

WELCOME FROM THE RINGMASTER

Welcome, men and women, boys and girls, fen of all ages to Windycon 40 and The Big Tent!

Some folks have asked why I picked this as the theme this year, and my answer is ultimately simple: because I believe that the things that unite us – including our common love of science fiction and fantasy – are more important than the things that divide us. It really doesn't matter **how** you got into fandom, whether via the written word, television, movies, anime, comics, gaming, music, fanzines, or whatever. It doesn't matter whether you're young or old, male or female, or what your political leanings may be. What's important is that we share that sense of wonder that SF and fantasy nurture within us, that the best of all possible worlds is waiting somewhere out there in space, or around the corner in some other dimension, or on the other side of a brick wall in a train station in London.

A science fiction convention has something in common with the circus. It rolls into town, it creates a community for a few days, and then that community moves on. And what an event it is! There are all manner of interesting things to see in the various rings, something for everyone to enjoy! And it's always more fun when you come with your friends and share your old stories and create new ones that you'll share the next time you meet. Or maybe you're one of the roustabouts who are out there raising the tent, or one of the hucksters roaming up and down the aisles, or one of the acts waiting to perform in the center ring.

There will be some fine people in that center ring this weekend. We have a wonderful group of guests who I cannot thank enough for agreeing to come join us here, along with all of the other people participating in programming and events, and all of the people on the committee and staff who do the hard work to make this con happen. They're doing the hardest job – I'm just the Ringmaster (without even a Ring of Power or a Power Ring) who tries to make sure that everything happens on schedule.

I would like to give a special thank you to my Vice-Chair and Time Lord, Angela Karash, who ended up doing **far** more than she might have expected to this year. She was invaluable.

I would also like to note our charity this year, To Write Love On Her Arms. Depression is a terrible thing. It can hurt. It can kill. And it can be treated. Please visit their website at www.twloha.com for more information.

But I have been serious long enough now and it is time to be the Ringmaster.

Ladies and gentlemen, welcome to Windycon 40, The Greatest Show Off Earth and Any When! Remember to fasten your seat belts, because it's going to be one heckuva ride!

–Bill Roper, Chair

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Our thanks for their generosity in allowing the use of their artwork.

Cover and badge art copyright 2013 by Pete Abrams

HOTEL MAP

INFO DESK
 Friday: 3:00 p.m. - 7:00 p.m.
 Saturday: 10:00 a.m. - 6:00 p.m.
 Sunday: 10:00 a.m. - 2:00 p.m.

DEALERS

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

OPERATIONS

Opens 8:00 a.m. Friday
 Closes 6:00 p.m. Sunday

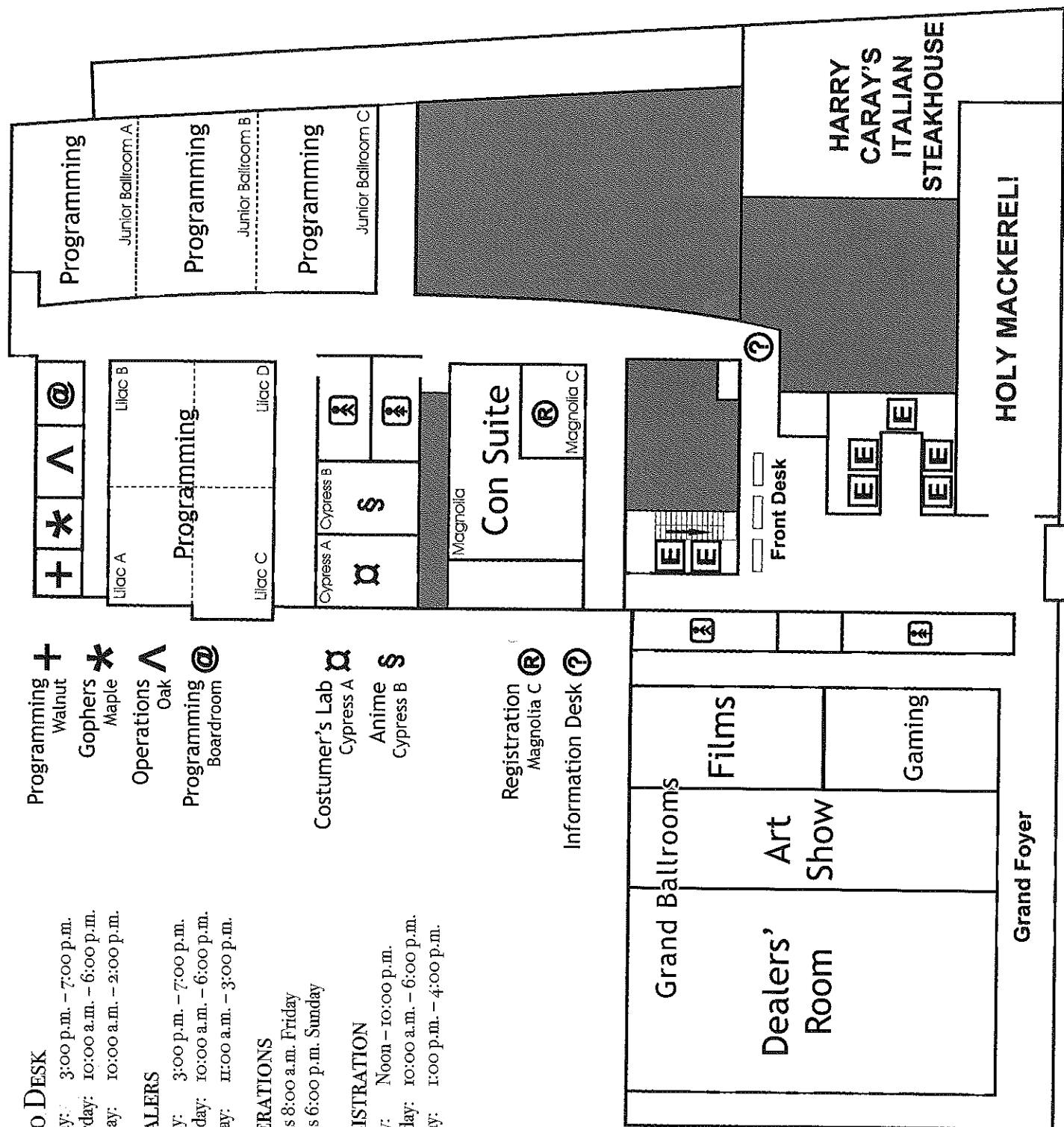
REGISTRATION

Friday: Noon - 10:00 p.m.
 Saturday: 10:00 a.m. - 6:00 p.m.
 Sunday: 1:00 p.m. - 4:00 p.m.

+ Programming Walnut
***** Gophers Maple
^ Operations Oak
@ Programming Boardroom

⌘ Costumer's Lab Cypress A
S Anime Cypress B

® Registration Magnolia C
? Information Desk



OPERATIONS

Oak

Opens 8:00 a.m. Friday
Closes 6:00 p.m. Sunday

If you have lost anything at the convention stop by Ops to see if we have it. Please return any found or abandoned items to us as well. Monetary items will be turned in to the hotel front desk. We reserve the right to use information contained on lost electronic devices to return them to their owners.

Operations also handles registration after-hours:

10:00 p.m. Friday-10:00 a.m. Saturday
6:00 p.m. Saturday-1:00 p.m. Sunday

We issue temporary badges that can be replaced when Registration re-opens. Bring valid identification for after-hours badge pick-up.

If you intend to carry any sort of costume or prop weaponry, it will need to be approved and peace-bonded at Operations.

RULES

Welcome to Windycon 40. This is our sixth year at the Westin. Please continue to respect the facility, its employees, your fellow convention members, convention staff, and the general public.

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

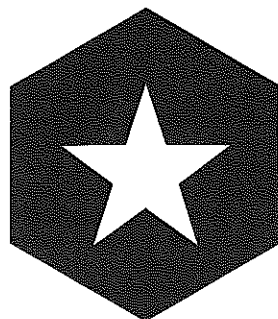
Here are a few rules you need to be aware of:

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

TO WRITE LOVE

est. 2006

HOPE IS REAL.



HELP IS REAL.

ON HER ARMS

Your story is important.

To Write Love on Her Arms is a non-profit movement dedicated to presenting hope and finding help for people struggling with depression, addiction, self-injury, and suicide. TWLOHA exists to encourage, inform, inspire, and also to invest directly into treatment and recovery.

FAQ

Q: Are you a non-profit organization?

A: Yes, TWLOHA, Inc. is a registered 501(c)(3) organization. Tax ID number 26-0789229. A copy of our IRS approval letter can be found in the Finances section of our website (twloha.com/finances). To see where donations to TWLOHA go, visit our Donate page (twloha.com/donate).

Q: Does TWLOHA provide counseling or treatment?

A: Though we believe in the power of counseling and treatment, we are not trained mental health professionals and do not personally provide these services. TWLOHA's mission is to connect people to and invest in mental health resources as we create a better and safer conversation about issues like depression, addiction, self-injury, eating disorders, and suicide. If you would like more information about counseling or treatment resources that are available, check out our Find Help page: (twloha.com/find-help).

Q: Is TWLOHA a "Christian" organization?

A: We are not a Christian organization. Although there are people on staff who are Christians and even some Christian elements in the original story, this is an organization for all people. Because we believe issues like addiction, depression, self-injury, and suicide affect everyone, we are an organization for everyone, regardless of age, gender, sexual orientation, religion, race, ability, nationality, or other differences. As an organization, we aim to be inclusive and inviting for everyone.

Q: Where does the money go?

