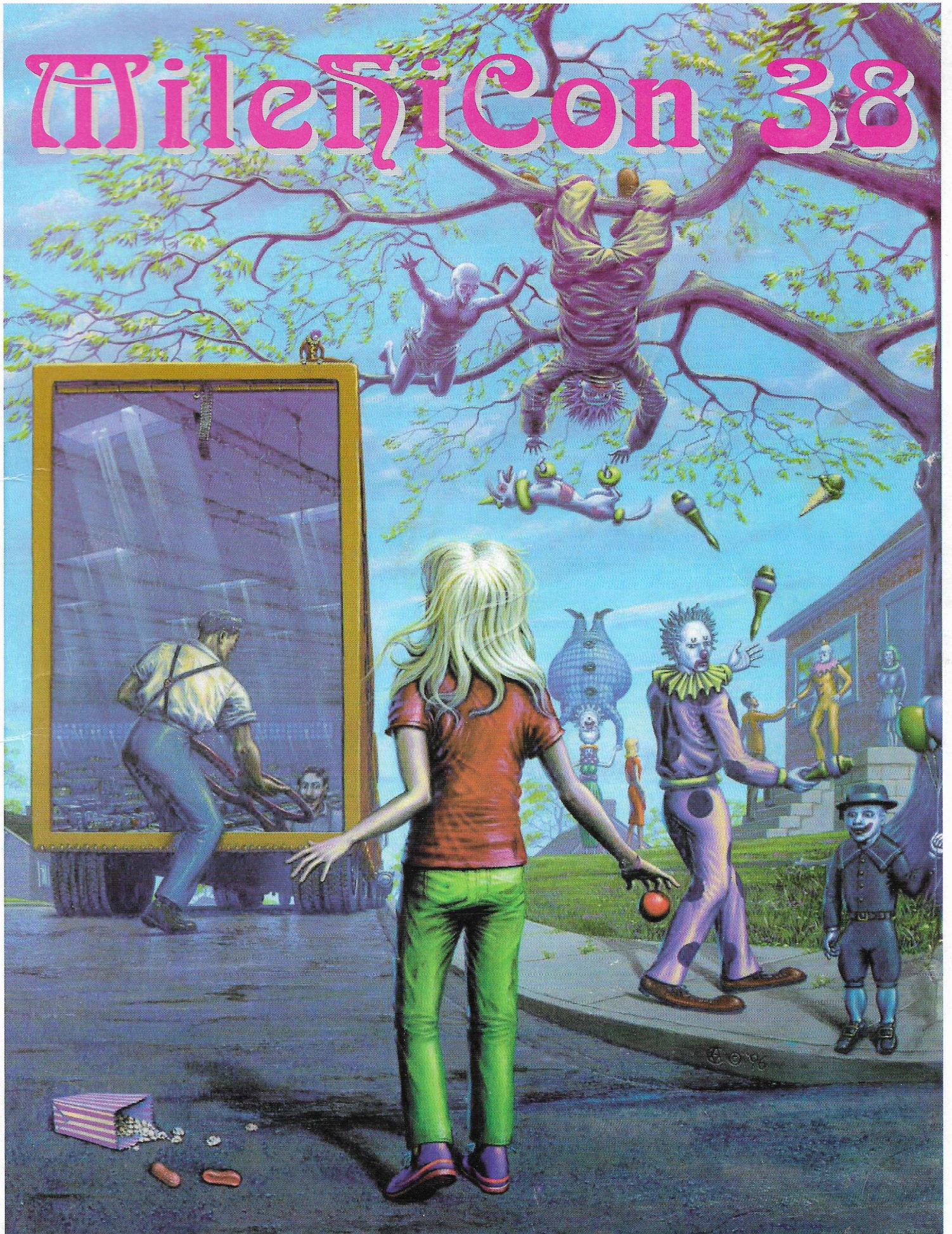


Mileñicon 38



MileHiCon 39

October 26, 27, & 28, 2007

**Hyatt Regency-Tech Center
Denver, CO**

**Guests of Honor
David Weber**

Check the MileHiCon website www.milehicon.org for other GoH updates and convention information.

**This Weekend Only
\$30.00**

**Purchase at the MileHiCon Registration booth
Saturday and Sunday.**

After MHC 38:

October 30-December 31, 2006 = \$32.00

Mail To: MileHiCon 39

P.O. Box 487

Westminster, CO 80036

For more information: e-mail: lindanel@ix.netcom.com

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BADGE POLICY

All badges must be worn and displayed on an easily viewed location of the body.

Pre-Reg (multi-colored badges) and 3-Day (purchased at the door) badges are good for all days and all functions at the convention.

Single day badges are good for the designated day only.

Friday – Blue

Saturday – Pink (or Fri & Sat)

Sunday – Orange (or Sat & Sun)

If you wear the incorrect badge for a specific day, you will be asked to change or purchase the correct day badge.

Lost Badges: You will be charged \$10 per replacement for each lost badge. **DO NOT LOSE YOUR BADGE.** This can get expensive.

Registration Information:

The registration desk will be open for the following hours.

Friday 1 - 9pm

Saturday 9am - 7pm

Sunday 9am - 3pm

You can purchase memberships for MHC 38 or 39, T-Shirts, Mugs, Food Function Tickets, or buy your votes for the fictional GoH at the registration desk.

Preregistered attendees who arrive after the registration desk closes for the day must wait at least one hour before going to the MHC Operations Office (Rm 439) to pick up your badge.

Program Book Info

Editor & DesignerLinda Nelson
ProofreadingRose Beetem
Scanning & Picture ConversionMarc Gustafson
Written By	... MileHiCon 38 Con Committee where not noted
ArtworkAlan M. Clark - Cover, pgs 5, 7, 20, & 23
Mark Ferrari-- pgs 25 & 26

.....John Peters - pgs 9 & 31
 The MileHiCon program book was produced using Quark Express 6.5 and printed by Mile High Graphics.
 As part of an effort to keep MileHiCon attendees entertained, the editor maintains an obligatory mistake count. How many can you find?
 MileHiCon Web Page <http://www.milehicon.org>
 e-mail: lindanel@ix.netcom.com

MileHiCon 38 Convention Committee

ChairpersonLinda Nelson
 Treasurer Johanna Fallis
 Hotel Liaison Thea Hutcheson
 Programming Coord. Rose Beetem
 Green Room Gary Plana
 Video Programming ... Marc Gustafson
 Japanimation Prog Barb Edmunds
 Game Programming ... Dustin Hatchett
 Registration Emily Epstein
 Operations Cass Marshall
 Security Freya Jackson
 Dealers RoomKaia Gavere
 Fan TablesJane Campbell
 Volunteers Coord. Richard Wetmore

Art Show & Art Auction . Cheryl Sundseth
 & Bruce Miller
 Art Auctioneer Michael Burgess
 Pre-Registration & Database Linda Nelson
 Publications & Mailings .. Linda Nelson
 Publicity Linda Nelson
 Critter Crunch, Float-illa,
 & Mad Scientist Liaison ... John Morse
 Logistics Cate Antil
 ConSuite Suzanne Van Cleave
& Bill Van Cleave
 Masquerade Wynette Hoffman
 Technical Doug Pintar &
Marc Gustafson
 Literacy Auction Rose Beetem
 Auctioneer Dana Cain
 Web Master Marc Gustafson
 Guest Services Matthew Mishalak

MileHiCon 38

T-Shirts and Mugs For Sale

T-shirt artwork by Alan M. Clark

T-shirt design by Graphics Plus

Full color printing on a white shirt.

22oz white mug with red MHC logo

There is a limited number. Don't miss your opportunity to add the T-Shirt and Mug to your collection.

For Sale at the Registration Table

T-shirts: \$15 (M-XL), \$17 (2X-3X)

Mugs: \$5

General Information

Hotel Info

Room Rates: For those of you not yet checked into the Hyatt Regency Hotel who may be considering a room, the rates are \$80 single/double, \$105 triple, and \$130 quad per night if rooms are still available in the MileHiCon block.

Food and Drinks: The hotel has asked that food and drinks not provided by the hotel not be brought into any of the function space rooms. Food and beverages will be available at the following hotel restaurants and bar:

The Cafe: Breakfast 6:30 - 11am
Lunch 11am - 3pm
Dinner 5:30 - 9:30pm

Sarah's Pantry: 5:30am - 5pm

Garrity's Bar & Grill: 3pm - 1am

Pool, Jacuzzi, and Spa: open 6 am to 11 pm for anyone with a room key.

Weapons Policy

1. No real projectile weapons, even if deactivated, and no lasers more powerful than OSHA class 3 are allowed. Projectile weapons that are weaponry for a critter and conform to the Critter Crunch rules are exempt from this rule.
2. Any prop weapon must have a sheath, sling, codpiece, or other container.
3. Any prop weapon must be IN its sheath, sling, codpiece, etc. (not in your hands, your teeth or in your neighbor) except when you are in the dealer's room, a private room (door shut), or Operations. However, in the case of codpiece-covered items, we must ask that they stay covered EVERYWHERE unless someone specifically asks to see it. Remember—you wave it, you eat it.
4. Every prop weapon must be marked to show that it has been checked, and that you have read these rules. Weapons can be marked at **Operations, Room 439**.

Wanted: Volunteers

All conventions need volunteers to keep operations running smoothly, and MileHiCon is no exception. This year we will again have the official MileHiCon 38 Staff T-Shirt on the list of items available to volunteers only. A sample of the artwork (by Alan M. Clark) is on page 5. You can acquire a free staff t-shirt by volunteering for at least eight hours. Or you can volunteer for six hours and purchase the staff t-shirt for \$6. Again, this shirt is available to volunteers and staff only.

We also have a special raffle for the people who offer their time and energy. For every hour you work you get one raffle ticket. The more hours worked, the more tickets you receive, and the more chances you have of winning some wonderful prizes. We have been collecting prizes the last several months; everything from books autographed by our guests, to DVDs, puppets, games, puzzles, t-shirts, hats, jewelry, and whatever other fun prizes we can find.

If you would like to contribute your greatly appreciated time and energy to MileHiCon, come to the convention **Volunteers Office/Gopher Hole (ThunderPass)** and sign up. There you will receive a small time card that must be signed by one of the ConCom for hours worked. Then, just take your time card to the Gopher Hole and receive your raffle tickets any time. The raffle will take place at **7:30 pm Sunday** in the **Con Suite** (Room 431) You don't have to be present to receive your prizes—however, you must write your name and address on each raffle ticket to assure that prizes are mailed to the correct place and person.

Child Policy

It is important to us and the future of fandom that we involve our children in the multifaceted worlds of science fiction and fantasy. To that end, we encourage parents to bring children of all ages to the convention and its events.

Children 0-6 may attend MileHiCon for free, but must be with a parent at all times. Children 7-11 are half price, but must have a parent in close proximity. Teens 12-17 pay full price and may attend the convention unaccompanied by a parent. However, if adult activities or programs are in progress, they may be asked by a staff member to leave the room.

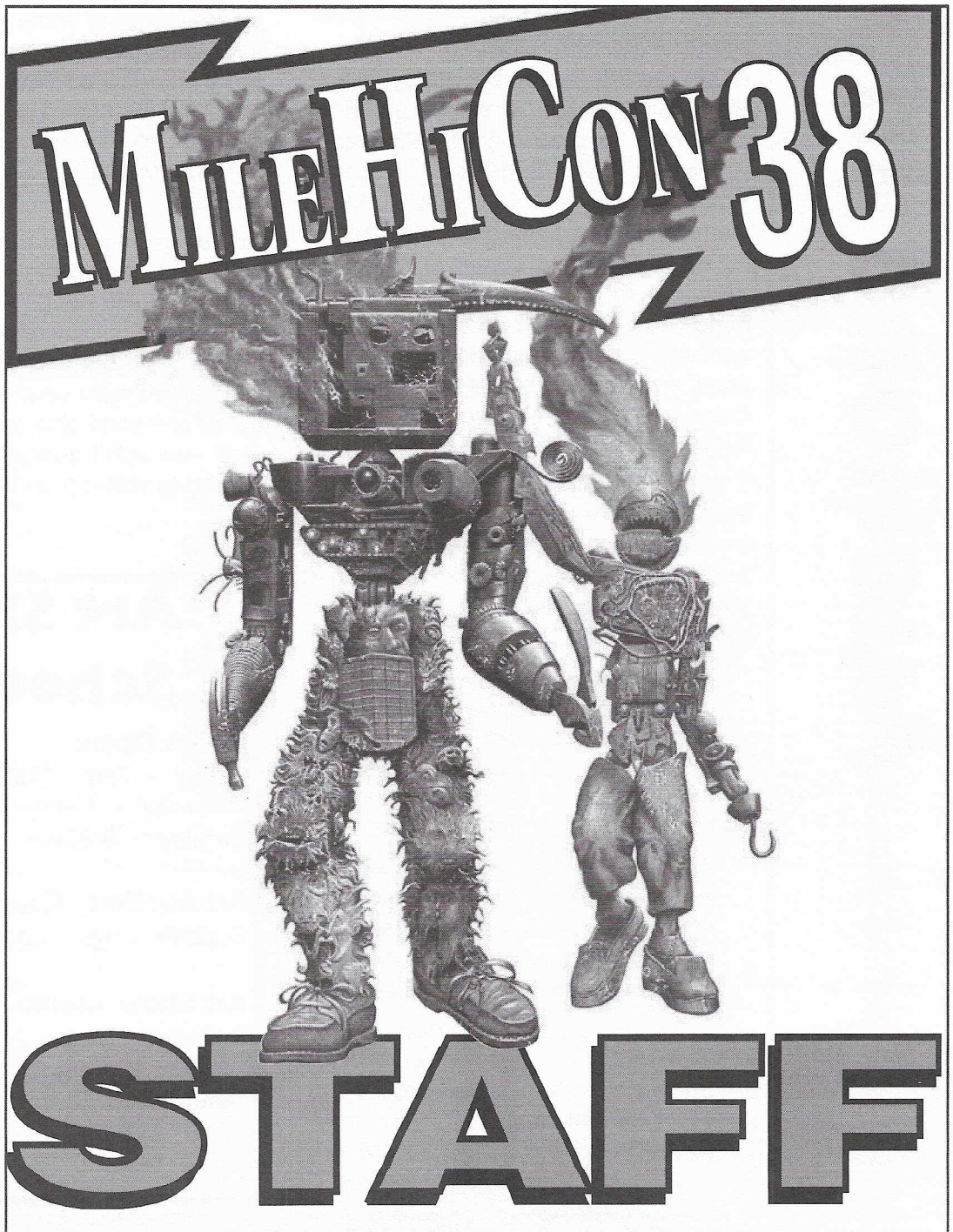
Because of the lack of demand for babysitting services in the past and a lack of dependable, professional help that we feel comfortable leaving children with, MileHiCon does not offer babysitting services. We apologize for any inconvenience this may cause. You may want to check with hotel registration for babysitting services.

Please monitor your child's experience--some programs at MileHiCon cover adult-topic material. MileHiCon makes every attempt to schedule adult-topic programming in the late night hours, but this may not always be possible.

We want to remind parents that they are responsible for their children at all times. If a child wanders away, please check with Operations. If your child is left unattended and a staff member observes a child misbehaving to the point of endangering self or others, destroying hotel property or disrupting programming, the child's membership badge will be confis-

cated. The child will be taken to Operations until a parent can be located and informed of the situation. Upon the third offense, both the child's and parent's membership will be revoked, and the parent will be asked to remove the child and themselves from convention areas.

Please have your child stay close to you when in public areas of the hotel, as it is often hard to distinguish that the parent is at hand and the child is not lost. If parents believe that their convention activities will be constrained too much by the required monitoring of their children's activities, they are encouraged to arrange for proper child-care at home.



How to Buy Art

Art on display in the Art Show (**Grand Mesa DE**) is for sale, except for pieces with "NFS" on the bid sheet.

The show is divided into two sections: the Print Shop and displayed art. Print Shop pieces are not displayed on panels, and are simply for sale at the marked price. Take the piece to the Art Show desk and pay for it.

Displayed art may be bought by Quick Sale, voice auction, or written bid. Each piece may have two prices: "Minimum Bid" and a "Quick Sale" price. Pieces with a Quick Sale price may be bought instantly for that price if no one else has bid on it. Just bring the bid sheet to the desk, pay for it and it's yours (but we hope you will leave it on display until the auction). If a piece has no Quick Sale price, you can't buy it via Quick Sale. Once a piece has a written bid, it can no longer be sold by Quick Sale.

If you would rather try to pay less than the Quick Sale price, or if you cannot buy the piece via Quick Sale (no QS price or someone else already bid on it), you must bid on the piece, following these three rules:

1. Your bid, written or voice, is a promise to buy the piece at the bid price. To make a written bid, just write your name, badge number, and the amount you are offering on the first blank line of the bid sheet.
2. The first bid on a piece must be at least the minimum bid, but may be more. Each following bid must be more than the previous bid. All bids must be whole dollar amounts.
3. If yours is the only or second written bid on a piece when the Art Show closes for the auction, it's yours for that price. Three or more written bids send a piece to voice auction, and it goes to the highest

bidder at the auction. If there are no voice bids at the auction, the piece goes for the highest written bid.

If you want to bid at the auction, but are unable to attend, you can leave a proxy bid with us.

You can find out whether a piece you bid on will go to voice auction half an hour before the auction. If you won the piece with a single bid, we ask you to wait until the auction starts to pay for it, because other people also want to find out whether their pieces are going to auction.

Art you buy may be paid for and picked up during or after the auction on Sunday. If you need to pick up your art before this, or cannot pick up your art before 5 pm Sunday, see the Art Show staff. If you want your art to be picked up by someone else, notify the Art Show staff—we won't give your art to the first person to walk up and say they want it.

Art Show Schedule

Hours Open:

Friday - 7pm - 11pm

Saturday - 10am - 8pm

Sunday - 8:30am - 10:30am

Art Auction: Grand Mesa ABC

Sunday - 1pm (approx.) - 3pm

Art Show Tours:

Saturday - 10am, Alan Clark

4pm, William Hodgson

Sunday - 8:30am, Mark Ferrari

Literacy Auction

Last year, MileHiCon 37's Literacy Auction raised n \$1743, which was donated to Urban Children's Coalition/Open Book. We'd like to make this year's auction the best ever. Proceeds this year will go to Friends of Food for Thought. Refer to their listing in the Bios for more information about the organization.

If you have brought items with you for the auction, please drop them off in the **Green Room (Bristlecone)** before **3 pm on Saturday**. **You must COMPLETE A DONATION CARD FOR EACH ITEM.** This will help us to describe the item to the audience and let potential buyers make decisions about bidding, as well as insuring that you get the tax benefit.

The Literacy Auction will take place in the Main Events room (Grand Mesa ABC) on Saturday night during masquerade judging. Dana Cain will officiate. **Items donated for the auction will be displayed outside of Main Events (Grand Mesa ABC) from 6-8 pm on Saturday.**

Items may be picked up immediately after the conclusion of the auction at the SUMMIT room across the lobby from the Main Events room. **ITEMS MUST BE PAID FOR AT THE BEFORE THE BUYER TAKES POSSESSION.** (Cash, checks and credit cards accepted.) Any items not claimed and paid for on Saturday night will be presumed abandoned, and may be re-auctioned at the Art Auction on Sunday.

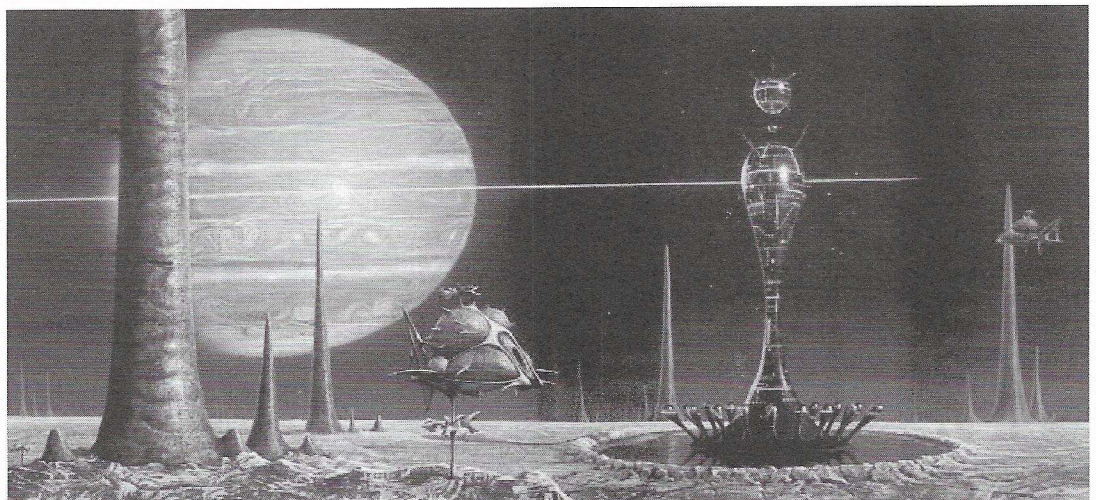
Literacy Auction Items Promised at Press Time

- 📖 GoHs Judith and Garfield Reeves-Stevens donated a signed set of the *Chronicles of Galen Sword* Trilogy, and a chapbook edition of the short story, "Bluebound."
- 📖 Robert Sawyer donated an autographed hardcover 1st edition of short story collection, *Iterations*.
- 📖 Toastmaster Mark Ferrari donated two screen savers of his art and a matted signed numbered edition print of his most popular piece of artwork.
- 📖 Hardbound Neal Stephenson's *The System of the World*.
- 📖 A vampire-related collectible (Mario Acevedo).
- 📖 Jennifer Baumer's *Not One of Us* "Best of" anthology
- 📖 Three Carol Berg Books.
- 📖 M.H. Bonham signed copy of *Prophecy of Swords*.
- 📖 Galleys from L.E. Modesitt and A.C. Ellis.
- 📖 Trade paperbacks of Nyx and

Bondage, a themed SF/F anthology by Tyree Campbell.

- 📖 Theresa Crater signed copy of *Under the Stone Paw*.
- 📖 *Matrix* standees.
- 📖 Some signed Dr. Who stuff.
- 📖 A hand-painted plate by well-known Canon City-area artist Katy Paulson (donated by Jo Etta Ledgerwood).
- 📖 A T-shirt from the world premiere of *Return of the Jedi* (medium, red).
- 📖 Hard to find *Warhammer* gaming stuff.
- 📖 Italian *Warhammer* magazines and various other items
- 📖 *All flesh Must Be Eaten* gaming stuff.
- 📖 *Green Ronin/D20 System* gaming stuff.
- 📖 *GURPS Magic*, 4th edition, signed by Steve Jackson.
- 📖 Old *Asimov's* magazines.
- 📖 Galleys of *Worldmaker* by A.C. Ellis.
- 📖 Haley Elizabeth Garwood signed book from the *Warrior Queen* series.
- 📖 Vicktoria Hanley signed copy of *The Healer's Keep*.
- 📖 Copies of *Death of A Musketeer* and *Draw One In The Dark* by Sarah Hoyt.
- 📖 Copy of *The Weird Western Adventures of Haakon Jones* by Aaron B. Larson.
- 📖 Copies of Deborah LeBlanc's *Grave Intent* and *A House Divided*.
- 📖 Copy of David B. Riley's book *Trails, Intriguing Stories of the Wild West*.
- 📖 Rebecca Rowe's *Forbidden Cargo Summers*.
- 📖 A *Kitty* cache of books by Carrie Vaughn.
- 📖 *The Pressed Fairy Book*.
- 📖 Several boxes of assorted SF books.
- 📖 Assorted movie memorabilia.
- 📖 TV Guides with SF/Fantasy show covers/articles.

There will be many more items than listed here to be auctioned off. Check out all the auction items displayed outside the Main Events room on Saturday evening.



Masquerade Madness

Well, it's just about showtime! I hope everyone has their costumes finished. Please be sure to review the rules and register early.

Masquerade registration will be next to main registration and will be open from 10:00 am until 3:00 pm on Saturday. Entrants should report to the **Masquerade Green Room (Chasm Creek B)** at **5:30 pm**. The Masquerade begins at **8 pm**.

Masquerade Rules

One of the great traditions at MileHiCon is the Masquerade, but like all great traditions, it evolves. After six years of excellent work, Michael Bruno decided to retire due to changes in his employment. So for 2006 we have a new Masquerade Contest Director, Wynette Hoffman. She wishes to change as little as possible of Michael's successful Masquerade policies; but since she's not Michael, there will be differences. Whether you have been a Masquerade contestant for years, or are new to the MHC Masquerade, please read the following rules and contact Wynette with any questions.

1. MileHiCon invites anyone in costume to participate, for an award or just for show. Entries will be judged on the individual merits of the costume and its presentation. There will be a Best of Show Award, a Best In Class Award for the Children, Novice, and Master classes, and an Audience Favorite Award as well as individual judge's awards. (The childrens' class presentation and award will happen before all other parts of the Masquerade so that the little ones can go to bed early if the adults drag on.)
2. The MileHiCon Masquerade is for costumes derived from Science Fiction, Fantasy, Mythology, Anime, Theater, and other realms of the imagination. We also accept costumes meant to accurately represent historical or cultural dress. The masquerade is not for "street clothes" of the current era no matter how well they represent a character. If you have any questions, please contact the Masquerade Director.
3. Anyone wishing to participate in the Masquerade must register with Masquerade

Staff at the MileHiCon registration table between 10 am and 3 pm on the Saturday of the convention. Please contact the Masquerade Director if you have special circumstances that would prevent you from registering during that time.

4. You may register individually or as a group. A person registering individually may not also be part of a group. Each person only gets to appear on stage once. A group may consist of up to 8 individuals. A group will be considered a single competitive entity: it will only receive one prize per any category it might win and group members will have to figure out how to share it (them).
5. Costumes that have won a major award (Best of Show, Best in Class) at a previous MileHiCon are not permitted to compete. The person wearing that costume is able to compete this year, as long as they are wearing a new or different costume. Even if your costume won a minor award at a previous MileHiCon, we would like to see you in something new, but we will not bar you from participating. If you have questions concerning your eligibility, please contact the Masquerade Director.
6. Individual presentations may not exceed two (2) minutes on stage. Group entry presentations may not exceed five (5) minutes on stage. Remember, shorter is generally better. The judges can be easily bored, and a bored judge is an unhappy judge. Action is generally better than words. Plan your presentation to give the judges enough time to view your costume from all sides. The presentation should draw attention to any particularly interesting aspect of the design or construction. Presentation can make a mediocre costume great, or it can ruin a good one.
7. At this time, due to changes in equipment and personnel, microphones may or may not be available on the stage. We suggest you do not plan on having one available. We encourage you to have your voiceover or music prerecorded to be played by our sound technician, or have it read by the Masquerade MC. If you have excellent stage

projection, you are of course welcome to speak directly to the audience.

8. We will have audio available for musical and/or vocal accompaniment to your presentation. Tapes must be cued up and labeled as to the correct side. CDs must have the track # clearly marked on the jewel box. It is also a good idea to have your track # identified on the CD itself. Please be sure your name and phone # are on the jewel box, as well. Please plan your music length to start and end with your presentation. It is much easier if our tech crew does not have to deal with fancy musical cues. The more the tech crew has to do for your presentation, the better the chance that something will go wrong. If you have any question as to the type of media we can accept, please contact the Masquerade Director.

9. To simplify things this year, we will only have basic stage lighting available. Lights will be dimmed before and after each entry. We will not be able to provide other lighting effects.

10. Weapons and combat routines must be cleared with the Masquerade Director prior to the contest. You will perform at your

own risk. Fire, flame or projectiles of any sort will not be allowed. Nor will messy or sticky substances (wet, dry or oily) be allowed as part of the costume or presentation.

11. You must leave the stage as clean as it was when you set foot on it. Arrange to pick up any props, costume pieces (like dramatically discarded capes) or any mess that your costume generates. If you have a particularly intricate costume or presentation, we recommend coming equipped with your own stage ninja. (We probably won't have a volunteer we can assign to you, so draft a friend.)

12. All costumes and presentations must be PG
 13. This is not your try out night for a cable comedy show: think network television. If you think your costume or skit might be too risqué or offensive, it probably is. Costumes judged prior to the Masquerade as being indecent or inappropriate will be disqualified and not allowed on stage. Skits/presentations deemed inappropriate or too raunchy will have the lights dimmed during your perform-

ance and you will be disqualified – even if the audience loved it. This would apply to even “accidental” wardrobe malfunctions. This also applies to dialogue and vocal or musical accompaniment that might contain material intentionally offensive to persons of any ethnic, racial, religious, gender, or sexual orientation. (Obviously, even a fairly chaste female costume might be offensive to members of certain orthodox religions, but we seriously doubt people with beliefs of that nature will be in our audience at a science fiction/fantasy convention. This rule is meant to encompass material, such as jokes, that make fun of people from such a religion, or of a different sexual persuasion, or of a different race or ethnic group.) Do not have swear words (blasphemous, scatological, or sexual) as

part of your routine or your musical accompaniment. Also – and this really should go without saying, but sadly must be said – do not have presentations or skits that might promote or make fun of child molestation/pornography, cruelty to animals, rape, etc... Also (sigh) avoid depictions of drug use or underage drinking. The Masquerade Director gets to make the decision as to what is inappropriate, offensive, or risqué. She does not have to explain her decision.

