

WARNING:
Cowboys
may be
taken
during the
convention.



Renovation

The 69th World Science Fiction Convention
Reno, Nevada, USA ★ August 17-21, 2011



Ellen Asher • Charles N. Brown*
Tim Powers • Boris Vallejo
Bill Willingham • Tricky Pixie
(* in memoriam)

Find out more at **renovationsf.org**.

Reno Convention Fandom, Inc. (RCFI) is an Oregon-based non-profit corporation. Logo by Brad Foster. "World Science Fiction Convention" is a service marks of the World Science Fiction Society, an unincorporated literary society.

Welcome to WindyCon 37

In 1975, Pink Floyd released *Dark Side of the Moon*, an album that spent 39 weeks on the charts, peaked at number one, and generated 900,000 advance orders for their next album. When the band started work on *Wish You Were Here*, they knew that they had created a very tough act to follow.

WindyCon 36 was such a success I was honestly terrified that we could not push the envelope any further. I am very happy to say that my fears were unfounded.

This year, as steampunk goggles give way to gossamer wings, I could not be happier with what this weekend has to offer. We've expanded the success of last year's costuming track and Masquerade, adding a Costuming Guest of Honor to our ranks. Our Filk Programming has grown and diversified with our Filk Guests of Honor leading the charge. Our Literary programming has never been stronger and our Special Events seem destined to dazzle. Our film and anime offerings explore many facets of the Fae. Our Art Show and Dealers' Room showcase wonders that you can claim for your very own.

The Program Guide you hold in your hands is just that—a guide through the many offerings of the weekend. Take a few minutes to familiarize yourselves with our Guests of Honor. Go through the schedules and descriptions and carefully choose where to go and what to do. Enjoy the winning entry of the annual ISFiC Writers Contest. Then put the book down, take a breath, and go through it again to ensure you didn't miss that one thing that would really make your weekend.

Or you could stop reading now, drop this into your backpack, and play the whole weekend by ear. Whatever works for you.

This is my second year as Chair of WindyCon, and it has been an honor I will always remember. I have no words to express my thanks to everyone—committee, staff and volunteers—who have worked so hard all year to make this happen. I could not have wished for better people to work with or hoped for a better convention. Everything you experience this weekend is their doing, and if you find something truly magical in the weekend, please take a moment and say so. Your enjoyment is why we keep doing this.

Enjoy the weekend.

Joseph "Uncle Vlad" Stockman
Chair, WindyCon 37

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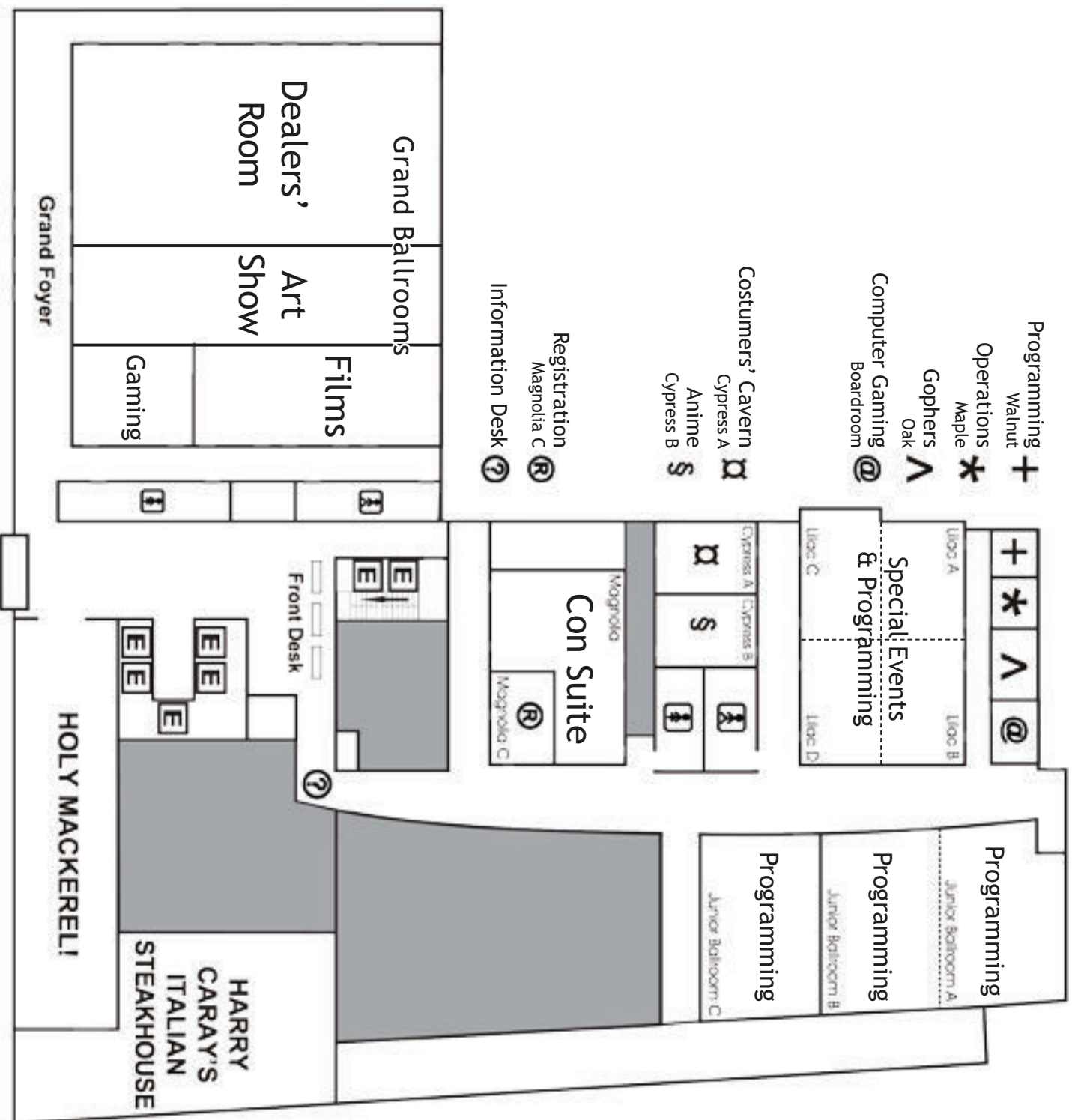
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Hotel Map



Hours

Art Show

Grand Ballroom F

Friday

1:00 pm – 4:00 pm: Artist setup only
4:00 pm – 9:00 pm: Open to WindyCon attendees
9:00 pm – 10:00 pm: Wine and Cheese Reception.
9:00 pm – 10:00 pm: Meet the Artists

Saturday

10:00 am – 6:30 pm: Open to WindyCon attendees
12:00 Noon: Quick Sale opens
8:00 pm – 10:00 pm: Art Auction
10:00 pm-ish: We will attempt to start art pickup

Sunday

10:00 am – 2:00 pm: Print Shop open
10:00 am – 2:00 pm: Art pickup and artist checkout only

Con Suite

Magnolia A

Friday: 10:00 am – Saturday 2:00 am
Saturday: 8:00 am – Sunday 2:00 am
Sunday: 8:00 am – Sunday 3:30 pm

Beer & Cider Service:

Friday: 3:00 pm - Saturday 1:30 am
Saturday: 3:00 pm - Sunday 1:30 am
Sunday: Noon - Sunday 4:00 pm

Dealers' Room

Grand Ballroom A-F

Friday 3:00 pm – 7:00 pm
Saturday 10:00 am – 6:00 pm
Sunday 11:00 am – 3:00 pm

Costumers' Cavern

Cypress A

Friday: 2:00 pm - 7:00 pm
Friday: 7:00 pm - 8:30 pm, break for Opening Ceremonies
Friday: 8:30 pm - 10:00 pm
Saturday: 10:00 am - 5:00 pm
May also be open after the Masquerade
Sunday: 10:00 am - 2:00 pm

Gaming

Grand Ballroom J

Friday: 4:00 pm to Midnight or later
Saturday: 9:00 am to Midnight or later
Sunday: 9:00 am to close of con

Computer Gaming

Boardroom

Friday

8:00 pm - Saturday 2:00 am: All Ages

Saturday

11:00 am - 1:00 pm: Kids' Games only
1:00 pm - Sunday 2:00 am: All Ages

Sunday

11:00 am - 1:00 pm: Kids' Games only
1:00 pm - 3:00 pm: All Ages

Kids' Programming

Friday

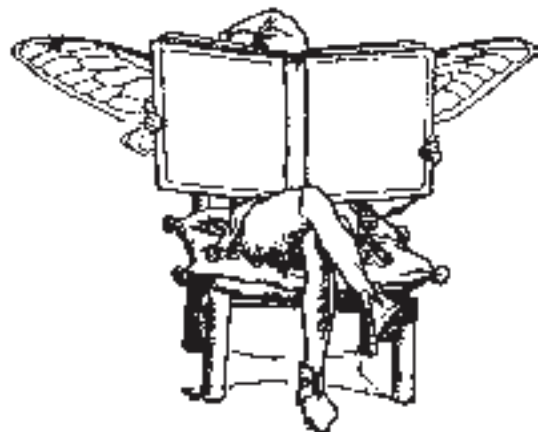
6:00 pm - 8:30 pm

Saturday

10:00 - Noon
Noon - 1:00 pm: Closed for lunch
1:00 pm - 4:00 pm
4:00 pm - 5:00 pm: Closed for supper
5:00 pm - 7:00 pm

Sunday

10:00 am - Noon
Noon - 1:00 pm Closed for lunch
1:00 pm - 3:00 pm



Rules

We at WindyCon take the rules of propriety very seriously. While it is understood that there is a certain level of non-conformity inherent in our attendees, we expect each guest to govern themselves and follow the rules.

This is our third year in this venue, and we could not be more pleased. We ask that you continue to respect the facility and its employees. We hope to have a long and happy stay here at the Westin.

If you have any questions or problems, stop by Operations. They are the communication center of the convention and can either answer your question or direct you to someone who can.

You must have your badge with you at all times in order to enter or stay in any convention function. You must present your badge to any member of the staff, including our door guards, who request it. A lost badge may be replaced at Registration for the cost of an at-the-door badge.

We understand that many of you will wish to carry your arms and armaments. Sadly, both the hotel and the local constabulary have asked that we impose what we hope are some reasonable limitations. First and foremost: use common sense. Do not raise a weapon in anger. Do not use a weapon of any type against the people or property around you. Real or realistic firearms are expressly forbidden under all circumstances. Likewise, all projectile-throwing machines are to be kept out of the convention areas. All edged weapons, sharpened or not, must remain sheathed and secured while worn or carried. Energy weapons are restricted to only visible-light lasers (400–700 nm) of up to 1 mW continuous wave. WindyCon reserves the right to prohibit any weapon, real or not, at its sole discretion.

In Memoriam: Midge Reitan

On January 14, 2010 Midge Reitan passed away. Midge was one of the original WindyCon staff and Co-Chair of Windycon 7. She was often seen at Worldcons, MidwestCons, Wilcons, and other midwest conventions. She was also a member of the League of Lecherous Ladies fan group. We will all miss her.

Our venue has a restriction allowing only dogs on the property; no cats, rats, elephants, snakes, ferrets, unicorns, etc. are allowed. If you have a dog accompanying you, you must take it from your room for its walk and then back to your room. The only exception are dogs who are also service animals, meaning they have been trained in obedience and task skills to meet the needs of a disabled person. If you bring your canine service animal into convention space, please make certain it is properly harnessed and identified according to the relevant statutes.

Smoking is prohibited by local law and ordinance within the convention facilities. There are designated areas with the appropriate refuse bins for those who wish to indulge outside. Please respect those not wishing to indulge with you and keep the specified distance away from the doors.

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



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<http://bylightunseenmedia.com>

Parties

Has the “real” world got you down? Work and school just draining you? The world around you so... average? Well then...

Welcome to The Land of Fae, where the parties are truly Magikal!

As always, we will be giving your favorite parties awards in the following categories:

- Best Overall Party
- Best Fae Decor
- OOOO Shiney! Decor
- Best Drink (Please specify party name, not drink name)

Ballot collection boxes for your votes will be located on each party floor. Make sure to include your badge number on your ballot. Any ballots without badge numbers will not be counted. There is only one vote per person, so make sure to vote.

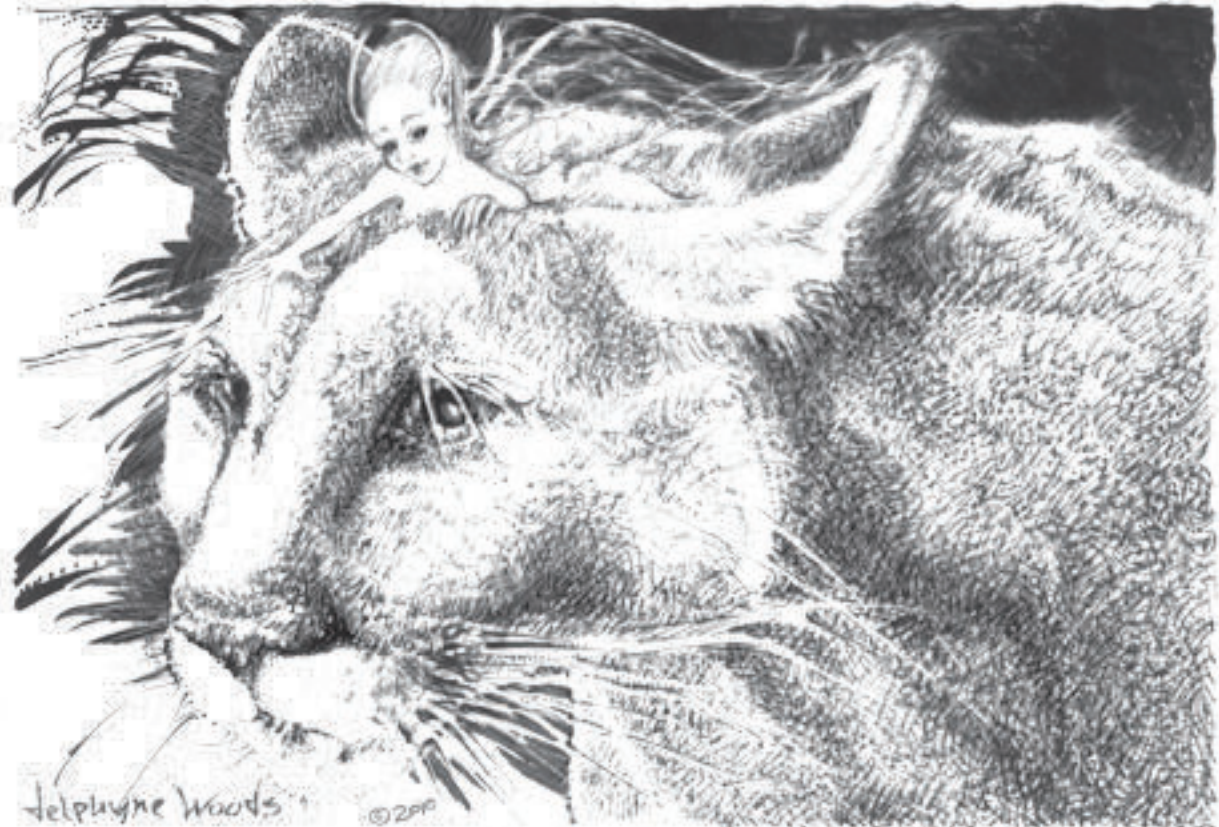
This year's parties include, but are not limited to,

- Barfleet
- Capricon 31: Escape!
- Real GeniusChicago SF
- IKV Emperor's Hand
- Bourbon Tasting / Midwestcon
- General Technics
- Black Forest Fae
- Take Off Your Wings
- Flippy's Birthday Party

Party Rules

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

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



Assassin

and Other Stories

Assassin and Other stories includes an original novel and teleplay by Windycon 37 Literary Guest of Honor, Steven Barnes.

It also includes four reprinted short stories by Barnes, and co-authors Tananarive Due & Larry Niven.

~ Cover by Duncan Long

Pick one up this weekend at the ISFiC Press table in the Dealer's Room!

www.ISFiCPress.com
ISBN 978-0-9759156-8-4
\$30.00

Steven Barnes



www.ISFiCPress.com

Welcome to ISFiC

Congratulations! When you purchased your WindyCon membership, you actually joined Illinois Science Fiction in Chicago (ISFiC), the organization that runs WindyCon and is involved with other activities throughout the year.

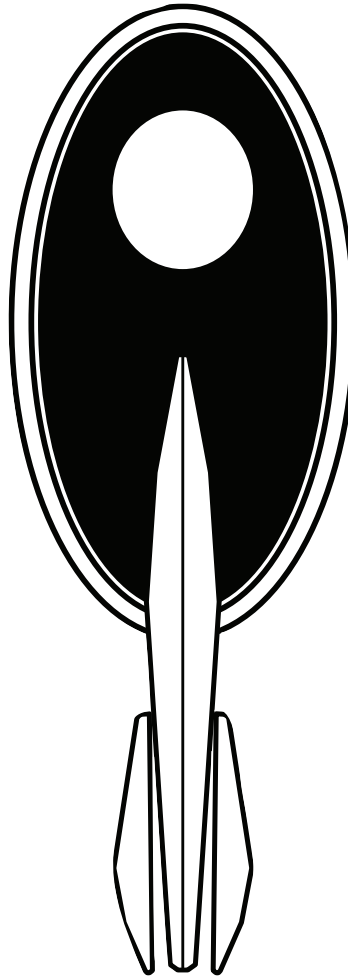
ISFiC was founded in the early 1970s by a group of science fiction fans who wanted convention experience so they could run a Worldcon. Conceived as a general science fiction convention, the first Windycon was held October 25-27, 1973 at the Blackstone Hotel in Chicago. Joe Haldeman and Lou Tabakow were the guests of honor and Bob Tucker served as toastmaster.

The original ISFiC Board of Directors consisted of Larry Propp, Mark and Lynn Aronson, Ann Cass, Jon and Joni Stopa, and Mike and Carol Resnick. The Aronsons chaired the first three annual Windycons before passing the reins on to Larry Propp, who would go on to co-chair Chicon IV in 1982. Many more ISFiC members have helped run Worldcons over the years, although ISFiC itself has never actually run a Worldcon.

What does ISFiC do besides WindyCon?

Once WindyCon was established, ISFiC considered ways it could enhance the convention. As a 501(c)3 corporation, ISFiC's goals include use of excess funds for the benefit of fandom. ISFiC has put money back into WindyCon by providing grants to bring in additional special guests. This helped offset travel costs for SF authors and editors on the East and West Coasts. Many authors and editors who originally attended WindyCon as special guests have continued attending on their own.

ISFiC also provides grants and non-monetary resources to other Illinois fandom groups to encourage outreach, a key goal under the ISFiC charter. Organizations that have benefitted include: Chambanacan, Capricon, DucKon, and the Speculative Literature Foundation. In some cases, the WindyCon art show panels are rented for a nominal fee.



ISFiC is always interested in hearing from groups running Illinois conventions in need of assistance with specific projects.

Meanwhile, many of the people who were running WindyCon realized their duties kept them too busy to really socialize during the convention. At that time there was no summer convention in the Chicago area; so in 1986 ISFiC created Picnicon. ISFiC provides the hamburgers, hotdogs, and grills for this relaxacon picnic, and asks the attendees for donations and to bring a side dish or desert. Think of Picnicon as a massive outdoor con suite.

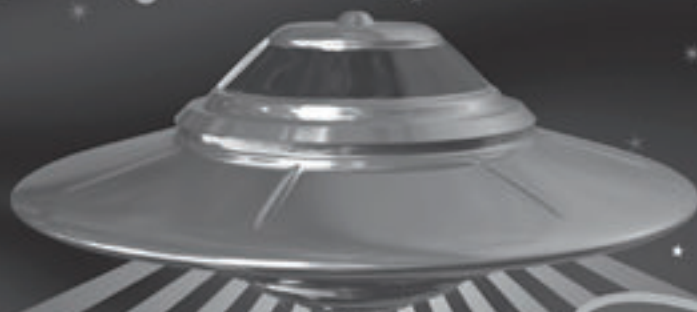
1986 was a busy year for ISFiC, also marked by their first amateur writers contest. The contest is held in conjunction with WindyCon, and is open to all members of ISFiC/WindyCon, and any residents of Illinois or a bordering state (plus Ohio, Minnesota, and Michigan). The first contest was won by Richard Chwedyk, who would go on to win a Nebula Award. The winner receives con membership, a cash prize, and publication of their story in the WindyCon Program Book.

