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Manuscripts



still only
10¢!
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membership)

Todd Car...
Anne
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Allen Cook

WINDY CON XXIV

Bring things you
like knock in

Dare to Read the Whole Book!
Warning: contains explicit information!

SCOTS IN SPACE!



Robert Green

Bell Fournell

In
HONOR
of
DAVID
WEBER

Toupe
J. Green
1994

Allen Cook

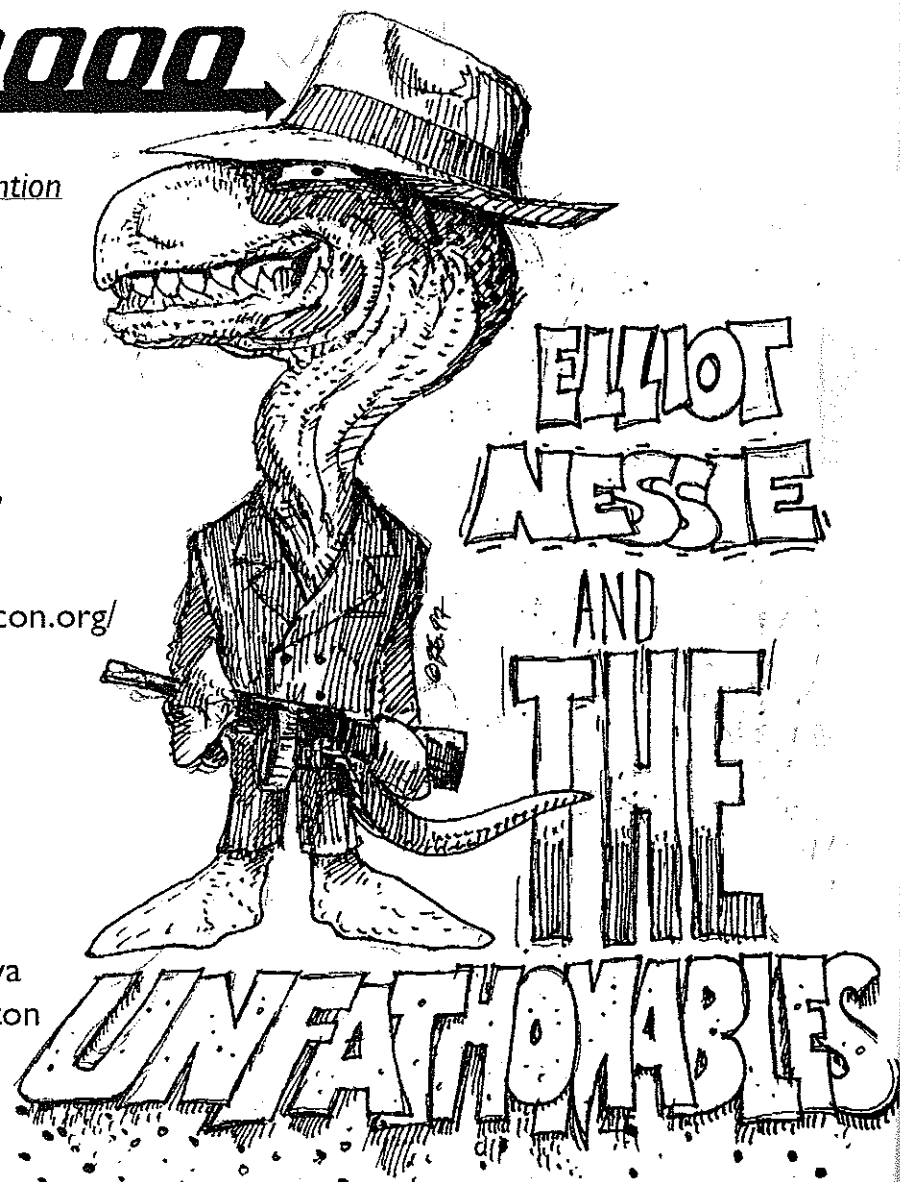
CHICON 2000

The 58th World Science Fiction Convention
 August 31 - September 4, 2000
 Hyatt Regency Chicago
 Chicago, Illinois

Contact Information:
 For information about Chicon 2000,
 contact us electronically at:
 E-mail: chi2000@chicon.org
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 PO Box 642057
 Chicago IL 60664

Author Guest of Honor: Ben Bova
 Artist Guest of Honor: Bob Eggleton
 Editor Guest of Honor: Jim Baen
 Fan Guests of Honor:
 Bob and Anne Passovoy
 Toastmaster: Harry Turtledove



Artwork by Bob Eggleton

Membership information

If you voted in the site selection balloting, you have a supporting membership. You can convert this to an attending membership by paying \$40, or if you were a Chicago in 2000 pre-supporter and voted in the site selection balloting you can convert this to an attending membership by paying \$25.

If you voted, pre-supported, and collected 20 different Chicago in 2000 trading cards, we will convert this to an attending membership when you present your cards with no additional charge. IMail your 20 different Chicago in 2000 trading cards to the above address along with your name and address. We will mail your validated cards back to you along with your membership information. Or see us at major conventions around the U. S. to be announced on our web-site and in Progress Reports.

If you did not vote in the site selection balloting, you can purchase an attending membership for \$125, or if you pre-supported Chicago in 2000 for \$115. Supporting memberships in Chicon 2000, the 58th World Science Fiction Convention are \$40. These rates are good through at least March 1, 1998.

A child-in-tow (no membership) (birth date on or after September 1, 1987) must be with parents at all times. Childcare/baby-sitting rates have not been set at this time but services will be available. Children's (birth date on or after September 1, 1991) attending membership rates are \$50 until at least March 1, 1998 (do not receive publications or have voting rights).

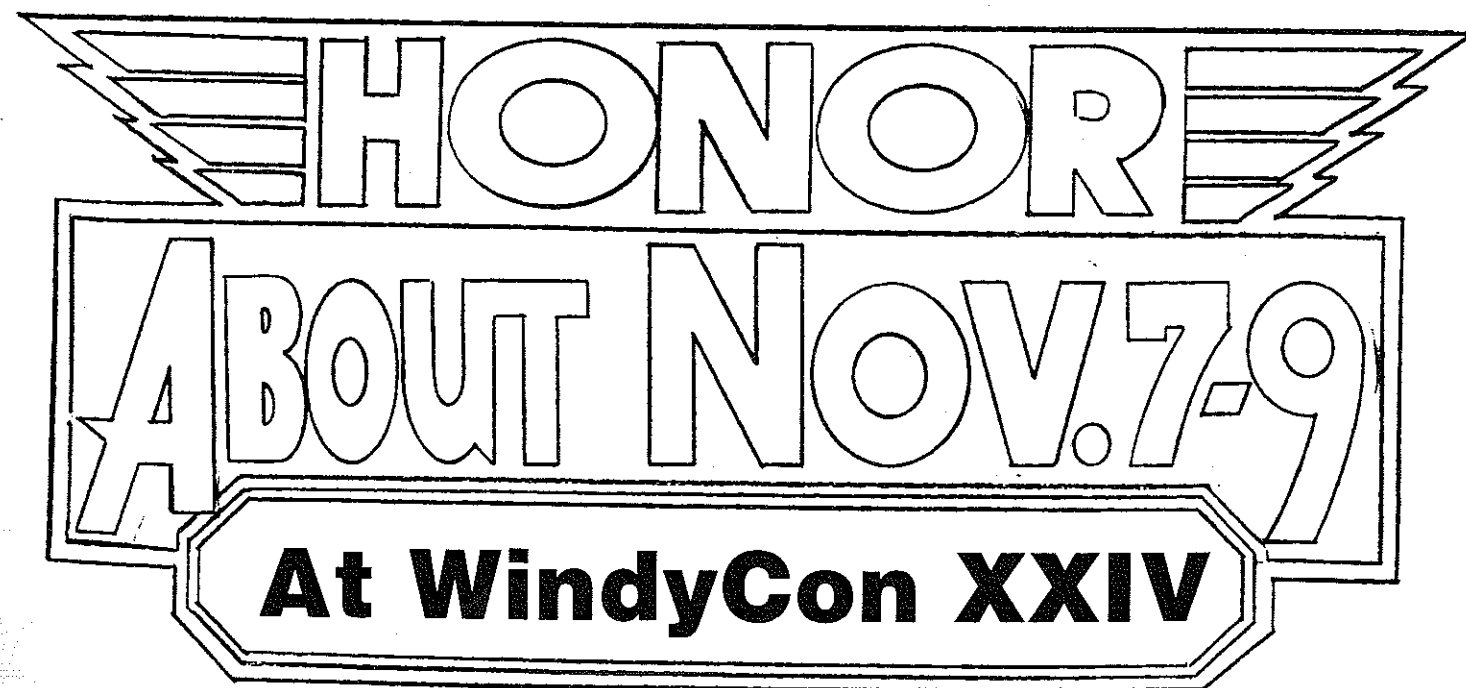
European contact: Martin Hoare, 45 Tilehurst Road, Reading RG1 7TT, United Kingdom e-mail: martinhoare@cix.co.uk

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All production, layout and design for WindyCon Progress Reports and Program Book was done by Terry Patch on a Macintosh 9600/200 and printed on a LaserWriter Select 360 and Elite 616, except for color which was done at Kinko's (Thanks, Chuck!). The Program Book was printed by Pioneer Enterprises, a Division of Davon Press Inc. in West Fargo, North Dakota. Thanks to Diane Miller for coloring in Doug Rice's illustrations for the covers and writing/collecting the Bios at the last minute.



WindyCon XXIV Staff

Clan Chair McAardvark
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Clan Chair Vices
Rick McWaterson

Aardvark Flying Squad
Maria McPavlac
Darrell McMartin
Ann McTotusek
Maggie McTotusek
Jace McFoss
Rick McFoss
Wolf McFoss
Kat McYeager

Aardvark Emergency SWAT Team
Doug McPrice

Clan Persuasion
Clan Chieftan: Robert McBeese
Mike McBlake
Allan McSperling

Clan McDraw
Clan Chieftain(ess): Vicki McBone
Chief Steward: Terry McO'Brien
Yoel McAttiya
Kim McWilliams

Clan O' Wee Bairns
George McKrause

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Chief Reeve - Cian McBrenner
Lady and Hostess - Fern McPalfi
Man At Arms - Charles
McBradford
Clan ConSuite Staff - Extraordinary
idio... ummm stu... volunteers.
Come join us. Come volunteer.

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Brendan McLonehawk - Asst
Larry McSmith- Staff
Sally McKobee - Staff
Linda McJencevice - Staff
Barb McDarrow - Staff

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Waitsman
Barry McLyn-Waitsman

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Gretchen McRoper
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Clan Chieftan: Debra McWright

Clan \$\$\$
Clan Chieftan: Leonard
McWenshe
Amy McWenshe
James McMalebranche
Chris McMalebranche



CHAIRMAN'S MESSAGE

Hoot mon and flaming rockets! Welcome to WindyCon XXIV!

Every chairman has a vision for how he wants "his" convention to be — full of dreams, ideas, silliness, and hope. This vision is modified by the collective visions of the staff for "their piece" of the convention, and it is the chairman's job to meld all of these into a cohesive whole. — in which both much of the fun and much of the anguish of conrunning lies. And unfortunately (at least in conventions of 1000 or more) reality always intrudes to disrupt the vision of chair and concom alike.

It's been 16 years since I last chaired a WindyCon, and in that time I stashed away a lot of ideas for the distant time when it would be "my" turn again. Some of those ideas worked, some didn't. Others were severely disrupted by reality. I always used to hate the word "bittersweet" when applied to a book or film; this year I have experienced it to its fullest

as this will probably be the last convention I will chair.

But the collective will and

work of the WindyCon committee is strong enough to overcome the most catastrophic things reality has to whack us with. I am proud of the job they all have done in making this WindyCon one which, while not as close to my vision as I would have liked, is one that comes darn close.

For starters, we have a lineup of guests who are well worth getting to know better:

Author GoH David Weber is one of the foremost writers of military SF today, and is extremely accessible and friendly.

Artist GoH Doug Rice is one of "our own" — he started doing art for Chicago fanzines in the mid-1970's, chaired a WindyCon at one point, and went on to a professional career that you will learn much about during the con.

Editor GoH Charles Ryan, despite one of the most depressing budgets of any SF magazine, has done miracles in discovering new authors and giving them a good start in the field.

Fan GoH's Tim Lane and Elizabeth Garrott have for years labored to produce FOSFAX, SF fandom's most interesting collection of book reviews, essays, and

letters.

Toastmaster Yale Edeiken is one of the Elder Ghods of Chicago fandom. Back in the chaotic conrunning days of the 1970's, it was Yale who was my Jedi master, teaching me in the ways of fan politics and how it is all just like real politics except you're not allowed to kill anyone. If you show him proper respect, he might start YOU on the road to becoming a WorldCon chairman...

Ah, yes, Scots in Space. We keep getting asked, "Why the heck are you doing Scots in Space?" Because we at WindyCon have discovered that our "themed" conventions tend to be the more fun ones. And because I like Scots. And it's an excuse to wear the kilt. So there!

You will find the Scots in Space theme integrated into all areas of the convention. You don't have to be Scottish to enjoy it, just go with the flow.

Specific areas you should keep in mind:

Our film program this year is one of the finest we've ever had.

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Between the Scottish films like *Brigadoon* and the current films like *Men in Black*, there is a variety and depth few other conventions offer. In addition, this year we are introducing a tradition of "Saturday Morning Serials" — on Saturday (and Sunday) morning, the film program will show nothing but serials and classic cartoons. Some people are already planning on camping out in the film room.

Programming continues its tradition of a wide variety of serious and silly and literary offerings. Budding authors should attend Barry B. Longyear's writer's workshop. We also have Christian Ready back this year again, and his Hubble slide show presentations are always standing room only! Descriptions of program items as of presstime appear later on in this book.

Special events brings back the masquerade again, and should be a real hit. Filking and the Saturday Night Dance will be available for the musical crowd.

Due to Baderbrau's recent bankruptcy, we are offering different microbrews in the consuite this year — let us know what you think. As an experiment in the Scottish tradition, we are offering hard cider for the first time.

We also have all the "usual" stuff — art show, internet room, etc. All in all, WindyCon once again offers a full-featured convention that, while it focuses on SF literature, pays attention to all aspects of SF.

I do have a request: please obey the four rules of con behavior and the four rules of con survival:

The four rules of con behavior:

1. Do Good.
2. Avoid Evil.
3. Throw a room party.
4. Please don't damage the hotel.

The four rules of con survival:

1. Get at least five hours of sleep each night.
2. Eat at least two meals a day.
3. Do not confuse Rules 1 and 2.
4. Shower, brush teeth, and change into clean clothes at least once a day.

— if we all can do this, I promise this will be one of the most enjoyable weekends you've ever had!

As we all saddle up on Sunday to return to hearth and home, I ask you all to take to heart the following traditional Celtic farewell song:

*May the road rise up, my friend, to meet you.
May the wind be always at your back.
May the sun shine warm upon your face today
And the rains fall soft upon your field.
And until we meet again,
May God hold you in the hollow of His hand,
May God hold you in the hollow of His hand.*

Ross Pavlac
Chairman, WindyCon XXIV

P.S.,
Thanks, Rick.

Posted Sept 22, 1997 on the Internet
topic: ROSS PAVLAC DIAGNOSED WITH CANCER

Ross Pavlac announced today that he has been diagnosed with pancreatic cancer. Pavlac, 46, has been in SF fandom since 1965 and was co-chairman of the 1982 World Science Fiction Convention in Chicago. In recent years he has edited the Worldcon Runners' Guide and a comprehensive bibliography of Christian SF and fantasy.

Pancreatic cancer is one of the nastiest ones. Basically, when chemotherapy is started, it either kicks in or it doesn't. As a result, 50% of patients are dead in six months. The one year survival rate is 20%. If you make it to the one year mark, your life expectancy is measurable in single digit years, depending on whether chemo continues to work and how badly you are affected by chemo side effects. Cardinal Bernardin of Chicago survived for several years, but finally could not deal with the side effects crippling his lifestyle, so he went off of chemo and died a few months later.

Because conventional chemotherapy has such a poor track record against this type of cancer, Pavlac is, in consultation with his physician, long time SF fan and Chicon 2000 Fan Goh Robert Passovoy, looking into cutting edge research programs and emerging technologies that might improve the odds.

Ross' current mood is pretty stoic because he has a huge laundry list of things to do in event of the worst case scenario occurring. He feels a lot of sadness that his three year marriage to Maria may be coming to an abrupt end. He also feels frustration that certain major projects (such as a series of novels) are not likely to happen now.

If you wish to send condolences, Ross welcomes email at 76636.1343@compuserve.com. If you are a close friend of Ross, he is accepting a LIMITED number of phone calls at (773) 764-4583. Please do NOT contact Dr. Passovoy regarding Ross.

Guest of Honor (Harrington)

David M. Weber

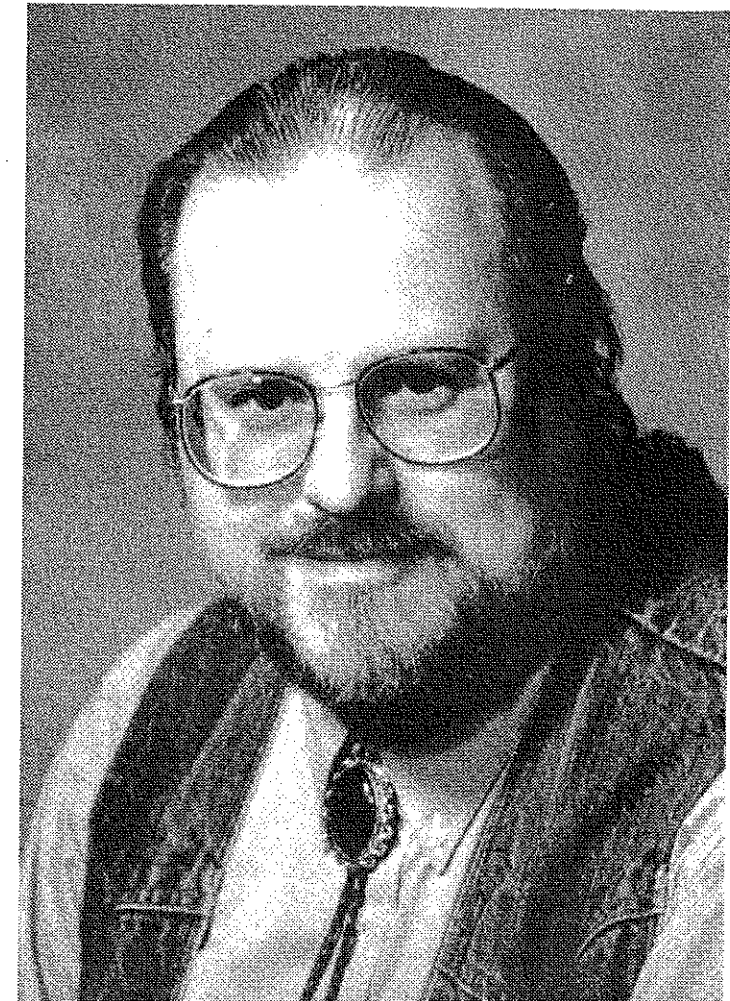
by Diane Miller

David Weber's dedication to C. S. Forester in the beginning of *On Basilisk Station* is no mere whim, David comes to the science fiction field, not as a scientist, but as an historian. An historian who has always supported himself as a writer or in fields related to writing, starting as an advertising copywriter at the age of seventeen.

David's historical interest and interest in historical gaming led him eventually to board science fiction games such as "Star Fleet Battles" and "Traveler". This in turn led to his work on "Starfire," the SF naval combat game. He is currently involved in revising and expanding "Starfire" for the new Task Force company management. David's first science fiction novel, written with Steve White was set in the "Starfire" universe.

David Weber thinks of himself as a storyteller rather than an author. His preference for strong female characters has generated a certain amount of commentary, and has also proved quite popular in his series about Honor Harrington. David explains that he likes to write about "strong, competent, responsible HUMAN BEINGS."

In his spare time, besides war-gaming, David likes to participate in pistol and rifle marksmanship, a hobby that also contributes to the realism of his writing. And somewhere in all this activity, David has found the time to court and become engaged to Ms. Sharon Rice. They are engaged to be married on



April 19, 1998, (David says, "unless, of course, she comes to her senses between now and then!").

Books

- Insurrection* (1990) with Steve White
- Mutineers' Moon* (1992)
- Crusade* (1992) with Steve White
- Path of the Fury* (1992)
- **On Basilisk Station* (1993)
- **The Honor of the Queen* (1993)
- The Armageddon Inheritance* (1993)
- **The Short Victorious War* (1994)
- **Field of Dishonor* (1994)
- Oath of Swords* (1995)
- Bolos Book 3: The Triumphant* (1995)(novella "Miles To Go: and the "Technical History" essay)
- **Flag in Exile* (1995)
- Heirs of Empire* (1996)

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- **Honor Among Enemies* (hardcover 1996, paperback 1997)
- In Death Ground* (1997)
- Bolos Book 4: Last Stand* (1997) (novella "A Time to Kill" and short story "the Traitor")
- **In Enemy Hands* (1997) (hardcover)

* all books in the "Honor Harrington" series

Short Stories

- A short story in *The Williamson Effect*, an anthology honoring Jack Williamson.
- A novella in *Bolos Book 3: The Triumphant*, "Miles to Go" and the "Technical History" essay.
- A novella and a short story in *Bolos Book 4: Last Stand*, "A Time to Kill" (novella), and "The Traitor" (short story).

