Chris. Like a shot the answer "No" came from the blushing researcher. "Don't understand that" said Chris when the door was closed, "we went back to my place for the night after the party". "Sarah is my fiancée" was the frosty response from her boss.

Continued on pg. 10

Moore, continued

Naturally we had a record player in the office; Chris delighted in broadcasting Phil Spector's Christmas Album through the open windows in a summer heatwave. At another Covent Garden office our room looked out across flat roofs and fire escapes to a theatrical rehearsal room used by the Royal Shakespeare Company – an irresistible temptation for Chris to join in on hot afternoons with wide open windows. His favourite interjection – regardless of the play being rehearsed – was “Quick, the French are coming”, a cue for the distinguished thespians to spill out and try to identify the culprit.

Chris and I had some success working in partnership, we had a reputation as problem solving designers using visual wit and technique to “tell the story.” Inevitably our personal circumstances changed while our work interests diverged, with Chris developing his science fiction expertise to an undreamed of level, and so on the best of terms we went our separate ways.

In the 46 years since we first met Chris and I have never fallen out (though there have been exasperated silences....), a remarkable record for two very well developed egos. He's kind, clever, funny, well read, talented, infuriating, capable of inspired buffoonery ... what more could you ask for?

Con Suite at the End of the Corridor

Magnolia A

New this year, Milliways will be open around the clock (yes 24hrs) so you can enjoy the universe explode at all hours of the day or night. The management, fresh off a stint running the Sasquan ConSuite, has a full assortment of dining options planned for your enjoyment, although we're told that there is currently a shortage of Ameurian Major Cow. Nevertheless, you can look forward to a wide variety of dishes of the day for all life forms and dietary needs. We've tried the hagrobiscuits and can tell you that our ConSuite is only employing the finest Dentrassi cooks in the known universe (and two or three unknown universes as well).

Bagels in the morning, cold cuts 'n' cheese trays for sandwiches off 'n' on through the day, vegetable trays and salads, meatballs in marinara, hey how about vegetables in marinara.

You should be able to walk into Milliways at The End Of The Corridor anytime and find carbs or protein for your energy needs.

Off course, the ConSuite at the End of the Corridor will also be home to the Horse and Groom Pub, where you can enjoy a pint or two as muscle relaxants before the Earth is destroyed by the Vogons. And be sure to grab a packet of peanuts since the high protein and salt will help replace what you lose when beaming aboard the Vagon Constructor Fleet.

Beer & Cider

This year's beer selection will be Guinness, Bass, Bäderbraü, and Angry Orchard Cider.

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

Beer & Cider Rules

1. Red Cups Do Not Leave The Con Suite. Ever.
All red cups, which are to be exclusive vessels for beer, are prohibited to be removed from the Con Suite

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

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

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

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

Andy & Kristin Looney



Gaming Guests of Honor

You know what happens when weird people in college meet other weird people and just get weirder.

That's a good thing!

I met Andy Looney in college. We were both in a medieval reenactment group called the Markland Medieval Mercenary Militia, so we dressed up in funny clothes and did funny things together. Around the same time, he declared himself the Emperor of the Universe, and by the sheer force of his personality, caused everyone around him to buy into the idea.

I signed on as his Personal Brain Care Specialist, and spent many happy years as his minion, writing games, doing goofy stunts at conventions and basically having heaps of fun.

Along the way, Andy met Kristin and she was perfect for him. Another fan of tie dye, long hair, and frighteningly clever. She always had great ideas for fun as well. The two of them both worked at NASA, but along the way, this match made in heaven created Looney Labs and they eventually both made that their full time job.

Their house, Wunderland, became Lab Central, and visiting their place is the gamer equivalent of winning the Golden Ticket to the Wonka Chocolate Factory. Those of us lucky enough for an invite, get to beta test games, mess with the (literally) hundreds of Rubik's cubes (Kristin is a master!) and spend our time playing on any of the many arcade games packed into every possible corner of the house.

It's been close to 35 years since I first met Andy, and to this day, I'm never disappointed spending time with him and Kristin. If fun has a brand name, it's probably got Looney somewhere in the title, and no one who spends time with them would disagree.

I hope everyone who attends Windycon gets a chance to play with them and play some of their entertaining games. You've probably already played *Fluxx*, but there's a lot more out there. Look for them in their signature tie dye and say hi to them.

Greykell Dutton (The Emperor's Private Brain Care Specialist)



CAPRICON XXXVI



ONCE UPON A CAPRICON...

Westin Chicago North Shore
February 11-14th, 2016

Author GOH: Scott Lynch

Artist GOH: Eric Wilkerson

Fan GOH: Wendy Zdrodowski

Special Guests: Stacy Gordon

Mark Oshiro

Mae the Belly Dancer

www.capricon.org

Maya Kaathryn Bohnhoff & Jeff Bohnhoff



Music Guests of Honor

By Beckett Gladney

I first really met Jeff and Maya around 20 years ago, and I know I was intimidated. They are such excellent musicians. You know they must have a goofy side because of the parodies they write and perform, but offstage they can seem very private and dignified. They're just a little bit like royalty within our fannish communities; they are unfailingly polite and gracious to everyone they interact with.

They politely yet firmly stand up for the rights of other people. They live their values of love and tolerance for all of humanity right down through their bones. They embody so many traits that I admire. I didn't expect to become friends, much less to have them become an important part of my life and my family.

Over time and with quiet smaller gatherings, I realized to my lasting surprise that they are both quite shy, much like myself. Getting past the usual barriers that we shy people tend to erect to protect ourselves worked both ways; it's hard to reach out past those social conventions that outgoing people dance with so easily. Jeff and Maya had their youngest daughter just a bit after we had our boys, and we all came together more often, partly through music and partly because our kids got along and liked each other.

Our kids have been growing up together while music swirls around them. How many of us have wished we had grown up surrounded by good, honest, highly intelligent people who lived their lives filled with music and creativity and ideas?

It's not an easy thing to achieve in this money-driven, materialistic society, but Jeff and Maya work hard to keep food on their table, keep music and love for their fellow humans in their lives, and they pass these values on to their kids and the other people around them by active example.

Like most creative people, both Jeff and Maya have multiple creative outlets. Jeff works for Apple at his day job, as what he calls a Readiness Engineer, doing high level spells and incantations to make sure that the teams of people who support Apple products are prepared and able to do so.

Mystic Fig Studio is Jeff's baby, where he records and produces many of the best music albums in the science fiction and fandom community around the world. Despite his typical self-deprecation, distance is no barrier to musicians seeking to record with Jeff, and he has numerous acclaimed musicians eager to sit in and record tracks to add to albums he's working on.

Maya is a renowned science fiction and fantasy writer, though she really doesn't toot her own horn. If you haven't yet had the chance to read any of her work, look for the very special Windycon printing of *The Bimbo on the Cover*, a collection of some of her short fiction pieces.

Continued on pg. 14

Bohnoff, continued

She's co-written several Star Wars books with Michael Reaves which have hit the New York Times bestseller lists. If you get a chance to read her trilogy *The Meri*, grab it. *Devil's Daughter* is her latest collaboration and the first installment for the Lucinda's Pawnshop series. Dozens of her short fiction pieces have been published in magazines such as *Analog*, *Baen's* and *Amazing Stories*. She's also an active, committed founding member of Book View Café, the writers' cooperative alternative publishing site.

Jeff and Maya are dynamic, professional musicians. Their performances are punctuated by Maya's flawless voice soaring above Jeff's intricate guitar work. They write all of their own material. If you are at one of their concerts you

expect the crowd to erupt in helpless laughter at their parodies of popular rock tunes with clever, frequently scathing lyrics that poke fun at topics and subjects near and dear to our fannish hearts.

Their more serious original works tend to be moodier pieces that spin you in a cocoon of sound and emotion to transport you to other places, other times. If you find yourself in a music circle with Jeff and Maya, don't be too shy. Ask them to play something from *Manhattan Sleeps*, or *Mobius Street*, their more serious original music albums. I can't stop asking them to play "High Desert," even though it always makes me cry. Ask them to play a song from their upcoming album. You won't be sorry.

Art Show

Friday

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

Saturday

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

Sunday

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

The Art Show will run a silent auction on Friday and Saturday until 6:30 at which time the Art Show will close to set up for the Art Auction. Pieces with 1 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's 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. Our illustrious auctioneer and his crew provide some of the best entertainment at the convention, so come to watch, come to bid, come to have fun, and don't forget your wallet. You never know when something will strike your fancy...or when you will find that perfect gift for someone.

Print Shop

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

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

If you find you have money left after the Art Show closes, the Print Shop and any pieces with After Auction prices on their bid sheets 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 on Sunday.

Maurine Starkey



Fan Guest of Honor

by Adrienne Foster

Maurine Yvonne Starkey, 63, is a single white-Native American straight female who enjoys movies, baseball games, and the speculative fiction community. She is a Virgo and has one adult daughter, Mason. Mo is a non-smoker who likes traveling, swimming, and the outdoors. Her biggest passion is appreciating, studying, and creating art in all its forms.

Mo grew up as an Army brat, but always maintained a strong interest in popular culture as her family moved around the world. Her parents divorced in the 70s and she and her mother settled in Las Vegas for a while. Mo has worked as a cook, in a lumberyard, and was an event organizer for a motorcycle race track.

Her first plunge into the fan community came when she took a job in a comic shop, Page after Page, and indulged her intense interest in pop culture. She later became one of the founders of Westwood Studios, a computer game company.

Mo eventually moved to the San Francisco Bay Area and she and her former boyfriend became known for co-hosting Friday night cheesy movie salons where they all snarked like they were in *Mystery Science Theater*. She also asked guests to “show us your shorts,” encouraging them to bring any short movies/cartoons they had to share.

Mo began helping out at science fiction conventions and was on the board of directors for a local regional convention, which is no longer extant. She is a member of the Bay Area Science Fiction Association and has been contributing art to many fanzines, including *Argentus*, *Exhibition Hall* and Hugo Award winners *The Drink Tank* and *Journey Planet*. In 2012, she won the Hugo for Best Fan Artist.

Mo’s current professional focus is on illustration as storytelling. She has been exploring avenues for making games a more immersive experience for players. Her designs incorporate her years as a storyteller to spark the imagination.

She has also illustrated for various publications, including *Casual Connect*, *Jim Baen’s Universe*, and *Marion Zimmer Bradley’s Fantasy Magazine*.

Additionally, she worked on staff for the Game Developers Conference in San Francisco for ten years and has mentored a full generation of young game designers in the industry. This was what labeled her as one of 100 most influential women in gaming by *Edge Magazine*.

She currently resides in San Jose, California. And guess what, guys? She’s single!

MILROD 2016

**MORE
HUMAN
THAN
HUMAN**



June 17-19 - Westin North Shore - Wheeling IL

Mark Oshiro



Joastmaster

by Jesi Pershing.

When Mark and I first met, I was convinced I was coming across like a total dork. It was July of 2013, at a Harry Potter convention in Portland. I had become a huge fan of Mark's over the past year, as he read and reviewed the books of my favorite author, Tamora Pierce. I was thrilled he had been nominated for a Fan Writer Hugo, and that he would be attending Worldcon for the first time. I walked up to him before a panel on the first day of the convention, trying not to show how excited I was to meet him.

"Hi, my name's Jesi. I just wanted to say how great it is you got nominated for a Hugo. I'm on staff for Worldcon."

Mark made a sound that is probably best described as a yelp, and threw his arms around me. By the end of that weekend, I pretty much considered Mark to be one of my best friends.

That unbridled enthusiasm that started our friendship is the reason why so many people go to his websites Mark Reads and Mark Watches every day. Mark reads books and watches TV series, completely unspoiled.

For many of us, that experience of watching a TV show or reading a book for the first time is the most magical. We may reread a book a hundred times, but there's nothing quite like that first time, when everything is new.

Following along with Mark's reviews allows you to have that experience all over again, through his eyes - with the added bonus of knowing when he is completely unprepared for what is going to happen next. His reactions are consistently priceless. He laughs, yells, and cries. He constantly clasps his hands to his face in shock, distress, and glee.

It's not just his enthusiasm, though. It's a delight to watch his face as he realizes that a character he loved and trusted is really the bad guy, or when a couple he's been shipping finally gets together. But Mark's reviews are so much more than that. His analysis and criticism are able to touch on the very core of why we love certain stories.

His reviews of Harry Potter became massively popular within the Potter community because, in his writing about being an outcast and how JK Rowling's story impacted him, we all can see what spoke to us in those books and why they have become so important to so many people.

His insightful analysis often brings in queer theory, race theory, and feminism to talk about why stories matter, and why the representation and portrayal of marginalized groups is important. It's this willingness to talk about serious issues and how they relate to the stories we love that has built up such a strong commenting community on his sites.

Being a fan is, at its core, about loving things. It's about enthusiasm and joy. Mark embodies that enthusiasm more than anyone I've ever met, from his review to his ongoing mission to pet every dog in the world. This is a guy who I filmed eating Cheezits for the first time in 12 years, and it was one of the most hilarious, but also weirdly emotional, things I've ever witnessed. In the words of a friend of mine - Mark lives his life in capslock.

Films & Anime

The theme for this year's film program is Comedy Science Fiction Films. Humor and SF have never been far from each other, since the quick-witted SF fan often has a well-developed sense of humor. This year we focus on SF films that put comedy at the center. Sometimes the humor comes from self-conscious pokes at the genre and fandom and sometimes it stems from a ridiculous SF situation or character. Make sure you stop by the film room for a good laugh.

Friday

4:00

Sleeper

Woody Allen directed and starred in this Hugo award winner, playing a health food owner who is cryogenically frozen. He awakens 200 years later. The bad news is America is a police state. The good news is that Diane Keaton lives there. Goofy, funny, and, according to *The Guardian*, Woody Allen's tenth best film.

5:30

The Absentminded Professor (1961)

Who doesn't love Fred MacMurray? Who doesn't love Flubber? Dr. Ned Brainard breaks the laws of physics and uses his invention for honest-to-goodness hijinks. A fun, nostalgic film.

7:00

The Hitchhiker's Guide to the Galaxy

H2G2 has been adapted to every form of media available. You know the story: Arthur Dent (Martin Freeman) and Ford Prefect (Mos Def) escape the destruction of Earth by hitching a ride with Vogons. They explore the galaxy with Zaphod Beeblebrox, Trillian, and Marvin the Paranoid Android (voiced by Alan Rickman). Stephen Fry's narration of *The Guide* is a highlight.

9:00

Animé

Saturday

10:00

Abbott and Costello Go To Mars

The comic geniuses behind "Who's On First" take a rocket ship bound for Mars in this classic comedy. They don't ever get to Mars, but they do go to Mardi Gras and Venus, which is even better.

11:30

Animé

1:30

Real Genius

One of the best science fiction comedies of the 80s. Val Kilmer stars as Chris Knight, a student at Pacific Tech majoring in lasers and snark. Seeing this film is a moral imperative.