A: TWLOHA gives a large portion of all proceeds to treatment and recovery through the organizations listed below. For a breakdown of how our money is used, you can also view our financial reports on our site. We also invest in our Street Team, UChapters Program, The Storytellers, MOVE Community Conferences, intern program, counseling scholarships, and other ways we can connect people with hope and help.

Learn More

About TWLOHA:

twloha.com

twitter.com/twloha

facebook.com/towriteloveonherarms

store.twloha.com

TWLOHA & Windycon

Each year ISFiC and Windycon support a fannish charity. This year we have chosen To Write Love on Her Arms. You can help support TWLOHA via the Art Auction, Critter Crunch, and other opportunities around Windycon.

HARASSMENT POLICY

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

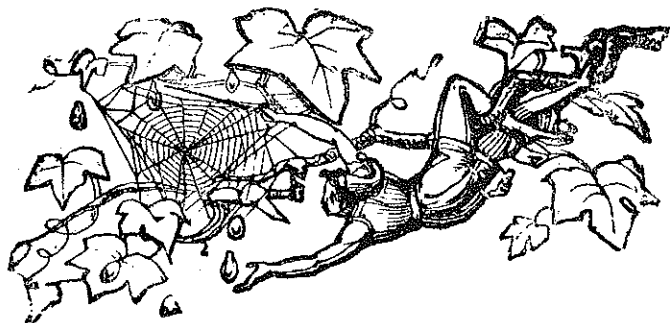
Your right not to be harassed is not a right not to be offended. All of us have different things that we find offensive. If you are offended, the best solution may be for you to walk away from the person who offends you. Should that person pursue you and continue to offend you, that could be harassment.

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

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

1. If you feel comfortable doing so, point out the inappropriate behavior to the person(s) involved. Often this will solve the problem immediately.
2. If you do not feel comfortable talking with the person(s) involved, or if talking to them does not resolve the issue, please report the situation immediately to any ISFiC/Windycon event coordinator (i.e., Windycon Operations, Security, the Windycon chair, Vice-chair, Members of the ISFiC Board, or Con Ombudsman). It would be extremely helpful if you could provide a name, badge name/number, and/or physical description of the person(s) involved. Please remember that we need to know about any incidents during the event in order to take action.

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



GOPHERS

JOIN THE GOPHER RANKS!

Maple

We need Gophers (Volunteers) to help us run the convention. Based on previous years, Departments that commonly use gophers include: Art Show, Con Suite, Dealers' Room, Green Room, Special Events and Registration. Please come see us in the Gopher Office and we will get you working.

Gopher benefits include (at least 3 hours of work required per day):

- Access to the "Gopher Hole" shared sleeping rooms.
- Gopher Meals! Delicious and well-balanced free meals that you don't have to leave the convention to find.

Work just 15 hours and you can roll over your 2013 membership for Windycon 2014!

Come see us at the Gopher Office (Maple Room) for all the details!

DEALERS

Grand Ballroom A-E

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

Alien Hair.Net
Amber Hammer Creations
Artwork by David Lec Pancake
Bid Sales
Black Dragon Workshop
Cardz Xtcetera
Comic Collector
Dark River Pottery & Forge
Darlenc Coltrain
Do Bats Eat Cats?
Dodeka Records
Dreamhaven Books
DVD World
Eggplant Literary Productions
Garcia Publishing
Glen Cook, Bookseller
Handmade by Three
Honeck Sculpture
Horizon Music
Hedwig's Corner

Imagine That Galleries
Interstellar Trading Company
ISFiC PRESS
Keeper of The Sins
Larry Smith Bookseller
Lost in the Maille
Misc Etc.
Mobile Stress Relief Unit
Mudcat Studio
The Odd Works
Offworld Designs
Panda Rage Productions
Pete Abrams
Seward Street Studio
S F & F Media Toys
Starfarer's Despatch
(The) Starship Cat
Stormsister Designs
Terraflora Designs

PARTIES

CON SUITE

No matter how you got here, if it by a night train, a flying blue box, hitched a ride, or stumbled on in via wormhole. There are fun-filled parties that are here to delight you with their side show acts and surprise you with elixirs of all types! Don't forget to sample the vendors with sweet treats within each attraction. Don't get lost in one vortex and forget the others!

Parties usually open their doors between 9:00 and 10:00 p.m. Friday and Saturday nights.

Show your amazement and delight about your favorite acts! Put them in our Hall of Fame! Here is what we are looking for:

- Terrific Funhouse (Best Party)
- Most Unexpected (Best Use of Theme)
- Effective Elixir (Best Drink)
- Amazing Side Show (Best Entertainment)
- Exotic Food Cart (Best Food/Snacks)

So come on in, leave your troubles at the door. Be amazed, there is always something more to see!

Do not forget to keep these rules in mind as you participate in the festivities:

The legal drinking age in Illinois is 21. If you are drinking, the parties will be checking IDs, so please be sure to have your ID with you at all times.

Be respectful of the hotel and the others around you.

- The Westin is a **non-smoking** hotel.
If you wish to smoke you must go outside.
- Please dispose of all trash in trashcans.
- Keep the parties in the party rooms, not the hallways.

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

Confirmed Parties

- BarFlect
- Capricon
- Cheshire Moon:
- Crowes and Consequences CD Release Party
- DetconI: NASFIC 2014
- Eggplant Literary Production:
- Eggplant's Grand Re-opening party
- FuMPFest2014:
- Our Upcoming Comedy Music Convention
- General Technics
- Minn-StF
- Not the Film Room:
- Movies/Indie Film Party
- Penguincon

Magnolia A

Friday: 10:00 a.m. – 2:00 a.m.
Saturday: 8:00 a.m. – 2:00 a.m.
Sunday: 8:00 a.m. – 3:30 p.m.

Whether you're looking to grab a quick bite to eat, relax with some beer, or just sit and socialize with some friends come on over to the Con Suite and see what's going on!

Feel free to come by for breakfast, lunch, dinner and anytime in between for those midday snacks, and late night munchies. The Bheer Goddesses will be joining us again this year serving up some tasty beer and cider, and looking as fantastic as usual!

BEER & CIDER SERVICE

Friday: 3:00 p.m. – 1:30 a.m.
Saturday: 3:00 p.m. – 1:30 a.m.
Sunday: Noon – 4:00 p.m.

BEER & CIDER SERVICE RULES:

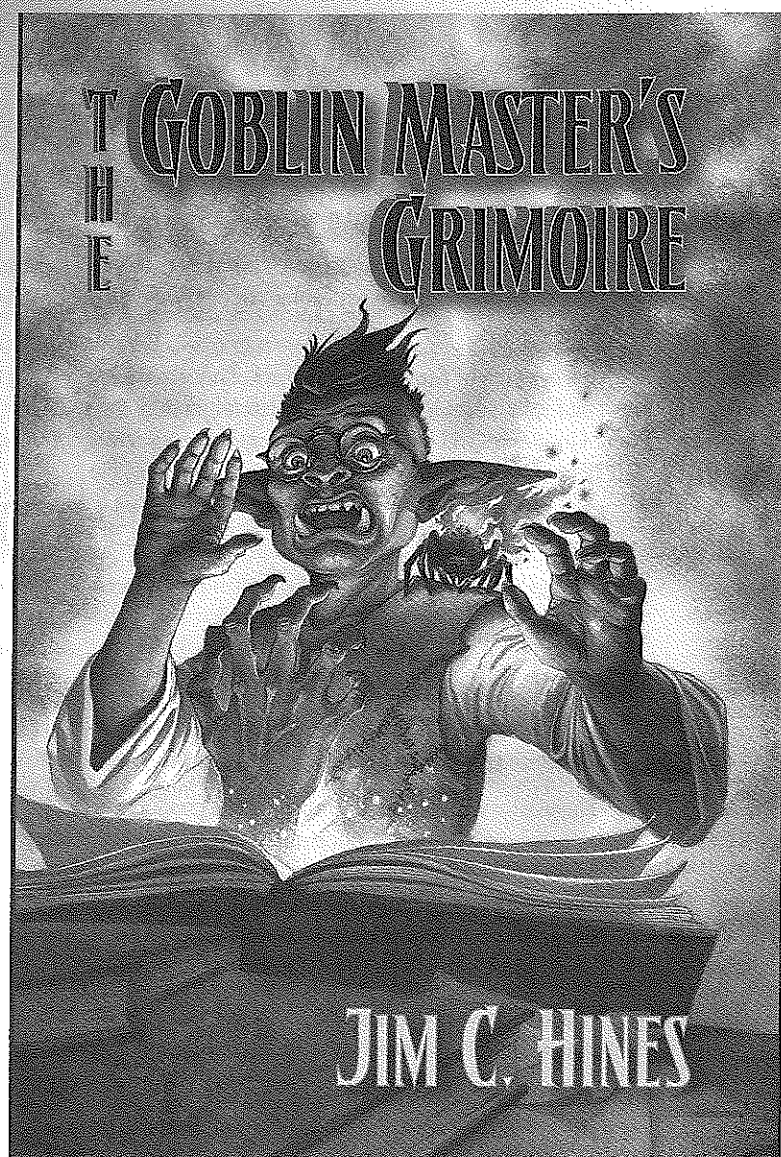
1. All red cups, which are to be exclusive vessels for beer, are prohibited to be removed from the Con Suite.
2. Those who wish to imbibe any alcoholic concoctions will be required to show the door-minder both your convention badge, and you must also have your genuine, government-issued Driver's License or State ID. This is to confirm that you are, indeed, the actual person identified on the back of your convention badge, as well as at least twenty-one years of age.
3. Our Bheer Gods may request to see your local government-issued Driver's License or State ID at any time.
4. The Bheer Gods are the only people allowed to dispense alcohol in the Con Suite, as per our hotel contract.
5. Anyone caught serving their own alcohol will be asked to leave.