So, it would be best if you have any question as to the suitability of your costume or presentation that you contact her in advance.

13. Live animals will not be allowed on stage, unless they are assisting the handicapped.

14. Surprise the audience, surprise the judges, surprise yourself, but do not surprise the Masquerade Director or his staff! (See rule #12) If you feel that your costume or presentation will violate any of these rules, please check with the Masquerade Director prior to construction or any substantial cost to yourself.

15. Finally, the Masquerade Director has full and final authority over all aspects of the masquerade. She also has the authority to waive the above rules if the costumer can convince him of the merit of the exception. We look forward to seeing your costumes.

Wynette Hoffman



GRAND NATIONAL CRITTER CRUNCH

This is the seventeenth Critter Crunch competition to be held at MileHiCon. Critter crunches are now taking place at other conventions as far away as Atlanta. This year the crunch promises to be as much fun as ever. The 2-pound competition will take place at 9:30 am on Sunday in the Main Events room (Grand Mesa ABC). The 20-pound competition will take place at 3 pm (or immediately after the Art Auction) on Sunday, also in Main Events.

Contestants must pay their entry fees at the convention registration table at least one hour before the competition. If you have pre-paid your entry fee, please check-in at the registra-

tion table. Each critter entry must complete the Critter Crunch registration form (acquire it at the registration table) and present it to the Critter Crunch coordinator one hour before the competition for technical check-in. If your critter is acceptable, you will be allowed to compete in the Crunch. If your critter does not pass technical check-out, you will be allowed to make modifications before the competition starts. All modifications must be inspected and approved by the Crunch coordinator before competition begins.

Remember, the judges' decisions are final!

Critter Crunch Rules 3.2 The Denver Mad Scientists Club, February 2003

*This version supersedes all
previous versions.*

O. SPIRIT RULES:

- A. No Cheating! You know, like intentionally subverting the rules.
- B. Frankenstein Rule: In honor of the most famous Mad Scientist, and of Mad Scientists everywhere, the audience may verbally behave like an offended and outraged populace towards any and all critters/operators that they deem offensive and outrageous.

I. CRITTERS:

- A. Critter size at the start of combat will be a cube 12" x 12" x 12". The critter must be able to stand alone on the combat surface within these dimensions until combat begins. After the start of combat, the 12" cube restriction no longer applies and the critter may transform to fighting mode in any way not other-

wise restricted.

- B. Critter weight limit is 20 pounds in class 1, and 2 pounds in class 2. A 2.5 percent error factor will be allowed to account for variations in scales.
- C. Critters may be powered by any source socially acceptable (OSHA approved) for indoor use. Critter power source must be 100% contained in the critter and packaged appropriately for the expected abuse.
- D. Control pendants, cables, or other external control devices do not count against the critter weight or size. Critter control may be by any means not prohibited by rules I(C) or II(E). However, radio controlled critters must be able to operate on at least two frequencies (or perhaps, an R/C tether combination) to avoid radio frequency conflicts.
- E. All critters must be capable of movement at a rate of not less than two inches per minute.
- F. No critter may, under any circumstances, present a hazard to the judge(s), spectators, or the opposing operator(s). No critter may in its operation cause damage to anything other than the opposing critter or the combat surface. Any questions regarding the acceptability of

any weapons should be addressed, as far as possible, before the event.

- G. All critters must conform to the general rules of the hotel and the convention.
- H. All critters will be subject to a technical inspection prior to combat. Failure to disclose any operating principle shall be grounds for disqualification. Judges may restrict any function deemed excessively hazardous.
- I. Weapons directed specifically toward attacking critter control systems (cable cutter, R/C jamming, etc.) are not allowed.
- J. Critters (including multipart critters) are allowed to have only one designated operator.

II. COMBAT:

- A. The current "combat surface" is defined as the surface of an unfinished wood platform 8 feet long by 8 feet wide and 4 inches high.
- B. The combat volume is defined as the combat surface and the airspace above it to the height of whatever ceiling is present, not including the ceiling or anything attached to it.
- C. Leaving the combat volume entire-

ly is considered a loss. Up to 50% of the critter may leave the combat volume provided that the remaining portion is capable of movement per rule I.E. In the case of two-part critters, the heaviest and/or main part of the critter must be designated and clearly marked as the main or 51% part. The other part is considered as expendable. Loss of the main part is a loss for both.

D. No part of any operator's body may intentionally impinge on the combat volume during combat.

E. Projectiles:

1. A projectile is defined as an object thrown with the expectation that its kinetic energy will affect its target.

2. Projectiles, if employed, must be tethered. Tethers must be no longer than four feet.

F. Non-projectile, loose items may be deployed from your critter but must be picked or cleaned up, to the best of your ability, after combat.

III. JUDGES:

A. Judges shall be impartial non-participants.

B. Judges may declare a contest completed at any time.

C. Judges' decisions are final.

IV. COMPETITION:

A. The manner of elimination (single elimination, double, etc.) will be at the discretion of the competition organizers, and will be announced prior to the competition.

B. Critters will start on opposite sides of the combat surface with the aft end of the critter even with the edge of the combat surface.

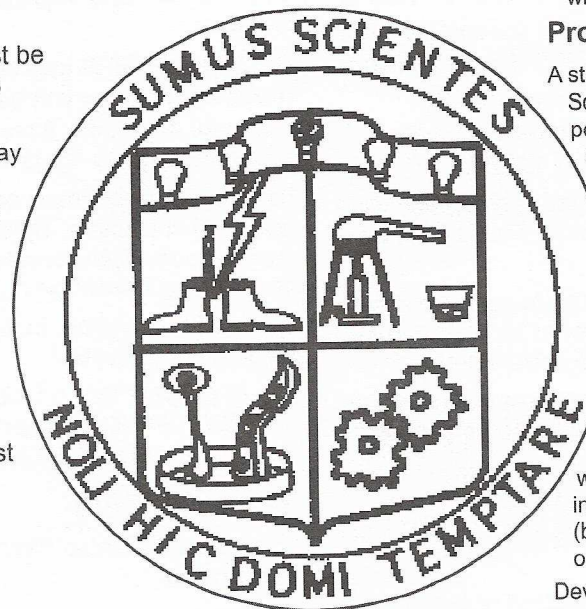
C. The critters must be ready when the combat begins. Combat will not be restarted due to mistakes, radio conflicts, or other setup problems. A brief pretest may be allowed by the judge(s).

D. Victory:

1. To claim victory your critter must show mobility and be at least 50% within the combat volume. You will be declared defeated if your

critter has been rendered immobile, or if 51% or more of the critter is outside the combat volume.

2. If both critters are immobile, the critter controlling mobility will be declared the winner.
3. If both critters leave the combat volume, last one out wins.
4. Absent a clear victory, combat will proceed for 3 minutes after which the judge(s) may declare a winner, a draw, or grant more time.
- E. No critter shall be required to compete within 10 minutes of its previous combat to permit recharging of batteries, replenishment of expendables, damage repair, etc.



Machines requiring excessive time to prepare for their next combat may be declared defeated by forfeit, at the discretion of the judges.

CLARIFICATIONS

The following are some clarifications and examples to aid builders in the Critter Crunch. These are based on the questions we get asked most often.

Power Sources:

The most obvious is batteries, but don't let yourself be limited. Any source designated by OSHA as suitable for indoor use is okay. This includes, for example, a four-stroke internal combustion engine powered by propane. Please include a tilt switch to shut it off if it is turned over, where appropriate.

Combat Surface:

Check with the organizers before spreading oil slicks or deploying chainsaws. Clean up will be accomplished by the critter operator(s).

Deployables:

In the interests of keeping the construction simple, self-retraction of deployed appendages is not required. That is, you may hand-prepare your critter to fit the 12" cube, although it must fit the cube un-assisted. Deployments must be an automatic function.

Spirit of the Rules:

It is not the wish of the organizers to disqualify entries on niggling technicalities. Rather, the rules should be interpreted as broadly as possible to permit the widest variety of endeavor.

Projectiles:

A stream of liquid is not a projectile. Something that is tossed, so as to disperse or place it across the table, is not a projectile. Use common sense and don't quibble.

Expected Abuse:

(From paragraph 1C) Note that your critter may, during the course of competition, be severely damaged or even destroyed. Past competitions have seen critters equipped with pneumatic cylinders, spear-throwing CO₂ cannons, and flame throwers. Please consider this when packaging your power source if it involves such potential hazards as acid (batteries), flammable liquids (engines), or plutonium (reactors).

Developing an emotional attachment to your critter is recommended, as it contributes to creative vengeance!

Autonomous Critters:

At present there is no separate division for autonomous critters. An autonomous competition demonstration will take place during the 2-pound competition on Sunday morning.

Crawl Entries:

This division is for those who don't want their craft possibly destroyed. Nearly any craft showing mobility can be entered; size or weight are not limited; hazardous critters are DISCOURAGED. Use common sense, be creative!

Please inform the organizers of the event that you wish to submit a Crawl entry, so they can schedule you in.

You (Yes, You) Could Be The MileHiCon 38 Fictional Guest of Honor!

Seven years ago MileHiCon decided to bring back the old tradition of having a "big-name" fan be a Guest of Honor (GoH) at the convention. However, because many younger fans don't know about this tradition, we subsequently changed it so that anyone could be the Fan GoH. So, for the past seven years MileHiCon has had the Fan Guest of Honor voted on by those attending the convention. This has been a great success and a lot of fun. However, over the last couple of years the Fan GoHs have morphed into fictional characters. We thought, WOW! This is even more fun. Why not change the competition into the Fictional Guest of Honor voting? So, MileHiCon has changed the Fan Guest of Honor into the Fictional Guest(s) of Honor. Here's how it works.

How to Become a Fictional GOH

- 1) Any registered fictional character or group attending MileHiCon this year can become the Fictional Guest(s) of Honor.
- 2) Fictional GoH nominees must be in costume and assume the persona of the character for at least part of the time they are attending the convention.
- 3) Several individuals may register as a related group. In that case, they will be elected (or not) as a group.
- 4) Any fictional character(s) at the convention can be voted for, whether they know about it or not. (That's right, they don't even have to know about it.) Surprise someone and register them.
- 5) You may run a campaign for yourself or someone else. Get as many people as possible to throw in their votes.
- 6) If you plan to run, come to Opening Ceremonies for the Parade of Potential Fictional GoHs (optional), and attend the Fictional GoH Rally (optional) which will be held Saturday at 11 a.m. Grand Mesa AB.
- 7) Fictional Guest campaigns may be anything from simple to elaborate. You may: talk to people, shake hands, hand out fliers, campaign buttons, hang signs (in designated areas only), have debates and rallies, or you could have purchased ad space in the MileHiCon program book, or have video ads presented in the video room.

How to Register Yourself as a Potential Fictional GoH:

- 1) Go to the MileHiCon registration table.
- 2) Tell them you want to register for the Fictional GoH voting.

- 3) Complete the registration form.
- 4) Pay one dollar.
- 5) A container with the Fictional GoH nominee's name on it and four quarters will be placed in the voting area.

How to Vote:

The polls will be open Friday 3 p.m. to Saturday 5 p.m.

Place one or more quarters in the container for the name of the nominee you wish to vote for. That's right — you may vote as many times as you like and/or for more than one GoH.

ONLY QUARTERS can be used for voting. No other forms of currency will be accepted. We recommend that vote collectors have a supply of quarters to accommodate as many votes as possible.

Fictional GoH nominees and campaigners may carry vote collection containers. These vote collection containers must be periodically emptied in the official vote collection boxes at the MileHiCon registration table.

Vote early, vote often. In this case, votes can be bought. Heck, money is votes!

*IF BOGUS VOTE COLLECTORS ARE CAUGHT
POCKETING COLLECTED MONIES, THEY WILL BE
EXPELLED FROM MILEHICON IMMEDIATELY.*

Vote Counting:

Votes will be counted Saturday after 5 p.m. by MileHiCon Registration.

All collected votes (quarters) must be deposited at the MileHiCon registration table no later than 5 p.m. on Saturday.

All monies collected for voting goes toward the literacy auction charity.

The winner(s) will be notified and presented to the convention before the masquerade. A victory party will be held in the Con Suite at 10:30 p.m. on Saturday night.

What Does the Fictional GoH Get?

The distinction and honor of being the MileHiCon 38 Fictional Guest of Honor.

A special Guest of Honor badge.

A party in the Con Suite dedicated to you.

A chance to hobnob with the other Guests.

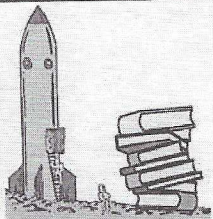
A chance to participate in closing ceremonies, or even appear at the GoH Remarks.

A free membership to MileHiCon 39.

... and loads of fun!

"MMMM"

On Friday night in the second floor Atrium the *MileHiCon Mix, Munch, and Mingle*, or "MMMM" for short will take place. This is the first food function at MileHiCon in a very very long time. If this goes over well, we may have started a new tradition. "MMMM" is a great way to meet the Guests of Honor, other authors, artists, and fans attending the convention. Various munchies & hors d'oeuvres prepared by the Hyatt's gourmet chefs will be served. A very modest fee of only \$3 will be charged for the food. You can purchase your "MMMM" ticket at the registration desk. Show your ticket at the function and receive a hand stamp. You must have a hand stamp to be served food. A cash bar will also be open for both alcoholic and non-alcoholic beverages.



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THE THIRD ANNUAL MILEHICON CRITTER FLOAT-ILLA RACE

Join us at the indoor pool Friday night for a new competition and, now a new tradition: the MileHiCon Critter Float-illa Race. What can be done with a milk carton? How fast can a design go? Show up at the indoor pool on Friday at 9:30pm and find out just how inventive and creative the designers can be.

Rules:

First Rule—The official hotel rules cannot be circumnavigated. This includes: no glass in the pool area and NO CHANGING THE POOL CHEMISTRY!

Spirit Rule: NO CHEATING!

Frankenstein Rule: If a yacht proves sufficiently offensive to the audience, the audience may throw bricks at it until propriety is satisfied. (Bricks will be provided by MileHiCon.)

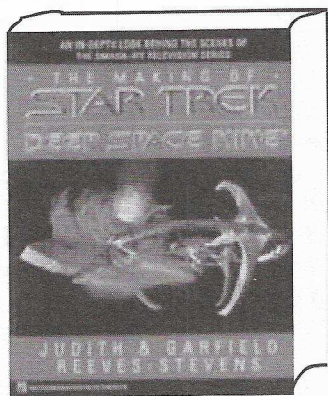
Construction Rules:

- * Hull size is 1/2-gallon capacity. Any shape is allowed.
- * Hull material must be clean milk carton cardboard.
- * There is no weight limit.
- * Power sources must be self-contained. No electrical, internal combustion, or other potentially explosive power sources are allowed.
- * All other accouterments are as you will.

Competition Rules:

- * All entrants must pass a judge's inspection. There are no secrets from the judges.
 - * All yachts will start with at least a four-foot spacing from the pool edge or another competitor.
- NOTE—the pool is somewhat irregularly shaped. This results in some boats having to cover an extra space during the races. We regard lane assignments as luck-of-the-draw.
- * The race consists of one-pool-width with as many heats as necessary to find a winner.
 - * Competition style is at the judge's whim, but will be announced prior to the first heat. Typically the winner of each heat advances to the finals.
 - * All pieces of a yacht must finish the race for it to be declared a winner.

Author GOHS Judith & Garfield Reeves- Stevens



"Gar And Judy"

by Robert J. Sawyer

If you call their house—which used to belong to Liam Neeson—you get Gar and Judy's answering machine. And it says, "You've reached the Reeves-Stevens." Not, mind you, the "Reeves-Stevenses." Granted, lopping off the last two letters saves a little time in their joint byline (I vividly recall one book on which their names were accidentally truncated on the spine), but there's more to this shortening than that. Over on the *Star Trek* lot, Gar and Judy were nicknamed the Binars, after the paired aliens from *Next Generation* who finished each other's sentences. It's no surprise to old friends of theirs like me; we always call them "Garandjudy" as if it were a single word.

For the record, back before they became their own two-person Borg collective, he was Francis Garfield Stevens and she was Judith Evelyn Reeves, both living in Toronto. When I first met them, back in the 1980s, they were already married, and it was amazing to see, even then, how close to telepathic their relationship was.

Gar and Judy met when they were both working on educational publishing in Canada. Judy edited a series called "Energy Literacy" for use in schools, and Gar had already written a few horror novels, starting with *Bloodshift* in 1981. Their first collaboration was a *Star Trek* novel called *Memory Prime*, which they began while living in Toronto. But by the time they'd finished it, they'd moved to Los Angeles, just a short distance from the Paramount lot. That led to them being invited to write *The Making of Star Trek: Deep Space Nine*, and other *Trek*-related books, including *Star Trek Phase II*, probably the only "Making of" book ever for a television series that never aired.

Their involvement with *Star Trek* books led to them being asked to take a meeting with fellow Canadian William Shatner, to see if they might be the right people to collaborate with him on novels about Captain Kirk. They hit it off at once, and the trio have now produced nine Kirk novels.

The Shatner involvement also led to Gar and Judy becoming involved with *Star Trek: Enterprise*, as story editors in the final (and best) season. Talks were underway to bring Shatner on for a guest-starring role, and he made clear that no writers understood Kirk better than the Reeves-Stevens. By this time, they'd racked up impressive TV credentials of their own, including *Batman: The Animated Series* and *Sir Arthur Conan Doyle's The Lost World* (they'd spent a year in Australia as supervising producers on the latter), and so were readily hired on as *Enterprise* staffers (and they appear on-screen in the final episode).

Besides being superb storytellers, Gar and Judy love working out details, and treating inconsistencies as challenges (who knew that the Borg homeworld was also V'Ger's "planet of living



machines"? Gar and Judy, that's who ...). They thrive on being painted into a corner, and then finding an inventive and surprising way out.

In fact, early in my own career, I'd painted myself into a corner with my first trilogy, *The Quintaglio Ascension* (the trilogy title, incidentally, was Gar's coinage). In the first book, *Far-Seer*, I'd established that there was only one continent on my whole alien world, and yet in the second book, *Fossil Hunter*, I needed to send a Darwin-like character on a sea voyage of discovery so he could uncover the principle of natural selection. After struggling for weeks over this, I happened to mention the problem to Gar and Judy. Gar saved my bacon, and my series, by saying three words: "Polar ice caps."

Although we've been friends for two decades now, most of it has been after Gar and Judy moved to Los Angeles, and I regret that; I wish I'd gotten to know them earlier. But, as I once quipped—and, Gar and Judy, with their perfect memories, recently quoted back to me—there's a Pauli Exclusion Principle as applied to science-fiction writers: only a limited number are allowed in any area. I moved into Thornhill, a northern suburb of Toronto, just after they moved out. I wish it were possible for us to spend more time together in the same place, but as Scotty might say, "I canna change the laws of physics!"

And so I've got to be content just to rendezvous with them fleetingly when the conditions are exactly right for spatial interphase—which they happen to be (so

long as no Tholians intrude to throw off my calculations) right here in Denver this very weekend. Lucky me—and lucky you, too! Enjoy meeting the Binars.

TELEVISION SERIES

Star Trek: "Enterprise"

Season Four.

Executive Story Editors, Episodes 7 - 11.

Episode 4.07: *The Forge*

Episode 4.11: *Observer Effect*

Co-Producers, Episodes 12 - 22.

Episode 4.13: *United*

Episode 4.16: *Divergence*

Episode 4.21: *Terra Prime*

Arthur Conan Doyle's "The Lost World"

Season Two, Staff Writers.

Episode 2.05: *Stone Cold*

Episode 2.07: *London Calling*

Episode 2.14: *Under Pressure*

Episode 2.18: *Survivors*

Episode 2.22: *Into the Fire*

Season Three, Supervising Producers.

Episode 3.01: *Out of the Blue*

Episode 3.04: *True Spirit*

Episode 3.07: *Dead Man's Hill*

Episode 3.08: *Hollow Victory*

Episode 3.10: *Brothers in Arms*

Episode 3.14: *The Secret*

Episode 3.16: *Suspicion*

Episode 3.19: *Tapestry*

Episode 3.20: *Legacy*

Episode 3.22: *Heart of the Storm, Part 1*

TELEVISION MOVIES

My Teacher Ate My Homework. A Shadow Zone Movie. Based on the children's book by J.R. Black. Made for Showtime. Lynch Entertainment, 1997.

ANIMATED

Action Man: Xmissions - The Movie. CGI animated adventure of the classic British hero.

G.I. Joe: Valor vs. Venom. CGI animated adventure of the classic American hero.

Van Helsing: The London Assignment. Prequel to the blockbuster movie with Hugh Jackman as the voice of Van Helsing.

Flash Gordon. Updating of classic science-fiction hero.

Phantom 2040. Futuristic updating of Lee Falk's crime fighter.

Batman: The Animated Series

"*Dreams in Darkness*"

"*The Strange Secret of Bruce Wayne*" (Teleplay; story by David Wise) Shared Emmy Certificate for Outstanding Writing in Animation.

"*Fire from Olympus*" (Teleplay)

PUBLISHED MATERIAL

THRILLERS

Freefall. The exciting follow-up to the best-selling *Icefire*.

Quicksilver. Terrorist takeover of the Pentagon.

Icefire. Terrorist collapse of Ross Ice Shelf in Antarctica.

NON-FICTION

Going to Mars: The Stories of the People Behind NASA's Mars Missions Past, Present, and Future. Brian Muirhead and Judith & Garfield Reeves-Stevens. Created with the full cooperation of NASA and JPL.

MAINSTREAM SCIENCE FICTION & HORROR

Bloodshift. Vampire medical-conspiracy thriller.

Children of the Shroud. Religious-political thriller based on attempts to create clones from bloodstains on the Shroud of Turin.

Nighteyes. Alien-abduction conspiracy thriller. Notorious in UFO circles because some investigators claim it inspired the Linda Cortile/"Manhattan Transfer" abduction case.

Dark Matter. Serial-killer thriller.

Alien Nation: The Day of Descent. An original novel setting the backstory of the popular film and television series.

FANTASY/SF ADVENTURE

The Chronicles of Galen Sword: Book I: SHIFTER

Harry Potter for grown-ups. A paranormal investigator tries to find his way home to a supernatural realm and reclaim his stolen birthright.

The Chronicles of Galen Sword: Book II: NIGHTFEEDER

Galen Sword returns in his quest to return to the First World, battling a demonic vampire of impossible power.

The Chronicles of Galen Sword: Book III: DARK HUNTER

The third (but not last) book in the Galen Sword series, coming soon from Babbage Press.

BLUEBOUND: A Galen Sword Story. The new follow-up to the eagerly awaited *DARK HUNTER*.

STAR TREK NOVELS

Worlds in Collision: Star Trek. A special edition combining "Memory Prime" and "Prime Directive," with an all-new introduction and interview with Judith & Garfield Reeves-Stevens.

Federation. One of the biggest selling original Star Trek novels published.

Prime Directive. The controversial novel of Kirk's greatest mistake.

Memory Prime

An epic tale of "Classic Trek."

Deep Space Nine: Millennium. The bestselling trilogy that kicked off the new DS9 novel series. Basis of the hit computer game, *Star Trek - Deep Space Nine: The Fallen*.

The Continuing Adventures of Captain Kirk. International bestselling series of novels co-written with William Shatner. Eight novels published.

STAR TREK NON-FICTION

The Making of Deep Space Nine. Behind the scenes of DS9.

The Art of Star Trek. Thirty years of production design.

Star Trek, Phase II: The Lost Series. The untold story of the unmade series that became the first Star Trek movie.

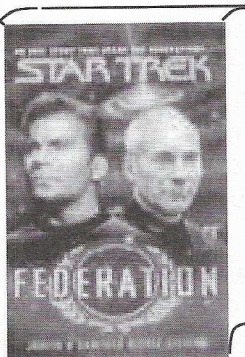
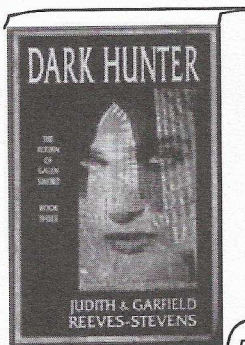
The Continuing Mission. Ten-year retrospective of *The Next Generation*.

GRAPHIC NOVELS

Ashes of Eden. DC adaption of the Captain Kirk adventure written by William Shatner and Judith & Garfield Reeves-Stevens.

Star Trek: The Next Generation. Issue #51 of the popular DC adaption of the legendary television series.

Open Space. Marvel Comics anthology featuring original stories by top science fiction authors.



Author GOH Robert J. Sawyer

Rob Sawyer: Not Scary At All, Really

By Robert Charles Wilson

You might think a writer with the reputation and awards history of Robert J. Sawyer would be an intimidating personality.

After all, his shelves are groaning under the weight of various Nebula, Seiun, Hugo, Aurora, and similar trophies. Here in Canada, at least, he's often interviewed by the CBC and turns up with some regularity on our cable SF station. He travels widely and is a sought-after public speaker. He knows his science, and he knows a thing or two about bringing science and technology to dramatic life in his fiction. He's been almost outrageously successful in his career.

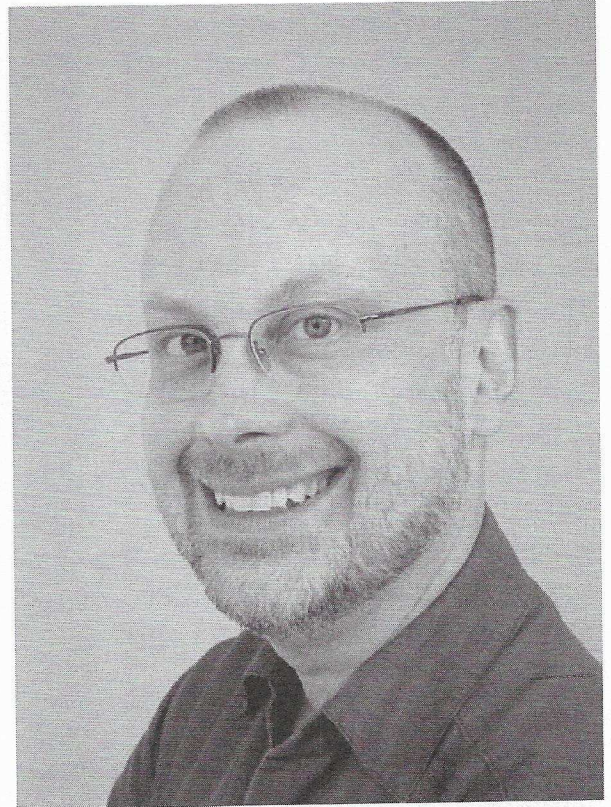
So he should be hated and feared, yes?

No.

What Rob is, is *approachable*.

Unlike some of us anthropophobic recluses, Rob actually likes people. He especially likes people who like SF. And he's delighted with people who like *his* SF, though that's not a prerequisite.

I have twice toured with Rob when we were promoting our books, most recently for his *Mindscan* and my novel *Spin*. Touring, for those of you who haven't done it, can be a gigantic endurance contest. It's a little like being the world's most minor rock star: you become what local TV and newspapers reluctantly scrape up from the bottom of the "arts" barrel. Your readings aren't always well-attended and your signings can quickly become an act of ritual humiliation lacking only the whip and cil-



ice. (Though, actually, we were mostly lucky in that respect.) And if you're touring with another writer you get to know that person pretty well—for better or worse.

So what is Rob Sawyer when he's not the ghostly presence behind such works as the *Neanderthal Parallax* trilogy, *Mindscan*, *Calculating God*, and innumerable other contributions to imaginative literature?

I can attest to his personability and, more important, his patience. His abiding love of the genre in all its incarnations. His skilful way of explaining complex ideas—perhaps the talent of his I most envy. Oh, and his obsession with apes. And old TV shows. His love of Canada and all things Canadian. His ability to create and keep a schedule (another talent I lack) without nagging or hassle. And did I mention his patience? His patience.

But what I want to emphasize here is Rob's genuine, utterly unfaked friendliness. Here he is, a guest at your convention, and that's an admirable opportunity to get to know one of the most genial writers in the business. It's an opportunity not to be missed, so don't be shy. Say hello to him, why don't you? He's not scary at all, really.

Robert J. Sawyer Bibliography

Novels

The WWW Trilogy:

- *Watch*, Penguin Canada and Ace Science Fiction (Penguin USA), forthcoming in 2008.
- *Wake*, Penguin Canada and Ace, forthcoming in 2009.
- *Wonder*, Penguin Canada and Ace, forthcoming in 2010.

The Neanderthal Parallax Trilogy:

- *Hominids*, Tor Books (the world's largest science-fiction publisher), New York, May 2002.
- *Humans*, Tor Books, February 2003.