3:30

Animé

6:00

Break for Art Auction

11:00

Galaxy Quest

Never give up. Never surrender. A group of has-been actors, known for their roles on an old Sci Fi TV show, have to become real heroes when aliens need their help. By Grabthar's hammer, this is a really good film.

12:45

Spaceballs

Mel Brooks takes on *Star Wars*. This silly spoof stars Bill Pullman as Han Solo analogue Lone Starr and Rick Moranis as the evil Dark Helmet.

Sunday

10:00

Animé

12:00 Noon

Ghostbusters (1984)

This obscure indie film went largely unnoticed in the 80s by people who lived under rocks. Bill Murray, Harold Ramis, Dan Ackroyd, and Ernie Hudson fight ghosts in Manhattan, rescuing Rick Moranis and Sigourney Weaver from a giant marshmallow man and launching every piece of tie-in merchandise ever.

Additional Guests



Special Guest Mike Resnick

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



Special Guest Tom Smith

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



Alex Eisenstein

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



Phyllis Eisenstein

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

Bill Fawcett

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



Eric Flint

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



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Additional Guests, continued

Betty Anne Hull

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



Jody Lynn Nye

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



Gene Wolfe

Gene Wolfe is the author of *The Book of the New Sun*, *The Wizard Knight*, *The Soldier of the Mist*, among others. He has been recognized for his fiction with Nebula, World Fantasy, and Skylark Awards, has been named a Grand Master by SFWA, received a World Fantasy Lifetime Achievement Award Fantasy, and the first Fuller Award from the Chicago Literary Hall of Fame. He was Guest of Honor for the 43rd Worldcon. His novel *A Borrowed Man* came out in October.



Readings

(Readings are 25 min.)

Friday

4:00	J. Ward	Boardroom
4:30	A. Daly	Boardroom
5:00	M. Page	Boardroom
5:30	C. Gerrib	Boardroom
6:00	J. Walton	Lilac A (1 hour)
8:00	M. Huston	Cypress A
8:30	C. Johns	Cypress A
9:00	F. Crook	Cypress A

Saturday

10:00	B. Detzner	Boardroom
10:30	R. Frencl	Boardroom
11:00	W. Boyes	Boardroom
11:30	K. Wynter	Boardroom
1:00	A. Palmer	Boardroom
1:30	M. Bohnhoff	Boardroom
2:00	Gene Wolfe	Boardroom
2:30	J. Nye	Boardroom
4:00	E. Hull	Boardroom
4:30	E. Flint	Boardroom
5:00	M. Resnick	Boardroom
5:30	L. Erlick	Boardroom
6:00	T. Akers	Boardroom
7:00	D. Hunt	Boardroom
6:30	D. Cozort	Boardroom
8:00	D. Murphy	Cypress A
8:30	N. Litherland	Cypress A
9:00	P. Anderson	Cypress A

Sunday

11:00	P. Eisenstein	Boardroom
11:30	T. Trumpinski	Boardroom
Noon	M. Black	Boardroom
12:30	N. Silk	Boardroom
1:00	R. Chwedyk	Boardroom

Autographings

(Main Hallway next to the Information Desk)

Saturday

10:00	P. Anderson, B. Garcia, M. Oshiro, K. Wynter
11:00	M. Bohnhoff, L. Erlick, C. Moore, C. Moore
Noon	P. Booth, F. Crook, R. Frencl, M. Resnick
1:00	M. Brighe, D. Cozort, B. Harper-Murray, D. Murphy
2:00	G. Cook, C. Johns, J. Plaxco, J. Walton
3:00	M. Black, B. Detzner, P. Eisenstein, N. Litherland
4:00	R. Chwedyk, M. Huston, J. Nye, N. Silk

Sunday

10:00	T. Akers, M. Crowell, Gene. Wolfe
11:00	E. Flint, E. Hull, C. Moore (author), M. Page

Eisenstein Exhibit

Friday and Saturday in the Art Show

Discussion on Saturday- 2:00 p.m.

Windycon 42 is proud to present a collection of 28 works of art by science fiction legends Ed Emshwiller (1925-1990) and Windycon XX Guest of Honor Frank Kelly Freas (1922-2005), generously loaned to us from the collection of Alex and Phyllis Eisenstein.

"Techno-Surreal: Hyper-Physical Landscapes of Time, Space, and Mind, The Far-Reaching Visions of Ed Emsh and Frank Kelly Freas," presents such well known pieces as Kelly Freas's "Martians, Go Home!," "The Gentle Earth" which graced Windycon's Program Book cover in 1993), "The Big Front Yard," and "A Glass of Darkness." Ed Emshwiller (Emsh) is represented by such luminous paintings as "Granny Won't Knit," "Hunter, Come Home," "Time Lag," "Baby," "The Light of Lilith," and "Let's Build an Extra-terrestrial!," along with a dozen others.

SF cover art of the 1950s and '60s is one of the places (and maybe even the main place) where true Surrealism went after it became passe and dwindled and was embalmed in the academic precincts of the fine-art world. In the SF culture, it flowered as "Techno"-Surrealism, for want of a better term; but this is indeed the best name for what Emsh, Kelly Freas, John Schoenherr, and others were often doing, when they were chugging along on all 16 atom-powered cylinders.

In the case of Richard Powers, Ballantine Books and other SF publishers daringly brought a type of floating-world, Tanguy-like Surrealism to the covers of mass-market paperbacks, elements of which sometimes fed into what these leading magazine artists were doing in the arena of the digest-size publication (along with a handful of surviving larger-format "pulp" magazines).

The early works of Freas and Emsh, though, most often dwelled in more concrete and recognizable universes; worlds that arguably bear some valid comparison with the shock-and-awe landscapes of artists like Dali, Rene Magritte, Max Ernst, and other Surrealist painters who worked in a representational subjective mode within this art movement.

These artists made use of melting watches, burning giraffes, unsettling jigsaw figures, and even stranger revisions of reality, set in unearthly deserts, against unnervingly vivid skies, flotsam-specked seashores, odd organic rock-forms, or in some cases (as with Max Ernst, who was practically adopted by writer J.G. Ballard), the ruins of ancient, undiscovered, pre-Indus civilizations.

Some of this well established, museum-certified Surrealism clearly had already crossed the border into science-fiction territory; and vice versa, for the two major SF artists featured here, as they expounded techno-scientific worlds on the covers of *Astounding*, *Galaxy*, *Infinity*, and not least of all the matte-finish face of the upwardly-mobile *Fantasy and Science Fiction*.

Mutant forms Surrealistic also appeared with some frequency in the pages of 1950s mainstream magazines, most commonly in the advertising art of the mid-century. This trend was perhaps at its strongest, however, on the covers of *Time* Magazine, where its leading exponent, the highly inventive illustrator Boris Artzybasheff, often turned machines into quasi-creatures and humans into highly-mechanized machines, or into degenerate-devolving flora and fauna. "Boris who?" you may ask; the answer is, a Russian-born graphic artist best known in the book field for his Surreal/Moderne drawings for Charles Finney's classic allegorical fantasy, *The Circus of Dr. Lao*.

For a 1956 issue of *Life* (Time Inc.'s picture-oriented weekly), in a wonderful two-page mural, Artzybasheff showed the world the various Martians imagined by writers throughout five centuries, from 16th century monkish visions up through Wells, Stapledon, C.S. Lewis, and Stanley Weinbaum.

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Exhibit, continued

It is surely no coincidence that Frank Kelly Freas's final hardcover art book, *As He Sees It*, echoes rather eerily the title of Artzybasheff's 1954 assemblage of animistic and mechanoid images, *As I See*. Roy Raymond TV Detective from 1950s comic books might exclaim, "Impossible But True!" Yet there it is.

The polished expressionist style and resident creatures of Hannes Bok's oeuvre surely owe something to similar effects and creations by Artzybasheff, who was illustrating English-language editions in the 1920s and '30s. Bok was surely not one to completely overlook such an engaging practitioner -- and Bok's best fantastic worlds have at least a smattering of Surrealism, even where he is least techno-scientific (which was often).

First off, we must admit that Surrealism is where you find it. And so, too, with science fiction art. One of Artzybasheff's most audacious *Time* covers, from 1948, depicts a robotic spaceship standing on jointed legs athwart a craggy airless world, while gazing with zoom-lens eyes at ringed Saturn, huge and bright in the starry sky. A gray-tone variant of this amazing scene is included in the book *As I See* (back in print lately from Titan Books, if we're not mistaken).

And in Kelly Freas's variegated alien humanoids, one can detect more than a hint of Boris Artzybasheff's outrageous life forms.

It must be said, finally that Emsh and Kelly Freas are not mere imitators of any other artist or group of artists. In spite of any influences, they are certainly their own men, and their vibrant visions, surreal and otherwise, are never watered-down cribs from Dali, Ernst, or even the aforementioned *Time* cover artist from St. Petersburg. Yet their visual tactics and psychological strategies often resonate with those employed by canonical Surrealists.

In some ways, such a comparison may be nearly unavoidable: both kinds of artists reach into the realm of the fantastic, attempting to capture things wonderful or nightmarish, or simply otherworldly, within the nets of color and form. It's all fishing in the deeps of human imagination. They take things that were once metaphorical and render them solid, concrete, palpable, and real. They reach for wild skies and untamed tomorrows, to bring them back alive, so that you can almost hear and feel the beating heart of these mysterious entities. If that's not "techno-surrealism," perhaps nothing else can be.

The vintage art will be on display throughout the day on Friday and Saturday, with Alex leading a discussion about the exhibited works, and artists Emshwiller and Kelly Freas, inside the Art Show, on Saturday at 2:00 PM. Come early, so that you may enjoy this great SF artwork in quiet contemplation, before the artful murmurings take over.

-- Alex Eisenstein and Steven H Silver

In Memoriam

Fan Nick Winks

(b.1949) died on December 20, 2014

Actor Leonard Nimoy

(b.1931) died on February 27, 2015.

Sir Terry Pratchett

(b.1948) died on March 12, 2015

Fan Peggy Rae Sapienza

(b. Peggy Rae McKnight, 1944)
died on March 22, 2015

Fan Art Widner

(b.1917) died on April 17, 2015

Actress Susan Sheridan

(Trillian in the Hitchhiker's Television series)
(b.1947) died on August 8, 2015

Fan Jason Jensen

(b.1973) died on September 14, 2015

and

Douglas Adams (1952-2001)

Dealers

The Dealers' Room for this year is located in part of the Grand Ballroom on the main level of the hotel. There you will find about forty eager sellers willing and able to trade you treasures for your money. Remember that the holiday season will be just down the road (and creeping rapidly up on us), and that it is NEVER too early to begin shopping for fannish family, fannish friends, and (even) fannish you!

SMOKING IS NOT PERMITTED IN THE DEALERS' ROOM. Eating and drinking in the room are also not permitted in the room (except for dealers while they are behind their own tables). Browsing, shopping, perusing, and free spending are permitted and also encouraged!!

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

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

Amber Hammer Creations
 Jewelry, curios, and more.

Artwork by Diana Harlan Stein
 Flat artwork
www.naiadstudios.com

Black Dragon Workshop
 Handmade wooden boxes, costumes, and ceramics

Cardz Xtcetera
 Anime, manga, gaming, collectibles, steampunk, & cosplay items
www.facebook.com/CardzXtcetera

Chicagoland Entertainment Collectors Expo
www.nonsportcardexpo.com

Dark River Pottery & Forge
 Pottery
www.facebook.com/DarkRiverPottery

Darlene P. Coltrain
 Art to wear, including cast jewelry and Dyed/painted Silk Scarves
www.orionworks.com/shop

Dave's Books
 Books

Dodeka Records
 Filk CDs & books
www.cdbaby.com/group/dodeka

Dreamhaven Books
 SF books
www.dreamhavenbooks.com

DVD World
 DVDs, games, books

Fenfare
 Handmade etched and stamped copper and brass
www.etsy.com/shop/FenFare

Glen Cook Bookseller
 Books, new & used
www.facebook.com/pages/Glen-Cook/45737905868

Honeck Sculpture
 Bronze fantasy sculpture
www.honecksculptures.com

Horizon Music
 Ambient electronic music on CD

Hedwig's Corner
 Fancy boxes, statuary, mortar & pestles, incense, stones, jewelry

ISFIC Press
 New SF&F books
www.isficpress.com

Jennifer Fisch-Ferguson
 Independent Author
www.facebook.com/jennifer.fischferguson

Kiri Katz Tees
 Handmade silk-screened T-shirts, scarves, scrunchies & tote bags.
www.facebook.com/kiri.katzteez

Larry Smith Bookseller
 New books

Lauren Jankowski
 Independent Author
www.laurenjankowski.com

Lost in the Maille
 Chainmaille jewelry & accessories

Machinedreams Jewelry
 Handmade jewelry, steampunk, fantasy, industrial, cyberpunk
www.facebook.com/machinedreaming

Mobile Stress Relief Unit
 Massage therapy
www.facebook.com/leesa.almgren

Nerdtastic
 Handmade jewelry, coasters, art
www.facebook.com/FeelingNerdtastic

The Odd Works
 Steampunk and traditional jewelry, accessories
www.theoddworks.net

Continued on Page 24

Dealers, continued

Offworld Designs

T-shirts

www.offworlddesigns.com

Otter Necessities

Custom Leatherworking and
Costume Accessories

<http://www.otternecessities.com/>

Ozgur K. Sahin

Independent Author

<http://www.ozgurksahin.com/>

Penny Lane Collectables

Samantha Brown

Face Painting

S F & F Media Toys

SF toys and hand made
wooden weapons

S & SF BOOKS

Steve Francis

The Silver Necklace

Steampunk Jewelry

www.facebook.com/The-Silver-Necklace-468163739863303

Starfarer's Despatch

Used and rare SF&Fantasy books

www.sf-despatch.com

The Starship Cat

Books, T-shirts, collectibles
& figurines.

www.starshipcat.com

Stormsister Designs

Jewelry and raw beads
& crafting supplies

Thompson Productions

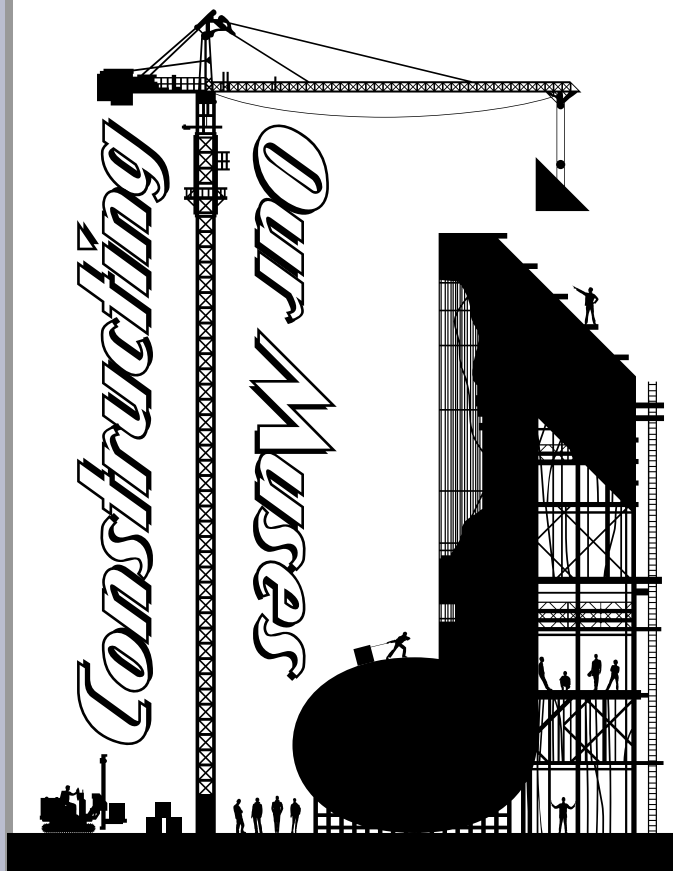
Gaming accessories,
miniatures, T-shirts.

www.facebook.com/pages/Thompson-Productions-LLC/477186595081

The Zombie Sheriff Takes Tucson

Brian South

Independent Author
www.briansouth.org



MUSECON

with our Guests of Honor

*Theodore Gray
& Nina Paley*

and our Special Guest

*Tali's
Kimberley*

August 5-7, 2016

at the Westin Chicago Northwest, Itasca, IL

www.MuseCon.org

ISFic Writers Contest Winner

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

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

Write your own stories and send them in. Need some help? Sign up for the Writers' Workshop.