In 2005, ISFiC created ISFiC Press. This arm of ISFiC publishes a hardcover book annually. Released at WindyCon, the book is often by the author guest of honor with a cover by the artist guest of honor. The first ISFiC Press book, *Relativity*, by Robert J. Sawyer, received an Aurora Award, the Canadian National Award presented by fans. ISFiC Press has also published science fiction novels by other authors and the Hugo Award-nominated *Worldcon Guest of Honor Speeches*.

The ISFiC board of directors has nine members, with three up for election to a three-year term each year. Any Illinois fan who is a member of ISFiC is eligible for election; come to the Saturday afternoon ISFiC board meeting at WindyCon and let us know you're interested. Meetings of the ISFiC board are normally held at WindyCon and Capricon, and are open to the public.



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Literary Guest of Honor: Steven Barnes

In 1997, a writer friend of mine told me I must meet Steven Barnes.

At the time, I was a newly-published author still learning my way around the world of speculative fiction—and my friend told me legends of Steven Barnes. Note the plural: Successful television writer who had written teleplays for *The Outer Limits*. Novelist, and co-author with Larry Niven and Jerry Pournelle. Bodybuilder. Multiple black belt.

At this point, I became wary. Why would he ever want to meet me—a mere mortal?

And then I saw an episode of *The Outer Limits* starring Amanda Plummer: about a scientist who invents a time machine so she can go back in time to kill serial killers before they can strike. I missed the opening credits, but I thought it was brilliantly written. I said to my friend, “If Steven Barnes writes for that show, I’d love to meet him.”

I described the episode, and my friend exclaimed: “That’s Steven Barnes’s episode!”

Indeed, “A Stitch in Time” proved to be such a producer and fan favorite that the series brought back the characters for the series finale. It was nominated for a Cable Ace Award, and won an Emmy for Amanda Plummer.

And then when I met Steve only weeks later at a speculative fiction conference in Atlanta, I realized that his accomplishments, in many ways, are the least of him.

Sure, Steve has published more than 20 novels. And has written at least a dozen teleplays, including episodes of *The Outer Limits*, *The Twilight Zone*, *Andromeda*, and *Baywatch*. Last year, he and I both won an NAACP Image Award for the mystery series we co-author in partnership with actor Blair Underwood. He’s also been nominated for Hugo and Nebula Awards. And has lectured at the Smithsonian and Mensa. And is currently writing a science fiction collaboration with National Book Award winner Charles Johnson.



He’s so much more than his multiple belts in the martial arts. And his work as a screen-writing lecturer and life coach.

The first time I heard Steve speak, I could almost see a literal glow about him from his aura because of the passion of his sharing and the depth of his storytelling. Steve is a master at connection: he opens his own veins and plugs them to yours, and before you know it, you’ve told him your life story.

Steve is a world-class author, but he’s also a world-class citizen. He’s a citizen in the sense that he cares deeply about maintaining a sense of community, and he has spent his adult life trying to help writers, readers, students and clients find their deepest wellspring of potential so they can manifest in the world. He has counseled executives, royalty, prominent politicians, and Hollywood celebrities at the Moonview Sanctuary in Santa Monica, and he currently offers a popular program to beat fear at his website, fearmasters.com.

“Up, sluggard, and waste not life; in the grave will be sleeping enough!” Benjamin Franklin once said, one of Steve’s favorite quotes.

Steve is a human growth potential pioneer, and he is his first glorious experiment. With a combination of yoga, martial arts, kettlebells and highly refined exercise programs, intermittent fasting, and plain insane discipline, it’s almost as if Steve has sent time itself scurrying for cover. People can’t help ask, “What are you doing?” so he can help shine the way for others.

Steven Barnes is one of my favorite people, and not just because he’s my husband. He has a razor sharp sense of humor, he doesn’t take himself too seriously, he can identify any piece of music from any film ever released, ever... and he looks great in a tuxedo.

Beyond that, he is among the truly good guys in both publishing and the world at large, and he has taught me and countless others more than I can say. Watch him carefully: You’ll see the same glow I did.

Tananarive Due (Mrs. Steven Barnes)

Art Show

Friday

1:00 pm – 4:00 pm: Artist setup only
4:00 pm – 9:00 pm: Open
9:00 pm – 10:00 pm: Wine and Cheese
Reception and Meet the Artists

Saturday

10:00 am – 6:30 pm: Open
Noon: Quick Sale opens
8:00 pm – ????: Art Auction
10:00 pm-ish: We will attempt to start
art pickup

Sunday

10:00 am – 2:00 pm: Print Shop open
10:00 am – 2:00 pm: Art pickup and
artist checkout only

Art Auction

The Art Show will run a silent auction on Friday through Saturday at 6:30 pm, at which time the Art Show will close to set up for the Art Auction. Pieces with 1 to 3 bids are sold to the high bidder on the sheet. Pieces with 4 or more bids will go to the Art Auction. All charity pieces will be treated like any other art. They will not go to auction automatically.

WindyCon will be offering Quick Sale again this year. Quick Sale opens at noon on Saturday. There is *no Quick Sale on Friday*. If there is a Quick Sale price on the bid sheet, and no bids have been entered, then you may purchase a piece instantly by finding an Art Show Worker and paying the Quick Sale price for the piece (This is like eBay's "Buy It Now"). Any art that has a bid entered is *not* available for Quick Sale.

Any art that has "SOLD" on the bid sheet is not available for bidding. Only Art Show staff is allowed to remove artwork from the grid or tables. Do *not* take the piece to the checkout desk. We request that artwork stay in the show until checkout time so that others may see it. Early removal of artwork must be cleared through the Art Show Head.

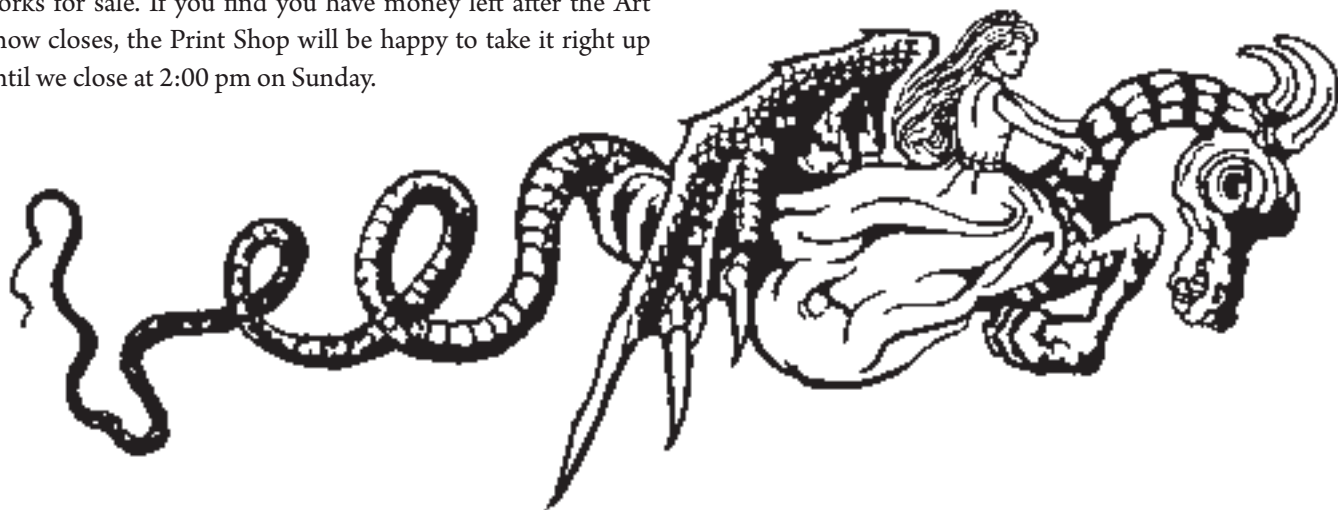
The Art Auction will begin at 8:00 pm Saturday. Our illustrious auctioneer and his crew provide some of the best entertainment at the convention, so come to watch, come to bid, come to have fun, and don't forget your wallet. You never know when something will strike your fancy... or when you will find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

Print Shop

The Print Shop is integrated into the Art Show. If you are looking for art at a fixed price, check out our Print Shop. We have a wide selection of artwork from a variety of talented artists available at prices that won't break the bank. The Print Shop carries more than just prints, so make sure to stop in and look at the calendars, mouse pads, bookmarks and other wonderful works for sale. If you find you have money left after the Art Show closes, the Print Shop will be happy to take it right up until we close at 2:00 pm on Sunday.

Lewis Grant, Jr. Award

The Lewis Grant, Jr. Award is a fan's choice award given to an artist by popular vote, so please, look around, find the artwork you like the best, and vote! Awards will be given for both 2D and 3D artwork, so make sure you look at everything.



Artist Guest of Honor: Nene Thomas

It has been my honor and privilege to be married to Nene Tina Thomas for over fifteen years, and I believe that gives me a unique insight into the woman behind the name. While I could wax nostalgic on little things like her love of movie soundtracks (such as *Pirates of the Caribbean* or *Batman Begins*) or her bitter, unreasoning hatred of mustard and mayonnaise, (really all things condiments!) I've been asked to provide a tongue-in-cheek bio of her professional career... and so I shall.

From the beginning of her professional career (*circa* 1994) to the present day, Nene has made a habit of bucking trends and dancing to her own tune. Her first professional contract was to provide a few pieces of art for the fledgling *Wizards of the Coast* and their popular *Magic: The Gathering* game, and to this day she is still known as a former *Magic* artist. But what most people don't know is that at the very height of the card market, when games were being released from every direction at once and it was truly an artist's market, Nene turned her back on high-stress environment of contract art in order to concentrate on her own work. You see, she's very contrary by nature. Tell her she has to do one thing and she'll do the other just out of spite. Show her the safe route, and she'll choose the path less traveled every time.

Once Nene made the decision to leave the safer path and forge her own way, she quickly earned a name in the fan community for her lovely watercolor pieces. She worked exclusively with watercolor for fifteen years, but eventually decided to try something a little less stressful. You see, we have eight cats, and they used to take great delight in knocking dirty water over an unfinished piece. One of her older paintings,



Vigilance, went through seven versions, as the cats kept destroying it. She'd go into the studio, see the ruined painting, and a cat with paws dripping with water standing over it, and scream. For his part, the cat would look at her as if to say, "What! It was like this when I got here. I can has Fancee Feest?"

Eventually the cats drove Nene to reinvent herself as an artist. She put down her traditional brush, picked up a Wacom stylus to try her hand at digital art, and hasn't looked back since. The cats were frustrated for a while, but it wasn't long before she would find that a hard drive would "mysteriously" stop working, losing weeks or months worth of work at a time. We can't prove the cats are behind it, but when you look at them after finding yet another dead hard drive, they seem to say, "What! It's your fault for using a PC and not a Mac. U can has bettur komputr nao."

Six years later, Nene's still trying out new techniques, while constantly striving to perfect her new style. But in those years, her vision hasn't changed at all. Hang one of her new paintings by one of the older watercolor paintings, and you will see that while the styles have changed dramatically, the core of her work hasn't altered one bit. Her work is just as beautiful as it ever was. Only the level of refinement has changed. And if you look closely enough, you might also see the cat hair that clings to every piece.

Drop by the art show when you have the chance, and see for yourself.

Steven C. Plagman

Costuming Guest of Honor: Animal X

The Faerie Godmother of Punk

Animal X has had a multi-faceted career as a dancer, singer, illustrator, business woman, performance artist, and costumer. She has been involved in fandom since the first *Star Trek* convention, serving as everything from gopher to chairman. She has received just about every costuming award possible, including The ICG Lifetime Achievement Award.

Her dark past

It was in NYC that Animal X first made a mark as an artist, performer, and as a style setter in the New York Punk Rock movement. “That’s animal as in grrr and x as in marks the spot.” Animal says to people who look inquisitive after first hearing her name. “They called me Animal because of the way I eat.” She likes to joke, and only she knows the real reason for the name change.

Ms. X’s first band, XEROX, along with the B-52’s, headlined the grand opening of the infamous Mudd Club. Her all female band, Animal and the Amazons, would later tour the country with their signature show, *June Brides*. Animal’s influence on punk rock extended beyond her performances when she opened The Asphalt Jungle, one of the first punk fashion stores. The store was featured in a segment of NBC’s hit show *Real People*, and in newspapers and magazines as a leading design venue for the emerging punk movement. Performers recognized Animal X’s fashion savvy and commissioned her to design stage costumes for tours and music videos. Animal and her costume creations, worn by stars such as Madonna, Pat Benatar, David Bowie, Kiss, Cyndi Lauper, and Diana Ross, appeared in rock videos throughout the ‘80s. During this time she became well known for her performance art, receiving a number of grants including a fellowship from the NEA. Some



of her more famous pieces were featured in the book, *Costumer Maker's Art*. After many years of awards at costume competitions, Animal was honored with the Lifetime Achievement Award from the International Costumers Guild.

“So how does a punk metamorphisize into a faerie?”

“I made my first pair of wings in 1964... 'supervising' my mother. From there it was faerie paperdolls, centaurs, dragons, etc. I joined the SCA in its third year, but as I got older, I found that human people just don't live up to the dream. Hence the bitterness and cynicism embodied by punk culture. At the same time I found myself creating performance pieces about

myth and magic, female archetypes, and flying. 1977 saw me singing at CBGB's one night and then showing up at a drag bar the next dressed as a faerie with 15 foot wings. Then in the '80s, I created the baby dragon as a surprise for Anne McCaffrey (the author of the *Dragonriders of Pern* series). She was accepting an award in the U.S. when suddenly the curtains opened, the egg hatched and she had to deal with a very naughty dragon. Later, after a 1988 appearance in Los Angeles, I was approached to portray the queen for a Californian ren fair. I wasn't interested but offered to play the part of the queen of the faeries. I then remembered the baby dragon and decided that this would be the perfect stage show for a renfair. one thing led to another and now I get to live all the time in the world of enchantment.”

She then founded DreamWeaver Productions and turned her Victorian home into what everyone calls “The Faerie Factory,” where faerie wings and paraphernalia are made by a co-op of artists, activists, and musicians. Animal says “I wanted our

business to give other young creative types a place to grow and make a living without having to flip burgers. It's really fun to look a 6 foot dread-locked punk on stage and know that he is the best glitterer of wings. Or looking at coverage of a protest and see our faeries. One of my favorite anecdotes was when a bunch of our faeries went to Chiapas, Mexico to build irrigation for the indigenous people's zone. At a meeting, one of our guys took his hand out of his pocket to discover it was covered in glitter, so he shook hands and ended up faerie dusting one of the top *zapatistas*."

Starting in 1989, she could be found at Renaissance Festivals and other events around the country selling her art. In 1997 Animal and Albion's website IBelieveInFaeries.com took off with its ability to reach people around the world. Animal's designs have been featured at Disney World, museums, art galleries, and more. IBelieveInFaeries recently supplied 700 pairs of Barbie™ wings for the recent *FaerieTopia* movie premiere. A Saudi Arabian princess recently decorated a party with \$2,000 in wings.

Currently she is touring the country with her two shows *The Enchanted Wagon* and *Dragon Scales and Faerie Tales*. The shows have been seen at Disney World, Six Flags, renaissance festivals, county fairs, libraries, schools, and other events around the country. *The Enchanted Wagon* is a giant 8-foot turtle with a Gypsy vardo on its back. Puppets pop out to interact with people as it wanders through events. The baby dragon show tells the story of a newly-hatched baby dragon and his faerie godmother. She teaches him about life outside the shell while audience members name and feed him. Toward the end of the show several children come on stage to help tell the baby dragon a bedtime story. The message of the show is of acceptance, not fearing those who are different.

Animal finds her transformation from the rough and crazy New York punk scene to playing a "faerie godmother" to be quite humorous and ironic. She finds performing for young people much more rewarding than performing in nightclubs and concert venues. Animal says "it's fun to have so many more people who also love faeries. And it's especially gratifying that a faerie community has evolved, people that can share and understand. I think faerie festivals are going to be the next big thing after renfaires. As strange as it feels to have so many 'normal' people showing an interest in the fey, I think it really holds out hope for the future of humans... maybe we aren't so bad after all."

Albion Minzey

Registration

Register Early!!

You've registered for this year (you're reading this book aren't you?), but did you know you can register for WindyCon 38?

Registration will be open in the Magnolia C room on Sunday from noon until 3:00 pm to sell advance memberships for WindyCon 38. Preregistration memberships will be on sale for \$45.00



Ombudsman

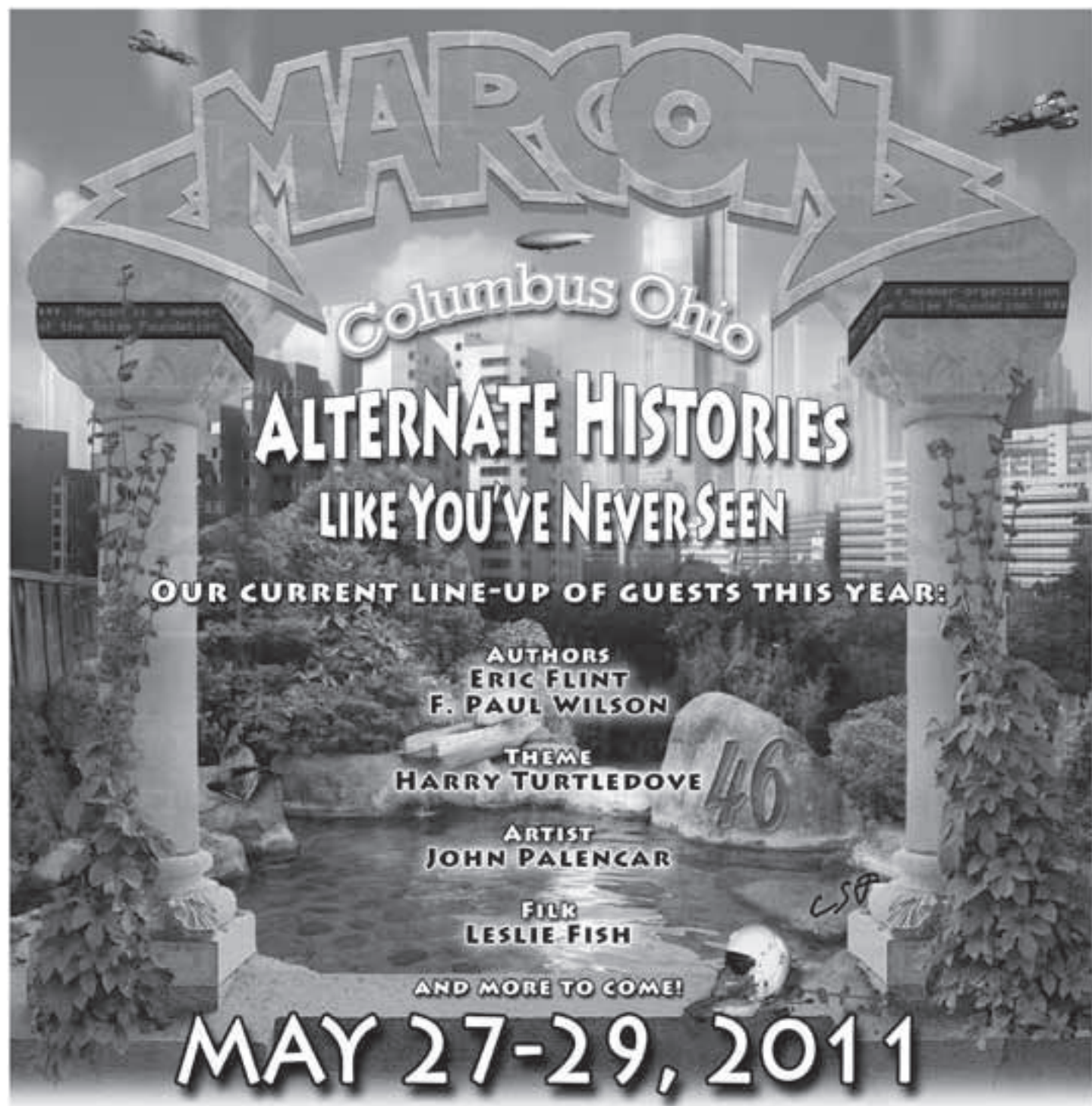
Hello and welcome, from your Ombudsman. An ombudsman acts as a trusted intermediary between an organization and some internal or external constituency while representing the broad scope of constituent interests. The ombudsman may, for example, investigate constituent complaints relating to the organization and attempt to resolve them, usually through recommendations.