Things to Come

- Short story in an upcoming "Alternate Admirals" anthology to be edited by Roland Green and Harry Turtledove.
- *In Death Ground* with Steve White (first of a trilogy in the Starfire universe), followed by *The Shiva Option*, which has not been written yet, and third book as yet unnamed.
- *More Than Honor* (for January 1998) an Honor Harrington anthology with a novella by David Weber, and other stories by S. M. Stirling and David Drake.
- *The War God's Own* (for May 1998) a sequel to *Oath of Swords*.
- *Honor's Choice* (tentative title for July 1998 release).
- And a total of twelve additional novels currently under contract with Baen, two or three additional tentative projects simmering on back burners, and a three book contract for a new series set in the same universe as *Path of the Fury*.

Clan FunGames

Games this year at WindyCon are much noisier and far more fun ... the two words that describe gaming this year seem to be ...LARPS AND CARDS!

So everyone sing LARPS AND CARDS AND LARPS AND CARDS AND LARPS AND CARDS...

Here is what we have going on, of course all events are prone to rescheduling, so check the schedule in the game room.

All weekend: Stregoi - The Vampire LARP. The mighty Shard and his cronies return this year for a weekend of sinister fun! Sign-up across from Registration.

MIB - A new LARP this year. It of course has nothing to do with the movie of the same name (the copyright people made me say that). Signup in the Gaming Area.

We will have not one but two bouts of Magic (times TBA). Two bouts of the Star Wars Card Game (4 pm Friday and noon Saturday). The good folks at Decipher will also be demonstrating the Star Wars customizable card game and the Star Trek customizable card game throughout much of the weekend. A demo from Nero Enterprises Inc (Battles with Boffers at 3, 4 and 5 pm on Saturday). And if you are very, very nice, a demo of the brand new (not out yet) Babylon 5 Card Game (time TBA Saturday afternoon).

There is as always, copious room for any sort of game that you may wish to bring. The game room is open 24 hours a day (though the hotel may kick us out to hose away debris in the early hours of the morning.)

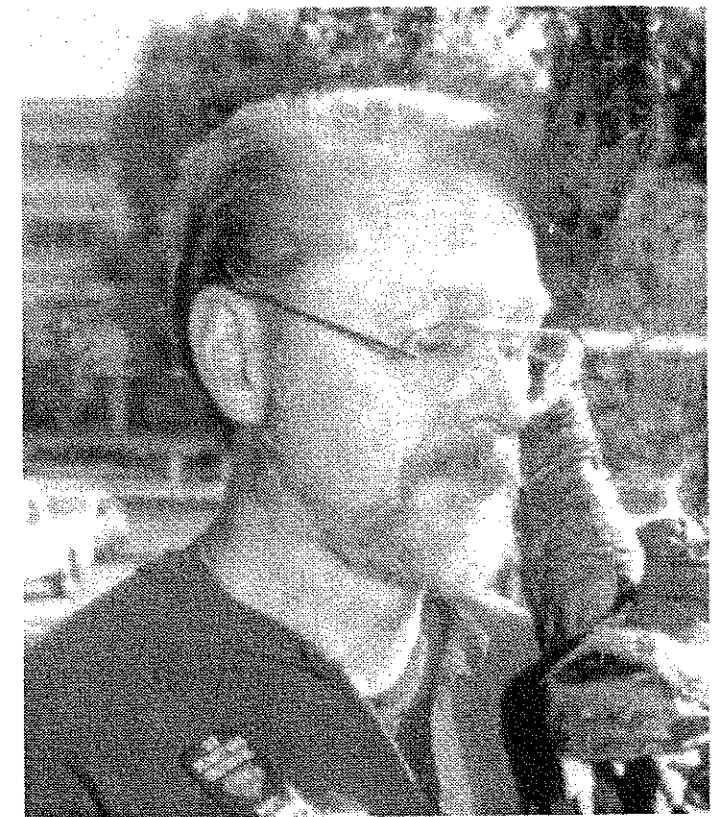
Friday:
Magic the Gathering - TBA Check the game room for times.
4 pm Star Wars Sanctioned Sealed Deck

Saturday:
12 noon - Star Wars Card Game Sanctioned Swiss
3 pm - Nero Midwest Inc Demonstration
4 pm - Nero Midwest Inc Demonstration
5 pm - Nero Midwest Inc Demonstration
Magic the Gathering - TBA Check the game room for times
Babylon 5 The Card Game - TBA Check the game room for times

Extra, Extra, Read All About It - Longyear's New Book available exclusively at WindyCon.

Yes, that is correct, hot off the press, exclusively at WindyCon XXIV (at least for a little while), you can obtain Barry B. Longyear's new book, *Yesterday's Tomorrow: Recovery Meditations for Hard Cases*. Barry explains, "although a work of generally humorous ass-kicking meditations for those in Twelve Step recovery programs, SF fans will recognize the title as the only book Bando Nicos took with him from Earth in my prison-planet novel, *Infinity Hold*." (And he only has to sell 1000 copies to be able to afford a new computer.) It is a good thing though, that snow doesn't last all year long in Maine, or Barry's lovely wife, Jean, would never have gotten him in from the ski slopes long enough to write this book.

Many fans, even if not familiar with Barry B. Longyear, will be familiar with his work. His award winning novella *Enemy Mine*, was made into the 20th Century Fox motion picture by the same name. Barry has recently completed *The Last Enemy*, the third work in the *Enemy Mine* trilogy. White Wolf Publishing will be releasing a greatly expanded version of *Enemy Mine*, called *Enemy Mine, The Author's Cut*, along with selections from the Drac bible, *The Talman*; a Drac Berlitz for travelers; and two essays: "On Alien Languages," in which Barry explains how not to make one up; and "Run Drac



Run," the never before told tale of the writings of the *Enemy* series (including the making of the motion picture, *Enemy Mine*). Also, under the tentative title: *The Enemy Papers*, all three works, "Enemy Mine/The Enemy Papers," "The Tomorrow Testament," and "The Last Enemy," are scheduled to be released in a single volume in March of 1998.

In 1977, at the age of 35, Barry left the printing business to become a full-time writer. In his first year of publication, he sold his first three novels, *Manifest Destiny*, *Circus World* and *City of Baraboo*. He is also the first writer to be awarded the Nebula Award, Hugo Award, and John W. Campbell Award for best new writer, all in the same year.

Barry entered addiction rehabilitative treatment in December of 1981 for addiction to alcohol and prescription drugs. His novel, *Saint Mary Blue*, the story of a group of patients undergoing treatment, as Barry says, researched "the hard way." Barry is very open about his recovery.



Born on May 12, 1942, in Harrisburg, Pennsylvania, Barry engages in several hobbies including wood carving, computer games, sailing, and of course, the downhill skiing mentioned earlier. He and Jean currently reside in New Sharon, Maine with their slightly used dog.

Nominations and Awards:

- 1979 (Nomination) John W. Campbell Award for best new writer.
 1980 John W. Campbell Award for best new writer.
 1980 Hugo Award, best novella, 1979, "Enemy Mine."
 1980 (Nomination) Hugo Award, best novelette, 1979, "Homecoming."
 1980 Nebula Award, best novella, 1979, "Enemy Mine."
 1981 (Nomination), Hugo Award, best novelette, 1980, "Savage Planet."
 1981 Distinguished Achievement Award, University of Maine at Farmington.

Memberships in Organizations:

Authors Guild & Authors League, 234 W. 44th St., New York NY 10036
 Science Fiction and Fantasy Writers of America, 2004 Erie St., Apt 2, Adelphi MD 20783

Short Stories & Other Publications:

- "Adagio," Novelette, Omni, Fall/84.
 "Basic Genesis," Article with Jerry Pournelle, IASFM, Pub: 9/81.
 "Blades of the Diram Ring," Short Story, Amazing, 5/92.
 "Blasterfight at the P.U. Corral," Verse, IASFM, Pub: 10/79
 "Bloodsong," /w Kevin O'Donnell, Jr., Novelette, IASFM, Pub: 12/80
 "The Book of Baraboo," Serialization of 'City of Baraboo, IASFM, Pub: 3/80.
 "Catch The Sun," Novella, IASFM, Pub.: 11/80
 "Chimaera" Short Story, Amazing, 12/92.
 "Collector's Item," Short Story, Analog, Pub: 4/81.

- "The Death Addict" Short Story, Amazing, 7/93.
 "Dreams," Novelette, IASFM, Pub: 8/79
 "The Dreyfuss Affair." Short story, Amazing, 11/93.
 "Dueling Clowns," Short Story, IASFM, Pub: 3/79
 "Enemy Mine," Novella, IASFM, Pub: 9/79
 "The Green" Short story, Amazing, 9/92.
 "The House of If," Novelette, IASFM, Pub: 4/81.
 "The Initiation," (as Mark Ringdahl), Short Story, IASFM, Pub: 7/79.
 "The Jaren," (as Frederick Longbeard), Novella, ASFA, Pub: Fall/79.
 "L.A. in L.A." Short story, Analog, 1/96.
 "The Magician's Apprentice," Novelette, ASFA, Pub: Spring/79.
 "Old Soldiers Never Die" Short story, Amazing, 3/93.
 "The Portrait of Baron Negay," Novelette, IASFM, Pub: 6/81.
 "Priest of the Baraboo," Novelette, IASFM, Pub: 7/79
 "Project Fear," Novelette, IASFM, Pub: 1/80
 "Proud Rider," Novelette, IASFM, Pub: 2/79.
 "The Quest," Novelette, IASFM, Pub: 5/79
 "Rebuttal, etc.," (as Shaw Vinest), Verse, IASFM, Pub: 1/79
 "Savage Planet," Novelette, Analog, Pub: 2/80
 "The Second Law," Novelette, IASFM, Pub: 1/79
 "SF In The Primary School," Chapter in Jack Williamson's nonfiction book
 Teaching Science Fiction: Education For Tomorrow, (Owlswick, 1980), Pub:
 "SHAWNA Ltd.," (as Frederick Longbeard), Short Story, IASFM, Pub: 9/79
 "Slaughterhouse," Mystery Short Story, AHMM, Pub: 7/79
 "Starshow," Serialization of City of Baraboo. ASFA, Pub: Fall/79
 "Still Waters" Short story, Return to the Twilight Zone, 93
 "A Time For Terror," (as Frederick Longbeard), Novelette, IASFM, Pub: 3/79
 "The Tryouts," Short Story, IASFM, Pub: 12/78
 "Twist Ending," Short Story, IASFM, Pub: 11/79

- "What's Wrong With This Picture?," /w John M. Ford & George H. Scithers, Short Story, IASFM, Pub: 11/80
 "Where A Star, etc.," (as Tol E. Rant), Verse, IASFM, Pub: 10/79
 "Where Do You Get Your Ideas?," (as Mark Ringdahl), Short Story, ASFA, Pub: Fall/79
 "Zugg's Fall," (as Frederick Longbeard), Short Story, IASFM, Pub: 2/79

Books

- The Change*, TV tie-in, Alien Nation series, Pocket, 1994
Circus World, SF story collection, Berkley/Putnam, 1980.
City of Bariboo, SF story collection, Berkley/Putnam, 1980.
Elephant Song, SF Novel, Berkley/Putnam, 1981.
Enemy Mine, movie tie in co-authored with David Gerrold, Ace/Charter, 1985
The God Box, Fantasy novel, NAL, 1989.
The Homecoming, SF Novel, Walker, 1989.
Inifinity Hold, SF novel, Warner, 1989.
It Came From Schrnectady, SF Story Collection, Bluejay Books, Pub. 1984.
Kill All The Lawyers, SF novel serialized in Absolute Magnitude, 1996-97
Manifest Destiny, SF Story Collection, Berkley/Putnam, 1980.
Naked Came the Robot, SF satire, Warner, 1988.
Saint Mary Blue, Mainstream novel, SteelDragon, 1988.
Science Fiction Writer's Workshop-I, An Introduction To Fiction Mechanics, Instructional, Owlswick Press, 1980.
Slag Like Me, TV tie-in, Alien Nation series, Pocket, 1994
The Tomorrow Testament, SF Novel, Berkley/Putnam, 1983.
Sea of Glass, SF Novel, St. Martin's, 1987.

Books Scheduled For Publication

- Yesterday's Tomorrow; Meditations For Hard Cases*, Hazelden, Fall, 1997.

The Enemy Papers, containing *Enemy Mine*, *The Author's Cut* / *The Enemy Papers*, *The Tomorrow Testament*, and *The Last Enemy*, White Wolf, 1998.

In the works:

- *God Who is the Universe* (a how-to for the religiously impaired on achieving spirituality).
- *Sugarscape* (a then thousand year chronicle of nuclear waste and the cult that was created to protect the inhabitants of Earth from it).
- *Dark Corners* (a collection of his stories from the hard edge).

Have you
Volunteered
Yet?

BEYOND
TOMORROW

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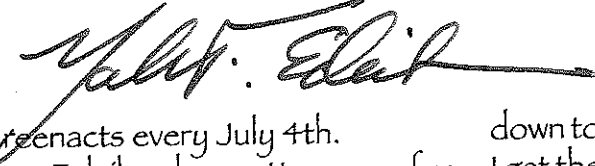
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Toastmaster: Yale F Edeiken



By Jeremy Bloom

How do you get a majorly gaffiated fan to come back to WindyCon, after an absence of more than a decade? Make him Toastmaster. It's been a bunch o' years since Yale F Edeiken was a star of Chicago fandom's firmament. As a young law student here in the '70s he helped found WindyCon, was an ISFiC Board Member, and was a principal mover and shaker in the '82 WorldCon Chicon IV. But he was also a miniature wargamer (he's actually life-sized, or slightly larger - it's the soldiers that are tiny), and a Revolutionary War buff. After he moved back to Philadelphia - that hotbed of hot-headed anti-Brit radicalism - some fellow attorneys drew him into the Revolutionary War Reenactments community. And we haven't seen much of him since.

As a private in the First Continental Regiment of Foot, he finds it very similar to his old miniature gaming, but on the slightly larger 1:1 scale. The original First Continental featured prominently in nearly every major engagement of the war, from Washington's first act as commander (putting down a riot by the First Continental) to the 1781 liberation of Williamsburg, VA, which the latter-day regiment

reenacts every July 4th.

Edeiken has gotten some fun opportunities through the reenacting, too. He's appeared in a pair of mini-series on the Revolution - one with A&E and one with the Learning Channel. And he and his wife, Wendy, (also a reenactor) were married in a full 18th century ceremony. On a battlefield. At Washington's headquarters before the battle of Germantown. On November 7, 1995. (If that date sounds vaguely familiar, look at your watch. Tonight is their second anniversary.) "There was a real family feeling in the midwest fandom in the '70s," he says. "The thing I remember best - all of us that were without relations there would go up to Joni Stopa's for Thanksgiving, all the 'orphans', and then we'd go

down together to Chambanacon. I get the same family feeling in reenacting. A very emotional feeling. Fandom has grown over the years, but I think that's the way a lot of the old members feel." It's been a while since he's done a con - "I've had trials start the day after Labor Day four times in the past few years," he complains. In fact, this will be the first SF con for Wendy.

And he's looking forward to seeing some old and colorful friends, like the Brothers Foss. Between Yale and Wendy's 18th century regalia, Wolf's Civil war gear and Rick's Elizabethan finery, it should make for some decorative panels.... Which is fine with him. "We like dressing up in strange clothing and shocking people."

Announcing: A new Midwest SF Convention!

To Be CONTinued

April 24-26, 1998 South Bend Indiana

GoH: **Geoffrey A. Landis**

Art GoH: **Robin Wood**

Fan GoH: **Diana Harlan Stein**

Filk GoH: **Michael Longcor**

Supporting: \$10.00 Pre-Reg thru 1997: \$15.00
Pre-Reg thru 4-1-98: \$20.00 At the Door: \$25.00

Info: **MSFFA** (A Non-profit group)

Midwest Science Fiction & Fantasy Assoc. Inc.

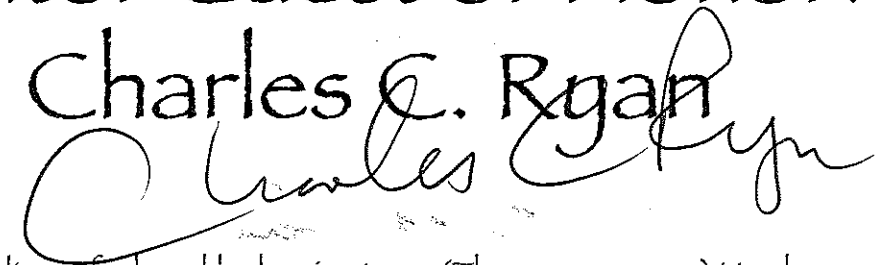
P.O.Box 11231, South Bend IN 466345

Hotline: 219-272-7499 e-mail: msffa.1@nd.edu

Web: <http://www.nd.edu/~msffa/>

Editor Guest of Honor:

Charles C. Ryan



Charles C. Ryan is the Editor of Aboriginal Science Fiction (1986-present) and Editor and Publisher of First Books. He and the magazine have been nominated for a Hugo three times. In the 1970s, he was the founding editor of Galileo magazine. As an editor in the science fiction field he has helped start the careers of a number of talented writers and artists including Connie Willis, John Kessel, Patricia Anthony, and Jonathan Lethem. For 10 years he was a reporter at a daily newspaper and for 13 years he was the newspaper's managing editor. He won a number of journalism awards and was nominated once for a Pulitzer Prize for his coverage of the Woburn child-

hood leukemia story. (The same Woburn incident is currently the subject of a movie being produced by a Disney film com-

pany.) He also served as a Peace Corps Volunteer, drilling water wells on the Gangetic plains of India for two years.

McHyatt Information

and yes, Virginia, there will be an exam in the morning.

Function rooms have been changed and functions have been relocated. Check the pocket program.

The Con Suite has been relocated from the fifth floor to the first floor to eliminate the wait for elevators.

The first, second and third floors have been designated party floors. The fourth and fifth floors are quiet floors. Representatives of the Con Com will be touring the floors to assist those with an early morning call to get a reasonable night's sleep.

Smoking will be somewhat restricted this year. We are asking that you not smoke in the carpeted areas of the hotel. Ash trays will be provided. We're trying to keep the new carpet from being soiled or burned. As in the past, function rooms will be non-smoking areas. We are suggesting smokers congregate in the Lobby or in the Netti's Bar area after visiting the Con Suite. We are going to try to keep the first floor hall-

way open and relatively smoke free. Please help us. Baguetti's has designated smoking areas for your use while dining.

Extreme caution will have to be exercised in posting notices. The painted surfaces in the guest rooms, hallways and function rooms have not yet cured. Tape and other adhesive substances will peel the paint when removed. Please don't do it. Large cork boards have been placed throughout the hotel for posting party and meeting notices. Additional corkboards are available in Operations. Room parties and meetings may hang a sign on the room number outside the room to identify the party.

With the new decorations, it will not be very easy to convince the hotel or the Con Com that any damage in your room was done before you got there. Take care of your room so you will not incur deductions to your room deposit or charges to your credit card.



Timothy Lane

Fan Guests of Honor

Tim Lane and Elizabeth Garrett

Elizabeth Garrett

by Tom Feller.

Timothy Lane and Elizabeth Garrett are well known as the current editors of FOSFAX, which will have reached issue No. 188 by the time you read this article. The zine is distributed around the world and has earned four Hugo Award nominations. (One year the zine missed being nominated by one vote. Afterward Tim admitted to failing to send in a nominating ballot.)

A typical issue consists of 68 to 72 pages of nine point type on 8 and 1/2 by 11 inch paper. They are currently putting out an issue every 2 months. (Whew!) The contents normally include extensive book, movie, and poetry reviews, highly detailed convention reports, long articles on current events and other subjects, and many, many letters. The editorial viewpoint is strongly libertarian, but they accept contributions and especially letters from people of many different points of view.

The FOSFAX was originally the clubzine of the Falls of Ohio Science Fiction Association (FOSFA). Tim became editor in January, 1987, with issue No. III. Elizabeth became co-editor in January, 1993, with issue No. 163. Today, FOSFAX is published by The Committee to Publish

Fosfax on behalf of FOSFA. Elizabeth is the current President of FOSFA, and Timothy, a former president, is the treasurer. Tim originally joined the club in 1976, Elizabeth in 1989.

They enjoy attending conventions and are fixtures at several Midwestern and Southern cons. At WorldCons there is usually a FOSFAX dinner to give the editors, contributors, and correspondents a chance to physically meet one another. At San Antonio this year, we walked to the Tower of the Americas, where they have a revolving restaurant with a splendid view of the city. Elizabeth appeared in the LoneStarCon 2 costume contest.

Both Tim and Elizabeth spent much of their formative years outside the United States, although both were born in this country. Elizabeth was the daughter of American missionaries in Japan and read her first science fiction novel, SLAN, on a sea voyage from Japan to San Francisco. Tim was an Army brat who lived in different places. He discovered science fiction when his father was stationed in Greece. It was his (and our) good fortune that the American embassy's library was well stocked with sci-

ence fiction.

