WANDYCON 42

OCT 9-11
HYATT REGENCY O'HARE
ROSEMONT IL



A Message from Our Chair

Windycon is Headed to the Stars!

This year's theme, Sanctuary Among the Stars, was inspired by the countless alien worlds, distant civilizations, and unlikely alliances that fill the science fiction we love and by the people who gather here to celebrate them.

Across books, movies, and series, we are shown again and again that the universe is vast, strange, and beautifully varied. We meet beings from worlds unlike our own, speaking unfamiliar languages, carrying different histories, values, and ways of seeing reality itself. Yet the stories that stay with us are the ones where those differences do not divide, they connect.

As one of my favorite ideas in science fiction reminds us: We are all travelers in a much bigger universe than we realize.

Windycon is built on that same spirit. We come from different backgrounds, identities, and experiences, but we share a love of imagination, storytelling, creativity, and community. Here, no one has to hide who they are. Here, curiosity is welcomed, individuality is celebrated, and belonging is not something you have to earn.

This year, we invite you to make Windycon your sanctuary among the stars, a place to explore new ideas, encounter new perspectives, and find comfort in a community that values what makes each of us unique. Just as the best science fiction teaches us, it is our differences that help us survive, grow, and build something better together.

Whether this is your first journey with us or you've been traveling these stars for decades, you are part of what makes this universe special.

Welcome to Windycon.

Welcome to our shared cosmos.

Welcome home.

– Austin "Alchemist" Regan

Chair, Windycon 52

Welcome to Windycon 52

Sanctuary Among the Stars

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Convention Rules

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 as well as causing trouble of any sort. If it's illegal in Illinois or Oak Brook it is illegal at the convention.

These rules are specific to Windycon, and are in addition to all of the policies set forth by ISFiC, including but not limited to the ISFiC Code of Conduct.

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

- You must have your badge with you at all times in order to enter or stay in any convention function.
- You must present your badge to any member of the staff, including our door guards, who request it.
- A lost badge may be replaced at Registration for the cost of an at-the-door badge.
- 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.
- 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.
- No projectile instruments of any kind. Not real, not Nerf, nothing.
- No live steel, period.
- All bladed weapons must remain sheathed at all times except for a presentation during the masquerade.
- 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.
- 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.
- If you damage the hotel you will pay to fix it.
- We want to leave the hotel in as good, or better, condition than as we found it. They like us and we like them and we want them to invite us back.

Service Animals

- Windycon abides by the service animal requirements set out by the ADA.

Windycon observes the Federal ADA's definition of service animal. For their definition please use the following link. https://www.ada.gov/resources/service-animals-2010-requirements/.

All service animals must be registered with Windycon. When you arrive at the convention, head to Operations and inform them that you have a service animal. After your service animal is verified, as outlined below, it will be issued a Service Animal Badge at no cost.

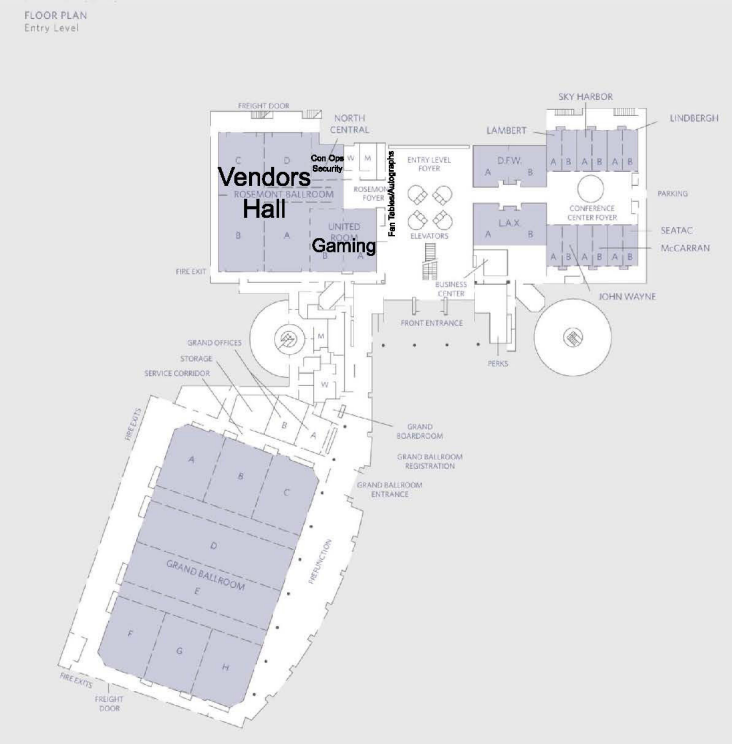
If you have any questions about service animals at Windycon, please contact hotel@windycon.org.

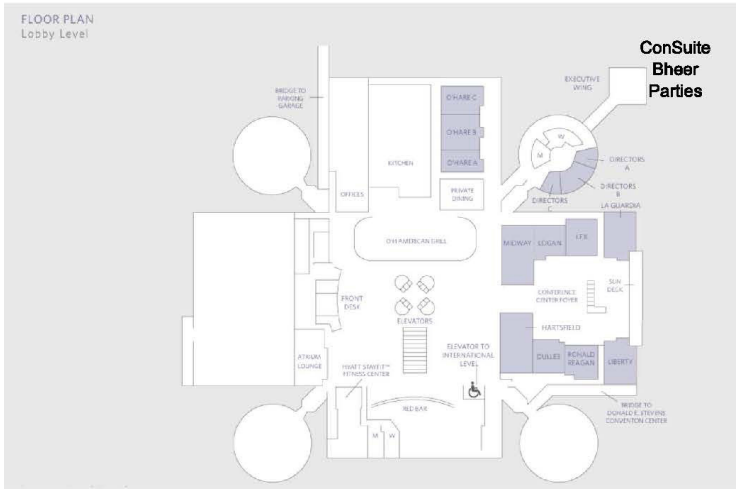
- All service animals must be registered with Windycon and have their service animal badge visible at all times.
- Only dogs or miniature horses will be recognized as service animals.
- Service animals are required to be leashed or harnessed except when performing work or tasks where such restriction would interfere with the animal's ability to perform their work or tasks.
- An animal whose sole function is the provision of emotional support, comfort, well-being, or companionship are not considered service animals under the ADA.

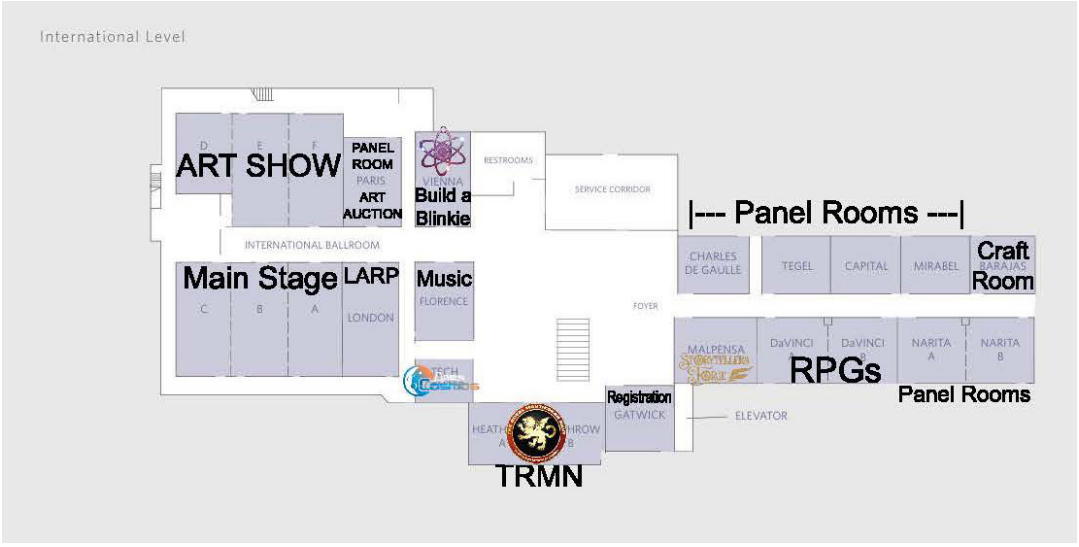
The ADA clearly defines that a service animal for neurological and psychiatric disorders must be trained to do work and perform tasks. The use of service dogs or miniature horses for psychiatric and neurological disabilities is explicitly protected under the ADA.

The ISFiC Harassment Policy can be found on Page 9. Please read it and follow it.

Map and Hours







Vendors Hall

Friday 2:00 p.m. - 7:00 p.m.
VIP's 1:00 p.m.
Saturday 10:00 a.m. - 7:00 p.m.
VIP's 9:00 a.m.
Sunday
General 10:00 a.m. - 3:00 p.m.

Gaming

Friday 2:00 p.m. - Sunday 4:00 p.m.

Con Suite

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

Saturday

10:00 a.m. - 6:00 p.m.	Open to Members
8:00 p.m. - ????	Art Auction (Paris)

Sunday

10:00 a.m. - 2:00 p.m.	Art pickup/ Print Shop
10:00 a.m. - 3:00 p.m.	Pack-Up/Check-Out

Code of Conduct

ISFiC Code of Conduct

Adopted by the ISFiC Board 2020-09-16

1. Introduction

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

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

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

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

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

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

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

2. Hate Speech

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

3. Code of Conduct

3.1 WHAT IS MISCONDUCT?

Misconduct means different things to different people. Each complaint will be adjudicated by the IRT based on the facts of the complaint. Misconduct may include any of the following, although it is not limited to this list below: Preventing any attendee from entering or participating in con events (except in accordance with con policies). Sustained disruption of talks or other events. Showing sexual images or conducting discussion about sexual topics in public spaces when the images or discussions do not allow attendees the opportunity to leave beforehand or are not presented in a respectful manner. Any activity which may endanger the event or individual attendees, regardless of intent. Intimidating, stalking, or following. Uninvited physical contact. Uninvited sexual attention. Pressuring or deceiving a person to consume any substance they do not desire. Deliberate misgendering. Making an individual the focal subject of a photograph or recording, against their consent.

(Windycon considers recording and photography of group activities to be part of the purpose for which we have come together to enjoy activities in public. There is a reasonable expectation at cons that public photos are being taken by the attendees in the public spaces of the convention. This can include panels rooms and the Con Suite.)

When photographing or videotaping individuals or costumes, use common courtesy and ask before photographing them. Respect their rights if they do not wish to be photographed or videotaped. If someone asks or otherwise indicates that they do not wish to be photographed, do not photograph them! Advocating for, threatening, or encouraging, any of the above behavior.

3.2 WHAT IS HARASSMENT?

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

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

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

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

3.3 WHAT SHOULD I DO IN CASE OF MISCONDUCT AND/OR HARASSMENT?

3.3.1 If you feel uncomfortable trying to handle a situation yourself, report the incident to the Windycon Operations office. If you feel comfortable trying to de-escalate the situation on your own, please feel free to do so in a responsible manner. We would appreciate it if Operations was still informed to help us identify any repeat offenders. If you feel threatened or unsafe, or if your attempts to resolve the situation yourself are unsuccessful, please seek help immediately.

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

3.4 SOCIAL INTERACTIONS

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

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

3.5 ATTIRE

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

3.6 MINORS & PARENTAL CONCERNS

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

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

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

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

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

4. Convention Rules

4.1 BADGES

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

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

4.2 ALCOHOL & MARIJUANA

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

4.2.2 As part of our hospitality, Windycon may serve alcoholic

beverages in the hospitality suites. There may also be other events that will do so. We require that everyone observe the law and follow these rules:

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

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

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

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

4.3 PROPS AND WEAPONS

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

4.4 SWIMMING POOL

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

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

4.4.3 If you have children, please supervise them.

4.4.4 Don't drink and swim.

4.4.5 Be courteous to other users of the area.

4.4.6 Keep your swim attire on.

4.4.7 Be safe.

4.5 GAME ROOM

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

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

4.5.3 Please respect the staff in the game room and comply with any requests or you will be asked to leave.

4.5.4 Please be very careful with our game library.

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

4.6 CON SUITE

4.6.1 Shoes and shirts are required for entry.

4.6.2 Please do not sleep in the Con Suite.

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

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

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Reporting Infractions

Adopted by the ISFiC Board 2020-09-16

What is the Independent Incident Response Team (IRT)?