Congratulations to this year's winner, M.Aruguete with "Catamount."

Honorable Mentions went to
"Sucking Vacuum," by Jeffrey Byrne and
"Papa's Gift," by N. Frances Moritz.

Special thanks go to our judges, Roland Green, Elizabeth Hull, and Richard Chwedyk, for reading 14 stories by 7 authors.

Read and enjoy!

Marcy Lyn-Waitsman
Writers' Contest Administrator

Catamount by M.Aruguete

He never heard the cat behind him. He was only surprised as the sudden weight on his back pushed him to the ground and then pain as the jaws closed around his head.

Mona stared up the the ceiling of the cave and sighed. *One of these days I'll get closer to the house.* She rolled over and pushed herself to her feet. A new layer of mud covered her hands. Her muscles protested and she groaned as she stood up straight. *Ain't gonna happen soon,* she thought, putting her hands on her hips and leaning to one side, then the other. *This cave is the closest you've gotten and you're still a mile away.*

Pushing her arms up over her head, she stretched to the ceiling. The feeling that she should be down on all fours lingering in the back of her mind. *Come on,* she told herself, *two legs good.* She walked to the mouth of the cave, mud squishing between her toes, and looked outside.

Bright morning sun shone down through the green leaves of the trees, insects sang and she could hear the river rushing by at the bottom of the hill. She started walking.

I should at least leave a pair of shoes in here. She snorted to herself at the thought. *Yah. You do that. And they'll be stolen by some hiker in a week.*

A chilly breeze blew and the leaves overhead rustled in response. Mona rubbed her bare arms, dried mud flaking off and falling to the ground. She looked up at the sun, trying to judge the time. *What does it matter? It's not like I have anything to do today.* She carefully picked her way down the trail back home.

"Morning Trev," Gilbert said, closing the door behind him. Trevor waved absently, a pen in his hand as he held the phone to his ear with the other. Gil walked across the small office to the coffemaker and poured himself a cup.

A pile of paperwork, probably permits, he thought, sat on his desk. Sitting down, he set his mug down and began to sort through the stack, keeping one ear open to Trevor's conversation.

Catamount, continued

"We'll get right on that. Yes. Yes. We will. Thank you. Bye." Gil studied the application in his hand as Trevor wrote something down on the paper in front of him. After a minute he stood up and handed it to Gil.

"What's going on?" Gil asked, glancing at the paper. "Who was that?"

"That was Sim, he's got a missing hiker. The family says he was supposed to be home yesterday. They know he was camping near Lesterville, but aren't sure where."

"He's probably lost." Gil said, standing up. "Go into town and ask Maisie Red if he stopped by their place. If he rented any gear from them he probably said where he was going. I'll talk to Sim. Meet me by the boat landing in an hour."

Trevor nodded, picked up his hat and walked outside. Gil sat down again at his desk, picked up the phone and dialed Sim. Drumming his fingers on the desk he listened to the rings and hoped like hell that the guy was just lost.

Mona watched the last of the brown water swirl slowly down the drain. It wasn't clearing by itself. Maybe she could borrow some drain cleaner from Gil again. Or a snake. Did Gil have a snake? Maybe Mr. Jahn has one. *Just so long as I don't have to call the plumber.*

Rubbing the towel over her short hair, she looked at herself in the mirror: sandy brown curls fell around her chubby face, framing brown eyes. *I couldn't be any more average if I tried.* She picked up her bra from where it was hanging over the sink and hooked it around her back. Her fingers brushing the three long scars on her side.

She paused a minute, recalling the night before. *I caught something. Something big. Not the usual little scurrying things. A deer? I'm definitely not hungry this morning. Probably a deer.* Shrugging, she pulled the straps up over her shoulders and reached for her shirt.

"DJ 12:30" was written on the calendar and circled. Mona paused a minute, *DJ? Who was...? Oh, right. Wait, Wednesday? That's today.* She looked up at the clock. *Damn, barely an hour to get there.*

The waiting area was full. She ignored the little boy pulling at her purse until his mother slapped his hands away. Mona was about to respond to her muttered apology when her name was called.

Don Jensen, her unemployment adjudicator, was on his phone as she approached his desk. Listening intently to the person on the other end, he did not look up as Mona approached. He waved her down to the chair across from him. Pulling the manila envelope out of her purse, Mona set her forms down on the desk in front of him. He picked it up impatiently and set it to the side.

"Did she give a reason?" He asked the person on the phone. Mona watched as he wrote down "school" on the paper in front of him. "Anything else? Okay." He wrote down a date. "OK. Great. Thanks for calling. Uh-huh. Bye." Don hung up the phone and scribbled a few more things on the paper. He picked up a stack stapled it all together, opened a drawer in his desk and dropped it in a file. He turned back to Mona.

"Hello Ms. Kilmer. How are you today?"

"Fine."

He picked up her stack of papers. "Is this your job search?" he asked, looking it over.

She nodded.

"Hmmm..." he paused, studying, "Have you called that temp agency back?"

"They said it was slow. I should try back next week." She lied. She hated that place.

"Hm."

"I applied at Roku House, too." she added hopefully. "They said they might have an opening soon. They said they'd call."

"Hm." He picked up a pen and wrote something down. "What else are you doing?"

"I check the papers every day."

"And this is everywhere you've applied?" there was a note of near-skepticism in his voice as he pulled some forms from a drawer and started to write.

"Yes."

Catamount, continued

He hit some keys on the computer. A printer behind him suddenly chattered to life. "All right. You still qualify. But you've got to step it up. You only have three weeks left."

"Three weeks?" Mona echoed.

"Fraid so." he tore some sheets off the printer, stapled them to the forms and pushed the stack across the desk to Mona. He held a pen out for her.

She took the pen, signing and initialing where he pointed. Standing up, Don walked out of the cubicle. Mona did not watch him go. She leaned back in the chair, listening it creak, and lightly kicked the desk with her toe. *Three weeks?* The office buzzed indifferently around her. *Fuck. What am I going to do?*

Don returned and sat down in his chair. He looked at her face for the first time since she'd come in. "Do you want some water?"

"No. I'm fine." She said, irritated.

"You all right? Do you need help?"

Mona ran a hand through her hair. "No."

He tapped the desk with one finger, looking away for a minute, then back at her. "You were a nurse once, weren't you?" He asked in a low voice.

"Yeah, a few years ago."

"You know, they're opening a new nursing home over in Piedmont."

"Oh?"

"They just hired my ex as the Director."

Mona looked at him hopefully.

"You might consider putting in an application."

"I—I'll look into it." *Do I want to get back into that?*

"I don't do this for everyone you know." He said, handing her the check.

"No. No, of course not." She signed the receipt.

He leaned forward. "If you're hired, be sure to tell Amanda—that's my wife—how grateful you are."

"I will."

"Tell her Don got you the job."

"Yes." She didn't look up. She pretended to study the paper in front of her. *This is getting weird.*

"Tell her I am not the loser her idiot boyfriend thinks I am."

Mona reached for her purse and stood up. "I gotta go."

Don leaned back, "Of course." He turned to his computer and started typing. "I'll see you next week. Make an appointment with Shanese up front."

"I will." Mona said as she walked out.

Maisie Red was a big strong woman and an old friend of Gil's. Gil saw her talking with Trev on the boat launch as he pulled up.

"Hey, handsome!" She waved cheerfully as he climbed out of his truck. "How's it goin'?"

"Not bad. How you doin' beautiful?"

She grinned at him. "Just waitin' for Josh to get back with the bus."

Trevor turned to Gil. "The guy rented a canoe from them. Maisie thinks he might have told Josh where he was going."

He nodded as a yellow school bus, "Red's Outfitters" written on the side, came around the corner and pulled into the parking lot behind them.

"Josh! Come down here!" Maisie yelled. Trevor and Gil winced. Maisie started up the road without a backwards glance, both men hurried to follow her.

Joshua Red was just as big and broad as his mother. He looked curiously at Trevor and Gil as they approached. "What is it, Ma?" he asked.

"Josh, d'you remember that guy who came through here a couple days ago? Rented one of the canoes? You talked to him, didn't you?"

Josh shook his head. "Rented a canoe? That don't narrow it down, Ma. Lots of people renting canoes now."



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Catamount, continued

"His name was Nathan Rogers." Trevor said. "He was probably here Saturday or Sunday."

"Come on Josh, I remember you talkin' with him. Didn't he say he was goin' to camp along the river?" Maisie said.

Josh frowned, thinking. "Saturday or Sunday...? Oh yeah! The guy with the orange pack. Yeah, now I remember, he came by on Sunday. Said he was floatin' down to Clearwater."

"Clearwater..." Maisie said thoughtfully, "Adam knows that area."

"Yeah, he talked to Adam about it."

"I saw him in back, cleanin' the boats." Maisie said. Again, she didn't wait for a reply but lead the way through the building to a large open-sided shed in back. Racks of upside-down boats were stacked inside.

"Adam!" Maisie called.

"What?" a voice called from somewhere behind the racks.

"Come out here! Need to ask you a question!"

Adam, a blond version of his mother, walked out wiping his hands on a rag. Gil smelled paint thinner.

"You remember a guy, came through here on Sunday? Josh says you talked to him."

"I talked to lots of people on Sunday."

"He had an orange backpack." Trevor offered.

Adam looked blank.

"He rented a canoe. Said he was paddlin' down to Clearwater." Maisie said.

Adam snapped his fingers with recognition, "Oh yeah, him! I told him to be careful once he got past the highway bridge. It's been tricky since the floods last spring. He was looking for some good places to camp near the river so I sold him a map."

Ah, now we're getting somewhere. "Can you show us where he was going?" Gil asked.

Mona was weeding her garden when she heard Gil's truck pull up the driveway. Standing up, she pulled off her gloves and walked around to meet him.

Hugging her, he kissed her on the forehead. "Hey there." he said looking down at her affectionately.

"Hey yourself." She smiled back at him. "What brings you by?"

"Oh I was in the area, thought I'd stop by."

"You want lunch?" she asked.

"Lunch? That'd be nice too." he said innocently.

She chuckled. "Smart aleck." she said, kissing him. She held his hand as they walked inside.

Gil started setting the table as Mona opened the fridge and looked inside. "I've got some leftover ham, you want a sandwich?" *I'll have to cut around the bite marks*, she thought, pulling the plate out.

"You got any brown mustard left?"

"Sure do." She set the bottle down on the counter next to the plate of ham then looked back inside. *Could have sworn I had half a loaf...* she thought. *Oh right, ate it the night before last. Hmm...do I have any tortillas left? Maybe I could make wraps or—Ah ha! Biscuits!*

"So how's the search going?" she asked, pulling a knife out of the drawer. "You find that missing hiker yet?" She started slicing the ham.

"No, but we've narrowed down the areas where he might have been."

"Oh?"

"Yeah, one of them isn't far from here." he paused. "I don't suppose you saw anything the other night?" he asked, half-joking.

Mona stopped spreading the mustard and set the knife down on the counter with a thump. She turned around and glared at Gil.

He held up his hands apologetically. "Sorry."

"You know I never remember anything."

"I know. I'm sorry."

"Bad enough I can't work nights."

"Sorry."

Catamount, continued

"That's why I was trying to get out of nursing, you know."

"You've told me."

Mona sighed and turned back to the counter. Gil came up to her and put his arms around her waist. "Sorry. It was a bad joke. I won't bring it up again." he said, nuzzling the back of her neck.

Mona relaxed into his kisses. "Apology accepted." she said. She put the last sandwich on the plate.

Letting her go, Gil opened the fridge. "You got any soda?" he asked.

"Not until it goes on sale again at the store. I made lemonade, though."

"Sandwiches and lemonade. We should have a picnic."

Mona smiled, "You like getting eaten by horseflies? You go ahead. Anyway, enough about you. I've got news."

Gil poured two glasses and set them down on the table. "What's that?"

"I've got an interview."

"Really? That's great!"

"Yup, it's a new home over in Piedmont. They've got an opening for a morning nurse."

"Thought you wanted to get out of nursing."

Mona took a bite of her sandwich. She chewed slowly before answering. "I do but my unemployment's running out at the end of the month. I gotta take something."

Gil nodded, his mouth full.

"Besides." Mona continued. "I can still keep my eye out for other jobs. Or maybe someone there will need a secretary. People always need secretaries, right?"

"Of course."

The radio chirped, "Yo, Gil."

Gil pressed the button. "Yes, Sim?"

"I think we found something over here."

"Be right there." Gil braced himself internally as he walked up the hill. It had been three days since Trevor had taken the first report. He dreaded facing the family. Sim and a few of his men gathered in a loose knot around the entrance to a cave as Gil walked up. Sim waved him over.

"Steve found the shirt over there." He pointed to the left, "and followed it up here." He motioned to the cave.

Gil looked inside, it wasn't a cave so much as a hollow in the rock. Reaching for his flashlight he flicked it on and pointed it inside. The light shone on a torn pair of jeans, a few scraps of fabric, and a dead body. The neck and stomach had been torn out. There were—parts—missing and the body had been chewed. Gil let the light play over the cave floor, confirming his suspicions. He flicked the light off and stood up with a sigh. "Looks like an animal got him. A cougar, I'd guess, from those tracks."

Sim nodded. "You want me to call Doctor Clark?"

"Yeah. Just be careful getting him out of there. We gotta get casts of those prints."

"Will do."

Gil started walking back to his truck. Have to find the plaster kit, notify the family, start the paperwork, should probably call Larry at the paper before someone else does... He stopped suddenly, and leaned heavily against a tree. "A cougar." he said to himself. "Damn."

"Oh, Ms. Kilmer, I'm sorry to say we filled that position yesterday." The Nursing Director said. The Human Resources woman sitting behind her said nothing and watched Mona.