TFD Radio

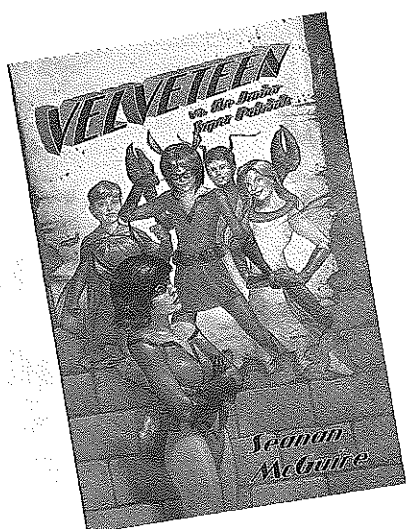
Rental

Taz6672@gmail.

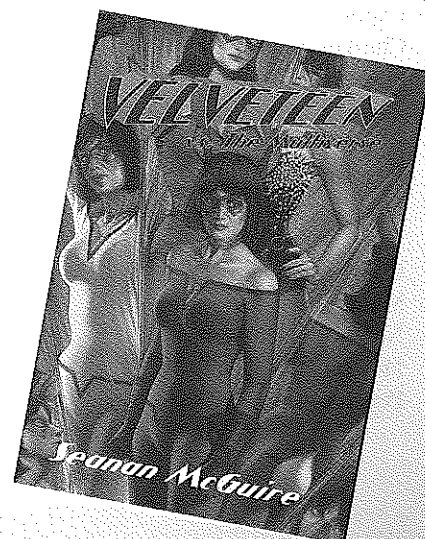


CATCH THE MAGIC OF JIM C. HINES

in his new
collection now
available from
ISFiC Press



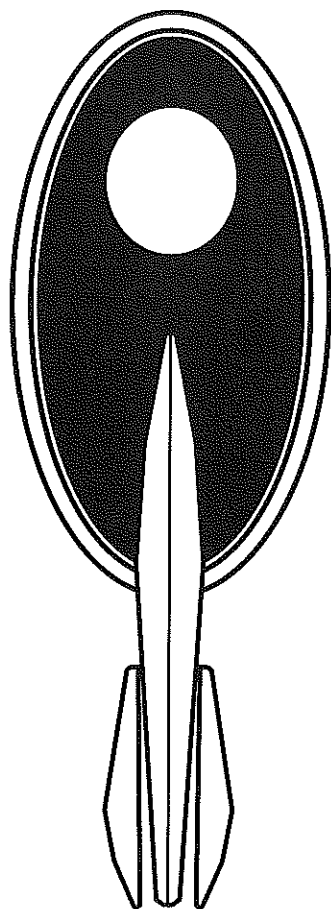
Volume 2
Velveteen vs.
The Multiverse
by Seanan McGuire
on sale now



www.isficpress.com

A BRIEF HISTORY OF ISFiC

by Steven H Silver



Congratulations, when you paid to join Windycon, you actually joined ISFiC, the organization that runs Windycon and continues to have a presence throughout the rest of the year. Your membership in ISFiC allows you to attend other ISFiC events.

In 1962, Chicago fandom brought the world together for the twentieth World Science Fiction Convention, known as Chicon II or Chicon III. After that event, which boasted a massive membership of 550 people, Chicago fandom entered a period of dormancy.

ISFiC, Illinois Science Fiction in Chicago, was founded in the early 1970s by a group of science fiction fans who decided that it would be a good idea to get con-running experience so they could run a Worldcon.

They later realized that this was a silly thing to do, but by that time, they had founded Windycon, a general science fiction convention held for the first time October 25-27, 1973 at the Blackstone Hotel in Chicago. Joe Haldeman and Lou Tabakow were the guests of honor and Bob Tucker served as toastmaster.

The original board of directors of ISFiC was made up of Larry Propp, Mark and Lynn Aronson, Ann Cass, Jon and Joni Stopa, and Mike and Carol Resnick. Under their guidance, Windycon became an annual event, with the Aronsons chairing the first three events before passing the reins on to Larry Propp, who would use his knowledge to co-chair Chicon IV in 1982.

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

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

After Chicon IV, ISFiC had successfully attained the goal of building an ongoing committee that could run Windycon from year to year...as much as any local group can be said to. ISFiC thought about what could be done to make Windycon a better convention. One factor was an accumulation of excess Windycon funds.

As a 501(c)3 corporation, ISFiC is supposed to use the excess funds for the benefit of fandom. Rather than let the money pile up ISFiC decided to put the money back into Windycon in creative ways. One was in providing grants to Windycon to bring in special guests over and above the normal guests of honor. In this manner, Windycon was able to compensate for the fact that most SF authors and editors live on the East and West Coasts.

ISFiC looked further afield and began providing monetary grants and resources to other groups in Illinois that wanted to help increase the range of fandom as a key goal of the ISFiC charter. Other conventions and groups, both in Chicagoland and downstate, that have benefited include: Chambanacon, Capricon, Duckon, MuseCon, and the Speculative Literature Foundation. In addition to financial assistance, the Windycon art show panels or ice tables may be available for rent for a nominal maintenance fee. ISFiC is always interested in hearing from groups running Illinois conventions that have specific projects they would like assistance with.

In the mid-1980s many of the people who ran Windycon realized that their con-running duties kept them too busy to socialize. There was no summer con in the Chicago area at the time, so in 1986 ISFiC created Picnicon, an annual picnic and relaxacon which has been held in a variety of forest preserves and parks. ISFiC provides the hamburgers, hotdogs, and grills and asks attendees to drop a couple (literally) of bucks in the hat and bring a side dish or desert. Think of Picnicon as a massive outdoor con suite.

Also in 1986, ISFiC elected to run an amateur writers contest, open to all members of ISFiC (Windycon), or people living in Illinois or a bordering state (including Michigan, 'cause on a clear day you can see it across the lake). That first year, the contest was won by Richard Chwedyk, who would go on to become a professionally published author and winner of a Nebula Award. The ISFiC Writers Contest is held most years in conjunction with Windycon. The winner receives con membership, a cash prize, and publication of their story in the Windycon Program Book.

In 2005, ISFiC created ISFiC Press. Each year, this arm of ISFiC publishes a hardcover book which is released at Windycon. Generally, the book is by the Windycon Author Guest of Honor, often with a cover by the Artist Guest of Honor. ISFiC Press's first book, *Relativity*, by Robert J. Sawyer, received an Aurora Award, the Canadian National Award presented by fans. In addition, ISFiC Press has published unrelated science fiction novels and the Hugo Award-nominated *Worldcon Guest of Honor Speeches*.

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

JIM C. HINES

AUTHOR GUEST OF HONOR



Jim C. Hines's latest series was born in the Windycon green room many years ago. *Libriomancer* was his eighth fantasy novel, telling the story of a magic librarian, a flaming spider, a motorcycle-riding dryad, and a magical society founded by Johannes Gutenberg. You know, the usual. He's also the author of the humorous *Goblin Quest* trilogy and the *Princess* series of fairy tale retellings. Jim has also published more than forty short stories, one of the earliest of which won first place in the Writers of the Future contest.

He spends far too much time online, and is a prolific blogger. (www.jimchines.com) He writes about everything from sexism and harassment in fandom to zombie-themed Christmas carols, and won the Best Fan Writer Hugo award in 2012. In his free time, he imitates ridiculous book cover poses for charity. (We're not making this up.)

Jim lives in Michigan with his wife, two children, and a respectable menagerie of eternally shedding beasts. He owns every collection of writing-themed Snoopy comics ever published.

He still wants to be an author when he grows up. Along with an astronaut/teacher/time traveler/Jedi/metalbender/suphero/TARDIS stowaway/artist/wizard.

PETE ABRAMS

ARTIST GUEST OF HONOR



Pete Abrams is the creator of *Sluggy Freelance*, a remarkably twisted daily online comic strip that has been appearing at www.sluggy.com since August 25, 1997.

Starting the comic strip as a creative outlet, his world with the switchblade-wielding rabbit quickly expanded into uncharted territory and grew into almost 15 years of alien vampire missile-launching fun.

Abrams holds the honor of being twice invited as a speaker at Harvard conventions as well as at a Vassar convention, making him all Ivy-league-ish. Pete has gained recognition not only online, but through such high profile appearances as the original comics included in N.Y. Times best-selling author John Ringo's *Hell's Faire*.

He was part of the New York's Museum of Comic and Cartoon Art webcomics exhibition in Fall 2007, and has appeared on NPR's *Weekend Edition* with Liane Hansen.

Pete is reputed to be the first person to make a living by drawing a webcomic.