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

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

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

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

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

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

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

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

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

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

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

For All Windycon Staff and ISFiC Board members

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

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

Please notify Operations after calling 911 so that convention leadership can stay in the loop.

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Dress Code

Adopted by the ISFiC Board 2020-09-16

1.The Windycon Dress Code tries to reach a balance betweenfreedom of expression, the sensitivities of all our attendees, and therequirements of the venue.

2. It is applicable to all genders and in all convention spaces.

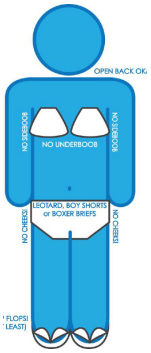
3.Windycon does not permit clothing that contains hate speech orexplicit sexual content.

4. Bare feet are not allowed. Sandals are acceptable, but being barefoot or using footpads is not acceptable.

5.No roller-wear is allowed in convention areas including but notlimited to Heelys, rollerblades/skates, and skateboards.

6. Please use the diagram on this page for a reference for the minimalcoverage to be compliant with this policy. Thanks to Colorado AnimeFest for the diagram.

7.The Con Chair always has the final word on what is and is notacceptable attire in convention spaces.



Props and Weapons Policy

Adopted by the ISFiC Board 2020-09-16

1.Overview

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

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

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

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

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

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

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

2. Weapons

2.1 Firearms and Replica Firearms

2.1.1. Real firearms are not props and are prohibited from all ISFiCm events, Windycon included.

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

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

2.2 Ammunition

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

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

2.3 Knives and Edged Weapons

Any material which can be given and maintain a cutting edge ism covered by this policy. We know many of our attendees participate in other activities where knives, swords, and axes play an important part and we have tried to balance this policy accordingly.

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

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

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

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

2.4 Polearms and Mass Weapons

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

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

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

3. Props and Special Effects

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

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

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

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

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

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Health & Wellness

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

Bottom Line Up Front

- Masks are welcome, but not required.
- Neither proof of vaccination or proof of a negative Covid-19 test will be required.

Masks are Welcome. Harrassment is Not.

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

Illness Pre-Convention

If you should fall ill before the event and become unable to attend, let us know by sending an e-mail to registration@windycon.org. Windycon will roll-over your membership in full to 2025 and work with you and the hotel in canceling your hotel reservation up to the day of check-in.

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

Illness At Convention

If you should fall ill at the event, you are asked to remove yourself from the convention area. If you do so voluntarily, Windycon will roll-over your membership in full to 2025 and work with you and the hotel if you need to vacate early.Failing to remove yourself voluntarily or when asked by Convention Staff will be considered a violation of our Code of Conduct and any necessary action will be taken to protect the remaining attendees. If you have any questions about this policy, please email registration@windycon.org.

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 theinappropriate behavior to the person(s) involved. Often this will solve the problem immediately.
- If you do not feel comfortable talking with theperson(s) involved, or if talking to them doesnot resolve the issue, please report the situationimmediately to any ISFiC/Windycon event coordinator (i.e., Windycon Operations, Security, the Windycon Chair, Vice-chair, Members of the ISFiC Board, Con Ombudsman, or to harassment@isfic.org).

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

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

What's an ISFiC?

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

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

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

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

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

As with many fannish actions, there was also an ulterior motive. ISFiC's founders, notably Larry Propp, Mark and Lynne Aronson, and Ann Cass, very carefully crafted things as a staging ground to prepare for a WorldCon bid.

Their idea was to have Windycon not only publicize Chicago's name, but also to act as a training ground for local fans in preparation for a Worldcon bid. The other ISFiC founders, including Jon and Joni Stopa and Mike and Carol Resnick supported the idea. Chicon IV, the 1982 World Science Fiction Convention, came to fruition as a result of this—although subsequent Chicons have been separately incorporated and were not directly affiliated with ISFiC. The early Windycons grew rapidly under such chairmen as Mark and Lynne Aronson, Larry Propp, Doug Rice, and Midge Reitan. Most of the Windycon staff worked on Chicon IV, and learned even more from that.After Chicon IV, there was a lot of reassessment of both Windycon and ISFiC. Having built an ongoing committee that could run Windycon from year to year (at least, as much as any local group can be said to do that), ISFiC looked for other ways to promote Windycon and science fiction in general. As a 501(c)(3) corporation, ISFiC has sponsored a number of activities, including loans and grants to other local science-fiction conventions, its own small press, ISFiC Press, and even an annual summer picnic, Picnicon, where fans gather to enjoy—with any reasonable luck!—some of Chicago's fine summer weather in the great outdoors. (Picnicon has been sadly suspended due to COVID the last few years, but has resumed as of 2024)

As a member of Windycon, you are a member of ISFiC. The ISFiC Board of Directors meets every year at Windycon (and usually at Capricon) and everyone is welcome to attend the meeting, although if you're not reading this until the con, you may need a time machine, as the meeting was on Thursday night, because so many of the Board members are busy working the convention. Our Board has nine members, three of whom are elected each year to a three year term by a vote of the sitting Board. Any Illinois fan is eligible to be elected—our current longest serving member of the Board was elected to the Board when he walked into his first meeting to see what ISFiC was all about. So come by and see what it's all about. You never know what will happen!

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

ISFiC Photo Policy

Last updated by the ISFiC Board 2025-10-09

When you enter an ISFiC/Windycon event or program, you enter an area where photography, audio, and video recording may occur.

By entering the event premises, you consent to interview(s), photography, audio recording, video recording and its/their release, publication, exhibition, or reproduction to be used for news, web casts, promotional purposes, telecasts, advertising, inclusion on websites, social media, or any other purpose by ISFiC/Windycon and its affiliates and representatives. Images, photos and/or videos may be used to promote similar ISFiC/Windycon events in the future.

By registering for the event, you release ISFiC/Windycon, its officers and staff, and each and all persons involved from any liability connected with the taking, recording, digitizing, or publication and use of interviews, photographs, computer images, video and/or sound recordings. By entering the event premises, you waive all rights you may have to any claims for payment of royalties in connection with any use, exhibition, streaming, webcasting, televising, or other publication of these materials, regardless of the purpose or sponsoring of such use, exhibiting, broadcasting, webcasting, or other publication irrespective of whether a fee for admission or sponsorship is charged. You also waive any right to inspect or approve any photo, video, or audio recording taken by ISFiC/Windycon or the person or entity designated to do so by ISFiC/Windycon.

RefugeeOne

Honored Charity Organization

refugeeONE

Since 1982, RefugeeOne has welcomed more than 22,000 refugees from every major world crisis, including Rwandans fleeing genocide, Jews from the former Soviet Union, the Lost Boys of Sudan, Syrians displaced by civil war, Afghans who escaped the Taliban, Ukrainian families fleeing Russia's invasion, and more.

Every year, RefugeeOne serves more than 2,500 refugees, asylum seekers, and immigrants of all ages, ethnic groups, faiths, and backgrounds. Our primary focus is to assist these resilient individuals in becoming independent, self-supporting members of their new Chicagoland community.

We provide holistic services (housing support, English language training, mental healthcare, employment coaching, youth programs, dental care, and more – at no cost to program participants!) to help newcomers build flourishing lives in Chicago.





Our Mission

Creating opportunity for refugees fleeing war, terror, and persecution to build new lives of safety, dignity, and self-reliance.



Scan for More Information

In Memory Of Tho

Fan **Darlene Maldonado** (b.1959) died in early October 2025. Maldonado was active in Chicago fandom.

Reviewer and fan **Sue Granquist** (b.1966) died on November 18, 2025. Granquist began writing for Black Gate with the third print issue and eventually wrote the "Goth Chick" column for the online version of the zine for 16 years.

Author **John Varley** (b.1947) died on December 10, 2025. Varley began publishing in 1974 with the stories "Picnic on Nearside" and "Scoreboard." His first novel was The Ophiuchi Hotline. Varley won the Hugo and Nebula for the novellas "The Persistence of Vision" and "Press Enter []" and a Hugo for "The Pusher." Varley was an ISFiC special guest at Windycon XIX.

Actor **Gil Gerard** (b.1943) died on December 16, 2025. Gerard starred in Buck Rogers in the 25th Century. He also appeared in Star Trek: Phase II, Reptisaurus, and E.A.R.T.H. Force and provided voicework for Transformers: Robots in Disguise. Gerard was scheduled to be a guest of honor at Windycon 32, but was kept away by illness.

Author **Lee Martindale** (b.1949) died on March 10, 2026. Martindale began publishing short fiction in 1992 and edited the anthology Such a Pretty Face. She issued four collections of her writing. A long-time director of SFWA, she received the Kevin O'Donnell, Jr. Service Award in 2019 and was active in the SFWA Musketeers. Martindale was toastmistress at Windycon 46

Artist and author **Joe Bergeron** (b.1955) died on March 14, 2026. Bergeron did cover art for NESFA, ISFiC, and Asimov's. He wrote the Endurian Universe novels as well as The Bronze Portal and The Way of an Eagle. Bergeron was also an amateur astronomer. Bergeron was guest of honor at Windycon 38.

Comic author **Len Strazewski** (b.1955) died on April 27, 2026. Strazewski worked on Starman, Justice Society of America, Phantom Lady, and Street Fighter II. He created Prime and Jesse Quick. He taught journalism at Columbia College Chicago.

ose We Have Lost

Author **Charles Ott** (b. 1949) died on June 3, 2026. Ott was a co-founder of Chicago's Moebius Theatre, penning plays, comedy sketches, and acting in the troupe. He published stories in Analog and Vertex, along with three novels. he was a frequent participant at Windycons and Capricons.

Author **Jane Yolen** (b.1939) died on June 11, 2026. She wrote books and novels for all ages, including Briar Rose, How Do Dinosaurs Say Goodnight?, and The Devil's Arithmetic. Yolen won two Nebula Awards, a World Fantasy Award, and was named Grand Master by the SFPA and SFWA and a Lifetime Achievement from World Fantasy. She served as SFWA President from 1986-8. Yolen was the Fantasy Guest of Honor at Windycon XIV.

Fan **Tim Banovitz** (b.1972) died on June 27, 2026. Banovitz served as the Marscon head of safety and volunteered at other Wisconsin, Minneapolis, and Chicago conventions.

Fan **Glen Boettcher** (b.1952) died on June 29, 2026. Boettcher was active in Wisconsin fandom and a frequent attendee of Windycon, where for many years he arranged a forthcoming attraction presentation of upcoming films.

Fan **Karen Lundquist** (b.1951) died on July 18, 2026. Lundquist was a lifelong Doctor Who fan and founded Madison, Wisconsin's first Doctor Who club in 1983. She helped run Chicago TARDIS.

Fan **Ben Liberman** (b.1949) died on August 25, 2026. Liberman was active in Chicago fandom and was the network manager and ran the internet lounge at Chicon 2000.

Fan and Staff **Myron Deutch** (b. 1947) died on September 20, 2026. Not only was he an attendee but worked the consuite of conventions for over 20 years. He welcomed everyone and was willing to do anything to help. Fandom ran through his blood, and this created many everlasting friendships. His smile will be remembered, and his memories will live on.

Mary Crowell

Guest of Honor



Did you know it is really hard to write a bio about one's self? It is—especially when the intent is conveying to others what you are like as a person. Suddenly, it's time to be shy. But here goes:

I am a musician, although I didn't intend to do that as my major or my profession. I wanted to be a chemist like my dad. And as part of cleaning out our parents' house, I have just finished scanning several science fair papers from high school—all about tall fescue grass and slow release fertilizers, and then some silica gel chromatography. Chemist however, is not where I landed. My chemistry professor Dr. Katz (a cello player) quickly realized my heart was elsewhere—in the practice room learning Rachmaninov on the piano (often improvising jazz instead of Rachmaninov), in choir, in the wind ensemble room. And she gently suggested that music was my calling—not chemistry.