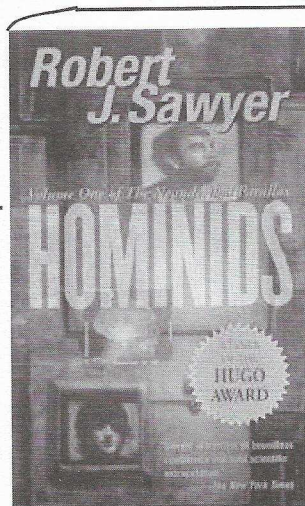
- *Hybrids*, Tor Books, September 2003.

The Quintaglio Ascension Trilogy:

- *Far-Seer*, Ace, New York, June 1992 (reissued by Tor, May 2004).
- *Fossil Hunter*, Ace, May 1993 (reissued by Tor, January 2005).
- *Foreigner*, Ace, March 1994 (reissued by Tor, August 2005).

Stand-Alone Novels:

- Golden Fleece*, Warner, New York, December 1990 (reissued by Tor, November 1999).
- End of an Era*, Ace, November 1994 (reissued by Tor, September 2001).
- The Terminal Experiment*, HarperPrism (now Avon Eos), New York, May 1995.
- Starplex*, Ace Books, October 1996.



- Frameshift*, Tor Books, June 1997.
- Illegal Alien*, Ace Books, December 1997.
- Factoring Humanity*, Tor Books, June 1998.
- Flashforward*, Tor Books, June 1999.
- Calculating God*, Tor Books, June 2000.
- Mindscan*, Tor Books, April 2005.
- Rollback*, Tor Books, April 2007.

Short Fiction

Identity Theft, a hardcover collection of 16 short stories, Fitzhenry and Whiteside, Toronto, forthcoming

(introduction by Robert Charles Wilson), September 2007.

Relativity, a hardcover collection of eight stories, four speeches, eleven articles, and twelve essays on the craft of writing, ISFiC Press, Chicago, November 2004 (introduction by Mike Resnick).

Iterations, a hardcover collection of 22 short stories, Quarry Press, Kingston, Ontario, January 2002 (trade paperback reprint, Red Deer Press, March 2004) (introduction by James Alan Gardner).

AWARDS

Winner, World Science Fiction Society's Hugo Award for Best Novel of 2002 (for *Hominids*).

Winner, Science Fiction and Fantasy Writers of America's Nebula Award for Best Novel of 1995 (for *The Terminal Experiment*).

Winner, John W. Campbell Memorial Award for Best Science Fiction Novel of 2006 (for *Mindscan*).

In addition to his Hugo Award win for *Hominids*, Sawyer has nine other Hugo Award nominations to his credit:

Six-time finalist, Hugo Award for Best Novel of the Year *The Terminal Experiment* [1996], *Starplex* [1997], *Frameshift* [1998], *Factoring Humanity* [1999], *Calculating God* [2001], *Humans* [2004].

Finalist, Hugo Award for Best Novella of the Year (for "Identity Theft" [2006]).

Two-time finalist, Hugo Award for Best Short Story of the Year (for "The Hand You're Dealt" [1998] and "Shed Skin" [2005]).

In addition to his Nebula Award win for *The Terminal Experiment*, Sawyer has two other Nebula Award nominations to his credit:

Finalist, Nebula Award for Best Novel of 1996 (for *Starplex*).

Finalist, Nebula Award for Best Novella of 2005 (for "Identity Theft").

In addition to his John W. Campbell Memorial Award win for *Mindscan*, Sawyer has two other John W. Campbell Award nominations to his credit:

Two-time finalist, John W. Campbell Memorial Award for Best Science Fiction Novel of the Year (for *Calculating God* [2000] and *Hominids* [2002]).

Robert J. Sawyer holds the record among English-language authors for winning the Canadian Science Fiction and Fantasy Award ("the Aurora Award"), with nine wins to date:

Four-time winner, Aurora Award for Best English Novel of the Year (for *Golden Fleece* [1990], *The Terminal Experiment* [1995], *Starplex* [1996], and *Flashforward* [1999]).

Four-time winner, Aurora Award for Best English Short Story of the Year (for "Just Like Old Times" [1993], "Peking Man" [1996], "Stream of Consciousness" [1999], and "Ineluctable" [2002]).

Winner, Aurora Award for Best Work in English (Other) (for *Relativity*, a collection of essays and stories, [2004]).

In addition, Sawyer has a record-setting 28 other Aurora nominations to his credit.

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COMMAS,
& PRICES.

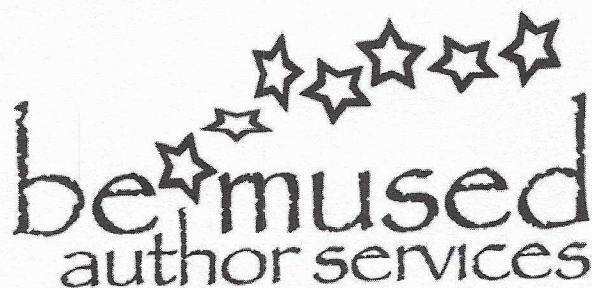
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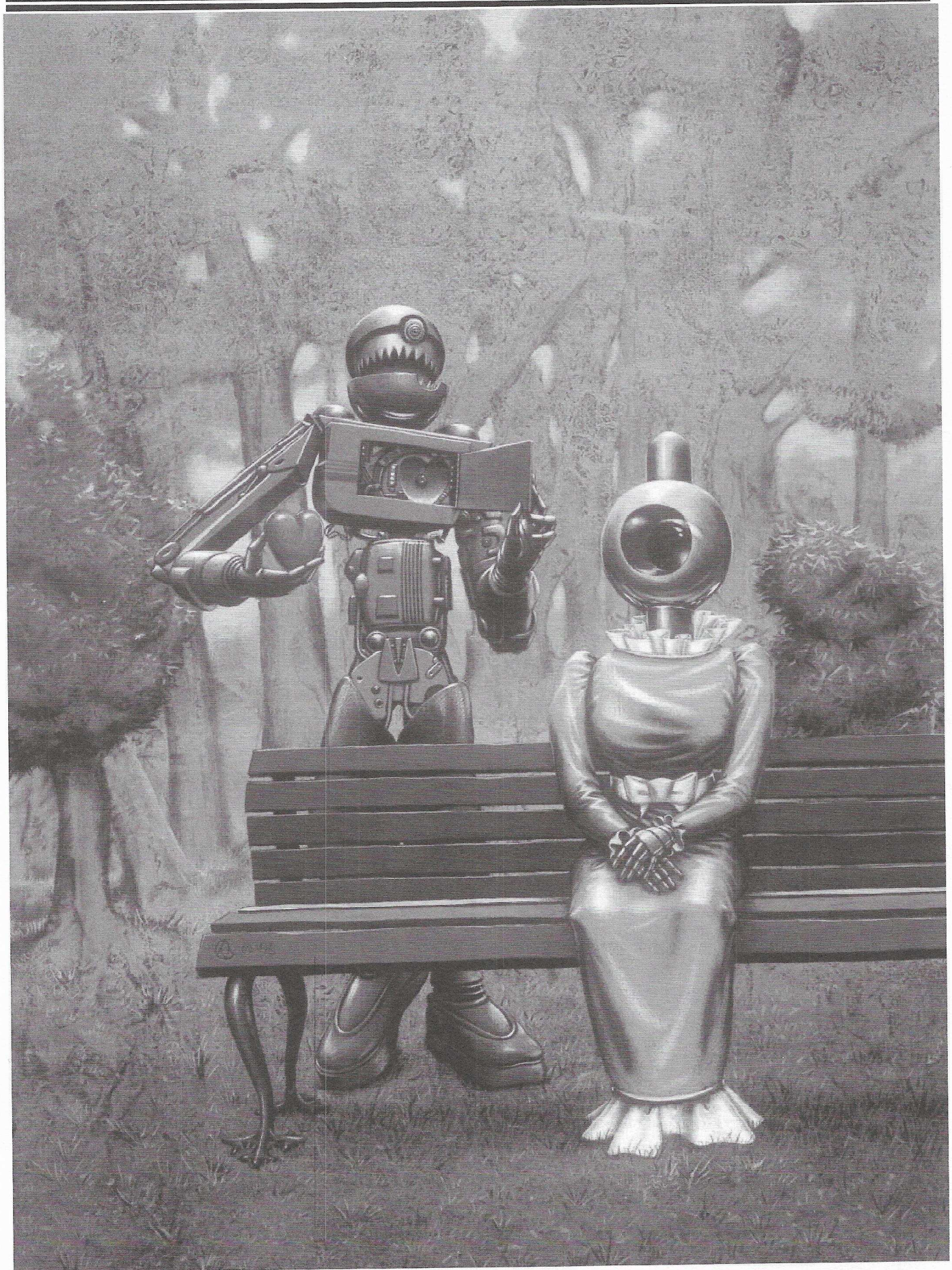
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Artist GOH
 Alan M. Clark

Alan's World

by Jill Bauman

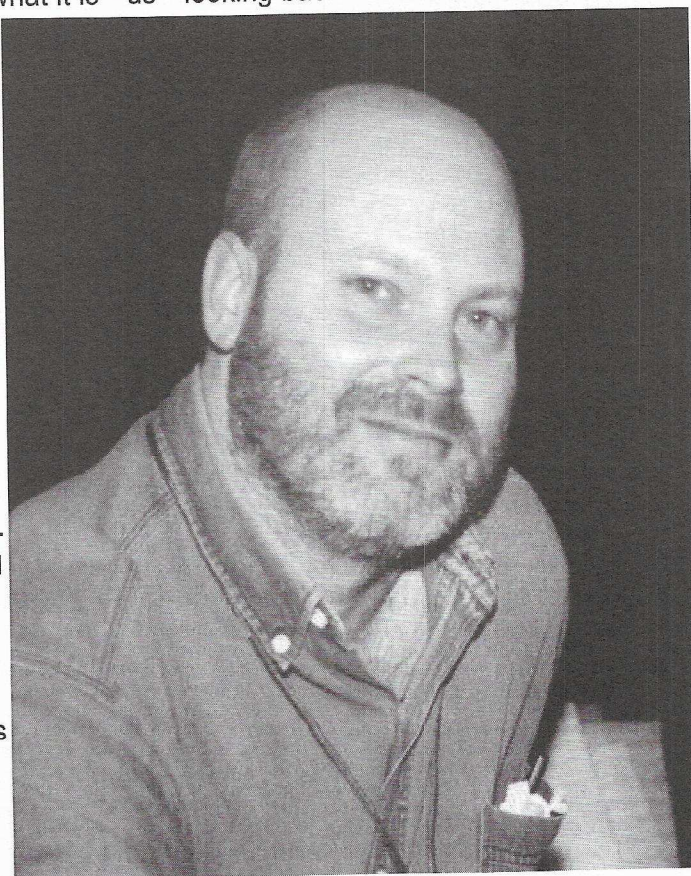
I met Alan Clark's art before I met Alan Clark. While attending a World Horror Convention in Nashville, Tennessee, I happened upon a strange and captivating world as I wandered through the art show. I was transported to a place that both lured and intrigued me. There were textures, subtle colors, odd-angles; the more I looked, the more I saw. It was surreal, experimental, unique and bold. Here was a place both dead and alive. Twisted remains of those once living, reminded of the flesh that once hung on those oblique extremities. Tangles, tears, mangles, fears, yet I was not afraid; not afraid to look, not afraid to delve deeply into the world of Alan's art.

Finally, I had a chance to meet Alan Clark at that horror convention. He was sitting atop a table looking innocent and boyish, a soft rounded face, almost cherub-like wearing beige slacks and a softly textured rumped shirt. He held a cup of steaming black coffee in his hand and spoke in a gentle, southern drawl. We were introduced. Alan wasted no time telling me how much he loved my art, offering his impressions and deep feelings. Here was a man with great passion, strong convictions and the ability to express himself on many levels with directness. I felt an incredible connection to this man and his art.

Over the years I have come to know Alan and his art quite well. I have visited his landscapes so stark, that other place, hidden but not so buried, that I don't recognize it for what it is—us—looking back at ourselves. Alan dares you, defies you, to look—look at yourself. I've watched some smile as they view the art; others are terrified. We are haunted by haunted images. Houses so empty, discarded, yet filled with memories.

I've watched Alan work. He is methodical and skilled; surfaces are prepared with acrylic paint, textures formed from old rags, aluminum foil, plastic wrap, fingers, whatever is at hand. Alan sees into this—images, faces, places and forms.

"Controlled accidents" is the term he



uses, but I see it as allowing a vision to come alive.

Alan's philosophy is simple. Take your talents and use them. He is an incredibly hard worker. At times, I almost feel the energy of his thought process, the ever-winding stream of consciousness. He once told me that "painting can be taught, but no one can teach imagination." An imagination is surely what Alan has and uses.

Alan's versatility amazes me. His art appears in children's books, paperback and hard cover books, album covers and biology textbooks. He is more than an artist, he is also a publisher, writer and editor. Alan's fiction and nonfiction has appeared in magazines and hardcover and mass market anthologies. His novel, *Siren Promised*, with Jeremy Robert Johnson has been nominated for the HWA Bram Stoker Award. He recently sold to Five Star Books the two book fantasy series, *The Blood of Father Time*, which he wrote with his cousin Stephen Merritt and Lorelei Sannon. Alan's publishing company, IFD Publishing, has released six books, the latest of which is his full-color art book titled *The Paint in My Blood*.

Somehow I relate to this man and his imagery, for Alan is able to do something most people can't or won't do, and that is to be daring, uncensored, unafraid to put one's deepest fears, thoughts, and loves out there for all to see. Alan does this for himself first. If others appreciate and relate to this, all the better; for he is also a freelance illustrator. This means he has to satisfy a commercial market and himself at the same time. Having your own vision, taking risks by not "playing it safe" can cost. There are those out there

too afraid to take the chance, but thankfully there are more out there that know that only Alan can do what Alan does and want to wander through the world of Alan Clark's art.

Art Credentials

An incomplete compendium of published works—Illustration:

Ace Books, The Berkley Publishing Group

Covers:

REDSHIFT RENDEZVOUS - John E. Stith, *BLOOD OF THE LAMB, THE DEVOURING VOID* - Mark E. Rogers, *STRANGE MONSTERS OF THE RECENT PAST* - Howard Waldrop

Barron's

2006 - Color interior and text for *DRAWING AND PAINTING FANTASY LANDSCAPES AND CITYSCAPES*, edited by Rob Alexander

Bedlam Press

Interior illustrations for *DEAD CAT TRAVELING CIRCUS OF WONDERS AND MIRACLE MEDICINE SHOW*

Bloodletting Press

Cover and interior illustrations for *TERMINAL* - Brian Keene, *SIREN PROMISED* - Jeremy Robert Johnson & Alan M. Clark

Borderlands Press

Covers for *BATMAN, CAPTURED BY THE ENGINES* - Joe Lansdale, *QUIETLY NOW* - edited by Patrick Kealan Burke

Byron Preiss Visual Publications

Cover and interior illustrations for *THE HOMECOMING* - Barry B. Longyear

CD Titles

ATLANTIS TO THE STARS edited by Jon Gustafson
DRAGONS AND DINOSAURS edited by Jon Gustafson

Cemetery Dance magazine

Covers for: volume 5-issue 1, volume 5-issue 2, volume 6-issue 1, volume 6-issue 4, volume 7-issue 2, volume 8-issue 3, and issues 32, 33, 34, 35, 42, 43, & 44

Cemetery Dance Publications

Cover, signature page and four interior illustrations for *SLIPPIN' INTO DARKNESS* - Norman Partridge, *SHADOW GAMES* - Ed Gorman, *NIGHT SHAPES* - William F. Nolan,

THE CELLAR - Richard Laymon, *MIDNIGHT TOUR* - Richard Laymon, *BEAST HOUSE* - Richard Laymon, *THE BEST OF CEMETERY DANCE, IMAGINATION FULLY DILATED* - edited by Elizabeth Engstrom and Alan M. Clark, *THE LONGEST SINGLE NOTE* - Peter Crowther, *CUTS* - Richard Laymon, *LEGACIES, TOY-BOX* - Al Sarrantonio, *THE TRAVELING VAMPIRE SHOW* - Richard Laymon, *HELL TRACK* - William F. Nolan, *ONCE UPON A HALLOWEEN* - Richard Laymon, *THE CHRISTMAS THINGY* - F. Paul Wilson, *THE STEPHEN KING UNIVERSE* - by Christopher Golden & Stanley Wiater, *NIGHT IN THE LONESOME OCTOBER* - Richard Laymon, *FRIDAY NIGHT IN THE BEAST HOUSE* - Richard Laymon, *THE HALLOWEEN MOUSE* - Richard Laymon, *DARKNESS DARKNESS, FOREVER TWILIGHT BOOK ONE* - Peter Crowther, *DEATH'S DOOR* - Michael Slade, *ROLL BONES* - David Niall Wilson, *ORANGEFIELD* - Al Sarrantonio, *OBLIVION* - Jay Bonansinga, *THE FERRYMAN* - Christopher Golden, *CAMP PLEASANT* - Richard Matheson, *SCISSORS* - Ray Garton, *CRAWLERS* - Ray Garton, *BLUE NOVEMBER STORMS* - Brian Freeman, *BLACK FIRE* - James Kidman, *TAVERNS OF THE DEAD* - edited by Patrick Kealan Burke, *MADMAN STAN AND OTHER STORIES* - Richard Laymon, *HORNETS AND OTHERS* - Al Sarrantonio, *HALLOWS EVE* - Al Sarrantonio, *HARVEST MOON* - James A. Moore, *THE OTHER END* - John Shirley, *STEPHEN KING'S THE DARK TOWER: A CONCORDANCE* - Robin Furth, *WEED SPECIES* - Jack Ketchum, *MIDNIGHT PREMIERE* - edited by Tom Piccirilli, *OF BONE* - Ray Garton, *LOVELIEST DEAD* - Ray Garton, *POE'S LIGHTHOUSE* - edited by Christopher Conlon, for *STEPHEN KING: UNCOLLECTED AND UNPUBLISHED* - Rocky Wood with David Rawsthorne & Norma Blackburn, *MONDO ZOMBIE* edited by John Skipp

Chaosium Inc.
Illustrations for "The MYTHOS Project," "The Dreamlands" supplement to "The Mythos Project," "Mythos Now" supplement to "The Mythos Project"

Darkside Press

Illustrations for *NIFFT THE LEAN* - Michael Shea, *THE SAFETY OF UNKNOWN CITIES* - Lucy Taylor. *DARKSIDE, HORROR FOR THE NEXT MILLENNIUM* - edited by John Pelan, *THE MINES OF THE BEHEMOTH* - Michael Shea

Delirium Books

Covers and frontispieces for: *THE RISING* - Brian Keene, *MEAN SHEEP* - Tom Piccirilli, *THE HOUSE SPIDER* - Kurt Newton, *THE ATTRACTION* - Douglas Clegg, *THE BLEEDING SEASON* - Greg F. Gifune, *DEMONI!* - William F. Nolan, *VESTAL* - Charlee Jacob, *SCARECROW GODS* - Weston Ochse, *CITY OF THE DEAD* - Brian Keene, *COVENANT* - John Everson, *SLEEP-WALKER* - Michael Laimo, *SHADOWS OF FLESH* - Scott Thomas, *SOMA* - Charlee Jacob, *FEAR OF GRAVITY* - Brian Keene, *DRAGONFLY* - Brian Knight, *HONEY IS SWEETER THAN BLOOD* - Jeffrey Thomas, *HACKS* - Jeff Strand, *THE SINISTER MR. CORPSE* - Jeff Strand, *THE LOGAN CHRONICLES* - William F. Nolan, *CROTA* - Owl Goingback, *SIXTEEN SUCKING STORIES* - Brian Lumley

Doubleday

Science Fiction

Book Club

Covers or promotional materials for: *THE ENEMY PAPERS* - Barry B. Longyear, *THE SOUL DRINKER* - Jo Clayton, *THE WOLF OF WINTER* - Paula Volsky, *JOHN THE BALLADEER* - Manly Wade Wellman, *SOUL MUSIC* - Terry Pratchett, *ETERNITY* - Greg Bear, *CYTEEN* - C. J. Cherryh, *THE SOUL DRINKER* - Jo Clayton, *DARKNESS, I* - Tanith Lee

Easton Press

Frontispiece for: *TOWING JEHOVAH* - James Morrow, *BRIGHTNESS REEF* - David Brin, *THE DEVIL'S DAY* - James Blish, *INFINITY'S SHORE* - David Brin, *LITTLE, BIG* - John Crowley, *HEAVEN'S REACH* -

David Brin, *1984* - George Orwell.

Endeavor Press

Covers for: *THE HOUSE OF THE TEMPLE* - Brian Lumley, *PUMPKIN BOY* - All Sarrantonio, *DUALING MINDS*, edited by Brian Freeman

Fairwood Press

Covers and interior illustrations for *IMAGINATION FULLY DILATED, SCIENCE FICTION*, edited by Robert Kruger and Patrick Swenson, *THE LAST OF THE O-FORMS* - James Van Pelt

Flesh & Blood Press

Cover for *UNDER COVER OF NIGHT* - Mary SanGiovanni, *DEEP IN THE DARKNESS* - Michael Laimo.

Fedogan&Bremer

Covers for *DEATH STALKS THE NIGHT* - Hugh B. Cave, *THE DOOR BELOW* - Hugh B. Cave

Five Star Press

Covers for: *THE CONCH SHELL*

Tristan Kith, *THE LEBO COVEN* - Stephen Mark Rainey, *THE TOLL-TAKER* - James Sneddon, *SCARAB* - Don D'Amassa, *NIGHTMARE LOGIC* - Larry Segriff, *CIBOLA* - James H. Cobb, *ROUGH BEAST AND OTHER MUTATIONS* - Thomas F. Moteleone, *THE ASTONISHED EYE* - Tracy Knight, *TANGLED STRINGS* - Adam Troy Castro, *DEUS X AND OTHER STORIES* - Norman Spinrad, *THE ENDLESS ROAD AND OTHER STORIES* - John Lutz, *OFF SEASON AND OTHER STORIES* - Jeremiah Healy, *THE ASSASSIN'S DREAM* - J. D. Townsend, *ASGUARD'S HEART* - Brian Stableford, *PIER PRESSURE* - Dorothy Francis, *SMOKE IN THE WIND* - Wil Hanson, *EVERRAN'S BANE* - Silvia Kelso, *ASGUARD'S CONQUERORS* - Brian Stableford, *LONGEVITY CITY* - David Murphy,

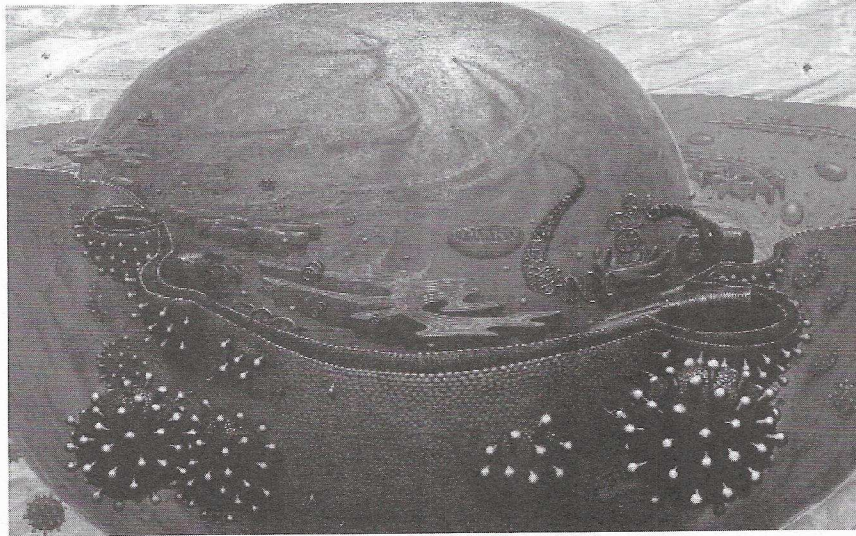
ALL THE GOLD OF OPHIR - David M. Drury, *FORGOTTEN SOULS* - T. G. Arsenault, *PROPHECY OF THE SEVENTH DRAGON* - Tyler Blackwood, *THE TRIAL OF TOMPA LEE* - Edward Hoonart, *NEW COYOTE* - Michael Bergey, *IMPRINT* - Paul L. Bates, *LANDSCAPES* - Kevin J. Anderson, *THE MOTE IN ANDREA'S EYE* - David Niall Wilson,

TIMEWEB, BOOK 1 - Brian Herbert, *DAWN* - Dean McLaughlin

Gauntlet, Inc.
Covers for: *PSYCHO* - Robert Bloch, *MIDNIGHT PROMISES* - Richard T. Chizmar, *TEMPTER* - Nancy Collins, *THE GRAVES* - Alan M. Clark

IFD Publishing

Covers and illustrations for: *ESCAPING PURGATORY* - Gary A. Braunbeck & Alan M. Clark, *IMAGINATION FULLY DILATED Volume 2* - edited by Elizabeth Engstrom. *BED-TIME STORIES TO DARKEN YOUR DREAMS* - edited by Bruce Holland Rogers, *FLAMING ARROWS* - Bruce Holland Rogers, *PAIN & OTHER PETTY PLOTS TO KEEP YOU IN STITCHES, THE PAINT IN MY*



MURDERS - Dorothy Francis, *ETERNAL CITY* - Nancy Kilpatrick, *MIND OUT OF TIME* - Christopher Stasheff, *LEAP DAY AND OTHER STORIES* - Francis M. Nevins, *WIZARDSPAWN* - Larry Segriff, *TIME TRAVELERS, GHOSTS AND OTHER VISITORS* - Nina Kiriki Hoffman, *AMERICAN BEAUTY* - Allen Steele, *ACCORDING TO CROW* - E. Sedia, *SIEGE OF NIGHT AND FIRE* - John Helfers, *ODYSSEUS ON THE RHINE* - Edward S. Louis, *HAVEN* - Don D'Amassa, *GOBLIN QUEST* - Jim Hines, *ASGUARD'S SECRET* - Brian Stableford, *TROUBLE IN THE FOREST: A BRIGHT WINTER SUN* - Tristan Kith, *TROUBLE IN THE FOREST: A COLD SUMMER NIGHT* -

BLOOD, ILLUSTRATION & FINE ART BY ALAN M. CLARK (full color art book)

Lone Wolf Publications

Cover for: *SORTIES, CATHEXES, AND PERSONAL EFFECTS* - Gary A. Braunbeck, *WRINKLES AT TWILIGHT* - Brian Hopkins, *DARK RHYTHMS* - Steve Beal.

Necro Publications

Covers or interiors for: *GOON* - John Pelan & Edward Lee, *THE BIG HEAD* - Edward Lee, *DEAD CATS' TRAVELING CIRCUS OF WONDERS AND MIRACLE MEDICINE SHOW*, edited by Gerard Houarner and Gak.

Obsidian Books, Etc.

Cover and interiors for: *EXIT AT TOLEDO BLADE BOULEVARD* - Jack Ketchum, *DANCING WITH DEMONS* - Lucy Taylor, *USHERS* - Edward Lee, *THE INDIFFERENCE OF HEAVEN* - Gary A. Braunbeck.

Overlook Connection Press

Covers for: *EMPTY PLACES* - Gary Raizor, *SPARES* - Michael Marshall Smith, *THE TERATOLOGIST* - Edward Lee & Wrath James White.

PS Publishing

Covers for: *NAMING OF PARTS* — Tim Lebbon, *CHANGING OF FACES* - Tim Lebbon, *The ASTONISHED EYE* — Tracy Knight.

Paper Tiger

Interiors for: *THE FRANK COLLECTION, GREAT FANTASY ART THEMES FROM THE FRANK COLLECTION*.

Road Kill Press

Cover and interior illustrations for: *FOR YOU, THE LIVING* - Wayne Allen Sallee, *MR. FOX AND OTHER FERAL TALES* - Norman Partridge, *NOT BROKEN, NOT BELONGING* - Randy Fox & Alan M. Clark, *GECKOS* - Carrie Richerson.

ROC, Penguin USA

Covers for: *THE FAR STARS WAR* edited by Bill Fawcett, *THE SIEGE OF ARISTA* edited by Bill Fawcett, *THE JUPITER WAR* edited by Bill Fawcett.

Scorpius Digital Publishing

Cover and interior illustrations for: *A HAUNTING IN TENNESSEE, HEMOGOBLENS, STORIES TO CHILL THE BLOOD* - Alan M. Clark & Friends.

Silver Salamander Press

Covers for: *THE BLIND GOD IS*

WATCHING - Nancy Springer, *SHADOW DREAMS* - Elizabeth Massie, *CITY FISHING* - Steve Rasnic Tem.

Subterranean Press

Covers for: *FUGUE ON A G-STRING* - Peter Crowther, *AT THE FOOT OF THE STORY TREE, THE FICTION OF PETER STRAUB* - Bill Sheehan, *THE BOTTOMS* - Joe Lansdale, *NIGHT VISIONS 10*, edited by Richard Chizmar, *THE HOUSE INSIDE* - Norman Partridge, *THE DEVIL YOU KNOW* - Poppy Z. Brite, *PEACEABLE KINGDOM* - Jack Ketchum.