SLUGGY FREELANCE by PETE ABRAMS

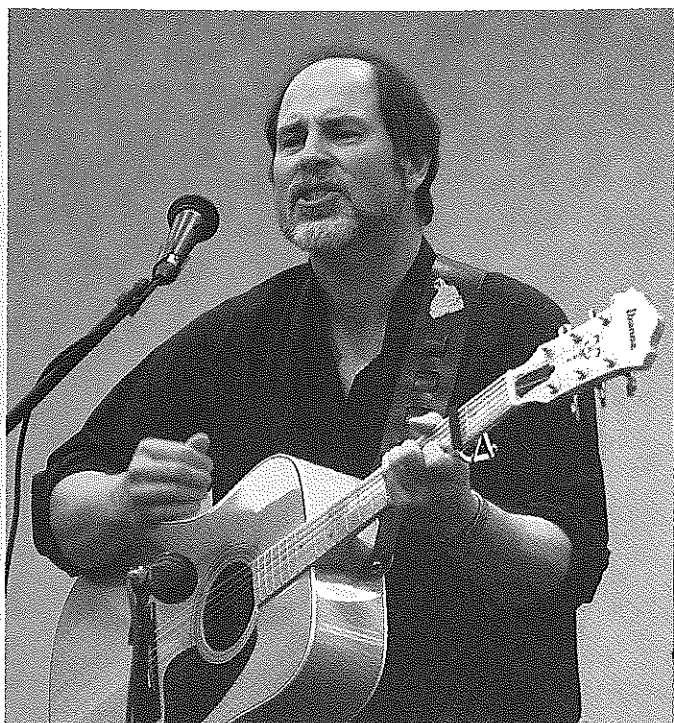
OVER 16 YEARS OF WEBCOMICS AND THE ADVENTURE CONTINUES...

...but not forever. Nothing lasts forever.

www.sluggy.com

MICHAEL LONGCOR (MOONWULF)

FILK GUEST OF HONOR



"A human being should be able to change a diaper, plan an invasion, butcher a hog, con a ship, design a building, write a sonnet, balance accounts, build a wall, set a bone, comfort the dying, take orders, give orders, cooperate, act alone, solve equations, analyze a new problem, pitch manure, program a computer, cook a tasty meal, fight efficiently, die gallantly. Specialization is for insects."

—Robert A. Heinlein

Michael Longcor, by his calculation, has skills for 19 of the 21 items on Heinlein's list and has done a lot of them. He's a little evasive on the remaining two, but insiders speculate that, aside from dying gallantly, it involves diapers.

He's done a lot of other even more offbeat things, including riding a bicycle down a ski run, helping General Chuck Yeager park a vintage P-51 Mustang, donning medieval armor to fight in the bruising tournaments of the Society for Creative Anachronism, and placing third in a cricket-spitting contest. There was also that rumored riot-quelling at a New York City Star Trek convention while dressed as a Klingon and wearing garish toe socks.

His music is different, too. He writes and sings songs on subjects ranging from space travel to Native Americans, old veterans, vengeful seeing-eye dogs, vampires, and pirates. His music has aired on regional radio across the U.S. and Europe and his skewed sense of humor has resulted in spots on the syndicated radio show, *Doctor Demento* (Michael has accompanied the Good Doctor in his live stage show). He's also appeared as a guest on National Public Radio's *Folksong Festival*, hosted by Oscar Brand.

Michael's released over a dozen albums on CD, the most recent being *Walking the Wilderness*. Songs from *Norman & Saxon*, a collection of Rudyard Kipling's poetry set to Michael's music, were used in a BBC radio program on Kipling. He's a six-time Pegasus Award winner, including awards for Best Song and Best Performer. He also wrote and sings most of the songs on *Owlflight*, a companion CD for the fantasy novel by Mercedes Lackey. As a fiction writer, his short stories have appeared in three of Lackey's *Valdemar* and *SERRated Edge/Bedlam Bards* anthologies.

Aside from writing and performing, Michael has at various times been an insurance investigator, employment counselor, farm hand, hunter, fencing instructor, news reporter, blacksmith, and Dorsai Irregular. He shares a 140-year-old farmhouse outside of West Lafayette, Indiana, with a variable number of pets, guitars, old motorcycles, and sometimes even his wife.



FYBERDYNE LABORATORIES

COSTUMING GUESTS OF HONOR

Fyberdyne Laboratories is a costume consortium established in the late 1980s. At its core, Fyberdyne is a group of friends that still enjoy the activity of building complex costumes together.

Founding members Edward Endres and Bob Vaillencourt became friends in 1984 and collaborated immediately on Biker Scouts from *Return of the Jedi*. Along the way, they found Robert Beech, E. Weber Jones, Leman Yuen, Tony Truitt, Mike Bolin, Mark Shidler, and Loren Christensen. The group took its name in 1989 because they wanted to brand their work. The name "Fyberdyne" is a composite of what the group does best: complex fiberglass work (hence the "Fyber"), while "Dyne" is a tip of the hat to James Cameron for both "Hyperdyne" from *Aliens* and "Cyberdyne" from the *Terminator* series. They added "Laboratories" because of the multiple locations from which they work.

In 1996, they packed an 18-foot Ryder truck and traveled west to LACon. There, they displayed over ten years of work and were a big hit. They struck up a conversation with a prop house in Culver City and got a chance to do professional work along the way. Credits include:

Star Trek: Deep Space Nine; assorted *Star Trek* projects; *Bats*, a theatrical movie; *Blade Squad*, a TV pilot; DC Comics; Marvel Comics; and Alex Ross and Dynamic Forces.

The group has a variety of talents:

Edward Endres: Executive Director, and fiberglass technician.

Bob Vaillencourt: Pure artist in the group. He designs, sculpts, and is the creative force.

Robert Beech: Make-up.

E. Weber Jones: Design and weapons.

Leman Yuen: Head tailor.

Tony Truitt: Vac-u-form

Mike Bolin: Prop design, vac-u-form, and fiberglass

Mark Shidler: Paint and surfacing.

Loren Christensen: Fiberglass and overall construction.

"Rumors of our demise are greatly overstated. We just haven't found anything that interesting to build together in a while. We have a new project which we are finishing for the 2013 Dragon*Con which will be on display at Windycon."

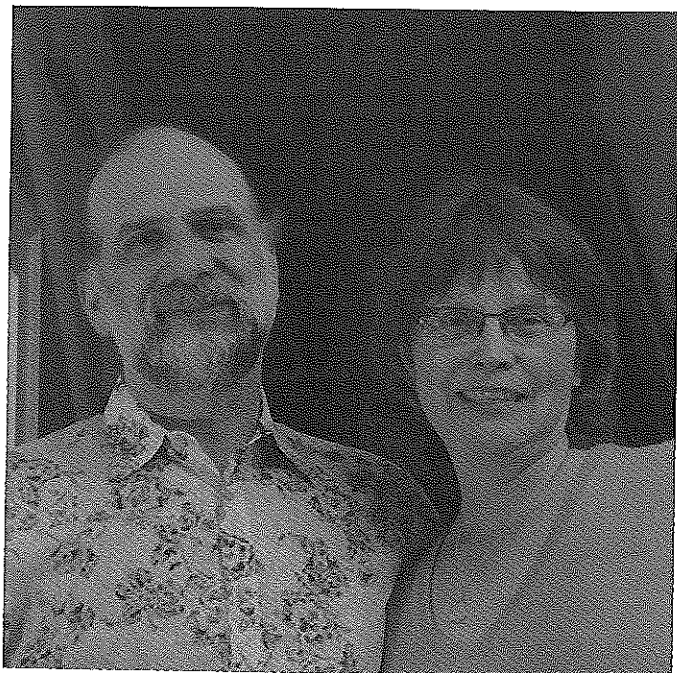


BRUCE SCHNEIER KAREN COOPER

FAN GUESTS OF HONOR

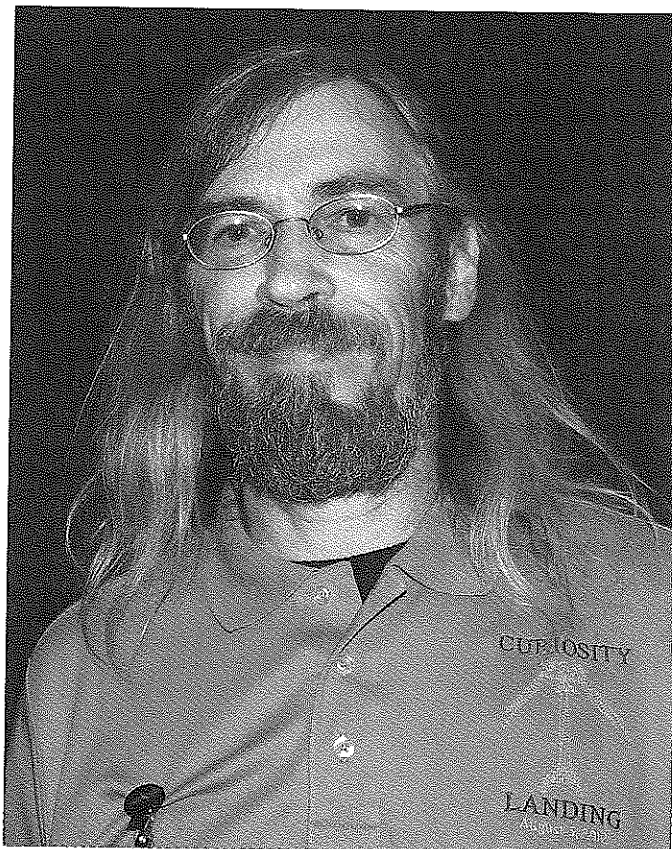
Karen Cooper and Bruce Schneier met in that most fannish of contexts, back in the day. They first exchanged mailing comments in *Minneapolis*, then met in person, then met regularly in person, and finally moved in together—after living separately (by years) in DC and Chicago. Twenty-seven years after that initial meeting, they still think that the personal essay is the highest form of fanac.

Their fannish resumes also include working on and attending conventions all over North America. Their non-fannish resumes are more eclectic. The things they leave off their resumes are even more eclectic. These days, they're most likely to throw a damned fine room party.