Tim's family moved to Louisville, Kentucky, after his father, a West Point graduate and career U.S. Army officer in the military engineers, was killed in Vietnam. (His name is listed on the Vietnam Memorial in Washington, D.C.) Tim attended Purdue University to study computer programming. Elizabeth went to Carson Newman College, where she was a member of the Tolkien society.

They have other interests besides science fiction, of course. Elizabeth reads and writes Japanese and is a fan of Sumo wrestling. Tim enjoys classical Greek culture (although he does not read Ancient Greek) and military history, especially the American Civil War. They both love baseball. Elizabeth is a fan of the Cleveland Indians, so she enjoyed herself this fall—until game 7.

Elizabeth and Tim currently share a house in Louisville with four cats named Dickon, Francesca, Malkin, and Two-Tone. They spent the first weekend in March this year cleaning out their basement after the massive flooding in the Louisville area.



Artist Guest of Honor: Doug Rice

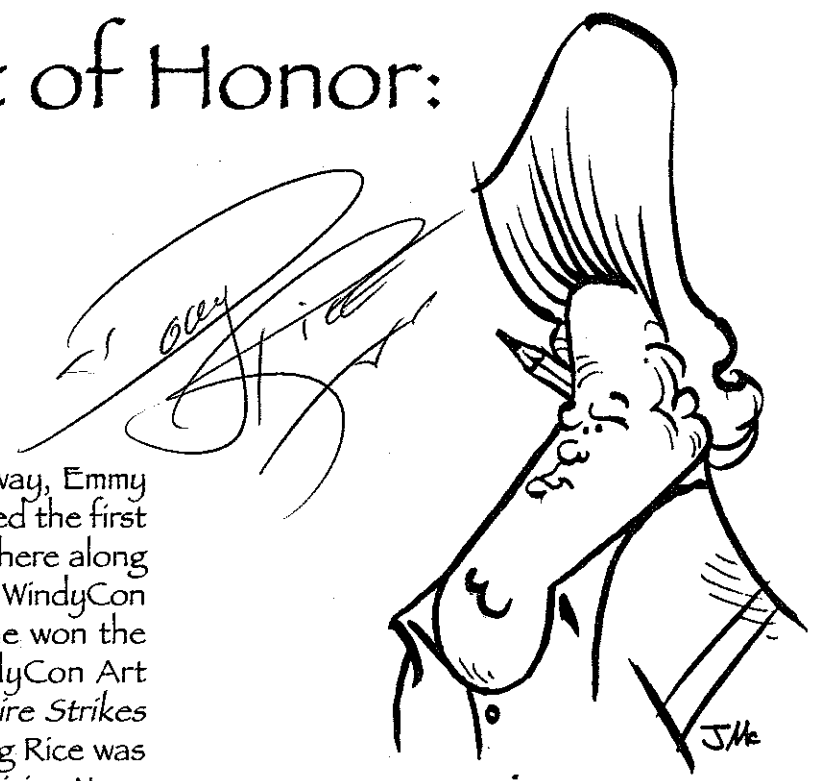
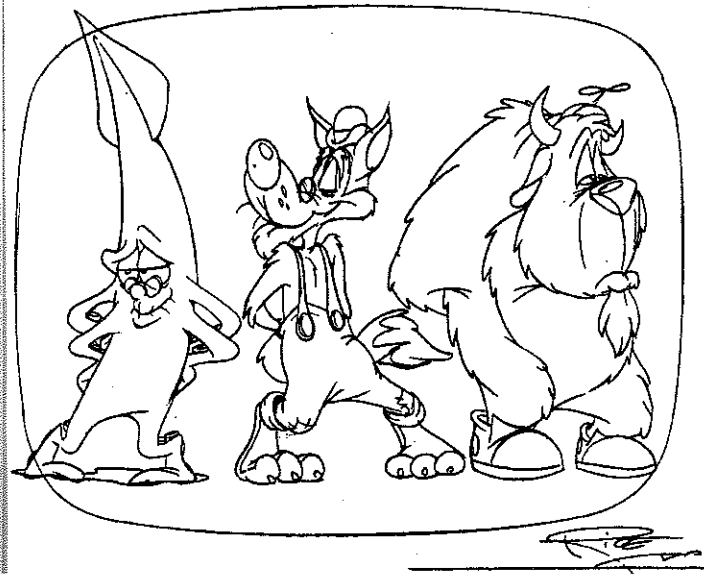
OR

Local Boy Makes Good.

by Diane Miller

A long time ago, in a city not far away, Emmy Award winning artist Doug Rice attended the first WindyCon ever held. And then, somewhere along the way he was 'conned' into becoming a WindyCon chairman in the 1970's. In the 1980's, he won the "Most Humorous Award" at the WindyCon Art Show for a spoof he did of *The Empire Strikes Back*. At the age of thirty-three, Doug Rice was awarded the "Russ Manning Most Promising Newcomer Award" at the 1984 San Diego Comic Con. Doug's comment, "I wasn't exactly the youngest newcomer."

Doug Rice is known professionally for his comic book artwork such as *Dynamo Joe*, *Starblazers*, *Plastic Man*, *Manhunter* and *Roger Rabbit*, and his



Doug Rice
by his boss at StarToons
Jon McDenahan

animation art for *Animaniacs* and *Pinky & the Brain*. *Dynamo Joe* is a character created for a local comic book publisher, First Comics. As a fan, Doug also introduced Japanimation art to the Midwest, even creating, on occasion, screenings of his extensive video collection. Doug also helped found the Cartoon/Fantasy Organization (Chicago branch) in February, 1980.

Doug does his animation work for a local company called StarToons. StarToons does what is called "pick-up" work; they do a few shows of a whole show's season for the main production company. They currently have new *Animaniacs* shows in the current season. Doug says he is also working on a new title that he is not allowed to talk about yet!

When asked about his personal life, Doug explained that he didn't seem to have time for a personal life, he spends all his spare time drawing!



Christian Ready

ISFiC Guest of Honor Christian Ready

From the beginning, Christian Ready knew his path lay in the stars. As a very young child growing up outside of Philadelphia, he was torn between the equally compelling fields of astronomy and UFO studies. Christian decided at the age of five to pursue the former to avoid being kidnaped by paranoid, antisocial aliens. So far, it's worked.

His earliest influences were Star Trek, Springsteen and the Grateful Dead. Christian got his first telescope at age 11 and two years later began working at Swarthmore College's Sproul Observatory. As a teenager, Christian took up acting and music, starring in several plays and eventually forming the, er, "eclectic" two-man band BWN (this week the initials stand for Beethoven's Worst Nightmare).

While at Villanova, Christian worked his brain to the stem getting a degree in astronomy and astrophysics. His mother Cecilia, an English professor, shamelessly exploited him by forcing him to speak to her Literature of Science Fiction class. But the most important event occurred during his senior year, when his sister Adrian introduced him to his future wife and biggest fan, Jeri.

After graduation in 1992, Christian took a job at Space Telescope Science Institute in Baltimore. He began his speaking engagements less than a year later at the Shore Leave Convention in Hunt Valley, MD, and has given his very popular Hubble talks at several conventions since 1995, including his all-time favorite, WindyCon. He has been interviewed for radio and television and has even helped devise astronomy questions for "Jeopardy!"

Christian now works at the Goddard Space Flight Center flying Small Explorer astronomical satellite missions such as SAMPEX, FAST, and... what? You never heard of these? Well, with Chris there, you will!

As much as he loves looking at the sky, Chris

prefers to be a part of it. He dreams of becoming a pilot and is a first lieutenant in the Maryland Wing of the Civil Air Patrol, the civilian auxiliary of the U.S. Air Force. In his county's squadron, he serves as his squadrons' Vice Commander. This position enables him to work closely with impressionable youngsters, teaching them about leadership, aerospace, discipline and, when time permits, molding them in his own diabolical image.

For further insight on Hubble's latest discoveries, don't miss Christian's article in the January, 1997 issue of Analog magazine. He'll know if you've read it because...he'll be watching.

Cecilia Ready
Jeri Smith-Ready
Adrian Ready



WindyCon consuite is in a new place, Room 1321, and in a Highland mood. Soooo... come and have a fling with us!

The consuite will be open from

Friday noon until 5 am (closed for cleaning)
Saturday - 10 am to 5 am (closed for cleaning)
Sunday - 10 am to 3 pm.

Dead Dawg!

Bheer is limited by the State of Illinois legal drinking age of 21 years. Bring legal identification, driver's licence or passport. (It's legal, remember?) We will be checking badges, and doing the handstamp. Hours for the Liquid of Life: 3 pm to 3am Friday and Saturday, and Sunday noon until the sheep come home.

What Is An ISFiC?

by Ross Pavlac

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

ISFiC is *Illinois Science Fiction in Chicago*, and is best known in its role as the parent body of WindyCon.

But there's more to ISFiC than that.

ISFiC was formed in the early 1970's—a period of great change in convention-running in SF fandom. The number of regional conventions was exploding, and it seemed every couple of months a new city would announce that henceforth they would be hosting an annual regional convention. In the course of about five years, the number of SF cons more than tripled.

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

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

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

As with many fannish actions, there was also an ulterior motive. ISFiC's founders, notably Larry Propp, Mark and Lynn Aronson, and Ann Cass, very carefully crafted things as a staging ground to prepare for a WorldCon bid. Their idea was to have WindyCon not only publicize Chicago's name, but also to act as a training ground for local fans in preparation for a WorldCon bid. The other ISFiC founders, including Jon and Joni Stopa and Mike and Carol Resnick supported the idea. Chicon IV, the 1982 World Science Fiction Convention, came to fruition as a result of this (though Chicon IV and Chicon V,

the 1991 WorldCon, as well as Chicon 2000, are separately incorporated and are not directly affiliated with ISFiC). The early WindyCons grew rapidly under such chairmen as Mark and Lynn Aronson, Larry Propp, Doug Rice, and Midge Reitan. Most of the WindyCon staff worked on Chicon IV, and learned even more from that.

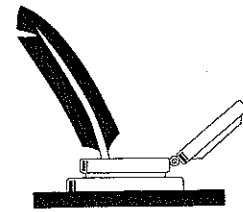
After Chicon IV, there was a lot of reassessment of both WindyCon and ISFiC. Having attained the goal of building an ongoing committee that could run WindyCon from year to year (at least, as much as any local group can be said to do that), ISFiC thought about what could be done to make WindyCon a better convention. One factor in this was that WindyCon's excess funds were starting to pile up. As a 501 c(7) corporation, ISFiC is supposed to use excess funds for the benefit of fandom. So rather than let the money pile up or buy clubhouses, ISFiC decided to put the money back into WindyCon in creative ways. One way was in providing grants to WindyCon to bring in special guests over and above the normal guests of honor. In this manner, WindyCon was able to compensate for the fact that most SF authors and editors live on the East and West coasts. Once we started bringing in authors and editors, many liked WindyCon so much that they have continued coming back of their own accord. Another successful ISFiC project is the ISFiC Writers Contest, which is to encourage new writers. It is unique in offering as first prize a one-ounce bar of gold, thanks to the brainstorm of former ISFiC board member Curt Clemmer. Once each summer, ISFiC sponsors a picnic in a Chicago park as a gathering for Chicago fandom.

WindyCon is not the only activity ISFiC is involved in. Support has been provided to other Illinois conventions that have an SF, fantasy, or space travel theme. In some cases, the WindyCon art show hangings are rented for a nominal fee (to cover maintenance and upkeep costs). In other cases, grants are provided to bring in special guests. ISFiC is always interested in hearing from groups running Illinois conventions who have a specific project they would like some assistance with. The ISFiC board of directors has nine members, with three directors coming up for re-election each year for a three year term. Any Illinois fan is eligible to be elected; come to the ISFiC board meeting at WindyCon (held on Sunday afternoon) and nominate yourself. Meetings of the ISFiC board are nominally held at WindyCon and Capricon. The meetings are open to the public.

1997 ISFiC Writer's Contest Winner

Little Girl Lost

by David W. Crawford & Carol Johnson



Come on, Shalina. Nanfaire never said you couldn't, Ekula mindsaid. The two girls, only a few years out of childhood, walked along the treelined, single street of Tuvien. The Web, the psychic bond between all the people of the village, one of those of the Fellowship of Xa, surrounded and included them in its belonging, but their mental conversation was apart from it.

No. I can't. You know Mistress Nanfaire wouldn't like it, Shalina Objected, tossing her long, auburn hair back.

Ekula snorted and mentally Sent a picture of a fluttery brood hen with a grandmotherly parody of Nanfaire's face.

Shalina stifled a laugh. Nanfaire was old enough to be the girls' mother, but certainly not their grandmother. Further, Nanfaire's Self, her self-image and personality, was as solid as the bedrock which was her Control Aid.

Ekula Added, Nanfaire's a good instructor but she worries too much. She said you're her best student. You're supposed to do it tomorrow, so you'd just be a little ahead. And tomorrow you could really impress her with what you can do your 'first time.'

Shalina looked at her friend, Feeling her impudence. Ekula's impish grin dared her to do the forbidden. Look, just because my personal Huyan-bi is helping people with mind demons doesn't mean I have any real ability using that mindskill yet. We've just started training. I know what to do — sort of — but I haven't done any of it yet.

Ekula scowled. She sent derision through the mental communication between them. You're just scared to Enter an abnormal mind. How can you help people if you're afraid?

Annoyance. Shalina Said patiently, I'll learn. Nanfaire will teach me, one step at a time. Then I'll know what to do and how to do it right.

Disgust. And I thought you were adventuresome and brave. Amazing how wrong you can be — even using the Huyan-bi.

Shalina was shocked, so much so she couldn't Feel her friend's emotions. She stopped and faced Ekula. Breaking away from midspeech, she said indignantly, "You know me better than that. You know I'm not afraid."

Ekula answered verbally as well, taunting, "So prove it."

Shalina shook her head, "Nanfaire won't be happy."

"We can do it now, while she's busy with the beginner class.

The Guardian should be leaving soon to get Urayna's midday meal. And her mind's so scrambled nobody ever knows what she's thinking. How could Nanfaire possibly find out?"

Uncertainty. "Well, a quick Look should be all right. But Nanfaire insists I need a Guide to get Out at first."

"I can do that," Ekula said enthusiastically. "Yours isn't the only Huyan-bi that needs a Guide right at first. I've helped some of the others during class, you know that."

Decision. "All right. Let's go."

The two girls turned off the street and hurried up a side path. It

led them away from the peaceful village and into the hills where Urayna lived. Urayna was six summers older than the two. She had been about eight when she wandered into Tuvien, an exhausted, nondescript child with mousy brown hair, wearing filthy farm garb and looking near starvation. Although otherwise healthy, her only speech had been whimpers and cries.

The Elders, the leaders of Tuvien, had Entered her thoughts to find out who she was and where she came from, and discovered only an incoherent jumble. She could not communicate, even mentally, as she had been born mind-damaged. She had clearly been abandoned by people who could no longer care for her.

The Elders also found that she reacted violently to almost any stimulus. Even talking softly to her brought only screams and shrieks in response. Because of this, the mentally flawed child had been given one of the old, deserted barrow homes. These originally housed ke-thó Supplicants away from the village. Supplicants were rare now and the barrows had not been used in living memory. Its distance from Tuvien kept Urayna away from the confusion of sound and sight that was living with other people, and it was as dry and cozy as it had been in the forgotten time of its building.

The girl was not alone or forgotten, however. The Web included her. Its Touch, gentle and nonintrusive, lay peacefully in her mind as would the breeze or the tranquility of the barrow.

The Elders knew the mind-damaged child needed a caretaker. As she grew to adulthood, they discovered she reacted less to a person whose mental Skills were weak. Her Guardians, chosen from those less able to use the Huyan-bi, took turns living with her to keep her safe. It was one of these Guardians Shalina and Ekula were avoiding.

To everyone's shock, Urayna had manifested a small Ability with the Huyan-bi when she reached puberty during her fourth summer with them. They speculated then that she had found Tuvien not by accident but because she was drawn to others of her kind.

The Fellowship of Xa could not let what little potential this child, this woman had go unused. Urayna was invaluable for those few whose Huyan-bi was one of the mental healings. They were able to enter an abnormal mind under controlled conditions and learn to cope with its oddities. This training was what Nanfaire had planned for Shalina and which Shalina was about to do without supervision at Ekula's instigation.

Shalina and Ekula approached the barrow quietly. They Looked around mentally for Urayna's Guardian, knowing he wouldn't be able to See them if he was there.

Ekula Said, He's not here, like I told you. Hurry up. Shalina nodded and went into the barrow alone to avoid upsetting Urayna.

The young woman was sitting on the rug covered, earthen floor, running sand through her fingers and staring at it intently

as it fell. She looked up when Shalina quietly entered, but didn't say anything. She never did. She never could.

Shalina settled on a clutter of blankets out of view of the entrance and prepared to Enter Urayna's mind. Mistress Nanfaire hadn't ordered her to stay Out, just explained the dangers. She wasn't exactly disobeying, still she was nervous. Wiping her palms, she Spoke to Ekula, Ready?

Any time you want, Shalina. Ekula Reached out mentally and Touched Shalina's mind, giving her a Path to follow out of the confusion of the mind she was about to Enter.

Once that lifeline was established, Shalina Reached out to a tiny portion of Urayna's mind. Her first impression was the smell of wet sand and moss all over her/Urayna's body, stronger in some places, less so in others.

She staggered mentally for a moment, disoriented to find smells physically pressing in on her. Then she realized that for Urayna the pressure of something on her skin was perceived as scent, not pressure. The wet sand/moss smell was the light, cool breeze of the barrow. Nanfaire hadn't mentioned this. The discovery must be part of the first lesson. Nanfaire would be pleased she'd accomplished it without prompting. Shalina wondered what other oddities she was going to find in this mind.

Shalina Called, Ekula, are you there?

I'm here. I just don't understand what you're finding.

I'm not exactly sure myself. I just discovered that Urayna perceives smells where we'd recognize a touch. But I don't know what else is mixed up in her mind. She wasn't sure continuing was a good idea. Urayna was a gentle soul, but the chaos in her memories was bewildering. It would be very easy to get lost in this mind, even with a Guide.

Well, keep going, Ekula urged. This is getting interesting. I wonder why they never told us.

Maybe to see if we could realize it ourselves. I imagine we'll probably both be sworn to secrecy so the next student can find out for himself! Shalina wasn't sure that was true, she had never heard a hint of such a secret, but it sounded like a good explanation.

Part of a conspiracy, huh? Ekula Sounded excited at the prospect.

Shalina Eased further into Urayna's mind. Memories jumbled around her, incomprehensible, baffling. Shalina Concentrated on one of the woman's recollections, trying to make sense of it.

There was a jumble of sound and music, with one thing, a sound, moving toward Urayna. Shalina isolated that moving sound from the rest of the memory and tried to make sense of it.

A deep stringed instrument sound that ended about knee height came bounding at Urayna/her. Each time it touched the ground, Urayna/she heard sparks of gold and a cloud of breathy dark green

that seemed almost forced out of the melody. Shalina found hearing colors and seeing sound was most disconcerting.

The string sound turned sideways and slid into Urayna/her, who braced against the impact. The contact was a strong odor of wet mud, a solid impact, although not painful. The sound became a nut-like taste. Urayna/Shalina reached down and stroked the top of the taste. The touch was buttery with sharp snaps of something astringent when Urayna/Shalina's fingers ran into something that stopped her hand in the butter. The taste leaned against their leg, obviously pleased by the attention.

Shalina was thoroughly confused by the memory. First the whatever was a sound, then a taste. Other sounds in the reminiscence, things she thought Urayna 'saw,' changed randomly from sounds to taste and, possibly, color all in a jumbled confusion. After watching the changes for a brief time, she realized that even though the transpositions were random, the dimensions of things she assumed were 'seen' stayed the same. Sounds had form and flavors had shape, colors were symphonies. Objects were 'seen' with sound and taste. The discovery gave a sense of some organization to the chaotic memories in Urayna's mind.

Shalina Focused on the string sound/nutty taste memory and its actions. It had to be something real, something she would recognize easily if the clues weren't all mixed up. She Looked at the remembrance again, still ignoring the background. The bewildering incoherence of shifting sounds, sights and smells that was the rest of the recall was just too overwhelming to deal with. Shalina pondered, trying to think of what in her own memory would have the motion she had just experienced, never mind what it 'looked' like. What would come running up and throw itself against a person that way and enjoy the attention so much.

Shalina almost laughed with sudden recognition. It had to be a dog, one with long hair and long nails. She set the clues to things she knew. The knee height deep stringed instrument sound was how Urayna 'saw' a dog, color unknown. The sparks of gold when it hit the ground were its too-long nails, and the dark green was its panting. Panting always sounded forced. Shalina hadn't ever guessed that a color could look forced as well.

The dog had twisted sideways just before it got to Urayna and slid into her legs. The wet mud odor of the contact didn't feel nasty enough for Urayna to have had to do more than brace against the impact, which she had done. The change to a nutty flavor might indicate the dog was brown, but again it might not. The tangled buttery flavor under her hand was the dog's long fur, matted burrs were the sharp astringent. The dog had loved the attention, never mind it was seen as a sound/taste.