In other words, if you have a problem with the convention, or if there is some thing you like and want to see it return, or if you have a suggestion, I am the person to find. I will be camped out quite a bit in the lobby or you can go to Operations and ask them to page me. I will have the ear of the Con Chair and we will be discussing how to implement your concerns and suggestions in the coming years.

I look forward to speaking to anyone with constructive suggestions or criticisms. I want everyone to have a great time at WindyCon!!

Hugs and Fairie Dust....

Sunshine



ALTERNATE HISTORIES LIKE YOU'VE NEVER SEEN

OUR CURRENT LINE-UP OF GUESTS THIS YEAR:

**AUTHORS
ERIC FLINT
F. PAUL WILSON**

**THEME
HARRY TURTLEDOVE**

**ARTIST
JOHN PALENCAR**

**FILM
LESLIE FISH**

AND MORE TO COME!

MAY 27-29, 2011

HYATT REGENCY, COLUMBUS OHIO

**GAMING - MOVIES - ART - MUSIC - COSTUMING - DEALERS ROOM
HALL COSTUME CONTEST - MIDWEST'S LARGEST MASQUERADE CONTEST**

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Fan Guest of Honor: Jason Schachat

The Schachat Decade

Wow, where to begin? I've known the guy for a decade. I call it "The Schachat Decade" because it sounds better than "The Oughts." But that's neither here nor there.

I met Jason at the Cinequest Film Festival, where he was screening his film *Golf Course High Kick of Death*. It was the kind of film that made me realize that Jason was a good guy to know. What's not to love about a film where two Kung-Fu master golfers face off in a battle of life and death? We hung out and formed a posse around us, a posse that remains friendly to this day. A few months later, we reconnected at BayCon, and the association continues.

Jason's a filmmaker, a darn good one, and the ones that never got made were probably as good as the ones that did. Many were the nights we'd sit around chatting about ideas for films that would never get made. I wish I'd recorded those sessions. They'd have changed the world. I mean they were good. Ideas that would have made everyone take notice. They would have screamed "Look! This is the good stuff."

Or maybe it was the booze. Hard to say.

The ones that Jason has made over the years have been pretty darn good. *The Chick Magnet*, the first film I worked on with Jason, was pretty darn fun. An odd-ball comedy of a guy, a ball of women rolling down the hills of San Francisco, and a pair of mice. It showed around the world, festivals, conventions, and even at SIGGRAPH. I still think it's the most fun film I've been involved with. We followed that up with *The Last Woman on Earth*, which was shown in a bunch of places and was also an absolute blast. Perhaps the film that we had the most fun working on was *Not Just Any Body*. Jason played a hitman; I played a guy on a scooter. It was cinematic! Jason wrote it and we won Best Screenplay. Pretty darn impressive, especially when you consider it was done for the 48 Film Project. We made it in a weekend! That makes it amazing.



But Schachat's not only a Cine-ista, he's an SF fan to the max. The man's a reader. Long hours we've spent arguing about various novels and stories. He's a voracious reader of everything: novels, comics, manga. You name it, he's probably interacted with it. We've gotten into heated arguments about the relative merits of manga to comics. And of various authors to one another. And from anime to traditional animation. It's never a bad time taking your battle to a guy who has a deep understanding of the field like Jason. Feel free to approach him in the Con Suite.

Of course, Mr. Schachat was also instrumental in the West Coast Fanzine Lounge rebirth. He was a constant entity at so many of them that it was nuts! You could always count on good old-fashioned, high-velocity conversation with the old boy himself. Perhaps no other face is more identified with the Lounge than Jason's. I can't imagine having a Lounge without him these days!

And then there's *YIPE!: The Costuming Fanzine of Record*. Jason and Kevin Roche came up with the idea at Anticipation in Montreal, and you could tell that it was going to take off and become an important 'zine. It's the source for some of the best writing going on right now from folks like Espana Sheriff, Leigh Anne Hildebrand, Mette Heddin, and Jason himself. It's a remarkable and gorgeous 'zine, much thanks to Jason's layouts. When the history of the fanzines of the early 21st Century is written, likely by some alien race that takes us over in a bloody War of the Worlds, *YIPE!* will be one of the brightest spots of the first chapter.

And so, I give you Jason Schachat: bon vivant, critic, writer, filmmaker, partier, sommelier, editor and friend. I hope you enjoy him as much as those of us out on this coast do!

Christopher J. Garcia

Toastmaster: Eric Flint

The Many Faces (some even acceptable) of Eric Flint

There are so many Eric Flint books that most readers think there must be two or three or maybe even four people writing standout stories under the name of Eric Flint.

The interesting thing is that they're right.

First there's Eric Flint, the editor. He edited *Jim Baen's Universe* for its four years of life, and published such stellar names as Gene Wolfe, Nancy Kress, David Brin, Kristine Kathryn Rusch, Greg Benford, Ben Bova, David Gerrold, Julie Czerneda, Alan Dean Foster, Charles Stross, Elizabeth Bear, David Drake, and John Ringo and that whole crowd. He even bought a couple of stories that turned out to be Hugo nominees (modesty prevents me from telling you who wrote them.)

I was his executive editor the last three years, and just to prove that being able to work together without dismembering each other wasn't a fluke, we've done it on three anthologies as well, one of them published by ISFiC Press.

Then there's Eric Flint, the political activist. He spent a goodly portion of his youth and early middle age organizing unions, and he could have shown another local organizer, who is probably organizing lunch in the White House as I write this, how to do it properly. (Actually, I codified his methodology in a story for a DragonCon book a couple of years ago, in which Eric approaches every group he encounters there with a greeting of "We half-clad girls [or ugly aliens, or exceptionally dull robots] have to organize." I just last week wrote him into still another story; ask me about it when you see me.)

There's also Eric Flint, the fannish idol. You think not? *The Grantville Gazette*, a fanzine based on his works, is so popular these days that it's paying its contributors a SFWA-approved professional rate. And the appeal of being an Eric Flint fan doesn't stop at our shores; there was a 1632 convention held in Germany a couple of years ago.



I was going to tell you about Eric Flint, the international sex symbol, but I'm doing this out of love and respect for him (i.e., WindyCon was too cheap to pay), and I don't write fantasy for free.

There's Eric Flint, the husband, father, and grandfather, but I'll let the charming Lucille (Mrs. Eric) give you all the dirt on that. In truth, my experience with the husbandly Eric is nil. Knock wood.

There's Eric, the collaborator. (No, this has nothing to do with the war.) He has managed the remarkable trick of collaborating with David Drake, David Weber, Mercedes Lackey, Dave

Freer, and me, and not one of us has killed him yet. Think about it.

And of course there's Eric Flint, the literary Samaritan, who has brought James H. Schmitz, Keith Laumer, Murray Leinster, Randall Garrett, Tom Godwin, and Christopher Anvil back into print in what should be called his *Rediscovery Series* for Baen Books.

I don't think I'll tell you about Eric Flint, the lead dancer for Chippendales. Word limits, you know. But ask me about it in the bar, preferably when he's not around.

And I suppose eventually I had to get around to telling you about Eric Flint, the brilliant and bestselling writer. Eric is no one-book-a-decade J.D. Salinger. At an age when most men are slowing down, willingly or otherwise, Eric is producing something like 6 novels a year since the turn of the millennium. Take a look especially at 2009: he had out 5 new novels, and edited *Jim Baen's Universe*. And he did something else in 2009: he had open-heart surgery. Some of us were amazed that they could find a heart at all after cutting him open, but whatever it was they found, it sure as hell didn't slow his production. This is a guy who is compelled to work the way most fans are compelled to over-eat.

And he doesn't just grind out yard goods. His *1632* series has been praised by every critic around (and bought, in quantity, by just about every fan – so if you're one of the tiny few who hasn't picked them up yet, it's time to jump on the bandwagon. You can thank me after you finish the first book ... and you will. You can thank Eric, too, but he'll just growl something unintelligible and go back to pounding on his keyboard.)

Ain't nothing wrong with his *Belisarius* series either. Or his *Trail of Glory* series. Or his *Pyramid* series. Or his *Karres* continuations. Or his *Heirs of Alexandria* series. Or...but I think you get the point.

And you know what? Underneath it all, he's not only one of the most brilliant and interesting men you'll ever meet, but one of the nicest and friendliest. (Given all the horrible things I do to him in my stories, how could he be otherwise?)

Do yourself a favor and get to know Eric at WindyCon.

Mike Resnick



FANS HAVING FUN!!

Coming up @ Windycon:

- * **Real Genius Party!**
"It's a moral imperative!"
Saturday @ 9pm
- * **A Midsummer Night's Dream**
Reading Group Discussion
Sunday @ 11am

Around Chicago:

- * **Monthly Social**
Join us the first Tuesday of every month
7:30 @ Dave & Busters - Chicago
- * **Pizza Outings, Book Groups, Movie Nights, Six Flags Outings and More!!**
Check out www.chicago-sf.org/forum
for more information

www.chicago-sf.org www.chicago-sf.org www.chicago-sf.org

Con Suite

Hello to all venturing into the land of the fae. Come and join us for food, drinks and of course beer and cider! Feel free to come by for breakfast, lunch, dinner and anytime in between for those midday snacks and late-night munchies. The lovely Bheer Goddesses will be joining us again serving up tasty beer. So whether you're looking to grab a quick bite to eat, relax with a beer, or just sit and socialize with some friends, come visit us in *Magnolia A* and see what's going on!

Hours:

Friday: 10:00 am – Saturday 2:00 am

Saturday: 8:00 am – Sunday 2:00 am

Sunday: 8:00 am – Sunday 3:30 pm

Beer Hours:

The Bheer Goddesses will begin serving at 3:00 pm with last call at 1:30am on Friday and Saturday. Beer will be available on Sunday from noon with last call being no later than 4:00 pm.

Rules:

1. A convention badge is required to enter, and must be on display on your person at all times.
2. Smoking and the use of snuff, or any other tobacco or dried-leaf-based instrument, is forbidden within the Con Suite as well as within the entire Westin.
3. All *red cups*, which are to be exclusive vessels for beer, are prohibited outside of the Con Suite.
4. Those who wish to imbibe any alcoholic concoctions will be required to not only show the door-minder your convention badge, but you must also have your genuine, government-issued Driver's License or State ID. This is to confirm that you are, indeed, the actual person identified on the back of your convention badge, as well as at least twenty-one years of age.
5. Our beer servers may request to see your local government-issued Driver's License or State ID at any time.
6. Please help keep the Con Suite neat and clean. Recycling and garbage containers are conveniently located for your use.
7. The Con Suite managers reserve the right to add further rules as needed and will not hesitate to remove a patron's convention identification papers if necessary.





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ConClave 36

October 7-9, 2011

Pro GOH: Seanan McGuire **Filk GOHs: Wild Mercy**

Rates: \$40 until September 1, 2011; \$50 at the door.

New This Year! Sponsor Memberships for \$100. Sponsors receive a special "Sponsor" ribbon for their badge, a ConClave t-shirt, and reserved seating at selected events!

Super Sponsor Memberships for \$200. Super Sponsors receive the same perks as Sponsors, and in addition can attend a special luncheon with our guests of honor!

Deadline for Sponsor and Super Sponsor Memberships: October 1, 2011. Sponsor and Super Sponsor memberships are partially tax-deductible. See our website at <http://www.conclavesf.org/cc36/registration.htm> for additional details.

Hotel: Crowne Plaza Hotel, 8000 Merriman Rd, Romulus, MI, (734) 729-2600.

Rate: \$99 per night, S/D/T/Q. Suites available through ConClave; contact us for rates. From I-94, take Exit 198 (Metro Airport/Merriman Rd/Middle Belt Rd) and follow Merriman Road North. <http://www.conclavesf.org/cc36/hotel.htm>.



ConClave, Inc., P.O. Box 2915, Ann Arbor, MI 48106-2915

E-mail us at con.info@conclavesf.org. Updates at: <http://www.conclavesf.org>.

Live Journal: http://community.livejournal.com/conclavesf_org/.

Facebook: <http://www.facebook.com/pages/ConClave-Inc/154085077106?ref=ts>.

Music Guests of Honor: Tricky Pixie



BETSY TINNEY



S.J. TUCKER



Alexander
JAMES ADAMS

Tricky Pixie is a fey fusion of three well-loved, whimsical talents who fearlessly tread the boards and the twilight roads alike, using a wealth of instruments to guide themselves and their listeners along, including all manner of strings, voices, and drums.

This wild, sexy, irreverent, and masterful trio mixes up a delirious blend of tunes for each unforgettable show. In any given performance, they may call forth shipfuls of pirates, dancing satyrs, gypsies in the wood, and all the benefits of a good Beltane fire, rounding out the night with a spicy alligator tango, but you never know quite what you'll get.

All three members of Tricky Pixie are prolific songwriters, and together they have a vast musical catalog of original tunes — a collective discography of 17 currently available albums. Since their first official show in July 2007, they have released one album together, and a performance DVD is on the way.

S.J. Tucker, Alexander James Adams, and Betsy Tinney are vibrant and animated entertainers, so a Tricky Pixie performance is as much visual and interactive as instrumental and vocal. Between tunes, SJ and Alec exchange banter, tell stories, and draw the audience into their fantastic world—it's a ride through Celtic rock, haunting and bluesy *a cappella* numbers, sweetly sung circus lullabies and roaring tribal folk songs. SJ, Alec, and Betsy weave contagious faery magic, and you're bound to be caught in their spell when you attend a Tricky Pixie concert.

Tricky Pixie has been performing to regular sold-out and standing-room only shows in the Pacific Northwest since their inception. Fans around the country and around the globe have been clamoring for a chance to catch Tricky Pixie show for themselves. Many devotees have driven over a hundred miles just to catch a single performance. We are excited to have them with us at WindyCon.



You can find more information about the magic of Tricky Pixie at: trickypixie.com

Dealers' Room

Hours & Rules

Friday 3:00 pm–7:00 pm

Saturday 10:00 am–6:00 pm

Sunday 11:00 am–3:00 pm

Smoking, eating, and drinking are not permitted in the Dealers' Room.

Amber Hammer

Fine jewelry: Celtic, Egyptian, and original designs.

Black Dragon Workshop

Costumes & accessories, and wooden boxes.

Cardz, Etcetera

CCGs, Clix, Whizkids, family games, VHS, and T-shirts.

Celtic Home & Hearth

Jewelry, puppets, hats, sarongs, and knives.

Crowning Glory Braids

Hair braiding.

Dark River Pottery

Custom glazed and hand-painted items.

Darlene Coltrain, Artist

Jewelry, silks, and greeting cards.

Dodeka Records

Filk CDs and books.

Dreamhaven Books

Science fiction books.

DVD World

DVDs from around the world.

Earth Wisdom

T-shirts, jackets, scarves, and other clothing.

Garcia Publishing

Books and related material.

The Dealers' Room is located in *Grand Ballroom A-E*, on the ground floor. There you will find about forty eager sellers willing and able to trade their treasures for your money. Remember that the holiday season is just down the road, and that it is *never* too early to begin shopping for fannish family, friends, and (even) fannish you!

Glen Cook, Bookseller

Books: new and used.

Hedwig's Corner

Incense and accessories, sarongs, jewelry, and tarot.

Honeck Sculpture

Bronze fantasy sculptures.

Horizon Music

Compact discs.

Imagine That . . . Galleries

Custom cast jewelry.

ISFiC Press

ISFiC Press publications.

Larry Smith, Bookseller

New books.

Mobile Stress Relief Unit

Massage therapy.

Mudcat Studios

Handmade pottery and beaded jewelry.

Mystik Waboose

T-shirts, buttons, and fur ears and tails.

OffWorld Designs

T-shirts and custom airbrushing.

Parasols by Tamie

Hand-sewn parasols and digital items.

Paul Gorman

Space-themed artwork.

Pendragon Chainmail

Chainmail and steampunk costuming.

The following list of dealers and their wares may change due to cancellations or further additions to the room. A room layout and dealer location guide are available outside the Dealers' Room.



Raechel Henderson

Cloaks, costuming accessories, and corsets.

Richard Warren

Used books.

Seward Street Studios

Vinyl stickers.

SF&F Media Toys

Action figures and toys from Star Wars and older TV shows.

Softwear Toys & Tees

T-shirts, audio books, puppets, and Vorkosigan merchandise.

Stormsister Designs

Jewelry in silver and semi-precious stones.

Sundreams & Myths

Soft sculpture animals.

Traditional Treasures

Sterling silver jewelry.

Village Smithy

Custom knives, swords, armor, and jewelry.

Wizard's Wagon

Anime, games and related, oriental clothing, and jewelry.



Special Events

There's plenty to see at WindyCon 37! Start at Opening Ceremonies on Friday night, when you'll have a chance to hear a bit from our guests. Right after that, we'll have a concert from two of our Filk Guests of Honor: S.J. Tucker and Betsy Tinney, who are not to be missed. We'll then segue into the unique experience called Tomboat, as Tom Smith and Toyboat (the loudest filk band in the galaxy) join forces.

If all this music has you wanting to move to the beat, you'll want to catch our Friday night dance with our DJ, Bob Hollister. And if you're interested in making music, catch the Open Filking right after the Tomboat concert.

Saturday afternoon, we'll have a solo high-energy performance by Alexander James Adams. Later in the afternoon, he and our other Music Guests of Honor that make up Tricky Pixie will be together in concert. If you've heard them before, you know why you want to hear them again. And if you haven't heard them before, just flip over to their bio and you'll understand why you want to hear them now for the first time.

Saturday night, the WindyCon Masquerade is back in a new, larger room! Along with MC Alexander James Adams we're looking forward to seeing a lot of wonderful costumes. And while you wait for the judges to return with

the awards, Tom Smith will be back to entertain you as only The World's Fastest Filker can!

After the Masquerade, catch our Saturday night dance – yes, this year, we've got two dances for your entertainment – with DJ Clash. And, of course, there will be another round of Open Filking.

On Sunday Alexander James Adams and Steven Barnes celebrate the world of *Lion's Blood* in readings and music. And finally, drop by Closing Ceremonies, where awards will be handed out, secrets will be revealed, and we'll start getting ready for WindyCon 38.



Computer Gaming

Computer Gaming is in the *Boardroom*.

Friday

8:00 pm - Saturday 2:00 am: All Ages

Saturday

11:00 am - 1:00 pm: Kids' Games only

1:00 pm - Sunday 2:00 am: All Ages

Sunday

11:00 am - 1:00 pm: Kids' Games only

1:00 pm - 3:00 pm: All Ages

Note: We will not be monitoring what games the kids are playing during the all ages hours.

Kids' Games

Barbie Digital Makeover
Battle Castle
My Little Pony
Oregon Trail 2
Tonka's Construction

All Ages Games

Alchemy Deluxe	Mummy Maze
Astropop Deluxe	NingPo MahJong
Atomica Deluxe	Noah's Ark
Axis & Allies	Operation Blockade
Bejeweled & Bejeweled 2	Pipe Dream
Big Money	Pizza Frenzy
Bonnies Bookstore	Pixelus
Bookworm	Rainbow 6
Chip's Challenge	Rocket Mania
Chuzzle	Rodents Revennge
Command & Conquer: Renegade, Tiberian Sun, & Yuri's Revenge	Ski Free
Dr. BlackJack	StarCraft
Dynomite	Star Wars: Galactic Battlegrounds
Free Cell	Taipei
Feeding Frenzie	Tetra Vex
Golf	Tetris
Heavy Weapons	Tip Top
Iggle Pop	Tri Peaks
Insaniquarium	Tut's Tomb
Jezz Ball	Typer Shark
Mech Commander	Unreal Tournament
	Word Harmony
	Zuma

Gaming

Friday

4:00 pm to Midnight or later

Saturday

9:00 am to Midnight or later

Sunday

9:00 am to close of con

Gaming is located in Grand Ballroom J

General Gaming Rules

Everyone is here for a good time, be mindful of the noise level. A dull roar is the norm, occasional shouts are acceptable; however, if you are causing a disturbance you will be asked once to calm down. Further disruptions will be brought to the attention of Convention Security.