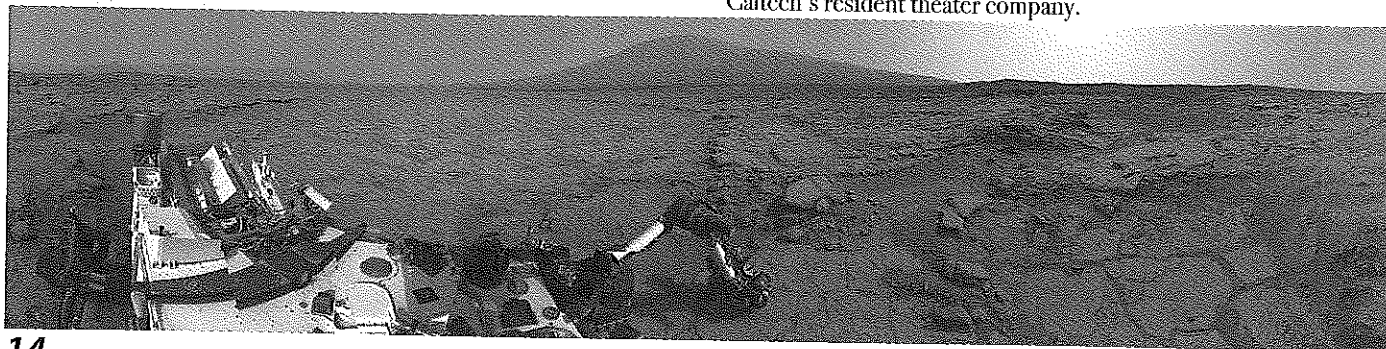
STEVE COLLINS

SCIENCE GUEST OF HONOR



Steve Collins is an Attitude Control engineer at NASA's Jet Propulsion Laboratory. Most recently Cruise ACS System engineer for the Mars Curiosity Rover, Steve has worked on numerous JPL projects including Epoxi, Dawn, Deep Impact, MER, Deep Space One, Galileo and Mars Observer. In flight, Steve's job includes keeping the spacecraft pointed in the right direction, performing trajectory corrections and figuring out "what the heck just happened?"

When he's not flying a robotic spacecraft around the solar system, Steve can be found playing soccer, racing his Miata, jamming on the Theremin with the band Artichoke, or acting on-stage for TACIT, Caltech's resident theater company.



ISFIC WRITERS' CONTEST

Since 1985, Illinois Science Fiction in Chicago has held 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. See your story in print! Full rules are at: www.Windycon.org and www.ISFiC.org

I received 7 stories this year. We are awarding a Winner and one Honorable Mention. The winner this year is *Windy Van Hooten's Was Never Like This* by Liz A. Vogel. The honorable mention is *The Iron Dog* by Joe McCauley.

Special thanks go to our judges: Roland Green, Bill Fawcett, and Richard Chwedyk. To all aspiring authors: 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-Waisman
Writers' Contest Administrator

WINDY VAN HOOTEN'S WAS NEVER LIKE THIS BY LIZ A. VOGEL

Peter Teague Billingsgate—PT for professional purposes—surveyed the open field, one hand in his pocket and the other idly rolling a coin over his fingers. The advance crew had done good work; their first stand here on Ebru IV was spacious and dry, and the tents and booths were nearly all up already. They'd be able to open tonight, which was good since he'd already sent half a dozen billers into town to spread the word and plastered the date all over the local information net.

PT shoved a lock of sandy hair out of his eyes without breaking either stride or prestidigitation. He followed the leading arc of the sideshow cars, eyeing the facades for gaps or flaws. Of course the show didn't really travel from world to world in railway cars, but the old-fashioned touch amused the punters and gave them something to talk about to their friends. And it made a nice backdrop for the performers, each with their own little space carved out in front.

PT flipped the coin into the air, caught it, and hooked his thumbs into the pockets of his embroidered waistcoat. The facades were sound, so PT turned his attention to the acts that were practicing; the illusionist was looking good, the fire-eater was warming up, and Miss Allandra was doing something alarming with her snake. Madame Europa was polishing her crystal ball. She wasn't the original Madame Europa, of course; the original was long since gone. But the punters expected a Europa in Europa's Magical Traveling Show, and Madame Ethelbertia had been only too glad to exchange her original moniker. She gave him a cheery wave as he passed, which he returned.

Next up was The Amazing Tampari. The contortionist did *not* offer a cheery wave; he was more than a little put out with PT these days, feeling that their newest act was stealing his thunder. PT granted he had a point; no one cared about the admittedly bizarre things Tam could do with his body when there was something much stranger in the offing. PT made a mental note to try putting the contortionist earlier in the line, so at least the comparison wouldn't be so obvious.

His musings and his progress were halted by an electronically-filtered call of "Mister Pete, watch this!"

PT couldn't help but smile as he obliged. George tended to have that effect on him, and not just because their take had tripled since he'd joined the show. Everybody had heard about the discovery of Algirdas, but almost nobody had seen one of its inhabitants. George was something of an exhibitionist, by his people's standards.

The mesomorph solidified in a way that PT had come to associate with concentration, and his head turned blue. Then a band of green appeared around his middle, followed by a splash of yellow, all the way down to a cozy red where his feet should be. Other shades filled in, all the gradations of the rainbow. "Not bad—" PT started to say, but then the colors *moved*, pushing off the top of George's head and starting over again at ground level until the mesomorph was a fluctuating pillar of rainbow, chasing itself again and again into the sky.

The colors sped faster and faster, and then suddenly George went a vomitous, pea-soup green all over. Given the mesomorph's blobbish default shape, it made him look like a giant booger. PT snorted a laugh.

"Is that all right, then?" the vocoder concealed somewhere about George's person warbled. "Miss Allandra said that wasn't a very nice color, to human eyes."

"It's not, but the kids'll love it," PT said, still grinning. "Leave it in."

"Will do!" chirped George, or at least his translator did. PT gave him an even cheerier wave; the mesomorph extruded a pseudopod to return it, then went back to chasing colors along himself.

PT cast a glance over the opposite curve, where the rides and games were almost done setting up. He didn't need to inspect them; a thumbs-up from Molzdik told him all he needed to know. The ancient carny was long past being able to do the work himself, but he knew how every bolt and strap should go and didn't hesitate to tell it to the newer crew—which was everybody, to his mind. He still made PT feel like a boy with his first trick top hat.

Continued on Page 38

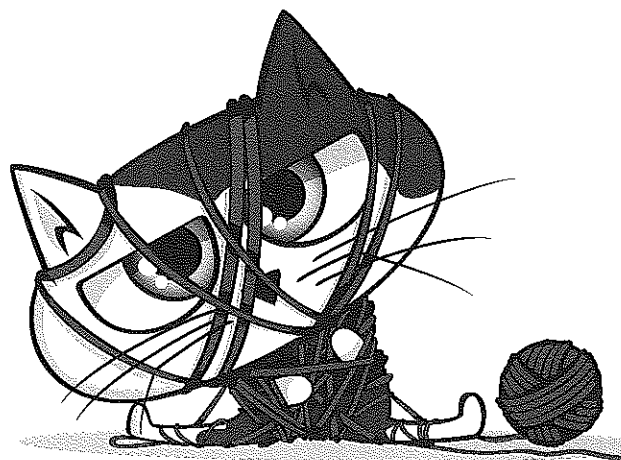
MUSECON

MUSES KEEP ON ROLLIN'!

With our Guest of Honor

JOAN OF DARK

Self-Described
Roller Derby-Loving
Knitting Nerd!



AUGUST 1-3, 2014

at the Westin Chicago
Northwest, Itasca, IL

WWW.MUSECON.ORG

ART SHOW

Grand Ballroom F

Art Show & Print Shop Hours

Friday

1:00 p.m. – 4:00 p.m. Artist setup

4:00 p.m. – 9:00 p.m. Art Show & Print Shop open

9:00 p.m. – 10:00 p.m. Artist reception, Print Shop closed

Saturday

10:00 a.m. – 6:30 p.m. Art Show & Print Shop open

8:00 p.m. Art Auction, Grand Ballroom GH

Sunday

10:00 a.m. – 2:00 p.m. Pickup, Print Shop, and after-auction sales

If you're a veteran Windycon member, you remember our rocking and rolling art auctions and how much fun they could be, even if you didn't have anything in mind to bid on when you walked in the door. Given the state of the economy, our art auctions have been less lively lately, so we cut the number of bids required to take a piece to the auction last year. That helped, but we also had a lot of people requesting to look around when they came in to pick up their winning bid pieces.

With that in mind, we're also changing from doing Quick Sale to allowing After Auction sales for a fixed price (set by the artist, of course). We have run Quick Sale for several years now and it does not seem to be increasing the amount of money we are sending to our artists, so we would rather send pieces to auction where our excellent auctioneers can keep the bidding moving.

For those of you worried about bidding while at the con with a day-badge, there are two ways to work it out. First, the auction is Saturday night and we do have pickup for people with day-badges after the auction. If you have a Friday-only badge, you can give your badge (and payment) to someone you know who will be present Saturday or Sunday and have that person pick it up for you. You must give them your badge as all bids are organized by badge number.

We are also reinstating the Art Show Reception on Friday night, and have added a Docent Tour. The reception and tour will be held from 9:00–10:00 p.m. to allow the people in the Dealers' Room to come see the art too.



SCAVENGER HUNT

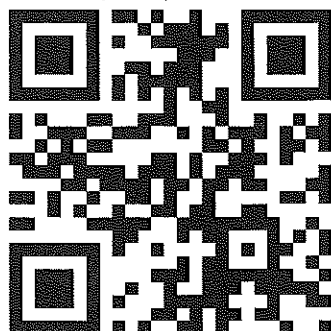
There once was a Young Couple who were fated to marry. Not because of some spell placed on them at birth by a fairy godmother, or because of some cultural thing where the parents arrange marriages when their children are young. No, there was a far more practical reason they were fated to marry. They lived in a very small village, there just weren't that many options. And besides, they had been inseparable playmates since they could toddle. It was just assumed by everyone that they would eventually marry.