Tor Books, Tom Doherty and Associates

Covers for: *THE SILENT WARRIOR* - L. E. Modesitt, Jr., *IN ENDLESS TWILIGHT* - L. E. Modesitt, Jr., *NIGHTMARE FLOWER* - Elizabeth Engstrom.

Triple Tree Publishing

Covers for: *THE ALCHEMY OF LOVE* - Elizabeth Engstrom and Alan M. Clark, *THE BOLD STROKE* - Barry Shannon, *DEAD ON DEMAND* - edited by Elizabeth Engstrom, *QUEEN OF THE RODEO* - Michael Little, *ON THE FRINGE* - Gregory Barton, *LIZARD WINE* - Elizabeth Engstrom, *THE SLY PASS* - Barry Shannon.

Underwood Books

Pieces for: *SPECTRUM, THE BEST IN CONTEMPORARY FANTASTIC ART, SPECTRUM 2, THE BEST IN CONTEMPORARY FANTASTIC ART, SPECTRUM 3, THE BEST IN CONTEMPORARY FANTASTIC ART.*

Walker and Company

Covers for: *THE TWILIGHT GATE* - Rhondi Villott Salsitz, *DREAM MAKER* - W. A. Harbinson.

Wildside Press

Covers for: *A SAFARI OF THE MIND* - Mike Resnick, *BLUE-NOSED REINDEER AND KOSHER DRAGONS* - Mike Resnick.

LITERARY COMPENDIUM:

Novellas:

1995 - *The Pain Doctors of Suture Self General* (a collaboration with Randy Fox, James Goad, Stephen C. Merritt, Cynthia Grissette Merritt, Peteso, and Thalia Ragsdale) Blue Moon Books
2001 - *"The Big Hollow"* (a collaboration with Gary A. Braunbeck) which appeared in *Escaping Purgatory* - IFD Publishing 2001

2003 - *"Pain & Other Petty Plots"* (a collaboration with Randy Fox) which appeared in *Other Petty Plots to Keep You in Stitches* - IFD Publishing
Collections:

2002 - *Hemogoblins: Stories to Chill the Blood* (a collection of short fiction including collaborations with Denise Bruchman, David Conover, Mark Edwards, Randy Fox, Kevin Ward, Troy Guinn and Stephen C. Merritt) - Scorpius Publishing

Novels:

2004 - *Siren Promised* (a collaboration with Jeremy Robert Johnson) - Bloodletting Press

2007 - *The Blood of Father Time, Book 1: The New Cut* (a collaboration with Stephen C. Merritt and Lorelei Shannon) - Five Star Books

2007 - *The Blood of Father Time, Book 2: The Mystic Clan's Grand Plot* (a collaboration with Stephen C. Merritt and Lorelei Shannon) - Five Star Books

Nonfiction:

2000 - *"My Favorite Halloween Memory: That Smell in the Air"* *October Dreams*, edited by Richard Chizmar & Robert Morrish - ROC

2001 - "The Unseen and Unknowable" *Personal Demons*, edited by Brian Hopkins & Garrett Peck - Lone Wolf Publications

2003 - *Introduction to Sorties Cathexes and Personal Effects*, by Gary A. Braunbeck - Lone Wolf Publications

ART AWARDS:

The Deathrealm Award for best artist of 1994

The International Horror Critic's Guild Award for Best Artist of 1995

THE A.S.F.A. CHESLEY AWARDS:

Best Interior Illustration for 1992

Best Interior Illustration for 1993

Best Cover Illustration (Paperback) for 1994

Best Color Work (Unpublished) for 1994

WORLD FANTASY AWARDS:

Art show award for best Dark Fantasy for 1990, 1991, 1992 and 1994

Art show award for BEST BODY OF WORK for 1994

The World Fantasy Award (The Howard) for BEST ARTIST of 1994

Toastmaster Mark Ferrari

MARK FERRARI ... AUTHOR?

by Stephen Hickman

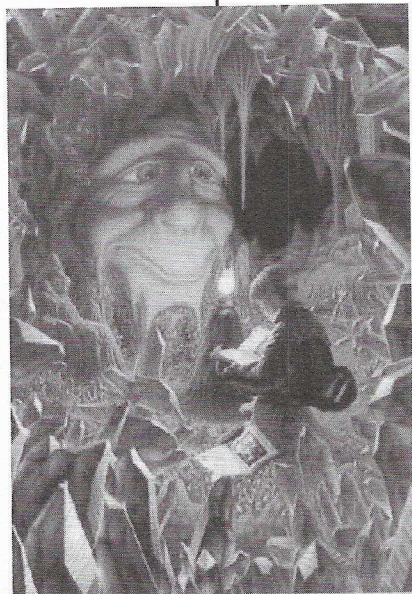
I first met Mark Ferrari, 'author,' some years ago at the World Fantasy Con in Providence, RI, home of H. P. Lovecraft. In fact, I had the privilege of being one of the very *first* people to meet Mark Ferrari, 'author.' Having written a book myself, which Mark diplomatically claimed to have read, he asked if I'd be willing to listen to the first few chapters of a book he had been working on.



Now, I had known Mark 'the artist' for a number of years before this newest incarnation, and found him a remarkably witty and congenial soul [once, when I was GoH at NorwesCon, Mark had me laughing so hard it took me two and a half hours to set up my paintings—true fact!], and I was naturally curious to find out whether this entertaining persona would translate into the magic of written words. Then he told me that the theme he intended to tackle in this first novel was a re-working of the Biblical story of God, Job, and Satan—which seemed to me the literary equivalent of picking up a sword for the first time and going off to try out for the German Olympic fencing team. So it was with some trepidation that I followed Mark off to a corner of the convention center to listen to the first four chapters of *The Book of Joby*.

I was prepared to be diplomatic and encouraging—after all, Mark's a friend of mine. But to my dawning delight, as he read, I realized this would not be necessary. His story was an engrossing, completely mature effort which sounded perfectly capable of carrying a theme tackled before by heavyweights ranging from Milton [*Paradise Lost*] to Peter Ustinov [*God and Mr. Smith*].

Let me put my remarks in perspective—I read a LOT more than even most avid readers do. In the course of the average painting, I may listen to between five and seven unabridged recorded novels. I've memorized entire sections of the works of Patrick O'Brian, Conan



Doyle, Harlan Ellison, John LeCarre, Mark Twain, Ray Bradbury, Charles Dickens, Victor Hugo, on and on. I can bore even the most educated people into a coma when I corner them at parties. But by now I DO know a natural stylist when I hear one, trust me on this, and Mark's story seemed as solid as many of the best—a first draft of a first novel, mind you. He has told me since that writing was what he always wanted to do, but that artwork had just seemed a more realistic way to make a living.

Hey, people work hard for years and can't do what he does with colored pencils, [I watched him do a colored pencil workshop once, and left convinced that it was not, in fact, difficult to do a finished picture in colored pencil, but *impossible*], and now he apparently wanted to set his art aside and do something totally different. Until you've actually tried to write a book, you can't imagine just how different this actually is. You use a completely different part of your brain for this than for artwork. But as Mark put it in the course of an interview I did with him for this piece, "Art was work. Writing was effortless." He went on to say that, "A picture is worth a thousand words, but a thousand words can be worth twenty pictures."

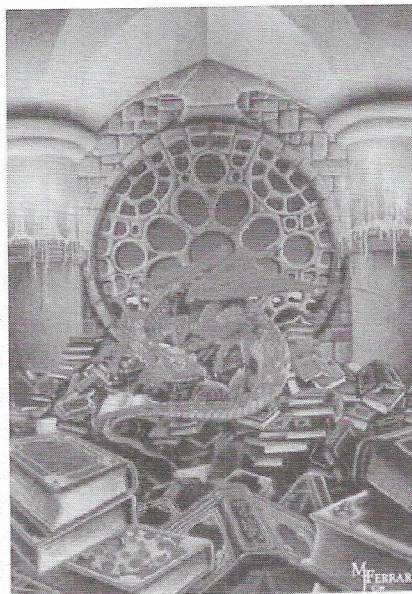
I told him that in my own experience a painting was like a single frame of a movie, while a book is the whole movie—Mark agreed that this was a good line too, and that I should put it in, so I have.

SO—keep an eye out for *The Book of Joby*, scheduled for release by Tor Books this coming spring. Mark is currently working on his second novel, *If Dreams Die*, first book in a trilogy on an undisclosed fantasy theme unrelated to Joby [I asked]. And don't miss the chance to hear Mark's reading! In addition to everything else, he is a natural narrator, and you'll get to hear a world-class writer read to you from his first novel. There's magic in first novels—ask any author.

Where His Art Has Appeared

He's used colored pencils, (believe it or not), and antiquated graphics software to create illustration and concept work for: Tor, NAL, Ace-Berkeley, Doubleday, Eclipse Comics, Chaosium, Unix Review

Magazine, MZB Fantasy Magazine, ILM, Lucasfilm & Lucasarts Software, Acclaim Software, Buena Vista Software, MacGraw Hill Interactive, Virgin Mastertronics, Interplay, Bullet Proof Software, Realtime Associates, Electronic Arts and Mattel Interactive to name a few. Has won numerous obscure awards. Has written a novel.



AUTOGRAPH SIGNING

This year, our autograph signings will be held at Autograph Tables outside the **Dealers Room (Grand Mesa F)**. As the signing schedule is subject to change without notice, the most current version will be posted on the wall next to the tables.

Guests and panelists who have questions about autograph signings (including being added to the schedule) are asked to contact Gary Plana in the Green Room (Bristlecone) on Friday or Kaia Gavere in the Dealers Room on Saturday or Sunday.

1. Create a single file line. No crowding, butting in line, or mobbing, please.
2. Be considerate of the authors and others in line. If you have a large number of items to be signed, have some signed and get in line again for the rest.
3. Please, no long conversations with the authors, if others are in line and waiting for autographs. Plan to see them at readings and panels.

CON SUITE SCHEDULE

This year the Con Suite is in **Room 431**. As usual, the MileHiCon Con Suite is a 24-hour hospitality suite, open to all convention attendees from 6 pm Friday until 5 am Monday. Free munchies, soda, coffee and tea are available for all. We ask everyone to please **KEEP ALL FOOD AND BEVERAGES IN THE CON SUITE AREA**. The hotel doesn't like people to have food in function rooms that wasn't bought from the hotel. We appreciate your help in keeping our relationship with the hotel a good one.

Friday

10pm-Mid House K'ralvaj

Serving: Soup.
That's right, Klingon Soup Kitchen by House K'ralvaj. We are a Klingon House that gladly accepts members from other sci-fi and fantasy genres. Most members of the House are volunteering in some way to assist MileHiCon. For more info about House K'ralvaj, please see Richard Wetmore (Volunteer Coordinator), Bill VanCleave (Con Suite Coordinator), or visit www.housekralvaj.com for more information.

Saturday

8 am-10 am DASFA

Serving: Danishes, bagels, cream cheese, and other early-morning fixin's. Watch for a special "Breakfast Banana Split." Come have some coffee and find out about the Denver Area Science Fiction Association (DASFA), Denver's longest-lasting science fiction club. Visit www.dasfa.org

10 am-Noon Denver Filk

Serving: Hobbits's Second Breakfast (waffles, fruit, French toast, sausage, nice crispy bacon,

etc.)
DenverFilk (formerly Denver Filkers Anonymous) is a group of Front-Range Filkers who gather once a month for food, fellowship and filk. Music should be for everyone, not just professionals! If you love to sing... or just to listen... why not give us a try? Join us at denverfilk-subscribe@yahoo.com.

Noon-2pm USS Pioneer

Serving: sandwiches, fruit, chips, veggies & stuffed celery.
Come join the USS Pioneer for a variety of yummy foods. The Pioneer is hosting a Texas Hold-Em Tourney again this year, as well as an expanded craft panel—the popular Utopia Planetia Shipbuilding panel has added some fun new crafts to this year's menu. Come learn more about the Pioneer and our activities, including our new book/media discussion group sessions.

2-4pm Sam's Dot Publishing

Serving: Tabouli, mixed nuts, crackers and spreads, exotic cheeses, dates, soft drinks, burrito wraps, dried fruit medley.
Sam's Dot Publishing is a small, independent publisher of science fiction, fantasy, and horror. Its regular online publications include *The Martian Wave*, *The Fifth Di...*, *Aoife's Kiss*, *Scifaikuest*, *KidVisions*, *Between Kisses* newsletter, and *Expressions* Newsletter; regular print publications include *Aoife's Kiss*, *Beyond Centauri* [for younger readers], *Champagne Shivers*, *Scifaikuest*, *Hungur Magazine*, and *Illumen*. SDP also publishes novels and anthologies as trade paperbacks; poetry chapbooks; story chapbooks; novellas and collections in magazine format; and coloring books. Please visit our website at www.samsdotpublishing.com. You are invited also to visit our purchase center at that site and buy a publication or two, and of course to read

our online publications—and tell your friends about us.

4-6pm Rocky Mountain Fan Force

The Rocky Mountain FanForce (RMFF) is a rich and diverse social group, which found its basis on the message boards of The Force.net. One chapter in hundreds across the world, the RMFF began with a simple love for anything and everything Star Wars. From there we have grown to a group filled with costume and prop makers, gamers, fan fiction writers, literature enthusiasts, collectors and overall fans. The RMFF is open to anyone willing have a good time, and occasionally talk about Star Wars. Check us out at www.rmff.net!

6-8pm BURGESS WEDDING RECEPTION

Come and congratulate the happy couple!

Sunday

Noon-2pm Denvention 3

Serving: Tea and sandwiches.
Worldcon will be in Denver in 2008. Come find out what's in store, and find out how you can get involved!

7:30 pm-8:30 pm Volunteer Raffle

If you have volunteered and helped out at the convention, you should have received a time card. Take it to Thunderpass, cash it in for your raffle tickets, then get to the raffle. Loads of cool stuff will be raffled off!

7 pm-2 am MileHiCon Dead Dog

The last party of the convention. If the con has done well, there may be pizza! If you decide to spend the night partying, be prepared—in the morning you may be conscripted into helping with the clean-up.

Program Descriptions

Program times and rooms may change. Check pocket schedule and announcements posted on white board near the registration tables for updated program changes.

FRIDAY

Happy Endings: Would LoTR Be Better if Frodo Lived Happily Ever After?

3-3:50 pm, Grand Mesa

J. Baumer, C. Berg, G. Gillette, R. Lyons, R. Sawyer (M)

Would LoTR be a classic with a "happy ending," or was a somber ending necessary to the theme?

Author Readings: Wynette Hoffman & Paolo Bacigalupi

4-4:50 pm, Wind River A

Where Writers Get Their Ideas

4-4:50 pm, Wind River B

R. Bates, J. Erwine, C. Felice, M. Ferrari (M), D. LeBlanc

The perennial question, as well as how to tell an idea is a good one, how to choose among ideas, and when it's time to discard an idea you thought was good.

Author Readings: Glenn Lewis Gillette & J. Alan Erwine

5-5:50 pm, Wind River A

Breaking Into Print

5-5:50 pm, Wind River B

M. Acevedo (M), P. Bacigalupi, T. Crater, H. Garwood, B. Nickless, D. Rozansky

What divides a writer from an author? Publication! Our panelists talk about how they crossed that line, and what steps aspiring writers can take to improve their chances of breaking into print.

Improvocation

5-6:30 pm, Chasm Creek

C. Chrissinger, L. Givens (M), R. Owens, T. Simpson

All year you've waited—to throw care away and immerse yourself in Bunny-Bunny-Bunny, Poison-Eyes, Enemy/Defender and all the creative, participatory insanity of Improvocation—and now it's here! Don't miss it!

Author Readings: Carol Berg & Robin Owens

6-6:50 pm, Wind River A

I Just Started Publishing—Now What?

6-6:50 pm, Wind River B

T. Campbell (M), A. Ellis, T. Hutcheson, G. Hyde, J. Stein, C. Vaughn

Ah, the first rush of success as your first work is published! How can you follow up that initial sale with another—and another? Our panel shares experiences, advice and perhaps a warning or two.

19th Century Flying Saucers

6-6:50 pm, Mesa Verde B

D. Riley

Join Wild West historian David Riley for a look at the many reports of flying craft and mysterious lights during the 1800s—long before powered flight was invented on this planet.

Belly Dance Performance

6 pm (atrium outside Grand Mesa D)

Serpentmoon

Don't miss Serpentmoon as they take on Bjoran personas to perform their exciting dance!

Opening Ceremonies

7-7:50 pm, Grand Mesa

A. Clark, M. Ferrari (TM), J&G Feeves-Stevens, R. Sawyer

Avast, ye landlubbin' congoers! MileHiCon 38 is about to weigh anchor and set sail for the weekend, so come aboard to meet our Guests of Honor! Dress like a pirate—or just talk like one. Hecklers risk walking the plank.

Orbital Commerce Project (L-5 Chapter Meeting)

7-9 pm, Mesa Verde B

H. Gregory

You want to GO into space, but NASA won't take you, and you can't afford a Virgin and you want to be more than just along for the ride. Have you considered training to be a sub-orbital rocket pilot or payload specialist? OCP's official spokesperson, Hugh S. Gregory, talks about the world's first private sector sub-orbital flight training school, the Orbital Commerce Project.

Wild Cards: The Panel

7-7:50 pm, Mesa Verde A

D. Abraham, E. Bryant, M.

Snodgrass, I. Tregillis, C. Vaughn
Long before *Heroes* came to TV, there was *Wild Cards*! Now the series of anthologies is poised to return. Come find out more about this shared world.

Make & Take

7-7:50 pm, Chasm Creek

L. Stacey

Stop in for some hands-on fun to start the con on a creative note!

MileHiCon Meet, Munch & Mingle ("MMMM") / Autograph Alley

8-9 pm, Atrium

For a minimal fee (\$3 at registration), enjoy hors d'oeuvres and a cash bar while mingling with guests and attendees. At Autograph Alley (adjacent), our Guests of Honor and many of the attending authors will be present to sign their books.

Open Filking

8 pm-?, Wind River A

Klingon Bedtime Stories

8-10 pm, Chasm Creek

Time for little warriors to prepare for rest. Hear tales of adventure and honor, and then—it is a good night to sleep!

TriDestiny Concert

9-10 pm, Grand Mesa

Looking to escape the ordinary? There's no better way to do than by traveling through time and life with this extraordinary female trio and their original soft rock music.

An Hour of Controlled Accidents with Alan M. Clark

9-9:50 pm, Mesa Verde B

Our artist guest has described his art as "controlled accidents." Experience his art and artistic philosophy for an hour and discover what he means.

Things That Go Bump on the Range: Weird Western Readings

9-10:30 pm, Mesa Verde A

A. Larson, D. Riley, D. Summers
Come hear readings from "the greatest genre nobody ever heard of"—weird Westerns. Be prepared for zombie gunfighters, vampires on cattle drives and other old West oddities.

Writers' Networking in the Bar

9-11 pm, Atrium/bar

Interested in writing, or in taking that next step and trying to be published? Stop by the bar for a beverage (alcoholic or not) and a chance to ask questions of some of the published writers at MileHiCon in a more relaxed atmosphere. Hosts: *Judith & Garfield Reeves-Stevens* and *James Van Pelt*.

Late Night in the Art Show

9-11 pm, art show

P. Charlifu, C. Fritz, W. Hodgson, J. Humble, L. Pihajlic, B. Whitlock, et al
Kick back with various attending artists for some late-night creativity. Stop in—for a roundtable, artists' chat, and perhaps some impromptu tours of the art show.

3rd Annual MileHiCon Critter Float-illa

9:30 pm, (indoor) pool

J. Morse, et al

Cardboard floats—our waterlogged competitors are back to prove it! See page 13 for details and rules.

Fan Fiction Slash—in PJs

10-10:50 pm, Mesa Verde C

J. Fiala, W. Hoffman, M. Mishalak, T. Simpson (M), M. Turner, MT Fierce
Never heard of slash fan fiction? Get in your PJs and get in here! After a brief explanation of the genre, some pieces of slash fiction will circulate and stout-hearted fen take turns until they can no longer read aloud for laughing, blushing or gagging.

Alan M. Clark Art Demo

10-10:50 pm art show

Readings in the Dark

10:30 pm-mid, Mesa Verde B

E. Bryant, M. Acevedo, T. Hutcheson, J. Stein

Stop in for a reading suitable for late night hours, with vampire detectives and even stranger and darker things.

SATURDAY

MileHiCon Coloring Book for Kids

9-9:50 am, Chasm Creek

R. Lickiss, C. Montrose

Color amazing aliens, beautiful beasties, and strange landscapes in a coloring book by some of our favorite MileHiCon artists. Use our crayons or bring your own. Kids 7 to 17 welcome

to color alone—parents, please plan to stay with kids under 7.

Should Space Travel Be Privatized?

10-10:50 am, Grand Mesa A-B

E. Boethin, H. Gregory, T. Muscatello (M), J. Reeves-Stevens, G. Reeves-Stevens, D. Summers

We all hope there will be regular flights to the Moon and Mars some day—but should those flights be government shuttles or Virgin Space-Air?

It's the End of the World As We Know It

10-10:50 am, Grand Mesa C

M. Bateman, D. Curtis (M), C. Felice, J. Ledgerwood, C. Willis

Science fiction (print and film) loves ending the world. Come hear why, what some of the best ways of doing it have been, and which methods have been underutilized.

An Hour with the Art of Mark Ferrari

10-10:50 am, Wind River

Take a journey through the art of our multi-talented toastmaster, artist/writer Mark Ferrari.

A Funny Thing Happened on the Way to the Con

10-10:50 am, Mesa Verde A

N. Dutcher, C. Hightshoe (M), D. Peak, K. Banik, P. Banik

Sometimes just getting to a con can be as strange as the con itself. Share tales of tribulations and mishaps on the way to a con, as well as anecdotes about oddities there and on the way home.

Author Readings: Melinda Snodgrass & Jennifer Baumer

10-10:50 am, Mesa Verde B

Flying Pen Press – editorial meetings

10-10:50 am, Mesa Verde C

D. Rozansky

Flying Pen Press is looking for authors—stop by to discuss their planned publications with David Rozansky. He will also be available for informal meetings in the hotel bar Friday 9pm-midnight, Saturday 11pm-midnight, and Sunday 5-8pm.

Dr. Science for Kids

10-10:50 am, Chasm Creek

Dr. Willis

Our own "Dr. Science" stops by for

some hands-on, kid-friendly demonstrations!

Mask Table

10 am-4 pm, Atrium

Visit the Mask Table. Make your own beautiful feathered, furred, or glittery creation. Fun for kids and adults! There will be a special mask-parade before the masquerade, as well as a Kids Hallway Costume Parade around 1pm starting at Chasm Creek.

Art Show Tour with Alan M. Clark

10:30 am, Art Show

Fictional Fan GoH Rally

11-11:50 am, Grand Mesa C

Watch for fictional competitors—from Honor Harrington to Jack Sparrow, Spongebob Squarepants to River Tam. If you don't really exist, you could be our next Fan Guest of Honor. All candidates welcome. Come meet the voters, kiss babies and hand out bribes! Just don't kill us with your mind.

Author Reading: Robert Sawyer

11-11:50 am, Grand Mesa A-B

Riding the Winds of Space: Solar Sails

11-11:50 am, Wind River

D. Summers

Are solar sails a concept that could really fly, or is it still just SF? Astronomer and author David Lee Summers looks at the latest research.

Future Arts

11-11:50 am, Mesa Verde A

R. Friesen (M), J. Humble, K.

Johansen, S. Johnson, L. Modesitt

Art is meeting technology head-on. When everyone can be an artist, what does the term mean? What new disciplines are evolving at the intersection of old and new mediums?

Tampering with Mythos

11-11:50 am, Mesa Verde B

D. Abraham, M. Acevedo, J. Bigelow,

G. Davis, R. Hoyt, R. Lickiss (M)

From Norse mythology to vampire lore, there is historical/literary canon ... and what writers want to do. What factors does s/he need to consider when changing established lore?

The Many Volumes of the Hitchhiker's Guide

11-11:50 am, Mesa Verde C

N. Dutcher (M), T. Hutcheson, A.

Larson, S. Tefoe

Radio show, books, BBC series, movie—what are the strengths of the different mediums? Our panelists tell which is their favorite—and why.

TriDestiny Reading/Singing Program

11-11:50 am, Chasm Creek

The beauty of song and the joy of reading ...join Paige, Kat and Gentry for an exploration of words and music.

Storytelling in Art

Noon-12:50 pm, Grand Mesa A-B

M. Carroll, A. Clark (M), M. Ferrari, L. Givens, P. Illig

What are some the techniques for engaging your audience in illustration? Our panel discusses how to make compelling images that are open to interpretation.

Urban Fantasy & Other Speculative Hybrids

Noon-12:50 pm, Grand Mesa C

I. Brazee-Cannon, C. Cooke Montrose (M), G. Jonas, N. Kurtz, M. Magyar

Urban fantasy is now an accepted subset of fantasy, with magical stories set in contemporary real world settings. What speculative fiction hybrids are evolving, perhaps to become subsets themselves?

Science in the Weekly World News

Noon-12:50 pm, Wind River

Dr. Willis

You were transfixed by his stories of the Hollow Earth and marveled at *Relativity for Dummies*. But nothing has prepared you for Science in the Weekly World News!

Anime Top Ten

Noon-12:50 pm, Mesa Verde A

D. Dieter (M), J. Fiala, D. Peak, R. Rowe, S. Tefoe

Like everything else in life, there is great anime... and the other kind. Our panel of anime fans debate what can be considered classic anime, and which shows or movies anyone curious about anime should check out.

Author Readings: Graeme Davis & Haley Elizabeth Garwood

Noon-12:50 pm, Mesa Verde B

Second Life Forum

Noon-12:50 pm, Mesa Verde C

S. Diersing, A. Stroud, C. Sundseth
Second Life has become an online phenomenon. If you play, come talk

with fellow Second Lifers ... if you don't, come find out what it's all about.

Costuming for Kids and Fairy Wands & Goblin Props

Noon-12:50 pm, Chasm Creek

C. Angel, D. Feldman, A. Silliman
No costume yet for the masquerade, or Halloween? We'll have assorted materials available to play with. Feel free to bring some of your own, and don't forget your imagination! Also, work on fairy and goblin-esque props to add to your costume.

An Hour with Judith and Garfield Reeves-Stevens

1-1:50 pm, Grand Mesa C

Don't miss this chance to hear from our guests of honor! Expect a reading (maybe with a few high-tech twists) and perhaps a question-and-answer session as well.

DASFA Turkey Read-off

1-2:30 pm, Grand Mesa AB

J. Bigelow, F. Cleaver, A. Feldman, B. Lemieux, T. Salyers (M), T. Simpson
Get ready for Thanksgiving with this almost-unbelievable MileHiCon tradition! From online publishing to cut-out racks, our strong-stomached panelists have returned, bearing works of inimitable prose. All really published!

Corsetry 101: Tying Up Loose Ends without Waisting Time

1-1:50 pm, Wind River

J. Campbell

Everything you always wanted to know about corsets: corset myths and history, corset construction and styles, how to fit a corset and more!

Characters: The Stupid Dimension

1-1:50 pm, Mesa Verde A

J. Baumer, C. Berg, D. Hoyt, D. Testa, J. Van Pelt (M)

The power's out and there's a strange noise in the basement—s/he goes to investigate. Would you? Why do writers have their characters do such stupid things, and how much does it hurt the story/show/movie?

Lightsabers by Troy "the Toolman"

1-1:50 pm, Mesa Verde B

Members of the Order of the Grey Jedi

A discussion of the background, sources and resources available for building the weapons of Star Wars, focusing on the Grey Saber Kit.

Tales of the Talisman – editorial meetings and portfolio review

1-1:50 pm, Mesa Verde C

L.. Givens, D. Summers

Interested in writing or producing art—and having it published? Come talk with the editor and art director of *Tales of the Talisman*. Artists, bring your portfolios.

Face Painting & Kids Hallway Costume Parade

1-1:50 pm, Chasm Creek A

MT Fierce, V. Hanley, A. Silliman, L. Stacey

Didn't have time to make a mask at the Mask Table? That's when face painting comes in handy! Be transformed in time for the hallway costume parade.

Even the Queen

2-2:50 pm, Grand Mesa C

D. Knapp, Colorado Homegrown Tales players, C. Willis

Colorado Homegrown Tales explores the work of Colorado writers through theatre. For this program, they reprise their performance of Connie Willis's *Even the Queen*. Connie and the cast will be on hand for questions afterward.

World in Space 2006: The Year in Review

2-2:50 pm, Wind River

H. Gregory

Join space historian Hugh Gregory for his annual report and look back at what's been going on in space programs around the world the past year.