Shalina had always been told that Urayna didn't understand the world, that her mind was too confused. She Looked at the dog

Author Guest of Honor: Hal Clement

Artist Guest of Honor: Bob Eggleton

May 22 to May 25, 1998

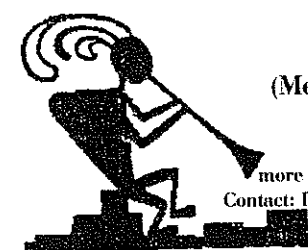
(Memorial Day weekend, Friday - Monday)

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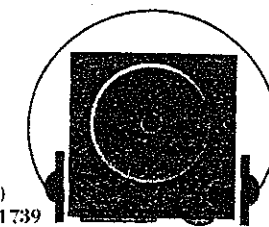
more thereafter (includes Awards Banquet, evening activities)

Contact: Diane Miller, 4304 N Marmora Ave, Chicago IL 60634-1739
or dmiller@megsinet.net



Phoenix 1998 SFRA Conference

Petroglyphs through Postmodernism



memory again. The dog was perfectly recognizable, if one saw sound and taste and felt smell. Why hadn't someone discovered this before? She wondered if she could comprehend the rest of the memory.

But first, Ekula, are you still here.

I am, but this is too weird, Shalina. Urayna can't understand anything. Why are you trying to make sense of that jumble? How do you know that galloping noise is really a dog? How can you be sure that she sees sound and flavor? Nobody sees the world that way.

Nobody we know, anyway. After all, we don't know very much of the world yet, you and I. Besides, it feels right. She Paused. I think Urayna knows I'm in her mind.

Oh, come on. She hardly has sense enough to keep warm in the winter.

That doesn't mean that she lacks a sense of Self. The Elders say she has a small Ability for the passive Huyan-bi. I'm positive she knows I'm here. I can almost Feel her Watching me.

Oh, sure you can. Derision. In any case, you better hurry. The Guardian won't be gone forever, and Nanfaire's going to be looking for us for the advanced class.

I know. Just don't Lose me.

Well, hurry up. This mind makes me awfully nervous.

Calming. If it's any help, imagine the kind of minds I'll have to deal with after I'm trained. Urayna's mind and memories are simple and kind compared to what Nanfaire tells me about minds with real mind demons. Think of living with your worst nightmare in your head all the time.

All right. All right. Your point's made. Just hurry up.

I will. Shalina went back to analyzing the dog memory. For the animal to have run the remembered distance before contact, Urayna would have had to be outside. Since Urayna hardly ever went far from her home, the rest of the memory could be nearby landscape. Hoping it was recent, and not a memory of her early life, Shalina tried to match what she 'saw' with what she knew.

The barrow was fronted by a large flat area. The trees and shrubs which had grown there during the forgotten generations had been cut when Urayna was moved in. Trees surrounded the newly reopened meadow — oak, maple and evergreen, feral apple and pear. On occasion Urayna would pick and eat the ripe fruit from the untended trees. Her Guardians encouraged her, hoping it would lead to more responses, but it never had.

Excitement. Ekula, I think I know what rocks look like to Urayna! They're cold and salty, like a big deep log being beaten on.

Congratulations, Ekula Said dryly. You sound as weird as she thinks. And I think the Guardian is leaving the village with the food he went to get. I Feel him starting for the path.

I'll be just a little while longer. I think this is what Nanfaire wanted me to learn, how to find the rightness in a mind.

Great. Wonderful. Just hurry up, will you.

Yes. Shalina moved away from the dog memory and deeper into Urayna's mind. Nanfaire had taught her that like memories were connected. Shalina followed the dog memory into another

animal memory, and then another. She couldn't decide what the animals were, only that they were probably wild as they were small and quickly vanished into the sound/tastescape part of the memories. Some were mere glimpses of sound, others a rustle of unseen flavor as they vanished into the growth.

A short, thin whisper of wind topped by a brief feeling of cool and damp was in Urayna's hand. The touch was lavender, a ticklish flavor. It might be a feather, one of two colors — but then it might not.

Shalina looked up at Urayna's sky memories. What she saw as beautiful blue with clouds, Urayna 'saw' as the taste of spring stream water with soft rustling noises in place of the fluffy white clouds. A thunderstorm 'looked' burnt. Shalina absorbed the memories, awed by the beauty Urayna 'saw' in her world.

Shalina lost track of the memories she traveled through, drawing in as many as she could for further study and enjoyment. She abruptly remembered she had promised to be quick. In a mind one lost track of time. Ekula? Are you there.

There was no reply.

Ekula, don't play. Answer me.

Still no answer.

Ekula! Shalina almost panicked. Her Guide Out was gone. She was alone. She stopped moving through Urayna's memories and looked around the confused mind. She could find her way Out of a normal mind with ease, one of the things Nanfaire had praised, but Urayna's mind wasn't normal.

She recalled Nanfaire's first instructions on navigating another mind. From the Center the way Out is always easy, like finding water by going downhill. Find the Center. That, however, was not always easy. The Center was the seat of the Self, where everything that makes the person is held. Anyone, even the unTalented ke-thó, instinctively protect that Center in every way possible.

She started in the direction that seemed to be In. Fabulous memories of sight and sound, taste and touch roiled about her, changing even as they were noticed. She didn't attempt comprehension. Worried, she rode them toward the Center of Urayna's mind, tumbling briefly in a windstorm of reds, dry, and blue. Tastes brushed her skin, pine tar and honey grazed her legs. Colors and flavors assaulted her ears. Some seemed to be bird song. The incomprehensible were ignored. She had to get Out.

Suddenly she broke out of the tumult into peace. She had reached the Center. She looked for the way Out. Nothing. Baffled, she looked for Urayna's Self. Again nothing. She stopped again, confused. She had Felt that Self on her way to the Center, but it wasn't here, where it should be strongest.

She looked around again. She had assumed Urayna's mind worked like everyone else's, only with bewildering sensory input. She should be able to find mindmarks which, like landmarks, would show her the way Out. She looked where the mindmarks should be, expecting to find them miscued, like the memories. She found nothing, blankness. Something was terribly wrong.

She looked around intently and saw a strand of very muted blue and yellow sound leading away from the Center. She followed the strain tentatively, cautiously. It was so intangible that she was

afraid that she, unskilled as she was, would lose it. The thread wandered, apparently randomly, through Urayna's mind, but Shalina felt it was there for a purpose, with a purpose.

Chaotically confused memories pressed in around her again, color, sound, touch, taste, all changing and all wrong. Shalina recognized a brief memory of the dog, the string sound, once again. It gave her confidence that she was right to follow the ethereal color/sound line to wherever it led.

Once again she broke out of the memories into peace. But this time it was different. This time she found the mindmarks she was looking for. And she found Urayna's Self. The sound/ color had led her to Urayna's true Center.

Urayna's Self pulled away from her, timid, afraid.

Shalina Said, Don't be afraid. I don't want to hurt you. I just need to find a way Out of your mind. She Sent the feelings of offered friendship and assurance.

Urayna Reached out tentatively and touched Shalina. Still in tune with the way Urayna 'saw' things, Shalina smelled a mild, leafy scent, the way Urayna 'felt' a gentle touch.

Shalina gently took Urayna's 'hand' and 'felt' the same scent. Urayna pulled away and brought a memory of wind through bushes. The sound grew under her into a hill shape with subtle flavors of pine, acid, and others. Urayna 'sat' down at the crescendo of the hill and patted the whispering green flavor beside her. Shalina carefully walked up the pitch, brushing against unidentified flavors and sounds, and sat beside her.

Urayna 'said' something, but Shalina couldn't understand her. Shalina tried to talk back, still no understanding.

They sat companionably together on the placid butterscotch strain, 'looking' at a landscape of peaks and valleys of many combined sounds and tastes, blurring together in the distance.

Shalina wondered how long she'd been in Urayna's mind. Time was always different in memories, it could have been a few seconds or a few days, although she discounted the latter. Nanfaire would have found her by now if that long had passed.

She tried to speak to Urayna again. Still no dialogue between them. Then Shalina suddenly remembered a game they played with the little ones to teach simple ciphers. She made a fist and rapped two slow raps, well spaced, on the soundtop. Two well separated, deep purple thumps appeared. Then two fast raps.

Urayna watched with interest.

Shalina knocked two sets of two fast raps, then one of four fast raps.

Urayna continued to watch but did nothing.

Four — four — eight.

Shalina rubbed her hand and started over. One — one — two. A pause, then two — two — four. She repeated the entire series several times. After a brief break she started again. One — one — two — Pause — Two — two.

Urayna suddenly rapped out four. The purple color sounded triumphant. She continued the series. Four — four — eight. And then she proved she understood what Shalina was showing her — Eight — eight — sixteen.

Joyfully, Shalina jumped up, Oh, yes, yes. Good. You do understand.

Before she could say or do anything else, Nanfaire's thoughts broke in. Shalina, love, I've come to get you Out.

Excitement. Shalina Exclaimed, Nanfaire, you've found me.

Yes, love. It took a bit of time, but I did. Come now, and leave poor Urayna alone.

Nanfaire, she understands.

We'll talk once you're out of her mind. Nanfaire led her away from the flavorful tone hill, the soundscape, away from Urayna's Center.

Shalina blinked once and found herself back in her own mind. Urayna was still sitting on the floor, only motionless and staring unfocused toward the wall.

"You were very foolish to go into Urayna's mind without me. I told you that you needed a Guide."

"I had one. Well, at least I did at the start."

"Yes, I know. Ekula." Mild disgust. "Shalina, Ekula is a lovely person, but she'll ne'er be a good Guide. I've only let her do it under supervision in class because it's something we all ha' to know. But she loses attention too easily and that's dangerous for the person she's helping." Nanfaire sighed, "At least the girl had the sense to come tell me what happened."

"Nanfaire," Shalina said tentatively.

"What, love?"

"I known Urayna understands. You don't have to hide that from me any more."

"Hide it? What are you talking about, child?"

"Ekula and I found it out. Part of the first lesson is to learn that Urayna can actually understand other people. We're supposed to do that for ourselves."

"Oh, love. Of course Urayna understands and so does a dog. But Urayna can't understand more than that, and her thoughts are so scrambled no one can Read her. You already know that and there's nothing else to discover. No conspiracy, no secret from the novices. She doesn't e'en have a sense of Self in her Center. I've been there and I know."

"No," Shalina insisted. "You're wrong. She does. She understands like a person. And her true Center is just as strong as anyone's. You found the false Center she made to keep people away from her. Her true Center is where you found me."

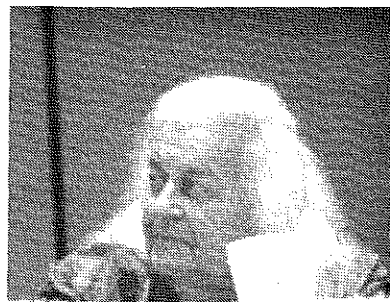
"False Center? True Center? No, child. Making a second Center is something no one can do. That's something you imagined to save your own sanity. That's normal, Shalina, love, and you'll learn to deal with those delusions in time."

"She did do it. For privacy. How would you like to have everyone in Tuvien go into your thoughts any time they liked without being invited?"

Patience. "Child, you're not the first new student to think Urayna's sensible. It's natural to try to make patterns out of nonsense. It's one of the ways we cope with the world. But I've been in the poor thing's mind countless times. There's nothing normal there. If she were able to understand, I'd..."

Urayna's outraged scream interrupted her. Nanfaire and Shalina swiveled around in surprise. Urayna looked directly at them and pounded deliberately on the floor — one tap — one tap — two fast taps — pause — two fast — two fast — four fast taps...





Judith Merrill

January 21, 1923 to
September 12, 1997

by Terry Patch

There are a lot of very prestigious people who have written tributes and obits for this Giant of a woman in Science Fiction. However I am not going to use any of them.

I feel that I have lost a friend, a friend I have had in childhood but seldom interacted with over my lifetime. Her book "Shadow on the Hearth" was my first book of Science Fiction I read in fourth grade, and while some of the concepts were beyond me, I knew I had made a friend. She has guided my growth as a woman as surely as my mother did.

As I grew, I attended her writer's workshops. During the last one in Vancouver BC, I used my Graduate Student note taking skills to capture her every word, and she stopped and asked me if I were a reporter. She laughed when I told her -- just a zealous fan!

The last time I saw her was at WisCon XX, where the picture was taken. I told her then how much her writing and especially her mentoring meant to me. I am sure glad I did.

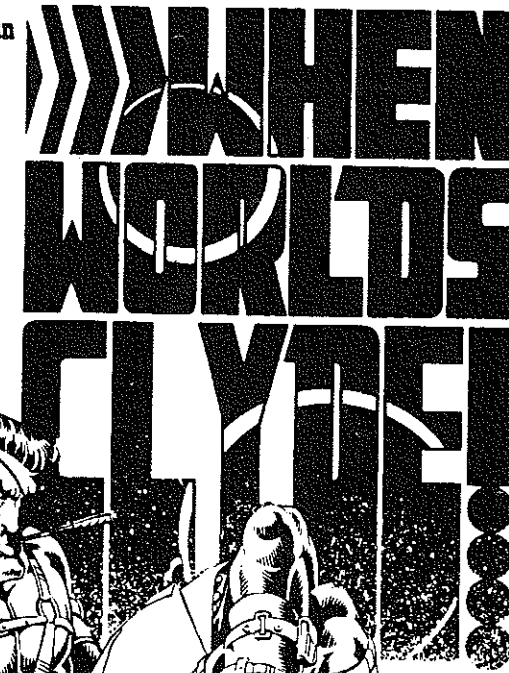
Sam Moskowitz 1920-1997

How do you write about the main founder and driving force behind Science Fiction, and Fandom? He was chair of the first World Science Fiction Convention in 1939. He impacted so many lives and careers and fan clubs that the mind reels. Time will only show the living legacy he has left.

If one is curious now, there are web-pages that list his literary contributions. There will be a lot of people who will say, "I remember when Sam..." adding to the cannon of the New Canticle for Saint Moskowitz.

KNICK FUREY, AGENT OF SHEELD to

words, pencils and cyphers by DOUG RICE
inks and covert operations by HILARY BARTA
letters and countersigns by WILLIE SCHUBERT
colors and analysis by PAUL MOUNTS
edits and leaks to the media by RENEE WITTERSTAETTER
editor-in-(& sorry-about-that)-chief TOM DEPALCO
with a tip o' the hat to JAUNTY JIM.



EYES ONLY /
TIPPY-TOP SECRET

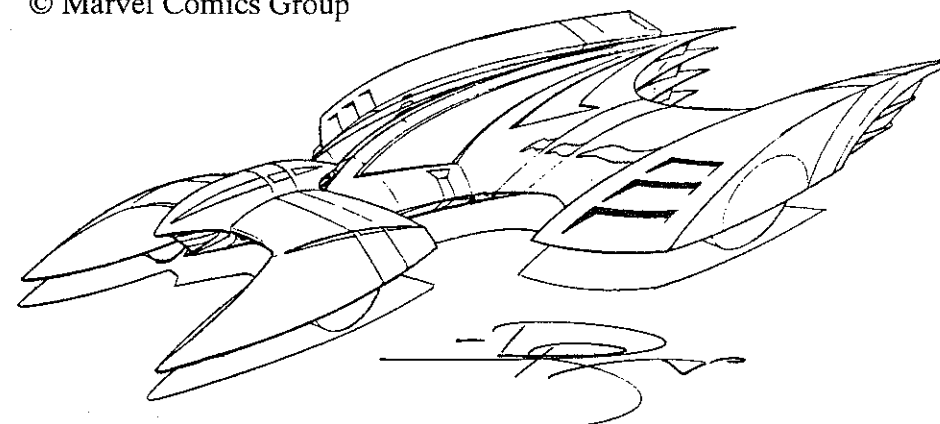
SUBJECT: SHEELD CUTBACKS

REASON: NO DISCERNIBLE THREATS LEFT.
MISSION ACCOMPLISHED

RESULT: NO MORE MONEY! THE PARTY'S OVER!
WE'LL ALL BE LAID-OFF!

SUGGESTION/
PRIORITY: RE-HIRE COLONEL KNICK FUREY (NOW RETIRED)
AND LET ONE OF HIS OLD FOES TAKE A WHACK
AT HIM. PRESTO, ONE THREAT TO PEACE.

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CHILDCARE OR LOOKING AFTER THE WEE BAIRNS

If you have children age 12 and up, congratulations! WindyCon is ready to treat your children as they deserve, like little adults - or at least like little non-drinking adults, which means they'll need their own memberships. (We like to think of it as a rite of passage.)

If your children are age 11 or younger, you have some options. If they're mature enough to wander the convention alone, you can buy them a full membership. Or, you can keep them with you at all times and you won't have to buy them a separate membership. (However, if we find them wandering the halls and functions areas without you, we will take them to Operations and charge you for Childcare at \$10 per hour or any fraction thereof.)

We'll provide toys, games and light snacks. You'll need to make sure that they're properly fed (snacks are not substitutes for real food, which we don't serve) and that you give them any required medication. If your child is still in diapers, please bring a supply of the disposable type, and please bring a change of clothes for those who are not yet toilet-trained (or those whose toilet-training may inadvertently break down). Also, please mark legibly all diaper bags and other personal possessions (especially Fuzzy Bear and Binky Blanket).

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Saturday 10 AM - 2 AM
Sunday 10 AM - 2 PM

CON-TEMPORAL SF Convention Calendar

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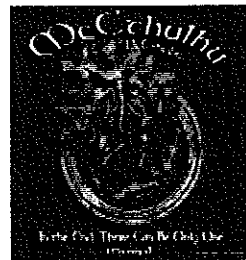
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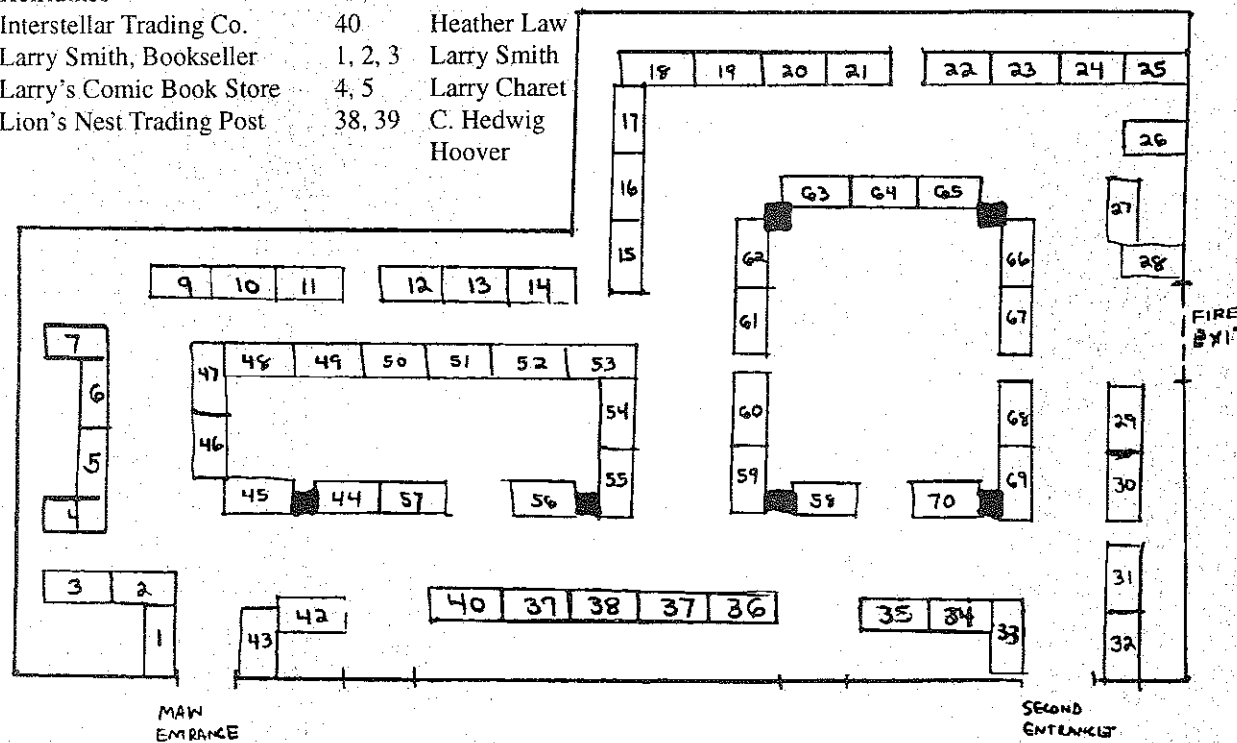
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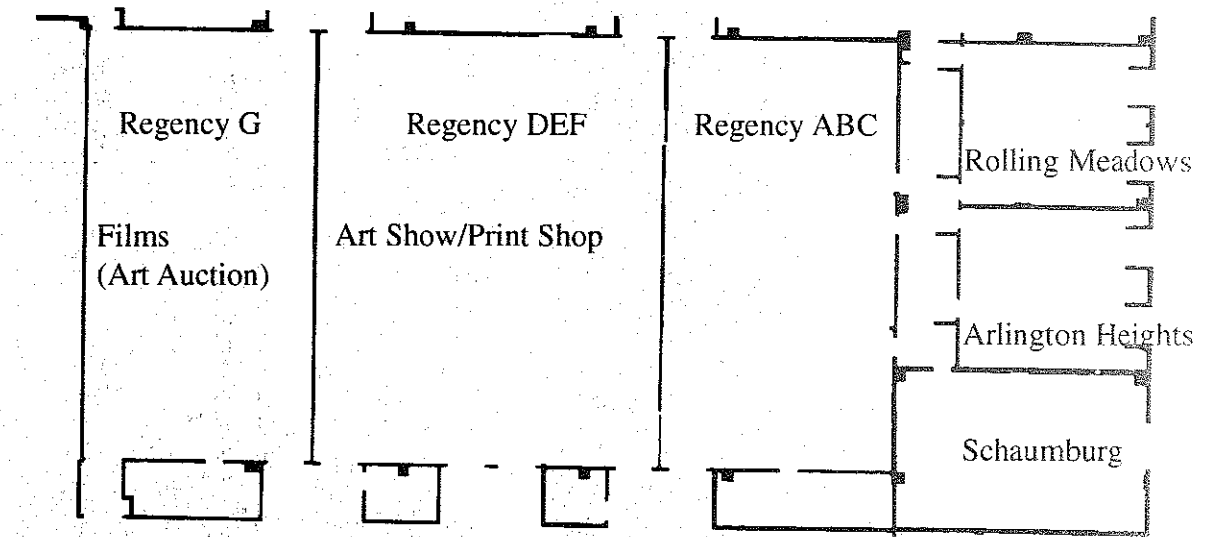
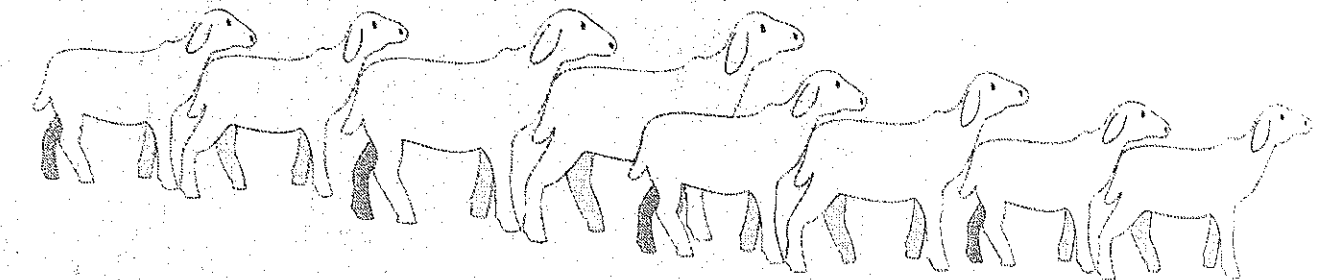
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McSellers Guide to Wonderful Things