Schedule Note: We may also have Battle Fleet Gothic sessions scheduled, please check the whiteboard in Gaming.

Friday

Dragon Storm Demo

5:00 pm

Come learn the basic mechanics of Dragon Storm. See what the exciting world of Grandilar has to offer! Players will learn how to build a character, the different skills, and the basics of combat. A short session will then introduce the players to game play. Additional games will be available as interest and time allow. Please check the whiteboard in the Gaming room.

Players: 4-8 preferred, minimum 2; 1 hour.

Battletech Bootcamp & The Grinder

6:00 pm to Midnight

New to Battletech? Haven't played for years? Just want a chance to refine your skills by blowing some mecha up? This is the game for you!

Dragon Storm Open Game

7:00 pm

Players of all levels welcome, but this session will be geared towards the higher levels (75+ CP). Additional games will be available as interest and time allow. Please check the whiteboard in the Gaming room.

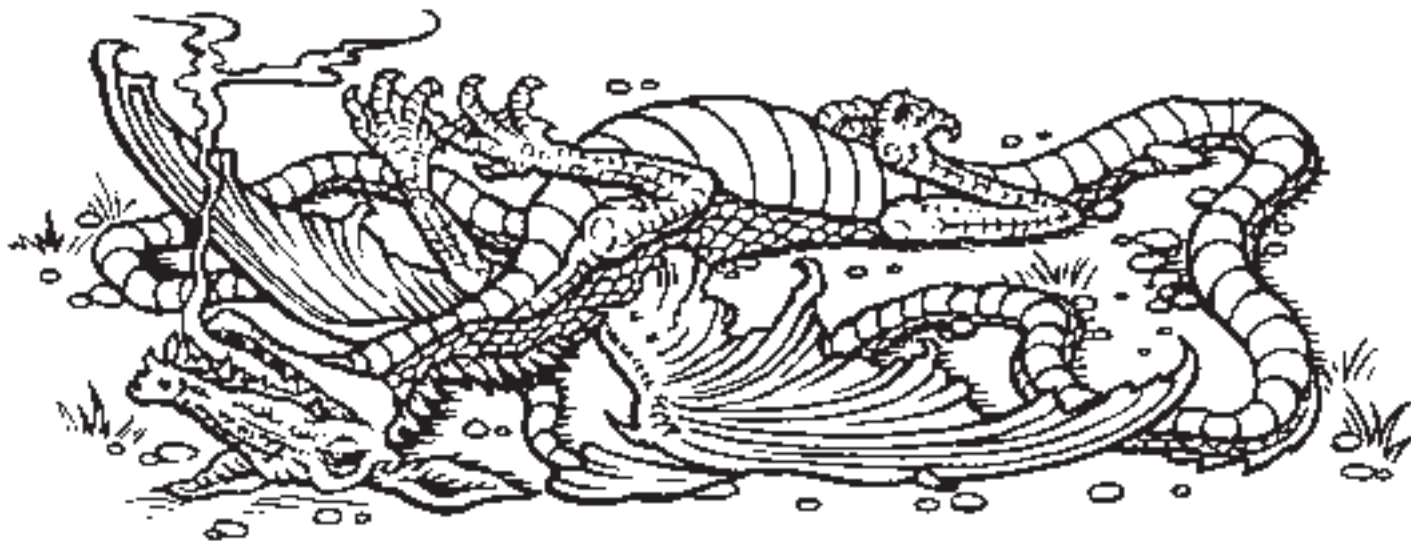
Players: 6-8 preferred, minimum 3, maximum 10; 3 hours.

Zombie Ninja Pirates

7:00 pm

Zombies are cool! Ninjas are cool! Pirates are cool! Mad Scientists are also cool! But the coolest thing is a card game where you get to play all four while scoring points and collecting nifty objects that make you cooler and help you win. In this quick card game, players try to become Zombies, Ninjas, Pirates, and Mad Scientists. During the game you can collect objects to help you or hurt your opponents. Strategy is important, since players are limited on what you can do each turn. At the end of the game, a fast-paced lightning round can make or break the winner.

Players: 2-10, ages 13 and up;



Saturday and Sunday Gaming Schedule

Saturday

Lord of the Fries

10:00 am

Players choose orders, sometimes randomly, sometime not, from the figuratively colorful Friedey's menu, and try to fill them with cards from their hands. Some orders are easy, like the Cowabunga: One Cow Meat, one Bun. Some are a little harder, like the Chickabunga Conga: Bird Meat plus Bun, plus Fries and a Drink.

Approximately 45 min

Battletech Bootcamp

10:00 am - 5:00 pm

New to Battletech? This is your chance to learn the game in a smaller setting and find out what the whole Battletech universe has to offer. Each demo takes about an hour and will give you an overview of the system as a whole along with a chance to try out the newest product in the line (hexpack lakes and rivers).

Munchkin

10:00 am to Noon

Go down in the dungeon. Kill everything you meet. Backstab your friends and steal their stuff. Grab the treasure and run!

Dragon Storm Demo

11:00 am

Please see the game description for the Saturday 11:00 am session.

Live Action Devil Bunny Needs a Ham

1:00 pm

You and your friends are living pleasant and complete lives in Happyville. You are highly trained and well-paid sous-chefs, who have decided to climb to the top of a tall building, as fast as you can. But the Devil Bunny Needs a Ham; and he's pretty sure that knocking you

off the building will help him get one. This is a Live Action version of James Ernest's cheapest Cheapass Game. That means that you and a partner take the place of the sous-chefs pawns, climbing batman-style up the building to get to the top without being knocked off by the devilish Devil Bunny. The winner will get Ham (figuratively).

Chez Geek

2:00 pm - 4:00 pm

Set up house with your friends (for as long as you can stand them). Get a job (they're all bad). Spend money and your precious spare time to accumulate Slack points. Drink cheap booze, hang out at the cafe, and play with the cats. Do unto your roomies before they do unto you. What other game gives you points for sleeping?

Zombie Ninja Pirates, How Mad!

3:00 pm

Please see the game description for the Friday 7:00 pm session.

Munchkin

4:00 pm

Another round of treasure-hauling backstabbing Munchkin fun!

Battletech Grinder II: The City

6:00 pm to Midnight

You've played *Bootcamp* and *The Grinder* and have the gist of what playing with trees and hills means. Now is your chance to try it out in a city!

Dragon Storm Open Game

7:00 pm

Please see the game notes for the Friday 7:00 pm session.

Sunday

Chez Geek

Please see the game description for the Saturday 2:00 pm session.

Chez Goth

9:00 am - 11:00 am

Angst. Nookie. Roommates. Just another Friday night at Chez Goth. Like Chez Geek, but now you're a Goth! Spend your hard-earned money and precious time to accumulate Slack points or collect Gloom when life turns against you. Or you can just Cough, Complain, or even Faint Dramatically.

Battletech Bootcamp

10:00 am to Close of con

New to Battletech? Haven't played for years? Just want a chance to refine your skills by blowing some mecha up? This is the game for you!

Star Munchkin

11:00 am - 1:00 pm

The Munchkins are back – and they're in space! Now they're Mutants, Cyborgs, and Cat People, grabbing Lasers, Vibroswords, and Nova Grenades, fighting Fanged Fuzzballs, Bionic Bimbos, and the Brain In A Jar.

Dragon Storm Demo

11:00 am

Please see the game description for the Saturday 11:00 am session.

Dragon Storm Open Game

2:00 pm

Please see the game notes for the Friday 7:00 pm session.

Munchkin

2:00 pm

Yet more Munchkin mania!



Masquerade and Costuming

The Costumers' Cavern!

Hours

Friday: 2:00 pm - 7:00 pm
Friday: 8:30 pm - 10:00 pm
Saturday: 10:00 am - 6:00 pm
Saturday: 10:00 pm - 11:00 pm
Sunday: 10:00 am - 2:00 pm

New this year – Venture "Under The Hill" to *Cypress A* to savor all that the Costuming track has to offer! Stop by for schedule updates and to meet your fellow costumers. Most of the costume panels will be in here, along with space to finish up that last-minute

project or toss something together out of donated materials. The Masquerade Director or her Glamorous Assistant will be available to answer questions, brainstorm problems, or even help staple up that pesky hem!

Masquerade!

Join us Saturday at 8 in **Ballroom B-C** where WindyCon's Best-Dressed take the stage for the Masquerade.

In the opening act, the best in Hall Costumes will Tread The Fairy Path. Then the competition begins, with Alexander James Adams serving as MC. While the Judges deliberate, stay for Tom Smith "The World's Fastest Filker" who will surely do something worth watching. Awards will be presented at 9:45 pm.

The WindyCon Masquerade will operate under the guidelines set forth by the International Costumers Guild, and awards will be given in the Junior, Novice, Journeyman, and Master classes. Children's costumes are eligible for award in the class of the person(s) who made the costume. Contestants may bring their own music/narration (highly recommended) on CD or designate text for the MC to read.

There will be a meeting at 3:00 pm on Saturday in the Costumer's Cavern (*Cypress A*) for all entrants. Attendance is optional but very useful—we will have exact stage dimensions and can answer any questions at that time. We will *not* have the opportunity for a tech run-through prior to showtime, but we

will have a rehearsal space with stage dimensions marked out available for you to practice. (It may be in the hallway but we will do what we can) Contestants will enter from stage right and exit at stage left. If you have any questions about which class you should enter or anything else Masquerade-related, stop by the Costumers Cavern (*Cypress A*).

All masquerade entries must have their paperwork (and optional music) turned in *no later than* 5:00 pm. There will be no exceptions.

Masquerade and Hall Costume photography will be provided by Kevin Nickerson from 7:00 to 9:30 pm in the hallway outside Ballroom A. In about two weeks, check to see if your photos have fallen down the black hole at: www.blackholeofphotography.com

Masquerade Contestants must be in the Green Room (Ballroom A) no later than 7:30 pm.

Those who wish to Tread The Fairy Path (our hall costume catwalk portion of the Masquerade) should report by 7:45.

The decisions of the Judges are final. The decisions of the Masquerade Director are final-er.

Saturday Afternoon Masquerade Schedule

3:00 Masquerade contestant's meeting and Q&A
5:00 Masquerade entry deadline
7:00 Masquerade pre-judging begins in Green Room
7:30 All contestants should report to Green Room
7:45 All Fairy Path costumers should report to Green Room
8:00 Masquerade begins

Green Room: Ballroom A

Costuming Programming

(Times and descriptions under the main programming schedule)

But I Don't Sew...

Heads Up!

Make a Face!

Tiny Hat Workshop

Walking the Walk

Wild Hair

Costuming for Your Body Type

These Are a Few of My Favorite Wings

Come on Baby, Light My Attire

But it Looked Good on Paper!



Kids' Programming

Friday

Balloon Twisting

6:00 pm - 7:00 pm

Our Crazy Balloonatic, John Wardale, will be making balloon sculptures, including hats, devices, animals, and aliens. Requests will be taken and a 2-page menu of choices will be available.

Warning: latex products will be in use.

John Wardale

Movie and Munchies

7:00 pm - 8:30 pm

Come enjoy a movie and some snacks with your friends and escape to the world of Fae.

*Lisa Garrison-Ragsdale,
Matthew Ragsdale*

Saturday

Wings and Things

10:00 am - Noon

Make fairy or dragon wings and other fae things to wear for the weekend or to highlight in the Masquerade.

Barbara Wright, Elizabeth Jones,

Lunch: Room Closed

Noon - 1:00 pm

Kids' Programming will be closed during this hour. Parents are responsible for retrieving their children for lunch.

Tied in Knots

1:00 pm - 2:00 pm

Learn knotting techniques and how to make a bracelet with just a piece of rope. Renowned knotwork artist, Loren Damewood, will lead a knot-tying workshop for kids ages 7 and up.

Loren Damewood

KookieKlatch and Braiding

2:00 pm - 3:00 pm

Listen to some stories by guest readers while enjoying cookies with your friends. John Wardale will be braiding hair for those that would like it.

*John Wardale, Lisa Garrison-Ragsdale,
Matthew Ragsdale*

Trivia for Chocolate

3:00 pm - 4:00 pm

Kids Style: Test your knowledge of Kid's Movies and Literature. *This round of trivia is for the kids only, not adults.*

*Lisa Garrison-Ragsdale,
Matthew Ragsdale*

Supper: Room Closed

4:00 pm - 5:00 pm

Kids' Programming will be closed during this hour. Parents are responsible for retrieving their children for supper.

Kid's Dance

5:00 pm - 7:00 pm

Your host, Ray Waterson, will be spinning some awesome tunes so you can get jiggy with it.

*Ray Waterson, Lisa Garrison-Ragsdale,
Matthew Ragsdale*

Sunday

Lego® Mania

10:00 am - Noon

Come help us build the traditional *Wall o' Blocks* or just be creative with the Legos® provided.

Beth Weis, the Lego® Lady

Lunch: Room Closed

Noon - 1:00 pm

Kids' Programming will be closed during this hour. Parents are responsible for retrieving their children for lunch.

Marvelous Munchable

1:00 pm - 2:00 pm

Mosaics and more: Come make a mosaic with M&Ms and other magnificent materials.

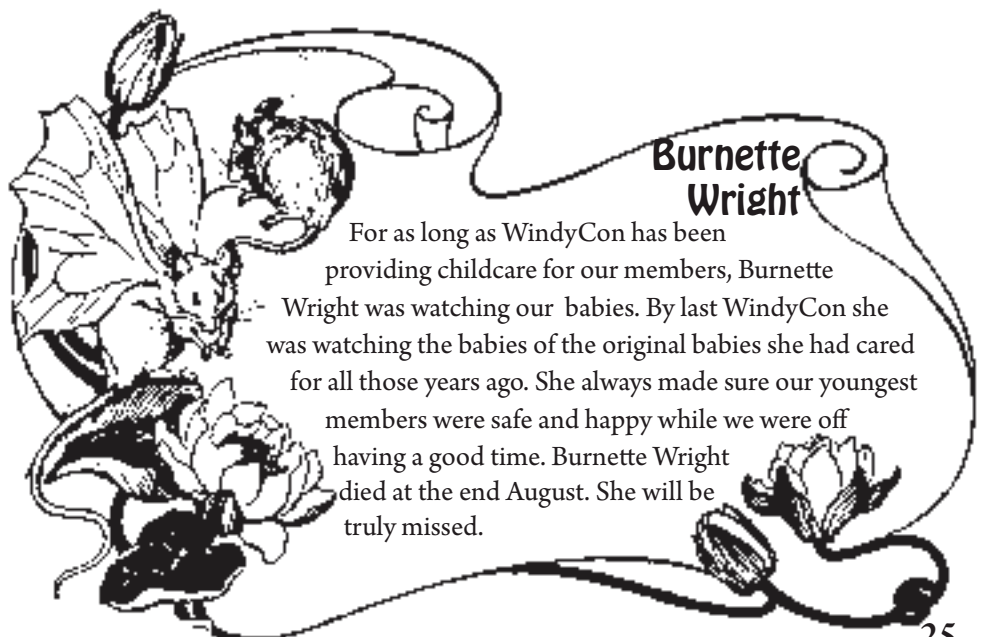
*Lisa Garrison-Ragsdale,
Matthew Ragsdale*

Apples to Apples

2:00 pm - 3:00 pm

Come play the best word game in the world!

*Lisa Garrison-Ragsdale,
Matthew Ragsdale*



Burnette Wright

For as long as WindyCon has been providing childcare for our members, Burnette Wright was watching our babies. By last WindyCon she was watching the babies of the original babies she had cared for all those years ago. She always made sure our youngest members were safe and happy while we were off having a good time. Burnette Wright died at the end August. She will be truly missed.

Anime

Anime is located in Cypress B. All shows are rated for ages 13+ unless otherwise noted.

Anime courtesy of Funimation Productions: funimation.com

Friday

Glass Fleet 1-4

Friday, 6:00 pm

One corrupt ruling class was destroyed, but in its place another would emerge, even more corrupt than before. A second revolution stirs as the People's Army rises up to begin their march toward freedom. With the glint of glass against the galaxies hope arrives in the visage of a sleek battleship, one of unsurpassed strength and capabilities and bearing the crest of the fallen royal family!

Pumpkin Scissors 1-4

Friday, 7:40 pm

In the aftermath of the Great War, Lieutenant Alice Malvin is charged with taking command of the Imperial Army's Intelligence Section Three, an elite team where even the newest member hunts down tanks with a handgun. Their code name: *Pumpkin Scissors*.

Sands of Destruction 1-4 (Rated 14+)

Friday, 9:20 pm

Morte is a lonely beauty with an axe to grind and a grudge against the world. Her brother died in the war between men and beasts, and now she's out to make everyone pay for her loss. That's where Kyrie comes in. He may hold the key to unlocking the Destruct Code: a mysterious orb capable of eradicating everything in existence.

Murder Princess 1-6 (Rated 14+)

Friday, 11:00 pm

In the kingdom of Forland a bloody coup led by Dr. Akamashi and his supernatural cyborg minions pushes the royal family to the brink of extinction. Forced to flee in the hopes of preserving her noble bloodline, Princess Alita crosses paths with the infamous bounty hunter Falis—a collision of souls that will alter the course of their lives forever.

My Bride is a Mermaid 1-4 (Rated 17+)

Saturday 1:30 am

Nagasumi's in hot water after a beautiful young mermaid named Sun saves him from drowning. The deep-sea sweetheart's dad is a merman Yakuza prone to executing anyone who learns his family's scaly secret! Luckily, there's a catch—if Nagasumi agrees to marry Sun, he just might avoid sleeping with the fishes!

Saturday, 3:10 am: Room shutdown until Saturday at 10:00 am.

Saturday

Negima 1-4

Saturday, 10:00 am

Vampires, Robots, and Sorcery, oh my! Wizard-in-training Negi Springfield is only 10 years old, but he also happens to be the newest English teacher at the all-girl Mahora Academy. Too bad a bachelor's degree and an enchanted staff can't prepare a lad for the chaos of being surrounded by dozens of Junior High girls!

Kiddy Grade 1-4

Saturday, 11:40 am

Existing in the shadows of the Galactic Organization of Trade and Tariffs, the ES Force serves as the GOTT's primary law enforcement organization. ES Force members Eclair and Lumiere are on the front line, pursuing all manner of criminals and bringing them to justice.

Case Closed Movie: The Phantom of Baker Street

Saturday, 12:20 pm

Conan's latest case finds him trapped in a virtual recreation of 19th century London and pitted against none other than Jack the Ripper! To save his friends, Conan must follow in the footsteps of his hero—Sherlock Holmes—and crack a case that's gone unsolved for over a hundred years.

xxxHolic 1-4

Saturday, 3:10 pm

Watanuki has been haunted by spirits his entire life; a curse flowing through his bloodline that prevents his peace. When incessant demons dog him to the ornate door of the Dimensional Witch Yuko, he meets a mystical woman of insight and luxury, quick to help those in a bind—for a fee.

Coyote Ragtime Show 1-4 (Rated 14+)

Saturday, 4:50 pm

The government is set to blast the planet Graceland out of space. Meanwhile, before Pirate King Bruce died, he hid billions in loot on the doomed planet. Now, the galaxy's most infamous criminal, known only as "Mister," has busted out of the slammer to get his hands on the booty before it's too late!

Anime Schedule

One Piece Movie: Episodes of Alabasta

Saturday, 6:30 pm

The island kingdom of Alabasta is about to erupt in civil war—a war engineered by Crocodile, one of the Seven Warlords of the Sea, and his criminal organization Baroque Works. Monkey D. Luffy, his Straw Hat pirates, and Princess Vivi race to the island, where the strongest warriors of Baroque Works wait to stop them.

Full Metal Panic 1-4

Saturday, 8:00 pm

Kaname Chidori's one of the most popular girls at her high school—unfortunately, it's her growing popularity off campus she should be worrying about. Unbeknownst to Kaname, terrorists are plotting her abduction, believing she possesses the rare and coveted abilities of "the Whispered."