Creative Marketing for Creative People

2-2:50 pm, Mesa Verde A

G. Banik, M. Bonham, P. Charlifu, L. Klein, D. LeBlanc (M), A. Lickiss

Our panel discusses how creative people—writers, artists, musicians, performers—can market themselves. What common ground do different disciplines share in this area, and where are they light years apart?

Author Readings: Dom Testa and Lorraine Stacey

2-2:50 pm, Mesa Verde B

Fan Forum: Squidworks Comics

2-2:50 pm, Mesa Verde C

O. Longoria, J. Peters, C. Salas, S. Yan, E. Yu

Come meet some of the creative

people involved with Squidworks Comics. Expect readings/viewings of some of their work.

Fairy Tales You Thought You Knew
2-2:50 pm, Chasm Creek A

D. Summers

Translating some of Grimm's Fairy Tales from the original German, David made some surprising discoveries. Was Snow White really a witch? Were the seven dwarfs more like Disney's Dopey or Tolkien's Gimli? Was Rumpelstiltskin a dragon instead of a strange little man? Hear stories you thought you knew and talk about them. You may be surprised!

Beginning Belly Dance Workshop
2-4 pm, Chasm Creek B

R. Souther

First, learn basic moves designed to let even the most inexperienced person have a good time—no complicated choreography involved. The second half of the workshop is a jam session celebrating our bodies, ourselves.

Alan M. Clark & Mark Ferrari: When Artists Write—and Read

3-4:30 pm, Grand Mesa C

Dr. Science for Grownups

3-4:30 pm, Grand Mesa A-B

Dr. Willis

Nobody does science demos like MileHiCon's Dr. Courtney Willis! Stop by for his astounding and often humorous science show. You'll laugh, you'll learn, you'll have fun!

Humans on Mars

3-3:50 pm, Wind River

H. Gregory, T. Muscatello, R. Zubrin

Mars Society founder Robert Zubrin, member Tony Muscatello, and space historian Hugh Gregory discuss the possibilities and options for getting humans to Mars in our lifetime.

Writers from Mars, Plot Lines from Venus

3-3:50 pm, Mesa Verde A

E. Bryant, D. Dvorkin, G. Jonas, J. Lambert, R. Owens (M), S. Yan

Do male authors incorporate romance (and/or sex) in their work differently than female writers? If so, how?

Gaming 101 for Non-Gamers

3-3:50 pm, Mesa Verde B

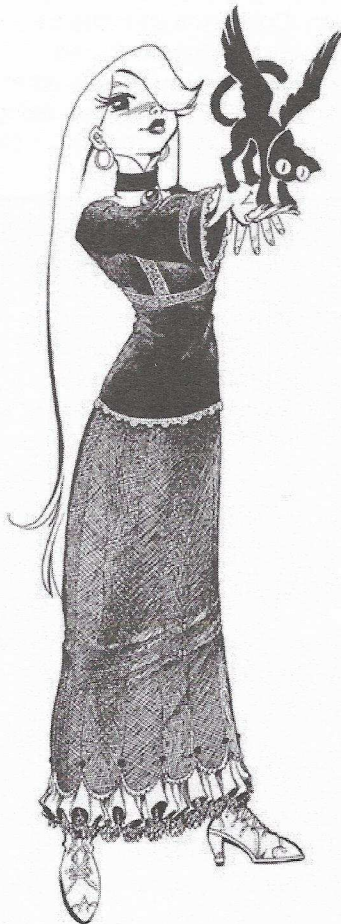
J. Fiala (M), MT Fierce, S. Johnson,

M. Mishalak, D. Rozansky

Gamers can be incomprehensible to non-gamers. Our panel explains what gaming is, and why it attracts them. Interested in knowing more about gaming? Have friends/significant others who game? This is for you!

Author Readings: Daniel Abraham & Carrie Vaughn

3-3:50 pm, Mesa Verde C



World-Building Workshop for Kids

3-3:50 pm, Chasm Creek A

M. Magyar, C. Cooke Montrose

Kids 7 years and older are invited to create an imaginary science fiction or fantasy world and some characters to live in it. Kids will draw ideas, brainstorm in small groups, and write character descriptions.

Be a Model or Just Pose Like One

3-3:50 pm, Atrium

L. Givens

If you're willing to be shot (just digitally!), stop by to chat, stand with a prop and strike a pose, you could see

yourself as a space ranger, druid or robot android in next year's art show!

Patently Ridiculous

4-4:50 pm, Wind River

B. Dane, A. Feldman (M), K. Johansen, A. Lickiss

Has the patent system been abused? What effects might software, biological and business process patents might have on future innovation?

The Unofficial Harry Potter Spoiler Panel

4-4:50 pm, Mesa Verde A

P. Coleman (M), T.J. Howell, N. Kurtz, B. Lemieux, M. Lickiss

With one book left, what do you think will happen? Who lives, who dies, who graduates? Write down your predictions for a future MileHiCon.

So You Want to Go To Hollywood? Melinda Snodgrass's Screenwriting Bootcamp

4-4:50 pm, Mesa Verde B

M. Snodgrass

Learn some of the nitty-gritty about writing for the screen. A former story editor on STAR TREK: TNG, Melinda wrote the Writer's Guild Award-nominated script *The Measure of a Man*, worked for *Reasonable Doubts* and *Profiler*; wrote six pilots, and has had one produced.

Author Readings: Robert Zubrin & Greg Hyde

4-4:50 pm, Mesa Verde C

Utopia Planitia - Build Your Own Spaceship (and other crafts)

4-7 pm, Chasm Creek A

USS Pioneer

Come build your very own spaceship (not to scale, of course) out of household items with the USS Pioneer crew. We will also have other craft activities--possibilities include beading, coloring, and other fun activities. Children of all ages will have a blast, but those under 10 should have a responsible companion with them.

SF Charades

4-5:30 pm, Chasm Creek B

J. Bigelow, C. Chrissinger (M), L. Givens, C. Salas, J. Ward

From books (*To Say Nothing of the Dog*) to film (*Ice Pirates*), come try your hand—also foot and the rest of your body except the mouth—at SF Charades. "That's two words."

"Sounds like ... fun!"

Art Show Tour with Bill Hodgson
4 pm, art show

Masquerade Walk Through & Sound Check
4:30 pm, Grand Mesa

If you have any sound requirements or lighting instructions, or just want to check out the stage for tonight's event, now is the time! Entry numbers may/will also be given out at this time.

Vote Tallying, Announcement of Fictional GoH
5 pm, at Convention Registration
L. Nelson

The campaign is over, the voting and ballot-box stuffing is over. Time to tally the ballots and find out who the MileHiCon 38 Fictional Guest(s) of Honor are. The envelope, please ...

Masquerade Green Room
5:30-11 pm, Chasm Creek B
Masquerade contestants should report to the Green Room.

Literacy Auction Preview
6 pm, Outside Grand Mesa
Feast your eyes on the collectible goodies that will be up for auction later. Check your wallets and your credit balance—there's always some great stuff!

Klingon Bop (pillow fighting tourney)
7-8 pm, Chasm Creek A
Too young for the bat'leth tournament, but still longing for the field of battle? Prepare for Klingon Bop!

TriDestiny Concert
7-7:30 pm, Grand Mesa
Ready yourself for the otherworldly experience of the masquerade with the original music of TriDestiny!

Mask-Parade and The Not-Ready-for-the-Masquerade Costume Strut
7:30 pm, Grand Mesa

R. Beetem
After TriDestiny and before the Masquerade, it's the Mask Parade! If you made a scary or cute mask at the Mask Table, here's your chance to show it off! Then the Not-Ready-for-Masquerade-Contest Strut hits the stage. Show us your costume—hall or otherwise!

Masquerade & Literacy Auction
8-10 pm (during judging), Grand Mesa

M. Ferrari, judges TBD, Hoffman, Cain, Hutcheson, et al
The lights go down, the spotlights come up ... it's the masquerade! Gorgeous to ghoulish, meticulously crafted to hilariously improvisational, entrants run the gamut! While the judges are deliberating, Colonel Dana Cain will officiate at the Literacy Auction. Don't miss your chance to bid on autographed books, art, advance reading copies, and other rare and unusual items. (See listing on page XX for more specifics.) Cash and credit cards accepted.

BARDIC CIRCLES AND FILK SINGING

Beginning at 8pm and continuing throughout the night, **Wind River AB** will be available for Bardic Circles and filk singing on Friday and Saturday nights. For those who don't know, here are the rules for a Bardic Circle (Denver version).

1. The singing proceeds around the circle. We allow followers (songs which fit what was just heard) very rarely and only at the Circle Master's discretion.
2. When your turn comes, you may pick, pass, or perform. If you're unsure of what to do, pass.
3. When performing, keep it short. (< five mins.)
4. When picking, you will be given two chances to find a song everyone knows.
5. Please try to have your selection ready. There are many people who come from far away to participate. Be considerate.
6. If you are sitting toward the back of the room and have been skipped over, speak up!

Open Filking
8 pm - ?, Wind River

Building Monsters
9-9:50 pm, Mesa Verde B

I. Brazee-Cannon, S. Hoyt, D. Riley, R. Souther (M), J. Stein
Tired of vampires and werewolves? How about drawing on lesser-known mythos, or creating from a whole new cloth?

Late Night Rogue Writers Readings
9 pm - ?, Mesa Verde C
MT Fierce, R. Friesen, C. Salas, M. Turner (M), others as time permits.
We couldn't fit all the authors in dur-

ing the day, so here they are for the return of the Rogue Writers! Time permitting, others can become a reading Rogue. (BYOA—bring your own audience—and stick around to hear your fellow Rogues.)

Open Critique in Art Show
9-11 pm, art show

P. Charlifu, C. Fritz, W. Hodgson, J. Humble, L. Pihajlic
Participants are encouraged to bring one finished piece for a critique by your peers in a safe and encouraging atmosphere. Afterward, hang around the art show and schmooze!

Bat'leth Tournament
10 pm - ?, Atrium/Cathedral of Combat

A bat'leth is a Klingon's best friend, so join with your comrades for the sport of Klingon warriors! In the tournament you can gain much honor. But first, you must sign a waiver to participate.

Pirates of the Conibean: The Curse of Lungfish Theatre
10 pm (or after masquerade), Grand Mesa

Lungfish Theatre is back with guest players, mateys, and they're not afraid to use them! Back for another round of improv comedy, Lungfish Theater wants you—to come aboard, call out suggestions, walk the plank, and have a great time!

SUNDAY

Coffee & Mark Ferrari's 'Docent' Art Show Tour
8-10 am, con suite/art show

You know what you like, but do you know *why* you like it? Mark Ferrari's tour may well give you some new ways to look at and appreciate your old favorites. Meet up in the con suite at 8 am for coffee before heading down to the art show at 8:30.

Critter Crunch - Driver orientation
9-9:30 am, Grand Mesa

2 lb Critter Crunch
9:30 am-noon, Grand Mesa
Courtney (Dr. Science) Willis takes the microphone for the blow by blow

as the two-pounders slug it out! It's do or die for this small but determined contestants!

Pitching to an Editor at a Con and other Mistakes

10-10:50 am, Wind River A
R. Bates, D. Rozansky, R. Souther, J. Van Pelt, C. Vaughn (M)

Is it a mistake to pitch to an editor at a con, or is it how you do it that can be the error? Panelists share—or rebut—tips about batting a thousand or striking out in a writing career.

Ecumenical Worship Service

10-10:50 am, Wind River B
M. Burgess

Stop by for a few meditative moments with Michael in his other role. Serious—but not unduly solemn.

Human-Assisted Evolution

10-10:50 am, Mesa Verde A-B
M. Bateman, C. Felice (M), E Stone, A. Lambert, J. Ward

From changes to make pets/citizens more docile and corn/kids less susceptible to disease, hear about possible advantages, probabilities and nightmarish possibilities.

Author Readings: M.H. Bonham & Sarah A. Hoyt

10-10:50 am, Mesa Verde C

Paper Toys

10-10:50 am, Chasm Creek B
N. Kurtz, L. Stacey

Join us to make a take-away project!

E-Publishing and Zines

11-11:50 am, Wind River A
T. Campbell, G. Davis, A. Ellis, C. Hightshoe, B. Whitlock (M)

Magazines are sprouting online. Who's doing them. How well? What do they offer readers—and writers?

GoH Remarks & Awards

11 am-1 pm, Mesa Verde A-B

Don't miss this chance to hear from our Guests of Honor. Since the subject of their remarks is left in the occasionally mischievous hands of our speakers, you can never tell what you'll hear! Announcements will be announced and awards awarded.

Author Readings: Eric James Stone & Theresa Crater

11-11:50 am, Mesa Verde C

Avistrum Academy: Potions with Professor Moffatt

11 am-noon, Chasm Creek A

The noise from Professor Grasella Moffat's Potions classes aren't the pops and bangs resulting from potion making, but cheers and applause from her students, who always enjoy her entertaining and popular class.

Talespinner

11-11:50 am, Chasm Creek B

D. Feldman
 Storytelling with a British flavour: from folktales and mythology to classic horror and fantasy.

At the Corner of Politics and Science

Noon-12:50 pm, Wind River A

A. Feldman, J. Lambert, R. Rowe, J. Ward (M), C. Willis
 What happens when politics and science intersect—or collide? Which is the driving force behind the other? Can politics slow or prevent the development of some technologies?

Women Warriors

Noon-12:50 pm, Wind River B

J. Baumer, D. Dieter (M), H. Garwood, R. Lyons, M. Turner
 Our panelists compare women warriors from historical times to early 20th century (Wonder Woman) to recent female hero figures like Buffy, Honor Harrington and others.

Author Readings: Ruth Souther & Nicole Givens Kurtz

Noon-12:50 pm, Mesa Verde C

Pirate Treasure Hunt

Noon-12:50 pm, Chasm Creek B

V. Hanley, L. Stacey
 Avast, ye swabs! It's time to search for treasure—buried or otherwise! Stop by to pick up your treasure map, then begin your search!

Art Show Auction

1-3 pm, Grand Mesa
 You've seen the art, you've bid on the art. Now it's time to see who gets to take the artwork home.

Fantasy Series

1-1:50 pm, Wind River A

J. Bigelow (M), M. Bonham, P. Coleman, S. Hoyt, N. Kurtz, A. Larson, L. Stacey
 Fantasy series have been popular for decades. How have they changed over the years, which series wore out its welcome before ending, and which kept their luster—our panel weighs in.

Gosh Wow Goes Boom: When Science Became Frightening

1-1:50 pm, Wind River B

D. Abraham (M), D. Dvorkin, B. Enke, A. Feldman, A. Lambert, R. Lickiss
 Once respected, science and scientists now are often feared. When and why did this turnaround occur? (Or has it really always been the case, from Dr. Frankenstein to Dr. Strangelove?)

Congratulations, It's an Anthology

1-1:50 pm, Mesa Verde A-B

E. Bryant (M), T. Campbell, M. Carroll, D. Hoyt, D. Rozansky, M. Snodgrass
 Before an anthology hits the shelves, the idea has to be sold, stories have to be done. Anthology editors talk about the process, the joys, and the homicidal urges.

Author Readings: James Van Pelt & A.C. Ellis

1-1:50 pm, Mesa Verde C

Klin Zha: Klingon Chess Tourney

1-1:50 pm, Chasm Creek B

House Vam'pyr
 Experience chess as it was meant to be played—in the original Klingon!

DASFA Challenge Panel: Last Franchise Standing

2-2:50 pm, Wind River B

L. Givens (M), I. Brazee-Cannon, C. Hightshoe, S. Johnson, M. Mishalak
 From comics to books to TV and movies—which franchise will outlast all others? From classics like Buck Rogers and Star Trek to relative newcomers like Harry Potter, which will last the longest and spread the farthest?

What's That URL?

2-2:50 pm, Wind River A

C. Salas, T. Simpson (M), S. Tefoe, B. Whitlock, S. Yan
 A roundtable discussion of some of the best online comics, news sites, animation clips, fiction, etc. Bring your favorite URLs to share and swap!

An Hour with Robert Sawyer

2-2:50 pm, Mesa Verde A-B

Author Readings: Rebecca Rowe & Deborah LeBlanc
2-2:50 pm, Mesa Verde C

Creepy Crawlers

2-2:50 pm, Chasm Creek B

House Vam'pyr

Come make rubber bugs and more!

20 lb Critter Crunch

3-5 pm, Grand Mesa

It's time for rock'em sock'em robots—er, critters! The 20-pounders hit the stage to shred metal, spill oil and take no prisoners in the carnage that is the MileHiCon Critter Crunch!

Needles & Sequins: Masquerade Wrap-Up

3-3:50 pm, Wind River A

W. Hoffman

Find out what masquerade winners did right and what went wrong. Open forum to discuss costuming-related issues at the convention; open to anyone interested in costuming at MileHiCon.

Denventions Past & Future

3-3:50 pm, Wind River B

K. Bloom, E. Bryant (M), F. Cleaver, others TBD

Worldcon came to Denver in 1941 and 1981, and now it will be back in 2008. Hear about the last Denvention as well as plans for the future con.

Alternate History Connections

3-3:50 pm, Mesa Verde A-B

M Bateman, J. Bigelow, C. Cooke Montrose, B. Doran, N. Dutcher, L. Givens (M), A. Lickiss, A. Larson, T. Simpson, E. Stone

Shades of James Burke! Teams of panelists will be presented with a freshly altered past event and a later event affected by the change. Talk among yourselves ... now explain how the one led to the other.

Author Reading: Connie Willis

3-3:50 pm, Mesa Verde C

Avistrum Academy: Defense Against the Dark Arts with Headmaster

3-4 pm, Chasm Creek A

Dowling

A former Auror, Headmaster Clark Dowling has been controversial since his appointment as Headmaster. Labeled a "vigilante" by many officials, his constant defiance of wizard government has made him quite unpopular in certain political circles.

Monster Drawing

3-4 pm, Chasm Creek B

MT Fierce, A. Silliman

Grrrr. Argh. What's the little monster that growls inside you? Try to let him

out with colors and directed designs. For kids old enough to communicate but young enough to find this fun!

Critique and Criticism

4-4:50 pm, Wind River A

P. Bacigalupi (M), R. Bates, C. Felice, V. Hanley, R. Lyons

What's the difference (if any) between the two, what do authors want, and what's helpful? Also: structuring critique groups and/or working with beta-readers.

Fantasy: What Hollywood Does Right—and Wrong

4-4:50 pm, Mesa Verde A-B

M. Bonham, C. Chrissinger, T. Crater (M), B. Doran, M. Turner, C. Vaughn LoTR, Harry Potter, Narnia, Eragon—fantasy's "in" right now, but where does Hollywood fail? Are there types of fantasy they'll never get right?

Author Readings: Jane Bigelow & Carol Hightshoe

4-4:50 pm, Mesa Verde C

Avistrum Academy: Alchemy with Professor Aberfoyle, Professor Moffat and Headmaster Dowling

4-5 pm, Chasm Creek A

Stern in the classroom, Professor Aberfoyle takes a no-nonsense approach. Students should take heed of this extremely gifted wizard.

Benediction for the Fallen and Closing Ceremonies

4:30-5 pm (right after Crunch), Grand Mesa

We bid farewell to those in our community we lost this year and mark the end of another MileHiCon.

Hot-Tubbing for Dummies

7-8 pm, hot tub

Meet us for this final official program item. We're sure you can figure out where!

Volunteer Raffle

7:30 pm, con suite

If you put in your time, be sure to get your raffle tickets in Volunteer Headquarters (Thunderpass). There's always loads of cool stuff in the raffle, and you don't have to be there to get your prizes. Be sure to put your address on each ticket before turning them in.

Dead Dog Party

8 pm, con suite

Klingon Feast

All events take place in Suite 531 unless otherwise noted.

Friday

5 PM Opening ceremonies
Learn and sing the Klingon Anthem.

6 PM Klingon Naming.
Receive your Klingon name.

7 PM Meaning of the TreFoil
by Vam'Pyr

8 PM Klingon Movies or DS9
episodes till close.

8PM Alien Bed Time and Kahless
Stories in Chasm Creek

Saturday

10 AM Opening ceremonies

11 AM The Glorious Stories of
Kahless!

12:30 PM Klingon Language by voS

1 PM Arm Wrestling Tournament.
Conducted by D'nuop

2 PM The Story of Batleth

3 PM DS9 Episode
"The Sword of Kahless"

5 PM Uniform Costume building
class by veqa.

6 PM Costume Continued.

7 PM House Vam'Pyr & House
Kralvaj Meeting. Come join our
Glorious House!

7PM Klingon Bop
Pillow Fight Tourney in Chasm
Creek.

8 PM Klingon Kulture by Kvar

9 PM Closed for party setup.

9:30 PM Klingon Feast Party Till
Close

11 PM Serpentmoon Performance

Sunday

10 AM Opening ceremonies

11 AM Klingon Movies or DS9
episodes till close.

1 PM Klin Zha Tourney in Chasm
Creek

2 PM Creepy Crawlers
Come make rubber bugs and such in
Chasm Creek.

Animation Antics

Friday

- 1:00 -2:00pm** **TBA**
- 3:00pm** **Zeta Gundam**
More action with Char and the newest Gundam
- 4:00pm** **Mythical Detective Loki Ragnarok**
Loki is God. In this series he looks like a young boy, but still has his powers.
- 5:00pm** **My Hime**
Mai gets a shock about her classmates. They can see a star that others can't.
- 6:00pm** **DN - Angel**
So little time, yet so much trouble to get into. Just ask Dark.
- 7:00pm** **Full Metal Panic**
If this guy was at my school, I'd be looking for fire drills, lock downs, and lots of mecha and guns in the lockers. (Hint: Don't send notes or your locker will blow up.)
- 8:00pm** **Miami Guns**
This one was requested; we try to meet all requests when possible.
- 9:00pm** **Kyo Mara Maoh!**
God save our King! Yuri helps a student begin bullied, gets his head flushed in the toilet, and gets transported to a demon world as its King for the trouble. This was also a requested show.
- 10:00pm** **Wolfs Rain**
This is a requested show.
- 11:00pm** **Karas**
Tokyo is a city with ghosts and people in two dimensions. Karas and his team are the guardians and humanity's last hope as war starts to brew.

Saturday

- 7:00am** **Astro Boy**
Original B/W version. Unaired episodes not shown on U.S. television.
- 8:00am** **Marine Boy**
Marine Boy and his dolphin fight bad guys in the seven seas. Requested program.
- 9:00am** **Gatchaman**
Episodes never shown in the US. Subtitled.
- 10:00am** **Gun and Sword**
New series. Requested program.
- 11:00am** **Negima**
He's a wizard and teaches at a girls' school. But he has to keep his magic hush-hush from the students for fear of being turned into a

rodent.

- NOON** **Maburaho**
Using magic, this poor guy end ups with three girls out to marry him for his genes.
- 1:00pm** **Dangaioh**
Updated mecha series. Requested program.
- 2:00pm** **Mars DayBreak**
Life on Mars with a ocean and a pirate ship named Daybreak.
- 3:00pm** **Read or Die**
TV series. Requested program.
- 4:00pm** **Bleach OVA**
Episodes outside the regular series. Short and lots of action. Fan dubbed.
- 5:00pm** **Gundam Seed Destiny**
Newest Gundam series with the cast from the original Seed series and more.
- 6:00pm** **Iron Man 28**
Newest version of Gigantor, Johnny Socko, and Giant Robo all in one.
- 7:00pm** **Trinity Blood**
Newest vampire series.
- 8:00pm** **Inuyasha Movie IV**
Lots of action. Come and enjoy.
- 10:00pm** **Full Metal Alchemist - Movie**
Come see what happens to Ed and Al.
- Midnight** **Gojira**
Original B/W version. Subtitled

Sunday

- 7:00am** **DangerMouse**
- 8:00 - 9:00am** **TBA**
- 9:00am** **TBA**
- 10:00am** **Full Metal Fummfu**
Fun version for the Full Metal Panic.
- 11:00am** **Tenchi**
Newest episode from the Tenchi series.
- NOON** **Ah My Goddess**
Newest TV version of the lovely series of Ah My Goddess
- 1:00pm** **Nurse Witch Komugi**
Ok, she's not a nurse, just an actress. It's fun and, boy, do they tear up on Tatusunoko shows
- 2:00pm** **UFO Ultra Maiden - Valkyrie**
She's a princess and cute. When she fights, she turns into a Valkyrie that makes Dolly Parton look small.
- 3:00pm** **closed**

All movies listed will be shown in the Highlands Room.

Friday

Chronicles of Riddick

8 - 10:14pm

Where the smash hit sci-fi film *Pitch Black* leaves off, these *Chronicles* begin. It's been five years since escaped convict Riddick (Vin Diesel) exited that planet filled with terrifying flying beasts. Now the man who can see in the dark finds himself in the middle of a galactic war waged by Lord Marshal (Colm Feore), the leader of a sect called the Necromongers.

V for Vendetta

10:14pm - 12:11am

From the pages of David Lloyd and Alan Moore's groundbreaking graphic novel springs the enigmatic "V" (Hugo Weaving, of *The Matrix*), a masked freedom fighter who's taken up arms against the totalitarian government in a futuristic Britain. Finding an unlikely ally in a young woman named Evey Hammond (Natalie Portman), V urges the citizenry to fight the oppression of the state. John Hurt and Stephen Rea co-star.

Saturday

Zathura

8 - 9:41am

Jon Favreau directs this science-fiction adventure from the creators of *Jumanji*, based on the book by acclaimed children's author Chris Van Allsburg. After discovering a mysterious game in the basement of their house, pint-sized brothers Danny and Walter Budwing (Jonah Bobo, Josh Hutcherson) are sent flying into space, where they must finish the game by reaching the planet Zathura—or be trapped in galactic limbo forever.

Robots

9:41 - 11:04am

Ewan McGregor lends his voice to this heart-warming animated feature about Rodney Copperbottom, a young robot inventor who dreams of making the world a better place. But when the evil Ratchet (Greg Kinnear) takes over Big Weld Industries, Rodney's dreams—like his friends, including motor-mouthed Fender (Robin Williams)—are in danger of becoming obsolete. Halle Berry,

Amanda Bynes, Mel Brooks and Stanley Tucci co-star.

A Series of Unfortunate Events

11:04am - 1:00pm

After their parents are tragically killed, three young orphans—Violet (Emily Browning), Klaus (Liam Aiken) and Sunny—are taken in by the cunning and dastardly Count Olaf (Jim Carrey), who hopes to snatch their inheritance from them. Based on the series of best-selling, darkly funny children's books, director Brad Silberling's film co-stars Meryl Streep, Billy Connolly and Timothy Spall. Jude Law narrates as Lemony Snicket.

Independent Films:

Star Warp'd

1:00 - 1:34pm

A sinister team led by Dark Vapor, Mini-Mall and Schwarzenator use the Dark Smell of the Force to fight Captain Kwirk, Mr. Spuck and Robofuzz in this crazy, out-of-this-world adventure.

Hellraiser Prophecy

1:34 - 1:55pm

In this fan film crossover between the *Hellraiser* and *Prophecy* films, Lucifer black-mails a young woman into solving the Lament Configuration, in hope of bringing the Cenobites into the Second Angelic War.

Girl with Gun

1:55 - 2:10pm

Meet Gwen Hunter, whose best friend Mitzi and on again-off again boyfriend Dan think she is an ordinary 20-something working woman. In reality, she is the Nightingale, an assassin who helps the innocent who cannot help themselves.

Devil Rider

2:10 - 3:35pm

An invincible phantom killer stalks the west.

The Awakening

3:35 - 5:14pm

Dr. David Andrade treats his wife, who is dying of cancer, with a series of experiments aimed at making her better. Lara gets better, MUCH better—with a newfound strength, speed, and temperament that the world has never seen. Andrade has to stop his wife's superhuman rampage while trying to stay

under the radar of the secret government agency he works for, the agency that now seeks to capture Lara and discover the secrets of her awakening.

The Ethereal Plane

5:14 - 6:34pm

Damon Taylor (Ron Rogell) stumbles upon the most important and dangerous discovery in the history of mankind - a time-altering device from another dimension. Pursued by relentless government-trained assassins, Damon must alter time to stay alive.

Folklore

6:34 - 9:14pm

A paranormal investigator's daughter is kidnapped. To rescue her he must participate in an ancient game of magic and endurance. He must abide by two rules: No modern weapons and no modern means of transportation. He is allowed one champion: a warrior skilled in the ways of ancient battle. Together they must face the forces of darkness.

End of Independent Films

Immortal

9:14 - 11:07pm

This surreal sci-fi flick posits a dystopian future where genetically engineered beings coexist with eugenically altered humans and ancient deities. It seems the god Horus (voiced by Thomas Pollard) — one of humankind's creators—will soon be put to death but has a week's reprieve. To perpetuate his effect on the world, Horus plans to reproduce; trouble is, he needs a host body to inhabit and a woman capable of carrying an unearthly child.

Phantom of the Paradise

11:07pm - 12:38am

Writer-director Brian De Palma pumps 1970s decadence into The Phantom of the Opera story with a rock opera that replaces divas with pop stars. After being injured in a record factory, disfigured songwriter Winslow Leach (William Finley) haunts the Paradise -- the music house of the demonic Swan (Paul Williams), who ripped off Leach's tunes and idea for a pop masterpiece. Williams penned this campy cult film's Oscar-nominated score.