Mona's heart fell.

"But we do have an opening for nights." she continued.

Mona smiled. "Nights?" she asked, keeping her tone carefully neutral.

Catamount, continued

"Yes. Eleven to seven. The pay is the same. If you do well, I could give you first consideration if, or when, something opens up on days."

Mona pretended to think about it. Oh thank you Lord. I do appreciate Your little jokes. "Can I ask one thing?" she said.

"What is that?"

"I need one night off a month."

HR raised an eyebrow. The DoN looked confused. "Why?" she asked.

"I belong to a religion-it's kind of obscure you might not have heard of it: Selenism? No? Well, we worship the moon in her aspect as the Great Mother. So I need off one night a month, during the full moon of course, to worship Her." There. No one ever questions that story.

The DoN looked down at Mona's resume on the desk in front of her. Mona glanced at her badge: "Amanda." The name seemed familiar. She looked at her face again, and at the furrowed lines creasing her forehead. "I'll work any amount of overtime you ask me to, I'll never call off unless I'm dead. I'll work as hard as I can, do the best that I can, come in with a smile on my face every day... All I ask is one night off a month, Amanda." she said in a rush.

The DoN turned to look at HR. She shrugged: give her a chance.

"All right, maybe we can work something out. I'll talk to the Scheduler." Standing up, she extended her hand over the desk. "Orientation starts on Monday."

Mona stood, smiled, and shook her hand. Yes!

Gil stared at the manila envelope on the desk in front of him. Sighing, he picked it up and opened the flap. Reaching inside, he pulled out the final report from the coroner and flipped through the pages, automatically finding the one that would tell him what he already knew. Yes, there it was in black and white. "...the victim was most likely attacked by a Mountain Lion (*Puma concolor*)."

Carefully, Gil set the report back down on his desk. Folding his hands over it, he took a deep breath and silently mouthed every expletive he could think of. There hadn't been any attacks on people in Missouri since... since the 1860s, at least. He looked down at the report again. Maybe he could just file this away. Lose it. That cougar was probably just passing through.

The phone rang and he picked it up. "Department of Conservation, this is Gilbert." he said.

"Hey Gil, It's Larry at the News."

"Hey Larry, what's up?"

"I wanted to give you a heads up, you know that hiker you found?"

"Yeah, I read the story, tell Gina she did a good job."

"It's gone national."

Gil sat up straight. "What?" he asked.

"The wires picked it up. I just got a call from a reporter from one of the cable networks and..."

Gil stopped listening. "Oh God." he muttered.

"Gil? Gil?"

He forced his attention back to the phone. "Well, thanks for telling me Larry." he said with forced cheerfulness. "I will let Trevor know."

"Just be careful Gil. You and I have a good relationship. I don't want to see it ruined by someone from the city."

"I will Larry. Thank you." He hung up the phone.

Mona crossed off another day on her calendar. Half a week, she thought, picking up the two bowls of ice cream and walking back out to the couch.

"Did I miss anything?" she asked Gil, handing him a bowl.

"Briscoe isn't the killer." He put an arm around her shoulders as she cuddled close.

"Told you it wasn't him."

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Catamount, continued

"Yeah, yeah."

"It's the wife."

"No it's not."

"It is."

"No it's..." his voice trailed off and he leaned forward as the detective on the television turned to address the room. Mona smiled as the wife made a tearful confession.

The credits rolled and a teaser for the news came on. There was a close up of Gil's face as several reporters held microphones up to his mouth.

"Oooh, look at you. You're famous." Mona teased, poking him gently in the side.

Gil fumbled for the remote and quickly changed the channel.

"No! Change it back! I want to see you!" Mona cried. She reached across him, trying to grab the remote away from his hands.

"No! It's terrible! I look terrible!" He cried, holding it up, out of her reach.

Laughing, Mona tried to climb over him to grab it back. "You look good! Handsome." Still laughing she reached farther, lost her balance, and collapsed on her stomach across his lap. Turning over, she looked up at his face.

Gil flicked the TV off, and set the remote down on the side table. "I think that's enough TV for tonight, don't you?"

Mona caressed his cheek with a warm hand. "Maybe."

He bent over and kissed her. Her other hand joined the first, pulling him close.

"You staying tonight?" she asked as they broke apart.

"Maaybe," he answered, drawing out the word with a smile.

"Then I think we've had enough TV," she said with a mischievous grin.

Automatically shoving a piece of food in her mouth, Mona followed it with another from her other hand. *Why was she here? This place? She was caged...No. No!* She shook her head. *Keep it together. Just got to get through the night and...*

The phone rang shrilly and she jumped. Her fingers digging into the carpet, as it shrieked again. *Got to get out! Walls. Free! Must be outside. Must...* Mona shook her head sharply as it rang a third time. She fumbled with the buttons on her shirt, her fingers clumsy. *What were things? Binding...Clothes.* She reminded herself. They're clothes. I take them off and I go outside. The fourth ring was cut short as her machine picked up.

"Hello, Ms. Kilmer? This is Tanya. Tanya Washington, Amanda's assistant?" the words barely registered, she was losing focus. "We had a couple of call-offs tonight and I see your name's on the list for overtime. We need you..." the words trailed off, no longer intelligible. She felt a growl rising up in her throat. *Can't wait! These—! Closing! Trapping!* Tearing off the last of her clothes, Mona ran outside and into the forest.

Karen woke. *Should not have had that last beer,* she thought, staring up at the tent ceiling. Rolling over, she reached for her backpack and pulled it close. Her bladder reminded her with every movement how important it was that she get outside quickly. Carefully, trying not to disturb her friends, she dug around inside until her fingers closed around the cool metal cylinder of the flashlight. Pulling it out, she zipped up the pack and picked it up by the top. Slowly, cautiously she set it down in the corner, where it promptly and noisily fell over, taking a metal cup and a few pieces of silverware with it.

Freezing with guilt, Karen looked over at her friends. Cheryl curled farther down in her sleeping bag with a mutter and a sigh. Dave, on the other side of Cheryl, farted loudly and turned over. Karen smiled to herself and slipped out the front of the tent.

Catamount, continued

The full moon lit the sky turning everything silver. The fire, so big a few hours ago, was nothing but ashes now, empty bottles scattered around it. Picking up a few strays she set them back with the rest of the group and pushed the switch on her flashlight. Nothing happened.

"What..?" she muttered to herself. She pushed it again and, again, nothing happened. She shook it. A feeble light brightened and faded away quickly. She shook it again, nothing. Frowning in annoyance, Karen opened the flashlight and let the batteries slide out into her palm. She looked at them a moment, then placed them back inside and replaced the cover. She pressed the switch. Still nothing.

"Dead." she whispered. "Damn." Setting the flashlight on the ground near the bottles, she looked around. It's bright enough, she decided. I can find my way around. She started up the hill.

This looks good, she thought to herself stopping in front of a tree. Pulling down her pants, she squatted, steadying herself with one hand on the dusty bark. What was that song Dave sang? *Something about a birdhouse and a canary? It was so funny. How did it go? Dah dah dah...*

A faint sound behind her. Karen tensed and looked around, but saw nothing. You're so paranoid, she thought, laughing to herself. She finished and leaned forward, awkwardly reaching for the roll of toilet paper. Something hit her from behind, driving her head into the tree.

Gil set the phone down heavily.

Trevor looked up from his desk, "What is it?"

"Another attack."

"Where?"

"Near Brushy Creek."

Trevor sighed. "I'll call Sim."

"No need. Her friends found the body."

Trevor winced. "Doctor Clark then?"

"Yup." Gil sighed.

He could not use his usual homilies with the press this time. He tried, "Apex predators" "Nature red in tooth and claw." "We are just visitors here." But they were having none of it. Even Larry had given him a doubtful look. Christ. Gil scowled to himself as he drove past the news vans parked on the side of the highway, antennas high in the air. Turning into the driveway, he parked next to Trevor's car.

Trevor looked up from the phone and met his eyes as Gil opened the door. "He just came in! Hang on a minute, I'll put him on." Trevor hit the hold button and hung up the receiver carefully. He looked up at Gil, his eyes wide. "It's Commander Jody!" he said in a stage whisper, as if the person on the phone could still hear him, "From Jeff City!"

Gil walked slowly to his desk and looked down at the blinking light. No escaping it now. He picked up the receiver and pressed the button. "Hello, this is Gilbert."

Twenty minutes later, he hung up. Trevor watched him carefully. "Well?" he asked.

Gilbert swallowed, carefully considering his words. "We have to hunt it down. That's from the top. No more dead hikers."

Trevor looked down at his desk saying nothing. After a long minute he pulled out some papers and began to work.

Gil stared down at his desk and at the blue cover of Dr. Clark's newest report. He didn't see the text. It only confirmed what he already knew. His eyes drifted to the desk calendar sitting just above it. "Monday July 23." it read. He reached up to flip the page when he noticed the open circle printed below the numbers on the date.

He paused, icy worms gathering in the pit of his stomach. After a long moment of paralysis he reached up and flipped the pages back to the month before and the date of the previous attack. Another white circle looked back at him. Gil took a long breath and let it out. *No.* He thought. *Oh Hell. It can't be.*

Catamount, continued

Mona woke in the cave, the morning sun shining bright outside. *What day is it?* She wondered. Listening to the cicadas, rational thought slowly returned to her. *It's July. It's the... twenty-fourth. It's Tuesday. I have to work today.* Standing up slowly she stretched and bent over to brush the dirt from her legs. *Boy, I'm full,* she thought. *Did I have another deer? Maybe a cow? A sheep? Hope it's not a sheep.* A cobweb touch, Mona ran her hand down her arm and caught something in her hand. It was a hair: a long hair. She walked to the mouth of the cave to look at it in the sunlight. It was long and blonde, the color deepening to brown near the root. Wrapping it around her finger, Mona turned slowly and began to examine the cave floor where she had woken up. Ah, there. In the dirt. Picking them up, she looked at them, then brought it forward to the sun. They were the same: long, blonde, with dark roots, blood still red at the ends.

Running her tongue through her mouth and over her teeth, Mona tried to capture the tastes that had filled her mouth the night before. "Mmm..." she said, "Long pig. Been a while." Smiling, she started to walk home.

"Hey. Mona." Verna walked up beside her and poked her in the ribs. "Have you heard?"

Mona ignored the poke and punched out two pills from the blister pack into the paper cup. "No, what?" she said, handing the cup to Mr. Sheffield.

"Marquis is quitting."

"Really?" *Marquis? Who's that? "Why?"* Returning to her cart, Mona initialed the book and picked up the next package of meds.

"He's moving to Alabama." Verna watched her carefully.

"Wait, you mean Marquis in the morning?"

"The same. I overheard him at the time clock. He says he's going to turn in a letter at the end of the week."

Mona paused, the implications of the gossip washing over her. "So..." she said slowly, "there's going to be an opening in the mornings?"

"Yup." Verna said smugly.

"Shi..." Mona let the word trail off without finishing it. *Could it be? Would all her brown-nosing finally pay off?*

"What time does Amanda get in?"

"8:00. If you help me with crabby Mr. Gester this week, I'll make sure your name gets to the top of the list."

Mona agreed without even thinking about it

Gil's head laying comfortably in the hollow of her shoulder, Mona idly twisted her fingers in his hair and thought. *Two weeks.* Amanda had kept her promise and she would start working mornings in two weeks. Shift started at seven. *Seven. Ay. Em.* God, she liked the sound of that. No more "Selenism." No more crap from Tanya. Up with the sun and home by four. Maybe she could meet Gil at work and they could go out for dinner. It had been so long since she'd been able to do that. Pulling him close, she kissed the top of his head. He opened his eyes and looked up at her questioningly.

"Go back to sleep." she said, giving him another kiss.

He returned it. "I love you." he said, turning over.

"Love you too." Spooning up against him, she closed her eyes.

Another week passed. The woods and river, usually thick with tourists at this time of year, were nearly empty. The news vans had moved on, but the damage was done, and only the hardest of souls ventured outside.

Gil looked down at the little half-circle on his calendar. There was a knock at the door. As he looked up, Mona walked in wearing a yellow sundress.

"Hey there, you get off early?" he asked, surprised.

"Nope. It's five." She said happily.

"Is it?" he turned around to look at the clock on the wall. The minute hand clicked past the 12.

"Come on." she said, pulling his arm. "I'm taking you out for dinner."

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Catamount, continued

The waitress handed Mona her card and placed the bag of leftovers on the table in one smooth motion. Gil watched, almost in a trance as Mona signed the slip and tucked her copy away in her purse. Standing, she picked up the bag and frowned down at Gil.

"What's wrong?" she asked.

"What?"

"You've been moping all night. What's wrong?"

He stood up. "Let's talk." He took her hand, leading her out to the car.

"Where are we going?" Mona asked. The car hit another bump on the dirt road and she grabbed frantically for something to keep from flying out of her seat. *Why did I let him drive?*

"Just down to the river." Gil answered, too calm.

Mona looked out at the dark trees and tried to place where they were. "Where? The campground?" The car bounced again. Mona's head hit the ceiling painfully.

"Yes." Turning a bend in the road, Gil slowed and stopped. Turning off the engine, he got out of the car without waiting for Mona.

Mona watched him curiously. He'd said he wanted to talk, then he'd driven out here. There had been no talking. She opened her door and stepped out.

The loose stones of the riverbank were treacherous under the heels of her best sandals. Sitting down again, Mona took off them off and carefully set them on the floor in front of her seat. Picking her way around to the front of the car, she pushed herself up on the hood. She looked over at Gilbert, beside her, leaning against the grill and staring moodily at the river. Mona rubbed her bare feet against the bumper, trying to dislodge the sharp stones that seemed to have drilled into the soles of her feet. *Ouch.*

"You never told me how it happened." he said distantly.

"What?" she asked.

"Your thing. The moon. Were you born that way or...?"

"Oh no. I used to go hiking a lot. Real back country, you know? Anyway, I got attacked by an animal one night. Some people found me and got me to the hospital." She thought about Rory briefly, and remembered the mole under the Sheriff's chin moving as he gave her the news.

"The hospital stitched me up and sent me home. They said it looked bad, and I was lucky to have survived. A month later I changed." She paused and chuckled lightly at the memory. "Broke a window trying to get out. I told the landlord I surprised a burglar. He was not happy."

"Are there others?"

"I don't know. Never met anyone. But, then again, it's not exactly something you can ask about on the first date." She held her hand to an imaginary companion. "Hello, I'm Mona. By the way, do you turn into an animal when the moon is full?" She looked at Gil. He was still staring, unblinking, at the river, his expression unreadable. Mona frowned and leaned back on her elbows.

Time stretched out between them. "What happens? What do you think about? When it happens, I mean." he added.

"I'm not really sure. It's all kind of alien to me." She knew this wasn't what he meant. She forged on anyway. "It's..." her voice trailed off as she tried to think of a way to explain it. "It's like..." She stopped again, thinking. Finally, she gave up with a shrug. "All I can say is it's me, but it's not. An animal. I can't explain it farther than that." She looked over at him. "You've never asked before."