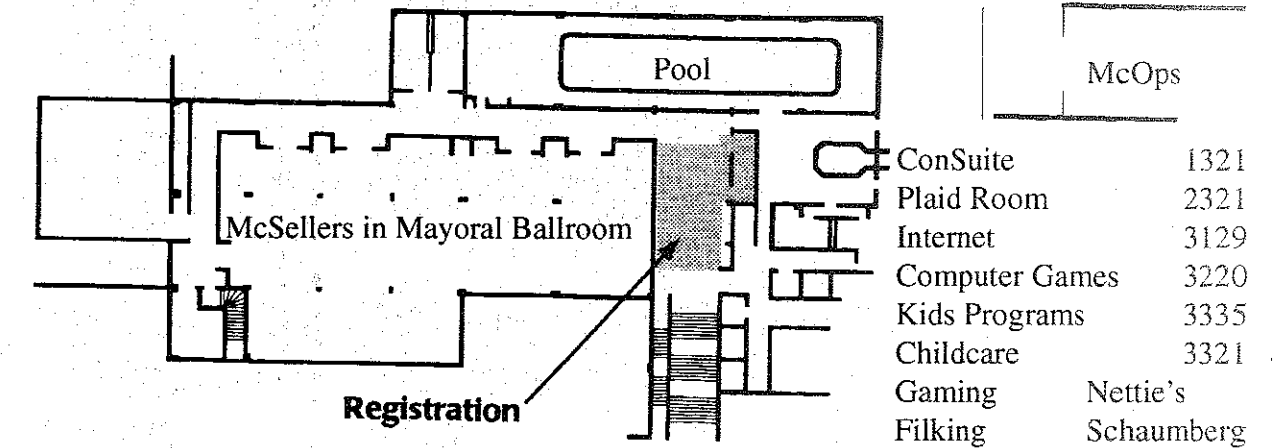
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Layout of the Inn McHyatt



PARTY FLOORS 1, 2 and parts of 3 ONLY



DYNAMO JOE™

DATA FILE -- ROBOSOLDIER
TECHNICAL/HISTORICAL MATERIAL MEMORY

Unit Designation/Official Code:
Dynamo Joe

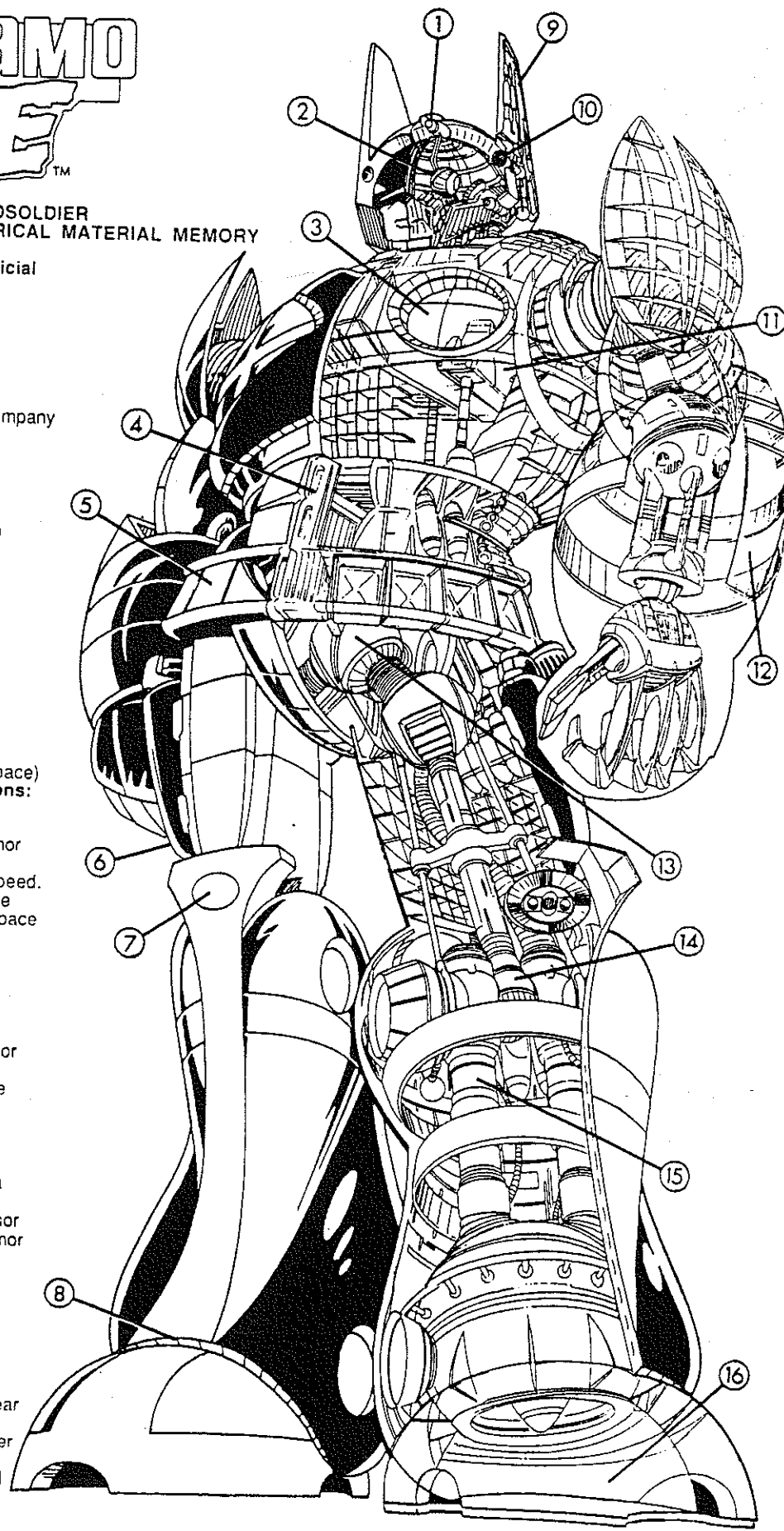
Unit Field Designation/Rank:
Flight Leader, Spectre Squadron
Squad Leader, Beta Company

Current Crew:
Sergeant Elanian Daro:
Pilot/Gunner
Private Pomru:
Navigator/Technician

General Battlesuit Specifications:
Height: 70 feet
Weight: 120 tons (Earth gravity)
Crew: 2 (pilot/gunner, nav/tech)
Power Source: Fusion Micro-Reactor
Fuel Range: 800 hours (Earth gravity)
20,000 hours (deep space)
Primary Mode Variations:
Mark I: Terrain mode, ground based.
Mark II: Deep space armor modified, extended range and speed.
Mark IIB: Crew designate modification on Mk II space armor.
Mark III: Restricted File

Cutaway Visual Index

- 1) targeting beam/close range laser
- 2) primary scanner/sensor cowl
- 3) targeting sensor/battle scanner
- 4) main hatch
- 5) ammo and service modules
- 6) variable range plasma side-arm
- 7) damage-seeking sensor
- 8) 4" plastec/titanium armor plate
- 9) communications mast
- 10) twin-mount plasma cannon
- 11) chest cavity cockpit
- 12) service crane/hoist, service bay
- 13) fusion micro-reactor
- 14) motor-function fluid-gear network
- 15) primary shock-absorber system
- 16) electric rocket grid and cowl

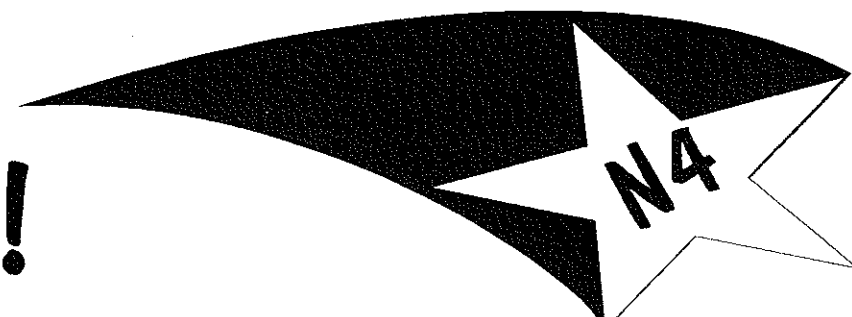


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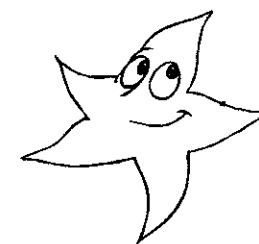
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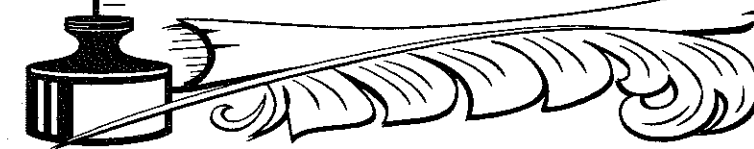
Autographing Schedule

Saturday

- 12 PM Charlie Ryan, Algis Budrys, Phyllis Eisenstein, Steve Hockensmith and Jeff Berkwits
- 1 PM David Weber
- 2 PM Barry B. Longyear, Allen Steele
- 3 PM Frederik Pohl, Glen Cook
- 4 PM Bill Fawcett, Jody Lynn Nye
- 5 PM Matthew Stover and Kevin Stein,

Sunday:

- 12 PM Kathleen Massie-Ferch
- 1 PM Roland Green, Richard Knaak



THE FULL AND ENTIRE PROGRAM

IMPORTANT! All events and participants listed are tentative and subject to change. Check your Pocket Program and the Information Desk for the final reality.

Friday 1-1:30 PM
Registration for Highland Games
Friday 1:30-3:30 PM
Highland Space Games

Friday 6 PM
Schaumburg
Welcome to Your First Convention
So this is your first science-fiction convention. Maybe you've been to a Star Trek or comics convention before. SF cons are different. We'll let you know what you can expect to see here and how we differ from other types of convention.
Bonnie Jones, Ron Oakes, Kelley Higgins, Leah Zeldes Smith, P.J. Beese

Arlington Heights
Listen to the Music
Jeff Berkwitz, the editor of *ASTERISM*, the Journal of SF, Fantasy, and Space Music, plays selected SF and fantasy CDs. (Continues into the evening.)
Jeff Berkwitz

Friday 7:40 PM
Regency ABC
Doors open for Opening Ceremonies
Friday 8 PM
Regency ABC
Opening Ceremonies
Friday 9:30 PM
Regency ABC
Mobius Theater

Friday 10 PM
Schaumburg
Filking
Come by and listen to the music of science-fiction fandom. We'll be singing until the wee hours.

Friday Midnight
Arlington Heights
Midnight Storytelling
Drop by (in your pajamas if you'd like) for some milk and cookies to go with some appropriate late-night stories presented by talented Wolf Foss.
Wolf Foss

Saturday 10 AM
Regency A-C
Babylon 5: 1992-2280 (two hours)
Babylon 5 is entering its fifth season, now on TNT. Why does this series fascinate so many SF fans? And can you possibly catch up at this point? Our panelists will fill you in on what you need to know about the first four years. Once we've brought you up to date, we'll tell you what you can expect in the upcoming season. And have you heard about the movies? (Those who want to avoid spoilers will have a chance to leave before the fifth season discussions begin.)
J.M. Egolf, Kymberlee Ricke

Schaumburg
Leash Laws for Fandom
By now you've probably seen people wearing dog collars and leashes at various conventions. Is it good, clean fun? Or an offense to feminist sensibilities? Or is it an equal-opportunity offense? Or not offensive at all? How far can you open your mind before your brain falls out?
Roland Green, Leigh Kimmel, Elizabeth Barrette, Jim Rittenhouse, Lesley Di Lauro

Arlington Hts.
How to Buy a Piece of Art — and What You Can Do With It
What should you know before you bid? Is "I like it" enough? What's the difference between buying original art

and prints? And once you own the art, what rights to it do you actually have?
Randy Asplund-Faith, Dave Stein, E. Michael Blake, Darlene Coltrain, Jennie Roller
Rolling Meadows
Welcome to Your First Convention
So this is your first science-fiction convention. Maybe you've been to a Star Trek or comics convention before. SF cons are different. We'll let you know what you can expect to see here and how we differ from other types of convention.

Bonnie Jones, Ron Oakes, Kelley Higgins, Melody Asplund-Faith, Juanita Coulson
Room 3112
Writers' Workshop (until 12 PM)
Are you an aspiring writer? Here's your chance to get some advice from a real pro, and one of our favorite people. Continues on Sunday.
Barry B. Longyear
Room 3135
My New Novel
Glen Cook reads and discusses his work.
Glen Cook

Saturday 11 AM
Schaumburg
What's Russian for Duct Tape?
Why are we sending astronauts up to a fixer-upper space station? And when will we get one of our own in a better neighborhood?
Joe Suszynski, Jim Plaxco, Jerry Smith, Karen Mermel, Jeffrey Liss

Arlington Heights
The SF Cons of Chicagoland
There are several SF conventions in the greater Chicagoland area, including WindyCon, Capricon, and Duckon. Why do we have all of these conventions? What's unique about

each of them? What's the same? Representatives from some of the cons will fill you in.

Mike Jencevice, Dina Krause, Lindalee Stuckey, R.J. Johnson
Rolling Meadows

Out of Print, Dammit!
A lot of SF and fantasy is out of print and hard to find. Who should you be looking for when you browse the used book section of your local bookstore? What's still worth reading? And what's just good for collecting dust?
Paul Recchia, Buck Coulson, Jef Smith, Scott Azmus, James J.J. Wilson

Room 3135
A Guy Could Get Kilt
Scottish costuming for fun and profit.
Anne Layman Chancellor, Todd Cameron Hamilton, Carol Siegling

Saturday 11 AM- 3 PM
Masquerade registration in hallway at table

Saturday 12 PM
Regency A-C
What's New With the Hubble?
Christian Ready will let you know what's new with the Hubble Space Telescope, including footage of the Hubble servicing mission.
Christian Ready

Schaumburg
An Armed Society is a Polite Society
Heinlein's works have stated this more than once. But was he right? Well, maybe yes, and maybe no. Our panelists are prepared to explain to you the pros and cons.
David Weber, E. Michael Blake, Tullio Proni, Bill Fawcett, Jennie Roller

Arlington Heights
Art to Order
Sometimes, artists get to paint what they want to. Other times, they're painting what the person who's paying them wants to see. What's it like to work to someone else's specifications?
Randy Asplund-Faith, Todd Cameron Hamilton, Doug Rice, Robyn Fielder, Erin McKee

Rolling Meadows
Speaker to Hotels
What does a hotel liaison do for a sci-

ence-fiction convention? And what kind of interesting war stories do they have to tell?

Ross Pavlac, Kymm Kypmel, Glen Boettcher, Dina Krause
Room 3112

Can I Sing Too?
What is this filk stuff? How do I get to join the fun?
Juanita Coulson, Bill Roper, Tom Smith, John Hall, Deirdre Murphy

Room 3135
My New Novel
Allen Steele reads from and discusses his work.
Allen Steele

Saturday 1 PM
Regency A-C
The Oceans of Europa
There's one place in the Solar System — other than Earth — where we think we might find liquid water, Jupiter's moon, Europa. Bill Higgins gives us the scoop on what may be beneath the ice. Is there life there? And if there is, how do we get a good look at it?
Bill Higgins

Schaumburg
Write a Story — Now!
We had so much fun with this last year that we've brought it back again. Our panelists will plot a story while you watch.
Steven Silver, Kevin Stein, Jody Lynn Nye, Bill Fawcett, Allen Steele

Arlington Heights
Fandom is Just a Goddam Source of Income
Can you make a living in fandom? Or can you at least support your habit?
Timothy Lane, Alice Bentley, Larry Smith, Carol Siegling, Tullio Proni

Rolling Meadows
Everything I Need to Know About Art Auctions, I Learned From Dr. Bob (until 3 PM)
The art auction may look simple, but there's plenty going on up front and behind the scenes. We'll show you how to bid on art. We'll teach you the secrets of the auctioneers. And, if you want to be a runner — those folks who make sure that everyone gets a good look at the art you'll find out that it's not as simple as grabbing hold of the piece and taking off. Bob Passovoy, the Midwest's master auctioneer, sees all,

knows all, and explains it all here. Mock auction included. If you want to be an art auction runner, you should attend this workshop.

Bob Passovoy, Anne Passovoy, E. Michael Blake, R.J. Johnson, Lesley Di Lauro, John Hall

Room 3112
From Home Brew to Microbrew
Many fans love to drink beer. Others like to make it. We'll talk about how you can brew beer at home, the difference between home brewing, microbreweries, and macrobreweries (think Budweiser), and other topics involving hops and barley malt.
Wolf Foss, Ken Pavichevich

Room 3135
My New Novel
Frederik Pohl reads and discusses his work.
Frederik Pohl

Saturday 2 PM
Regency A-C
Upcoming Space Missions
Cassini's heading to Saturn. The Lunar Prospector is heading back to the Moon. We'll tell you what's happening with these missions and what else is slated for the near future.
Larry Boyle and Larry Ahern

Schaumburg
The Economics of Star Trek
Picard tells us that there's no money in the Federation. (Cyrano Jones notwithstanding.) How in the world does the economy work? And what are they playing poker for?
David Weber, Timothy Lane, Sue Blom, Johnny Carruthers, Kathleen Meyer

Arlington Heights
The Ups and Downs of Small Press Publishing
What's it like to edit a magazine with a relatively small circulation? Our panelists will tell you how they do it and why they enjoy it.
Charles Ryan, Phyllis Eisenstein, Wolff Dobson, James J.J. Wilson, John O'Neill

Room 3112
Alternative Fannish Cooking
A lot of fannish cooking is making reservations. But what about LOX ice cream? Or deep-fried turkey? Or

french fries flambée? We'll tell you about all sorts of ways of cooking that you never imagined.

Elizabeth Garrott, Sam Paris, Carol Siegling, Bill Roper, Leah Zeldes Smith

Room 3135

My New Novel

Algis Budrys reads and discusses his work.

Algis Budrys

Saturday 3 PM

Regency A-C

He Sings! He Dances!

Well, actually, Tom Smith just sings. But he's really funny and we think you'll enjoy him even if he doesn't dance.

Tom Smith

Schaumburg

The Business of Writing

So you want to be a writer? It's not enough to just write, especially if you want to be able to quit your day job that provides you with health benefits and retirement plans. Here's what you need to know about making writing your full-time job.