The Story of Saiunkoku 1-4

Saturday, 9:40 pm

Saiunkoku is a country with eight powerful houses governed by the emperor. Ryuki Shi, who is new to his position and cares not for his role. Enter Shurei Hong, a princess from a family fallen on hard times. If she agrees to become the emperor's consort and turn him into a respectable ruler, she will be greatly rewarded.

Solty Rei 1-4 (Rated 14+)

Saturday, 11:20 pm

Roy Revant is living the hard life of a bounty hunter in a city where thousands have died in a mysterious event called the Blast Fall. Countless Resembles walk the streets: people whose mangled bodies have been rebuilt with high-tech prosthetic devices. Yet there are those who even science cannot mend.

Claymore 1-4 (Rated 16+)

Sunday, 1:00 am

Yoma are monsters driven by a hunger satisfied by only one quarry: Humanity. The dark breed fear only the Claymores. Human-Yoma hybrids of extraordinary strength and cunning, Claymores roam from skirmish to skirmish delivering salvation by the blade... for a fee.

Soul Eater 1-3 (Rated 14+)

Sunday 2:40 am

Maka is a Meister and Soul is her Weapon. As students at the Grim Reaper's Death Weapon Meister Academy, their study habits couldn't be more different. But in battle against the supernatural forces of evil, they're a lethal team when Soul transforms—literally—into a razor-sharp scythe, and every defeated wicked soul he sucks down makes him more deadly.

Sunday, 3:55 am: Room shutdown until Sunday at 10:00 am

Sunday

Full Metal Alchemist 1-4

Sunday, 10:00 am

Brothers Edward and Alphonse used the clandestine science of Alchemy to try the unthinkable—resurrect their dead mother. They failed, unleashing an alchemic reaction that ripped their bodies apart. Four years later, Ed and Al are combing the country for a rumored stone that could amplify their alchemy and bring their bodies back to normal.

Your Requests

Sunday, 11:40 am



Films

Grand Ballroom G-I

Labyrinth

Friday, 4:00 pm

Avatar

Friday, 6:00 pm

The Dark Crystal

Friday, 8:30 pm

Lord of the Rings: The Fellowship of the Ring

Friday, 10:00 pm

Movie will be shown in the 208 minute extended version.

The Call of Cthulhu

Saturday, 1:30 am

The Neverending Story

Saturday, 10:00 am

Avatar

Saturday, 11:30 am

Alice in Wonderland (2010)

Saturday, 2:00 pm

The Princess Bride

Saturday, 4:00 pm

(Break for Art Auction)

Lord of the Rings: The Two Towers

Saturday, 11:30 pm

Movie will be shown in the 223 minute extended version.

Lord of the Rings: Return of the King

Sunday, 10:00 am

Movie will be shown in the 251 minute extended version ... yes ... over 4 hours.

The Hobbit (1977)

Sunday, 2:00 pm



Programming Schedule

Friday evening

But I Don't Sew...

Friday, 6:00 pm, Cypress A

...that's OK, there are still lots of options available to you. Our panelists will help you get started with thrifting, gluing, or safety-pinning your way to sartorial spendour. You'll never look at cardboard the same way again.

Bill Dunbar, Robyn Tisch Hollister, Gail Barber, Lisa Marie Ogler

Opening Ceremonies

Friday, 7:00 pm, Lilac A-D

Come on by and hear what our Guests of Honor have to say! See what silly thing Uncle Vlad is wearing this year! Catch all of the latest schedule changes that didn't make it into the Pocket Program! It's all good!

Uncle Vlad

S.J. Tucker/Skinny White Chick Concert

Friday, 7:30 pm, Lilac A-D

Two of our Filk Guests of Honor get together for a ninety-minute concert that – based on our experience – could contain just about anything from alligators to zebras. (Well, we know there's an alligator song...) It's a little bit bluesy and a little bit Celtic and it's all wonderful fun. And remember, there's always room for cello!

S.J. Tucker, Betsy Tinney

Science vs. Theology

Friday, 8:00 pm, Jr. Ballroom C

At many times throughout history science and religion have been enemies. Our panel will debate if they must always be mutually exclusive.

Travis Clemmons, Richard Garfinkle, Michael Z. Williamson, Neil Rest, Dermot Dobson

Heads Up!

Friday, 8:00 pm, Cypress A

From ethereal fairy crowns to steampunk toppers, we'll cover the basics for making your own hats and headdresses. *Animal X, Robyn Tisch Hollister, Jennifer Kelley, Lisa Marie Ogle*

Make a Face!

Friday, 9:00 pm, Cypress A

Bring your innermost makeup fantasy to life (or death)! Learn the tricks and trades of special effects makeup with Colleen Jones of the Chicago Zombie Walk. She will cover horrible and whimsical styles, the basics of bruising, and show you how to transform yourself.

Colleen Jones

Tomboat

Friday, 9:00 pm, Lilac A-D

Be afraid. Be very afraid. It's a concert two years in the making as Tom Smith, the World's Fastest Filker, unites with Toyboat, the Loudest Filk Band in the Galaxy, to perform a selection of their greatest hits. What will result? We're not sure, but we certainly expect it to be interesting.

Jason Neerenberg, Mike Nixon, Daniel Gunderson, Tom Smith, Eric Coleman

Medical Care for the Undead

Friday, 9:00 pm, Jr. Ballroom B

As we reach the point where a significant number of the workforce could soon be Nocturnal Citizens or Reanimated Americans, what are the legal, social, and medical ramifications of dealing with their special needs?

Karen Nagel, Travis Clemmons, Michael Z. Williamson, Rob Pyatt

The Net is Forever: Managing Your Reputation On-Line

Friday, 9:00 pm, Jr. Ballroom C

Many people don't realize how much information about a person can be gleaned from their actions on-line, or the effect that information can have on their future. Do you have any control over what's out there?

Nick Pollotta, Dale Cozart, Walt Boyes, Mary Anne Mohanraj, Tara Cobb

ISFiC Book Launch Party

Friday, 9:00 pm, ISFiC Suite

Come help ISFiC Press celebrate the launch of this year's book, *Assassin and Other Stories*, by our Literary Guest of Honor Steven Barnes.

Open Filking

Friday, 10:00 pm, Lilac A-D

Late at night the rest of the instruments come out for an open circle. Come and listen and sing along!

Friday Night Dance

Friday, 10:00 pm, Jr. Ballroom A

WindyCon's first (we think) Friday night dance party, hosted by DJ Bob Hollister. Drop by and dance the night away!

Saturday

Tai Chi

Saturday, 9:00 am, Jr. Ballroom A

Prepare for a full day of programming at WindyCon by joining our Literary Guest of Honor Steven Barnes as he leads a session of Tai Chi.

Steven Barnes

Programming Schedule: Saturday

Mommies in Fandom

Saturday, 9:00 am, Lilac D

Fandom seems to be reproducing at a fast rate. Both new- and not-so-new parents, and your offspring, are invited to join the discussion. Let's get to know one another and lend some advice on raising kids in a not-so-Fannish world.

Sunshine Levy, Kate Brim

Tiny Hat Workshop

Saturday, 10:00 am, Cypress A

Tiny hats have become part of the cos-tuming world. Come to this workshop and make your own tiny hat out of ribbon, fabric, glue, and other bits and pieces. A limited number of hats will be available, so please be on time!

Leane Verhulst, Trudy Seabrook

Live Electronic Art

Saturday, 10:00 am, Lilac AC

Rapid process computing means that artists no longer have to rely on their mouse or tablet to create digital art. In fact, one of the hallmarks of "new media" is audience participation in the process. Find out how it works and participate in creation of some abstract art.

Jim Plaxco

The Fine Art of Creating a Balanced Character

Saturday, 10:00 am, Lilac B

Writers struggle to create real believable characters. Sometimes the characters resist. What's a writer to do?

Nick Pollotta, Mary Anne Mohanraj, Chris Gerrib, Eric Flint, Dale Cozart

Walking the Walk

Saturday, 11:00 am, Cypress A

Clothes may make the man (or Fae), but it's movement that makes the character! Step up and learn how to present your character with posture and movement.

Bill Dunbar, Jennifer Kelley, Katherine Finegan, Lisa Marie Ogle

Technofood

Saturday, 11:00 am, Lilac B

Bioengineered or not, more and more foods claim to have "added value" via science. Yogurt that aids digestion, margarine that lowers cholesterol—are these foods all they are being claimed to be? Are some of them more than we've bargained for? Should salmon that's bioengineered to grow faster ever be on the market?

Karen Nagel, Bill Thomasson, Ross

Martinek, Rob Pyatt

An Hour with Eric Flint

Saturday, 11:00 am, Lilac D

Join WindyCon's Toastmaster Eric Flint for an open-ended discussion of his books.

Reading – Tim Akers

Saturday, 11:00 am, Walnut

Tim Akers reads from his new book *The Horns Of Ruin*.

Solo vs. Band

Saturday, 11:00 am, Jr. Ballroom A

How is performing solo different than performing with a band? How do on- and off-stage dynamics differ? What advantages do each options offer? How do audience dynamics differ when performing with a band? Does performance preparation differ? Our panelists have performed both solo and with bands, and can offer insights and encouragement for those in both situations.

Eric Coleman, Dave Perry, Beth Kinderman

Wild Hair

Saturday, Noon, Cypress A

A hands-on workshop on making hair falls from yarn and fiber. We will have materials available for you to work with, but donations are appreciated.

Lisa Hunter

DNA Lab 101

Saturday, Noon, Lilac AC

You've seen how they use DNA to solve crimes on TV shows like CSI and NCIS, but how is it really done? In this workshop, participants will conduct a hands-on DNA extraction using the same process crime labs use and discuss how genetic information is used in law enforcement. This is an interactive session for all ages.

Rob Pyatt

Down the Rabbit Hole

Saturday, Noon, Lilac B

Maybe it was a movie, a cool book cover or a recommendation by a friend. Or maybe it was random chance that got you reading SF/F. Come and discuss with our panel how you got hooked

Amy Woolard, Fran Juergensmeyer, Jason Schachat, Fred McDonald, Tara Cobb

Historical Research for Writers

Saturday, Noon, Lilac D

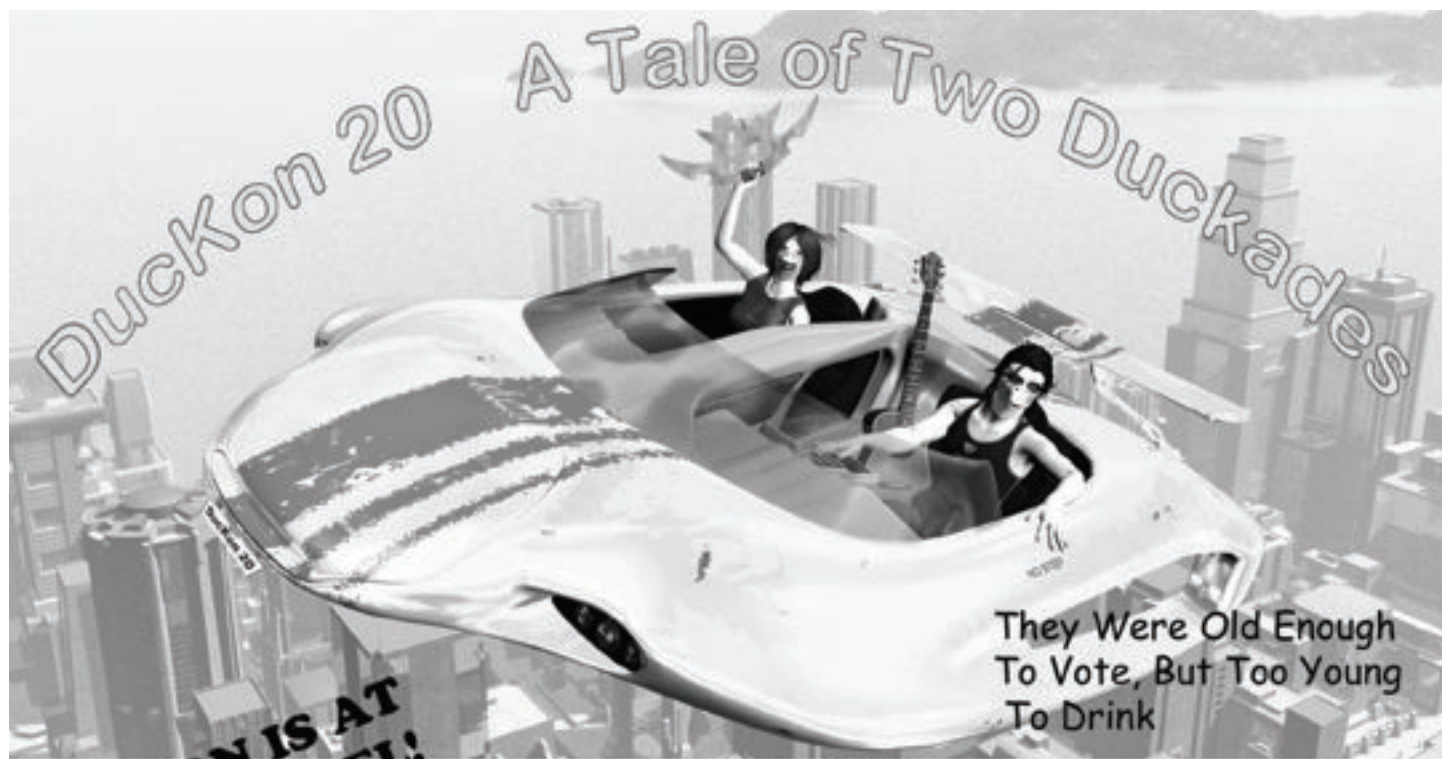
Historical research is a critical element that goes into many stories, whether you're writing alternate history or using real events as a backdrop for your characters. Our panelists discuss the resources available to writers (and readers) looking for historical data.

Steven Barnes, Dale Cozart, Jim Rittenhouse, Roland Green, Walt Boyes

Phandemonium Book Club #1: The City & The City

Saturday, Noon, Walnut

Join the Phandemonium Book Club to discuss *The City & the City* by China Miéville, one of two books which tied for the Hugo Award this year.



**DUCKON IS AT
A NEW HOTEL!**

**June 17-19, 2011
Hyatt Regency Woodfield
Schaumburg, IL**

**Masquerade & Full Costuming Track
Blinkies! Religious Track
20th Anniversary Ducktillion
and even more SPECIAL EVENTS!**

Our Guests of Honor:

Literary:	Tamora Pierce
Artist:	Ursula Vernon
Filk:	Gary Hanak
Filk Fund Guests:	Nate & Louie Bucklin
Fan Guests:	Bill & Trudi Puda

WITH MANY MORE GUESTS TO COME!

To Register for DuckKon online, go to www.duckkon.org

DuckKon 20 is being held at the wonderful Hyatt Regency Woodfield., It's conveniently located near I-290/RT-53 and across the street from the Woodfield Mall! Northwest of Downtown Chicago, it is close to O'Hare Airport, and well-served by public transportation. The number for the hotel is: 1-847-605-1234, Fax: 1-847-605-0328.

Programming Schedule: Saturday Afternoon

ISFiC Board Meeting

Saturday, Noon, ISFiC Suite: 1612

ISFiC, the governing board of the group that organizes WindyCon, will be holding its annual meeting. All members of WindyCon 37 are members of ISFiC, and are welcome to attend.

John Donat

Costuming for Your Body Type

Saturday, 1:00 pm, Cypress A

Let's face it, we're not all delicate sylphs. But that doesn't mean we can't find ways to adapt our ideas into something we can be proud to wear. Get some insights into how color and line can trick the eye, and start making plans for your next creation.

Wendy Zdrodowski, Katherine Finegan, Gail Barber

The Science of 2010

Saturday, 1:00 pm, Lilac AC

Peter Hyams's 1984 film *2010* brought post-Voyager science into the universe established in *2001: A Space Odyssey* in 1968. On the screen were Io's volcanoes, Europa's ocean, Jupiter's swirling clouds, and spacecraft braking into orbit using atmospheric friction. *2010* was also a landmark in its spectacular use of the world's fastest computer to create an animated Jupiter. Join Bill Higgins to explore the science behind the scenes.

Bill Higgins

The Future of the Book

Saturday, 1:00 pm, Lilac B

Podcasts, ebook readers and web-only editions. Publishing is a mish-mash of formats, all clamoring for your time and more importantly, your money. Are books printed on paper headed the way of Kodachrome?

Fran Juergensmeyer, Toni Lichenstein Bogolub, Dale Cozart, Fred McDonald, Neil Rest

Seven Secrets

Saturday, 1:00 pm, Lilac D

Join Literary Guest of Honor Steven Barnes as he shares with you his seven secrets, which are the result of forty-odd years (and they *have* been odd!) into human potential: secrets related to longevity, weight loss, energy, creativity, sexuality, dealing with fear, and more.

Steven Barnes

Reading – Jim Hines

Saturday, 1:00 pm, Walnut

Jim Hines reads selections from his latest works.

Alexander James Adams Concert

Saturday, 1:00 pm, Jr. Ballroom A-C

The music just keeps on coming as our Music Guest of Honor Alexander James Adams, regales us with a solo concert of Celtic rock. It's high-energy fun for a Saturday afternoon!

Faerie Tales

Saturday, 2:00 pm, Lilac AC

Join our Costuming Guest of Honor, Animal X, on a magical journey.

Animal X

Heather Dale Concert

Saturday, 2:00 pm, Jr. Ballroom A-C

Heather Dale has been many things, including solder-jockey, foley assistant, and city dump tour guide. For some time now she has been a full-time musician who writes songs inspired by fantasy, legend, and history. Heather's partner Ben Deschamps has been a gravedigger, Latin professor, and saxophonist for a space rock band. Heather and Ben are likely to be spotted among filkers across North America and Europe, and have performed at countless conventions and house concerts.

Gateways:

A Tribute to Fred Pohl

Saturday, 2:00 pm, Lilac D

A discussion of the genesis of the tribute volume celebrating Frederik Pohl's ninetieth year, with the editor and several contributors. Selected readings, if time permits. Bring your copy to get it autographed by the whole panel.

Elizabeth Anne Hull, Jim Frenkel, Jody Lynn Nye, Phyllis Eisenstein, Alex Eisenstein

Fermilab Update

Saturday, 3:00 pm, Lilac AC

There's still life in the ol' Tevatron yet! Join Fermilab denizens Bill Higgins and Todd Johnson for an update on various projects currently underway and what's planned for the future.

Bill Higgins, Todd Johnson

Amy McNally Concert

Saturday, 3:00 pm, Lilac B

Amy has rapidly become one of the most sought-after accompanists and "accent players" in the Midwest, but she seldom gets to show off her solo violin skills. We're giving her the chance today.

Are SF Movies Ruining SF Literature?

Saturday, 3:00 pm, Lilac D

Do SF movies create unrealistic expectations (good or bad) for what SF literature will be marketable?

Nick Pollotta, Richard Garfinkle, Bob Blackwood, Jason Schachat, Rebecca Ciardullo

These Are a Few of My Favorite Wings

Saturday, 4:00 pm, Cypress A

What's a fairy without their wings? Learn techniques for making your very own from our panel of experts.

Animal X, Robyn Tisch Hollister, Wendy Zdrodowski

DELLACON



A wet and wild relaxacon in the Wisconsin Dells
September 16th-18th 2011



Join us for a fun and relaxing weekend with family and friends at the magnificent Chula Vista Resort in the Wisconsin Dells.

Kick back and unwind in our ConSuite and enjoy a weekend away. We will have food and snacks for all as well as non alcoholic drinks. There will be gaming and fun in the ConSuite the whole weekend.

Enjoy time in the indoor waterpark, game the day away in the arcade, play miniature golf, explore the many delights the Dells has to offer, or just hang out with friends. Whatever you decide to do we look forward to enjoying it with you this September.

Some onsite amenities include:

- Water Park
- Dining
- Cold Water Canyon Golf Course
- Spa Del Sol
- River Walk
- Grand Illusions Magic Show
- RaceZone
- Arcade
- Mini Golf

Registration

\$40 per person thru March 31st

\$45 per person thru August 31

\$55 at the door

DellaCon

848 Dodge Ave. Suite 257

Evanston, IL 60202

Chula Vista Resort

4031 North River Road,
Wisconsin Dells, WI 53965

Main - 608-254-8366

Reservations - 877-388-4782

Tower Rooms (King or Queen/Queen) \$119/night

Three Bedroom Condos \$349/night

All rooms include waterpark admission.