I am not supposed to focus on accomplishments, but suffice to say I went many years to school and have degrees in music. I love teaching it, playing it, singing it, and composing it. But I also am a HUGE Dungeons and Dragons nerd. That same chemistry professor was astonished to learn from me and her other students at her retirement party that yes, we were still playing that game and "hadn't outgrown it when we graduated." I met my husband Wesley (31 years of marriage!) through Dungeons and Dragons, and so many of our friends (as well as our daughter, Lily) are gamers. Or writers. Or musicians. Or gamers, writers, and musicians. Or gamers that hang out with musicians and writers. You get the idea. A thing I love about music, writing, and gaming is that they are conversations—even improvisations. One of my favorite things to do is 'make it up as I go along.'

I am a filker of course and was one before I even knew what that meant. I enjoyed LARPing (live action role-playing) in the late 1990's and early oughts with the North Alabama Chapter of the International Fantasy Gaming Society. I had been making up songs about things that happened in our various adventures and then performing them as a bard character in our room games. My friends Karen Murphy and John Brewer told me about filk music and how I absolutely had to come with them to GAFilk convention and hear Tom Smith. And that is how I was introduced to the filk community in January of 2001. How absolutely brilliant, that Tom Smith is Windycon's Special Guest this year! It feels absolutely perfect.

Also at that very first GAFilk I met Brenda Sutton, Teresa Powell, and Gwen Knighton of Three Weird Sisters. Their music absolutely enchanted me and was a big reason I decided I had to go to OVFF later that same year. I remember getting to know Gwen on live journal and asking her to tell me about everyone I had met at that first GAFilk so I could commit their names, faces, and musical styles to memory for when I got to see them at later conventions. That next GAFilk the Concom invited me to perform on the hotel's grand piano at their banquet and made me feel very pampered indeed with a brandy snifter jar and a wonderful audience that readily sang along as soon as they got the chorus memorized (which was super fast!)

That next year I started going to house filks where not only would I hear everyone's new songs but we would improvise together on each other's material. I loved jamming and that's how Play It With Moxie, GAFilk's banquet band was created. I also joined Three Weird Sisters a few years later when Gwen moved abroad to marry and live with her beloved Joe Raftery. All four Three Weird Sisters to get to perform together when we can all be in the same place. That happened recently at Filk Continental in 2024. We live pretty far away from each other these days, but three of us realized we can all be here at Windycon this year and we are very excited to play for you!

Andrew E.C. Gaska

Guest of Honor



The multiple ENnie and UKGE Award-winning lore and adventure writer for the Alien Roleplaying Game from Free League Publishing, Andrew is a book designer, franchise consultant, game developer, and sci-fi author with over twenty years of industry experience. He served as creative director and lead writer for the Carbon Grey RPG and the Role-Playing Game of the Planet of the Apes, published by Magnetic Press. The narrative director for Terminator and T2 RPGs from Nightfall Games, he has also written for the Transformers RPG from Renegade Studios.

Andrew's prose and graphic novel work includes Planet of the Apes, Buck Rogers, and the Choose Your Own Adventure series. His two Space: 1999 graphic novels have just received a 10th anniversary edition re-release. For many years, Andrew was a visual consultant to Rockstar Games on projects such as Grand Theft Auto and Red Dead Redemption. Later, he became a franchise consultant for Twentieth Century Studios, where he developed in-house bibles for the Alien, Predator, and POTA expanded universes.

For fifteen years, he wrote alongside his feline partner, Adrien. Recently ascended to the immortal plane, Adrien now lives on in Drew's work.

Tristian “TrisRex” Johnson

Guest of Honor



Monster and Filmmaker TrisRex was born and raised on the SouthSide of Chicago, where he was enamored by monster movies, comics, and action figures at an early age. He’s known for his dark and dramatic take on well-known DC Comics characters paired with horror elements such as his take on Swamp Thing and 2021’s Red Lantern Lord Atrocitus. In 2023 he proved to be a true visionary and world builder with his larger than life ALIENS: RESURGENCE project featuring 2023’s standout, The Empress Alien.

His grotesque and organic style has landed him on the cover of Cosplay Alliance and Art Materials Retailer Magazine with appearances on ABC 7, FOX 32, Cinema Makeup School, Dread Central, DC Comics, Shortboxed, Make Magazine and many others. To stay connected with the community, Rex can be found at comic and horror conventions around the country hosting panels, teaching workshops, and judging cosplay competitions while sharing his love for the art. As of late, his exploration of practical fx and foam fabrication, segwayed the mad scientist into the world of film where he displays his horde of talents in his 2025 short, ALIENS: RESURGENCE (For The Hive).

Jason Spisak

Guest of Honor



Jason Spisak's successful acting career spans more than 29 years. Jason has created the voices of Silco in Arcane on Netflix (Emmy for Best Animated Show), Batman in DC Hight Volume Batman, The Joker, in Batman Hush, Lux Bonteri and Cristo on "Star Wars:Clone Wars", The Lego Joker in two Warner Brothers Animated movies, Kid Flash/Wally West on "Young Justice", Scorpion in Amazing Spider-Man and Spider-Man for PS4, the Voice of the disembodied Silias for "Vampire Diaries" on CW, Justin Hammer in Disney XD "Avengers Assemble", Silico on "Power Puff Girls", Paralon in "Transformers" and loads more. Jason has also brought to life many famous game characters, including Scorpion in "Spider-Man" for PS4-PS5, Penguin/Oz in Telltale Games Batman, Vulpes Inculta in "Fallout: New Vegas", Lust in "Darkseiders 3", Bartz in many "Final Fantasy" titles, Penguin/Oz in Telltale Games Batman, Dante in "Uncharted: Golden Abyss", Marty in "Mafia 2", Jester in "Socom Navy Seals", in game Spyro in "Skylanders", and had roles in "The Last of Us", "Guild Wars 2", "Xenogsa", "Tony Hawk Underground 2", "Vampire: The Masquerade - Redemption" all the way back to "Renegade - Command and Conquer"! His love of character creation has enabled him to be part of some of the most amazing works of created on screens and in games. A Game Master and Player in the world of Dungeon & Dragons for decades and now part of the live performance group the "Scoundrolls", where he originated the character Grim (Gimrune Brineaxe), Jason has also been able to share his passion for imagination, comedy and fun with the tabletop world. He is humbled to be lucky enough to work with some of the most amazing producers, writers and actors working in the business, now and for years to come!

Tom Bacon

Guests of Honor



Tom is a digital artist from Illinois, living in Chicago, but grew up in the suburbs an hour away. He lived a simple life in a regular town, nothing special about it, but it had the necessities; bike trails, video rental stores, lifelong friendships, pretty dang good pizza.

He always loved to draw, some of his earliest work was his knock off superheroes he made inspired by Superman and the X-Men. He would draw comics in notebooks and then staple them together, giving them that 90's comics era look of "1st Spectacular issue" insignia in the top corner. He partnered with friends to draw various comics about superheroes, henchmen and vigilantes.

In high school Tom focused on recreating other art and imagery, unable to really hone his own style, so he experimented with inspiration from comic art, band logos, album art and skaters. He really, really loved drawing skateboarders in motion from skater magazines for a year or two, while also having a short obsession with Sublime music.

With the support of his family, Tom went to a private art college. Up until then, Tom hadn't tried digital art. It was a rough go at first; the tools and craft he was used to wasn't something he'd mastered, and now digital was a whole new universe to explore. He continued creating stories, and art with his best friend and roommate, still believing he wanted to be a comic artist.

College was a process of elimination, starting with dreams of making comics and animations. However by graduation, he'd settled on 2d-motion graphics and comic art, which coincidently, got him into a paid 9-month contract on the fighting game franchise, Mortal Kombat. It was a struggle, it was overwhelming, and he was way over his head. He found himself on the Cinematics team, re-learning film theory, camera setup, and 3D animation. It was a gig that forced Tom to wear many hats, and follow instruction from multiple bosses. What he learned was that in a big studio, you're a cog in the machine, and you've got to move your part of the machine, and you adapt every time they assign you a new task or project.

Eventually, there was no full time gig at the end of the 9 month contract, and Tom was back to looking for work wherever he could. He struggled, he was broke, he got dumped and his apartment lease was up. He had to move back home with his parents, and had to find something to pay his bills. He picked up gigs coloring indie comics, part-time retail work, and part-time graphic design.

Thankfully, NetherRealm Studio called him back the next year for another 9 month contract gig. He was back on the Cinema team, to make cinematics for Injustice, the DC comics fighting game. The team was warm and welcoming to Tom's return, but the best part was reacquainting with his classmate from art college and future wife in the cubicle behind him. He and Steph became friends, and a couple years later, madly in love. In that time Tom struggled to find his footing, as an artist. After the NetherRealm contract ended, he went into retail work again just to earn some health care and a consistent wage. He was also taking on freelance jobs still as a Comic Colorist and started getting into conventions, making fan art and doing commissions. That ended up being a more fulfilling path than the studio or freelance jobs, and led to many partnerships in working with Hawaiian and local Chicago indie comic creators.

Having never mastered traditional figure or comic art, Tom instead leaned on his use of color in his work. Storytelling in his colors became the focus as he continued working with several artists on comics.

In the beginning of 2018, something clicked, or crashed? Tom hit a wall, as he was trying to make new fan art for the upcoming convention season, and he realized he was uninspired, and once again just making "art" just to make it, not for the love of art. He randomly had watched a pixel art tutorial and really was attracted to the use of fewer colors and the focus on values, instead of line work.

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Megen Leigh

Special Guest



Over the last several years I've been on a journey of self discovery through art. I have experimented with a variety of styles and mediums trying to find that one thing that defines me as an artist. I've come to the conclusion that I'm never going to stop evolving and experimenting. The journey is what keeps me going. Watercolor painting was my nemesis. I was used to pen and ink sketching which can be very tight and controlled. Exploring watercolor has been an exercise in letting go of some of that control. I can just play, let the colors flow and blend, let things take shape organically. I've since come back to ink, and find myself trying to bring the flow and freedom of watercolor with me, which has been fueling my abstract work. My pieces range from realistic to whimsical to abstract but all with an eye towards what's hidden in the world around us. One thing all of them have in common is that they all started out from that mindset of experimentation, imagination and spontaneity. My mood, my thoughts, my surroundings all inform what I lean into and what I leave alone. I use bold bright colors and imaginative scenes that evoke fairytale-like wonder, while creatures and monsters often appear within the scenery I create organically. I enjoy hiding small details and hints of stories throughout my pieces, so often the closer you look the more you see.

As the daughter of a science fiction writer, I grew up in the science fiction and fantasy community. This community has been the village that helped raise me and heavily informed the kind of person Ive become. I also grew up always being encouraged to explore my creativity and express myself through art. I found myself constantly drawing fantasy creatures and characters, doodling dragons in the margins of all my textbooks, and creating characters for stories I was writing in my head. As I got older, I got into theatre and sports, but kept drawing. I always had a pen or pencil on me and a sketchbook close at hand. At some point I convinced myself that I didn't want to make art my career because I didn't want to take the fun out of it for myself. I got more concerned about what other people might think about my sketches and stopped showing people what I did. Imposter syndrome is real and can be crippling. I stopped practicing, stopped sketching, threw myself into trying to be an "adult". I stopped creating, and though I didn't realize it for a while, I had closed off a big piece of myself.

I graduated college with a Bachelor's of Philosophy. This doesn't exactly immediately illuminate a career path and I was burnt out on academia so going for an advanced degree was off the table. The daily grind of the retail world took a toll on my self worth and confidence. Something big needed to change. My wife convinced me that I needed to find a creative outlet and challenged me to start drawing regularly again.