Time passed, the young couple came to marrying age and, as everyone expected, they got married.

It was a lovely event. Because the village was so small, it was just plain courtesy to invite everyone. Even the people you didn't particularly want to be there. This usually wasn't a problem. If there was someone who wasn't welcome at an event, it generally held true that they didn't want to be there either. And since it was a small village, and everyone knew everyone else's business, there was no surprise or animosity when that sort of invitation was politely declined.

But this Young Couple was quite surprised when the Old Lady Next Door accepted their invitation.

The QR code will take you to the rest of the story and the first clue in the scavenger hunt. Or go to: <http://www.wcsh.info/>



SPECIAL EVENTS

There's always something special going on under the Big Tent at Windycon, from Opening Ceremonies on Friday to Closing Ceremonies on Sunday. With a full slate of concerts, including Filk CoH Michael Longcor, Tom Smith, Toyboat, and the Toolies, there's plenty of great music. And with presentations from Author CoH Jim C. Hines, Artist CoH Pete Abrams, Science CoH Steve Collins, Fan Guests Bruce Schneier and Karen Cooper, and the whole crew of Costuming Guests from Fyberdyne Laboratories scheduled throughout the weekend, you'll find that we need more than three rings to contain this circus.

And don't forget our fabulous Saturday night Masquerade or our Saturday night dance with DJ Clash – or our Kids' Dance on Friday night either. And on Sunday morning, you've got a license to drive (a robot) in our Critter Crunch. It's non-stop fun for young and old!

IN MEMORIAM

Hugh Daniel

Frederik Pohl

Nick Pollotta

delphyne woods



In Memoriam

Bobbie DuFault

Born January 6, 1958

Died September 14, 2013

Chair, CascadiaCon (NASFiC 2005)

Program Head, Chicon 7 (Worldcon 2012)

Co-Chair, Sasquan (Worldcon 2015)

ANIME

Cypress B

Come to the Anime room and see some of the latest in Japanese animation along with some classics. Age recommendations are provided for each title.

New this year:

With many titles now available with English language soundtracks, we are experimenting by playing the English language soundtracks when available. Only the first title shown on Saturday and Sunday morning will be in Japanese with English subtitles.

Please let us know if you prefer having the soundtrack in English or if should we return to Japanese with English subtitles for all titles shown.

Friday

- 6:00 p.m.: Inu x Boku Secret Service 1-5 (14+) [SEN]
- 10:10 p.m.: Last Exile: Fam the Silver Wing 1-5 (14+) [FUN]
- 12:15 a.m.: Rosario + Vampire 1-5 (17+) [FUN]
- 2:20 a.m.: Closed for the night

Saturday

- 10:00 a.m.: Emma: A Victorian Romance 1-5 {S} (7+) [NOZ]
- 12:05 p.m.: Infinite Stratos 1-5 (14+) [SEN]
- 2:10 p.m.: A Certain Magical Index 1-5 (14+) [FUN]
- 4:15 p.m.: A Certain Scientific Railgun 1-5 (14+) [FUN]
- 6:20 p.m.: Spice and Wolf 1-5 (14+) [FUN]
- 8:25 p.m.: Shakugan no Shana 1-5 (14+) [FUN]
- 10:30 p.m.: Tenchi Muyo OVA 1-4 (17+) [FUN]
- 12:30 a.m.: Tenchi Muyo War on Geminar 1-2 (17+) [FUN]
- 2:05 a.m.: Closed for the night

Sunday

- 10:00 a.m.: Rose of Versailles 1-5 {S} (13+) [NOZ]
- 12:05 p.m.: Requests

Titles courtesy of:

- [FUN]: FUNimation
www.funimation.com
- [NOZ]: Nozomi Entertainment
www.rightstuf.com/rssite/nozomiEntertainment/
- [SEN]: Sentai Filmworks
www.sentai-filmworks.com



by Niabot, creative commons license

AUTOGRAPHING

Hallway Near Info Desk

Saturday

- 10:00 a.m.: R. Frencl, P. Erickson
- 11:00 a.m.: B. Harper-Murray, M. Thomas, L. Jankowski
- Noon: C. Cannon, R. Garcia, B. Hausladen, A. Kuzenski
- 1:00 p.m.: B. Benson, J.J. Miller, M.Z. Williamson
- 2:00 p.m.: R. Benson, C. Johns, P. Eisenstein, N. Silk
- 3:00 p.m.: L. Resnick, M. Resnick
- 4:00 p.m.: L. Dombrowski (Hawks), M. Haskell

Sunday

- 10:00 a.m.: L. Jankowski, N. Litherland
- 11:00 a.m.: C. Burns, C. Verstracte

FILMS

Grand Ballroom GH

This year we are celebrating the "Big Tent" of fandom and how we all arrived here from our different directions. Not only is Film (or movies) one of the main gateways into fandom for many people, but it has pulled people in from many different places with different types of films. This year's program celebrates this with many of the seminal films through the years that have brought people into fandom and also showing many of the different types of stories, genres, and even stars that open a gateway into fandom. This list is not meant to be the last word on these films, but rather a representative sampling. We only have room for so many films and, due to Hollywood being what it is, not every film is available. Enjoy the program!

Friday

- 2:30 p.m.: 2001: A Space Odyssey
- 5:00 p.m.: Frankenstein (1931)
- 6:15 p.m.: Batman (1989)
- 8:30 p.m.: Wreck-It Ralph
- 10:30 p.m.: The Avengers (2012)
- 1:00 a.m.: The Matrix

Saturday

- 10:00 a.m.: Forbidden Planet
- 11:30 a.m.: Superman: The Movie (1978)
- 2:00 p.m.: Jurassic Park
- 4:00 p.m.: Ghostbusters
- Break for Art Auction
- 11:00 p.m.: Star Trek Into Darkness
- 1:15 a.m.: Heavy Metal

Sunday

- 10:00 a.m.: Wreck-It Ralph
- Noon: The Avengers (2012)

WARDROBE DEPARTMENT

COSTUMING MASQUERADE!

Cypress A

Friday: 4:00 p.m. – 7:00 p.m.
 Friday: 8:30 p.m. – 10:00 p.m.
 Saturday: 10:00 a.m. – 5:00 p.m.
 Saturday: 10:00 p.m. – 11:00 p.m.
 Sunday: 10:00 a.m. – 2:00 p.m.

Take a trip to the Wardrobe Department to savor all that the Costuming track has to offer!

Stop by for schedule updates and to meet your fellow costumers. We have a tight track this year featuring our Fyberdyne Laboratories Guests, but between panels the Masquerade Director or her Glamorous Assistant will be available to answer questions, brainstorm problems, or even help staple up that pesky hem!

Costuming panels will be located in Cypress A unless noted

Friday

4:00 – 5:00 p.m.: Cypress A opens for Open Studio
 5:00 – 6:00 p.m.: Sewing for Nerds
 6:00 – 10:00 p.m.: Open Studio
 7:00 – 8:00 p.m.: Opening ceremonies, Junior Ballroom BC
 9:00 – 11:00 p.m.: Techniques in Fiberglass Costuming, Lilac AD

Saturday

10:00 – 11:30 a.m.: Vac-U-Forming for Dummies
 Noon – 2:00 p.m.: Open Studio
 1:00 – 2:00 p.m.: Hollywood is..., Junior Ballroom BC
 2:00 – 3:30 p.m.: Prop Building 101
 5:00 – 5:30 p.m.: Show and Tell at Fyberdyne Art Show Display

Sunday

11:00 – Noon: Silicone Molding
 Noon – 1:00 p.m.: How to Get Companies to Send You Free Stuff

Everything You Know About the Windycon

Masquerade Is (Probably) Wrong:

Can I enter if I bought some/all of my costume? (Sure!)
 Do I have to fit my costume to the con's theme? (Not at all!)
 What is a "class"? Can you help me with that? (We'll be happy to)
 Do I have to have a "presentation"? (No)
 What is "workmanship judging"?

Answers to these questions and more are on-line at:
<http://Windycon.org/pages/masquerade.aspx>

Masquerade Schedule, Saturday

4:00 p.m.: Masquerade Q&A
 5:00 p.m.: All masquerade entry paperwork due, **no exceptions**
 6:00 p.m.: Workmanship judging begins in Cypress A, and shifts to Junior A when available
 7:30 p.m.: All Masquerade contestants report to Junior Ballroom A
 7:45 p.m.: All Sideshow Acts (masquerade walkons) report to Jr A for Lineup
 8:00 p.m.: Masquerade Junior Ballroom B-C
 9:30 p.m.: (Approx. time) Masquerade awards

The Windycon Masquerade operates under the guidelines set forth by the International Costumers Guild, and awards may 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 in MP3 format on a thumb drive, or designate text for the MC to read.

There will be a meeting on Saturday in 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 Cypress A.

All Masquerade entries must have their paperwork (and optional music) turned in no later than 5:00 p.m..

There will be no exceptions.

Masquerade and Hall Costume photography will be provided by Ken Beach from 7:00 to 9:30 p.m. in the hallway outside Ballroom A. In about two weeks, you can view your photos online at:
<http://www.squirrelsnest.org/Windycon/>

Masquerade Contestants must be in the Green Room (Ballroom A) no later than 7:30 p.m.. Sideshow folks (our hall costume catwalk portion of the Masquerade) should report by 7:45 p.m..