See our website for more details and choices

www.dellacon.com • info@dellacon.com

Programming Schedule: Saturday Evening

How to Write Despite a Day Job

Saturday, 4:00 pm, Lilac D

Most writers get their start while still holding a day job, or two, to pay for those pesky things like rent and food. Can you have a job, a family, write and still have time to sleep?

Nick Pollotta, Steven H. Silver, Tim Akers, Chris Gerrib, David Burkhead

Reading – Jody Lynn Nye

Saturday, 4:00 pm, Walnut

Jody Lynn Nye reads selections from her latest works.

Tricky Pixie Concert

Saturday, 4:00 pm, Jr. Ballroom A-C

Our Filk Guests of Honor unite for a kicking ninety-minute concert. Expect a wild, sexy, irreverent entertainment experience in a variety of styles from Celtic rock to the blues. If you like music, you'll want to see this! (And if you miss it, you'll be kicking yourself in the morning.)

Betsy Tinney, S.J. Tucker, Alexander James Adams

Protecting Your Stuff

Saturday, 5:00 pm, Lilac AC

Whether you're an artist, writer or musician, you need to protect what you create. Join copyright and trademark lawyer Beverly Berneman as she discusses the basics of these important legal issues and answers your questions.

Beverly Berneman

The Books you Should Be Reading NOW!

Saturday, 5:00 pm, Lilac D

A discussion of the books you should be reading, but probably aren't.

Fran Juergensmeyer, Dale Cozart, Dina Krause, Ross Martinek

Why You Shouldn't Ask Your Doctor For It!

Saturday, 7:00 pm, Lilac AC

We've all seen them, the parade of ads for prescription drugs encouraging you to *Ask your doctor for it today!* Do they do more harm than good for the patient and for the cost of healthcare?

Karen Nagel

Beth Kinderman and the Player Characters Concert

Saturday, 7:00 pm, Lilac B

Beth Kinderman, Justin Hartley, Dave Stagner, and Nikk Walter have performed Beth's progressive-rock-influenced folk songs, inspired by *Star Wars*, *Farscape*, comic books, *Firefly*, fan fiction, anime, video games, zombies, and beyond, midwest cons since 2008.

Sf/F and Breaking Societal Taboos

Saturday, 7:00 pm, Lilac D

Science fiction and fantasy have pushed the boundaries of many societal taboos, especially in the area of sexuality and gender roles. We'll explore how these genres have led the way in breaking down myths and destroying taboos.

Ross Martinek, Fran Juergensmeyer, Fred McDonald, Michael Z Williamson, Neil Rest

The Weird World of Science

Saturday, 8:00 pm, Lilac AC

Join Dr. Rob Pyatt for tales of science that are stranger than fiction!

Rob Pyatt

Feng Shui Ninjas Concert

Saturday, 8:00 pm, Lilac B

Are they a punk band in reverse, or a folk band on fast forward? Musicians with a sense of humor, or comedians who tell musical jokes? Nothing is sacred when the Feng Shui Ninjas take

the stage. Hungry trolls and talking pies rub shoulders with acoustic versions of New Wave hits and hard rock revisions of centuries-old tunes. WindyCon will kick off their annual "No Mercy Christmas" tour, so expect holiday favorites—with a body count.

Dave Stagner, John Kentner, Justin Hartley, and Tami Murck.

Urban Fantasy: Bringing Ancient Legends to Life

Saturday, 8:00 pm, Lilac D

Why has urban fantasy captured the imagination of so many writers and readers? Our panel will explore the many paths that could be called urban fantasy and how it differs from more traditional fantasy.

Ross Martinek, Eric Flint, Jody Lynn Nye, Jim Hines, Tom Trupinski

Reading – Mike Resnick

Saturday, 8:00 pm, Walnut

Mike Resnick reads selections from his novelette featured in *Classics Mutilated*.

Masquerade

Saturday, 8:00 pm, Jr. Ballroom B-C

The Masquerade will warm up with a catwalk of the best of the hall costumes. Then the competition begins, with Alexander James Adams as MC. While the judges deliberate, Tom Smith "The World's Fastest Filker" will entertain in his own unique style. Awards will be presented at 9:45 pm.

David Perry Concert

Saturday, 9:00 pm, Lilac B

David Perry's music knows no boundaries. He's performed around the country and the world to cons, pubs, bars, and rock'n'roll halls of iniquity; by prairie campfires and in 18th-century Venetian taverns. He plays folk, rock, filk, country, bluegrass, and celtic music, writing outlaw ballads, ghost stories, love songs, and whatever else moves his spirit.

Programming Schedule: Saturday Night & Sunday

Saturday Night Dance

Saturday, 10:00 pm, Jr. Ballroom A

One night of dancing isn't enough! Come join DJ Clash as he hosts our Saturday night dance.

Sunday

Tai Chi

Sunday, 9:00 am, Jr. Ballroom A

Prepare for another day of fun by joining our Literary Guest of Honor Steven Barnes as he leads a session of Tai Chi.
Steven Barnes

Putting the Science Back in Science Fiction

Sunday, 10:00 am, Lilac AC

Science fiction has evolved from the early days of the genre. Seminal books in the genre accurately predicted some advances in science. Has the current field lost the connection to science?
Nick Pollotta, Richard Garfinkle, Jim Rittenhouse, Dermot Dobson

Critter Crunch

Sunday, 9:00 am, Jr. Ballroom A

Mechanical mayhem as the robots rumble in the ring of wreckage!

Down Among the Roots: The Origins of the Fae

Sunday, 10:00 am, Lilac D

Every culture and society seems to have some legends of one or more magical races that sometimes interact with humans. These are not the bright, sparkly faeries of childhood, but something much darker.
Ross Martinek, Jody Lynn Nye, Jim Hines, Frieda Murray, Richard Garfinkle

Chicago-sf.org Book Discussion

Sunday, 10:00 am, Walnut

Join the Chicago-sf.org book discussion group as they discuss Shakespeare's *A Midsummer Night's Dream*.
Jason Robertson

Come on Baby, Light My Affire

Sunday, 11:00 am, Cypress A

You too can shine like a star, even if you've never built a blinky! Our panelists will show you how to light up the night without electrocuting yourself.
Bill Dunbar, Jennifer Kelley, Patrick O'Connor

Genetic Testing: Separating Fact from Fiction

Sunday, 11:00 am, Lilac AC

Join Dr. Rob Pyatt for a discussion on the current state of technology for looking at our genes (the good, the bad, and the ugly).
Rob Pyatt

Lifewriting

Sunday, 11:00 am, Lilac D

Join Literary Guest of Honor Steven Barnes for an enlightening application of Joseph Campbell's mythic model of the Hero's Journey to both fiction and individual life and achievement.
Steven Barnes

Phandemonium Book Club #2: The Windup Girl

Sunday, 11:00 am, Walnut

Join the Phandemonium Book Club to discuss *The Windup Girl* by Paolo Bacigalupi, one of two books which tied for the Hugo Award this year.

How to Make Money With Your Music

Sunday, 11:00 am, Lilac A

Selling your songs to a major label and going on tour isn't the only way to make a living with your music. From working as a session musician or producing, to busking and playing coffeehouses, musicians can make a living in a surprising number of ways. The era of the internet and self-production has opened up ways for independent musicians to live off their music in ways never before possible. Come and learn from our panelists how they've done it.
David Stagner, Daniel Gunderson, Heather Dale

The Great Luke Ski

Sunday, 11:00 am, Jr. Ballroom B

With his array of parody and funny music in a variety of styles, Luke is sure to keep you guessing -- and laughing!

But It Looked Good on Paper!

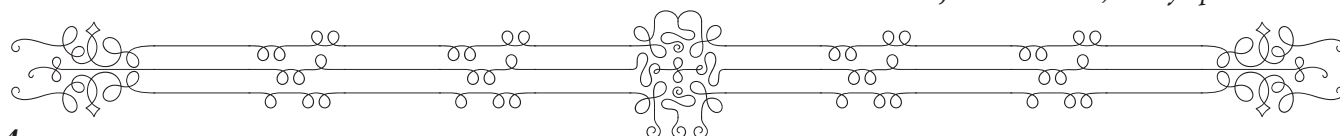
Sunday, Noon, Cypress A

You've seen our successes on stage, now come and hear about the ones that got away. Master Class Costumers will share their true tales of Epic Fails, and prove that even the mighty may stumble, or even fall off the stage!
Animal X, Wendy Zdrodowski, Gail Barber

The Future of the U.S. Space Program

Sunday, Noon, Lilac AC

With the retirement of the Shuttle program and disagreements about what should replace them, what is the future of the space program?
Ross Martinek, Dale Cozart, Jim Rittenhouse, Henry Spenser



Programming Schedule: Sunday

Art Warneke Concert

Sunday, Noon, Lilac B

Art is the guy behind the camera at area conventions, but many people don't realize that he has a classic rock background. From the Grateful Dead to Traffic, classic and original filk, Art brings a wide background to the WindyCon stage. We'll be treated to both classic filk and classic rock, and it's all worthwhile.

Journey to Zarryiostrom

Sunday, Noon, Lilac D

Throughout her career, Artist Guest of Honor Nene Thomas has been inspired by a fantasy series she first imagined in high school, *The Zarryiostrom*. The first two books complete, though unreleased, and Nene and her husband Steven will be reading excerpts from the fantasy epic. A question and answer session will follow, and they will display new artwork from the first volume, *Powerborne*. This is your chance to learn the story behind the art!

Nene Thomas, Steven C. Plagman

Trivia for Chocolate

Sunday, Noon, Jr. Ballroom B

Join trivia master Steven H. Silver for another round of Trivia for Chocolate.

Steven H. Silver

Chicks Dig Time Lords

Sunday, Noon, Jr. Ballroom C

There is a perception that there weren't many women in *Doctor Who* fandom before the New Series was launched.

This is patently false! Women have had a major role in *Doctor Who* fandom since the inception of the show. Do women approach and experience their *Doctor Who* fandom (or other media fandoms) differently than men?

Lynne M. Thomas, Jody Lynn Nye

Do I Really Own This?

Sunday, 1:00 pm, Lilac AC

The practice of licensing is becoming more wide-spread in many different areas from computer programs to cartoon characters. How do you know whether you really *own* something?

Beverly Berneman, Walt Boyes

Insh'Allah, The World of Lion's Blood

Sunday, 1:00 pm, Jr. Ballroom B

Join Guests of Honor Steven Barnes and Alexander James Adams as they journey back to the world of Steven's *Lion's Blood* in words and song.

Steven Barnes, Alexander James Adams

Futures and Fantasies Book Group Discussion: The Last Unicorn

Sunday, 1:30pm, Jr. Ballroom C

The Last Unicorn, a heartwarming fantasy novel by Peter S. Beagle, will be discussed by Futures and Fantasies, a Chicago area fantasy, science fiction, and plain English science book discussion group, a Mensa sub-group. All are welcome to join the discussion

Bill Thomasson

Closing Ceremonies

Sunday, 2:00 pm, Jr. Ballroom B

Where we thank our guests, give out awards, reveal secrets, and turn you loose for another year. The weekend goes by so *quickly*...

Uncle Vlad

Dead Dog Filk

Sunday afternoon, Con Suite

Join us in the con-suite for a fun-filled, musical romp of a dead-dog. Begins at 2:30 pm, ends when the last filker falls.



Autograph Table

Saturday, 1:00 pm

Roland Green

Travis Clemmons

Saturday, 2:00 pm

Steven Barnes

Saturday, 3:00 pm

Jim Hines

Jody Lynn Nye

Nick Pollotta

Eric Flint

Mike Resnick



When was the last time you had a great time in Texas?

Was it at the NASFiC in 1985...

Or was it at the Worldcon in 1997...

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ISFiC Writers Contest

Since 1985, Illinois Science Fiction in Chicago has been holding a writing contest for beginning writers of science fiction and fantasy. Our annual convention, WindyCon, emphasizes the literature of science fiction and we want to encourage new writers. The winning story is published in the WindyCon program book. What better encouragement than seeing your story in print!

There is no entrance fee, but the entrant must not have been paid for any previous work of fiction. The top three will be contacted by WindyCon beforehand, so they can attend and receive their prizes. Our judges include both authors and editors. Full rules are at WindyCon.org and ISFiC.org.

This was a very strong year with good stories from all of our contestants.

The winner this year is *Lost and Found* by Mary Mascari.

The honorable mentions are *Waiting for the Future* by Keith Heimpel and *Clockwork Nightmare* by Kirin Dale.

Special thanks go to our judges: Roland Green, Elizabeth Anne Hull and Jody Lynn Nye.

To all aspiring authors: We had 10 stories this year. Yeah! We want to see your story next year. I know you can do it. You don't even need to mail it. Just send it to me at contest@windycon.org. Want some help with the story? WindyCon holds a Writers Workshop. Do one, do both, just do it! I have faith in you!

Marcy Lyn-Waitsman
Writers

Contest Administrator

Lost & Found by Mary Mascari

Jennifer had never walked down the street with her entire life savings in her purse before. It made her a little jumpy.

The problem was, Jennifer was the kind of person who lost everything. She'd lost her car keys more times than she could count, usually after buying a special key chain to make absolutely sure that she wouldn't lose them this time. She had a bin in her closet full of single gloves, since she always lost one glove right after buying a new pair. Oddly, it was usually the left one.

Jennifer was quite certain that the Universe just enjoyed taking things from her, and the newer the better.

And now she had just come from the bank and pulled out the full \$20,000 from her savings account in the form of a cashier's check made out to cash. All she had to do was go across town to the lawyer's office and give the check to him. And then she would have a house. This one would not have parents in it. (Although her parents would be right across the street, but that was beside the point.)

She was determined not to lose this check. This money was all her earnings from the last ten years. If she lost this, it was gone. There was no cancelling and getting a new one.

She got into her car, a white 1992 Geo Metro hatchback, and immediately put the check into the glove compartment. She felt better not holding it. All right, Jen, she told herself, you just have to drive straight to the lawyer's office. No stops, no problems.

She pulled out of the bank parking lot and was about to get on the highway when she noticed she was about out of gas. Since her car was so tiny, she almost never had to fill it up. So she never remembered to do it until she was running on fumes. Which she was. The gauge was technically on E.

No problem, she thought, I'll just get gas and then be on my way. Nothing's going to happen.

After filling up, she swiped her credit card at the pump. Nothing happened. She tried again. Nothing. She was going to have to go into the gas station to pay for her gas. Which meant leaving the check.

She briefly considered bringing it with her, but then she figured she'd be more likely to get mugged inside. She decided to just go quickly.

It went well, actually. There were no people in front of her doing crazy things like trying to pay in all pennies, the cashier wasn't talking on the phone to his girlfriend, and there wasn't a group of thugs in there buying moon pies. She walked in, paid for her gas, and walked out.

And her car was gone.

At first, she thought that she had forgotten which pump she had parked at, so she walked around once. It still wasn't there. She checked again, this time going the other direction. She looked down the street, as if somehow she had stopped a block short of

Lost and Found *by Mary Mascari*

the gas station and walked the rest of the way, and then forgotten she had done so. Then again, reason didn't seem to be very useful right now; someone had jacked her car in broad daylight, with people all around. She checked her purse—the keys were in there. And she knew they were the only set, because she had lost the others.

This made no sense at all. Regardless, it was gone. The car was gone. The check was gone.

Jennifer sat down on the ground in the middle of the gas station, right on the oily asphalt. She numbly reached into her purse to get her cell phone, but then she realized, of course, that it had been charging in her car. She stood up, much to the surprise of a Camry that was pulling in at that moment, and walked into the store to see if they had a phone number for the police.

About half an hour later, after Jennifer had paced along every square inch of the 7-11 that the gas station was attached to, she sat on the curb next to Detective Hector Siete, who was filling out a form with a blue Bic pen.

"Name?" he asked, looking up expectantly. He had dark brown eyes that were friendly but bland. He had a thick black mustache which he parted in the middle. He also parted his hair in the middle, which gave the effect that the two sides of his head screwed apart somehow, with some sort of hairless seam between the two halves.

Jennifer watched as he filled out the form, writing down her answers to each question. She wondered if it wouldn't have been easier to just do it herself, rather than having to spell out her address and such. Was she not qualified to write on the paper? Had he gone to some special training at the Police Academy that made him particularly skilled in form-filling-out? As she watched him write, she did notice that his handwriting was very tight and neat. He was, in fact, doing a very nice job filling out the form.

He finished the form, and had her sign it. Then he looked at her.

"Well," he said.

"What?" Jennifer said eagerly.

"Your car is gone," Hector said.

"That's all you have?" she asked. "Just that my car is gone?"

"Well, I have more, but you probably don't want to hear it."

"Of course I want to hear it!"

"You're never going to get it back," he answered.

"You're right. I didn't want to hear it."

"No one ever does," he said. "They focus on the car. They're not ready to think beyond it."

"Of course, I'm focused on the car!" Jennifer said. "My life savings were in there!" Suddenly it hit her. "Oh my God," she said. "What am I going to do? This is the absolute worst. I mean I've lost things before, but never anything like this."

"Oh, you lose things, too?" Hector asked, brightening somewhat.

"Everything," Jennifer said. "Why, do you?"

"Not often," Hector said. "But when I do, it's big."

"Like what?" Jennifer asked.

"Oh, nothing," Hector said.

"I once lost shoes while I was wearing them," Jennifer said bitterly. "I took them off for a second and then they were gone. I had to go home barefoot."

Hector didn't say anything.

"It's your turn now," Jennifer went on. "I say what I lost, and then you say what you lost, and we see who's worse. It's a game."

"You win, then," Hector said, dismissively.

"Oh come on," Jennifer said. "You're not even trying. I lost my cat. From my apartment. The doors and windows were closed, but I came home and she'd disappeared. I put up posters and everything."

"That's terrible," Hector said. "Very tragic."

Jennifer sighed in frustration.

Hector gave Jennifer a card. "I'll start an investigation, and call you when I know more. You should just go home and wait," he said.

Home was the last place she wanted to go. Her mother would be there. And then the questions would begin. Which always led to the self-loathing. "Where are you going now?" she asked.

Hector looked a bit startled. "What?"

"Where are you going now? What are you starting with?"

"Well, I'm probably going to get a sandwich from the 7-11," Hector said.

"No, I mean to find my car." Jennifer wondered if police did this on purpose, to torture people when they were psychologically delicate.

"Oh," Hector said. "I'm going to probably go check out the scene of the crime."

"I'm going with you," Jennifer said. Maybe it would be there when he looked. Just like her computer suddenly started working as soon as the tech support guy walked up.

"No, you're not," he said. "That's not how it works."

"Can't I just wait here while you look? You can give me a ride home," she suggested.

"I think you should get someone else to give you a ride home," Hector said. "Like maybe your mother?"

"I'd rather you pull out that gun and shoot me right now," Jennifer said. "I've just lost my car and my life savings at a 7-11. Think about what your mother would say if she had to pick you up at the police station after that happened."

Hector sighed. "All right," he said. "So where was your car parked?"

Lost and Found *by Mary Mascari*

"Right there," Jennifer said.

"It's not there now," he said.

"Yes," she said, wondering why she hadn't gotten a proper detective instead of this guy.

"Let's look around," he said.

"I did that already," Jennifer answered.

Hector turned and looked at her for a moment. "But I haven't yet," he said.

Jennifer rather hoped he was going to pull out a magnifying glass, but he didn't. He started at the very spot the car had been parked in (after waiting for an SUV to finish pumping and pull away), and then walked in a spiral pattern. At first, Hector crouched down and traced tight circles on the ground. Then he walked in a larger spiral, looking up and down as he did.

Jennifer thought he looked ridiculous. "What are you doing?" she asked.

"Spiral search," Hector answered, without looking at her. Now he was looking carefully at the ground and pumps around him as he walked. He had to vary his spiral somewhat to work around the pumps and cars, and sometimes he stopped, frozen, while waiting for a car to drive past, but he soon covered the entire gas station.

While he was searching, Jennifer got bored and went into the 7-11. She found a pay phone, but the cord had been cut and the metal cover stuck out like a curly spring. Much as she hated to admit it, she really needed to call her mother. She went to the front counter, picking up a Snickers bar on the way, which she deserved after all she'd been through.