Charles Ryan, Kathleen M. Massie-Ferch, Algis Budrys, Bill Fawcett, Conrad Lawrence

Arlington Heights

Comics Aren't Just for Guys

What comics do girls like? The Friends of Lulu is a group that is trying to make comics more woman-friendly. They'll tell you what they're up to.

Deborah Ginsberg, Anne Blaeske, Steve Duntman, Lauren Vega, Barbara Kaalberg, Frieda Murray.

Rolling Meadows

Masquerade Orientation

If you want to be in the masquerade, you must attend this orientation. Be there or be square.

Nancy Mildebrandt, Glen Boettcher, Mike Vandebunt

Room 3112

Will the Internet Replace the Xerox Machine?

Fanzines have moved from mimeo to offset to Xerox. Is the next step the Internet? And will it be the same thing

or something entirely different?

Dick Smith, Stella Atrium, Jackie Paciello, John O'Neill

Room 3135

My New Novel

Barry B. Longyear reads and discusses his work.

Barry B. Longyear

Room 4321

GoH Book Discussion: "On Basilisk Station"

Steve Metzger leads the discussion of David Weber's book, "On Basilisk Station".

Steve Metzger

Saturday 4 PM

Regency A-C

Bouncing and Rolling Over Mars

Christian Ready shows us what Pathfinder has been helping us to find out about Mars. We'll have 3D-glasses available so that you can see the Martian surface in glorious 3D.

Christian Ready

Schaumburg

Military SF

Military themes occur frequently in SF, from Starship Troopers to Babylon 5. Why do we keep coming back to them?

Steve Hockensmith, Glen Cook, Roland Green, Van Siegling, David Weber

Arlington Heights

The Wild and Wacky World of FOSFAX

The editors of FOSFAX, the seven-time Hugo nominated fanzine, tell all.

Timothy Lane, Elizabeth Garrott

Rolling Meadows

When Your Characters Talk Back to You

You've either been working too hard, or you've finally made the connection with the character you've been trying to write. What happens when you get into the head of your creation?

Pat Sayre McCoy, Barry B. Longyear, Kathleen M. Massie-Ferch, P.J. Beese, Elizabeth Barrette

Room 3112

Upcoming WorldCons

The sitting WorldCons (including Chicon 2000) and the bidders let you know what will be happening.

Todd Dashoff, Tom Veal, Dick Smith, Johnny Carruthers

Room 3135

My New Novel

Richard Knaak reads from and discusses his work.

Richard Knaak

Room 4321

The ISFiC Writers' Contest

So what's this contest that we keep running every year? And why do we keep doing it? And why should you write something for it? All of your questions have answers right here.

Kathleen Meyer, Richard Chwedyk

Regency D-F

Art Appreciation 101

Not sure what's what with SF and fantasy art? Can't tell the difference between a sharp-pointy slate and gouache? We'll take you on a walking tour of the art show with our experienced guides, who will attempt to distill their years of wisdom down into a few salient facts. It can't be done, of course, but it should be fun to try.

Erin McKee, Doug Rice, delphyne joan woods

Saturday 5 PM

Regency A-C

Forty Years of Space Flight

Forty years ago, Sputnik was the first man-made satellite. Here's a retrospective on what we've done since then.

Larry Boyle and Larry Ahern

Schaumburg

From Watt to Scott — The Legend of the Scottish Engineer

We're all familiar with Scotty. But how did the stereotype of the Scottish engineer originate?

David Weber, Leigh Kimmel, W.A. Thomasson, Roland Green

Arlington Heights

Kid-Lit: The Books That Got Us Started

What did we read that got us hooked on SF and fantasy?

Pat Sayre McCoy, Johnny Carruthers, Phyllis Eisenstein, Frederik Pohl, Juanita Coulson

Rolling Meadows

Coming Out of the Closet (Full of

Comics)

They're successful. They're professional. And their closets and basements are full of comic books, which most people think of as kid stuff. Why are they still reading them?

Sam Paris, Deborah Ginsberg, Barbara Kaalberg

Room 3112

Scotch In Space: The Things Fans Drink

Science fiction fans are notorious for drinking some of the strangest things. We'll tell you what some of those are, along with some things that might actually suit more normal palates.

Chad Childers, John Wardale, John Donat, Bob Passovoy, Wolf Foss

Room 3129

Surfing the Web

Come to the Internet room for a guided tour of the World Wide Web. Ever wonder what all of this talk about web browsers is about? We'll show you. This session will concentrate on items of interest to adults (which does *not* mean showing you where to find all of the sex sites).

Jim Rittenhouse, Susan Rittenhouse

Room 3135

My New Novel

Jody Lynn Nye reads and discusses her work.

Jody Lynn Nye

Saturday 7:30 PM

Doors open for masquerades, 7:45 childrens masquerade, followed by adult masquerade and \$1.25 contest followed at approximately 10 by the dance.

Saturday 8 PM

Schaumburg

The Magic Hands Massage Workshop

It's a hands-on (no pun intended) chance to learn about massage. Please bring a towel, as we won't have enough to go around otherwise.

Elizabeth Barrette, Doug Edwards

Saturday 10 PM

Schaumburg

Filking

Come by and listen to the music of science-fiction fandom. We'll be singing until the wee hours.

Saturday Midnight

Room 3112

Hi-Fi Sci-Fi

It's not filk, but it is science-fiction music. Jeff Berkwitz of "Asterism", the Journal of SF, Fantasy, and Space Music, will bring you up-to-date on new releases of music that oriented towards readers and viewers of SF and fantasy.

Jeff Berkwitz

Sunday 10 AM

Room 3112

Writers' Workshop (until 12 PM)

Are you an aspiring writer? Here's your chance to get some advice from a real pro, and one of our favorite people. Continues from Saturday.

Barry B. Longyear

Sunday 11 AM

Regency A-C

Twenty Years of Star Wars

Many people think that Star Wars was a major watershed for fandom. What changed as a result of Star Wars? And are we better off because of it?

Frieda Murray, Conrad Lawrence, Jackie Paciello, Jeff Berkwitz, Paul Recchia

Schaumburg

Can You Be Homesick for a Place You've Never Been?

We've read books or seen movies and TV shows set in a wide variety of different times and places. Which ones would we really like to live in? Or just visit?

Pat Sayre McCoy, Sue Blom, Kathleen Massie-Ferch, P.J. Beese, Leigh Kimmel

Arlington Heights

I Paint What I See

Science fiction and fantasy artists frequently have a problem finding models, since they're painting things that don't exist — at least in this world.

Darlene Coltrain, Todd Cameron Hamilton, Anne Layman Chancellor,

Robyn Fielder, delphyne joan woods

Rolling Meadows

Oh, Look, Another Sequel. And a Reprint.

There's a lot of SF and fantasy on the stands nowadays that's book 7 of a series or reprints classic stories by well-known authors. Is this a good development? Is it good for the publisher's bottom line? And how does it affect a new author's chance of breaking into print?

Glen Cook, Jody Lynn Nye, Roland Green, Matt Stover, Alice Bentley

Sunday 12 PM

Regency A-C

Coming Attractions

Want to know what's going to be happening soon in SF and fantasy films? You've come to the right place!

Glen Boettcher, Duke Boettcher, Nancy Mildebrandt, Mike Vandebunt

Schaumburg

If This Is the Future, Why Isn't Everything Made of Soybeans?

If you look at your 1957 Popular Mechanics, they'll tell you what the future was going to be ... and this isn't it. Where did these predictions go awry?

Frederik Pohl, Glen Cook, Bill Higgins, Dave Svoboda, Mike Bakula

Arlington Heights

Scots Into Space

The Hyatt Woodfield has just been dropped into Scotland, circa One Million Years, B.C. Our mission: develop a technological society, space flight, and get the heck off this rock before we change history too badly. Will we make it?

David Weber, Timothy Lane, Van Siegling

Rolling Meadows

Serious Writers and Media SF

SF started out as stories and novels, but now a lot of people get exposed to it only through TV and movies. Is this a good thing, a bad thing, or just indifferent depending on what it is that you're watching? Our panel of prose writers and editors look at what's out there in media SF and let you know what they think of it.

Phyllis Eisenstein, Steve Hockensmith, Kevin Stein, Charles Ryan,

Richard Knaak



Room 4321

Gripe Session (until 12:30 PM)

Did we do it right? Did we do it wrong? Here's your chance to tell us. Not done at 12:30? The ISFiC meeting (held by the body that sponsors WindyCon) follows immediately.

Ross Paolac, Rick Waterson, Dina Krause

Room 3112

Fans and Cats

Why do so many fans have cats? Or is it vice versa?

Elizabeth Garrott, R.J. Johnson, Lesley Di Lauro, Amy Wenshe

Room 3135

My New Novel

Stella Atrium reads and discusses her work.

Stella Atrium

Sunday 1 PM

Regency A-C

Science Fiction Films: Parody, Travesty, or Ripoff?

We'll be discussing such films as ID4, Men In Black, and Mars Attacks. Were they created as intentional parodies or is it just a result of crass commercialism? And what explains Starship Troopers?

Bob Blackwood, Alex Eisenstein, Diane Miller

Schaumburg

Giving Constructive Criticism

It's easy to look at a story or novel and tell the author that it's really bad. It's much trickier to tell them how they can make it better. We'll examine ways of criticizing someone's work that may actually help the writer.

Wolff Dobson, Scott Azmus, Barry B. Longyear, Elizabeth Anne Hull, Richard Chwedyk

Arlington Heights

Fannish Vacations

A lot of us go to WorldCon for our annual vacation. But there are other interesting vacation trips that fans might enjoy, from Solar Eclipse Cruises to canoeing through the North Woods.

Frederik Pohl, Dave Stein, Sam Paris, Glen Boettcher, Mike Vandebunt

Rolling Meadows

Hello, Dolly

Reproductive technology and cloning. Is it the future yet? (And it's a Scottish sheep...)

Holly Wilper, Elizabeth Barrette, W.A. Thomasson, Juanita Coulson, Leslie Larkins

Room 3112

Chicon 2000 Is Coming

The World Science Fiction Convention will be held in Chicago in the year 2000. Come on by, and we'll let you know what you can expect from the last WorldCon of the millenium.

Tom Veal

Room 3135

My New Novel

Sue Blom reads and discusses her work.

Sue Blom

Sunday 2 PM

Regency A-C

To Heck With E-Mail

Some folks swear by e-mail. Others just swear at it. Is it the best way to communicate all messages, or is there still a time and place for a letter and a 32 cent stamp?

Holly Wilper, John Wardale, Ron Oakes, Mike Bakula, Chad Childers

Rolling Meadows

My New Novelette

David Weber reads from and discusses his work.

David Weber

Arlington Heights

But I Like It in the SF Ghetto

Many SF writers (and readers!) have long complained that their work is trapped in an SF ghetto — an unhappy and unsatisfactory place to be. But is it really? Are there advantages to living in our metaphorical ghetto? Or do we need to break down the walls and get out?

Roland Green, Algis Budrys, Matt Stover, Mark Roth, Buck Coulson

Schaumburg

Dr. Jekyll and Mr. Hyde

It was the seminal split personality story — and it was by a Scottish author, Robert Louis Stevenson. Why does it continue to resonate with us? Why does the idea keep coming up? Why does the idea keep coming up? Phyllis Eisenstein, Conrad Lawrence, Timothy Lane, Charles Ryan, James S. Dorr

Windy McScrooge brings you -

BUILD-IT-AT-THE-CON COSTUME COMPETITION GUIDELINES

All contestants will work in pairs, one entrant will act as the maker and the other will be the model. You do not need to enter as a team; if you are alone, you will be paired with another single entrant.

No models may wear any pre-made costumes. Suggested clothing for models is: T-shirt, plain blouse, leotard, tights, stretch pants, jeans or anything plain that the model does not mind a costume being built on and over.

Contestants may bring the following

type of tools with them (these items will also be available for all contestants to share): scissors, needle and thread, duct tape, masking tape, scotch tape, and safety pins. Please do NOT bring any type of glue. Hot glue will be available in a protected area.

This type of competition is considered the great equalizer. Everyone has the same amount of time to build a costume out of the supplies provided. And for the presentation portion of the com-

petition, unlike the pre-made costume contest, we supply the music. So, if you have felt overwhelmed by some of the costumes made by the higher level costumers and have been not been confident enough to enter a costume competition, please give this contest a try. If you didn't get a costume done for the main costume competition, give this contest a try.

REMEMBER!!!! THIS EVENT IS MEANT TO BE FUN!!!!

CHILDREN'S PROGRAMMING

Children's programming is in Room 3335 this year. Your kids will likely also enjoy our Saturday and Sunday morning film programming, "Cartoons and Serial", from 10 AM to noon.

Saturday 12 PM

Room 3335

Getting to Know You

We provide organized games so children attending the convention can get to know and interact with each other.

Elaine Silver

Saturday 1 PM

Room 3335

Tell Me a Story

Lindalee Stuckey is our storyteller.

Saturday 2 PM

Room 3335

Our Solar System

Christian Ready's slide show introduces us to what we've learned about the Solar System from our telescopes and robot probes.

Saturday 3 PM

Room 3335

Building a Gingerbread House

Jennie Roller shows how she builds a gingerbread house. It'll be auctioned off for charity at the Art Auction on Saturday night.

Room 3129

Surfing the Web for Kids

Jim and Susan Rittenhouse show how kids can surf the World Wide Web, with an emphasis on sites of interest to children.

Saturday 5 PM

Room 3335

Making Puppets

Elaine Silver shows children how to make paper-bag hand puppets and gives them a chance to make puppets of their own.

Sun 12 PM

Room 3335

Things You Can Make With Pipe Cleaners

Deirdre Murphy shows children the things that you can make with pipe cleaners and gives them a chance to experiment for themselves.

Moebius Theatre presents

"Creative Anomalies"

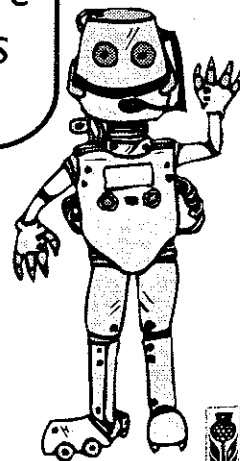
-or-

"Lets See YOU Come Up With a Better Title On Five Minutes Notice"

Join the Moebius crew as they lampoon everything from Mary Shelly to Calvin Klein. Nothing is sacred in this one-hour comedy extravaganza, which features a wide array of brand-new sketches and a couple of old favorites.

Hey! Where's the Haggis???

Come with me, Mistress, I am sure that Master Ross won't mind.



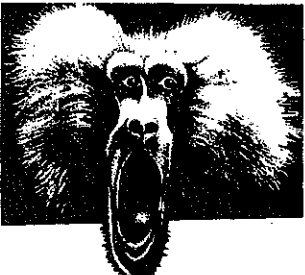
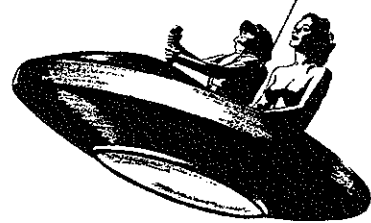
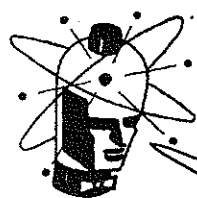
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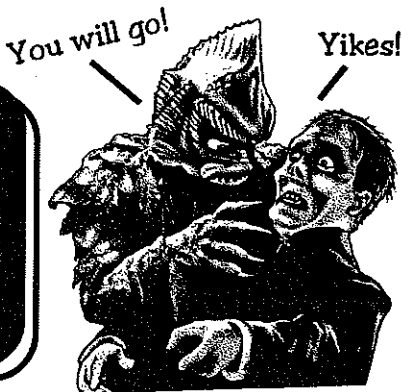
WINDY CON XXIV



While you are enjoying the Con, don't forget to stop by and check us out! We're (practically) right next door! We have a large selection of sci-fi and fantasy titles to browse through by all your favorite authors.



Present this ad at the register to receive **10% off!**
-does not apply to net titles, periodicals, or previously discounted items.



CLAN MCMADRAS WELCOMES ALL FANS TO PARTICIPATE IN THE FANNISH HIGHLAND SPACE GAMES

Come to Regency Ballroom ABC on Friday afternoon starting at 1p.m. to register for WindyCon's Fannish Highland Space Games. Try your hand at *The Foam Rocket Caber Toss* which will be lifting off at 1:30p.m. or give a shot at inserting a satellite into orbit with *The Sputnik Throw* at 2:00p.m. At 2:30p.m. we will be drawing the names of the lucky fans who will become the WindyCon sheep herd and the *lucky?* fans who will try their talents at shepherding this unique flock in our final event *Fannish Sheep Herding*. Clan McMadras invites all fans to come and participate or to just cheer on your friends on Friday afternoon at the Fannish Highland Space Games.

Fannish Sheep Herding

A drawing will be held to participate as a member of the sheep herd or as a shepherd. You can place your name in the drawing between the hours of 1:00p.m. until 2:30p.m. in the Regency Ballroom ABC at the Fannish Highland Space Games registration table. Rules for the sheep and shepherds will be given to each group at the event once the participants are chosen.

other hand may be used up until launch to steady your rocket but it must be moved away from the rocket before launching. Children (under 12) - you may use both hands to launch your rocket. All rockets are launched holding the rocket in the palm of your hand. Parameter: 4 - Anyone under 18 must be accompanied by a supervising Adult. Parameter: 5 - rocket must land on your launch pad. If it lands on a neighboring launch pad, that toss is disqualified. Parameter: 6 - all contestants are given three opportunities to toss the foam rocket caber. This includes disqualified tosses.

Parameter: 7 - the line judges word is final. Let us keep this a fun event, but anyone arguing to excess will be asked to withdraw from competition. Parameter: 8 - winner is determined by the farthest distance tossed. In the case of a tie or multiple contestants with the same distance, first multiple rotations will be considered and then, if necessary a toss off will be held.

WindyCon Fannish Highland Space Games Rules Number 2 Sputnik Throw

Objective: to achieve orbit insertion of your satellite, i.e. throw the *Sputnik* through one of the holes in the target. Parameter: 1 - Adults (18 and up) and Young adults (12-17) - your satellite will be thrown with your back to the target. You may face the target to get your bearings, but you will then throw the satellite over your shoulder to achieve orbit insertion. Children (under 12) - you will be facing the target when you throw. Parameter: 2 - any satellite hitting the ceiling or lighting fixtures will count as a disqualifying throw. Parameter: 3 - all contestants will be given three attempts which include disqualifications. Parameter: 4 - all decisions of the line judges are final. Let us keep this event fun. Anyone arguing excessively with the line judges will be asked to leave. Parameter: 5 - the winner will be determined by the contestant with the most completed orbit insertions. In the case of multiple winners, a throw off will be held, with increased distance from the target.

Aacch! Me engines are goin' now, Captain!



WindyCon Fannish Highland Space Games Rules Number 1 Foam rocket Caber Toss

Objective: to launch your rocket as far down range as possible while keeping within the given parameters. Parameter: 1 - rocket must make one complete "flip", i.e. rotate end over end. More than one rotation is acceptable. Parameter: 2 - rocket must NOT touch the ceiling or lighting fixtures. If your rocket does touch the ceiling or lighting fixtures, that toss is disqualified. Parameter: 3 - Adults (over 18) and Young Adults (12-17) - you may use only one hand to launch your rocket. The

Art Show Rules!

Art Show Clan Name: Clan McDraw
 Clan Chieftain(ess): Vicki McBone
 Chief Steward: Terry O'Brien

The Chieftainess of Clan McDraw invites everyone to the WindyCon Art Show. The Art Show is pleased to feature the best in new and gently used fantasy and science fiction art at prices that would please a Scotsman. Come down and see how little it takes to start your own personal SF/fantasy art collection! For those of you on more restricted budgets, don't forget the famous Print Shoppe right next door, going strong now for seven years. And whether you are a collector or not, come to the justly famous WindyCon Art Auction, where our hardworking (and talented) auctioneers will perform for you while trying to sell you some artwork.

Hours:

Open for members:
 Friday: 9:00 AM to 7:00 PM, Saturday: 9:00 AM to 7:00 PM

Voice Auction:

Saturday: 8:00 PM (or as soon as we can get ready for it)

Art Pickup:

Saturday: 9:00 PM until the auction is over or until there's no one around
 Sunday: 9:00 AM to 1:00 PM

General Rules:

- Artists or their agents must be members of the convention. Mail-in artwork is the only exception.
- Photography (and cameras) are not allowed in the Art Show.
- Food or drink is not permitted in the Art Show display area.
- Bags and packages must be checked with the Art Show security desk.
- The Art Show Director reserves the right to be arbitrary in her decisions.

Art rules:

- The WindyCon Art Show is for original artwork only. The Art Show Staff will be glad to examine pieces to determine eligibility and they reserve the right to make the sole determination of the eligibility of any artwork.
- The only exception to the above rule is if the artist etched the printing plate, made the wood block, carved the lino, etc., and hand made the print. If so, then one (1) and only one signed and numbered copy will be accepted in the Art Show: the rest will be welcome in the Print Shoppe.
- All art subjects must clearly relate to science, science fiction, fantasy, or fandom.
- All artwork must be clearly marked with the artist's name, title, medium, and minimum price (or not for sale), and if previously owned, the owner's name.