He said nothing. Silence stretched out between them again.

"Those hikers, they were all attacked during the full moon." His voice was flat.

"Really?" *Last month, too? That explains a lot.*

Gil bent over and picked up a handful of pebbles. He started tossing them, one at a time, into the river. He seemed to be waiting for something. Mona stared out at the moving water trying to think of an appropriate response.

Catamount, continued

"I'm sorry," she said.

Sighing, Gil dropped the rest of the rocks on the ground, turned around, and pulled Mona off the hood of the car and into a bear hug. "I'm sorry, too." He murmured into her hair. "Sorry for everything." He held her a long moment, then let her go. The rocks turned sharp ends up and dug into her feet again. She suppressed a wince. "Let's go home," he said.

Trevor was a good tracker but a poor shot. Gil was a fair tracker, but a much better shot. Not that they usually had much use for the guns. Trevor motioned him forward, interrupting Gil's thoughts, and pointed at a print on the ground.

"Came through here," he said. He pointed up the hill. "I think she's got a den up there somewhere."

"She?" Gil asked.

Trevor nodded. "I'm pretty sure. Probably explain why we haven't seen her before." He thought a moment. "I don't think she's got cubs though. Sedalia would've reported it if they'd seen something. Probably a lone female."

Gil let out the breath he wasn't aware he'd been holding. "No. No cubs," he said.

Trevor looked up, the sun was brushing the western horizon. "It's getting late."

Gil looked at the sun and then at the moon, faint and full in the sky. "Did you bring the equipment?"

Trevor motioned to his back pack. "Borrowed some night vision binoculars from Sim."

Gil smiled. "Good." He checked the scope on his rifle and settled in to wait.

The night wind blew, making the trees sigh and whisper among themselves. Gil focused on the woods in front of him. Mona's house is just a short walk that way. A small, treacherous, part of his brain told him: *You could leave Trev. Tell him you gotta drain the snake or something. He'll be OK.*

And if he's not? His sense of duty replied. *Do you want to be the one to tell his wife?* Gil glanced down at this watch: 12:17. He stared into the woods again and tried to concentrate.

Grabbing his arm, Trevor pointed at a slight movement in the brush. Gil brought his rifle up and looked through the scope, following the line of Trevor's finger. There it was, walking along the deer trail. It was bigger than he had expected. Pausing a moment, it turned its head, looking his way. The eye shine green as they caught the moonlight.

Taking a deep breath, Gilbert let it out and pulled the trigger. The rifle cracked, the big cat flew backwards and was still.

"You got it!" Trev cried, pounding him on the back. "Good shot, Gil!" Dropping everything, he ran up the hill to examine the carcass.

Gil opened the chamber of his rifle and unloaded the remaining rounds. Carefully he set them on the ground next to Trevor's pack. Equally careful, he laid the gun down next to it. Looking up, he saw Trevor drop down beside the cat's body. Slowly Gil walked up to join him.

Blood, black in the moonlight, had sprayed across the bush behind the cat's body. The bullet had gone through its—her—eye.

"Look at the size of those paws!" Trevor said. "It's gotta be eight or nine years old at least!"

Fishing around in his pocket, Trevor pulled out a tape measure and stretched it across the body. Gilbert watched him dispassionately. Looking down at the silvery fur and black tipped ears, he wondered when she would change.

Catamount, continued

"Hey." Trevor said, looking up at him. "Are you OK?"

Gil shook his head slowly. "Yeah. Yeah, I'm fine. Can you get it back to the truck?"

Trev looked down at it, considering. "I think so. I've got something that should help."

"All right. Call Larry in the morning. He'll send someone over for an interview." He paused and looked around. *I should go.*

Trevor looked at him concerned. "Are you sure you're all right?"

"I..." his voice nearly broke. He swallowed and tried again. "I'm fine. Let me help you with the... stuff. You take the truck back."

"OK." Trevor said doubtfully.

Gil walked through the woods to Mona's house. Picking up the key to her back door from under the fake rock, he remembered the day he'd helped her install the deadbolt on the back door. It had only been a few months after they'd met.

"Why?" he'd asked.

"Oh you know," she said, "I don't want anyone breaking in while I'm out."

He remembered the hot September sun on his back, her soft fingers handing him the screws, the cold beer in the sweating glass that she'd brought him when he was finished. They'd stood out there, later, on the back porch watching the sunset, his arm around his waist, her head on his shoulder, saying nothing, just letting the day pass them by.

"Don't come by tomorrow." She'd said suddenly.

"Why not?" he'd asked puzzled.

"I don't want you to get hurt." She tensed, and he looked at her. She looked away.

"What do you mean?"

Her lips tightened to a thin line. "If I tell you a secret, will you promise not to laugh?"

"I'll do my best."

She took a deep breath and looked him in the eyes. "I turn into a cougar when the moon is full."

He gave her a sly smile. "You're only a year older than me."

She glared at him. "Acougar. As in mountain lion, catamount, puma." she said flatly.

His smile faded as he realized she was serious. "You mean you're a..."

"A werewolf—well, lion—but yes. Look, so far as I can tell, I mostly eat deer. That's why I rented this place. I mean it's right on the edge of the Conservation Area so it's protected from hunters, it's perfect, you know?" She turned away from him and sat down abruptly on the step. "I—I like you, Gil. I don't want you getting hurt."

He sat down beside her and put his arm around her, gently pulling her into him. She sighed unhappily and rested her head on his chest. "If it makes you happy, I won't come by tomorrow. I won't come by the day after tomorrow. In fact, I won't come anywhere near you until you say it's safe."

She snorted. "You don't have to go to extremes. It's just one night a month." She wiped a tear from her eye.

He hugged her close. The last of the sun disappeared behind the hills and the evening chill began to set in. She started to shiver and they walked inside.

Gil looked up at the morning light shining through the curtains. He waited for her to walk in the back door. Smiling, maybe with a handful of basil from her garden. She'd be so surprised and happy to see him. He would tell her his thoughts and they'd laugh. His fears would seem so small once she was there in his arms.

Gilbert stared at the closed door and cried.

Gaming

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

Gaming is pleased to announce that we will have SJ games back this year with multiple demos in the gaming hall over the weekend, please check in for a list of times and games.

Classic Battletech will be here again this year ready to do battle with city leveling 'Mechs and they are always looking for pilots.

Battlefeet Gothic demos will be held through the day at various times with some minor changes to the rules, expect multiple players and cruiser fest.

We will also have a stockpile of games this year for folks to come in and play with so come on by and play. Feel free to also ask about hosting your own games, we'll (almost) always have table space free.

Don't forget to stop in on the Looney Labs area of the convention! Located in Cypress B.

Please remember that your fellow gamers also need to be able to hear their GMs, so keep the room to a dull roar. Gaming staff reserves the right to dim the din

Teen Lounge

"This is a really amazing sci-fi convention." The younger generation paused, letting the older fans bask in the praise of a mutual interest. "In fact," the teenagers went on, "it is so amazingly amazing that I think I'm going to steal it."

"Well," said the adults, "you can share it with us. Look, here's an hour long discussion on an obscure television show from the eighties!"

"Ew," said the teenagers. "We want to get away from grown-ups. Do you have something for that? Some kind of... escape?"

"I suppose there's always..." the adults replied slowly. "No, no, it's small and separate and capable of detaching itself from the main spacecraft. You wouldn't want the Escape Pod, would you?"

As it turned out, the teenagers do; and soon the official Escape Pod Teen Lounge was established.

Open from 9 in the morning to midnight soft close/ 12:30 hard close. It is a place for fans over age 13 who want to get away from the events frequented by adults, or who just want to meet with their nerdy peers.

Games like Fluxx and Ultimate Werewolf are provided, as well as a convenient means of evacuating the main spaceship in case of any emergencies related to sperm whales, little white mice, towels or a lack thereof. Most importantly, though, it is out of the way and a safe spot for all teens to talk and hang out.

The room will have a young adult room monitor & will be located close to Windycon Operations & security.

Masquerade

Welcome to this year's Windycon masquerade! Whether you are a hitchhiking traveler or a mostly harmless native, we invite you to be part of our festivities.

We will have our traditional masquerade where you can show off whatever, with judging in junior, novice, and master categories. We also have two hall costume contests for "Worst Dressed Sentient Being in the Universe" and "Best Dressing Gown/Towel Ensemble."

Masquerade entries will be due by 5 p.m. on Saturday. Contestants are encouraged to bring their own music/audio (cd or mp3), though some generic music will be available.

Hall contest participants are also encouraged to be part of our opening act, but will be judged by votes from you during the day.

There will be ballot boxes around the convention hall where you can vote. All you need is the person's badge name/number and your own badge number. Please only one vote per person.

Sir Terry Pratchett



On March 12, the literary world lost a true giant of humorous literature with the death of Sir Terry Pratchett. Terry brought delight to many readers with nearly 50 Discworld novels as well as other books.

Unfortunately, in 2007, Terry was diagnosed with Alzheimer's disease, what he came to call "The Embuggerance." Pratchett used his position to advocate for Alzheimer's research as well as right-to-die laws.

Windycon remembers and honors Terry Pratchett by making the Alzheimer's Association, Greater Illinois Chapter our charity this year.

Alzheimer's Association

About us

The Alzheimer's Association, Greater Illinois Chapter serves 68 counties in Illinois with offices in Bloomington, Carbondale, Chicago, Joliet, Rockford and Springfield. Since 1980, the Chapter has provided reliable information and care consultation; created supportive services for families; increased funding for dementia research; and influenced public policy changes.

Today, the Greater Illinois Chapter serves the more than a half million Illinois residents affected by Alzheimer's disease throughout our chapter area, including 210,000 people with the disease.

Our Mission

To eliminate Alzheimer's disease through the advancement of research; to provide and enhance care and support for all affected; and to reduce the risk of dementia through the promotion of brain health.

Our Vision

A world without Alzheimer's disease.

76% of our funds go directly toward research, care and support, awareness and advocacy
24% of our funds go toward general management and fundraising

The Alzheimer's Association, Greater Illinois Chapter dedicates donations to providing information, support, programming and services for the more than half million Illinois residents affected by Alzheimer's throughout the 68 counties we serve.

We also provide information on living a brain-healthy lifestyle and research into the cause, treatments, preventions and cure for Alzheimer's.



Kids Programming

The Kid's Suite will be in Room 421

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

Friday

5:00

Don't Forget Your Towel

Hitchhiker's Guide to the Galaxy themed crafts and creations. *L. Garrison-Ragsdale*

6:00

Mario Party 10

Come to party as your favorite Mario character for a video Board game.
M. Sherman

Saturday

10:00

Kid's Guide to the Galaxy

Come and create some entries for the convention's Hitchhiker's Guide. Help us come up with entries to guide kids of the future.
M. Sherman

11:00

Let's Get Looney!

Batman Fluxx, Family Fluxx, Icehouse, and more! Come check out the fun you can have with Looney Labs!
L. Garrison-Ragsdale

12:00 Noon

Lunch Closure

Children's Programming will be closed during the Noon hour.

1:00

Alien Identities

Transform yourself into an alien with a mask, hat, and makeup.
M. Sherman

2:00

Minute to Win It

Join your friends and compete for prizes in a series of 60-second challenges based on the popular NBC TV game show.
L. Garrison-Ragsdale
Kids

3:00

Hitchhikers Guide to the Galaxy Mad Libs

Help us fill in dialog from the Hitchhiker's Guide to make funny and silly stories.
M. Sherman
Kids

4:00

Balloonatic Bonanza

Monkeymayhem, crown creation, or light saber protection. John Wardale will share his balloon magic with you! Be forewarned LATEX products will be in use.
J. Wardale

5:00

Dinner Closure

Children's Programming will be closed during the 5:00 hour.

6:00

Super Smash Brothers Tournament

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

Sunday

10:00

Kookieklatsche

Enjoy some special snacks while listening to some stories read by our guest readers.
L. Garrison-Ragsdale

11:00

Kid's Filk Concert

Filk GoHs and friends share their talents with kids of all ages. *J. Bohnhoff, M. Bohnhoff*

12:00 Noon

Lunch Closure

Children's Programming will be closed during the Noon hour.

1:00

Lego Space Derby

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

Programming

These programming items are current as of October 20, 2015.
Changes may have occurred between printing and the convention.
Updates and changes to Programming can be found on our website,
or at our Information Desk, just off of the lobby.

Friday

3:00

My Favorite Lines

Panelists read a few lines of a favorite author (no more than a short paragraph) or recite a line from a film and talk about why these lines are their favorites.

*kT FitzSimmons, P. Hahn,
D. McCarty, N. F. Moritz,
P. Sayre McCoy (M)*

Lilac A

Days of Future Past

Not the X-Men, but a look at how we once envisioned the future? From the classic flying cars (no we don't care where they are) to the strange retro-futurism of Terry Gilliam's *Brazil* or Ridley Scott's *Blade Runner*. Why we thought the future would look the way we thought the future would look.

*D. Berger (M), M. Black, A. Daly,
D. Levin, S. Levy*

Lilac C

Tall Techie Tales

Silly stories of things that go boom, click, whirr, and ta-pocketa. Our panelist share their knowledge of when technology didn't quite work right and how they managed to overcome their problems.

*A. Bentley, D. Dobson (M),
D. Drummond, M. Huston,
S. Mead*

Lilac D

4:00

Publishing in Today's Market

How do you decide if you should self-publish, publish traditionally, or use some hybrid of the two?

*L. Erlick, C. Gerrib (M),
N. Litherland, D. Murphy, N. Silk
Junior A*

The Future of Social Media

In internet terms, a couple of years is a generation. Not too long ago, Livejournal was where we met on line, before that it was Usenet, now there's Twitter, G+, Facebook, Pinterest, Instagram, etc. Where is Social Media going? Will it become too fragmented? How will it continue to change the way we interact?

*W. Boyes, M. Brighe, M. Frank,
D. Kuczwara, J. Pershing (M),
F. Salvatini*

Lilac A

Respecting Religion in Fiction

Whether it is Judaism, Christianity, Shinto, Islam, or Bahai, how does an author ensure that they are respectful of their own and other religious beliefs? And when and how should the author not be respectful?

*T. Akers (M), M.K. Bohnhoff,
M. Huston, C. Moore,
Gene Wolfe*

Lilac B

Reigniting the Spark

When you're tired of fandom, you're tired of life. How do you re-discover the things that are special about fandom and sparked that initial sense of finding a home.

*D. Berger, J. Cowan,
J. Guggenheim (M), D. Krause,
D. Sjolander*

Lilac C

Living in the Video Game Industry

We all love to play video games, whether on a console, a computer, or to kill time on our phones while waiting. Two veterans of the videogame industry talk about what life is like on the other side of the screen.

E. McCarty, M. Starkey

Lilac D

Dorsai Filk Hour

Come and hear the battle and love songs of the Dorsai Irregulars.

Cypress A

Reading

J. Ward

Boardroom

4:30

Reading

A. Daly

Boardroom

Programming, Friday 5:00 - 6:00

5:00

"This is Your First Windycon" Tour

If you haven't been to a Windycon before and want to get a feel for what it has to offer, join our tour and see the wonders of the convention for less than 30 Altairian dollars a day. From the Dealers' Room to the Gaming Room, the Art Show to the Musicians, this package tour has it all.