Shortly after, I started volunteering as an artist mentor with a group of artists with various developmental disabilities and discovered a passion for working with this population. Being in a space regularly with a whole bunch of other people making art, especially a space where reactions are genuine and without judgement, pushed me to create more myself and find my voice. Since then, Ive had my work in several exhibitions around Columbus, OH, including a solo exhibition titled Deconstructing Nature at the the German Village Society. Ive participated in a number of juried arts festivals, including the Columbus Arts Festival and earned an Artist in Residency spot at High Road Gallery and Studios in Worthington, OH. While I still feel like a newcomer to the professional art world, Im excited to be here sharing my work, my process, and myself with all of you.

This weekend at Windycon, I'll be hosting a fun painting party & a monster painting workshop (come get creative with us).

Bill Higgins

Special Guest



I'm Bill Higgins. In thinking how to tell you about myself, my mind keeps returning to one theme: A love of books. Books opened doors. When I've wondered about anything, I've sought, and often found, a book about it. It follows, therefore, that libraries were miraculous. I spent my grade school years gobbling down all available library books about spaceflight, astronomy, physics, and engineering. My library card was limited to children's books, though. Once the magical key to the Adult Section Of The Public Library was in my hand, I spent my adolescence combing through the much larger collection. Not "the" library, exactly. Multiple branches. Branches that might hold books the nearest branch did not. Bicycle or buses could take me there. On trips to the Main Library downtown, I would check out twenty or thirty books at a time. Which I would need to carry to the bus stop, several blocks away. I developed a technique: I was usually borrowing one or more big flat books, full of art or photos. I'd arrange smaller books, which were the majority, into two columns side by side on my big book. This pile could be comfortably carried down the sidewalk. In fact, I found that I could rest one edge of the Big Book on my hip, securing my load with a single hand. Over several years of Main-Library-raiding, I became pretty good at this. And I also began to buy books. Sure, my budget was limited—but the Yellow Pages listed USED bookstores. Which, by bike or bus, I began to explore. As the son of a thrifty Scot (I know this is a stereotype. But my dad really was a thrifty Scot.), my spending was careful, yet my stash of paperbacks grew. Used bookstores became a lifelong habit. Once, we humans were hunters. Glimpsing our quarry would trigger a release of dopamine, and a consequent jolt of pleasure. Me, finding a nice book on World War I zeppelins for a bargain price? The same. Among my treasured memories are of shopping in used bookstores with friends. You'd keep an eye out, not only for your own interests, but for subjects you knew your buddies liked. There'd be chatter from aisle to aisle as your gang combed the towering bookshelves. You might pull down a book and examine it together, discussing the merits of buying it. If someone found a much-sought title, you'd share the joy together. One time, visiting friends in Lafayette, Indiana, we went to a big bookstore. They were having a sale:

ALL THE BOOKS YOU CARRY WITH ONE HAND, FIVE DOLLARS. Wow.

Being in a college town, they had plenty of interesting books. My two friends gathered small piles. I found I had gathered a large pile.

One of my books was a big flat book.

I began to hunt for another Big Book. Frankly, there were no coffee-table books there I really wanted to own. I could settle for an uninteresting book, though, as long as it was big. I settled on MODERN SOYBEAN PRODUCTION. It had excellent color photos of soybeans and soybean farms.

Now I had two base books. I urged my friends to join their piles to mine. They were skeptical, but they did. I assembled two sets of two columns of books, each resting on its base.

Squeezing a ten-dollar bill between two fingers, I picked up one assembly with my left hand, resting one end of the big book on my left hip.

I picked up the other assembly with my right hand, resting it on my right hip.

The bookstore employees had never seen anybody do this. Would I qualify for the sale?

Fortunately, they were in a generous mood. I gave them my ten. We walked out of there with over forty, perhaps fifty books.

That is how I used a skill I had developed years before, on those long walks to the bus stop, a skill Lafayette, Indiana had never seen.

That is also how I came to own a handsome copy of MODERN SOYBEAN PRODUCTION.

I'm Bill Higgins. I love books.

Rick Heinz

Special Guest



What else can be said about this person that hasn't already been uttered in hushed murmurs from within hidden shadows by Eldritch Beings commiserating on how to remove the pesky thorn in their sides known only as... "Rick"?

For starters, I can say Rick Heinz is a damn fine storyteller, friend, and all-around human being. We'll get to the storytelling and writing credentials in a moment, but let's focus on Rick the human. In my personal experience with Rick, he has shown himself to be a truly genuine person who just wants everyone around him to be happy and successful. Don't let the gothy exterior fool you, Rick is a golden retriever in the skin of a human (he's going to be so annoyed with me for saying that, but I'm keeping it in).

When it comes to collaborating with Rick, the first thing you will notice is the guy is an absolute workhorse. If he tells you he's going to write 5,000 words by Thursday, expect to get 5,0001 words by Wednesday. The second thing is, he looks out for his people. I've personally witnessed him fall on his metaphorical sword more than once to protect people on his team. Another example of this mentality was on full display during our crowdfunding campaign for The Black Ballad:

Rick built in multiple stretch goals that only existed to give raises to our freelance collaborators. That was it. Nothing for us or for the studio. It was purely a small pay bump for the team. At Storytellers Forge, we want to make sure everyone else: the customers, the community members, and the professional collaborators get taken care of first whether it be due compensation or owed content. Them first, us last. Because there is no Storytellers Forge without those people. I give Rick the lion's share of credit for setting that tone.Speaking of work, let's talk about Rick's contributions to the creative world. We have to begin with The Seventh Age novel series, because really that was the vehicle in which Rick really entered the professional writing space. It was also part of how he and I connected in the first place, as both our debut novels came out from the same publisher relatively close to one another, which led to us meeting at a book signing. So for that alone, The Seventh Age will always be one of my favorite series. So far, Rick has released The Seventh Age: Dawn and The Seventh Age: Dystopia. And for those of you reading this who are already fans, I've got a scoop for you... come closer... Book 3, also known as The Seventh Age: Decay has been written and is currently in the beta reading phase (Shhhhh, you didn't hear it from me). This series is a veritable smorgasbord of urban punk fantasy delights. Then of course we have Rick's prolific work in the Tabletop Gaming universe. He has written dozens of articles on a wide array of TTRPG-related topics for numerous institutions including Nerdist and Geek & Sundry. He has worked as a professional Game Master for events like RPG in a Castle. Rick has co-authored multiple epic TTRPG campaign books such as The Red Opera, The Black Ballad, and the currently in-production Festival of the Forgotten. Rick has also written the official TTRPG adaptations of major franchise properties such as The Crow and Universal Soldier. And, with the launch of The ST Forge podcast, we can add "podcast host" to Rick's list of roles and responsibilities. I wish I could spill the tea on all the incredible projects Rick Heinz has in store for the future. But I won't. I've already said too much. You're just going to have to stick around and enjoy the ride. I know I am. Pat Edwards, Co-Founder of Storytellers Forge

Tom Smith

Special Guest

A Depreciation of Tom Smith

Robert L. Rede



Tom Smith learned his craft at the knee of Lefty Wilson, a one armed filker who was so-fast he could play all the difficult bits. After besting Wilson in underwater filk composition, Tom left his apprenticeship (without killing a single youngling) and took his rightful place as a Master Filker. Tom immediately had a guitar grafted to his body and bionic fingers implanted, gaining him the title of the "World's Fastest Filker."

In 1986, Tom took Larry Niven's essay "Man of Steel, Woman of Kleenex" to heart and composed the song "Superman Sex Life Boogie" at Ohio Valley Filk Fest (OVFF). It won him his first Pegasus Award. It was only the first of many. Fourteen at last count, including three in 1991.

Tom is a fan. He shows his fannish love by writing songs about the works that speak to him. You can catch up on all of Babylon 5 by listening to "Five Years" or learn the cast of Firefly with "I'm on Firefly." If you share his love of old films, there's "When I Grow Up, I Want to Be Peter Lorre" (another Pegasus winner). Of course, who can forget "The Ballad of Jedi Clampett."

Although Tom, or, as I like to call him, Tom, is known for his humorous songs that use pop culture as a starting point and tack on an almost Dalíesque sense of the surreal, he has also written masterpieces such as "A Boy and a Frog" and "Honey Baked Ham," which will leave even the most rock-hearted listeners broken down. He can write love songs such as "Rich Fantasy Lives" and "The Ballad of Rupert."

You can often find Tom at conventions, not just in the Midwest, but throughout the country. A mainstay at Windycon, he has also attended Capricons, He can also be found at OVFF, Dragon Con, various Worldcons, and numerous other conventions. In 2015, he was one of the guests of honor at Sasquan, the 73rd World Science Fiction Convention.

Challenging himself, he decided to take suggestions of comic book style titles to create a filk opera, The Last Hero on Earth in twenty-four hours. He asked for suggestions, chose twenty of them including "Behold the Crossing Guard," "Romance of George and Al," and "Mad Scientists United" to create a rock opera with a plot. Someday, someone should create animation to go along with the album.

Tom has also written holiday standards, including the official song for "Talk Like a Pirate Day," the Thanksgiving anthem "So, Thanks," and the Christmas carol classics "Ultimate Ultimate Christmas" and "We Need A Little Krampus." In the tradition of musical satirists, he often unleashes his frustration with the political world with songs that skewer the hypocrisy, greed, and dishonesty of politicians and pundits.

By this time, you're asking yourself where you can hear these and other songs. Since you're at Windycon, you can go to Tom's concerts and the open filk. When he isn't playing, he'll have a big stack of CDs you can buy (because Tom understands that some of us love our old physical media). However, since in all probability you're not reading this until after the con is over, you can also head over to Bandcamp (https://tomsmith.bandcamp.com/) and buy his music at your convenience.

Kristin and Andy Looney

Special Guests





Kristin Looney wore many hats in her youth—Fermi Lab student at 14, 5th fastest Rubik's cube solver in the country at 16, NASA computer engineer at 20, manager at a startup satellite company at 23. She's always been a nerd. But starting a game company with NASA co-worker (and husband) Andrew Looney in her mid 20's showed that she truly is a little looney! And the world is all the better for it. For the past 30 years, Kristin has been the CEO and fearless leader of Looney Labs, makers of Fluxx, the Looney Pyramid system, and many more crazy entertaining games. She is tons of fun to spend time with. Whether she's playing games, telling amazing stories, creating an impromptu craft project, or racing you on solving the Rubik's cube, she's never more herself than when surrounded by people. She'd love it if you found her at WindyCon!

Andrew Looney met his wife Kristin when they were both working at NASA in the 1980s. Together, they started Looney Labs, which publishes Andy's many creations, the most popular of which is Fluxx. His other hit games include Loonacy, Chrononauts, Just Desserts, Get the MacGuffin, Aquarius, Seven Islands, and Pyramid Arcade. If you can beat Andy at his favorite game, Homeworlds, he will give you a medal. Andy loves traveling the country in his customized box truck and often attends Burning Man. Andy is a hippie, a trekkie, and a caveman. Some people even call him Emperor of the Universe.

Recently, I have been asking people "What's giving you a glimmer of hope and energy lately?" - If you're at WindyCon, you're going to answer: Kristin and Andy Looney.

For 30 years, their game of Fluxx has brought laughter and joy to people all over the world by creating a game that's about change and a little bit of chaos. It's really the embodiment of who Kristin and Andy are.

Colorful as a set of their Pyramids, to hang with them is to be taken on a journey of playful discovery that's rooted in connecting together.

Other than my now husband Keith, Kristin and Andy were the first professional game designers I ever met 17 years ago. They are an inspiration to me as independent creators owning the process from idea to your table. No ideas being changed to fit a corporate agenda - just the thruline of well thought and unique game design honed to provide maximum delight right into your hands.

You don't have to ask what they would do with their one wild and precious life - they are living it. So be on the lookout for the two hippies in lab coats at this WindyCon, you'll find a moment of glimmer while learning some delightful games that make things in flux feel downright delightful.