The Rocky Horror Picture Show

12:38 - 2:18am

You know it; we don't have to say anything else.

Sunday:

The Navigator

8:00 - 9:28am

A group of desperate villagers, led by the mystic visions of a young boy, sets off for a remote cave where they hope to find the answer to escaping the Black Plague that is sweeping across 14th century Europe.

Eraserhead

9:28 - 11:00am

From auteur David Lynch comes this nightmarish classic in which a young man living in an industrial wasteland comes to grips with parenthood. Henry Spencer (Jack Nance) inhabits a surreal world rife with grotesque characters and bizarre creatures, not least of which is his own child, a hideously deformed, squalling aberration. A study in the macabre, this early film features the arresting imagery and dark humor characteristic of Lynch's work.

The Butterfly Effect

11:00am - 1:00pm

If you could travel back in time and undo a horrible childhood, would you? This thriller poses that complex question when a young man named Evan Treborn (Ashton Kutcher), who's besieged by tragic memories, discovers a way to alter his past. But should he? And will it make a difference? Amy Smart, Kevin Schmidt and Eric Stoltz co-star.

The Island

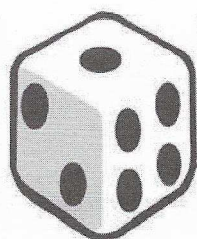
1:00 - 3:10pm

Michael Bay's stylish sci-fi thriller stars Ewan McGregor and Scarlett Johansson as members of a strictly regulated indoor futuristic colony who hope to win the lottery, a contest in which the grand prize is a trip to a utopian island, reportedly the last uncontaminated place on Earth. But a startling discovery about the true nature of "the Island" -- and their very existence -- leads the two to stage a desperate escape to the outside world.

Constantine

3:10 - 5:10pm

John Constantine (Keanu Reeves) is a private investigator who believes in things that go bump in the night—which makes him somewhat of an eccentric in a world ruled primarily by logic. So, it comes as a surprise to him when a female cop (Rachel Weisz) seeks his counsel after her twin sister dies in what first appears to be a suicide. She wants definitive proof of the cause of death but the answers may only come with blind faith on her part.



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Gaming Gala

Come see why more and more gamers are saying "MileHiCon has the best gaming at a general con." We offer 24-hour continuous gaming with NO GAMING FEES! We'll be having board games, role playing, miniatures, live action, and computer games.

This year the Gaming Room at MileHiCon has been greatly expanded. Gaming will be in the beautiful Centennial Room on the 12th floor. Large floor-to-ceiling windows offer 180 degree views of the downtown Denver skyline and the Rocky Mountain Front Range. Our tables have expanded to twenty, giving gamers more space and seating.

We have also expanded in a new way this year with a Networked Computer Gaming Area produced by <http://played.todeath.com>. You can bring your own machine or use one of ours. Servers with popular games and prizes will be provided. We have a Texas Hold'em Tournament on Friday, GO Tournament on Saturday, and "The Scottish Scourge" LARP all weekend.

Gaming will be continuous from Friday 6pm through Sunday 4pm.

Schedule by Table

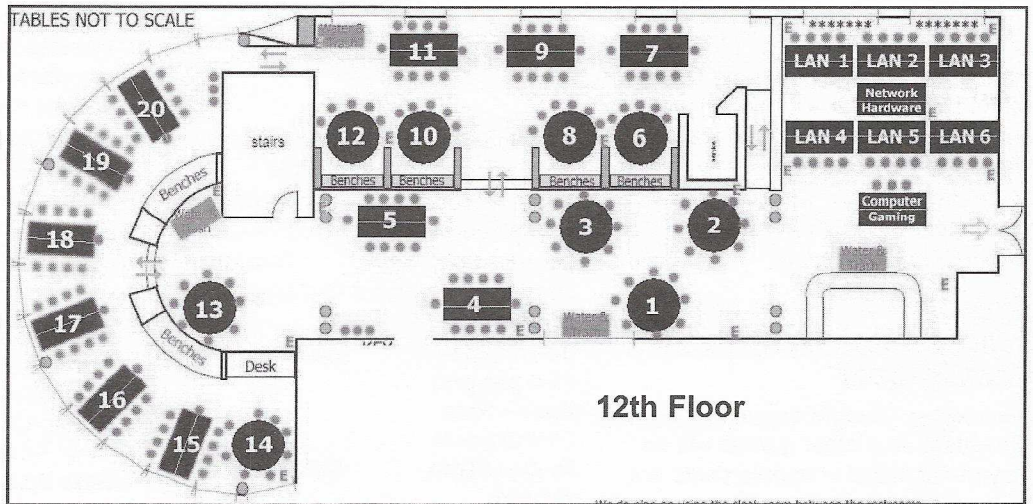
Tables 1, 2 & 3

Friday

7-8pm Texas Hold'em Tournament (Reg. & Orientation)
8pm - Completion Texas Hold'em
 Sponsored by the USS Pioneer, Science Fiction Fan Club. Come join us for a FREE single elimination format tournament. Don't know how to play? Come early and we will help you with the basics. Bring your best poker face, strategy and compete against your fellow attendees. Good luck!

Saturday

Open Gaming – (overflow for Funagain Games, Table 13)



12th Floor

Sunday

Open Gaming – (overflow for Funagain Games, Table 13)

Tables 4 & 5

Friday

Open Gaming.

Saturday

10am-? GO Tournament
 Presented by The Fiery Rain of GO Stones Club; a chapter member of the American GO Association <http://www.cyberpsychos.netonecom.net/FieryGo/> and Jasmine Sailing

Sunday

Open Gaming.

Table 6 & 8

Gaming with David Morgan

Friday

7pm - 1am Formula De (for De-struction)
 The humiliation of losing your last race was more than you could bear. But after the race officials passed some new rules (with some very interesting possible interpretations), you're ready for a new race, with a new car and some new 'add-ons' that are to die for. Literally. 2-24 (or more) players, beginners welcome. (Overflow/merge with Table 8)

Saturday

11am-5pm Attack!!!
 Come conquer the world in this global conquest game by Eagle Games. Mostly basic rules with some

advanced, and both boards if we have more than 4 people playing. 3-8 players, beginners welcome. Overflow/merge with Table 8)

Tables 7, 9 & 11

Gaming with Virgilio San Andres

Friday

7pm - ? Podracing
 Does tying yourself to two giant jet engines, dodging rock formations at 600 mph and fighting off homicidal alien drivers appeal to you? Then join this frenzied helping of fun. We will be using Micro Machines podracer models on a large-sized table for this event. There are individual racing templates for each Pod. Beginner (rules taught). Limit 18 players.

Saturday

11am - 3pm Aerodrome
 World War I dog-fighting at its best. This is a simple-to-play system which allows a challenge for the experience historical gamers and easy to learn rules for the novice. 72nd scale models on aerial antennas are used for 3D visual combat. We will play as many games that we can get in to the time allotted or longer if players wish to. Beginner (rules taught). Limit 12 players.

8pm - Midnight More Aerodrome
 (Tentative; another game may be substituted)

6pm - 8pm More Podracing

Sunday**Noon - 4pm** *"Motor Speedway of the South"*

Relive Lightning McQueen's high-speed action of Stock Car Racing. Game design is based on McGartlin Motorsport Stock Car Racing Design, with a large oval track and innovative, unique gameplay. This game allows players to play one of the many characters from Pixar's *Cars*; all with individual abilities. Beginner (rules taught). Limit 8 players.

Table 10**Gaming with John Walker (& Open Gaming)**

HeroScape, *Twilight Imperium*, *Diplomacy* and other games will be played. Detailed schedule could not be provided at this time. Please check the table during the convention.

Table 12**Gaming with Loony Labs & the Denver Mad Rabbits (& Open Gaming)**

Fluxx, *Chrononauts*, *Aquarius* and more will be played. Detailed schedule could not be provided at this time. Please check the table during the convention.

Table 13

Funagain Games is proud to sponsor MileHiCon 38 gaming this year. We have a full service dealer's booth and demonstrations in the gaming area for your enjoyment. Come by and chat with us about the grand opening of our new Denver location opening November 4. We will be providing various activities for all attendees.

Retailers, come by and ask us about FRED, our new program that provides Eagle Games and Funagain exclusives (such as *Railroad Tycoon* and *Carcassonne: The Discovery*) to your Friendly Local Game Store.

DROP-IN TOURNAMENT: feel free to stop by anytime and play *Teraforming*. On Sunday, the top 3 scores from the whole weekend will win copies of the game!

1st place also wins a deluxe wood score track!!

OPEN EAGLE GAMING: all weekend long I will have the entire Eagle

Games line to look at/play at your convenience. Also available will be Funagain exclusive games!!

Friday

Eagle Games will be offered for play on any Open Gaming Table

Saturday

Eagle Games will be offered for play on any Open Gaming Table

10am - Noon *Bootleggers*
(3-6 players)

Noon - 6pm *Teraforming*
Drop-in Tournament Qualifier (any # of players)

3pm - 5pm *Railroad Tycoon*
(3-6 players)

7pm - 8pm *Wench*
(4-8 players)

8pm - 11pm *Conquest of the Empire*
(3-5 players)

Sunday

Eagle Games will be offered for play on any Open Gaming Table

11am - 4pm *Teraforming*
Drop-in Tournament Qualifier (any # of players)

Noon - 2pm *Railroad Tycoon*

Table 14 & 15**Gaming with Mark Metzler Jr. & Associates**

Open Collectable Card Game Demonstrations All Weekend - Cards provided FREE!

"Warlord" Demonstrations
Learn to play the Rank and File d20 based CCG game in a Fantasy Setting. Ages 12 & up.

"Legend of the Five Rings" Demonstrations
Play and learn the premiere Asian based Fantasy CCG. Ages 12 & up.

"City of Heroes" Demonstrations
Learn the Superhero CCG based on the popular MMORG of the same name. Ages 12 & up.

Warlord: Dragonlord Challenges (all weekend)

Bring an Unsigned Overlord and a Legal deck, and challenge any of the Dragonlords. Morrigan, Altus and the ALL NEW EPIC DRAGONLORD are calling you out. The most recent set and all promos are legal for this event.

Friday

8-11pm *Warlord CCG*

Open Overlord CCG Tournament.

Expert Level Play. Bring an Open Deck with Any Overlord Starting as your Warlord. (No Dragonlords.) You may have one character with the Warlord Trait in your Deck. The Overlords have all Text abilities but no special rules. The most recent set and all promos are legal for this event. All other standard Deck Construction rules are in effect. Best 2 out of 3 Swiss, 45 minute rounds.

11pm - ? *Dungeons and Dragons 3.5 Battle Royale!!*

Expert Play. Bring a 3.5 d20 20th Level character. You can use the Players Handbook, Dungeon Masters Guide, Complete "Everything" and all other Wizards Printed Books. Your base stats are 18, 16, 16, 14, 14, 12 put them where you want them. Your characters get their starting gold times their level in gold to purchase standard non-magical items. Your characters can also have 5 Minor Magic Items of your choice, 3 Medium Magic Items of your choice and 1 Major Magic Item (approved by me before the event) No artifacts. The characters will then enter a battle royale, fighting for supremacy. Last man standing is the winner! I will only be there to call Initiative, and mediate disputes. Are you tough enough to take the glory? 12 player maximum.

Saturday**Noon - Completion** *Warlord Epic*

Constructed Tournament. Standard Play. Bring an Epic Legal deck. All standard rules apply. The most recent set and all promos are legal for this event. Best 2 out of 3 Swiss, 45 minute rounds.

3pm - Completion *Legend of the Five Rings*

Open as Printed Tournament. Experienced Play. Bring a Legal 40/40 Open L5R deck. No Errata, all cards played with the text printed on them. Old Favor In effect, Lotus Rules. The most recent set and all promos are legal for this event. Best of 1 Swiss, 45 minute rounds.

6 - 10pm *Warlords of the Accordland RPG - "In Mixed Company"*

This is an intermediate level adventure highlighting some of the races

and classes in the *Warlords of the Accordlands* d20 3.5 Compatible RPG. Characters will be provided by the GM. 6 players Max.

10pm - ? **World's Largest Dungeon RPG - "Entering the Dungeon."**

This is a d20 3.5 Compatible Dungeon Crawl adventure. Bring a 1st level character using the D&D 3.5 Players Handbook, *Legends of the Five Rings* 2.0 book, or *Warlords of the Accordlands* RPG book. Have some fun with it; make any 1st level character you want. Use *Forgotten Realms* or *Dragonlance* if you want. (Characters approved by GM at event.) 6 players.

Sunday

11am - 2pm City of Heroes CCG
Constructed Tournament. Bring a Legal deck, all rules apply. Best 2 out of 3 Swiss, 45 minute rounds.

2 - 4pm Warlord CCG
Open Tournament. Basic Play. Bring a Legal Open Deck. Swiss Rounds, best 2 out of 3, 45 minute rounds.

4 - 6pm Legend of the Five Rings CCG Lotus Edition
Constructed Event. Standard Play. Bring a Lotus Legal deck. The most recent set and all promos are legal for this event. Best of 1 Swiss, 45 minute rounds.

Table 16 & 17

Open Gaming with Pyro & Anna

Choose from the titles below and enjoy gaming all weekend long. *Age of Steam, Alhambra, Arkham Horror, Attika, China, Chinatown, Cities and Knights of Catan, Das Zepter Von Zavandor, Die Sideler Von Nuerenberg, Goa, Iron Dragon, Niagara, Lunar Rails, Nautilus, Power Grid, Puerto Rico, Shadows over Camelot, Taj Mahal, Ticket to Ride Europe* and many others...

Table 18

Gaming with the Pickett's

(Overflow to Tables 19 & 20)
All weekend long – players' choice of the following games determines schedule.
Empire Builder Series including North America, Russia, Nippon, Australia, India, Lunar and Iron Dragon. – *Toon: Role Playing – Seafarers of Catan up*

to 8 players – Talisman – Nuclear War Series – any other games the Pickett's are bringing.

Table 19 & 20

Friday

Open Gaming

Saturday

Scheduled Gaming by Sterling Babcock

9am - 11pm Days of Wonder

Open Gaming. Try all your favorite *Days of Wonder* games, including *Cleopatra and the Society of Architects, Shadows Over Camelot, Memoir '44* and expansions, *Ticket to Ride US/Europe/Germany, Mystery of the Abbey, Pirates Cove, and Fist of Dragonstones*. Beginner (rules taught), 2-5 players, 12+, 2 hrs.

9am - 11pm Z-Man Games

Open Gaming. Try all your favorite Z-Man Games, including *Fairy Tale, Scepter of Zavandor, Primordial Soup, Reef Encounter, Saboteur, Santiago, and Geschenk (No Thanks!)*. Beginner (rules taught), 2-5 players, 12+, 2 hrs.

9am - 11am Cleopatra and the Society of Architects (Days of Wonder)

Players strive to become the wealthiest of Cleopatra's architects by constructing the most magnificent and valuable parts of her palace using dozens of beautiful 3-D pieces. Players will be tempted to trade in materials of dubious origins in order to help them build faster, but these corrupt practices come with a high price - cursed Corruption Amulets honoring Sobek, the Crocodile-god. When Cleopatra enters her new palace at the end of the game, the most corrupt architect will be seized and offered as a sacrifice to her sacred crocodile! The wealthiest architect still alive wins! Beginner (rules taught), 3-5 players, 12+, 2 hrs.

11am - 1pm Ticket to Ride - Märklin Edition (Days of Wonder)

Try this new edition of *Ticket to Ride* based on a map of Germany and introducing passengers and merchandise to the award winning *Ticket to Ride* game. Passengers are used to pick up merchandise worth different

numbers of points along the routes that they claim and instead of a bonus for longest route, the 10 point bonus card goes to the player who completes the most Destination Tickets. Beginner (rules taught), 3-5 players, 12+, 2 hrs.

1pm - 4pm Scepter of Zavandor (Z-Man Games)

Up to 6 players seek to develop their magical energy to enchant gems, gain artifacts, and ultimately to challenge the nine Sentinels to gain the coveted Scepter of Zavandor! As your knowledge and skill increases, you gain new abilities through auctions and additional gems. The aim of the game is to get victory points with active gems, artifacts, guardians and knowledge. Beginner (rules taught), 3-6 players, 12+, 2 hrs.

4pm - 5pm Take Stock (Z-Man Games)

Each player collects stock certificates in five stocks, which they hope will have a high price when the market closes. The goal of the game is to accumulate the highest score after four rounds of play. Beginner (rules taught), 2-6 players, 12+, 2 hrs.

5pm - 7pm Santiago (Z-Man Games)

You must cultivate your crops and keep your fields watered in this game of auctions and placement. Each round, a number of field tiles are auctioned off. Each tile shows how plentiful the crop is and what crop it is. Whoever bid the lowest in each round gets to be the canal overseer and decide where a canal will be built that round. The other players may try to bribe the canal overseer, but ultimately, it is his choice. In the end whoever has the biggest plantations of crops is the winner! Beginner (rules taught), 3-5 players, 12+, 2 hrs.

9am - 11pm Z-Man Games

Open Gaming. Try all your favorite Z-Man Games, including *Fairy Tale, Scepter of Zavandor, Primordial Soup, Reef Encounter, Saboteur, Santiago, and Geschenk (No Thanks!)*. Beginner (rules taught), 2-5 players, 12+, 2 hrs.

Participant Bios

Professor Polonius

Aberfoyle, Head of Parador House, is a rare wizard indeed. The Transfiguration Professor is one of the few registered Animagi in North America in recent history. Stern in the classroom, Professor Aberfoyle takes a no-nonsense approach to his subject. Students should heed this extremely gifted wizard. There does seem to be another side to Aberfoyle that the students rarely see, if ever. Rumors abound that he is one of the Dark Hunters.

Daniel Abraham is the author of *The Long Price Quartet*. The first book of the series—*A Shadow in Summer*—came out last March. The next volume—*Winter Cities*—will be out next March and so forth. He is also collaborating on a novel with George RR Martin and Gardner Dozois, and contributing to both John Klima's *Loggorhea* anthology and the newly resurrected *Wildcards* series. He lives in New Mexico with his wife and daughter.

Mario Acevedo is a former paratrooper and aviation officer. The voices in his head channel vampire enforcers, extraterrestrial gangsters, Precambrian warlords, and occasionally, modern nymphomaniacs, for his mystery fantasy novels. Mario writes a series featuring vampire private detective and Iraq war veteran Felix Gomez, the hero of *The Nymphs of Rocky Flats* and *X-Rated Bloodsuckers*, published by Rayo HarperCollins.

Paolo Bacigalupi's writing has appeared in *High Country News*, *Salon.com*, *The Magazine of Fantasy and Science Fiction*, and *Asimov's Science Fiction Magazine*. It has been anthologized in various "Year's Best" collections of short science fiction and fantasy, been nominated for the Nebula and Hugo awards, and has won the Theodore

Sturgeon Memorial Award for best sf short story of the year.

Michael Bateman is a graduate of Clarion West 1998 and a two-time contributor to *Asimov's Science Fiction*. He is pursuing a degree in nursing, writing when he can, and sleeping not at all.

Rebecca S.W. Bates writes SF/F/H. As Williamson, she writes mystery and suspense. Rebecca lives with her husband in Boulder, where she is a recovering Spanish teacher and convention organizer. She is currently working on a horror novel, and her most recent publication is a short story in *Ecotastrophe*.

Jennifer R Baumer lives and writes in Reno, Nevada, where she lives with her husband and best friend and sometimes editor Rick and more cats than is sensible. She writes nonfiction for a living and fiction for everything else and has published somewhere around 60 short stories (and some alarming number of articles like 450.) She is happiest when writing or baking bread and would like to find a way to combine the two.

Carol Berg is a former software engineer who can't quite believe what happened when she started dabbling in writing a few years ago. Since her first novel was published in 2000, her books have won the 2006 Prism Award for best romantic fantasy (*Daughter of Ancients*), the 2005 Geffen Award for Best Translated Fantasy (*Transformation*) and the 2004 Colorado Book Award (*Song of the Beast*), and have been shortlisted for many other awards. Her books have been translated into Russian, Czech, German, Polish, and Hebrew. Her latest release, *Daughter of Ancients*, is shortlisted for the 2006 Colorado Book Award for popular fiction. All amazing for someone who majored in math and computer science so she wouldn't have to write papers. Carol's ninth novel, *Flesh and*

Spirit, will be released in May 2007. Carol lives in Colorado with husband Pete.

Jane Bigelow's debut novel, *Talisman*, was published in spring 2006 by Pronghorn Press. An avid reader as well as a writer of speculative fiction, Jane is also a reference librarian at Englewood Public Library. She has published both library-related work and short stories.

Eric Boethin has had a lifelong interest in space exploration, and is now president of the Denver-based chapter of the National Space Society, the Front Range L5 chapter. One of their main objectives is to educate the public about the need for the exploration and development of outer space, and related issues, including space privatization. An advocate of both reusable launch vehicles (RLVs), and heavy-lift launch vehicle's (HLVs), he has spoken to several groups about RLVs. He believes both types of rockets, along with space privatization, will be needed to make large-scale space settlement a reality.

M. H. Bonham (AKA Margaret H. or Maggie Bonham) is an award-winning author of 22 books, including *Prophecy of Swords* published by Yard Dog Press 2005 and *A Dog's Wisdom* published by Howell Book House 2005. Her SFF short stories have appeared in *Tales of the Talisman*, *Kidvisions*, *Lorelei Signal* and the anthologies *Four Bubbas of the Apocalypse*, the upcoming *Houston, We've Got Bubbas*, *Flush Fiction*, *Small Bites*, *ShadowSwords 2*, and *ShadowSwords 5*. She is the host of the Sci Fi Traveling Road Show (www.scifitravelingroadshow.com) and the podcast of *Prophecy of Swords*. Her novels *Runestone of Teiwas* (Yard Dog Press) and *Lachlei* (Dragon Moon Press) will be available in 2007 and are set in the *Prophecy of*

Swords universe. Visit her at www.shadowhelm.net.

Although **Ian Brazee-Cannon** has been something of a storyteller his entire life, he is just starting to get his work published. His story "Brew of the Gods" can be found in the 2006 anthology, *Wondrous Web Worlds* from Sam's Dot Publishing.

Edward Bryant has spent more than three decades as an award-winning writer of fiction and non-fiction, reviewer, teacher, screenwriter, and editor. Though perhaps best known as a writer of horror and science fiction, he's appeared in a variety of mystery and crime fiction collections. A recipient of two Nebula Awards, he received the American Mystery Award for Best Critic in 1989. His off-reprinted "While She Was Out" (most recently as a beautifully produced chapbook from Wormhole Books) starred Stephanie Zimbalist when it was adapted for Lifetime Network's Hidden Room series. His newest book is *The Baku* (Subterranean Press) and the next full-length collection will be *Flirting With Death* (CD Books). A *Sad Last Love at the Diner of the Damned* appeared as a chapbook from Wormhole; *The Fire That Scours* will be published soon. After a three-year hiatus from reviewing for Locus following heart surgery, he rejoined the magazine as a contributing editor and has revved up his books column again. Ed continues to try to add good to the world by judging the annual story competition for Science Fiction Writers of Earth, and causes no end of trouble by participating as a judge for the IHG Awards.

Michael Lee Burgess can truthfully say that science fiction has been part of his life forever ("it started with Dad, they were his books, remember John Carter of Mars?"). Sometimes they call him

Reverend Michael back at Blue Hill/Bladen United Methodist Churches in Nebraska. He has been the beloved MileHiCon art auctioneer for around 17 years (+/- 2 years) and started the Denver Anime C/FoD (now DAI). He loves costumes and taking pictures! Come visit him for worship on Sunday. :) God is where you look. (^.^) He has also helped run other SF cons over the years. He is now a newlywed; come celebrate their Renaissance marriage with Michael and Deb in the con suite on Saturday at 6 pm! (They are bringing the DVD.)

Dana Cain makes her living primarily as an event promoter, writer and collectibles dealer. She currently runs 13 shows a year in the Denver area, ranging from The Denver Modernism Show to the Athena Festival and a slew of collectible toy, doll and comics shows, among others. She has written several books on collectibles including topics such as UFO and Alien memorabilia, movie monsters, dinosaurs, horses, Godzilla, post-atomic toys and more. A professional auctioneer, she also sells profuse amounts of cool stuff on eBay and at Mod Livin' on Colfax. She is also a tarot reader, certified Enneagram counselor, artist and dream interpreter. Visit her at www.danacain.com

Jane Campbell has over 40 years experience with fabrics and clothing. She has a B.S. in chemical engineering and more than 25 years experience in manufacturing, design, and technical management, including 12+ years at Kennedy Space Center. Making the leap from rockets to corsetry may be unusual, but clothing design and engineering require the same attention to detail and a three-dimensional imagination. Jane is a member of the Society for Creative Anachronism, Barony of Caerthe, Kingdom of the Outlands. Seams Like Magik supplies custom-designed Renaissance, medieval, and fantasy clothing and was recognized as "Best of Denver 2006" by *Westword* for Jane's corsets.

Tyree Campbell is a retired U.S. Army translator [Russian, Spanish, Thai] with some 80 short stories, two dozen poems [including a Rhysling 3rd place], and two novels to his credit thus far. He has been the managing editor of Sam's Dot Publishing since September 2002, and is the editor of *Aoife's Kiss*, a magazine of speculative fiction, and *Beyond Centauri*, an sf/f magazine for younger readers. He spends much of his free time trying to keep his Australian cattle dog from herding squirrels through his tomato patch.

Michael W. Carroll has been an astronomical artist and science writer for more than 20 years. His art has appeared in magazines around the world. He's been the multiple recipient of the Reader's Choice Award for outstanding science fiction art covers for *Asimov's Science Fiction*, and is a Fellow of the International Association of Astronomical Artists. One of his paintings was flown aboard Russia's MIR space station in 1995. He's written for magazines including *Popular Science*, *Astronomy*, and *Asimov's Science Fiction*, and has written nearly 20 children's books on science and science fiction (many with his wife, Caroline). Mike's book *Alien Volcanoes* (Johns Hopkins University Press) is due out in fall 2007.

Peri Charlifu is an artist who has been working in his field for over 27 years and has been selling his work professionally for more than 18 years. Peri is trained in fine arts, psychology and religious studies. Peri has recently returned to the convention and art show circuit and has many new and hopefully interesting pieces to offer.

Craig Chrissinger has been on the sets of five modestly budgeted horror films this year in Albuquerque and northern New Mexico, most recently *Carriers* (working title) on September 8. (Ask him about meeting Tobin Bell, who plays *Jigsaw* in the *Saw* movies.) Of note, his articles on visiting the Tucson sets of Stephen King's *Desperation* in December 2004

finally saw the light of day this spring! When not covering movies and TV shows for *Fangoria* and *Starlog* (starting way back in 1989), Craig does the occasional book review for the Albuquerque Journal, works full-time at Title Wave Books ("I'm still the science fiction 'expert,' though people ask me about authors I've never read."), attends ACOA meetings weekly, and edits the Albuquerque Science Fiction Society's newsletter five times a year. Having recently chaired Bubonicon 38, he is taking a hiatus from chairman duties after running the Albuquerque con solo 14 times ("Thank god for my assistants, Wendy and Kristen, this year or I'm not sure I could have made it."). This year also marks his 30th anniversary of being in Fandom. He currently is working on de-cluttering his house in Albuquerque, N.M., since it is overfilled with SF collectibles and comics, various books and magazines, DVDs, film press kits and Bubonicon supplies/equipment. He shares this abode with his stepdaughter, Shannon, twice a week, and one needy cat, all the time.

Fred Cleaver writes a monthly review column for *The Denver Post* on science fiction, fantasy and horror fiction. Known for his voluminous and eclectic reading and interests, as well as being the mild-mannered focal point of the Cult of Fred, he resides in Greeley, Colorado.

Patricia Coleman is a critically acclaimed author of historical intrigue, primarily set in the Napoleonic period in England. She also writes short stories in speculative fiction. She has been a science fiction fan since age ten when she read Heinlein's *Have Space Suit, Will Travel*. In addition to writing, Pat teaches college courses in creative writing, Celtic literature, and Science Fiction. Her latest book is an amateur sleuth mystery for science fiction fans entitled *The Outer Limits*.

Colorado Homegrown Tales explores the work of Colorado writers through the medium of theatre, presenting programs

of selected short stories, organized around a theme or an author, read aloud by professional actors. As a special treat (no tricks!) for MileHiCon, they will reprise a performance from last season with their largest cast yet as they turn Connie Willis's "Even the Queen" into a readers theatre presentation. For more information, please visit their website or contact Debbie Knapp at 720-233-0811 or dknapp@vitamincottage.com.