She put the candy bar on the counter. "Would you mind if I borrowed your cell phone?" she asked. "My car was stolen in the parking lot and I need to call my mother and tell her why I'm late." She smiled charmingly.

"No," the clerk said. He was a youngish man with stringy hair and dead eyes.

"Please?" Jennifer continued. "It will just be a short call, and it's local."

The clerk just stared at her.

Jennifer waited, not quite sure if he hadn't heard her or what. "Did you hear me?"

"Yeah."

"So... can I borrow it?"

The clerk stared at her with utter contempt. Jennifer figured that probably meant no, but since he had had the exact same contemptuous look the entire time, it was hard to tell.

"Two dollars."

"To... use the cell phone?"

"For the Snickers."

Jennifer sighed. She'd be home soon, she thought. She'd just call Mom then. "Add a Diet Coke, too," she said, handing over the money.

Jennifer sat on the curb, having found a spot that was both clear of gum and wide enough for her to sit on. She felt a pang of guilt, so she shoved her Snickers bar into her purse and just sipped her Diet Coke and watched Hector. He was now circling the outside of the parking lot, pausing stiffly to let cars pass, and then continuing. He had his notebook out now, and stopped here and there to write notes.

Finally, his spiral took him directly in front of Jennifer. He stopped.

She looked up at him. "Do you need me to move?" she asked.

"No," he said. "I'm done. I know who took your car."

"What? Already?" Jennifer jumped up, dropping her Diet Coke. She instinctively bent down to get it, and then remembered that Hector had just said something important and wobbled back and forth for a second before finally just standing up. "Who? Where is it?"

"The people who stole your car are organized criminals who targeted your car specifically."

"They targeted a 1992 Geo Metro?" Jennifer asked, now bending to pick up the now empty Diet Coke bottle. .

"It wasn't for the street value," Hector continued. "At least not these streets. I'm afraid you won't be getting it back. Why don't you get in the car and I'll give you a ride home."

Jennifer sighed and followed him, pausing to toss out her bottle on the way. This was officially the worst day ever.

Hector opened the back door to the car. "Oh," Jennifer said. "I thought I'd be sitting in the front."

"Sorry," Hector said. "I'm not allowed to have anyone in the front seat unless they're a police officer."

Jennifer thought that sounded like a strange rule, but she slid into the seat. There was bulletproof glass between the front and back seat, and it took up a lot of space. She had to turn her feet sideways to fit. "So tell me more about this secret organization that targets old cars made of plastic and styrofoam," she said as Hector got in front.

Hector started the car. "It's a long story," he said. As he pulled out, he asked, "Now, which way am I—"

Jennifer didn't notice that he had stopped midsentence, because she was staring out the window.

Everything was turning green. Not like green grass or St. Patrick's day, but it was as if the windows were tinted green, and the tint was getting stronger and stronger, until it was all just ... green.

"Fasten your seat belt, and hang on!" Hector said.

Lost and Found *by Mary Mascari*

Jennifer fumbled to do so, but her hands were shaking and she suddenly couldn't figure out how a seat belt worked. Then the front end of the car jerked straight up, flipping Jennifer onto her back. Her purse flew past her and she managed to catch it in mid-air. She was feeling pretty slick for a moment there, until the car jerked sideways and started flying up, and up, and up.

"What's going on?" she screamed to Hector, trying to get back in her seat. It was hard because she had to scoot her butt along the back of the seat, which was now flat like the floor, and fling her legs up the seat part.

Hector was digging in his pockets for something. "When I say so, you're going to hold your breath for as long as you possibly can."

"Why?" Jennifer asked.

"Because we're going into space."

"What the hell difference is that going to make?" Jennifer asked.

"Now!" Hector said.

Jennifer was completely unready, so she realized her lungs were empty. She was soon feeling the burn for air, and wondered if she could take one last deep breath, or if it was too late. Finally, she had to sneak a little breath in.

And then she passed out.



Jennifer woke up on a cool, smooth surface. She was disoriented at first, but then abruptly remembered what had happened and sat up quickly. She realized she still had her purse on her shoulder. She had a strange taste in her mouth, like strawberry jam. She was in a dark, small room, lit only by three circular windows, about 6 feet up. She stood up shakily and started to walk toward the windows, even though she'd never get up that high.

"I told you to hold your breath."

Jennifer jumped and turned at the same time, landing unsteadily right in front of Hector. "What happened?"

"Matter transfer bus," he answered.

Jennifer tried to make those words make sense in her mind, but failed. "Huh?" she asked eloquently.

"We were picked up by a matter transfer bus and brought here," he said. "There's always a release of gas when it first engages, so you need to hold your breath. You didn't, so you passed out."

Jennifer blinked. Some phrases were starting to come together. She reached into her purse and pulled out the Snickers bar. Matter transfer apparently made her hungry. "Where are we?"

"On a Jaxartian ship. We're probably somewhere near Jupiter by now," Hector said.

Jennifer nodded. "Right," she said. "That makes perfect sense. Who are the Jaxartians?"

"Big bullies," said a scratchy, nasal voice which Jennifer immediately found horribly annoying. Jennifer turned and saw a short, ducklike man walk into the light. He was only about four feet tall and his skin looked sort of blue. The really weird part was that his face had a big duckbill on it. It wasn't like a real duck, though, because the lips moved when he spoke. Right now he was smiling, revealing tiny serrated teeth. It was downright creepy.

"What are you doing here?" Hector asked incredulously.

"Inspector Hector!" he said. Jennifer simply could not stop staring at the creature's mouth. "Good to see a friend in this place!"

"You know him?" Jennifer asked. She took another bite of her Snickers. She always was a nervous eater.

"You're under arrest," Hector said, ignoring Jennifer.

The creature didn't look worried. "Oh dear," he said. "Lock me up and take me away to prison. I'd love it if you could." He turned to Jennifer. "The Jaxartians consider themselves to be archeologists. Except they don't wait for a society to be ancient—they just take artifacts right away. I heard they had a scam where they're sending them forward in time, but I don't know if it's true. Brilliant if it were."

"They're criminals," said Hector, looking around like he was trying to find a way to arrest the box itself.

"And you're not a Jaxartian?" Jennifer asked.

"Oh, blarg no," he said. He bowed formally. "Drissl Amando, Gothgarian at your service."

Jennifer nodded. "Was one of those your name?"

"His name is Drissl," Hector said. "We'd best not associate with him."

"Doesn't look like you have much of a choice, champ," Drissl said.

Jennifer turned to Hector. "And you're an alien, too?" she asked.

Hector nodded. "I'm from Omega 7."

"What were you doing in Buffalo Grove?"

"Looking for him," Hector said, nodding toward Drissl.

Jennifer looked back at the strange blue duck guy. "Wait," she said. "If you're an alien, how can I understand you? And how do you understand me?"

"They gave you an idiomization when they brought you on board," Hector said.

"They did what?" Jennifer asked.

"Taught you Grslyzk. That's what you're speaking right now," Drissl said.

They taught me a whole language? "How long was I out?" Jennifer asked.

"It just takes about fifteen minutes or so," Hector said. "There's a new process now."

Lost and Found *by Mary Mascari*

"Beams it right to the language center of your brain," Drissl said. "Put hundreds of language teachers out of work. They staged a huge protest, so now they brought back some ancient languages, like Corobian, that are illegal for idiomization, so they have something to teach. Want to hear some? I can say 'You have pretty eyes', 'What is your name?' and 'How many monkeys can I buy for this?' Beautiful language."

Jennifer blinked again.

"The Jaxartians," Hector continued, "take live specimens and examine them."

"It doesn't end well for the specimens," Drissl said.

"And we're specimens?" Jennifer said.

"Exactly," Drissl said.

Just then the lid opened and light flooded into the box they were in. A big stick with a round glob on the end lowered into the box. Jennifer immediately ran away from it.

"No point in running," Drissl said. He ran over to it and jumped against the glob. He stuck fast and waved as he was lifted out.

"I'm sorry," Hector said. Another stick lowered down and easily caught him. He lifted up out of the box.

Jennifer couldn't believe this was happening. She closed her eyes and held still when the next glob came for her.

It felt awful, like being covered in rubber cement. It stuck to her clothes, so she slipped down and got an awful wedgie. It stuck to her hair. As she flew up out of the box, it worked its way around her ears, which felt like getting a wet willie from a hunk of chewed gum.

As she was lifted, she could see what was going on in the rest of the room. The sticks that she, Hector, and Drissl were attached to were part of a large machine that looked like an upside down lobster, with the sticks as the legs. At the center was a control panel, where two strange looking creatures sat. Jennifer deduced that they were the Jaxartians.

They seemed to be about ten feet tall, purplish-brown, and covered in uneven bumps and growths. They had no necks, just large lumpish heads sprouting out of their shoulders. The shoulders weren't really shoulders, either, just the place where the skinny little arms stuck out the sides. The faces were equally lovely; three beady yellow eyes hovered over a lipless mouth.

Jennifer also noticed that the Jaxartians didn't have fingers on their hands, just sticky knobs at the end of their arms which they used to pick things up. They were quite dextrous, though. They easily drove Hector, Jennifer, and Drissl to three angled tables. The tables were also sticky, so Jennifer had the horrible sensation of sticking to the table while the blob pulled away with a slurp.

"Three specimens," one of the Jaxartians said. "One Gothgarian, one Omegan, and one... human?"

"A human?" said the other, bobbing over to Jennifer's table. "I've never seen one up close like this."

"Don't touch it," the first one said.

"Oh, Blop, don't be so uptight. What's it going to do?"

It reached out with its sticky appendage and tapped Jennifer first on the head, then the arm. She winced. It was like the blob that had carried her out of the box, but now it was warm and smelly. She saw it starting to reach for her Snickers bar, that was still open in her hand. Oh, no, she thought, I was going to eat that.

The Jaxartian tapped the candy bar as if it were a part of Jennifer's body. Suddenly the Jaxartian screamed and pulled back. Its hand-blob was sizzling and it started gasping for breath.

The other Jaxartian hurried over. "Gorb!" it called. "What's wrong?"

"Human...toxic..." Gorb choked out.

Blop ran around the lab, frantically searching for something to help its colleague. Jennifer looked over at Hector and Drissl questioningly. They both shrugged. Drissl was also laughing out loud.

Gorb hacked a few more times, and then fell over dead. Drissl laughed even louder.

Blop ran over. "What did you do to it?" it asked.

"Let us go," Jennifer said. "Send us back to Earth or I'll do the same to you."

Blop's middle eye blinked several times. Jennifer had no idea what that meant. She watched Blop carefully, trying to look threatening.

Blop reached over and picked up a large bladed thing. It was clearly not going to negotiate.

"Wait!" Jennifer said. She thought she heard a tearing noise next to her, but really couldn't take her eyes off of the four foot long knife which was now pointed at her. "Let's talk about this. I can help you find Earth artifacts."

Blop's eyes suddenly got very wide. Jennifer saw Hector, who had pulled himself off of the sticky table and had just jumped onto the Jaxartian's back leg. When Blop turned to look down, Jennifer pulled her arm free and stabbed the Jaxartian with her Snickers bar. Blop screamed and fell backwards.

Hector helped Jennifer off the table and they started to run as Blop started to hack and choke.

"Hey, what about me?" Drissl said.

"You're coming, too," Hector said. "You're still under arrest."

"Of course," Drissl said. "I almost forgot."

They ran out of the lab, leaving the steaming remains of Blop and Gorb behind.

They ran down the huge hallway, looking around for anyone who might catch them.

"Oh my God," Jennifer said. "I just killed someone."

"Did you see that knife?" Drissl asked. "And Jaxartians don't believe in anesthesia."

Lost and Found *by Mary Mascari*

Jennifer shuddered. "Still," she said.

"Quiet, you two," Hector said. "This way." He pointed down a corridor.

Jennifer started to follow, but Drissl hesitated. "How do you know?" he asked.

"I watched while they carried us in," he said.

"We were in a dark bag," Drissl said. "With this one flopping around." He indicated Jennifer.

"I was able to sense our direction by using subtle cues," Hector said. "It's part of my Galactic Corps training."

Drissl snorted. "I'll go that way, but only if you admit you're guessing."

"I'm not guessing," Hector insisted.

"Then I'm not going."

"Boys!" Jennifer shouted. She felt like she was a kid, dealing with her little brothers. Jennifer looked around. "Can we use that computer terminal to get a map or something?"

Drissl laughed at her.

"What?" she protested.

"That's not a computer terminal," Hector explained. "It's a facility for the Jaxartians to expel undigested matter."

Jennifer looked at him. "You mean it's a toilet?"

Drissl laughed even harder. "You wanted to find a ship layout on a toilet!" he said. But then he stopped. "But that gives me an idea," he said. He ran back into the lab.

"I really do think this is the right way," Hector said.

Drissl came running back with one of the Jaxartian's appendages in his hand. Jennifer recoiled in horror. "Where did you get that?"

"Off the dead Jaxartian, naturally," Drissl said. "I think it was Blop. They just snap off. When they're alive, they just grow them back."

"What are you going to do with that?"

"Could be useful," Drissl said. "So, where are we going?" he asked.

"This way," Jennifer said, pointing the direction Hector had indicated.

"If you say so," Drissl said. They went down the hall, Hector first, then Drissl and Jennifer in the back. They heard voices behind them.

"Wherever we're going, let's get there quickly," Jennifer said.

As they turned the corner, they stopped. Someone was coming down that hallway the other direction. They were trapped.

Hector grabbed the Jaxartian arm from Drissl and used it to press a panel next to a door. As it opened, they all tumbled inside.

And froze. The room was full of Jaxartians, all busy at work. Jennifer pulled them underneath a nearby table.

"Good choice," Drissl said. "Led us straight to the bridge."

"We're not caught yet," Hector said.

Just then an appendage appeared under the table and stuck onto Hector's head.

"We are now," Jennifer said.

They were hauled out from under the table by a Jaxartian with a little hat perched on its head. "Commander, I found some specimens."

"That's disgusting, Plung," the Commander answered. "Throw them away."

"But they're alive, sir," Plung replied.

"Send them back to the lab, then," it said.

When Plung turned to make a quick call, Jennifer, Hector, and Drissl tried slowly inching away. Plung stopped them by extending an appendage from its shoulder area. Jennifer was really starting to hate the sensation of sticky goo on her skin. With its other appendage, Plung tapped into a communicator.

"Blop, I've got some specimens here that somehow got to the bridge. Come pick them up." It waited. Jennifer wasn't about to speak up and tell it that Blop wasn't going to answer. "Blop, are you there? Gorb?" Again, silence. Plung turned to look at them more closely. And that's when it noticed Blop's arm. Hector tried belatedly to hide it behind his back. Drissl rolled his eyes.

Soon they found themselves standing in front of the ship's captain, an even larger Jaxartian than the ones they had faced before.

"So," it said, staring at them with contempt from two of its eyes—the third scanned around the room constantly, which Jennifer was finding really distracting. "You killed two of our scientists."

"The first one was an accident," Jennifer said.

"But the second one wasn't?" the Captain asked.

"With respect, sir, it had a huge knife and was brandishing it. It was clearly self-defense," Hector answered.

"Specimens don't get self-defense," the Captain answered. "I sentence them to immediate consumption. I'll start with this one." It gestured toward Hector.

"Does consumption mean what I think it means?" Jennifer asked Drissl. But he wasn't listening.

"I have nothing to do with these two," Drissl said. "They killed the scientists and then dragged me along against my will. I brought them to you, see?" He flung himself face down on the floor.

The Captain looked at him for a brief moment. "Nope," he said finally. With that, he opened his mouth wide, then wider, wider, and wider, until his entire body was one giant hole.

Consumption meant what Jennifer thought it meant.

The Captain-mouth turned toward Hector, who was standing at attention, staring out into space, ready to accept his fate. Jennifer really didn't want to see him get consumed, and she certainly didn't want it to be the last image that she ever saw.

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She unwrapped the Snickers bar and flung into the Captain's gaping maw. It closed shut immediately.

"Run!" said Jennifer. She grabbed Hector, who was still awaiting his demise, and followed Drissl to the door. No one stopped them, because they were all staring in amazement at the Captain.

The Captain was bubbling all over, all three eyes wide. It had swollen to twice its size, engulfing its own arms and legs so that it looked like a giant marshmallow that had been put in the microwave. It grew bigger and bigger.

Jennifer opened the door and shoved everyone out just as the Captain exploded. She felt a glob of hot goo hit her on the back of the head. She shuddered, but didn't stop. "This way, quickly, let's go!"

She had no idea where she was going, but she knew she couldn't stop. "What's an elevator look like?" she asked Hector.

"Over there," he pointed.

"Still have that arm?" she asked.

He handed it to her. She used it to smack the control panel outside the elevator. It opened immediately. She smacked the panel for the lowest floor. The doors whisked shut and the elevator started descending.

"Where are you going?" asked Drissl.

"Away from here. And I still want to find my car. Most places store stuff in the basement, so that's where we're going," Jennifer said. "By the way, nice teamwork back there."

"Thanks," Drissl said.

"I was being sarcastic," Jennifer said.

"It was going to eat us," Drissl protested. "You wanted me to stand bravely by and die with my comrades who I've known for all of twenty minutes?"

"We're comrades now," Jennifer said. "If you don't like it, feel free to strike out on your own."

"No, he can't," Hector interjected. "He's still in my custody."

"I keep forgetting that," Jennifer said.

"Me, too," Drissl added.

As the elevator doors opened, they stepped out carefully. No one was around. They were in a large, dimly lit room. They could make out piles of things, but it was hard to tell what.

"Do you have a flashlight?" Jennifer asked Hector, just as the lights went on in the whole room. Hector and Jennifer jumped. They turned and saw Drissl next to a switch. "What are you doing?" Jennifer hissed. "Now everyone knows we're here."

"Everyone who?" asked Drissl.

"Everyone on the floor," Jennifer said.

"Who were just sitting silently in the dark?" Drissl asked.

Jennifer blinked. He had a point. "Just warn me next time, all right?"

Drissl just shrugged.

Jennifer turned in annoyance to see the rest of the room, and then gasped in amazement.

It was full of Earth Junk. The sign even said so.

It was all piled up, but the piles were sorted and grouped somewhat. It looked like several different people had tried to organize this room at different times, and each had their own idea of how to do it. So there were piles marked "Office Supplies", "Cincinnati", "Unknown", "Miscellaneous", and "Red."

"This is all stolen material," Hector said, in an outraged tone.

Jennifer looked around the piles idly, picking up random things. She grabbed a hat, a long fuschia sweater, and a backpack. She dumped out the books and papers that were inside, feeling briefly sorry for the kid whose report had been late. She was sure no one believed him when he said he hadn't lost it. She was just wandering over to a pile of shoes to see if she could find something more suitable for running than the flip flops she was wearing when she froze.

"My shoes!" she said.

Hector and Drissl looked over idly.

"No, no," Jennifer said, trying them on. "These are my shoes! I lost them at work! They were brand new—red with these cute little ruffles on them. I kicked them off under my desk. Then it was lunch, and I felt around to put them back on, but they had gone." She was walking back and forth in the shoes now, admiring them anew. "At the time I thought I was going crazy, of course. I'd been sitting at my desk the whole time. And now I know where they went."

"Congratulations," Drissl said.

"Does this mean they took everything I've lost?" Jennifer said, running over to the others. "My final project from senior year? My brother's birthday cake? My cat?" She shrieked when she found a box of all right-handed gloves.

"I'm going to say no on the cat," Drissl said, "It's probably better to believe that."

"Great," Jennifer said. "By not telling me what happened, you've made it perfectly clear what happened."

Drissl smiled, showing his little serrated teeth. "I'm good that way," he said.

"Miss Henderson," Hector said. "I've found something that may be of interest to you."

"If it's my cat, I don't want to know," Jennifer said.

"It's not that." Hector said. "It's your car."

Jennifer jumped, walking awkwardly in her new pumps. "Open it, quickly!" she said. "Glove compartment, glove compartment!"

Lost and Found *by Mary Mascari*

"The door's locked," Hector said.

"I'm coming, I'm coming," Jennifer said, bouncing along in her heels.

Just then the lights turned off, and then on again. They heard a voice, "Oh for Blort's sake, who left the lights on in here?"

They all looked at each other in panic, and then dove to hide in the piles of junk.