D. Krause, S. Levy

Meet in the Lobby

Crossing the Genres

There are numerous examples of cross-genre fiction, but how can horror and humor both be combined into a single story and still maintain their impact?

M. Black, C. Moore, M. Resnick, D. Sjolander (M)

Junior A

I Shouldn't Have Blogged That

Once you put something online, you can't take it back. It will live forever and be seen far and wide. Sometimes, this has negative repercussions. With the immediacy of the internet and its vast number of trolls, how can you avoid regretting sharing or writing something? Is it enough not to read the comments? How do you handle it when the trolls come to you?

R. Horton, N. Litherland (M), A. Palmer, J. Walton, J. Ward

Lilac A

Today's Science, Tomorrow's Books

Scientific sources of the next generation of science fiction.

M. Boon, M. Brighe, K. Nagel (M), S. Rice-Snow, J. Sneed, M. Unger

Lilac B

The Klingon

Pop Warrior Sings!

jenbom tai-toQqul brings you Terran pop songs you thought you knew in the original Klingon. A viral video of Sixpence None The Richer's Kiss Me entirely in Klingon brought about a Kickstarter last year that helped fund a CD of 6 songs you thought you knew! Jen will present and sing the songs from the project with some extra surprises and answer any questions you may have about the process.

Joe Mizzi, Jen Usellis-Mackay

Lilac C

Robert Lynn Asprin

From Dorsai to *Phule's Company* Robert Lynn Asprin was seminal figure in the worlds of fandom and fantasy, creating the Dorsai Irregulars, being involved in the SCA, writing numerous humorous fantasy and science fiction novels, and helping to create the modern shared world. Learn about him from those who knew him.

B. Fawcett, J. Nye, B. Passovoy

Lilac D

Disney's Childhood Home

Walt Disney was born in Chicago, and, although moved away when he was four, returned to the city for high school and art school. Our Disney resident experts talk about Walt Disney and Chicago.

J. Donat, D. Hoshko.

M. Mascari (M), K. Meyer

Cypress A

Reading

M. Page

Boardroom

5:30

Reading

C. Gerrib

Boardroom

6:00

Everything is Awesome

An hour of lego play for adults

Junior A

Reading

Jo Walton

Lilac A

Anniversaries

2015 is the 150th anniversary of *Alice in Wonderland*, the 50th anniversary of *Dune*, the 45th anniversary of Apollo 13, and the 30th anniversary of *Back to the Future*. Why do some books and films deserve to be recognized on their anniversaries and others don't? What is the cultural significance of long ago literature and events on our modern community?

B. Garcia, R. Horton, E. Hull, J. O'Neill (M), M. Page

Lilac B

Klingon Christmas Carol

A discussion about the show's past productions, by those of us that were a part of it. And where it is headed and how we got involved with the show. vlgheH productions. ghaH pong nuv maHvaD ghaH 'oH 'ay'. nuqDaq nach 'oH 'ej chay' tagh maH cha'.

Jeremy Cowan, Chris Kidder, Chris Lipscombe, Marc Malnekoff, Jen Usellis-Mackay

Lilac C

Arrow vs. The Flash

Are they two sides of the same coin or completely different views of superheroes, despite being set up in the same universe?

C. Burns, J. Guggenheim, P. Hahn (M), B. Lyn-Waitsman

Lilac D

Programming, Friday 6:00 - Saturday 10:00

I Really Hated That Book Cover

Panelists share book covers they really disliked and explain what the problems are with it.

*E. Flint, B. Harper-Murray (M),
A. Kelley, J. Walton, J. Zakem*
Cypress A

Book Discussion

Steve Metzger leads a discussion of Christopher Moore's *The Serpent of Venice*.

S. Metzger
Boardroom

7:00

Opening Ceremonies
Junior B/C

8:00

Court and Country Concert

An incredible a capella vocal ensemble focusing on historically researched medieval and renaissance choral music including folk songs and show pieces from wandering minstrels to church composers.

*C. Dahlby, K-E. Kelly, D. Kinnard,
R. Kirby, B. Langan, D. Ordonez,
W. Richardson, K. Rohrer,
S. Spanogle, A. Stevens*
Junior B/C

Hitchhikers Guide to the Galaxy Radio

Episode Read Through

Come and hear a read through of one of the episodes of the classic *Hitchhiker's Guide to the Galaxy* radio show that started it all.

Space-Time Theatre
Lilac A

Bad Dates, Or What Killed That Monkey In Indiana Jones Only Makes Me Stronger

An hour long one woman show about how much I love Harrison Ford movies *Star Wars, Indiana Jones, Blade Runner, Witness*, the whole deal.

E. Tull
Lilac C

Reading

M. Huston
Cypress A

8:30

Reading
C. Johns
Cypress A

9:00

The Tooloes Concert

This Band O' Tooloes brings their high-energy Irish pub music to our Windycon stage. They say that being a Toole is a state of mind – come find out exactly what that means!

*K. Griesemer, A. McNally,
D. Perry*
Junior B/C

Vogon Poetry Slam

Come and listen to, and share, the worst poetry (well, the third worst poetry) in the Universe.

R. Chwedyk
Lilac A

Mark Reads...

Windycon 42 Toastmaster Mark Oshiro will read and perform a short story and offer his thoughts on what he has just read.

M. Oshiro
Lilac C

Reading

F. Crook
Cypress A

10:00

Theme Circle The Shallow End

A music circle specifically for people with little or no experience in singing, playing, reciting, or otherwise performing. It's your turn, and you can choose whatever song, poem, or other work you want to share. We'd love to hear you.

M. Bernstein
Cypress A

Open Music Circle

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

Lilac B/D

Saturday

9:00

Klingon Assault Group

tlhIngan ghob ghom
Junior B/C

Morning Yoga

Start the day with yoga to help you prepare for the Windycon ahead.

K. Nagel
Lilac A

10:00

Chris Moore Talks

If you've ever been to a Chris Moore "Reading," you'll know he doesn't read, but rather talks about this and that and the other as it comes up. And following his talk, he'll answer your questions. Come and hear what he has to say.

C. Moore
Junior A

Klingon Assault Group continued

tlhIngan ghob ghom, taH
Junior B/C

Programming, Saturday 10:00 - 11:00

A Look Back at Fred Pohl

Frederik Pohl was a mainstay of science fiction from its beginning, and especially in Chicago, where he lived for so long. His presence is still missed. Michael Page has just published a look at Fred's life and work. Come and hear about the Fred Pohl you knew, or didn't know.

J. Frenkel, E. Hull (M), M. Page

Lilac A

Cosplay Medic

Learn how to build your cosplay so it is less likely to break and how to repair it when it eventually does. We plan to cover both minor fixes and major reworks.

A. Ewing

Lilac B

Humor in Gaming

From *Bunnies & Burrows* to *Just Desserts*, gaming has incorporated the often twisted sense of humor of its creators. Whether an RPG, card, or Boardgame, how do you create a humorous game when humor is so subjective?

B. Fawcett, M. Forbeck,

K. Looney, J. Lowder,

D. Murphy (M)

Lilac D

Reading

B. Detzner

Boardroom

Autographing

P. Anderson, B. Garcia,

M. Oshiro, K. Wynter

Hallway

10:30

Reading

R. Frencl

Boardroom

11:00

"This is Your First Windycon" Tour

Get a feel for what Windycon has to offer! Join our tour and see the wonders of the convention for less the 30 Altairian dollars a day. From the Dealers' Room to the Gaming Room, the Art Show to the Musicians, this package tour has it all.

J. Guggenheim, D. Krause

Meet in the Lobby

Space Seconds

Gherman Titov, the second man to orbit the Earth, Apollo 12, the second mission to land on the moon, STS-2, the second flight of the Space Shuttle Columbia. Everyone remembers and talks about the firsts, but what about the brave men who boldly dared to go where only a couple had gone before?

C. Gerrib, B. Higgins (M), J. Liss, J. Plaxco, M. Unger

Junior A

Concert

Beth Kinderman and the Player Characters Concert

This Minnesota-based, geeky filk-folk-influenced prog rock group has been making music since 2008. Beth's original songs are based on *Star Wars* to comic books to BSG to fantasy to zombies to video games.

E. Greenberg, J. Hartley,

B. Kinderman, D. Stagner

Junior B/C

Synopsis vs. Review vs. Critique

A discussion about the differences between the types of reviews, what they are trying to do, and who the audience is. When is each type of review appropriate?

R. Horton (M), E. Hull, J. O'Neill, M. Oshiro, Gary Wolfe

Lilac A

Klingon Makeup/Costuming

An informative make up demo by Bill Hedrick and discussion about make-up and Klingon costumes. chenmoH woDDI' pong Bill Hedrick example 'ej vlghel make-up tlhIngan jech 'ej natlhlu'mo' je.

K. Ajemian, B. Hedrick

Lilac B

Norse Hour

The Viking-themed music of Ada Palmer and Lauren Schiller interspersed with the Viking-inspired poetry of Jo Walton.

A. Palmer, L. Schiller, J. Walton

Lilac C

Reading the Problematic

Whether it is disagreement with the author's stated politics, the inclusion of stereotypes, or an author whose worldview has become a thing of the past, how do you read and enjoy fiction that you personally consider problematic?

D. Berger, M. Black,

P. Eisenstein, H. Montgomery

(M), L. Thomas

Lilac D

Rhythm Workshop

Sally Childs-Helton, Ph.D is a percussionist, ethnomusicologist, educator, and rabble-rouser who wants to get you playing with rhythm and loving it! This is a fun, participatory workshop for everyone from beginners to pros.

S. Childs-Helton

Cypress A

Reading

W. Boyes

Boardroom

Autographing

M. Bohnhoff, L. Erlick,

C. Moore (author)

Hallway

Programming, Saturday 11:30 - 1:00

11:30

Reading

K. Wynter

Boardroom

12:00 Noon

Beyond Adams and Pratchett

What humorous science fiction/fantasy do you love?

P.D. Anderson, A. Bentley (M),

R. Garfinkle, C. Johns, J. Nye

Junior A

Concert

Dan the Bard Concert

Dan is the Music Director of the Bristol Renaissance Faire and performs Gamer Filk Music on renaissance instruments as only a true bard can. Everyone in attendance gets +1 on their next encounter!

D. Marcotte

Junior B/C

Artist Talk

Artist Guest of Honor Chris Moore and Fan Guest of artist Mo Starkey talk about art, their careers, the current state of art, or whatever else they find of interest.

C. Moore, M. Starkey

Lilac A

Fabric Painting

Alessandra Kelley

Lilac B

Women of Wonder Modern Era

In 1995, Pamela Sargent published the two volume *Women of Wonder* focusing on women authors and their stories from the 1940s through the 1990s. Twenty years later, which authors and stories should appear in an hypothetical *Women of Wonder 3*?

M. Brighe, J. Ward (M),

Gary Wolfe

Lilac C

I Love My Agent/Editor

Agents and editors often get bad press and, in fact, many readers and fans don't really understand their roles. This is the chance for our authors to explain what they do.

M. Forbeck (M), N. Silk,

K. Swails, Gene Wolfe

Lilac D

Beginning Voice for Non-Singers

This workshop covers basic topics that singers learn, including breathing, projection, and diction. Participants only, please—no audience.

M. Bernstein

Cypress A

Phandemonium Book Club

A discussion of Cixin Liu's *The Three Body Problem*.

Boardroom

ISFiC Board Meeting

ISFiC is the organization that runs Windycon, Picnicon, ISFiC Press, and the ISFiC Writers Contest. The Board Meeting is open to all to attend.

1612

Autographing

P. Booth, F. Crook, R. Frencl,

M. Resnick

Hallway

1:00

Pluto Update

Yes, the IAU says it isn't a planet. Yes, in Illinois there are times that Pluto is considered to be a planet. The important thing is...New Horizon has pictures of Pluto that are absolutely amazing. It will take years to figure out what it all means, but our panel will try to explain to you the importance of New Horizons and its discoveries.

B. Higgins (M), J. Liss, J. Plaxco

Junior A

Mary Crowell Concert

This geeky musician from Alabama is very active in the filk community, writing songs about mythology, gaming, beagles, pomegranates. She's also in the bands Play It With Moxie and Three Weird Sisters, has several CDs out, and more than one Pegasus award to her credit.

M. Crowell

Junior B/C

Chicago's Creatives

Chicago is teeming with authors, artists, actors, directors, and other creative types. In fact, you could only enjoy the works of Chicagoans and never want for entertainment.

F. Crook, B. Detzner,

B. Garcia (M), J. O'Neill,

L. Thomas

Lilac A

Klingon Mashup Costuming

A discussion of mashup costuming, with a focus on mixing Klingons with other elements. Presented by the Klingon Justice League. yljatlh mashup jech, luQummeH jech 'ej QuQ tlhInganpu' DuD je latlh Segh 'e' legh. Dan pong tlhIngan ruv DIvI'.

Krikor Ajemian

Lilac B

The Modern Art Show

Things have changed in the last ten years. To be fair, things have changed in the last year. Artists are having a more difficult time selling at conventions and conventions are having a more difficult time attracting artists. Are art shows going to be a thing of the past? How can artists and conventions recreate the model to the mutual benefit of both?

S. Johnson, D. Kosiba (M),

K. Kuhn, C. Moore, S. Press

Lilac C

Programming, Saturday 1:00 - 2:30

Species Creation

SF vs. Fantasy

Is there a difference in designing nonhuman species for fantasy compared to SF novels.

*R. Garfinkle, R. Neumeier (M),
J. Sneed, S. Weiner K. Wynter*
Lilac D

Andy vs. Everybody

Like a Chess Grandmaster, game designer Andy Looney will take on all comers.

A. Looney
Cypress B

ISFiC Board Meeting continued

ISFiC is the organization that runs Windycon, Picnicon, ISFiC Press, and the ISFiC Writers Contest. The Board Meeting is open to all to attend.

1612

Tour of the Art Show

Fan Guest of Honor Maurine Starkey will give a tour of the art show, not only talking about her own work, but pointing out other works of art that she believes you should notice.

M. Starkey
Art Show

Reading

A. Palmer
Boardroom

Autographing

*M. Brighe, D. Cozort,
B. Harper-Murray, D. Murphy*
Hallway

1:30

Reading

M. Bohnhoff
Boardroom

2:00

Mark Did Stuff

Mark Oshiro reflects on some of the stranger challenges he's completed.

M. Oshiro, J. Pershing
Junior A

Tom Smith Concert

"The World's Fastest Filker" and his infinitely improbable humor are essential elements of the Windycon music slate. He may even play a serious song or two, or perhaps improvise a new one on the spot! We'll happily go along on his Rocket Ride anytime!

Tom Smith
Junior B/C

Pulpy Goodness

Reminisce about those thrilling days of yesteryear when tales by A. Merritt, Robert Howard, Edgar Rice Burroughs, and so many more filled the pages of the magazines. But those days aren't entirely gone. Pulp adventures are still being published and enjoyed by readers of all stripes.