Spinneret

Special Guest



Spinneret is an award-winning Indianapolis cosplayer and master-level competitor whose work combines meticulous historical detail with high-tech embellishment—anchoring an imaginary future in a real past. Her builds draw on a wide range of skills she loves to teach at her how-to presentations: sewing, dyeing, beadwork, thermoplastic shaping, LED programming, computerized machine embroidery, and whatever else the project demands, from magnets and PVC pipes to floor mats. (When she realized what she could make from aluminum automotive fuel line tubing, she invested in a blowtorch.) She's especially fascinated by the traditional clothing of Japan, Central Asia, and Eastern Europe, and many of her cosplays re-imagine famous fictional characters in other times and places—Poison Ivy as an elegant but deadly Meiji-era geisha, the trolls of Homestuck as Cossack cavalry, and more. (Her cosplay name "Spinneret" was inspired by her love of textiles, spiders, and Cossack-style sword spinning.)

She has earned numerous Best in Show awards and regularly emcees and runs cosplay events, giving cosplayers at every level a chance to learn new skills and a spotlight to show the world what they've done. Whether she's walking a stage or standing at a workshop table, she's a passionate advocate for the idea that cosplay is for everyone — that you don't need a Hollywood budget to create something extraordinary, and that the best part of the hobby is the community of makers you learn from and alongside.

In her secret identity as SF author Tracy Canfield, she wrote and programmed the interactive novel I, Cyborg for Choice of Games, in which you play a cyborg starpilot searching for a spare part to keep your obsolescent body running. Her short fiction has appeared in numerous magazines and anthologies, including Analog, Fantasy Magazine, and Strange Horizons.

She holds a PhD in computational linguistics, with a focus on the sound systems of human languages—a passion that started, as these things do, when she bought The Klingon Dictionary so she could write a machine-translation assignment in Klingon and be a smartass. One thing led to another: the assignment ballooned into a project so big it became her first qualifying paper, the teasing from colleagues was temporary. Eventually, an email arrived asking "Do you have a valid passport and can you send us a recording of yourself speaking Klingon?" which led to a trip to Australia so she could record the Klingon audio tour for Australia's Jenolan Caves and the title of "Klingon scholar" bestowed by CNN. She's also one of the voices on LingQ.com's Esperanto course, and she's especially fond of constructed languages ("conlangs") from Esperanto to Tolkien's Quenya and Sindarin.

In grad school, she organized the First Annual Symposium in Pirate Linguistics, featuring genuine academic papers on why pirates say "aarh" and the origins of words like saloon and doubloon—an event that, to everyone's pleasant surprise, NPR found newsworthy enough to send a reporter to. She lives in Indianapolis with her husband, cosplayer Reynard Captor, and their cats, Nepeta and Meulin, who have never once helped with a build but remain confident they could if they wanted to.

..... TOM BACON Continued

He opened a new document in photoshop and just started messing around with pixel art in black and white...and then it clicked for real. Something sparked inside, the drive was back, the world was turning. He went with the flow in the piece and created a simple crevice, a crack in the ground, spinning a mystery into thin air about why the crack was there and where it led. What was down there? From there he would create strange foreign worlds below the surface of the earth in a limited color palette, all in pixel art, evoking classic games he'd grown up with.

Creating the art was like continuously creating a new room to explore in a house, and there didn't need to be any end. Something else started to happen as he created more of these works, other artists were complimenting the work, and he was getting more attention at conventions with this original work.

During this time, Tom had also been getting into synthwave and vaporwave music and aesthetics, inspiring him to use the pixel art style to create colorful cityscapes. He rolled all these new synthy and cyberpunky cities into a series dubbed "Synth City."

Today Tom is continuing the exploration of his "Below Earth" and "Synth City" art series, and is focusing on combining them into a narrative art book called "Below Earth: A Pixel Expedition."



Bheer Suite & Con Suite

- **Karol's Den of Iniquity** (ConSuite)

  Every good convention needs a place to refuel, recharge, and indulge in a little iniquity. Karol's Den of Iniquity is Windycon's Consuite, offering attendees a welcoming place to grab some snacks, refreshments, and a much-needed break from the convention whirlwind. Stop in, relax for a while, catch your breath, and enjoy a little sustenance between panels, games, parties, and adventures. Whether you're looking for a quick snack, something to keep you going through the next round of programming, or simply a place to sit and regroup with friends, the Den is here for you. Come for the snacks. Stay for the questionable company. After all, what happens in the Den of Iniquity is probably best left out of the program guide.

- Friday 2:00 p.m. -1:00 a.m.
- Saturday 9:00 a.m. -1:00 a.m.
- Sunday 9:00 a.m. -3:00 p.m.

Our Bheer Suite, will be providing you the same Beer and Cider that you have come to enjoy at Windycon, And this year our Bheer Suite has its very own Sponsor, Flipside Brewing. Please follow the rules below.

Bheer Suite- *Room 2040*

Beer & Cider Rules

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

2. You Must Show ID and Badge. Those who wish to bring 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 21years of age.

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

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

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



Parties

- **Friday only:** RM 2120: Elvin Toast - Toast the Elvin Gods and Goddesses with us We meet to drink and toast, going around the room so everyone can participate. Please bring your own drink for toasting. **All Ages Welcome**

Friday and Saturday:

- RM 2106: Beer Tasting - Tasting and comparing quality Beer (emphasis on MALT over HOPS) John, Tom and others will have several tasty beers to sample and compare. Bottle sharing is HIGHLY encouraged, but not required. **21+ only**

- RM 2206: GT (General Technics) - Social gathering of people with tech interest. Come meet interesting people and have a conversation. **All Ages Welcome**

- RM 2228: Box Fort & Capricon - Box Fort in partnership with Capricon returns for Box Fort: They're Alive! Are they puppets? Or has the cardboard gained sentience? Join us Friday and Saturday night for drinks and fun, and Saturday morning for coffee and checking out Friday night's doodles! **All Ages Welcome**

- RM 2040: Bheer Suite- A refreshing con speakeasy serving a variety of beer and cider for attendees to enjoy. **21+ only**

- RM 2240: The Royal Manticoran Navy (TRMN), Official Honor Harrington Fan Association based on David Weber's Honor Harrington series. We are a fan club that combine community, events, and light roleplay with a focus on camaraderie and service. Roll Pods! Structured like a fictional space navy, TRMN blends fandom with community building, offering members a chance to participate in events, charity work, conventions, and collaborative projects while adopting ranks and roles from the books. It's both a social club and an immersive experience, where fans connect over shared enthusiasm for the Honorverse and contribute to a welcoming, service oriented community. trmn.org .....**All Ages Welcome**

- RM 2140: Barfleet- Barfleet is a fannish focused hospitality group, who have been bringing entertainment to local conventions for over 15 years. Come join us for drinks & dancing! **21+ only**

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

Rules

- The legal drinking age in Illinois is 21 and the partieswill be checking IDs at the door, so please be sure tohave your ID on you at all times.
- Be respectful of the hotel and the others around you.
- The Double-Tree is a NON-smoking hotel. If youwish to smoke or vape you must go outside.
- Please dispose of all trash in trashcans.
- Keep the parties in the party rooms not the hallways.

REMEMBER! If its illegal in the non-convention world, it is illegal in the convention world too.

Awards

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

•Best Party

•Best Alcoholic Drink

•Best Non-Alcoholic Drink

•Best Food/Snacks

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

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

Ratings

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



Everyone is welcome.



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



Adults only 21+.

Be prepared to show ID to enter



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

Build-a-Blinkie

Is a 501(c)3 organization dedicated to the teaching of STEM (Science, Technology, Engineering, Mathematics). We run a number of learn-to-solder workshops in the Great Lakes area. We have the world's largest number of mobile soldering stations and participate at numerous Maker Faires, Libraries, Universities, Maker Spaces, and area conventions.

Build-a-Blinkie is happy to be running our Learn-to-Solder workshop this weekend in Vienna.

Friday 5:00am to 8:00 pm
Saturday 10:00 am to 8:00 pm
Sunday 10:00 am to 2:00 pm

Build-a-Blinkie Workshop

This is where **you** get to Learn-to-solder building one of the flashing LED things you might have seen people wearing. You start with a kit, using the equipment we have setup, you build your blinkie. We have Blinkie Techs to help you get started, and walk you through the process and guarantee your success. When you're done you have a working blinkie.

Why Build-a-Blinkie?

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

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

www.build-a-blinkie.org

www.linkedin.com/company/build-a-blinkie

Art Show

Friday

1:00 PM—4:00 PM (artist setup)

4:00 PM—9:00 PM (open to membership)

Saturday

10:00 AM—6:00 PM (open to membership)

8:00 PM Art Auction

Sunday

10:00 AM—2:00 PM (open for pickup, Print Shop)

The Art Show will run a silent auction on Friday and Saturday until the Art Show will close to set up for the Art Auction. Pieces with 1 or 2 bids are sold to the high bidder on the sheet. Pieces with 3 or more bids will go to the Art Auction. All charity pieces will be treated just like any other art. They will not go to auction automatically.

Fan Choice awards will be given to the artists who receive the most votes, so please, look around, find the artwork you like the best, and vote! Awards will be given for 2D monochrome, 2D color, 3D jewelry, 3D non-jewelry, and Best in Show So make sure you look at everything.

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

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

Print Shop

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

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

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

Special Events

All of the programming at Windycon is special, but there are a lot of things going on over at the Main Stage that we'd like to make sure that you know about. We'll start off on the Main Stage Friday night at 7:00 PM with Opening Ceremonies, where you'll have a chance to meet our guests and get a preview of what's coming up this weekend. Then at 8:00 PM Klingon Pop Warrior. Moebius Theatre presents: Humanity's Journey into Spppaaacccce! at 9:00 PM On Saturday, at 11:30 AM Join Bill Higgins and learn about the NASA's Dragonfly Mission. Then at 1:00 PM Cheshire Moon takes the stage. At 2:00 PM Tom Smith and at 3:00 PM Mary Crowell. Starting at 4:00 PM The Importance of Scentific Imagination. Our Cosplay Runway is BACK at 5:00 PM. At 7:30 PM Three Weird Sisters and closing out Saturday evening at 9:00 PM with Klingon Karaoke. Sunday begins at 12:00 PM with Observations and Bed & Breakfast Music. We close at 3:00 PM with our Closing Ceremonies.

We'll look forward to seeing you there!

Social Media

Meet the Windycon Social Media Team!

This year, Windycon is getting a little more connected — and a lot more photogenic. For the first time, our official Social Media Team will be roaming the convention to capture the magic, mischief, and memorable moments that make Windycon so special. Whether you're cosplaying your heart out, deep in a literary debate, or just enjoying the atmosphere, don't be surprised if one of our photographers asks for a quick snapshot.

You'll see our team around panels, parties, and all the little corners where the fun happens. We'll be taking photos, filming short interviews, and sharing updates across our official social media platforms. If you love seeing yourself (and your fellow fans) in action, keep an eye on our feeds throughout the weekend and join in by tagging your own posts with #Windycon51 and #Windycon.

If you want to be part of the fun, grab a friend, strike your most epic pose, and don't be shy about saying hello if you spot us wandering with cameras in hand. Windycon is built on community, and our social media presence is here to celebrate it. So smile, share, and spread the word. Together, we'll make this year's con one for the archives!

Want More Music?

Along with our Music Concerts on the Main Stage we also have lots of additional music happening in Florence. The Windycon open music circle on Friday at 9:00 PM Kicking off Saturday's music we have Court and Country at 4:00 PM, then at 5:00 PM Beth Kinderman and Dave Stagner. Our Windycon Open Music Circle closes out our eventful Saturday. Sunday Music Improvisation Workshop at 10:00 AM and then Whose Line is it Anyway? at 2:00 PM.

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

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

Photo Studio

The Windycon Photo Studio will be open Saturday from 7:00 to 10:00 PM! Every hero deserves a proper portrait, and every villain deserves evidence. Step into the spotlight and capture your convention look with a professional photoshoot at Windycon 52. Whether you're bringing your favorite cosplay to life, showing off an elaborate costume, celebrating your fandom, or simply want a great portrait from your weekend among the stars, this is your chance to get the camera-ready treatment. Our professional photographer will help you find the right pose, lighting, and angle to make your photos shine. Come as a Jedi, Time Lord, starship captain, fantasy adventurer, mysterious alien, or simply yourself. All fandoms and all experience levels are welcome. So polish your armor, adjust your cape, activate your sonic screwdriver, and prepare for your close-up. The camera is ready. Make your legend official. There's no charge for having your photo taken and no charge to download the images! Everyone's favorite word—free! Come join us..