Jennifer knew her car was just on the other side of the pile she was hiding behind. All she needed to do was get in and grab the check from the glove compartment and she'd be set. She reached into her purse and pulled out her keychain. She put it in her mouth and started crawling excruciatingly slowly around the pile. She stopped every few feet to listen, but no one seemed to have noticed her.

"Splug, start loading the box and I'll get the coordinates," one Jaxartian said.

Jennifer heard the distinctive splorpting sound of the Jaxartian—presumably Splug—moving towards her. But she had made it around the pile and could now see her car in all its rusty glory. She looked over her shoulder and didn't see anyone, so she took a few steps forward. And then her shoe fell off. She reached back to grab it.

"Hey!" Splug said. "What's this? Dloop, I think I found one of the specimens!"

Jennifer froze, but didn't see the alien. They had gotten someone else. She looked around and saw Hector squatting on the other side of her car. She crawled over to him. And then they heard Drissl shouting, "I know where they are! Let me go and I'll show you!"

"Such loyalty," Jennifer muttered.

"We need to retrieve him," Hector said. "Do you have any more candy bars in your purse?"

Jennifer dug around. "I have a mint patty, and some Life Savers," she answered.

"That's not good," Hector said.

"I get hungry," Jennifer protested.

"No, none of those have peanuts in them. That's why the other bar worked—Jaxartians are violently allergic to peanuts. We'll just have to do this the standard way," he said.

He stood up and stepped out, gesturing for Jennifer to stay put. "Hello!" he shouted, walking away from the car. "You are harboring a criminal and prisoner of the Omega 7 Planetary Protection Force! Surrender him immediately!"

"Who are you?" Dloop said.

"I am officer Hector Seven of the Omega 7 Planetary Protection Force," he answered. "And you have my prisoner. Surrender him to me."

"Your prisoner?" Dloop said. "There's an all points bulletin around here for him, and you. And a female. You're my prisoners."

Jennifer heard the splabt of the Jaxartian sticking its appendage, probably to Hector. Now they were both captured and were about to be taken back to be eviscerated. Like her cat.

Jennifer crawled away from her car and over to a pile of mittens and blenders. You've got to do something, Jen, she told herself. No idea what.

"You stay here, I'm going to look for the female," Splug said. Jennifer heard it approaching. She grabbed a lunchbox from one of the piles and jumped up on top of her car.

"Stop!" she cried. Now she could see what was going on. Dloop had Drissl and Hector wrapped in its appendages, right near the door. Splug wasn't very far away from her—she had jumped at the right time.

"Come down from there," Splug said, spluptying toward her.

"Freeze!" she repeated. She held up the lunchbox threateningly. "Do you know what's inside here?" she asked.

"Nothing?" Splug said.

"It is full of peanut butter and jelly sandwiches," Jennifer said, looking as menacing as possible. "I touch you with one of these, and you die instantly."

Splug stopped.

"Let us go," Jennifer said. "Transfer us back to Earth."

"I can't transfer you to Earth," it replied. "We're too far away."

"Then down to the planet," she said, looking to Hector for help.

"Just open a portal to the nearest inhabitable, civilized planet," Hector said.

"We're not sending you anywhere but back to the lab! You're wanted felons. You killed the Captain."

Jennifer pointed to the lunchbox. "Do you want to face the sandwiches?" she asked.

The Jaxartians hesitated, looking at each other.

"When Gorb just touched one of those sandwiches," Drissl said, "his skin started to sizzle, and then melt, and finally he just dissolved. Screaming the whole time, of course."

The Jaxartians looked back at Jennifer, who started to open the box.

"Let's just send them to Zud," Splug said. "No one knows we found them. It's like they escaped with the shipment."

"Good idea," Dloop said. He tapped a few keys on his control panel and a large glowing rectangle opened up in the ceiling above Jennifer's car. "There you go," he said. "Portal to Zud."

Jennifer climbed down from the car, picked up her shoes and unlocked the front door. "How does this work?" she asked, looking up at the portal. As soon as Dloop let Hector and Drissl go, Drissl ran over to the car and got into the front seat.

Lost and Found *by Mary Mascari*

Hector was at the control panel. "I'll be there in a second," he said. "I'm just verifying the coordinates, to make sure they're not transferring us to an unsuitable location." He tapped a few keys. "It's fine," he said, walking over to join them. He got in the back seat.

"So now what?" Jennifer asked, buckling her seat belt.

"It's warming up," Hector said. "It will transfer us automatically in five seconds."

Jennifer stood still, watching the Jaxartians carefully. She took a deep breath and held it.

"Where did you get that lunchbox, by the way?" Hector asked.

Jennifer's eyes widened. She didn't want to let her breath go, but she saw the Jaxartians waiting eagerly for an answer. "I've had it with me the whole time," she blurted quickly. Then she sucked in another breath and held it.

"No you didn't," Hector said. When he heard the Jaxartians roaring, he realized what he had said. They knew Jennifer had fooled them.

Just as the aliens leapt for them, the room turned green and Jennifer, Hector, and Drissl were transferred.

The car appeared in the middle of a plaza, or so Jennifer could see as the haze slowly cleared. She slowly saw people, lots of them.

And they had guns, which were all pointed at them.

Jennifer raised her hands, hoping that this meant the same thing here as it did on Earth. Out of the corner of her eye, she saw Drissl do the same thing in the seat next to her. And Hector, that idiot, was leaning out the window.

Then she saw he had his badge and was waving it around. Some people lowered their guns and approached the car.

"The girl is fine, but watch the Gothgarian in the front," Hector said, getting out.

Jennifer started to figure out that this was Hector's police headquarters. He must have changed the transfer coordinates to come right here. Someone let Jennifer out, while others surrounded Drissl. Soon he was being led away in handcuffs.

A captain came up and asked Hector, "What's going on here?"

"I've captured Drissl, sir," Hector answered, standing at attention.

"Well done," the captain said, smiling tightly. Hector's chest swelled with pride.

The captain turned to Jennifer. "Who's this?" he asked suspiciously.

"A fine citizen of Earth, whose quick thinking saved all three of us."

Jennifer smiled awkwardly as the captain looked her over.

"And this thing?" the captain asked, looking at the Geo with disdain.

"It's her car, sir," Hector answered. "She needs it to return to Earth."

The captain frowned. "Return to Earth?" he said. "I don't think that's in regulations."

Jennifer felt her heart sink. She looked back and forth between the captain and Hector. Not return to Earth? Ever? She suddenly felt a strong connection to the planet which had bored her so much just this morning. She'd never really considered it before, but Earth was Home.

"Why not?" she stammered.

The captain eyed her again. "Once beings from a Class 4 or lower planet see a Class 3 or higher planet, they cannot return to their homes," he quoted. "It's a huge security breach."

"Oh," Jennifer said. She blinked as unexpected tears threatened to surface. She couldn't help but think about all the things she'd never see again. It was basically everyone and everything she'd ever known. It was a lot to process.

"But sir," Hector said. "Don't you think she's a 719?"

The captain frowned. "719?"

"She was abducted by Jaxartians for experimentation," Hector said. "There's certainly some precedent."

"Is she from a remote area?" the captain asked.

"Very remote," Hector said. Jennifer nodded enthusiastically.

"Very well then," the captain said. He turned to Jennifer. "Miss, please get back into your car."

Jennifer hurried to do so. She turned to roll down the window and look back at Hector to thank him or say goodbye, but as she did, a green cloud appeared. She could hardly see him through the fog, but tried to wave anyway. She thought she saw him wave back as she held her breath.

She reappeared back at the gas station, exactly in the location where she'd left. She opened the glove compartment. The check was still there, just as before.

Her phone chirped. Now that it was back in range, it had all her voice mails for her. Jennifer opened it and looked through the list. There were twelve of them, all from her mother.

She listened to the first few, but soon got the important information. She had missed the closing, and lost the house. When she didn't show up, the sellers had accepted someone else's offer.

Also, her mother was furious and wanted her to call her immediately. Jennifer started to press the button to call her back, but then she stopped.

She looked around. She had a \$20,000 check made out to cash, and now nothing to spend it on. She also had a full tank of gas, and a pair of fantastic shoes.

And an entire planet to explore.

She started her car, put it into gear and pulled out of the gas station. She'd call her mother later.



Dining Guide

30 Places to Eat Without Crossing the Street!

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

Food Guide researched and written by Kathy Horning & Jim Rittenhouse



Inside the Hotel

Harry Caray's Steakhouse

630-953-3400

F & SA 5pm–11pm, SU 4pm–9pm

Reservations / Call Ahead Seating

Sandwiches \$10-17; Entrees \$15-45

www.harrycarays.com

Holy Mackerel!

Seafood

630-953-3444

F & SA 4pm–11pm, SU 4pm–9pm

Reservations / Call Ahead Seating

Sandwiches \$9-18 (L);

Entrees \$11-19 (L) \$14-65(D)

holymackerelseafood.com

Next to the Hotel

Target

Decent sized grocery department.

630-495-9560

M-SA 8a-11p, SU 8a-10p

Starbucks

Inside the Target

Coffee and Pastry

630-495-9560

M-Sa 8a-10p, Su 8a-9p

Inside Yorktown Mall

Limited to Mall Hours: M–SA 10am–9pm, SU 11am–6pm

Auntie Anne's

Fast Food / Soft Pretzels

630-627-4513

Pretzels \$3-4

www.auntieannes.com

Caribou Coffee

Coffee and Pastry, Breakfast

630-424-8754

Sandwiches \$5

cariboucoffee.com

Charley's Grilled Subs

Fast Food / Sub Sandwiches

Sandwiches: \$5-8

Cinnabon

Fast Food / Cinnamon Rolls,

Coffee & Pastry

Coffee and cinnamon rolls \$3-5

www.cinnabon.com

Dairy Queen

Fast Food / Frozen Treats

Soft Serve ice cream \$2-6

Hot Dog Lady

Fast Food / Sandwiches

Sandwiches: \$3-6

Panda Express

Fast Food / Chinese

630-620-9873

Entrees \$6-8

www.pandaexpress.com/menu

Sakkio Japan (a.k.a Sarku)

Fast Food / Japanese

630-620-9379

Entrees \$3-7

www.sarkujapan.com

Sbarro

Fast Food Italian

630-495-2776

Sandwiches \$4-8; Entrees \$5-8

Also serves pizza

(whole and by the slice)

www.sbarro.com

Subway

Fast Food / Sub Sandwiches

Sandwiches \$3-8

Taco Bell

Fast Food / Mexican

Tacos/Burritos \$1-4; Salads \$5-6

Yogen Fruz

Fast Food / Frozen Treats

Frozen yogurt; \$3-6

Attached to Yorktown Mall

With Outside Entrances and varied hours

Brio Tuscan Grille

Italian

630-424-1515

F & SA 11am–11pm, SU 11am–10pm

Sandwiches \$10-14; Entrees \$15-30

www.brioitalian.com/menu

DOC Wine Bar

Upscale American,

Late Night Kitchen

630-627-6666

F & SA 11:30am–2am, SU 12p–11pm

Sandwiches \$9-10; Entrees \$12-22

www.docwinebarchicago.com

Ed Debevic's

Diner

630-495-1700

F & SA 11am–10pm, SU 11am–9pm

Take Out Taxi

Sandwiches \$6-10; Entrees \$7-11

http://featuredfoods.com/a-store/eds_p3b.pdf

Egg Harbor Café

Casual Dining, Breakfast

630-792-0724

Daily 6:30am–2pm

Sandwiches \$8-10; Entrees \$5-9

www.eggharborcafe.com/menu

Famous Dave's BBQ

630-620-6363

F & SA 11am–10pm,

SU 11am–8pm

Take Out Taxi

Sandwiches \$8-10; Entrees \$9-19

www.famousdaves.com

Flat Top Grill

Mongolian BBQ, Breakfast

630-652-3700

F 11:00am–10:30pm,

SA 9:00am–10:30pm,

SU 9:00am–9:30pm

Entrees \$9 (L) \$14 (D)

Saturday and Sunday Breakfast 9-12

www.flattopgrill.com

Lucky Strike Lanes

Eclectic Bar Food, Late Night Kitchen

F 11:30am–2am (over 21 only after 9)

SA 11am–2am (over 21 only after 9)

SU 11am–11:30pm

(over 18 only after 9)

630-916-8681

Sandwiches \$7-15; Entrees \$7-15

Reservations / Call Ahead Seating

www.bowlluckystrike.com

RA Sushi Bar

Sushi

F & SA 11am–11pm,

SU 11am–10pm

Sushi bar \$4-22;

Entrees \$7-12 (l), \$15-25 (d)

Take Out Taxi

www.benihana.com

Tom and Eddie's

Upscale Fast Food/Burgers

630-705-9850

Daily 10am–10pm

Sandwiches \$6-10

www.tomandeddies.com



Mall Outlot

It's a big lot, you may want to use the shuttlebus.

Buca di Beppo

Family Style Italian

630-932-7673

F & SA 11am–11pm,

SU 11am–9pm

Reservations / Call Ahead Seating

Sandwiches \$10-12 (L)

Entrees \$10-15 (L), \$10-30 (D)

Take Out Taxi

www.bucadibeppo.com

Capitol Grille

Steakhouse

630-627-9800

F & SA 5pm–11pm, SU 4pm–9pm

Reservations / Call Ahead Seating

Entrees \$23-45

www.thecapitalgrille.com

Claim Jumper

Upscale American

630-932-4290

F & SA 11am–11pm,

SU 11am–10pm

Take Out Taxi

Sandwiches \$10-15; Entrees \$10-31

www.claimjumper.com

Frankie's Deli

Italian deli.

Sandwiches, salads and
some grocery items.

630-627-7977

M-F 9am–8:30pm, Sa 9am–5pm,

Su 11am–4:30pm

Rock Bottom

Brew Pub, Late Night Kitchen

630-424-1550

F & SA 11am–2am, SU 11am–1am

Sandwiches \$9-\$11; Entrees \$12-\$23

www.rockbottom.com



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Day Assistant: Daniel Witry
Night Assistant: Jared Kilbourne
Asstant to Assistants: Brian May
Staff:
Lee Ivy
Julianne Guthrie
Austin Garmon

Anime

Head: John Fritz
Staff:
Sheila Horne
Laura Thompson-Mason

Art Show

Head: Kerry Kuhn
Second: Melissa Clemmer
Staff:
Yoel Attiya
Marie Plant
Nancy Riggs
Cheryl Storm
Larissa Storm

Child Care

Amy Wenshe

Children's Programming

Head: Lisa Garrison-Ragsdale
Second: Matthew Ragsdale

Computer Gaming

Head: Paul Lyn-Waitsman
Second: Sean Ihnat
Staff: Cameron Price

Con Suite

Proprietors:
Nichole Wallis
Mike Bucz
Staff:
Debbie Landmann
Kevin Kangas
Orlando Belisle
Jeff Heemstra
Erik White
Kyle Bundy
Alexis Cutshall
David Prefountain
Alyson Petroski
Alemaster: Drew Scheeler
Staff:
Renee Scheeler
Rachel Landmann
John Sandstrom
Rania Baxter
Pixie Walker
Nicole Yates
Kate Schultz
Tracy Pegg
Patricia O'Neal

Dealers' Room

Manager: Mike Jencevice
Assistant: Bill Jorns
Staff:
Brendan Lonehawk
Gloria Dill
Marta Rose
Barb Darrow
Merlanne Rampale

Filk

Head: Daniel Gundeson
Second: Persis Thorndike

Films

Head: Michael Hanson
Second: David Hoshko

Gaming

Head: Alexander I. Bailey-Mathews
Staff:
Patrick Finnegan
Gail E. Mathews-Bailey
Matt Duhan
Matt Harbage

Green Room

Head: Ann Totusek
Second: Dan Wire
Staff:
David West
Guest Liaison
Head: Steven H. Silver
Second: Elaine Silver

Hotel

Hotel Liaison: Phoenix
Second: Jessica Monaghan
Party Liaison: Elena Persian Aceves

Information Booth

Department Head: John Donat
Assistant: Erika Donat
Food Guide: Jim Rittenhouse
Food Guide: Kathy Horning
Mapmaker: James Fulkerson

Information Technology

Department Head: Ken Beach
Second: Phread

ISFiC Press

Steven H. Silver
Bill Roper
Bob Garcia
John McCoy
Daniel Gunderson
Ann Totusek
Nicholas Whyte
John B. Woodford

ISFiC Writer's Contest

Administrator: Marcy Lyn-Waitsman

Logistics

Head: Taz Dobbin
Second: Rich Lambert
Staff:
Jason Williams
Chase Feguson
Scott Mellor
Dana Shield
Eric Kregier
Josh Damico
Sean Ihnat
Greg Jurkovic
Jerry Smith
Nikki Sparks

Operations

Department Head: Ken Hunt
Staff:
Denis Rogan
Sandra Woggon
Liz Bishop

Programming

Head: Angela Karash
Second: Karen Nagel-Edwards
Staff:
Colleen "Xap" Esler
Josh Esler

Programming Operations

Erik Olson

Publications

Editor: Liana M. Winsauer
Ad Sales: Pat Sayre McCoy

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Assistant: Susette France
Staff:
M. David Brim
Kim Williams
Lois Ray
Krista Cobb

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Staff:
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Gretchen Roper
Masquerade & Costuming
Director: Wendy Zdrodowski
Second: Bill Dunbar
Judges: Animal X
Katherine Finegan
Michele Jaye Solomon
MC: Alexander James Adams

Technical Services

Head: Dave Ifversen
Second: Ron Winsauer
Grunt: Robin Winsauer





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Crew Roster

Mike Resnick
Author

Rowena Morrill
Artist

Story Musgrave
Astronaut

Peggy Rae Sapienza
Fan

Jane Frank
Agent

John Scalzi
Toastmaster

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EXPLORES THE PERIODIC TABLE OF SCIENCE FICTION ELEMENTS

Period	I		II		Element		Name						III		IV		V		VI		VII		VIII	
					3	Li	Literary GoH: Catherine Asaro																	
1	1 H				47	Ag	Artist GoH: Joe Bergeron																2 He	
2	3 Li		4 Be		9	F	Fan GoH: Hugh Daniels						5 B		6 C		7 N		8 O		9 F		10 Ne	
3	11 Na		12 Mg		69	Tm	Toastmaster						13 Al		14 Si		15 P		16 S		17 Cl		18 Ar	
4	19 K		20 Ca		21 Sc	22 Ti	23 V	24 Cr	25 Mn	26 Fe	27 Co	28 Ni	29 Cu	30 Zn	31 Ga	32 Ge	33 As	34 Se	35 Br	36 Kr				
5	37 Rb		38 Wi		39 Y	40 Zr	41 Nb	42 Mo	43 Tc	44 Ru	45 Rh	46 Pd	47 Ag	48 Cd	49 In	50 Sn	51 Sb	52 Te	53 I	54 Xe				
6	55 Cs		56 Ba		*	72 Hf	73 Ta	74 W	75 Re	76 Os	77 Ir	78 Pt	79 Au	80 Hg	81 Tl	82 Pb	83 Bi	84 Po	85 At	86 Rn				
7	87 Fr		88 Ra		**	104 Rf	105 Db	106 Sg	107 Bh	108 Hs	109 Mt	110 Ds	111 Rg	112 Cn	113 Uut	114 Uuq	115 Uup	116 Uuh	117 Uus	118 Uuo				
8	119 Uun																							
* Lanthanides					57 La	58 Ce	59 Pr	60 Nd	61 Pm	62 Sm	63 Eu	64 Gd	65 Tb	66 Dy	67 Ho	68 Er	69 Tm	70 Yb	71 Lu					
** Actinides					89 Ac	90 Th	91 Pa	92 U	93 Np	94 Pu	95 Am	96 Cm	97 Bk	98 Cf	99 Es	100 Fm	101 Md	102 No	103 Lr					

Element		Name
6	C	Carbonite
9	F	FTL Drive
14	Si	Singularity
15	P	Plot
22	Ti	Time Travel
26	Fe	Fermi, Enrico
33	As	Asimov, Isaac

Element		Name
38	Wi	WindyCon
42	Mo	The Answer
54	Xe	Xenobiology
55	Cs	Computer Science
66	Dy	Dyson Sphere
84	Po	Pohl, Frederik
119	Uun	Unobtainium

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