*M. Black, E. Flint, B. Garcia,
J. O'Neill, M. Resnick (M)*
Lilac A

Chain Mail Make and Take

Learn how to make your own chain mail and walk away fully, well, partially, armored.

J. Betts.
Lilac B

Is World Building Necessary?

Fritz Leiber, Edgar Rice Burroughs, and others created their worlds as their works evolved. Can that technique be used by modern authors whose readers have modern sensibilities?

*T. Akers, P. Anderson, R. Frencl,
T. Trumpinski, Gary Wolfe (M)*
Lilac C

Pratchett's Last Book

Earlier this year we lost Terry Pratchett, but his last Discworld novel was published in September. Our panel of Pratchett-o-philos discuss his last novel, the series, their love of Terry, and more. Yes, there will be Spoilers. Yes, you should probably also bring your hankies.

*A. Bentley, J. Ward,
W. Zdrodowski (M)*
Lilac D

The Future of Filk

Technology has certainly expanded the filk community by making music available to people everywhere, anytime. As a new generation of filkers relies more on YouTube, digital downloads, and online concert streaming, do we face a decline of face-to-face interaction? Will our circles disappear, or is personal interaction such a core value of filking that it will continue for the foreseeable future?

*B. Childs-Helton,
S. Childs-Helton*
Cypress A

The Eisenstein Collection

Alex Eisenstein discusses his art collection and the iconic works by Ed Emshwiller and Frank Kelly Freas which he is displaying at this year's Windycon.

A. Eisenstein
Art Show

Reading

Gene Wolfe
Boardroom

Autographing

*G. Cook, C. Johns, J. Plaxco,
J. Walton*
Hallway

2:30

Reading

J. Nye
Boardroom

Programming, Saturday 3:00 - 4:00

3:00

Our Life at NASA

Prior to building a successful gaming company, the Looneys worked at NASA. Come and hear about their adventures in helping us explore our universe.
A. Looney, K. Looney

Junior A

Mark Bernstein Concert

Mark performs songs and brilliant spoken word pieces, and has received numerous death threats for his sense of humor. He has won a Pegasus award, a Kazoo award, songwriting contests at OVFF and FilkOntario, and has been a GoH at numerous conventions.
M. Bernstein

Junior B/C

The Wide World of Elves

From Shakespeare's *A Midsummer Night's Dream* to Tolkien's *The Lord of the Rings* to Gygax's Elven variety pack, the term elf can refer to a whole slew of different types of creature. Why do we use Elf to mean so many different things?

*D. Berger, D. Lowder,
E. McCarty (M), K. Wynter,
W. Zdrodowski*

Lilac A

The Depth of Your World

Building a consistent world is a complex process whether for a novel or a game, as important to the story as plot or character. How deep does the world building need to go to imply that there is a fully realized world beyond the story? What can be implied, what must be told, and what does the creator need to know?

*R. Neumeier, A. Palmer,
S. Rice-Snow, J. Walton (M),
Gene Wolfe*

Lilac C

Let's You and Him Talk

Too much of this past year seems to be spent trying to start battles and wasting time between fans and authors. Come and hear two authors with very different points of view talk about the things that bring them together, and not just bring them together, but allow them to collaborate.

E. Flint, M. Resnick.

Lilac D

Chicago SF Bookclub reads *The Hitchhiker's Guide to the Galaxy.*

Open to anyone who has read the book.

Boardroom

Tour of the Art Show

Artist Guest of Honor Chris Moore will give a tour of the art show, not only talking about his own work, but pointing out other works of art that he believes you show notice.

C. Moore

Art Show

Chicago in 2012 Board Meeting 1612

Autographing

*M Black, B. Detzner,
P. Eisenstein, N. Litherland
Hallway*

4:00

Bonhoff Concert

Jeff and Maya Bohnhoff have been playing music together since 1979. A chance encounter with filk music in 1995 unleashed their previously dormant parodic crimes against giants such as the Beatles, the Who, Queen, and many others. They have received two Pegasus awards and were nominated again this year.

J. Bohnhoff, M. Bohnhoff
Junior B/C

Film: Citizen in the Temple

Jennon Ril works to preserve life in the last city on a wasteland planet. Secretly he represents an underground group dedicated to ending the tyranny of the oppressive government. The city will stop at nothing to learn Jennon's secrets. Ultimately he must choose between his love and his rebellion.

J. Huls

Lilac A

3D Papercrafting

Learn how to build your own props and armor pieces out of paper bases.

JP Kroschel

Lilac B

Young Adults Review Classic YA SF.

Prior to Windycon, a group of young people read some of the classic YA fiction in the field. The stuff an older generation of fans grew up on. Learn what they liked and disliked, whether they find it relevant, and how it compares to what is being written today.

*R. Frencl (M), D. Medic,
W. Rice-Snow, M. Silver,
C. Williams*

Lilac C

Podcasting

What goes into the making of a successful podcast? How do the podcasters figure out the tone of their show from the technical to artistic details?

*B. Harper-Murray, A. Looney,
L. Thomas (M), Gary Wolfe*

Lilac D

Reading

E. Hull

Boardroom

Autographing

*R. Chwedyk, M Huston,
J. Nye, N. Silk*
Hallway

Programming, Saturday 4:30 - 10:00

4:30

Reading

E. Flint

Boardroom

5:00

Alternate History

SF or Not SF

Debate whether alternate history is science fiction or some other form of speculative fiction, and if, in the end, it really matters?

D. Cozort, M. Mitrovich

Lilac A

Masquerade Check in

Lilac B

**DC vs Marvel Television/
Streaming Universes**

Arrow, Agents of S.H.I.E.L.D., The Flash, Agent Carter, Supergirl, Daredevil. Are we living in the golden age of comics on television? What are the differences between the way Marvel and DC have built their small screen presence?

P. Booth (M), A. Daly, P. Hahn, N. Litherland

Lilac C

Klingon Language

Experience the fastest growing language in the galaxy and sample the Warrior Tongue! Learn some simple phrases, and have all your Klingon Language questions answered. ngIm HoSchoH Hol lutu'lu'be'chugh SIQpu'bogh 'ej Suvwl' jat! je nap ghøj 'ej jangtaHvIS chaHvaD Hoch tlhIngan Hol yu'. batlh reghojmoh! qapla!

J. Cowan, C. Lipscombe

Lilac D

Reading

M. Resnick

Boardroom

5:30

Art Show Reception

Meet the Artist and Fan Guests of Honor surrounded by their art and the artistic work of many others at the annual Windycon reception.

Art Show

Reading

M. Forbeck

Boardroom

6:00

Zen Scavenger Hunt

Panelists each bring ten items. Audience members ask for a type of item, a la a standard scavenger hunt. The panelists will then have to show one of the items they've brought and try to convince the audience that their item is the best match for what was requested.

B. Harper-Murray, C. Johns, J. Nye (M), B. Wiewel, K. Wynter

Lilac A

Trivia for Chocolate

By now you should know the drill...Steven and Elaine ask questions. You shout answers. Chocolate will fly.

The Silver Tribe

Lilac C

Rare Book Show and Tell

Ada Palmer and Lauren Schiller talk about the history of printing and show off rare books to give you a very real feel for how publishing and printing has changed through the ages.

A. Palmer, L. Schiller

Lilac D

Reading

T. Akers

Boardroom

6:30

Reading

D. Cozort

Boardroom

7:00

Masquerade

Junior B/C

**I Hated That Book Cover
Even More Than
the People Did Yesterday**

On Friday night, we learned about some really awful book covers. But it is all subjective, so on Saturday night, a different panel talks about the book covers that they hated.

W. Boyes, P. Eisenstein, R. Frencl, J. Frenkel, C. Pfeifer

Lilac A

8:00

Reading

D. Murphy

Cypress A

Art Auction

Grand G/H

8:30

Reading

N. Litherland

Cypress A

9:30

Cypress A

Paul Dale Anderson

Reading

10:00

Open Music Circle

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

Lilac B/D

Programming, Sunday 10:00 - 11:30

Sunday

10:00

Critter Crunch
Junior A

Morning Yoga

Start the day with yoga to help you prepare for the Windycon ahead.

K. Nagel

Lilac A

The Quintessential Film of the 1980s

Discuss the science fiction film that set the gold standard for all the films that followed, the 1980 version *Flash Gordon*.

J. Jones, K-E Kelly, G. Krause, B. Lyn-Waitsman,

D. McCarty (M), W. Zdrodowski
Lilac B

Why Social Media Sucks

While it can help bring us together, it can also drive us further apart. Why is living in a constantly connected world of social media so detrimental?

M. Boon, M. Frank (M),

D. Kuczwara, J. Plaxco, N. Silk
Lilac C

A History of The Hitchhiker's Guide to the Galaxy, from Radio to Movie

It started out as a radio show and has conquered books, television, the stage, film, and yes, even towels. A discussion of how the story has constantly changed.

F. Crook, P. Hahn, S. Levy,

S. Silver (M)
Lilac D

Ring of Fire Press

Expansion plans mean more than just novels and stories set in the 1632 universe. Hear the principals talk about this exciting new publishing house based on the popular series.

W. Boyes, E. Flint, J. Ward

Cypress A

Autographing

T. Akers, M. Crowell, Gene Wolfe
Hallway

11:00

82nd Street Concert

Adam Selzer is an author, tour guide, and Chicago historian who plays music on the side. At Windycon he will premier the song cycle "Jake and the Girl Who Beat Up Charles Dickens", a rock concept album about a pizza delivery man who picks up a hitchhiking time traveler.

A. McNally, A. Selzer

Junior B/C

The Art of the Pitch

As an author or editor, you come up with ideas all the time, what is the best way to pitch them to a book packager or publisher

B. Fawcett (M), J. Frenkel, J. Lowder, C. Pfeiffer, J. Ward

Lilac A

The Joys of Living in a Dystopia

Dystopian fiction has long held an allure, whether it is *Brave New World* or, more recently, *Hunger Games*, *Divergent*, or *Maze Runner*. Why are they popular and why are so many YA novels in the dystopian genre?

B. Detzner (M), L. Erlick,

K-E. Kelly, L. Krol

Lilac B

History of the Klingon Empire

A summary of the legendary and chronicled history of the Klingon Empire from the dawn of time through Earth Year 2410 (and possibly beyond). summary legendary 'ej chronicle qun tlhIngan wo' vo' poH vegh tera' DIS 2410 ('ej possibly beyond) jajlo'.

Troy Pacelli

Lilac C

Art Media

How do you select whether to use oils, pixels, water colors, digital, or other pigments to create a specific painting? What are the strengths and weaknesses of each and which are your preferred ones.

S.V. Johnson, A. Kelley,

C. Moore, J. Plaxco (M),

M. Starkey

Lilac D

Rating the Razzies

Forget the Hugos and the Oscars, our film critics discuss the science fiction films that have tarnished the silver screen and taken home the Razzie.

T. Bogolub, P. Booth (M),

A. Eisenstein, kT FitzSimmons,

A. Woolard

Cypress A

A Brief History of Looney Labs

Learn how two NASA scientists left the glamor of working in space (well, remotely) and created a successful gaming juggernaut.

A. Looney, K. Looney

Cypress B

Reading

P. Eisenstein

Boardroom

Autographing

E. Flint, E. Hull,

C. Moore (author), M. Page

Hallway

11:30

Reading

T. Trumpinski

Boardroom

Programming, Sunday 12:00 - 3:00

12:00 Noon

Sally & Barry

Childs-Helton Concert

These Filk Hall of Fame inductees (who are also half of the Indianapolis-based band Wild Mercy) play music that is “neo-Celtic-powered post-industrial electro-acoustic folk-rock with jazz influences”, according to their website, but we’d much rather hear them play it than try to label it. Enjoy.

B. Childs-Helton,

S. Childs-Helton

Junior B/C

Self-Publishing Doesn’t Mean Solo Publishing

Just because a book is self-published doesn’t mean that the author hasn’t had help. From editing to cover art to book design to marketing, self-published authors often look for assistance, especially when they recognize their own weaknesses.

L. Erlick (M), C. Gerrib,

D. Murphy, R. Neumeier,

D. Sjolander

Lilac A

Time Management for the Extremely Busy

Whether you’re trying to find time to write, compose, paint, or con-run while being a parent, spouse, or holding a day job, how do you find all the time to do everything you want to do.

B. Fawcett, R. Frencl, M. Frank,

E. McCarty (M), S. Rice-Snow

Lilac B

The Art of Chris Moore

A slideshow of the artwork of Artist Guest of Honor Chris Moore, narrated by the artist.

Lilac C

Medium Influence on Story

How does a creator’s decision to use words, song, sequential art, computers, or other media to tell a story influence the shape of the story and the way it is told? *B. Detzner, A. Kelley, D. Levin, N. F. Moritz, M. Starkey (M), K. Swails*

Lilac D

Queer Eye for Sci Fi

A discussion and celebration of LGBTQ themes and creators in the science fiction community.

M. Oshiro

Cypress A

Reading

M. Black

Boardroom

12:30

Reading

Boardroom

R. Frencl

1:00

The Infinitely Improbable Concert Jam

Windycon is known for its colorful (and sometimes questionable) collection of musical guests, and fortunately for us they all Play Well Together. Come hear what happens when we-don’t-know-who gets together to play we-don’t-know-what in the completely up-for-grabs Concert at the End of the Windycon!

Junior B/C

Klingon Weapon Construction

Marc Malnekoff will be displaying various props and discussing their uses and how they were designed and built. tob Sar’agh ‘ej lo’ ‘ej chay’ chut lulajpu’bogh qach chaH ja’chuq marc malnekoff.

M. Malnekoff

Lilac A

Does a Good Novel Really Need a Plot?

Everything isn’t plot. Many readers put plot ahead of all else, but novels include much more to a novel characterization, themes, setting...Can a novel lack a plot and still be a good novel?

T. Akers, W. Boyes, P. Eisenstein,

C. Gerrib, C. Moore,

K. Swails (M)

Lilac B

Reading vs. Hearing

Does the way you consume a book, whether reading or listening to it, change the way you perceive the story?

T. Bogolub, J. Guggenheim,

S. Krause (M), N. Litherland,

M. Mitrovich

Lilac D

Screw Spoiler Alerts

Plot isn’t everything
A look at what books and movies offer that make them enjoyable even if someone has just told you that Darth Vader’s sled has been dead the whole time.

M. Bohnhoff, C. Burns,

R. Horton, M. Oshiro (M),

Gary Wolfe

Cypress A

Reading

R. Chwedyk

Boardroom

2:00

Closing Ceremonies

Junior B/C

3:00

Dead Dog Music Circle

Play and sing ‘til you drop or the Vogons demolish the planet. All voices, instruments, styles, and listeners are welcome!

Location TBA

Parties

If you've done six impossible things this night, why not round it off with parties at Windycon 42, the Convention at the End of the Universe. Come try some of the best Pan Galactic Gargle-Blasters at this end of Con.