Cosplay

Cosplayers, unite! At Windycon 52, we celebrate cosplay as one of fandom's most vibrant and dynamic art forms. Whether you are debuting your very first costume or showcasing a master-level build, you are invited to take part in our community celebration of creativity, craftsmanship, and character. Join us for the Cosplay Parade, where fans of all skill levels can show off their amazing and unique creations. From screen-accurate replicas to original designs inspired by Sanctuary Among the Stars, the parade is a welcoming space to shine, be seen, and cheer each other on. Our cosplay programming also includes panels and workshops where we explore the heart of the craft. Learn about construction techniques, materials, and problem-solving strategies.

Share your motivations and inspirations. Discover how fellow cosplayers bring beloved characters and original concepts to life through fabric, foam, paint, and passion.

Whether you cosplay for fun, competition, performance, or pure love of fandom, Windycon's Cosplay Department offers a place to connect, learn, and celebrate the artistry that transforms imagination into reality.

All we ask is that you follow Windycon's Dress Code and Props and Weapons Policies that are listed on page 8 of the Program Book.

Amateur Radio

Come by the La Guardia Room to try out Amateur Radio. As we do every year, we will be operating a Special Event Station, W9W, and talking to radio operators all over the world. We'll be doing SSB and FM (voice), CW (Morse Code) and Digital modes (using your computer). If you are a licensed operator or just want to stop by and ask questions, we will gladly answer them. And there are always microphones available for you to get on the air yourself and try it out.

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N9MUF and W9DUP

Vendors

The Galactic Emporium: Windycon Vendors Hall is located in the Rosemont Ballroom on the main level of the hotel, There you will find a horde of eager merchants willing and able to trade you treasures for your money. Remember that the holiday season is fast approaching, and that it's never too early to begin shopping for your fannish family and friends, or even just to treat yourself!

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

A room guide and map will be near the entrance of the Dealers' Room. Our list of dealers and where to find them are listed below:

9th Books	12
Abeana	18
Amber Hammer Creations	28-29
Art By AKAi	52-53
Art Zone	B3-B4
ASTROMX SABERS	B5-XL B1
Barnes & Noble Press	26
Chicago Authors In Search of a Buck and Kat's Creations	3-4
Chunkystarr Creations	B1-B2
Clockworkrooster	B17
Dice by Alyssa	B9
Dodeka Records, Ltd.	58-60
DreamHaven Books	16
DVD World Books and Toys	B6
Fannie Price	42
FrankenWerks Studios	7-8
Geekbit Creations/Avijo	XL B2
Geeky Goodies Gourmet Marshmallows	B14
Gemini Customs	6
Gorilla House	48
Hedwig's Corner	22-23
Hildeman Masterworks	30
Horizon Music, Inc.	55
Ink & Epic Press	44
Jts Creations	37-38
Kat's Ceramics	19
Kulay Illustrations	13
Larry Smith Book Seller	B11-B13
Lost in Maille	B7
Mark P Suszko Media Productions	9
Mastafran Comics	5
MBenson Creations / Meri Benson	27
Melody creations	B15
Mobile Stress Releif Unit	10
Moon Wax Galaxy	14
Mountain Books and Rarities	49-50
New Horizon	35
Novel Ideas and Creations	46
Petersonson Holman-Hebert	17
Punkburd Arts	20
QT'SHIRTS LLC	24-25
RBP Handmade	54
Robert J. Mendenhall, Author	B8
Sculpted Crafts	39-40
Spookystitches	B16
Star 312 Stitches Corp	36
Storytellers forge	32-33
The Crow and Cat	34
The Dice Divas	57
The Dragon's Hoard	15
The Pugling Hoard	B10
Toby Renee Designs	47
Tom Bacon	43
Trist rex	2
Wells Thompson	45
Winston Gambro	56

Vendor Hall Hours

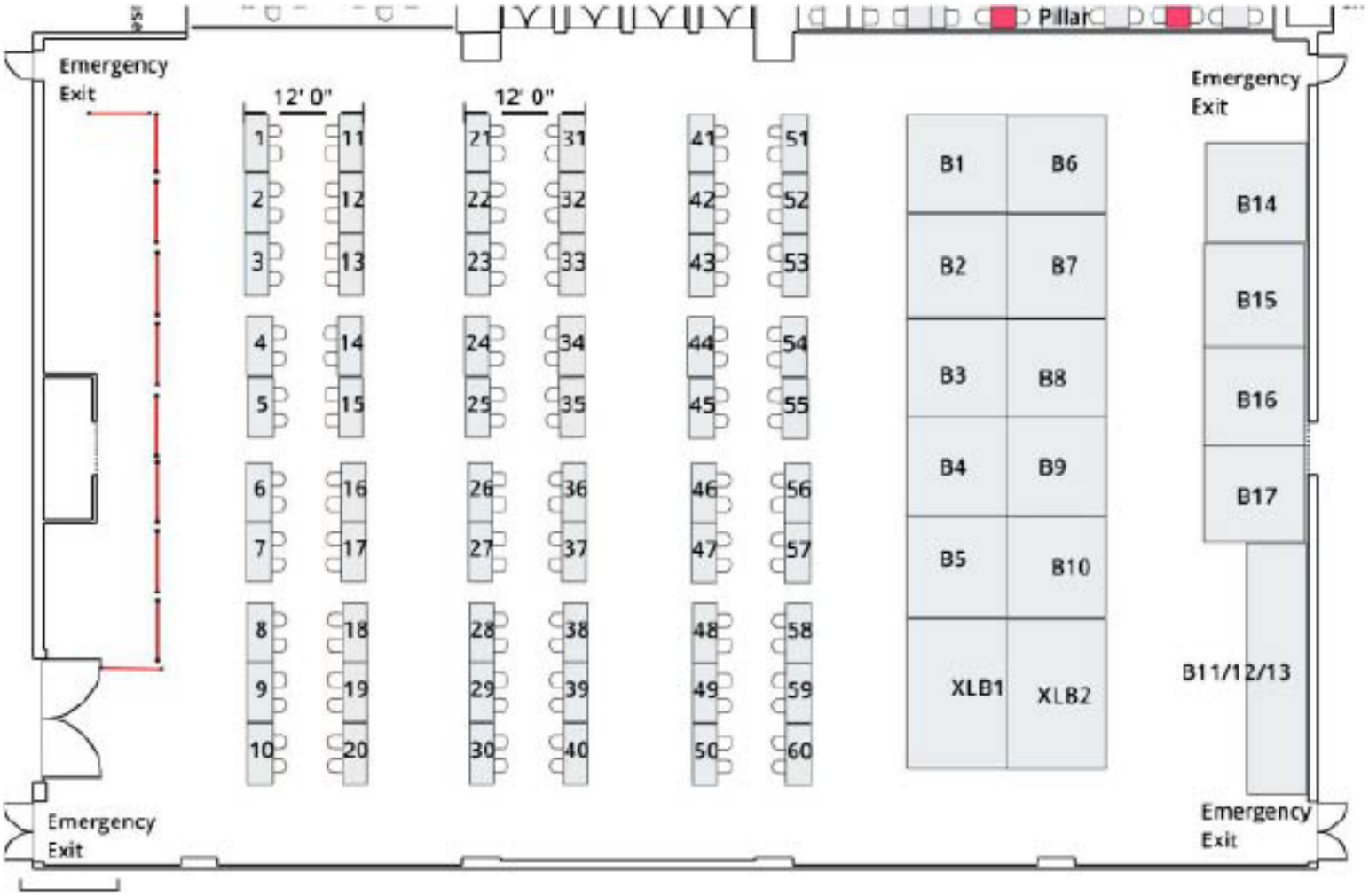
Friday 2:00 p.m. - 7:00 p.m.
VIP's 1:00 p.m.

Saturday 10:00 a.m. - 7:00 p.m.
VIP's 9:00 a.m.

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

See the Map on the next page

The Galactic Emporium: windycon vendor hall map



Pathfinder Society & Starfinder Society @ Windycon

Davinci Room





No Expierence Needed





New Player Friendly

Friday
3:00pm-6:00pm
7:00pm-10:00pm

Saturday
9:00am-Noon
1:00pm-4:00pm
5:00pm-8:00pm

Sunday
11:00am-2:00pm

For the Most Up To Date Schedule Please Scan the QR Code Below!

Author Interactions

Saturday
10:30am- Mark Roth Autograph Session (Entry Level Foyer)

10:30am- A Reading with Victor Ladis Schultz (Narita B)
He will be reading for his debut novel, a fantasy called 'The Book of the Jaguar", which came out from Fairwood Press in print and ebook August 25. The novel is special to him because its second-world setting draws on his Mexican heritage to bring readers a place that he hopes will feel fresh to them. Further, the book's unusual structure allowed him to develop the narrator (the sole survivor of his company's massacre) and his comrades in a way that deepened his, and hopefully the reader's, connection to them.

12:00pm- The Speculative Literature Foundation Presents... A Deep Dish Reading! (Paris)
Join the Speculative Literature Foundation for the next installment of our Deep Dish Reading Series, in which we celebrate the work or local Chicago Science Fiction/Fantasy writers. Come hear some of Chicago's luminary spec writers read their latest work!

1:00pm- Victor Ladis Schultz Autograph Session(Entry Level Foyer)

1:30pm- Time Travel with Patrick O'Connor (Narita B)
A reading of the first few pages of his time-travel/alternate history novel, "We're Not Here, right now". It was well received at Capricon 2026, and he thinks readers at Windycon would find it provoking and amusing.

2:00pm- Short story excerpts with Terry O'Brien (Narita B)
A reading from his first published story "Mistaking the Dragon Mage" which was later used for his email address, as well as excerpts from his second published story "Marching to King Death's Drum". These stories got him his start in writing professionally.

2:30pm-TrisRex Autograph Session (Entry Level Foyer)

3:00pm- Reading with Malda Marlys (Narita B)
Malda will be reading a collection of stories: Bite by Bite and Lie by Lie, a fun0sized myth about family and cannibalism published originally in Small Wonders. Also, either Whose Woods These Are (Translunar Travelers Lounge) for her main piece, as its natural horrors are very local - but if there are people who've heard that one, then she'll be reading The Moon's Only Daughter and the Teeth of Time (Kaleidotrope), which is both breezy and weird and captures her style nicely.

Sunday
10:00am- Listening to a little "Sunshine" with Mimi Aruguette (Narita B)
A reading from a story called "Sunshine". A while back, she was cleaning out some things and came across a little photo album she'd had as a kid and it had pictures of friends she'd known in summer camp. She thought about how at the time she thought she'd never forget them, but looking at it years later she could not remember any names, only that they were 'friends from camp'. So she was reflecting on this and thought about a vampire who has lived for a couple centuries, coming across some names of people and realizing he could not remember any of them or even put faces to the names. How would this affect him? The realization that he was That Old? Then, while listening to Jonathan Colton, it all clicked into place. She also likes it because it's probably the darkest story she's written and it's always interesting to explore the darker recesses of her mind and shake out what's in there.

11:00am- Tom Bacon Autograph Session (Entry Level Foyer)

12:30pm- Autograph Session with Andrew Gaska (Entry Level Foyer)

12:30pm- Reading with Richard Chwedyk (Narita B)
A reading from "The Man Who Put the Bomp", which will be included in his story collection One Big Place, which will be out next April from Mythic Delirium Books.