- All flat artwork must be matted or framed.
- Artists are limited to two (2) 4'x4' panels or one half (1/2) of a 6'x30" table, unless and until additional space becomes available. Additional space will be determined by the Art Show Staff on Saturday.
- If you have any special needs (special lighting, etc.) please let us know when you register your artwork.

Fees:

- There is a \$0.50 hanging fee for each for sale piece of art.
- There is a \$1.00 hanging fee for each not for sale piece of art.
- Hanging fees must be paid at check-in.
- There will be a 10% commission charged on all sales in the Art Show.

Bidding:

- Pieces with one (1), two (2), or three (3) bids are considered to be sold to the highest bidder. Submitting a bid is a declaration of your intent to purchase the artwork, and if you are the highest bidder you will be expected to pay for your purchase.
- Pieces with four (4) or more bids will go to the voice auction.
- All bids must be in increments of whole US dollars. No fractional amounts will be accepted, and will be rounded up to the next whole dollar.
- Bids that have been scratched off, erased, or otherwise defaced may be automatically sent to the voice auction at the discretion of the Art Show Director.

Auction:

- The WindyCon Art Auction is under the direction of the Chief Auctioneer, Bob Passavoy. He or his representative will explain the auction rules preceding the auction itself.

Pickup:

- Artwork may be purchased with cash, traveler's checks, personal checks (with proper identification), or credit cards (with verification): inquire at the Art Show control desk as to which credit cards will be accepted. The Art Show does not accept payment in cubits, quatloos, credits, or gold-pressed latinum because the bank cannot change currency in such fiddling small amounts.
- Artists and buyers are encouraged to pick up their artwork during the auction.
- All purchased artwork must be picked up by noon on Sunday.
- Artists or agents must pick up their unsold artwork by 1:00 PM on Sunday. Any artwork left at that time will be charged a shipping and handling fee of \$20.00.
- We will make every attempt to have the artists' checks ready for pickup by noon on Sunday.

A Wee Glance At WindyCons Past

74 WindyCon I

Location-Blackstone Hotel
 GoH: Joe Haldeman
 Fan GoH: Lou Tabakow
 Chairs: Lynne & Mark Aronson

75 WindyCon II

Location-Ascot House
 GoH: Wilson Tucker
 Fan GoH: Joni Stopa
 Chairs: Lynne & Mark Aronson

76 WindyCon III

Location-Sheraton Chicago
 GoH: Algis Budrys
 Fan GoH: Beth Swanson
 Chairs: Lynne & Mark Aronson

77 WindyCon IV

Location-Arlington Park Hilton
 GoH: Bill Rotsler
 Fan GoH: Meade Frierson
 Chair: Larry Propp

78 WindyCon V

Location-Arlington Park Hilton
 GoH: Bob Shaw
 Fan GoH: George Scithers
 Chair: Doug Rice

79 WindyCon VI

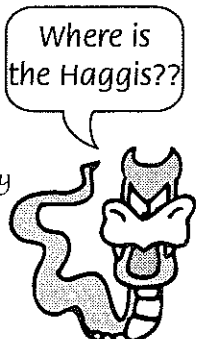
Location-Arlington Park Hilton
 GoH: William Tenn (Philip Klass)
 Fan GoH: Tony and Suford Lewis
 Chair: Larry Propp

80 WindyCon VII

Location-Hyatt Regency Chicago
 GoH: Robert Sheckley
 Fan GoH: Gardner Dozois
 Chair: Midge Reitan

81 WindyCon VIII

Location-Hyatt Regency Chicago
 GoH: Larry Niven
 Fan GoH: Mike Glycer
 Chairs: Ross Pavlac & Larry Propp



82 WindyCon IX

Location-(-Purple Hyatt-) Lincolnwood Hyatt
 GoH: Frederik Pohl
 & Jack Williamson
 Chair: Dick Spelman

83 WindyCon X

Location-Arlington Park Hilton
 GoH: George R.R. Martin
 Art GoH: Victoria Poyser
 Fan GoH: Ben Yalow
 Chair: Tom Veal

84 WindyCon XI

Location-Hyatt Regency Woodfield
 GoH: Alan Dean Foster
 Art GoH/Fan GoH: Joan Hanke-Woods
 Chair: Kathleen Meyer

85 WindyCon XII

Location-Hyatt Regency Woodfield
 GoH: C. J. Cherryh
 Art GoH/Fan GoH: Todd Cameron Hamilton
 Chair: Kathleen Meyer

86 WindyCon XIII

Location-Hyatt Regency Woodfield
 GoH: Harry Harrison
 Art GoH: Arlin Robins
 Chair: Debra A. Wright

87 WindyCon XIV

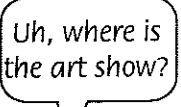
Location-Hyatt Regency Woodfield
 GoH: Vernor Vinge
 Fantasy GoH: Jane Yolen
 Chair: Debra A. Wright

88 WindyCon XV

Location-Hyatt Regency Woodfield
 GoH: Orson Scott Card
 Art GoH: Erin McKee
 Chair: Kathleen M. Meyer

89 WindyCon XVI

Location-Hyatt Regency Woodfield
 GoH: Barry B. Longyear
 Art GoH: David Lee Anderson
 Chair: Lenny Wenshe



90 WindyCon XVII

Location-Hyatt Regency Woodfield
 GoH: Barbara Hambly
 Art GoH: Robert Eggleton
 Chair: Lenny Wenshe

91 WindyCon XVIII

Location-Hyatt Regency Woodfield
 GoH: Mike Resnick
 Art GoH: P.D. Breeding Black
 Chair: Marie Bartlett-Sloan

92 WindyCon XIX

Location-Hyatt Regency Woodfield
 GoH: Robert Shea
 Art GoH: Todd Cameron Hamilton
 Chair: Marie Bartlett-Sloan

93 WindyCon XX

Location-Hyatt Regency Woodfield
 GoH: Joe Haldeman
 Artists GoH: Kelly Freas & Laura Brodman-Freas
 Chair: Dina S. Krause

94 WindyCon XXI

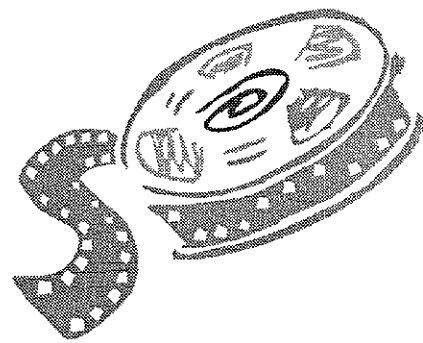
Location-Hyatt Regency Woodfield
 GoH: Sharyn McCrumb
 Artist GoH: Janny Wurts
 Chair: Dina S. Krause

95 WindyCon XXII

Location-Hyatt Regency Woodfield
 GoH: Poul Anderson
 Artist GoH: Heather Bruton
 Chair: Bill Roper

96 WindyCon XXIII

Location-Hyatt Regency Woodfield
 GoH: Lois McMaster Bujold
 Artist GoH: Randy Asplund-Faith
 Fan Guests: Tom and Tara Barber
 Chair: Bill Roper



The Reel Film Program

After another year worth of science-fiction and fantasy film, our programming decisions become harder and harder. This past year was especially good for these genres. However, since we're always trying for a diverse mix of old and new films, we are not able to show all the best of this year's releases. We do have what we feel to be the most fun, the most significant, and the most bizarre of this year's releases. This year the film committee was also given a fun, possibly significant and definitely bizarre theme for our film program: SCOTS IN SPACE. We have adapted the theme to include fantasy as well, but the theme should be clear in our title selections.

FRIDAY

3:00 p.m. Darby O'Gill and the Little People - Crotchety old Darby O'Gill thinks he has it made when he discovers the king of the leprechauns and tricks him into granting him a few wishes. Unfortunately, he also finds out that trying to outwit a leprechaun is harder than it looks. Meanwhile, his lovely daughter is falling in love

with handsome Michael McBride, played by Sean Connery, our patron saint this year at WindyCon.

4:30 p.m. Serial-The Undersea Kingdom - Warring factions living on the ocean floor build a disintegration machine to vanquish North America and gain control of the upper world. This is the first episode of our serial that will be shown throughout the weekend.

5:00 p.m. The Last Starfighter - If you've ever played a video game and wished, just a little bit, it could be real, you'll love this classic. Alex Rogan discovers that the video game he's been playing is actually an intergalactic recruiting device. He finds himself light years away from the small town where he was a small time hero, and in the cockpit of a starfighter, fighting to become a hero in a larger venue - outer space. Presented in wide-screen Cinemascope Y.

7:00 p.m. Hercules - You probably don't want to bring Bullfinch's mythology in with you, since you'll probably get very lost. Accuracy aside, Disney delivers a very fun film, with comedy and music to delight everyone. The fact that it bears some casual

resemblance to a popular Greek myth is probably accidental.

8:30 p.m. Wallace and Gromit: The Best of Aardman Animation - This is a compilation of animated shorts from the studio that makes those California Raisins look like Play-Doh. Aardman Animation is the premiere Claymation studio in the world, and this collection brings you, as the title implies, their best. Academy Award Y winning Creature Comforts (which always cracks me up), Wot's Pig, Pig and Pug, and A Close Shave, featuring the cheese obsessed Wallace and his loyal dog Gromit, are included in this collection.

10:00 p.m. Contact - This is probably the most significant science fiction film this year. Based on the Carl Sagan book, Jodie Foster is the astronomer whose life's work comes to fruition when she discovers alien communication and fights for the honor to answer them back.

12:30 am 5th Element - In this film directed by Luc Besson,

Bruce Willis is a cab driver in the future who finds himself in a battle to save life as we know it. He helps Milla Jovovich fight Evil; not just as a concept, but a real destructive force that comes around every five thousand years to destroy all life. Bummer.

2:30 am Serial

3:00 am The Absent Minded Professor - Before the Robin Williams remake comes out, we offer this midterm review: Fred MacMurray plays the genius professor who invents Flubber, a truly revolutionary substance, but has a hard time remembering his own wedding. Again we see the stereotype that smart people are forgetful. I read about that somewhere, but I can't remember where...

SATURDAY

10:00 am Cartoons and Serials

As usual, our Saturday afternoon programming is a triple feature highlighting our theme for the year. This year, we take you to Bonnie Scotland, with three films with a bit of a brogue.

12:00 p.m. The Ghost Goes West - Supernatural immigration is afoot in this classic film. A wealthy American buys a castle in Scotland, and moves it to the U.S., brick by brick. However, he

discovers he gets more than he bargained for: with the castle comes the ghost that haunted it.

1:30 p.m. Brigadoon - The magical village of Brigadoon appears only once every hundred years. Gene Kelly, Van Johnson, and Cyd Charisse star in this light musical fantasy, in which two modern travellers stumble on the village in one of its centennial appearances. Presented in wide-screen Cinemascope Y.

3:30 p.m. Serial

4:00 p.m. Local Hero - Yes, the fantasy elements in this film are more subtle than, say, Men in Black, but the film is so wonderful it doesn't really matter. Peter Riegert plays an American sent to a small village in the Scottish Highlands. He's originally sent by his star-gazing boss at an oil company to try to buy the village for a refinery, but his life ends up changing quite unexpectedly.

6:00 p.m. * Serial

8:00 p.m. Film room closed for Art Auction.

11:30 p.m. Men in Black - Will Smith, a veteran alien buster, and Tommy Lee Jones team up as very sharply dressed government agents charged with monitoring aliens on Earth and keeping them in line. The terrific comedy, great story, and wonderful special effects share the spotlight in this summer blockbuster. Oh, you

say you've seen it already? Well, just look into this light here -

1:30 am * Mystery Science Theatre 3000 - Tom Servo, Gypsy, Crow, and Mike Nelson have taken the practice of smart-aleck comments and raised it to an art form. These critics will be reviewing This Island Earth. Please note: comments should be made only by androids and those lost in space and forced to watch bad movies. Anyone else will have a gumball machine attached to their head.

2:45 am * Serial

3:00 am Outland - Sean Connery is the law in the town, except the town is a mining colony on Io, the Jupiter moon. Another tribute to our Scottish icon and truly SCOTS IN SPACE.

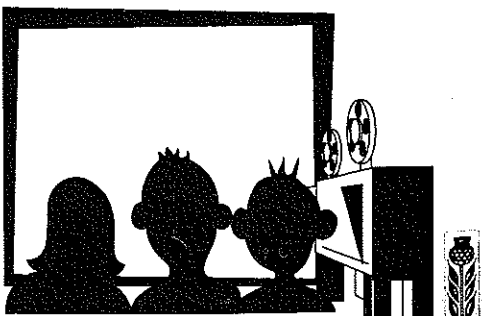
SUNDAY

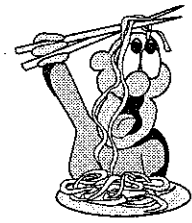
10:00 am Cartoons and Serials

11:30 am Hercules

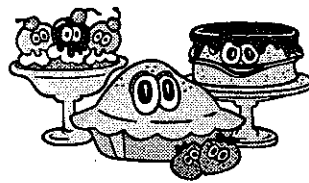
12:45 p.m. James and the Giant Peach - Tim Burton brings his magic to the classic children's tale. The visuals are stunning, both in the live action and animated sections. A terrific film for children and grown-ups alike.

2:15 p.m. Men in Black
4:00 p.m. Film room closes.





WindyCon Food Guide (1997 Edition)



By the Avenging Aardvark (aka Ross Pavlac), Maria Pavlac, and the Party Goddess (aka Debbie Wright)

If you are on foot, your food options are less limited than they used to be. You have Baguetti's (the Hyatt restaurant), the restaurants in Woodfield Shopping Mall (immediately to the south of the Hyatt), and a handful of restaurants to the west, between the Hyatt and Meacham Rd.

There is another option, though — two delivery services, **Take-out Taxi** (882-2525, 5-9:30 Fri, 5-10 Sat, 5-9 Sun) and **Elegant Express Delivery** (397-6555, 11-12 Fri, Sat; 12-10 Sun) will provide delivery from a number of local restaurants. Takeout Taxi charges \$4.99 delivery charge for the first restaurant delivered from, and \$3 for each additional restaurant, with a \$10 minimum per restaurant. Elegant Express charges \$1.75 delivery charge (with ZERO extra charge if ordering from more than one restaurant), also with a \$10 minimum per restaurant. With both, the

charge does not include the driver's tip. They both accept cash, Visa, MasterCard, Discover, and American Express. (Elegant Express also accepts Diners' Club.) In this food guide, restaurants serviced by these companies will be noted with "TAXI" and "EXPRESS" respectively. Also: both of these service many restaurants not listed in this food guide; call them for details. Menus for both of these services should be available at the WindyCon information desk.

If you are buying for a party, the best large grocery stores are Dominick's, on Higgins near Meacham, and Jewel, on Roselle just south of Golf. (See below.)

Restaurants that we particularly recommend for your consideration are marked with an * in front of the name. A very rough guide to cost is: \$ is under \$11/person, \$\$ is \$11-22/person, \$\$\$ is over \$22/person (not including cost of alcoholic beverages). All area codes are 847 and are a local call from the Hyatt Regency Woodfield.

In the immediate vicinity of the Hyatt and just to the west on Golf Rd.:

Joe's Crab Shack. 2000 E. Golf Rd. 11-11 Fri, Sat; 11-9 Sun. 517-1212. Seafood, with dancing waitstaff. Part of the Landry's chain. TAXI. \$\$

Olive Garden. 1925 E. Golf Rd. 11-11 Fri, Sat; 11-10 Sun. 240-1123. Yuppie Italian. OK food, but predictable. \$\$

***Baguetti's.** In the Hyatt Woodfield. 6:30am-12am Fri, 7-12 Sat, Sun. 605-1234, x6930.

The Hyatt Restaurant. Consistently has very high quality food for a hotel restaurant. Excellent Sunday brunch. \$-\$\$

Houlihan's. 1901 E. Golf Rd. 11-12 Fri, Sat; 11-10 Sun. 605-0002. Yuppie food. TAXI. \$\$

Borders Books, just west of the Hyatt on Golf Road. Has a good cappuccino/espresso bar. \$

Schlotsky's Deli. 1564 E. Golf Rd. 330-2867. Sandwiches, pizza. Good rendition of a New Orleans style muffuletta. \$

Ben & Jerry's. 1562 E. Golf Rd. 240-1818. Yuppie ice cream. \$

Starbuck's. 1560 E. Golf Rd. 619-0599. Yuppie coffee. \$

California Pizza Kitchen. 1550 E. Golf Rd. 413-9200. Yuppie

pizza with offbeat ingredients. Can be excellent. TAXI. \$-\$\$

Italianni's. 1695 E. Golf Rd. 11-11 Fri, Sat; 12-10 Sun. 517-8866. Italian with a somewhat non-traditional menu; excellent desserts. TAXI. \$\$

Hooters. Golf Road, just southwest of Italianni's. The management insists it's all about owls, but it's really an excuse for men of high hormones and low social skills to take a stroll down mammary lane. \$-\$\$

***Chevy's.** 1180 Plaza Dr. 413-9100. Mexican food with emphasis on fresh ingredients. Management loves giving tours of the kitchen. This is the best Mexican food we've found in the Northwest suburbs. \$\$

Pizzeria Uno. 1160 Plaza Dr. (Golf & Meacham Rds.) 11-1 Fri, Sat; 11-11 Sun. 413-0200. The originator of deep dish pizza. Good, but Edwardo's (listed below) is better. \$-\$\$

St. Louis Bread Co. 1140 Plaza Dr. 6am-10pm Fri, 6:30-10 Sat, 7:30-9 Sun. 969-9110. Soups, salads, sandwiches, wonderful breads and baked goods and gourmet coffees. \$

In Woodfield Mall (general info: 330-1537):

Note that with its recent expansion, Woodfield Mall has recaptured its title as the country's largest shopping mall as measured by retail space; Mall of America is still #1 if measured by overall square footage (Woodfield has no amusement park) or number of stores.

***A&W.** 8:30-9 Fri, 8:30-6 Sat, 10:30-6 Sun. 619-1617. Excellent root beer (free refills!), very good hamburgers, salad bar. \$

Au Bon Pain. 8:30-9 Fri, 9-6 Sat, Sun. 995-1019. Coffee, croissants, sandwiches. \$

Auntie Ann's. 995-8353. Sweet and savory pretzels, beverages. \$

Baskin-Robbins. 240-0088. Ice cream. \$

Boudin Bakery. 8:30-9 Fri, 8:30-6 Sat, 9:30-6:30 Sun. 330-1849. Sourdough bread, sandwiches, soups. \$

Burger King. Hamburgers, etc. \$

***Cinnabon.** 995-0715. The best cinnamon rolls in the known universe. \$

Cookie Factory Bakery. 619-0121. Cookies, muffins, rolls, bagels. \$

Door County Confectionery. 619-6460. Candy. \$

***Ethel M Chocolates.** 995-1940. High-end chocolates, truffles, liquor-filled cordials, etc. \$-\$\$\$

Fannie May. 619-0565. Chocolate, the survival food of fandom. \$-\$\$

Freshens Yogurt. 240-0711. Frozen yogurt. \$

Gloria Jean's Coffee Bean. 619-0690. Coffee, iced cappuccino. Not as good as Joni's. \$

***Godiva.** 619-1161. Chocolate to kill for. \$-\$\$\$

Hot Sams Pretzel Bakery. 995-8306. Pretzels and beverages. \$

John's Garage. 10:30-9:30 Fri, 11-6:30 Sat, Sun. 619-0046. American cuisine. Good food, extensive salad bar. Usually a wait to be seated. \$\$

***Joni's Cappuccino.** 240-5044. Cappuccino, gourmet coffee. \$

Manchu Wok. Oriental fast food. \$

Mandarin Express. Oriental fast food. \$

Marshall Field's Gourmet Cafe. (In the department store.) 706-6000. American cuisine. Stop by for some Frango mints! \$-\$\$

McDonald's.*burp*Pass the bicarb. \$

Mrs. Field's Cookies. 619-2050. Cookies. \$

Nordstrom - The Cafe and The Pub. (In the department store.) 605-2121. American cuisine in The Cafe, English pub food in The Pub. \$-\$\$

***Rainforest Cafe.** 10-11 Fri, Sat; 10-9 Sun. 619-1900. This has to be seen to be believed — a simulated rainforest in a shopping mall! Extensive gift shop, too. There are only a handful of these in the U.S. Beware: long waits. \$-\$\$

Ruby Tuesday. 11-11 Fri, Sat; 11-9 Sun. 330-1433. Yuppie sandwiches, pseudo-cajun, etc. Overpriced. \$\$

***Sbarro.** 10-9 Fri, 10-6 Sat, 11-6 Sun. 240-9756. Excellent New York style pizza slices, lasagna and so on. \$

Surf City Squeeze. 240-1496. Power smoothies, juices, etc. \$

***Vie de France.** 9-9 Fri, 9-6 Sat, 10-6 Sun. 619-6623. Croissants, sandwiches. Excellent food



but a relatively small restaurant, so there may be a wait. They also have a small sidewalk cafe in the mall. \$

Villa Co. Cucina Italiana. 517-9112. Italian. \$-\$\$

Vinny's Family Style Italian. 413-0990. Italian. \$-\$\$

Near Higgins and Meacham Rds. (go west on Golf to Meacham, south on Meacham to Higgins, 1.5 miles from the Hyatt):

Dominick's. 1293 E. Higgins Rd. Open 24 hours. 534-2500. Large grocery store.