Careful, if you're not thirty ton mega elephant with bronchial pneumonia, remember to heed Zaphod Beeblebrox warning and only have two Pan Galactic Gargle-Blasters per a night.

Hosts will serve and delight with their Nutri-Matic Drink Synthesizers if Gargle Blasters aren't your thing. Sample foods from all over the universe: Ameglian Major Cow, Hagro Biscuits, Boghog, Starbix, and hopefully no burnt toast.

Is it probable that parties this great are not just found on the Heart of Gold? Come drink, be merry, remember your towel, DON'T PANIC and just remember no operating of space crafts after a few.

Rules

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

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

Awards

Help us determine the best Pan Galactic Gargle-Blaster, Best Party, and Best Food/Snacks. There are ballots and ballot boxes on every party floor (13,14, and 15). Vote for you favorites, winners announced at closing ceremonies!

Party List

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

Friday Only

- ☞ **Rook Creek Books**
Books & Beer
<http://www.rookcreekbooks.com>

Saturday Only

- ☞ **Coffee and Conversation**
If you party late. If you could use a decent cup of coffee Drop in!
(after 11 or 12)
- ☞ **Doctor Horrible and Geek Bar Present:**
The End of the World Party
(First 100 guests get a free emergency towel!)
<https://geekbarchicago.com/>
- ☞ **Elvin Toast**
We toast 5 things - Favorite God, Favorite Goddess, Dearly Departed, Hopes & Dreams, and Biggest Boast

Friday & Saturday

- ☞ **Dorsai Irregulars**
The Dorsai return to Windycon.
It's...all different.
<http://www.di.org>
- ☞ **General Technics**
A group of fans who work in various engineering fields
- ☞ **Home Stone of Chicago**
Gor and Goreans
The Chicago Gorean community will be out to discuss the Gor novels
- ☞ **JOF**
JOF Lounge
<https://www.facebook.com/groups/many.jofs/>
- ☞ **Theobromas Bash**
All things chocolate
- ☞ **Traincon!**
A different kind of con, a different kind of party
Worldcons are fun. Getting there should be too.
- ☞ **U.B.S. Abandon / Barfleet**
Bar at the Other End of the Universe
<http://abandon.barfleet.org>

Food Guide

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

Food Guide researched and written by:

Kathy Horning, Jim Rittenhouse, and James Fulkerson

Inside the Hotel

Harry Caray's

Steakhouse
630-953-3400
F & Sa 5 p.m. - 11 p.m.,
Su 4 p.m. - 9 p.m.
Reservations / Call Ahead
Sandwiches \$10-17;
Entrees \$15-45
www.harrycarays.com/

Holy Mackerel!

Seafood
630-953-3444
F & Sa 4 p.m. - 11 p.m.,
Su 4 p.m. - 9 p.m.
Reservations / Call Ahead
Sandwiches \$9-18 (L);
Entrees \$11-19 (L) \$14-65 (D)
holymackerelseafood.com

Next to the Hotel

Target

Grocery
630-495-9560
M-Sa 8 a.m. - 10p, Su 8 a.m. - 9 p.m.

Pizza Hut Express

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

Starbucks

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

Inside Yorktown Mall

Limited to Mall Hours
M - Sa 10 a.m. - 9 p.m.,
Su 11 a.m. - 6 p.m.

Auntie Anne's

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

Baskin Robbins/ Dunkin Donuts

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

Cinnabon

Fast Food / Cinn a.m. on Rolls,
Coffee & Pastry
Coffee and cinn a.m. on rolls \$3-5
www.cinnabon.com

Freshii

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

Gloria Jeans

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

Nori Sushi and Ramen

Noodles, Sushi
630-932-4903
Sushi: \$5 - \$10;
Rice and Noodle Bowls \$6 - \$10

Panda Express

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

Salseria Rapido

Mexican
630-953-7446
Most items \$8
www.Salseria.com

Sarku Japan

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

Sbarro

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

Subway

Fast Food / Sub Sandwiches
Sandwiches \$3-8

Attached to Yorktown Mall

With outside entrances
and varied hours.

Armand's Victory Tap

Italian, Pizza, Delivery
630-785-3155
F & Sa 11:00 a.m. - 11:00 p.m.,
Su 11:00 - 10:00 p.m.
Sandwiches \$10;
Entrees \$9-\$13; Pizza \$13-\$30
www.armandsvictorytap.com/

Brio Tuscan Grille

Italian
630-424-1515
F & Sa 11 a.m. - 11 p.m.,
Su 11 a.m. - 10 p.m.
Sandwiches \$10-14;
Entrees \$15-30
www.brioitalian.com/menu

DOC Wine Bar

Upscale American,
Late Night Kitchen
630-627-6666
F & Sa 11:30 a.m. - 2 a.m.,
Su 12 p.m. - 11 p.m.
Sandwiches \$9-10;
Entrees \$12-22
www.docwinebarchicago.com

Egg Harbor Café

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

Flat To p.m. Grill

Mongolian BBQ, Breakfast
630-652-3700
F 11:00 a.m. - 10:30 p.m.,
Sa 9:00 a.m. - 10:30 p.m.,
Su 9:00 a.m. - 9:30 p.m.
Entrees \$9 (L) \$14 (D)
Sa and Su Breakfast 9-12
www.flattopgrill.com

Food Guide, continued

Lucky Strike Lanes

Eclectic Bar Food,
Late Night Kitchen
630-916-8681
Sandwiches \$7-15; Entrees \$7-15
Reservations / Call Ahead
F 11:30 a.m. - 2a (after 9 p.m., 21+)
Sa 11 a.m. - 2a (after 9 p.m., 21+)
Su 11 a.m. - 11:30 p.m. (after 9 p.m., 18+)
www.bowluckystrike.com

Noodles & Co.

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

RA Sushi Bar

Sushi
F & Sa 11 a.m. - 11 p.m.,
Su 11 a.m. - 10 p.m.
Sushi bar \$4-22;
Entrees \$7-12 (l), \$15-25 (d)
Take Out Taxi
www.benihana.com

Tom and Eddie's

Upscale Fast Food/Burgers
630-705-9850
Daily 10 a.m. - 10 p.m.
Sandwiches \$6-10 (incl. side)
www.tomandeddies.com

Mall Outlot

Buca di Beppo

F a.m. ily Style Italian
630-932-7673
F & Sa 11 a.m. - 11 p.m.,
Su 11 a.m. - 9 p.m.
Reservations / Call Ahead
Sandwiches \$10-12 (L)
Entrees \$10-15 (L), \$10-30 (D)
Take Out Taxi
www.bucadibeppo.com

Capitol Grille

Steakhouse
630-627-9800
F & Sa 5 p.m. - 11 p.m.,
Su 4 p.m. - 9 p.m.
Reservations / Call Ahead
Entrees \$23-45
www.thecapitalgrille.com

Claim Jumper

Upscale a.m. erican
630-932-4290
F & Sa 11 a.m. - 11 p.m.
Su 11 a.m. - 10 p.m.
Take Out Taxi
Sandwiches \$10-15;
Entrees \$10-31
www.claimjumper.com

Frankie's Deli

Italian
630-627-7977
F 9:00 a.m. - 8:30 p.m.,
Sa 9:00 a.m. - 5:00 p.m.,
Su 11:00 a.m. - 4:30 p.m.
Sandwiches \$4-\$7
www.frankiesdeli.yorktown.com

Mcdonald's

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

Rock Bottom

Brew Pub, Late Night Kitchen
630-424-1550
F & Sa 11 a.m. - 2 a.m.,
Su 11 a.m. - 1 a.m.
Sandwiches \$9-\$11;
Entrees \$12-\$23
www.rockbottom.com

Across the Street

Northwest

Omega

CaSual Dining
630-424-8220
F & Sa 6 a.m. - 2 a.m.,
Su 6 a.m. - 1 a.m.
Sandwiches \$7-15;
Entrees \$10-19
www.omegalombard.com

West

Burrito Parrilla Mexicana

Mexican
630-705-9833
F & Sa 10 a.m. - Midnight
Su 10 a.m. - 10 p.m.
Sandwiches \$6-8; Entrees \$9-13
www.burritoparrilla.a.m.exicana.com

Jimmy John's

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

Mooyah

Burgers
630-317-7022
Daily 11:00 a.m. - 10 p.m.
Sandwiches \$5-7
www.mooyah.com

Patio Barbeque

Barbeque
630-627-2600
F & Sa 11:30 a.m. - 11 p.m.
Su 11:30 a.m. - 10 p.m.
Sandwiches \$4-6;
Entrees \$7-19 (D)
www.patoribs.com

Pinched Mediterranean Grill

Middle Eastern
630-889-9200
F 11 a.m. - 9 p.m.;
Sa & Su 11 a.m. - 8 p.m.
Sandwiches and Salads \$7-8
www.pinchedmedgrill.com

Potbelly

Sub Sandwiches
630-629-3875
F & Sa 11 a.m. - 10 p.m.,
Su 11 a.m. - 9 p.m.
Sandwiches \$5
www.potbelly.com

Sweet Tomatoes

Buffet
630-932-5099
F & Sa 11:00 a.m. - 10:00 p.m.,
Su 9:00 a.m. - 9:00 p.m.
\$9 (L & Su BR), \$11 (D)
www.souplantation.com

South

Miller's Lombard Ale House

Brew Pub
630-241-9741
F & Sa 11 a.m. - 2 a.m.,
Su 11 a.m. - 1 a.m.
Reservations for large parties.
Sandwiches \$7-10;
Entrees \$9-15
www.millersalehouse.com

TGI Friday's

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

Staff List

Chair

Steven H Silver

Vice Chair

Daniel Gunderson

Anime

John Fritz

Art Show

Kerry Kuhn
(2nd) Samantha Haney Press
Cally Soukup
Cassy Vestweber
Cheryl Storm
Nancy Riggs
Jim Young

Awards

James Brown

Bheet

Andrew Scheeler
(2nd)

Charity Liaison

Phaedra "Wyldekyttin" Meyer

Childcare

Amy Wenshe
Vicki Bone

Children's Programming

Lisa Ragsdale
(2nd) Michael Sherman
Jason Palmer

Con Suite

Joel Phillips
(2nd) Jim Young
Christine Brown
Yoana Annie Yotova
Stephen Kehoe

Dealers

Mike Jencevice
(2nd) Bill Jorns (B.J.)
(Sr. Staff) Brendan Lonehawk
Gloria Dill
Barbara Darrow
Bill Surret
Carol Mitchell
Merlanne Rampale
Steve Metzger

Fan Tables

Phoenix

Films

David Hoshko
Mary Mascari

Gaming

Alex Bailey-Mathews
(2nd) Patrick Finnegan
Amy Wojtysiak
Thomas Fallucca
Gail Mathews-Bailey

Guest Liaison

Sondra de Jong
(2nd) Elaine Silver

Green Room

Ann Totusek

Hotel Liaison

Phoenix
(2nd) Kandi Wilson

Information Desk

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

Information Technology

Ken Beach (Squirrel)
(2nd) Phread

IGFiL Writer's Contest

Marcy Lyn-Waitsman
(2nd) Barry Lyn-Waitsman

IGFiL Writer's Workshop

Richard Chwedyk
(Moderators)
Adrienne Foster
Trey Thoelcke
Clifford Royal Johns

Logistics

Taz Dobbin
(2nd) Jason Williams
(2nd) Dana Shield
Teresa Clark
Nichell Wrenn
Sean Ihnat
Dana Shield
Chasus Feruson
Joshua Damico
Joey Pfeifer
Nikki Sparks
Kristina Gummi Maki
Matt Clark
Amanda Sibold
Todd Choryan

Masquerade

Andrea Ewing
(2nd) Tracy Bailey-Mathews
(Presentors)
Krikor Ajemaim
Alessandra Kelley
Jason Betts
JohnPaul Kroschel

Marketing

Vlad Stockman
(2nd) Lily Cutshall
(Facebook) Kandi Wilson
(Twitter/G+) Jessica Guggenheim
(Blog Editor) Steven Davidson
(Pinterest/Instagram)
Melanie Silver
Caetlin Williams

Music

Music
Cathy McManamon
(2nd) Robert Little

Operations

Kyle Bundy
(2nd) Paul Lawniczak
Julie Lawniczak
Julie Wasberg
Helene Bellin
Peter Giancana (Losh)
Jenn Beeson

Parties

Alyson Petroski
Scott Schultz

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Steven H Silver
(2nd) Dan Berger
Tonya Foust
Jessica Guggenheim
David Hirsch
Pat Sayre McCoy
Bonnie Jones
Melanie Silver

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Pat Sayre McCoy
(2nd) John McCoy
Michael Hagerman
Zach Robbins
Melanie Silver

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Deb Kosiba

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

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Daniel Molinari
(2nd) Maggie DeLeon
Amanda Hall
Alexander DeMichael
Carmela Maietta
Vin Sarmiento
David West
Stephen Baker
Chris Otto
Eve Miller
Karl Hansen
Kyle Torres
Spencer Carr-
Turnbough
Lane Wendt
Tim Olson
Alexander Best
Erich Krieger
Olivia Traversa
Rob Anderson
Josh Mullay

Secretary

Cassy Beach

Tech Services

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

Treasurer

Tom Veal
(Staff)
Jim Malebranche
Bill Weber

Youth Lounge

Dianna Medic
Ray Waterson

Website

Vlad Stockman

...and a small furry
creature from Alpha
Centari.

WINDYBORN 43



KING OF THE NERDS

NOVEMBER 11-13, 2016

Author GoH
Adam Selzer

Artist GoH
Art Baltazar

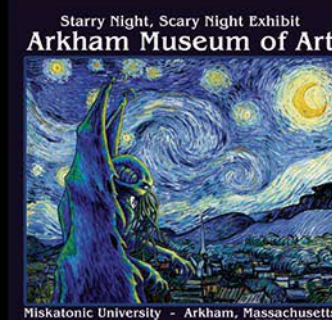
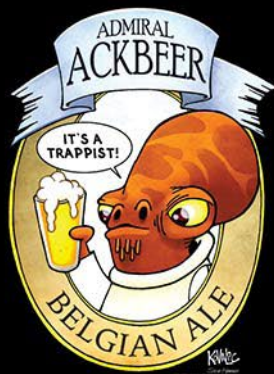
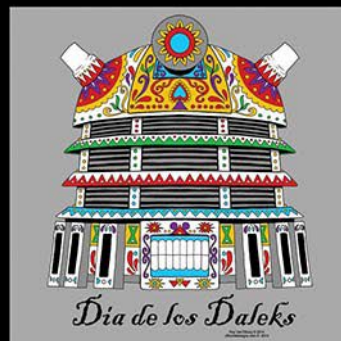
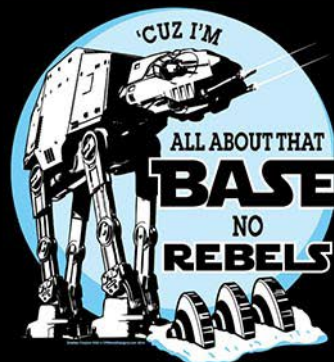
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