2:00pm- Reading with Chris Gerrib (Narita B)
A reading from his latest Science Fiction novel, Gunmaker (released 8/25/26

MARCH 25-28, 2027
Minicon 60
DOUBLETREE BLOOMINGTON SOUTH, MINNEAPOLIS, MN

ADA PALMER
author guest of honor

SASSAFRASS
music guest of honor

PHIL & KAJA FOGLIO
artist guests of honor

GERI SULLIVAN
fan guest of honor



"ORCISH LIBRARIAN" ILLUSTRATION BY PHIL FOGLIO

WWW.MNSTF.ORG/MINICON60

Other Weekend Highlights

Cosplay

Saturday
10:00am - 3:00pm- Cosplay Runway Preview (International Level Foyer by Cosplay Table)
Attention all Cosplayers! Come show off your Cosplay costume prior to the COSPLAY RUNWAY! Find out more about the Cosplay Runway... sign up for the Cosplay Runway!!!

5:00pm- COSPLAY RUNWAY (International Ballroom A-C)
Come see the cosplayers of Windycon 52 strut their stuff on the catwalk! At this showcase, you'll get a good look at a dazzling array of costumes, learn about the talent, skill, and imagination that went into them, and take all the photos you want.(If you'd like to participate, you can sign up at or talk to Spinneret at the cosplay table.

8:00pm- A Complete History of Human Clothing (Abridged) (Tegel)
What did people really wear in the Stone Age – and how do we know? How – and why – are traditional Moroccan, Japanese, and Roman clothing surprisingly similar? Join us for a whirlwind tour of human ingenuity applied to the problem of not being naked. You will never look at a clothesline the same way again!

Fandom

Friday
5:00pm- The Obligatory Dr. Who Panel (Tegel)
What's new in Dr. Who?

8:00pm- The Obligatory Star Trek Panel: Did Discovery Jump the Shark? (Tegel)
Star Trek: Discovery boldly went where no series had gone before, but did its final season take one trip too far? The controversial final season built its central mystery around an ancient technology and storyline previously explored in Star Trek: The Next Generation. Was this a clever callback to Trek history, a fitting way to bring the series full circle, or a sign that Discovery had finally jumped the shark? Join our panelists for a lively discussion of Discovery's final season, its connections to The Next Generation, and the choices that shaped the series' final voyage. Did the callbacks work? Did the story earn its place in Trek lore? And after all those seasons, did Discovery stick the landing?

8:00pm- Telling the Story With Your Voice: Building Believable Characters with Your Voice (Charles De Gaulle)
A great character is more than the words on the page. The way a character speaks can reveal their personality, history, emotions, and motivations, bringing them to life for an audience. Explore how voice can be used to create distinctive, believable characters for storytelling, performance, and narration. Learn how choices in tone, pitch, pacing, rhythm, accent, and delivery can help differentiate characters and communicate who they are without ever saying it outright. Whether you are a writer looking to hear your characters more clearly, a performer developing a role, or simply curious about the craft of character voices, this session will help you discover how much a voice can tell a story.

Saturday
11:00am- Phandemonium Book Club (Capital)
Join us in an open book discussion of The Left Hand of Darkness by Ursula K. Le Guin. Come if you have read the book, read part of the book, read the book a while ago, or are just interested in the discussion!

12:00pm- Star Trek at 60 (Narita B)
Sixty years ago, Star Trek took its first steps into the final frontier. Six decades later, the adventure is still going strong. Join us as we celebrate 60 years of boldly going where no one has gone before! We'll look at where Star Trek is today, explore its current and upcoming shows, and reflect on the stories, characters, ideas, and moments that have shaped the franchise across six decades. Then we'll set our sights on the future and imagine what the next 60 years of Star Trek might bring. What will the next generation of Trek look like? Which stories are still waiting to be told? And where should the franchise boldly go next? Bring your favorite Trek memories, your hopes for the future, and your opinions to this celebration of Star Trek at 60!

1:00pm- The Obligatory Star Wars Panel: Has the Original Vision Been Lost? (Capital)
A long time ago, in a galaxy far, far away, there was a simple story about good versus evil, heroes finding their destiny, and a galaxy-changing battle between the light and the dark. Six decades of movies, television, books, comics, games, and expanded lore later, that story has become something much, much bigger. But has Star Wars grown beyond the vision that started it all? Have the prequels, sequels, spin-offs, and ever-expanding universe enriched the original story, or have they buried it under layers of new lore? Join us for a lively discussion about how Star Wars has evolved, what has been gained along the way, and whether the heart of the original saga is still at the center of the galaxy. Bring your favorite trilogy, your strongest opinions, and your own answer to the question: Is the Force still strong with the original vision?

4:00pm- Star Trek: New, Old, Future, Past (Capital)
Set a course for the ever-expanding universe of Star Trek! From the classic series and beloved favorites of the past to the newest shows and projects on the horizon, there is always something happening in the final frontier. Join us for a wide-ranging discussion about the current state of Star Trek, including new and returning series, upcoming projects, recent news, rumors, and the latest developments across the franchise. We'll look back at where Trek has been, talk about where it is today, and speculate about where it might boldly go next. Bring your favorite Trek opinions, your latest news, and your best-informed rumors. No matter which era of Star Trek is your home, there is plenty to discuss!

GALACTIC CRAFTERS

Friday

2:00pm- Miniature Painting with Maid to Be ***(Pre-registration required)*** (Malpensa)
Join Maid to Be for an hour of Bardic inspiration! New and experienced adventurers alike will be provided miniatures, supplies, and guidance to paint a tabletop mini. It's a relaxing session to unwind and level up your artistic skills! Link to Tickets:https://www.maidtobemaidcafe.com/buy-ticket

3:30pm- Armored Blooms: Forge a Flower with Maid to Be ***(Pre-registration required)*** (Malpensa)
Calling all aspiring blacksmiths and artificers! Join Maid to Be as we walk you through the steps to create your very own scale mail flower. All materials will be provided; just arrive eager to craft! Link to Tickets:https://www.maidtobemaidcafe.com/buy-ticket

5:00pm- Bedazzle a Book (Barajas)
Make your own favorite books stand out on your shelf! We will be using gems of all colors, fast-drying glue, tweezers and your patience to make those covers sparkle in the light. Bring a book and bedazzle the cover. Supplies included - just bring a book! Walk-ins welcome as long as there is room (Maximum 6) PLEASE NOTE: IF YOU ADD TO YOUR SCHEDULE, YOU ARE AGREEING THAT YOU WILL BE AT THIS SESSION, AS IT WILL RESERVE YOU A SEAT.

8:00pm- Open Button Making (Barajas)
Use provided materials to create a design and turn it into a wearable button. Button press will be operated under supervision.

9:00pm- Craft Your Own Familiar (Barajas)
Come find your familiar to accompany you during the con and beyond. Maybe you have a familiar who needs actualizing or are keen to see who chooses you. Join with other creative creatures in the creation station to craft your very own stuffy (or paper) familiar. A variety of materials and inspiration will be available, including vintage beanie babies looking for a second chance! PLEASE NOTE: IF YOU ADD TO YOUR SCHEDULE, YOU ARE AGREEING THAT YOU WILL BE AT THIS SESSION, AS IT WILL RESERVE YOU A SEAT.

Saturday

10:00am- Three Weird Sisters Make a Pie (Barajas)
The Three Weird Sisters don't just sing; they also bake! Join them for a pie-making workshop where these three talented cooks will construct three tasty pies (to be baked later and shared in the Consuite.)

11:00am- Acrylic Brushstrokes with Ashley Kennedy (Barajas)
Ready to unleash your inner artist? Join Ashley Kennedy for a colorful acrylic paint-along where creativity knows no bounds. Whether you're a seasoned painter or brand new to the brush, Ashley will help you bring your vision to life. Supplies are provided—just show up, relax, and let the magic flow!

12:00pm- Miniature Painting with Maid to Be ***(Pre-registration required)*** (Malpensa)
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12:00pm- Masks and Hats and Things, Oh My! (Barajas)
Calling all creators who are looking to add more pizazz to their outfits. Come join us to make your own adornments & accessories! We will have a variety of thrifted a and recycled crafting materials available to make your own headware, masquerade-style mask, or any other cranial accessory of your choosing! Materials may include - foam sheets, felt, fabric, plastic foliage and flowers, cardboard, etc. PLEASE NOTE: IF YOU ADD TO YOUR SCHEDULE, YOU ARE AGREEING THAT YOU WILL BE AT THIS SESSION, AS IT WILL RESERVE YOU A SEAT.

1:00pm- Watercolor Monsters (Barajas)
Join us for an exercise in making imaginary creatures out of watercolor shapes and random marks. Fun for any age. Materials provided PLEASE NOTE: IF YOU ADD TO YOUR SCHEDULE, YOU ARE AGREEING THAT YOU WILL BE AT THIS SESSION, AS IT WILL RESERVE YOU A SEAT.

1:30pm- Armored Blooms: Forge a Flower with Maid to Be ***(Pre-registration required)*** (Malpensa)
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3:00pm- Watercolor Play Workshop (Barajas)
Get an introduction to experimenting with watercolors in a guided setting. No experience needed; bring your own materials or use ours. PLEASE NOTE: IF YOU ADD TO YOUR SCHEDULE, YOU ARE AGREEING THAT YOU WILL BE AT THIS SESSION, AS IT WILL RESERVE YOU A SEAT.

4:00pm- Bedazzle a Book (Barajas)
Make your own favorite books stand out on your shelf! We will be using gems of all colors, fast-drying glue, tweezers and your patience to make those covers sparkle in the light. Bring a book and bedazzle the cover. Supplies included - just bring a book! Walk-ins welcome as long as there is room (Maximum 6) PLEASE NOTE: IF YOU ADD TO YOUR SCHEDULE, YOU ARE AGREEING THAT YOU WILL BE AT THIS SESSION, AS IT WILL RESERVE YOU A SEAT.

7:00pm- Flower Fairies (Barajas)
Join us to learn how to craft your very own Flower Fairy Friend. Using faux flowers, pipe cleaners, and all sorts of whimsical bits and bobs, you'll bring a tiny friend to life.

Add an ornament hook or safety pin to let your fairy flutter around your home or take them with you on your adventures throughout the con and beyond! PLEASE NOTE: IF YOU ADD TO YOUR SCHEDULE, YOU ARE AGREEING THAT YOU WILL BE AT THIS SESSION, AS IT WILL RESERVE YOU A SEAT.

Sunday
10:00am- Bedazzle a Book (Barajas)
Make your own favorite books stand out on your shelf! We will be using gems of all colors, fast-drying glue, tweezers and your patience to make those covers sparkle in the light. Bring a book and bedazzle the cover. Supplies included - just bring a book! Walk-ins welcome as long as there is room (Maximum 6) PLEASE NOTE: IF YOU ADD TO YOUR SCHEDULE, YOU ARE AGREEING THAT YOU WILL BE AT THIS SESSION, AS IT WILL RESERVE YOU A SEAT.

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1:00pm- Windycon 52 Drawstring Bag Souvenir (Barajas)
Make your very own drawstring bag - and learn techniques you can use on future projects. No experience necessary - and we'll provide everything you need. PLEASE NOTE: IF YOU ADD TO YOUR SCHEDULE, YOU ARE AGREEING THAT YOU WILL BE AT THIS SESSION, AS IT WILL RESERVE YOU A SEAT.

Friday
8:00pm- Klingon Pop Warrior (International Ballroom A-C)
We are happy to welcome the Klingon Pop Warrior to the Windycon stage to perform songs that you thought that you know (and can hum along to) in the original Klingon. Hear pop, rock, and everything in between in one great show!

9:00pm- Open Music (Florence)
Bring your instruments, bring your voice, share and listen to others!

MUSIC

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Bring your instruments, bring your voice, share and listen to others!

Saturday
1:00pm- Cheshire Moon (International Ballroom A-C)
Cheshire Moon is the fanciful collaboration of trickster bird Lizzie Crowe and crazed Magician, Eric Coleman. What began as a simple joining of two talents in song circles, and occasionally during the mad-hatter antics of Eric Coleman on stage, whipped and frothed into the most likely of pairs. Eric's love of punk, folk, and progressive rock, gives them an eerie, otherworldly sound, while Lizzie brings the voice of that otherworld to life in voice and verse. Together, they weave song and story, breathing new life into old myths, new faces onto old gods, and finally telling the princess's side of the faerie tale. Together they bring about a torrent tat is as playful as it is lightly sinister, all wrapped up in a pretty little beribboned box. Do you dare to open it?