Theresa Crater is a writer and teacher. *Under the Stone Paw* is her first novel. She has published short stories, poetry and many nonfiction articles. She holds a Ph.D. in English and an M.A. in Counseling. Currently, she teaches writing and literature at Metropolitan State College of Denver. She traveled to Egypt with her husband, independent Egyptologist Stephen Mehler, and also edited both his books. Besides Egypt, she has studied Vedic philosophy, taught meditation since 1976, and researched many of the world's spiritual traditions. Theresa lives with Stephen, their two cats, and numerous coyotes, foxes, hawks, and owls near Boulder, Colorado.

David Curtis is a Denver writer, editor and critic. His sf and horror stories have appeared in *Twilight Zone Magazine*, *Questar*, *Night Cry*, *High Fantastic* and elsewhere. He is the editor of *Two-Handed Engine: The Selected Stories of Henry Kuttner and C.L. Moore*, published by Centipede Press and a current selection of the Science Fiction Book Club. He is a consulting editor at Centipede/Millipede Press. His movie reviews appear online at www.MillipedePress.com.

Bruce M. Dane has done many things and been a fan "forever." He is a founder and lifetime member of CASFS (Central AZ), published filker, long-time convention (ser and fan) runner/worker (a founder of IBECC, CopperCon, Anaconism) having done almost everything but be Chair, *faffiated* part of the "floating WorldCon committee," gamer,

and ... Well known for his hatfull of frogs, he is an accomplished musician (mostly 12-string guitar) and has performed in and run many concerts. He is mostly known as a computer "wizard," having been involved in computers since the '60s and "the net" since DARPA days. He helped found and run "nyx," did security and cracker tracking, and is considered a "valuable computer resource" by several local TV stations. Bruce has written for papers and magazines, co-hosted a weekly call-in radio show, and proofreads by habit. He is in the process of writing a number of stories—mostly SF and horror. He describes himself as "a gray-ing, hippie, musician-geek, who tries to 'grok' everything."

Graeme Davis has worked in the games industry since 1986, and has been involved with tabletop roleplaying games like *Dungeons & Dragons*, *Call of Cthulhu*, *Warhammer Fantasy Roleplay*, *Vampire: the Masquerade*, and *GURPS* as a writer and editor. He also has ten years' experience in computer and video game development. His first novel, *Blood and Honor*, was released in September by Wizards of the Coast for the *Eberron Dungeons & Dragons* setting.

Diane Kristine Dieter considers herself as a mostly retired audio publisher who still writes in her spare time. She divides her time between Boulder and Vancouver Island in British Columbia. She also serves on the Board of Directors for Clarion West Writers Workshop (which she attended in 1989). Anyone with a question about Clarion West, be sure to ask Diane.

Bonnie Doran has one short story, six magazine articles, and 46 meditations either in print or pending. Her as-yet-unpublished young adult sci-fi novel won and placed in two separate writing contests. She has attended so many conferences that she won the Perseverance Award this year at the Colorado Christian Writers Conference. She is a member of American Christian Fiction Writers and is the treas-

urer for their Denver chapter. Besides writing, she enjoys reading, cooking, walking, and quirky facts. (Did you know that velvet worms are more closely related to spiders and scorpions than butterflies?)

Brian Dowling is excited to be a part of MileHiCon 38! He plays the role of 'Headmaster Clark Dowling' for the Avistrum, Academy of Sorcery. "Avistrum" is an interactive entertainment company that brings the wizarding world to life. Behind the scenes at Avistrum, Brian serves as President of the Board. www.avistrum.org

Headmaster Clark Dowling, a former Auror and current Defense Against the Dark Arts teacher, has been controversial since his appointment as Headmaster. Labeled a "vigilante" by many officials, his constant defiance of wizard government has made him quite unpopular in certain political circles. Dowling's opposition received quite a blow this past spring when a staunch ally of the Headmaster was elected the new Secretary of Magic, in former Head of Lobostro House, Secretary Greywolf.

Cornelius Dutcher, aka Neil, is a lifelong reader of science fiction. Arrogant and opinionated, he has never shirked at sharing his silly ideas with anyone unfortunate enough to cross his path. His only redeeming qualities are his wonderful wife Carol and his overly gifted children, Eleanor and William, otherwise known as Sugar and Spike. One of those people that knows a great deal about little of importance, Cornelius has also been steeped in art, comic books, theater, mathematics, TV and radio production, machining metal, short and long haul truck-driving, and since 1978, the L5 Society. Founder of "Mars Last" and other lost causes. Although Cornelius has many friends and fellow-travelers in the aerospace industry, he has had the good fortune never to work for any of the companies who routinely lay-off and generally abuse those same friends (who wish

to remain nameless for obvious reasons). His time now taken up with raising two kids (each a year older than during MileHiCon 37), Cornelius likes to live vicariously off the exciting exploits of others, and so continues to bother us, year after painful year, by showing up at MileHiCon whether he is welcome or not.

David Dvorkin's work includes non-fiction (*At Home with Solar Energy*) as well as science fiction: *The Children of Shiny Mountain*, *The Green God*, *The Trellisane Confrontation*, *Budspy*, *Timetrapp*, *The Seekers*, *Central Heat*, *The Captain's Honor* (with Daniel Dvorkin), and *Ursus*. His first mystery novel, *The Cavaradossi Killings*, was published by Wildside Press, which has also reissued his Sherlock Holmes pastiche, *Time for Sherlock Holmes* and is reissuing his two vampire novels, *Insatiable* and *Unquenchable*. His most recent SF book, *Pit Planet*, was published in March 2003. A science fictional zombie story appeared in *The Book of More Flesh*. *Dawn Crescent*, an alternate history written with son and fellow author Daniel Dvorkin, was published in December 2003. David's latest book is *Business Secrets from the Stars*, an sfnal political satire/comic novel which should be read by everyone who hates George W. Bush. And for that matter, by those who love Bush or feel neutral toward him, too. Look for his books in the dealer's room at Who Else! Books. Visit www.dvorkin.com for lots of information on all of these, plus sample chapters.

A.C. Ellis has two science fiction novels published in paperback editions: *Death Jag* (Manor Books) and *Worldmaker* (Ace Books). *Worldmaker* was reprinted in Germany, and was optioned by an independent Los Angeles film production company. Ellis has published two more SF novels as e-books, as well as a handful of short SF and mysteries in both print and electronic formats. His e-books can be accessed through his web

page at www.acellis.net. Ellis lives in Denver, Colorado.

Brian Enke is a research analyst in the Department of Space Studies at the Southwest Research Institute (SwRI) in Boulder, Colorado. He has over twenty years of AI, algorithm, and complex systems experience at SwRI or previously at Bell Labs. Brian is the author of the mystery/SF novel, *Shadows of Medusa*, a near-future, realistic thriller about the first human expedition to the planet Mars. He is currently working on the sequel, among other writing projects. Brian is a consultant for several space exploration advocacy groups. When he's not programming his computer or his dogs, he also volunteers as a mentor for a robotics team at Nederland High School and helps a local group of robotics inventors.

J Alan Erwine lives just north of Denver with a crazed feline and a million ideas screaming for their release. He has published more than 30 short stories with various small press markets, as well as publishing one novel and two short story collections. He also spends his time editing for Sam's Dot Publishing. J is currently earning a living, if you can call it that, as a freelance writer and editor...in other words, he prostitutes his skills. More information can be found on J's website at www.jalanerwine.com

Arlen Feldman is a software engineer and computer book author living in Colorado Springs. He is also the director of Gothic Productions, a video production company that specializes in charity and training videos, but occasionally does other strange things, and is one of the primaries behind Britannicon, Denver's occasional British media convention.

Danyda Feldman, Talespinner, provides storytelling with a British flavour for all occasions, for children and adults: folktales and legends, fairytales, mythology, classic horror, fantasy and science fiction.

At five-foot-ten and curly hair that adds an inch or two,

Cynthia Felice is hard to miss. She frequently carries a backpack instead of a purse, and very much enjoys meeting new people and seeing old friends. Among her science fiction works are the novels *Godsfire*, *The Sunbound*, *Eclipses*, *Downtime*, *Nocturne* and *The Khan's Persuasion*, several collaborations with Connie Willis (*Water Witch*, *Light Raid* and *Promised Land*), "Track of a Legend" (in David Hartwell's *Christmas Stars*), and "Second Cousin, Twice Removed" (in *Isaac Asimov's Christmas*). *Iceman* (Ace/Berkley) is her most recent full-length solo work. She is best known for her complex, carefully plotted novels, which have been described as engrossing, amusing, and compelling. Exotic, exciting detailed settings and intense interpersonal relationships make her novels some of the reliably enjoyable science fiction on the market today, and have inspired such comments as "Let me choose my words carefully. This is the finest science fiction novel I have read in the last five years" (Science Fiction Review) and "...fun, fast and full of schemes that keep it entertaining" (Locus). She and Ed Bryant co-founded the Colorado Springs Writer's Workshop. Cynthia grew up in Chicago and now lives with her husband on a ridge east of Colorado Springs overlooking the Rocky Mountain Front Range. Her hobbies include mountaineering, stargazing, gardening, reading, Hawaiiiana, wolf hounds, lure coursing, and occasional river rafting and horseback riding. She is currently at work on a new novel.

John C. Fiala is a 37-year old man who programs computers and writes stories. He also helps out at several local conventions, and hopes you're enjoying this one.

MT Fierce is a madwoman, known primarily (as in published) for her (humour) gaming pieces, but also as a long-time computer geek, blogger, cat lover, big sister, and armchair theologian. Which is not to say that she contemplates the god of armchairs ... too much, anyway. Always on the fringes

of the fringe groups, she continues visiting cons because it's nice to speak to others who share her native tongue.

Friends of Food for Thought was established in 1991, their single goal has been to help at-risk children learn to love books and reading. After the original program closed because of lack of funds, they moved their operation to Denver Human Services at the Castro Building, 1200 Federal. They use a book card manned by senior volunteers to distribute books to children when they come to receive services or accompany an adult there for services. They also provide books to social workers for home visits and educational information for parents on the importance of reading. The funds from the MileHiCon Literacy Auction will go to create a Children's Literacy Corner in the 2nd floor lobby with permanent book shelving, educational materials, posters promoting books/reading, and TV with a DVD about reading aloud and early literacy.

Rick Friesen has been attending MileHiCon since 1988, and has judged the art show five times. His first professional sale was to Wil McCarthy's *Once Upon a Galaxy* anthology (DAW, August 2002). He has published an essay in Westword and a short story, "Psychic Thunder," in a Canadian small press magazine called *Writer's Block*. He joined the Northern Colorado Writers Workshop in 1999.

Haley Elizabeth Garwood wrote her first novel at the age of 11, which she sold for two pencils and a notebook to a classmate. Since then, she's learned the value of hard cash. Dr. Garwood graduated with a bachelor's degree in creative writing/journalism from Purdue University, a master's in theatre from West Virginia University, and a doctorate in education at West Virginia University. She loved being a special education teacher before becoming a high school principal. Garwood jokes that she started writing seriously because the problems of invading countries and leading

an army into battle seemed restful after dealing with teenagers all day. Garwood teaches English at Western Kentucky University and writes from her peaceful farm in Kentucky surrounded by unemotional cattle. The first novel in the Warrior Queen Series is *The Forgotten Queen* followed by *Swords Across the Thames*, *Ashes of Britannia*, and *Zenobia*. The Warrior Queen Series takes forgotten women warriors who changed history and brings them to life. Carefully researched material is woven into memorable stories. Garwood's goal is to entertain as well as educate.

For **Glenn Lewis Gillette**, the early '70s saw a flurry of success (two stories in *Analog* and another in *Lone Star Universe*, now available on-line at <http://www.alexlit.com/>), but to support his family, he took a job writing about computers and let his fiction languish. After 15 years working at Digital Equipment Corporation, he caught a tsunami of downsizing that left him standing on the shore of a new life. With the support and financial wizardry of his wife Jeanne, he tackled fiction again. In fact, together they wrote two mainstream novels; right now, he consults part-time and actively markets his business-related SF novel, *Seeds of Disaster*, at www.glgwrites.com. He combined his careers for an article "Writing Good Computer" in *Speculations*, a writer's magazine specializing in science fiction and fantasy. Demonstrating his versatility, he also sold *The Jewish Spectator* their first science fiction story ever.

Laura Givens now lives the quiet, desperate life of a shut-in with her troll, hunched over her computer, merrily doing digital artwork. Not bad for an avowed computer illiterate. She is a freelance illustrator whose work can regularly be seen in magazines such as *Jim Baen's Universe* and *Orson Scott Card's Inter-galactic Medicine Show*, among others. She has done a number of covers for publishers such as LBF, Liquid Silver, Loose ID and Samsdot. Laura is also sliding nicely into her second

year as Art Director for *Tales of the Talisman* magazine. Laura likes her music loud, her colors intense and her laughter heard two blocks away. Okay, so she's still desperate, just not so quiet.

Professionally an avid space-flight historian based in Vancouver Canada, **Hugh Gregory** has worked as an engineers' surveyor, managed his own Occupational Health and Safety Program consulting service and since '95 has been an Industrial Paramedic in Vancouver's ports. Hugh owns and operates the H.R. McMillan Space Centre's affiliated space and astronomy educational BBS SpaceBasetm and published the "SB-" prefixed space news service echoes for FidoNet for over 15 years. His latest research includes the conceptual design theory work on the E.L.D.S.R.R. space reactor (which he gifted to JPL in July 2002), Project M.O.S.S. (Musk Observatory Supernova Search) and Project M.A.S.T. (Mars Analogue Simulation Trainer), a VR simulator for The Mars Society to help train and prepare crews for their Mars surface exploration simulations at T.M.S.'s research stations. He's been T.M.S. Chief Documents Editor since December 2004. He's produced and sold videos on "Voyager 2 at Neptune," "The Gas Planets," "SSTO--The DC-X," "Soviet Space Disasters" and "The Flight Of Buran." His slide/video shows have been appearing at cons worldwide for over 17 years, including 11 world cons. On weekends he's a private pilot, amateur astronomer (Member RASC), cricket umpire, and enjoys hiking with his wife Anne.

Victoria Hanley lives in Loveland, Colorado. Her first novel, a fantasy adventure for young adults—*The Seer and the Sword*—took off around the world, launching her career as an author. Published in 25 countries and 10 languages, Victoria's books have won multiple awards. For more information about Victoria, visit her at www.victoriahanley.com

A native Texan, **Carol**

Hightshoe found her way to her current home in Colorado by way of a five-year detour in The Netherlands—courtesy of her husband Tim and the US Air Force. An avid reader at a young age, her strong desire to write came from her love of (her husband calls it her obsession with) *Star Trek*. It was this early love of *Star Trek* that led her to the science fiction and fantasy genres. Carol's family includes her husband Tim, their son John, and her four-footed canine friend Kans. While the rest of the family manages to tolerate her imaginary friends and worlds, Carol's attitude is: "I live in my own little world; but it's okay—they know me there. To learn more about Carol's writing you can visit her website: Realms of Imagination at www.carolhightshoe.com. Also feel free to email her at . In addition to her own writing, she is the editor of the online e-zine: *The Lorelei Signal* (www.loreleisignal.com).

Wynette A. Hoffman is the author of the vampire action romance, *Blood Is Thicker Than Water*, and the cynical espionage romance, *Love & Benjamins*. A rebel with a cause, Wynette likes to write about gender politics, heresy, treason, alternative family values, sex, the occult, and all other things that go bump in the collective unconscious. Her current opus, *Raised By Wolves*, books 1 through 3, is a gay historical novel set amongst the buccaners of Port Royal in the late 1660s. She plans to release all three parts in 2006 under the name W.A. Hoffman. Fiercely committed to independent publishing and creative freedom for artists, Wynette has her own publishing company, Alien Perspective (www.alienperspective.com).

Jean Hortman (Storm) has been designing and making costumes since she was five years old. She made costumes for her junior and senior high school plays and helped with costumes for WSU's theatre department. She has taught sewing, costuming, pattern making, and designing off and

on for about 30 years. She has also helped backstage for everything from local convention masquerades to World Cons and ICG conventions. She has been involved in the SCA for more than 25 years, and IFGS off and on since its third year. Recently, she designed and created costumes for Avistrum Academy of Sorcery, an interactive theatre company, and for Prince Charming for the Colorado Renaissance Faire.

T.J. Howell is a huge Harry Potter fan. Besides his collection of hardback (first and special edition) Harry Potter books, his bedroom is filled with Harry Potter collectibles and memorabilia. He has attended both Avistrum and Hogwarts America School of Wizardry where he was sorted into Gryffindor four years ago. At Avistrum, he was recently sorted into house Enigma. A veteran sci-fi-er, he has attended MileHiCon for over a decade, as well as other science fiction/fantasy conventions. T.J. has thought a lot about how the Harry Potter series will end and looks forward to hearing the predictions of other Potter fans.

Daniel M. Hoyt aspires to be *that* Dan Hoyt—you know, the one who writes those cool stories and books. Realizing a few years ago that rocket science was fun, but unlikely to pay all the bills, Dan embarked on a new career choice—writing fiction for fun and profit. Since his first sale to *Analog*, he's sold several stories to other magazines and anthologies. In addition, Dan is particularly pleased to announce his upcoming DAW anthology, *Fate Fantastic*, edited with Martin H. Greenberg. Curiously, after a few short years, Dan's mortgage is still outstanding, but he remains hopeful. Catch up with him at <http://www.danielmhoyt.com>

Robert Anson Hoyt has been steeped in the writing field since receiving his first birthday gift from Virginia Heinlein. As he is the son of award-winning writer Sarah Hoyt and writer/rocket scientist Dan Hoyt, it should come as no sur-

prise that he made his first professional sale at 14 years of age. His short story "Fate Dogs" will appear in the upcoming DAW anthology *Fate Fantastic* in 2007. He has recently completed his first fantasy novel, and is evaluating options for representation. Please don't offer him drinks at the bar; although you may not realize it, he is still underage.

Sarah A. Hoyt has sold a dozen novels in various genres, starting with the Mythopoeic award finalist, *Ill Met by Moonlight*. An avid history buff and longtime reader of sci-fi, fantasy, and mysteries, Sarah has published over 50 short stories in esteemed magazines such as *Asimov's*, *Analog*, *Amazing* and *Weird Tales*, as well as several anthologies. Some of these stories appear in her collection, *Crawling Between Heaven and Earth*. As Sarah A. Hoyt she's looking forward to the publication of *Draw One In The Dark*, a shifter's novel, coming out from Baen in November 2006. As Sarah D'Almeida, her mystery pen name, she's looking forward to the publication of *Death of A Musketeer*, to be released by Prime Crime Books in November 2006. The new year should bring yet another fantasy series from Bantam—which Sarah is currently working on. This one will careen all over the far-flung corners of an alternate/magical British Empire. Residing in Colorado with her husband, two teen boys and a pride of cats, Sarah is hard at work on her next dozen novels. Read free excerpts of her novels at www.sarahahoyt.com, or check out her wikipedia entry at http://en.wikipedia.org/wiki/Sarah_A_Hoyt

Jim Humble has asked me to write his bio (says Peri Charliflu), because as his name implies, he has trouble blowing his own horn. A native of Colorado, Jim Humble was born with a pencil in his hand and the drive to use it. It's hard for me to think of Jim separate from his art, as he is so enmeshed in his vision and passion to create. I have

known Jim for more than 20 years, he approaches his work with an almost Berserker joy. Skilled in drawing, painting, sculpture and computer graphics Jim has the ability to adapt novel and unexpected techniques with unusual media to produce fine art. His work is fresh, unexpected and widely divergent. Had Jim been born in an earlier age, he would have truly been a renaissance man.

Thea Hutcheson's story in *Hot Blood XI: Fatal Attractions* garnered an Honorable Mention in The Year's Best Fantasy and Horror: 17th Annual Collection. She also has work in *Jim Baen's Universe*, *Cthulhu Sex Magazine*, and an upcoming issue of *Red Scream Magazine*. She lives in economically depressed, unscenic, nearly historic Sheridan, Colorado. When she's not working diligently as a Planning Commissioner to change that situation, she's a factotum and a Tarot reader and teacher.

Greg Hyde's short fiction first appeared in *Midnight Graffiti*, TOR's *Christmas Magic* anthology, and the *Colorado High Fantastic* anthology. He's been a finalist in the Writer's of the Future contest and listed seven times as honorable mention in St. Martin's Year's Best Fantasy and Horror anthology (five from his collection *A Pound of Ezra: and Other Units of Gothic Measure*, published by CyberPsycho AOD). His first completed novel, *Anarchy Alley*, is in search of an agent. Meanwhile, he diddles at two others: *Second Creek Bridge* (a mainstream novel derived from his childhood in rural southeast Michigan), and *Wearing the blueDog*, a *Dark City* meets Bellona techno-Gothic derived from a dream that ended with a voice saying, And the name of the story is, Wearing the blue dog. His next collection, *Ezra by the Pound*, will be published by Silver Lake Publishing sometime around the end of the year. A mental health professional for over two decades, he was never able to remem-

ber what happened at work long enough to incorporate any of it in his writing. Lucky for him (and not just career-wise) he now works in the telecom industry. On the downside of a decade-plus mid-life crisis (will it ever end?) he's trying his hand at screenwriting (*Triumph*) while hoping to make enough money to retire before he expires. He's not holding his breath on Social Security. He lives in Golden, Colorado.

Peter Illig has been an important figure in Denver's art community for the past decade. Dubbed "neo-pop surrealism," his work typically involves divergent images blended together to form "psychological landscapes" that are, simultaneously enigmatic and thematic. He layers images borrowed from film, TV and cyberspace and his own experience like a coded language of symbols to express his ideas and feelings. In 2005, Peter debuted his "Modular Dialog" series, an ongoing body of work composed of 14" x 14" metaphorical oil paintings which can be arranged and re-arranged into narrative matrixes of varying sizes and interpretations. Today, Illig's studio time is divided between these black and white paintings, and larger color paintings with layered images. He is also widely recognized for his charcoal drawings, some of which are more than 60 ft long. His work can be seen in several Colorado galleries, and in private and corporate collections around the world. Visit www.peterillig.com

Kevin Johansen is the Entrepreneur in Residence at the , an entrepreneurial think tank in Louisville, CO. He is also a serial entrepreneur, a recognized innovator, author and visionary. He has served as a business development consultant and interim CEO to a number of early-stage high-tech companies, helping them develop and execute successful business plans and strategies. Visit with him in person as he hosts the Startup Junkie Underground, or connect with

him via email at www.kevinjohansen@earthlink.net.

Stace Johnson is a Denver writer and computer consultant. He is a regular contributor to *ComputerEdge* magazine, and has been an active participant in several Denver-area writing groups since 1998. His short story, "Sphere of Falling," was chosen to be presented at Stories for All Seasons, a monthly Denver literary series. Find more information and read original poetry and blog entries at www.lytspeed.com

Gary Jonas is the author of the novel *One Way Ticket to Midnight*. He's published several dozen short stories in various magazines and anthologies such as *Robert Bloch's Psychos*, *It Came From the Drive-In*, *Prom Night*, *Horrors!* *365 Scary Stories*, *100 Vicious Little Vampire Stories* and who knows where else. He also writes screenplays. He's had a few optioned, a few short films produced and an indie feature that got about halfway filmed before it went on what will probably be a permanent hiatus. Currently, Gary has another screenplay under option and he's working on another novel.

Linda Klein has been a cherished member of the Denver comedy scene for the last 13 years and has worked as a member of the comedy trio, A.C.E. Entertainment, for the last eight. She and her "partners in humor" have produced over 40 stage productions along the front range and have also played stages in Los Angeles, New York, Chicago and internationally. Since its inception, Ms. Klein has been the spin-machine behind the group's notorious (and shameless) promotional efforts. The threesome uses mailings, regular press coverage and the internet to get their name in front of potential ticket buyers as often as possible. Check out www.acecomedy.com

Nicole Givens Kurtz is the author of four published novels; three as Nicole Givens Kurtz and one collection of short stories as Elisabeth Gordon. Her science fiction novels have been named as finalists in the 2006 Fresh

Voices in Science Fiction (*Zephyr Unfolding*), EPIE Finalist in Science Fiction (*Browne Candidate*) and DREAM REALM Finalist in Science Fiction (*Browne Candidate*).

Anne and Jeff Lambert have been writing together for about the last 16 years. Jeff is a retired Naval officer who has given up the sea for a sea of kids as a middle school teacher. He has been both a high school and middle school teacher and now teaches math, science and English. Anne is a research writer by trade and has held many other jobs as a military wife all around the world. They have published several books in both the romance (*Thief by Moonlight*) and fantasy (*Magic's Logic*) genres. The most recent of these is called *Realms of the Shadows*, a fantasy due out in September 2007 from Mundania Press.

Aaron B. Larson is the author of over 200 short stories in various genres -though most of them have been published in small press magazines that few have heard of and fewer have read! He is perhaps best known for his short story collection *The Weird Western Adventures of Haakon Jones*. His most recent books include *Murder at Pine Beach* (mystery), *Gunfight at Poker Flat* (western) and *Dakota Skies* (poetry collection). Currently he is working on a SF novel (of the Space Opera variety) entitled *Corps of Discovery*.

Deborah LeBlanc is an award-winning author from Lafayette, Louisiana. She is also a licensed death scene investigator and an active member of two national paranormal investigation teams. Deborah is the president of the Writer's Guild of Acadiana, the mentor coordinator for the Horror Writers Association, an active member of Mystery Writers of America, the National Association of Women Writers, and International Thriller Writers Inc. In 2004, she created the LeBlanc Literacy Challenge, an annual, national campaign designed to encourage more people to

read. Her most recent releases are: *Family Inheritance*, *Grave Intent*, and *A House Divided*.

Jo Etta Ledgerwood is a retired catastrophe insurance adjuster and a member of the Northern Colorado Writers Workshop. She writes both science fiction and horror, with stories published in *Writers of the Future*, *Iguana Informer*, *Midnight Journeys*, *High Fantastic* and *Zero Gravity Free Fall*, and a poem published in *Zonophilia*. She lives in Cotopaxi, Colorado.

Bill Lemieux is a founding member of the Denver Mad Scientists Club (responsible for The Critter Crunch, the original fighting robots competition started in 1986) and is (or has been) active in the Colorado fandom, music, goth, BDSM, and fetish communities, although he is becoming much less interesting as he ages. During his working life Bill has been a dishwasher, a cook, an audiovisual equipment repairman, a technician in a spy satellite (sort of) facility; a locksmith, a burglar alarm installer, a firearms & sporting goods salesman, a camera salesman, an automotive reposessor, an environmental test technician for a planetary exploration spacecraft program, a professional mad scientist, and an electronics technician. Bill's hobbies include dangerous electronics, hacking the human machine, fighting entropy, hedonism of all sorts, and irresponsible engineering disguised as performance art. Bill lives in Denver, Colorado, with his wife Judy and their cats, Ravyn & Merlyn, and currently makes his living in electronics engineering.

Alan Lickiss lives along the front range of Colorado with his writer wife and their five children. He's never met an elf or been kidnapped by aliens, but he's young yet ... there's still hope.

Majel Lickiss has been a Harry Potter fan since the very first book. She lives in Colorado Springs. She loves to read, and is glad to have parents with thousands of books.

A passionate reader, **Rebecca Lickiss** began telling stories at an early age. She finally decided to write them down for publication, since it was better than cleaning house again. Her husband and children humor her, otherwise they're making their own dinner. Her husband also writes, 'cause he doesn't want to clean house either. Worried that taking care of her five children and home, going to work, and writing novels wouldn't be enough to keep her busy, Rebecca has returned to school to get her master's degree.

Ozzy Longoria was born and raised in Mexico. He grew up reading and collecting comic books since he was 8 years old. In 1998 he went to study with his mentor, the Mexican comic book legend, Oscar Gonzalez Loyo, winner of the Eisner Award and owner of Kaboom Comics. After a year and a half he moved to the USA following his dreams to do comic books, and started doing projects for companies such as: Super Heroes #4 for Blue Moon Comics, Quantum: Rock of Ages #1-2 for Dreamchilde Comics, Tales of Lara Croft (Short Story) for Aidos, The Saved #1-3 for Revelations Comics, The Suit #1-4 and The Circus GN #1 for Gayshakes-peare, and Razor Kid Pin-up for Ronin Studios. In 2005 he started his own company, Gemini Studios, created to submit projects and self-publish his dream projects. Ozzy is currently working on several projects including an Elseworld for DC Comics with former Spiderman writer Adam Higgs.

Rebecca Lyons works as a writer and editor for a telecommunications intranet site. She bought her first house last spring, which has of necessity become her new hobby. When not knee-deep in potato or zucchini plants, she studies Chen style tai chi and Shaolin kempo (green/brown belt). She's been published in *Pulphouse*, *Marion Zimmer Bradley's Fantasy Magazine*, and *Women of Darkness II*, among others, and is finishing up a fantasy novel that may explain where socks go in the dryer.

Miki Magyar has been telling stories since childhood. She has published science fiction, children's stories and poetry in several obscure markets. She is a member of the Northern Colorado Writers Workshop. Real soon now she will send out more fiction and become a Famous Author. In the meantime, her day job is technical writing (a kind of science fiction) interspersed with distractions from cats and husband, and backpack trips to Utah.