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

Stay Tuned!



**For more ConClave News
Check us out at:**

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

E-mail: conclave@phoenixinn.iwarp.com

Updates: <http://www.conclavesf.org>

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

Facebook: <http://www.facebook.com/pages/ConClave-Inc/154085077106>



READINGS

Boardroom unless noted

Friday

6:00 p.m.: B. Hausladen

Saturday

10:00 a.m.: J. Hines, Jr. Ballroom BC

11:00 a.m.: L. Resnick

Noon: P. Erickson

1:00 p.m.: M. Resnick

2:00 p.m.: L. Dombrowski

3:00 p.m.: C. Cannon, Walnut

4:00 p.m.: N. Silk

6:00 p.m.: M. Haskell

7:00 p.m.: C. Burn

7:00 p.m.: T. Trumpinski, Walnut

Sunday

10:00 a.m.: S. Silver

10:00 a.m.: L. Erlick, Walnut

11:00 a.m.: R. Frencl

11:00 a.m.: N. Litherland, Lilac D

Noon: J.J. Miller

GAMING

Grand Ballroom II

We will have Classic BattleTech and Dragon Storm this year, as well as a LARP and, of course, open gaming!

Open Gaming

Friday: 4:00 p.m. - 1:30 a.m. (approx.)

Saturday: 10:00 a.m. - 1:30 a.m. (approx.)

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

Bring a game or pick a game from our library to play on any open table you see. Reminder, reserved tables are just that, reserved so please be considerate.

Friday

6:00 p.m. - Midnight: BattleTech: Grinder

7:00 - 10:00 p.m.: LARP: Rick's Cafe

7:00 - 10:00 p.m.: Dragon Storm Open Game

Saturday

11:00 a.m. - Noon: Dragon Storm Demo Game

Noon - 7:00 p.m.: BattleTech: Grinder

1:00 - 8:00 p.m.: BattleTech: Circle of Doom

2:00 - 5:00 p.m.: Dragon Storm Open Game

8:00 - 11:00 p.m.: Dragon Storm Open Game

9:00 - 12:30 a.m.: BattleTech: Grinder II

Sunday

10:00 a.m. - 2:00 p.m.: BattleTech: Grinder

11:00 a.m. - 2:00 p.m.: Dragon Storm Open Game

WINDYKIDZ

CHILDREN'S PROGRAMMING

Room 421

Friday

5:00-6:00 p.m.: Balloon Twisting

6:00-7:00 p.m.: Bead-O-Rama

7:00-9:00 p.m.: Kid's Dance, Lilac D

9:00-10:00 p.m.: Moon Viewing, outside

Saturday

10:00-11:00 a.m.: Trivia for Chocolate, Kid's Style

11:00 a.m.-Noon: Green Rockets

Noon-1:00 p.m.: Closed for Lunch

1:00-2:00 p.m.: All Tied Up (Knotted bracelets)

2:00-3:00 p.m.: Steampunk Leather Stamping

3:00-4:00 p.m.: KookieKlatch

4:00-6:00 p.m.: Skylanders Giants PVP Battle Tournament

Sunday

10:00-11:00 a.m.: Anime and Manga Madlib

11:00 a.m.-Noon: Balloon Twisting

Noon-1:00 p.m.: Closed for Lunch

1:00-3:00 p.m.: LEGO Mania

FILK

Lilac B unless noted

Friday

8:00 p.m.: Moonwulf & Tom Smith, Junior Ballroom BC

9:00 p.m.: Toyboat, Jr. Ballroom BC

10:00 p.m.: Open Filk (TBD)

Saturday

11:00 a.m.: Herculean Cheese Storm

Noon: Adam Selzer

1:00 p.m.: Bard Camp!

2:00 p.m.: Mikey Mason

3:00 p.m.: Tom Smith, Jr. Ballroom BC

4:00 p.m.: The Tooles, Jr. Ballroom BC

5:00 p.m.: CoH Concert: Moonwulf, Jr. Ballroom BC

6:00 p.m.: Dinner break

7:00 p.m.: Feng Shui Ninjas

8:00 p.m.: Beth Kinderman & the Player Characters

8:30-ish: Tom Smith, Masquerade break, Jr. Ballroom BC

9:00 p.m.: Riverfolk

10:00 p.m.: Open Filk

Sunday

11:00 a.m.: Round Robin: Brenda Sutton & Graham Leathers

Noon: Cheshire Moon

1:00 p.m.: Luke Ski

3:00 p.m.: Dead Dog Filk

GENERAL PROGRAMMING

This is the schedule as of the book deadline point. We apologize if subsequent changes to the schedule cause confusion, or for omission of any program participants whose names were not available to include in the programming descriptions.

Please check the Pocket Program for the final schedule grid.

Friday

4:00 – 5:00 p.m.

Chicago-Area Small Presses
Mechanics of Cartooning

5:00 – 6:00 p.m.

Sewing for Nerds

7:00 – 8:00 p.m.

Opening Ceremonies

8:00 – 9:00 p.m.

How Spacecraft Really Work
Night Telescope with Bob Trembley
Weather Alternate: Stargazing Indoors

9:00 p.m.

The Goblin Master's Grimoire
Release Party
Techniques in Fiberglass Costuming

Saturday

9:00 – 10:00 a.m.

Yoga With Karen

10:00 – 11:00 a.m.

Does Religion Make SF More Engaging?
Favorite Fandoms

10:00 – 11:30 a.m.

Vac-U-Forming for Dummies

11:00 a.m. – Noon

Geek Girls are Fans Too
Near Earth Objects
Trilogy Squared

Noon – 1:00 p.m.

Bruce Interviews Karen
Chipotle Spiced Bandilicks, or What
Would Aliens Trade With Us?
Colonizing Space
Dr. Who at 50
The Perennial Harry Potter

Noon – 2:00 p.m.

ISFiC Board Meeting
(open to all ISFiC/Windycon members)

Saturday, Continued

1:00 – 2:00 p.m.

Hollywood is a Nice Place to Visit, But...
The Hunger Games
Sluggo Freelance—Q & A
Solar Telescope Viewing
Story Development Workshop
Superheroes of the 21st Century

1:00 – 3:00 p.m.

Phandemonium Book Club

2:00 – 3:00 p.m.

An Author's Best Friend
Karen Interviews Bruce
Indie SciFi & Fantasy Film
YA Hugos

2:00 – 3:30 p.m.

Prop Building 101

3:00 – 4:00 p.m.

Anime for the Science Fiction Fan
Collage Art Therapy
It Should Have Been a Hit: SF TV
Trivia for Chocolate

4:00 – 5:00 p.m.

Researching SF
Self-publishing: When and When Not to
Self-publish
Vampires: Are We Sick of Them Yet?

5:00 – 5:30 p.m.

Show and Tell at Fyberdyne Art Show
Display

7:00 – 8:00 p.m.

Harassment

8:00 – 9:00 p.m.

Fan Fiction
Loving the Bad Guy

10:00 p.m.

Dance

Sunday

9:00 – 10:00 a.m.

Critter Crunch
Yoga with Karen

10:00 – 11:00 a.m.

The Future of Private Space Exploration
The Legal Side of Fanfic
Variety of Entrances into Fandom

11:00 a.m. – Noon

Bruce on Privacy, Power, Trust & Security
Silicone Molding
Vandals of the Void: Damaging Meteorites
from Chelyabinsk to Chicago

Noon – 1:00 p.m.

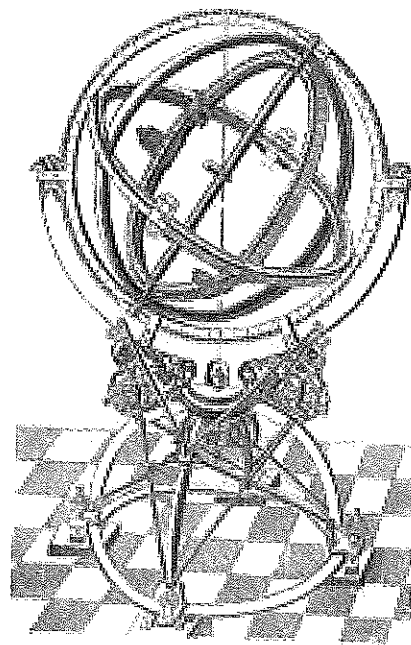
Fantastic Food Guides
Bioengineering and the Future of Us
Digital Art: the Art for Everyone
How to Get People to Send You Free Stuff
SF Collecting

1:00 – 2:00 p.m.

Finding Writing Workshops
My Body Doesn't Bend That Way!
Superman at 75

2:00 – 3:00 p.m.

Closing Ceremonies



DucKon 23

“What if?”