2:00pm- Tom Smith Concert (International Ballroom A-C)
We are delighted to welcome Windycon favorite Tom Smith back to the Main Stage. He's the world's fastest filker, usually funny, but sometimes serious, and always a lot of fun to listen to. Come on down and have a laugh with him.

3:00pm- Mary Crowell Concert (International Ballroom A-C)
Our Music Guest of Honor, Dr. Mary Crowell, is an incredibly talented singer/songwriter who has written some of our favorite filk music. A gamer as well, many of her songs will describe situations familiar to other gamers, such as "M is for Magic Missle". Accomplished with both keyboard and clarinet, her jazzy style is a delight to listen to.

4:00pm- Court and Country (Florence)
Court and Country is an a cappella ensemble that brings a wide variety of medieval and renaissance choral music to popular audiences. In addition, they have a growing repertoire of filk pieces to share with fellow fans.

4:00pm- Bill Roper & Amy McNally (International Ballroom A-C)
Bill Roper found filk some fifty years ago and has been writing songs about spaceflight, magic, and an assortment of fannish topics ever since. Amy McNally is an incredibly talented and hard-working fiddler who has listened to enough of Bill's music to know which way it's going to go and when the song is going to end even when she hasn't heard it before. When they get a chance to get on stage, they have a lot of fun playing together.

5:00pm- Beth Kinderman with Dave Stagner (Florence)
Beth Kinderman is a progressive filk-rock singer-songwriter based in Minneapolis. Together with her band, the Player Characters, she has released seven albums of music inspired by Science Fiction and Fantasy literature, the tribulations of her RPG characters, philosophy, mythology, and beyond. An eighth live album, containing selections from the Player Characters' recent stint as guests of honor at Consonance, will be released later this month at the Ohio Valley Filk Festival. She is joined at Windycon this year by her collaborator and producer, Dave Stagner.

7:30pm- Three Weird Sisters Concert (International Ballroom A-C)

The Three Weird Sisters are greater than the sum of their parts, which is four! Brenda Sutton, Teresa Powell, Gwen Knighton Raftery, and Mary Crowell make up this delightfully eclectic musical collective, occasionally joined by George Powell and Bill Sutton. While not all four Sisters can be at Windycon this year, the magic of the Sisters lives on! Their music is funny, fun, saucy, and sometimes surprisingly poignant, blending a little jazz, a generous helping of Celtic influence, and a couple of good-sized pinches of magic. Whether you're a longtime fan or meeting the Sisters for the first time, prepare for an enchanting musical journey filled with wit, warmth, and plenty of surprises. So gather your coven, follow the sound of the music, and join us as the Three Weird Sisters bring their particular brand of musical magic to Windycon 52!

9:00pm- Qapla'! Klingon Karaoke with the Klingon Pop Warrior (International Ballroom A-C)

Prepare your vocal cords and summon your inner warrior! Klingon Karaoke is back, hosted by the one and only Klingon Pop Warrior. Take the stage and sing your heart out to a wide variety of music. You don't need to be a professional singer, a Klingon warrior, or even remotely in tune. All you need is the courage to step up to the microphone and have a glorious time. Whether you come to perform, cheer on your fellow warriors, or simply enjoy the spectacle, this is one karaoke night you won't want to miss. So grab your friends, choose your song, and prepare to sing with honor!

9:00pm- Open Music (Florence)

Bring your instruments, bring your voice, share and listen to others!

Sunday

10:00am- Music Improvisation Workshop (Florence)

Join Dr. Mary Crowell in a music improvisation workshop. You can bring your instruments or just show up with your voice and maybe a spoon and a glass. Music Improvisation is available to everyone—musically trained or NOT. There will singing, motion, and noise. This is a participatory group activity. Come enjoy the act of 'making it up as you go along!' And while you're doing that learn some ways to make it even easier next time.

12:00pm- Observations (International Ballroom A-C)

As David M. Stowell and Daniel Gunderson were finishing up their respective solo CDs, they found themselves wondering, "What next?" David is heavily influenced by the progressive rock of the '70's and '80's, while Daniel's background includes such artists as The Traveling Wilburys and Tom Petty and the Heartbreakers. This led them to ask, "What would have happened if Tom Petty discovered prog instead of the Beatles?" The answer is Observations. David (keyboards, Moog bass) and Daniel (guitars, MIDI pedals, vocals) have joined forces with Tara Duhan (vocals), Cathy Kuna (electric cello), and Sara Trice (drums) to bring that vision to life and expand beyond it.

1:00pm- Bed & Breakfast (International Ballroom A-C)

Bed & Breakfast are Bill & Brenda Sutton, performing a variety of Irish pub songs and other unusual folk/acoustic music. They are both talented singer/songwriters who we have missed here at Windycon for a while, so we're happy that they were able to make it this year. Come listen and find out why!

TRMN

Friday

8:00pm- TRMN Nerf Battle: Westmarch Rifles (Heathrow)

Back by popular demand! (Hey, it's our story - we'll tell it how we want). Join the Westmarch Rifles for a fast-paced Nerf battle simulation! Grab a blaster, pick your side, and put your skills to the test in a fun, family-friendly battle. Fun for all ages -- come prepared to duck, dodge, and defend!

Saturday

8:00am- TRMN Nature Hike: Morning Away Mission with the Duke and Duchess of Westmarch (Meet at Front Desk)

Start your convention day with fresh air, good company, and a little adventure! Join TRMN for a casual morning hike at a nearby forest preserve. Stretch your legs, enjoy the scenery, and spend some time in nature before the convention gets underway. No survival training required - just comfortable shoes, water, and a willingness to seek adventure. All experience levels are welcome!

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LIVE ACTION ROLE PLAY (L.A.R.P)

TIJOROS IN SPACE!

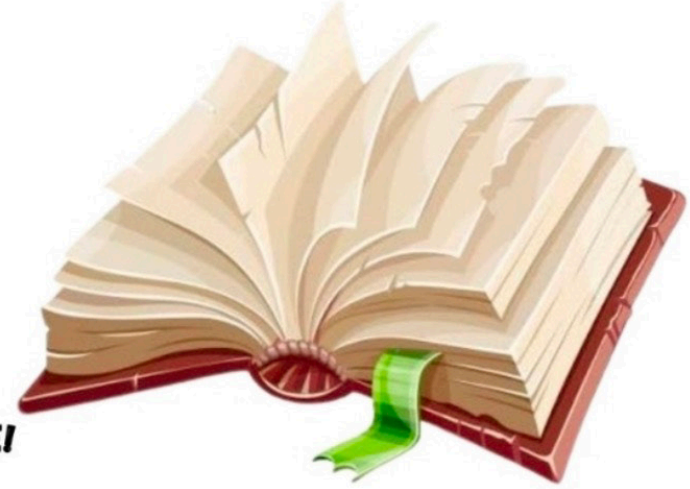
A REPEATABLE LIVE ACTION ROLEPLAYING GAME

CALLING ALL AGENTS OF THE TIJOROS COALITION! ONE OF THE PLANETS UNDER OUR WATCH HAS SHOWN SIGNS OF LOCAL DISTURBANCE! WAR COULD BE BREWING, AND IT IS OUR DUTY TO RESOLVE THIS CONFLICT AS SOON AS POSSIBLE. WE ARE CALLING UPON OUR FINEST TO BRING PEACE BACK TO THE PLANET OF KESSARI.

IN THIS LIVE ACTION ROLEPLAY, WE OFFER A SOCIAL CONFLICT BETWEEN TWO OPPOSING FACTIONS, WITH CREATIVE FREEDOM TO HANDLE THE SITUATION AT HAND. GUIDE HISTORY ON THIS ALIEN PLANET THROUGH ROLEPLAY AND YOUR CREATIVITY!

SIGNUP LINK!





30 MINUTES OF ADVENTURE!

EACH SESSION IS A COMPLETELY UNIQUE GAME!



TIME SLOTS OPEN SATURDAY 10 AM, 12 PM, 2 PM, 4 PM, 7 PM, & 9 PM

SUNDAY WE ARE OPEN 10 AM AND 12 PM!

EACH GAME RUNS FOR ABOUT 30-45 MINUTES

Staff List

Accessibility
Loni Leigh (aka Spyderlady)

Artshow
Karen Mills
Madison Tressel
Rebecca Westfall
Jim Young
Travis Potter
Veronica Zimowsk

Awards
James Brown

Bheer
Cassey Christie
Riley Early
Sean Ihnat
Geoffrey “Kazzy” Kaczmarek
Rachel Mab Landmann
Joshua “Dante” D’Amico

Chair
Austin “Alchemist” Regan

Charity
Nicole Valentine
Ashton “Quinn” Petersom

Consuite
Cath Biagioli
Uso Prime
Josh Bradley
Pat Brown
Courtney Groeschen
Melanie Silver/Merlynn
Scott Street
Zero
Marie Silver
D “switching to glide” Collins

Events
Carter Roper
Bill Roper

Gaming
Tiffany Voltz
Robert Wadowski

Greenroom
Michael Stern
Steve Ignots

Guest Liaison
Erika Donat

Hotel
Scott Schultz

Info Desk
Michelle Donat
David Hoshko
John Donat

IT
Richard France
Phread
Ken Beach

LARP
Indu Bhalla
Satvik Bhalla
Sneha B
Cameron Blair
Emilyn Cabalfin
Jose Cabalfin
Emmett Dufford
Anna G
Erin Gennuso
Madeline Kilgore
Emilya P
Lillian Palenek
Rebecca Peters
Benjamin S
Joshua Thompson
Aiden Toy
Davin T
Isaac Thompson
Andrew Thompson

Logistics
Racheal Belter
Alex “Hotrod” DeMichael
Nick “Teebs’ Deranek
Jason “Dio” Greening
Geoffrey “Kazzy” Kaczmarek
Andrea “Stormbringer” Sullivan
Nichelle “Kibbles” Wrenn
Joshua “Dante” D’Amico
Joey Pfeifer
D “Star” DeMichael
Kristina “Gummi” Maki

Music
Luke Bretscher
Daniel Gunderson

Operations
Giggles
Erik Burch
John Burch
Marissa Robertcop
Liz Jmenez
Julie Wasberg

Parties
Kyle Schultz

Photo Studio
Jody Medic
Marissa
Bruce Medic

Programming/Program Ops
“Sam” Meyer
Dominic Nudo
Emilyn Cabalfin
Brenda Fruhauf
Bill Cohn
Kevin Thompson

Publications
Brenda Fruhauf

Registration
Krista Cobb
Valerie Fahselt
Shalistrae
Jan Skaggs
Mary Ellen
John Higgins
Erin Morrow
Vlad Stockman

Secretary
Cassy Beach

Security
Christopher Butler
Alex “Hotrod” DeMichael
Sam D.
Valerie Fahselt
Ashley Hair
Miguel Lopez
Crystal Newman
Alan Quogana
Niko Westfall
Lane Wendt
Gregory Jurkovic Jr

Social Media
Ariella Steffan
Gavin Porter
Rosemary Regan-Howard
Michael Browne

Tech Services
Jeff Kalchik
Michael Lundy
James Richardson
Peter Richardson
Angela Karash
Dave Ifversen

Treasurer
Paul “ducking” Lawniczak

Vendors
Robert “Von” Hodo

VICE CHAIR
Ashton “Quinn” Petersom

WEBMASTER
Vlad Stockman

WRITERS WORKSHOP
Richard Chwedyk

ISFIC BOARD
Vlad Stockman
Daniel Gunderson
Ken Beach
Dana “Star” DeMichael
David Ifversen
Kristina “Gummi” Maki
Ashton “Quinn” Peterson
Scott Schultz
Robert Wadowski






See Everyone
Next Year!
Oct. 8-10, 2027
WINDYCON
MANTICON
2027