Matthew Mishalak is the former director of the Denver Area Science Fiction Association, a (very) minor writer and addicted player of role-playing games, semi-recovered Internet addict, blogger (<http://community.livejournal.com/storyguypress/>) and all-around general fan. He is a confirmed party animal, hosting Dead Dog parties at Bubonicon, DASFA Ice Cream Alternates, and other festivities.

L. E. Modesitt, Jr., is the author of more than 40 novels—as well as short stories and technical and economic articles. His most recent books are *Cadmian's Choice*, the fifth in the Korean Chronicles, and *The Eternity Artifact*. His novels have been translated into German, Polish, Dutch, Czech, Russian, Bulgarian, French, Spanish and Italian. He has been a lifeguard; a radio disc jockey; a U.S. Navy pilot; a market research analyst; a real estate agent; director of research for a political campaign; legislative assistant and staff director for U.S. Congressmen; Director of Legislation and Congressional Relations for the U.S. Environmental Protection Agency; a consultant on environmental, regulatory, and communications issues; and a college lecturer. In 1989, to escape nearly 20 years of occupational captivity in Washington, D.C., he moved to New Hampshire where he married a lyric soprano. He and his wife moved to Cedar City, Utah, in 1993, where she directs a college opera program and he continues to create and manage chaos.

Professor Grasella Moffat just recently took over Potions Class this past semester when Professor Greywolf retired from teaching upon his election as the new Secretary of Magic. Since Moffat took the reins as Potions Mistress, she has proven an incredible asset to the faculty of Avistrum. Her classes can be heard throughout the castle, and it's not the noise from the various pops and bangs resulting from potion making, but the cheers and applause from her students, who always enjoy her entertaining and popular class.

Catherine Cooke Montrose, the author of the *Mask of the Wizard* and *The Winged Assassin* fantasy trilogies, is also Catherine Montrose, the author of the dark fantasy, *The Wendigo Border*. She lives in Washington Park with two young sons, an engineer husband and a standard poodle, and teaches writing courses at the University of Colorado at Denver. She is currently working on an epic medieval fantasy entitled *The Gentlefolk War*, otherwise known as "the book that will not end."

Tony Muscatello has over 30 years experience in chemical research, most recently in ISRU (In Situ Resources Utilization) for Mars exploration. He has a B.S. in chemistry from Concord College and a Ph.D. in Inorganic Chemistry from Florida State University. Tony has over 40 publications in space technologies and actinide chemistry. He specialized in carbon dioxide and carbon monoxide hydrogenation catalysts, and dehydrogenation/aromatization catalysts for methane. Tony joined Pioneer Astronautics as Senior Scientist in January 2001. In his spare time, he runs Mission Support for the Mars Society's Mars Analog Research Stations project and manages operations for the Mars Desert Research Station near Hanksville, Utah. The MDRS and the FMARS in the Arctic are the focus of simulation that develop techniques and technologies to enable the human exploration of Mars. He is a founding member of the Mars Society.

Barb Nickless's horror and science fiction stories have appeared in a wide variety of magazines and anthologies. Her multi-award-winning mystery manuscript, *To Each Man an Island*, is being represented by the Andrea Brown Literary Agency. Barb lives in Colorado Springs with her husband and two children.

Order of the Grey – Drew Barker, Kathy Bodnar, Kryss Britton, Jyn Burkhardt, Leah D'Andrea, Crystal Dean, Frank Leitz, Dave Morgan and Troy Ollom are all members of the Order of the Grey, a Star Wars group that—among other things—is deeply interested and involved in costuming.

Robin D. Owens has been seriously writing longer than she cares to recall. Her first book, *HeartMate*, was released in December 2001. *Heart Thief* was a launch book for Berkley's new Sensation Line in June 2003. *Heart Duel* was published in April 2004, *Heart Choice* came out in July 2005, and *Heart Quest* in September 2006. At least one more *Heart* book is under contract. The first of her three fantasy books under the new Luna Books imprint, *Guardian of Honor*, was published in 2005, with the second, *Sorceress of Faith*, out in February 2006. The third, *Protector of the Flight*, has been turned in. Her awards include First Place in the 2001, 2003 and 2004 P.E.A.R.L.s (Paranormal Excellence Award for Romantic Literature), 2002 RITA Winner for Best Paranormal Romance, 2003 DASFA Writer of the Year, 2004 Rocky Mountain Fiction Writers' Writer of the Year, and 2003 and 2004 Prisms. Robin's website, <http://www.robindowens.com>, is updated monthly; she is particularly proud of her "Free The Artist" page that includes an affirmation, creativity exercise and motivational quote, as well as the Story Machine to help unblock artists of all mediums.

Daniel D. Peak came into the world 31 years ago by blending the finest hand-picked ingredients from the slopes of the majestic Rocky Mountains. He was shaped and formed

using the same time-honored techniques that have been handed down from generation to generation, and the quality still shows. He was then steeped in a heady broth of science fiction conventions and comic shops, and lovingly slow roasted in the flames of sci-fi television and literature, gaming and general weirdness. He has been baked for the last 5 years in the ovens of Tolkien fantasy by Hogwarts House Elves, and he is now piping hot and ready to be served. Enjoy!

John Peters is a freelance comic book artist and a renowned artist of the all-ages friendly "Forty Winks" series. He's also a 24-Hour Comic Book All-Star, as his 2004 story, "My Monkey and Me: The Seven Pillows of Fate" was included in the recent All About Comics anthology. John's currently working on various stories and including the weekly webcomic, "Gypsy," available at Girl-a-matic.com.

David B. Riley lives in Vail. He has published numerous short stories and edited various fiction and nonfiction projects. He has two novels, *The Brotherhood*, a vampire novel, and *The Two Devils*, a weird western adventure. He recently edited an anthology of weird western stories titled *Trails, Intriguing Stories of the Wild West*.

Rebecca K. Rowe's debut science fiction novel, *Forbidden Cargo*, was published in August 2006 in the U.S. and is also available in Canada. A freelance writer, author and member of the National Space Society and The Mars Society, her short work/poetry has been published in *Polyphony*, *Ascent Magazine*, and *Sol Magazine*. Her writing is inspired by her overseas travels and her more frequent armchair explorations at the keyboard. With a Master's in Mass Communications/Journalism from DU and a Master's in International Relations from the University of Southern California, her fiction reflects a hard social science dimension. A 2004 graduate of the Clarion Science Fiction & Fantasy Writers' Workshop, Rebecca was

recently inducted into the Denver Woman's Press Club.

David A. Rozansky is the publisher of Flying Pen Press, a new Denver-based small press. He is a freelance writer, editor and publisher with more than 17 years of experience in publishing. His interests include aviation, science fiction and role-playing games, and these interests are reflected in the books his company publishes. He is seeking writers and novelists of fantasy, science fiction, and role-playing books. He is interested in finding new writers as well as established authors. Rozansky has been reading science fiction enthusiastically since he first learned to read, and has been playing role-playing games since 1973. He was the president and league director of the Adventure Role Playing League. He has professionally written more than three million words under his byline, and has published *Rocky Mountain Air Traveler* and *American Cabby Magazine*. He was also a bush pilot in Central America. David is originally from Denver, where he currently lives. Reach him at davidroz@att.net or 303-375-0499.

Christopher M. Salas grew up in Pueblo, Colorado, where he was introduced to science fiction movies, comic books and listening to his Uncle Augustine Jr. at the dinner table recap a horror movie he had seen the night before like *Dawn of the Dead* or *The Exorcist*. He has studied martial arts for 21 years in three disciplines—hapkido, kenpo and jujitsu. Christopher now lives in Colorado Springs where he is working on the second installment of *Dark Eclipse* and a comic book series titled *Abigail: Curses and Devils* with artist Ethan Wenberg. For more information, go to www.squidworks.com/salas.html, www.myspace.com/christophers_brainchild or www.Christophersalas.com.

Tom Salyers is a Denver-area actor—still amateur, but he keeps hoping. (His one claim to fame so far is a tiny, tiny credit on IMDB.com for a short film.) A former software devel-

oper, he gave it all up to go back to school to get a theatre degree after realizing that acting is the only work-like thing that doesn't make him want to take a hostage. He currently spends his non-class time acting, geeking out about Shakespeare, filling out graduate school applications, and preparing for his impending life of theatre and academia by getting used to the taste of ramen noodles.

Serpentmoon has been dancing as a troupe for two years. They enjoy creating alternative performances and have performed as Orion slavegirls as well as in more traditional belly dance personas. Don't miss their Bajoran dance performance Friday night!

Tim Simpson lives with two cats, two dogs, assorted silicon-based lifeforms and one extraordinarily-significant other named Kaia.

Melinda Snodgrass was born in Los Angeles, California, but raised in New Mexico. After studying voice and opera at the Conservatory of Vienna, she returned to New Mexico, where she received her undergraduate degree in History, graduating Magna cum Laude. She went on to law school, but after three years working as an attorney she realized that while she loved the law she hated lawyers. At the suggestion of her best friend, a science fiction novelist, she tried writing. The career change worked. After eight years as a novelist which included the publication of her *Circuit* trilogy, and co-creating, editing, and writing for the Wild Card series, she was given the opportunity to try Hollywood by her friend George R.R. Martin. She began her career as a story editor on *STAR TREK: TNG*, and wrote the Writer's Guild Award-nominated script *The Measure of a Man*. She worked for *Reasonable Doubts* and *Profiler*, wrote six pilots, and had one (*Star Command*) produced and aired. In 1999 she and her architect husband returned to New Mexico. While continuing to work in TV and movies, Melinda also returned to her book career. Her new

novel, *Edge of Reason*, will be out from Forge in 2007, and she has just delivered the second book in the EDGE Series. Currently she is writing a new Wild Card story, and is working with Silver Pictures on a feature film based on that universe. She also is a Grand Prix level dressage rider.

Ruth Souther has always been fascinated with death, reincarnation and immortality—interests that found little support in a small Illinois farming community other than the books in the school library. As an adult, Ruth's personal spiritual quest became a study of mythology, comparative cultures and religious theology. She found inspiration in the teachings of Starhawk and the San Francisco-based Reclaiming Collecting, where mythology was presented in the form of ritual, both as sacred drama and deep personal meditations. Ruth has studied the Tarot for 16 years, teaching the art of interpretation for the past ten. Discovering the freedom of physical expression with Middle Eastern dance and the mythology behind its strong feminine energy, belly dance became a passion and Troop Zahava was born. Her specialty is dancing with weapons, from sword to twin daggers. Ruth has taken her background in mythology and woven a stunning saga examining the lives of archetypes whose actions shape the mortal world. *Immortal Journey: The Death of Innocence* speaks on many levels, from the invasion of a brutal army into the peace-loving town of Najahmara, the rites of passage for a small boy, and a priestess' fight against her immortal destiny. Lastly, we see the birth of Victory into both realms and the hope she carries into *Immortal Journey: The Rise of Rebellion*.

Artist and teacher **Julie Spradley** has been sharing art experiences with children and adults for 14 years. A voracious reader and collector of eccentric information, she insists that everyone has an inner artist, though she has never seen one explode out of

anyone's chest. Visit her at the Mask Table on Saturday!

Lorraine Stacey began her writing career as a reporter writing columns, features and editorials. At the encouragement of friends Lorraine began writing fiction. *Laila & Tokar* and *The Chaos Scroll* was #1 on Fictionwise bestsellers list and #2 on the Amazon best-sellers list, in the Young Adult and Children's categories. Book two, *Laila & Tokar and The Blue Eyed Wizard* is due off the presses for Christmas 2006. She has taught writing classes online and at a Denver college, and has tutored reading on the local level. Lorraine has presented workshops at numerous writers conferences, sf/f conventions, book festivals, libraries, and private venues. An avid science fiction fan, she loves traveling the country to sci-fi cons. Her office is filled with sci-fi memorabilia and collectibles.

Jeanne Stein's first published novel, *The Becoming*, has been called a cross between Mary Janice Davidson's Undead series and Laurell K. Hamilton's Anita Blake series. Published first by ImaJinn Books, it was picked up by Berkley. She has lived in Colorado for ten years, but was raised and educated in San Diego (the setting for her vampire fantasy). *The Becoming* will be released by Berkley in December, followed by *Blood Drive*, the second in the Anna Strong series, in July 2007. She has a story in an anthology entitled *Many Bloody Returns*, to be published by Tekno Books in 2007. Besides writing, she edits a newsletter for a beer importer and works in weekly kick boxing classes to stay in shape.

One of **Eric James Stone's** earliest memories is of seeing an Apollo moon-shot launch on television. That might explain his life-long fascination with astronomy and space travel. His father's collection of old science fiction ensured that Eric grew up on a full diet of Asimov, Heinlein and Clarke. Despite taking creative writing classes in the 1980s, Eric did not begin seriously writing fic-

tion until 2002. In 2003 he attended Orson Scott Card's Literary Boot Camp. Since then, he has sold stories to the Writers of the Future Contest, *Analog*, and *Intergalactic Medicine Show*. Eric lives in Utah. His website is www.eric-jamesstone.com.

David Lee Summers is a writer/editor with a background in astronomy. Currently, he is the editor of the science fiction and fantasy magazine *Tales of the Talisman* (formerly *Hadrosaur Tales*). His latest novel is *Vampires of the Scarlet Order*, published by LBF Books. His SF novels, *The Pirates of Suffro* and *Children of the Old Stars*, have also been released in new editions from LBF. David has published numerous short stories and poems in a number of magazines including *Realms of Fantasy* and *Star*Line*. He lives in New Mexico with his wife Kumie and daughters Myranda and Verity.

Cheryl Sundseth is half of the art show team of Bruce & Cheryl, and has been running art shows well and for well over a decade. She also is an enthusiastic participant in Second Life.

Jeff Swedlund has been surprising and thrilling Colorado fan conventions with his costume creations for many years now. He is a master of complex, and source materials-accurate costumes involving metal, plastics, latex, and thousands of hours glue gun work. Attendees of MileHiCon have seen him win many of our Masquerade awards with costumes such as Spawn, Nightmare Spawn, the Predator, and others. Now we have the honor of having him as a judge.

Dom Testa has been a radio show host since 1977, and currently is a co-host of the popular "Dom and Jane Show" on Mix 100 in Denver. His young adult science fiction series includes *Galahad 1: The Comet's Curse* (winner of the Colorado Independent Publishers Association's Evvy Award for "Best Young Adult Book") and *Galahad 2: The Web of Titan*. A third Galahad

novel will be out in November 2006. Find out more at www.domtesta.com. A strong advocate of literacy programs for children, he regularly visits Colorado schools and reads to more than 500 kids each year. He also hosts Teen Writing Workshops at Denver area libraries. Dom began "The Big Brain Club" to encourage students to overcome the peer pressure that often prevents them from achieving their true potential.

Ian Tregillis was born and raised in Minnesota, where his parents conspired to give him a Cornish surname and Macedonian blood. (The full story, he's told, involves taconite ore and a stolen horse.) He has a doctorate in physics from the University of Minnesota for research on radio galaxies and quasars. Nowadays he lives in northern New Mexico, where he consorts with writers, scientists, and other disreputable types.

Tri-Destiny is—**Gentry**: Songwriter, keyboardist, vocalist. Enthusiastic energizer and spokeswoman for her songs. Beauty and brains in a small, lethal package! **Paige**: Lead singer with a smoky, haunting voice! Flamboyant offstage, yet often silent onstage, she's become the group's mystery woman. Can you solve her? **Kat**: High and/or low harmony vocalist. Passionate about this music; truly in love with life. You'll feel Kat's talent and warm personality wrap around you like soft fur. Don't miss the Tri-Destiny concerts Friday at 9 pm and Saturday night before the masquerade!

Michael D. Turner lives in Colorado Springs with his wife of 21 years, Deann, and their three children. He's lived in Japan, Alaska, and the Hawaiian Islands, as well as many less picturesque places all over the U.S. Bitten by the writing bug late in life he spends his days securing the castles of industry (he works as a security guard) and his nights sweating out the details of the interrelationships of Amazons, dragons and jet-packs. When he's not writing, he's reading and when he's not

reading, he's editing and when he's not doing any of those things, he's usually asleep. Please don't tell his boss.

James Van Pelt writes and teaches in western Colorado. During the school year he teaches English at both Fruita Monument High School and Mesa State College. His fiction has appeared in numerous publications, including *Asimov's*, *Analog Science Fiction and Fact*, *Weird Tales*, *Realms of Fantasy*, and *SCIFI.COM*, and his non-fiction work has appeared in *Tangent magazine*. He was a finalist for the John W. Campbell Award for Best New Writer in 1999. His fiction has received Nebula recommendations and made the preliminary Nebula ballot. His short story, "The Last of the O-Forms" was a finalist for last year's Nebula Awards, and is included in his collection *The Last of the O-Forms and Other Stories*. Van Pelt's first novel, *Summer of the Apocalypse*, will be released this month (and may be available in the dealers' room, along with *The Last of the O-Forms* and his first collection, *Strangers and Beggars*). His wife, Tammy, and three children—Dylan, Samuel and Joshua—think he tells a pretty good bedtime story. His web page is at www.sff.net/people/james.van.pelt.

Carrie Vaughn's debut novel, *Kitty and the Midnight Hour*, came out in 2005. The sequel, *Kitty Goes to Washington*, came out in July 2006. Her stories have appeared in *Realms of Fantasy*, *Weird Tales*, *Talebones*, and *Polyphony 1*. She currently lives in Lafayette, Colorado, and enjoys traveling the world in search of great chocolate. She is a graduate of the Odyssey Writing Workshop.

Joy Ward published *Haint: A Tale of Extraterrestrial Intervention and Love Across Time and Space* in 2005. *Haint* was featured on SciFi.com but Joy is probably better known as Editor where she edits one of the top-ranked blogs dealing with dog issues. Ward has been a freelance

writer for almost fifteen years with articles in a wide range of publications. In her spare time, she is a consumer psychology consultant and public relations professional. You can read more about *Haint* and Joy at her site: www.joyward.net

Brand Whitlock is a freelance comic book and cover artist. He has illustrated several covers for *Yard Dog Press* as well as *Ozark Triangle Press*. Brand has several underground comics under his belt as well. He's best known for the titles, *The Irish Ninja*, *Yard Dog Willy and Splotch* and *Raje* to name a few. Some of these old rags are still in stock. You can find them at the illustrious *Yard Dog Press.com*. Brand Whitlock is currently involved in a couple of projects. One is an online comic that he's publishing through his own company called *Shady Foot Comics*. His other project is a series to be printed titled, *Dead Water Dreams* and *Wasted Space*. Brand, at the moment, resides in Denver, Colorado, with his wife Shantelle and their cat Mooky.

Connie Willis is the author of *Doomsday Book*, *To Say*

Nothing of the Dog, *Remake*, *Bellwether*, *Passage*, *Fire Watch*, and *Impossible Things*. She has won nine Hugos and six Nebulas, most recently a Hugo in 2006 for her novella, "Inside Job." She was the first author to win a Nebula and a Hugo in all four categories, as well as winning the most Nebula Awards of any SF writer. She was this year's Guest of Honor and Toastmaster for the World Science Fiction Convention. In 1999, Willis received two Locus Awards: one for "To Say Nothing of the Dog," and the second as "Best SF/ Fantasy Writer of the '90s." Her collection, *Miracle and other Christmas Stories*, came out in November 1999 and *Passage*, her novel about near-death experiences, was published the summer of 2001. She co-edited "A Woman's Liberation and Other SF Stories of and by Women," which came out in fall 2001. She is working on *All Clear* as fast as she can. Connie continues to be most famous for being married to Dr. Science.

Dr. Courtney Willis (aka Dr. Science) taught physics and

chemistry to high school students for 23 years. Then the cowboys in Laramie gave him a PhD, so he is now a physics professor at UNC in Greeley. Today Dr. Willis is teaching his ex-high school students in college, and of course he is complaining about their preparation. You can usually spot him at cons, trailing after Connie with all her Nebulas and Hugos in tow. Ask him about his slide rule collection.

Stan Yan grew up in Denver, Colorado, and went to school at the University of Colorado in Boulder where he got his bachelor's degree in accounting. Due to the lack of sex-for-recruiting for accounting students, Yan's life took the tragic turn into sales for the securities industry, where he has wallowed in ethical poverty on-and-off for the last 13 years. Yan takes his frustrations out by penning graphic novels such as "The Wang" as well as a daily financial webcomic called "The Tickle Tape." Currently, Yan is illustrating "SubCulture" for Ape Entertainment; writing for "REVVelations" writing and illustrating for "Mr. Flingpoo,"

and freelancing his butt off.

Ellen Yu is a student at the University of Colorado at Denver. She writes the comic "Breakfast at Tivoli" for her university's newspaper, *The Advocate*.

Dr. Robert Zubrin is the author of over 150 published papers in space propulsion and exploration and the novels *First Landing* and *Holy Land*. Dr. Zubrin holds Master's degrees in Aeronautics and Astronautics and a Doctorate in Nuclear Engineering and is the owner of Pioneer Astronautics, a successful aerospace research and development company. He is a Fellow of the British Interplanetary Society and former chairman of the Executive Committee of the National Space Society. Zubrin is the founder and president of the Mars Society, an international effort to further the exploration and settlement of the plane Mars. He is the author of *The Case for Mars*, *Entering Space: Creating a Spacefaring Civilization*, *First Landing* and *Holy Land*.

FAN TABLES

Local groups will be demonstrating their specialties and looking for new members. Stop by and talk to them about their activities. Most of the groups will be in the second floor Atrium area on Saturday and Sunday. As of print time, the following groups are scheduled to be there:

Amtgard of Colorado: Amtgard is a live action role playing group organization with groups all over Colorado and the US. We use safe foam-padded replica weapons; there is no fee to play.

Avistrum - Academy of Sorcery: "Avistrum" is an interactive entertainment company that brings the wizarding world to life. If you are a fan of the "Harry Potter" universe, this may be of interest to you.

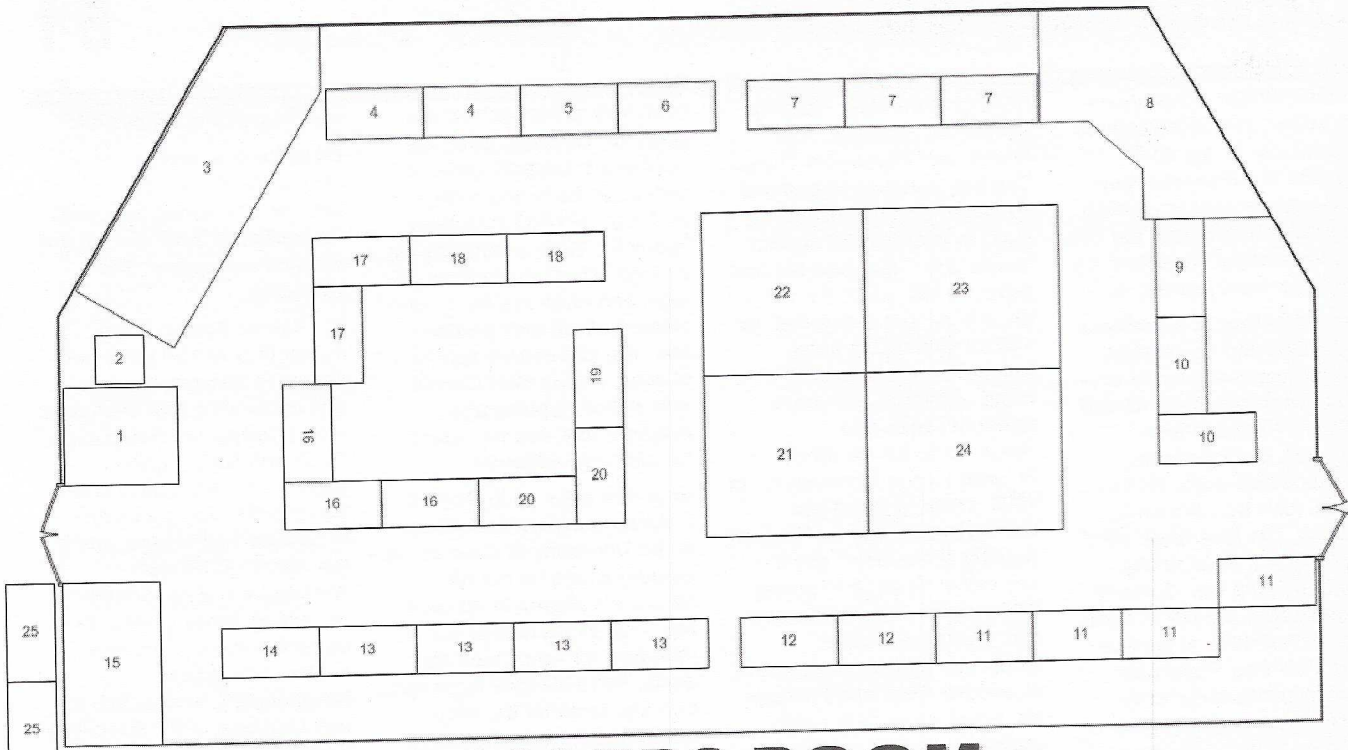
CoSine 2007: CoSine is a science fiction convention in Colorado Springs. It will feature multi-track programming including interesting panels, great guests, cool art, dealers, video room, gaming, anime and everything else needed for a fun-filled weekend.

Denvention 3: The 2008 World Science Fiction Convention will be held in Denver. Stop by and find out more!

Opus Fantasy Arts Festival: Held in Denver in May.

SG-14: SG-14 is the regional team for www.NG-command.net, a Stargate costuming and propmaking website. The team covers CO, WY, UT and MT.

SHARC (Smoky Hill Area Robotics Club): The Smoky Hill Area Robotics Club (SHARC) meets on the campus of Smoky Hill High School in Aurora, Colorado. Our activities include competitions, educational programs, and social events centered around robotics. SHARC also supports the Smoky Hill High School FIRST Robotics Competition Team 1861. While SHARC is run by Smoky Hill High School and its students, robot enthusiasts and those interested in learning about robotics are welcome and encouraged to join. Our formal meetings are normally scheduled for the first Monday of each month from 6-9pm and third Saturday of each month from 9am-noon, but are subject to change; please check our calendar. In addition, some club facilities are available each Monday from 3pm for informal meetings, socializing, and robot testing.



DEALERS ROOM

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| Author Co-op Tables 25 | Golden Dragonfly 21 | Pegasus Publishing 13 |
| Authors selling and autographing their books. | Celtic, Native American, Fantasy - Art. Jewelry, clothing - Let us make you a heirloom. | Apparel, T-Shirts, Ctluluhanua, plush animals. |
| Autograph Alley 6 | Grandpa's Attic 11 | Realms of Fantasy Books 16 |
| Authors autographing your books. Check the schedule regularly. | Sterling silver jewelry, pewter, crystal and fantasy items | Hardcover books - US and UK small press or hardcover, signed/limited editions. |
| The Beadsleys 17 | Lady Jaynes Books 22 | Seams Like Magik 3 |
| Jewelry made from beads and precious metal. | New and used books in genre and related merchandise. | Renaissance, medieval and fantasy clothing and accessories. Including Asian, cloaks, dresses, corsets, boots and more. |
| Beauty and the Beads 20 | Maillestrom Custom Jewelry 23 | Tambria's Massage 8 |
| Beaded jewelry, rocks, books, videotapes, toys and models. | Handcrafted chainmaille jewelry, accessories and apparel, in both traditional and futuristic designs | Chair and foot massage. A relaxing retreat from the excitement of the con |
| Buy Me Anime 24 | Mere Dragons 4 | The Witchery Stitchery 15 |
| Anime DVDs, UMDs, Manga, T-Shirts, Toys, Japanese Snacks, Gaming Supplies | Limited edition art, assorted SF&F novelties, medieval and exotic weapons, bumper stickers, gargoyles, fantasy soft sculpture and more | Cloaks, daggers, and swords |
| Clare's 10 | MHC Dealer's Room Liaison 2 | Who Else Enterprises 7 |
| Beads, pendants, Egyptian | Dealers Room info. | Used and new books, with primary emphasis on works by the attending authors and others in our region. Also other science fiction and fantasy books, many autographed. |
| Country Rhoades 19 | Mountain Mehndi 1 | |
| Fantasy-themed gifts and jewelry | Henna body art, bindis, glitter and gem body art, black resin-based paint body art. | |
| Divine Decadance 18 | Mudcat Studio 12 | |
| Fantasy/Fetish Art and Fetish Toys | Functional pottery hand decorated with fantasy, animal and floral themes. Also handmade jewelry | |
| Eridani Triad 14 | My Sister's Stuff 9 | |
| Used hardback and paperback books, <i>Star Trek</i> and <i>Star Wars</i> memorabilia, fannish memorabilia, comics, magazines, misc. | DVDs, clothes, jewelry, collectables | |
| Gimme Anime 5 | | |
| Japanese anime - video, manga, toys | | |

Dealers Room Hours:

Friday - 3 - 8pm

Saturday - 10am - 7pm

Sunday - 10am - 4pm