***Bertucci's.** 1261 E. Higgins Rd. 11-11 Fri,Sat; 12-10 Sun. 330-8900. Italian, with emphasis on pizza, pasta. Their pizza is more of a Naples style, definitely not Chicago style, but is excellent nevertheless. The pizza is cooked in wood-fired ovens, and there is an emphasis on fresh ingredients. The fresh-baked rolls are wonderful. Highly recommended. \$-\$\$

Benihana. 1200 E. Higgins Rd. 5-11 Fri,Sat; 12-9:30 Sun. 995-8201. Japanese steakhouse, where the food is chopped and griddle-fried in front of you. Best for groups of 4-8. \$\$.

Golf Rd., from Meacham Rd. west to Roselle Rd. (approx. 3 miles): (turn RIGHT when leaving the Hyatt)

House of Hunan. 1233 E. Golf Rd. 11:30-10:30 Fri, 12-10:30 Sat, 11:30-9:30 Sun. 605-1166. Hunan-style Chinese. OK, but a bit overrated. TAXI. \$\$

Bob Evans. 935 E. Golf Rd. 6am-10pm, 7 days. 605-8085. Home-style food, well prepared. \$-\$\$

Diamondback Charhouse. 795 E. Golf Rd. 11-2am Fri, 9-2am Sat, 9-11am Sun. 843-1956. Yuppie food, particularly steaks, seafood. \$\$

***Portillo's.** 611 E. Golf Rd. 10:30-11 Fri,Sat; 11-9 Sun. 884-9020. Includes Barnelli's Pasta Bowl. Excellent hot dogs. 50's atmosphere. Better beer selection than the other nearby Portillo's and it's served in frosty fishbowl schooners! \$

Cousins Subs. 600 E. Golf Rd. 10:30-9 Fri,Sat; 11-7 Sun. 882-0005. Submarine sandwiches. TAXI. \$

***Fuddrucker's.** 436 E. Golf Rd. 11-11 Fri,Sat; 11-10 Sun. 519-9390. Excellent hamburgers with a superior toppings bar. Fairly good beer selection. \$

Carlos Murphy's. 406 E. Golf Rd. 11:30-12 Fri,Sat; 11:30-10 Sun. 884-6662. Yuppie Mexican

food. Can be noisy; live bands. If you come in a group, there is an all-you-can-eat fiesta meal (served sit-down) that is an excellent deal. \$-\$\$

***Outback Steak House.** 216 E. Golf Rd. 4-11:30 Fri,Sat; 3-10:30 Sun. 843-8884. Excellent steakhouse; best steak in northwest suburbs. Warning: waits can be 1 1/2 hours during prime dinner hours. \$\$

Yu's Mandarin. 200 E. Golf Rd. 4:30-11 Fri,Sat; 12-9:30 Sun. 882-5340. Mandarin and Szechwan cuisines. \$-\$\$

Near Golf and Roselle Rds., on Roselle Rd. north of Golf, or on Golf Rd. west of Roselle (3+ miles from the Hyatt): (turn RIGHT when leaving the Hyatt)

***Genghis Khan Mongolian Barbecue.** is moving to a new location, re-opening in December.



Boston Market. Golf & Roselle Rds., northwest corner. 519-9500. Chicken and all the fixins. \$

Church's Chicken. 1249 N. Roselle Rd. 885-2595. More chicken and fixins. \$

***Richard Walker's.** 1300 N. Roselle Rd. 7am-10pm Fri,Sat; 7-9 Sun. 882-1100. Pancakes to die for, particularly their giant apple pancake. The best place in the area to go for breakfast. Beware: long waits. \$

Schaumburg Oriental Food. 1318 N. Roselle Rd. 10-9 Fri,Sat; 10-7 Sun. 843-7877. Chinese and other Oriental groceries. Interesting selection.

***Jan's Bagel's.** 1400 N. Roselle Rd. 6:30-5 Fri, 7-2 Sat, 8-1 Sun. Bagels, bagel sandwiches, soups. Best bagels in the Northwest suburbs. \$

Medieval Times. N. Roselle Rd. and I-90 exit. 843-3900. Dinner theatre with a medieval theme. The food is so-so, and the show is mock combat. Recommended only if you like horsemanship (there is some excellent horseback riding). \$\$\$

Ho Luck. 2 W. Golf Rd. 12-10:30 Fri,Sat; 3-9:30 Sun. 882-4260. Oriental food. \$\$

Black Pearl. 28 W. Golf Rd. 11:30-2 Fri,Sat; 11:30-10 Sun. 843-1555. Oriental food. \$\$

Barnaby's. 134 W. Golf Rd. 11-12 Fri,Sat; 12-10 Sun. 882-3220. Sandwiches, pizza, etc. \$-\$\$

***Edwardo's.** 216 W. Golf Rd. 11-10 Fri,Sat; 12-9 Sun. 882-7200. If you've never had Chicago-style stuffed pizza, then you haven't visited Chicago. This is one of the two best. \$-\$\$

Smiling Buddha. 1220 Valley Lake Dr. (off of Golf Rd.) 843-0095. Oriental food. \$\$

Cesare's Italian. Golf & Higgins Rds. 882-7730. Italian food. \$\$

Also in the area:

Arby's, Baskin-Robbins, Dunkin Donuts, Subway, Taco Bell, McDonald's, Wendy's.

On Roselle Rd. south of Golf Rd. (3+ miles from the Hyatt): (turn RIGHT when leaving the Hyatt)

Denny's. 1175 N. Roselle Rd. Open 24 hours. 885-1969. 'Nuff said. \$

Jewel. 1151 N. Roselle Rd. 891-8388. Large grocery store.

Azuma Restaurant. 1063 N. Roselle Rd. 5-10 Fri, 12-10 Sat,Sun. 882-3993. Japanese and Korean food. Sushi. \$\$

Jockey. 1017 N. Roselle Rd. 11:30-10:30 Fri,Sat; 11-9:30 Sun. 885-0888. Chinese (chef is from Hong Kong Jockey Club, hence the name). Excellent food. Dim sum brunch. \$-\$\$

Spring Garden Restaurant. 1000 N. Roselle Rd. 882-4912. Coffee shop. \$

Also in the area:

Burger King, Hot Dog Express, Kentucky Fried Chicken, Little Caesar's, Zippy's Cheezy Beef.

Restaurants in the vicinity of Golf and Algonquin Rds. (approx. 2 miles east of the Hyatt): (turn LEFT when leaving the Hyatt)

Portillo's. 1900 W. Golf Rd. 10:30-11 Fri,Sat; 11-9 Sun. 228-0777. Excellent hot dogs; the other Portillo's in this listing has a larger menu. \$

Rupert's. 1701 E. Golf Rd. (In the office building on the south side). 952-8555. Steaks, ribs, etc. Overrated. \$\$

Chili's. 1480 E. Golf Rd. 11-11 Fri,Sat; 11:30-10 Sun. 228-0072. Yuppie Mexican. Not bad, but not authentic. \$-\$\$

Wendy's. Next to Chili's (see above). Burgers, etc. \$

***Old Country Buffet.** 1400 E. Golf Rd. (in Waccamaw Pottery mall) 8-9 Fri, Sat; 11-8 Sun. 981-8996. Buffet with a good selection of foods in mass quantities. Lines form during peak dining times, so go a little early, if possible. \$

Arby's. 1331 E. Golf Rd. 228-0790. Pseudo roast beef. \$

Grand Slam Bagels. 1327 E. Golf Rd. 437-4040. Bagels, etc. \$

Gino's East. 1321 E. Golf Rd. 11:30-12 Fri,Sat; 12-10 Sun. 364-6644. Many consider this the best pizza in Chicago, but I'm at a loss to figure out why. It's very, very good, but the best? Nahhh. \$-\$\$

***Pappadeux Seafood Kitchen.** 798 W. Algonquin Rd. (Golf & Algonquin Rds.) Fri 11-2:30, 5-10, Sat 4:30-11, Sun 4-9. 228-9551. Wildly popular new place with GREAT seafood. Most of the preparations are Southern (Cajun/Creole) in nature, and it's some of the best food of this type that you'll find in the Chicago area. Go! Enjoy! \$\$

Siegelman's Deli Restaurant. 912 W. Algonquin Rd. (north of Golf). 577-8949. Deli food. \$-\$\$

Moy Fong's. 932 W. Algonquin Rd. (north of Golf). Oriental food. EXPRESS. \$\$

Jin Mee Oriental Food. 940 W. Algonquin Rd. (north of Golf). 10-9 Fri,Sat; 11-7 Sun. Another Oriental grocery store.

Prime Table Restaurant. 1401 Algonquin Rd. 806-0100. American cuisine. The daily specials are usually an excellent deal; the other menu offerings are OK. \$\$

Little Villa Italian Cafe. 1575 Algonquin Rd. (north of Golf). 364-0230. Nice variety of well-prepared Italian dishes. \$-\$\$

Oberweis Dairy. 1735 Algonquin Rd. (north of Golf). 10-11 Fri,Sat; 10-9 Sun. 290-9222. Premium ice cream, cookies, pastries, refrigerated ready-to-bake homemade cookie dough, and every kind of dairy product imaginable. Better than Ben & Jerry's, but the flavor selection is not as exotic. \$

*Baker's Square. 1755 Algonquin Rd. (north of Golf). 392-7450. Good entrees at reasonable prices. Excellent pie. \$-\$\$

*Zippy's Cheezy Beef. 1720 W. Algonquin Rd. 10-10, 7 days. 342-9797. Burgers, hot dogs, gyros, etc. Very popular. \$

Schlotzsky's Deli. 1921 Algonquin Rd. 788-0788. Sandwiches, pizza. Good rendition of a New Orleans style muffaletta. \$

Don Giovanni's. 1744 N. Algonquin Rd. (in Plaza del Grato). Italian food. EXPRESS. \$\$

#1 Chop Suey. 2280 W. Algonquin Rd. 259-9100. Like it says in the name. \$

Rockhouse Grill. 2212 W. Algonquin Rd. Rolling Meadow's own version of the Hardrock Cafe. Less pretentious, cheaper, and more fun! \$-\$\$

El Valle. 2216 W. Algonquin Rd. 253-1550. Mexican for the low-budget diner. \$

*Ritz's Cafe. 2765 Algonquin Rd. 6am-1am Fri,Sat; 6-12 Sun. Upscale coffee shop. Eye-catching bakery case as you enter. EXPRESS. \$-\$\$

*Russell's Barbecue. 2885 Algonquin Rd. 10:30-11 Fri,Sat; 10:30-10 Sun. 259-5710. Best ribs in the Schaumburg area, but not top quality by Chicago standards. \$-\$\$

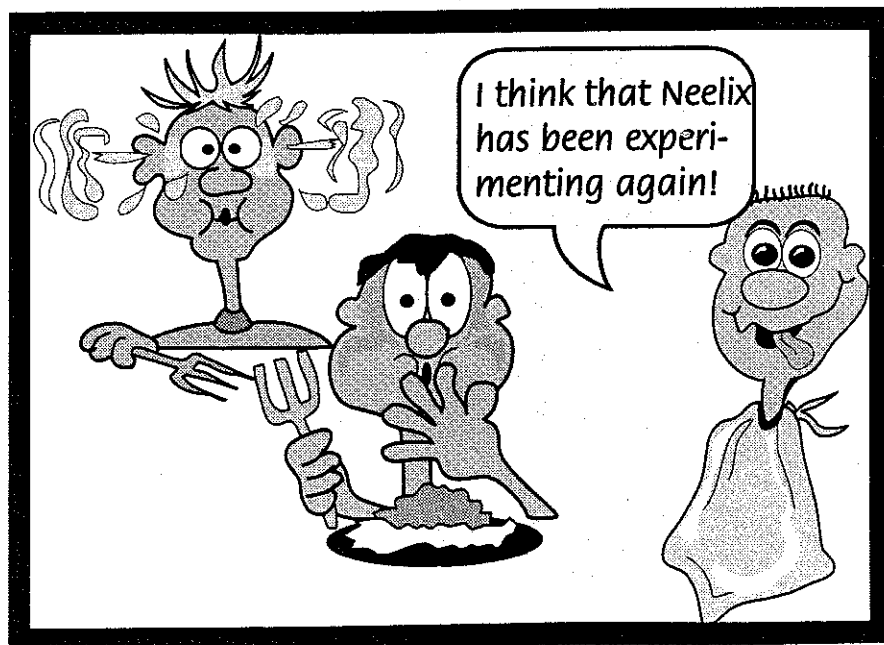
Also in the vicinity:

Brown's Chicken, Burger King, Denny's, Einstein Bros. Bagels, Hickory Roasters Chicken, Kentucky Fried Chicken, McDonald's, Pepe's, Taco Bell. (All are either on Algonquin Rd., north of Golf Rd., or on New Wilke Rd., near its intersection with Algonquin.)

In/near One Schaumburg Place (a mall just south and east of Woodfield Mall):

*Applebee's Neighborhood Grill. 11-12 Fri,Sat; 10-10 Sun. 240-1323. Pasta, riblets, salads. Can be a 1/2 hour (or longer) wait at dinner hour. TAXI. \$\$

Maggiano's, 240-5600, and The Corner Bakery, 240-1111. 1901 E. Woodfield Rd. The Schaumburg outpost of these trendy local chains. Maggiano's serves all the usual pasta and veal dishes in a series of dining rooms that have a certain retro flair. Prices are higher than you'd expect but portions are HUGE. Dine early or late to avoid a long wait for a table. Best for a large lunch group. The Corner Bakery, tucked into a corner of Maggiano's, is a self-service type establishment, where you load your tray with sandwiches, salads and yummy pastries, to carry out or consume at one of the little cafe tables. \$-\$\$



There was (is?) a food court in the mall, however, a long period of poor management, foreclosure by the mortgage holder and the subsequent sale of the mall has left the mall just about empty. There is a movie multiplex in the center court and a few of the food court vendors may still be in operation.

In the Woodfield Dr./Higgins Rd. area (south of Woodfield Mall):

Garfield's Cafe. 1700 E. Woodfield Dr. 11-11 Fri,Sat; 10-9 Sun. 517-1700. Like a Houlihan's or Bennigan's. Sunday brunch.

Also in the area: Bennigan's, Denny's, Red Lobster, Taco Bell, Wendy's.

You might also want to consider:

*Yaohan. 100 E. Algonquin Rd. (at Arlington Hts. Rd.; take Golf east to Algonquin, then right/south-east on Algonquin; about 4 miles from the Hyatt) 11-7:30, 7 days. 956-6699. This is a small Japanese indoor shopping mall, which includes a grocery store loaded with strange Japanese foods, a bookstore with some Japanese anime books, a toy store with LOTS of science fiction toys, and most interesting of all ... a food court showcasing about a half dozen different Japanese cooking styles/foods. Can be a lot of fun, but is only for the adventurous. \$



Massage - Shelagh Nikkel
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Clan McSellers (Dealer's Room)

The Clan McSellers (Dealer's Room) is located in the Mayoral Ballroom in the lower level of the hotel (around the corner from Registration). There you will find about forty eager sellers willing and able to trade you treasures for your money. Remember that the Holiday season is just down the road (and creeping rapidly up on us), and that it is NEVER too early to begin shopping for fannish family, fannish friends, and (even) fannish *you!*

Dealer Room Hours
Friday 3pm - 7pm
Saturday 10am - 6pm
Sunday 11am - 3pm

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

A listing of Dealer's and their table assignments as of 10/21/97 is shown in the middle of this book. This list is current as of this date and is subject to change due to cancellations, special requests, and random Brownian motion.

The Convention Doesn't Have to End!

Join
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For more information contact:

N3F
David Heath Jr.
Secretary
910 South Magnolia Ave
El Cajon CA 92020-6271

or e-mail:
svanschuyver@akc.cc.ok.us

General Masquerade Information

Anyone wishing to register for any of the WindyCon masquerades (children, adult or \$1.25) should come to the Clan McMadrass table in the hallway outside of the programming rooms on Saturday from 11:00a.m. until 3:00p.m. You can pick up the entry forms and rules for all of the competitions at the table.

Adult and children's masquerade

contestants must attend the 3:00p.m. masquerade orientation meeting which will be held in Rolling Meadows.

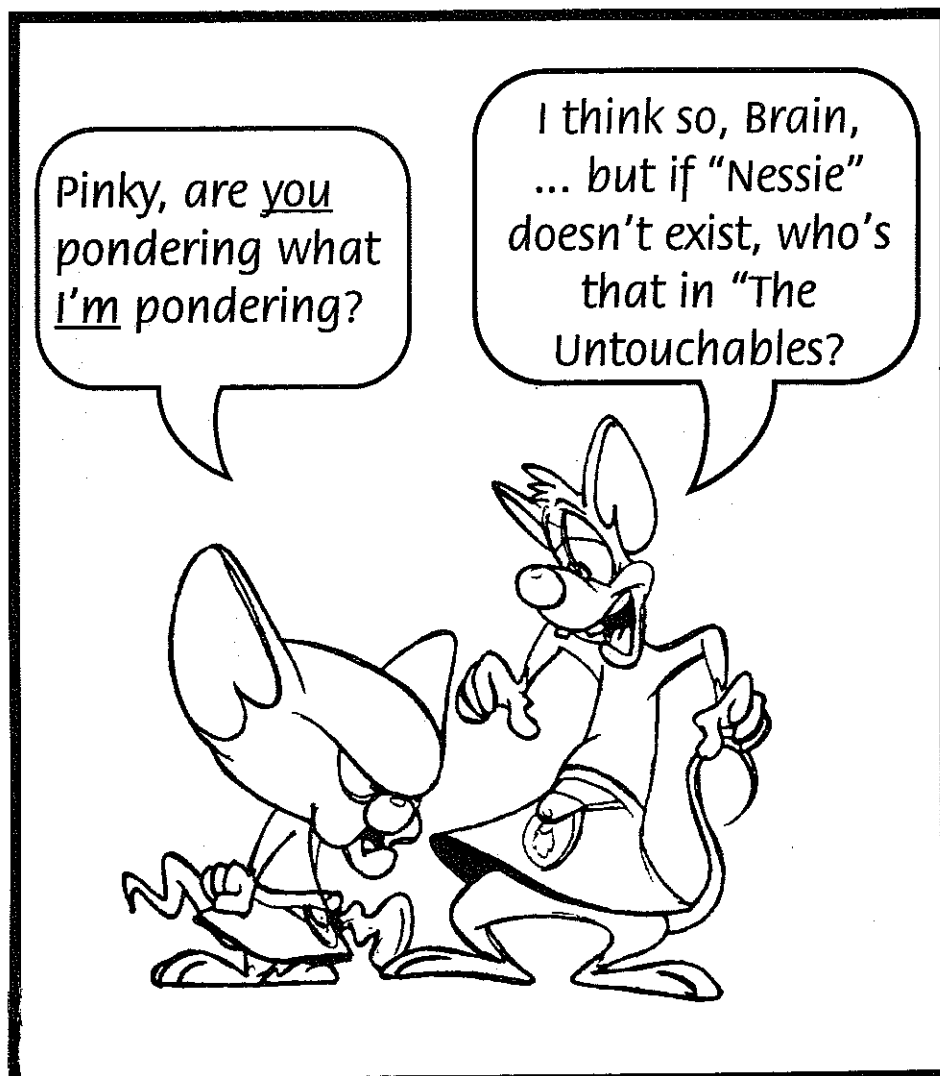
We are encouraging pre-registration for the masquerade; if you have not turned in your forms before or at the 3:00p.m. meeting, we may not be able to accommodate you in the line-up.

Opening Ceremonies

Join us at 8:00p.m. in Regency Ballroom ABC to meet this year's honored guests and your WindyCon committee. And ISFiC will present the winner of their annual writers competition.

After Opening Ceremonies, stay for the 9:30 performance from Moebius Theater.

Now A Word from McOps



Welcome to WindyCon XXIV! We, here in McOps, hope you have a great time this weekend.

WindyCon runs on volunteers. Everyone you see from sitting at doors checking badges, helping you to register, to running the films, and even in areas behind the scenes are all volunteers. If you'd like to try one of these positions and have a few hours to spare (amid all the rest of the great things the Committee has planned for the weekend) come in to McOps to volunteer.

We promise you a great time, great company, a great chance to see how a Con runs from the inside and maybe (if you qualify) reimbursement on your registration. McOps will be open from late afternoon Thursday to very late Sunday, 24 hours. We even credit you with double time for all day Thursday and Sunday afternoon. There is limited crash space available, so check with McOps on Friday when you register for Gofers. Here is to a great Con and we hope you enjoy it.

- Bill McKrucek, Chieftain of the Clan McOps, Madrene McBradford, and Katie McDavis, Gofer Diva

Until there are science fiction conventions on the moon

The Hyatt Regency Woodfield

Welcomes back

WindyCon XXIV



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This collector's volume of fannish lore was made possible by the United Highland Clans of Illinois, otherwise known as ISFIC.

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