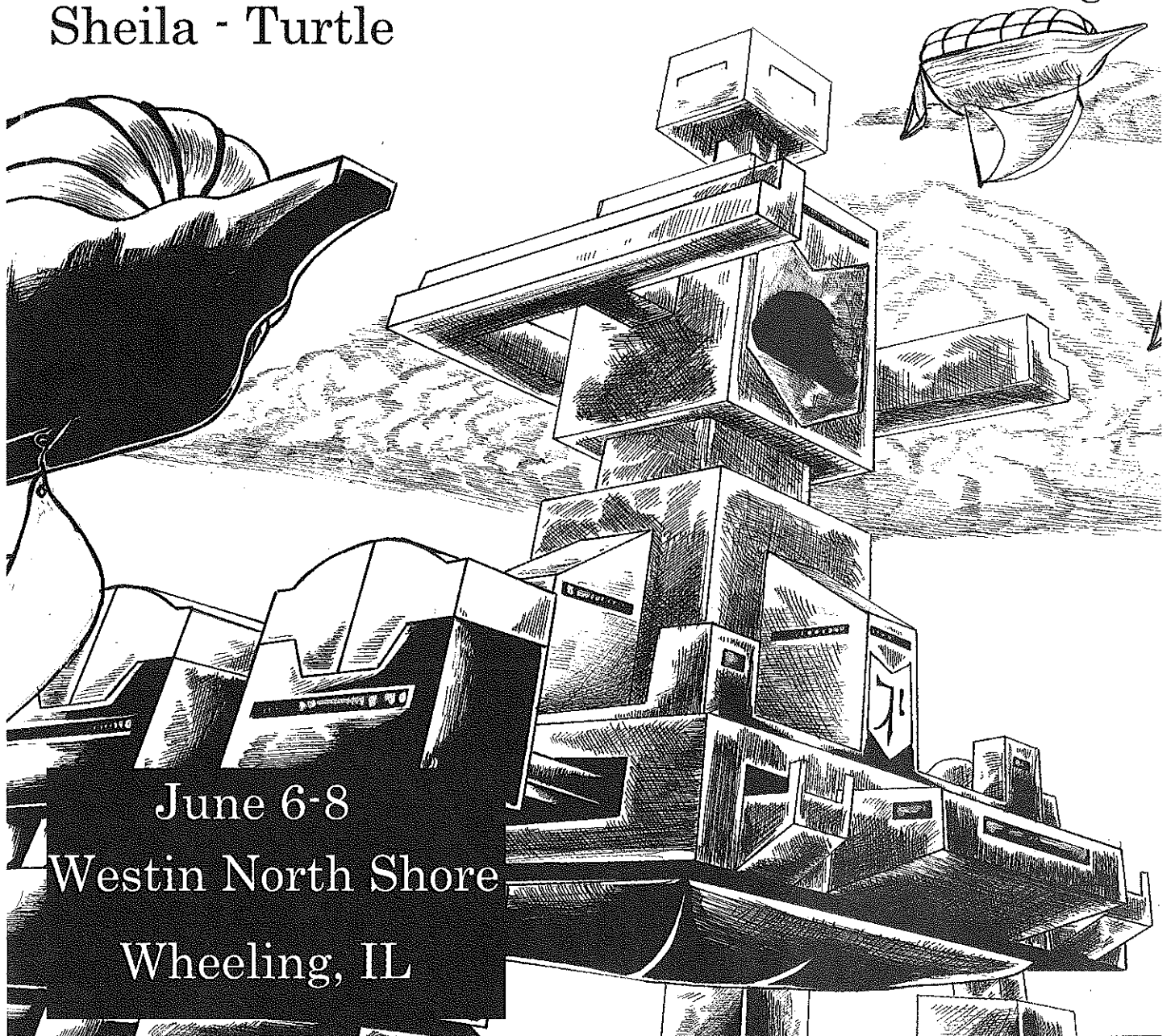
Jennifer Allen "Farelle Moon" - Art

Dan the Bard - Filk

Tom Smith - Toastmaster

Sheila - Turtle

DucKon.org



June 6-8

Westin North Shore

Wheeling, IL

FRIDAY PROGRAMMING

2:30 P.M.

2001: A Space Odyssey

2:30 – 5:00 p.m.

Films: Grand Ballroom GH

Of all the films that start with a bunch of monkeys and end with a floating space fetus, this is the most famous. Stanley Kubrick's 1968 classic about humans, computers and evolution.

4:00 P.M.

Mechanics of Cartooning

Jr. Ballroom A

Cartooning is more complicated than just drawing pictures. Artist Guest of Honor, Pete Abrams, shows the audience what he really does.

P. Abrams

Chicago-Area Small Presses

Lilac C

The Chicago area has a number of small presses, many genre presses that readers should know about. Aside from our own ISFiC Press, there are mystery publishers, local history, and more. Join our panel to hear more about them and what they publish.

B. Hausladen, C. Johns, N. Lütherland, C. Verstraete

Open Costuming Studio

Wardrobe Department, Cypress A

Open Gaming

4:00 p.m. – 1:30 a.m. (approx.)

Gaming: Grand Ballroom II

Bring a game or pick a game from our library to play on any open table you see.

Reminder, reserved tables are just that, reserved so please be considerate.

5:00

Sewing for Nerds

Wardrobe Department, Cypress A

Wondering just how a sewing machine works, and what all those little bits do? We'll go over a few different kinds of machines and talk about using, trouble-shooting, and maintaining your sewing machine.

W. Zdrodowski

Frankenstein (1931)

5:00 – 6:15 p.m.

Films: Grand Ballroom GH

Based on the very first science fiction novel ever, this is the original (yes OK there was a silent 16 minute short film from Edison Studios in 1910), starring Boris Karloff as The Monster.

Balloon Twisting: Monkey Mayhem or Light Saber Protection

WindyKidz: Room 421

John Wardale will share his balloon magic with you! Important allergy note—latex products will be in use!

J. Wardale

6:00 p.m.

Reading: B. Hausladen

Boardroom

Open Costuming Studio

Wardrobe Department, Cypress A

Inu x Boku Secret Service 1-5

6:00 – 8:05 p.m.

Anime, Cypress B

A mysterious condominium, believed to be haunted, where every resident is required to have a personal bodyguard, or Secret Service agent. When Ririchiyo moves in, she quickly discovers that her bodyguard Soushi might not just be foxy; he might actually BE a fox—a fox spirit that is. (14+)

BattleTech: Grinder

6:00 p.m. – Midnight

Gaming: Grand Ballroom II

Looking to kill some time? Like giant robots? Then the BattleTech Grinder is for you! The Grinder will run continuously, giving you plenty of time to master the game. Blow stuff up, earn prizes, and do it all however your schedule fits. We'll be there all weekend.

Bead-O-Rama

WindyKidz: Room 421

Join us as we create badge holders for our con badges. You can use beads or stickers to make your badge uniquely yours! You can also create bracelets or necklaces to share with your friends.

L. Ragsdale

6:15 P.M.

Batman (1989)

6:15 – 8:30 p.m.

Films: Grand Ballroom GH

People may have their undies in a bunch about Ben Affleck, but no one ever thought Michael Keaton would pull off the cowl as well as he does in Tim Burton's adaptation, and he totally rocks. And Jack Nicholson rocks as the Joker, too.

7:00 P.M.

Opening Ceremonies

Jr. Ballroom BC

Ladies and Gentlemen! Come one, come all to discover the astounding activities we have planned for the weekend under "The Big Tent!"

- Meet our guests!
- Hear about events!
- See how many people we can actually fit on a single stage!

Guests of Honor, B. Roper

Kids Dance

Note: 7:00 p.m. – 9:00 p.m.

Lilac D

Come show your moves and dance the night, err, hours away.

LARP: Rick's Cafe

7:00 – 10:00 p.m. (approx.)

Gaming: Grand Ballroom II

It's Rick's Cafe, in Casablanca, 48 hours before Ilsa and Laslo arrive—everyone's there: Rick, Ferrari, Ugarte. It's business as usual, until someone finds a dead Nazi in the alley behind the cafe. Then the prefect of police, M. Renault, locks everybody in until he can find the murderer. Everybody has secrets, no one tells the truth, and each character has several goals that may or may not be achieved. 12-24 Players. Costumes highly encouraged but not necessary.

Hosted by Treva Rodemaker

FRIDAY PROGRAMMING

7:00 P.M., CONTINUED

Dragon Storm Open Game

7:00 – 10:00 p.m.

Gaming: Grand Ballroom II

A Valarian envoy has disappeared in the Golden Savanna. Rumours are surfacing of a Raptor invasion. Perhaps the high preist-ess at the Elethay temple in Golvanna has more information. Dare to find out? Players of all levels welcome, but this session will be geared towards the higher levels (75+ CP). Card-based RPG, 3-8 players

8:00 P.M.

Moonwulf and Tom Smith Concert

8:00 p.m., or after Opening Ceremonies

Jr. Ballroom BC

Filk Guest of Honor Moonwulf (Michael Longcor) and legendary performer Tom Smith are sure to entertain and amaze, at least each other.

M. Longcor, T. Smith

How Spacecraft Really Work

Lilac AC

Ever wonder how spacecrafts really work? Our Science Guest of Honor Steve Collins from JPL has flown more than a few and knows all about the thrusters, gyros and thingamajigs that make them go. In this panel, Steve will walk you through the basics and then answer your questions.

S. Collins

Bodacious Space Pirates 1-5

8:05 – 10:10 p.m.

Anime, Cypress B

Most families have a skeleton or two in the closet, but Marika is shocked to learn that what her family has been hiding is a skull and crossbones! You see, pirating is a family business, and she's just inherited the position of captain—and her father's former crew is quite intent on making sure Marika accepts the job! (14+)

Night Telescope with Bob Trembley

8:00 – 9:30 p.m.

Outdoors—check signage

The moon is in the first quarter and should be great for stargazing, weather permitting. Look for signs directing you to Bob and his telescope.

B. Trembley

Weather Alternate: Stargazing Indoors

8:00 – 9:30 p.m.

Lilac B

If our wonderful Chicago weather is uncooperative, Bob will show you what you might have seen tonight.

B. Trembley

8:30 P.M.

Wreck-It Ralph

8:30 – 10:30 p.m.

Films: Grand Ballroom GH

We always know that video game characters lived on when the games ended, and this movie proves us right. Ralph is a video game villain who wants to be a hero, so he leaves his game for others to try to prove his worth. Alan Tudyk's spot-on impression of Ed Wynn is worth the price of admission alone...if there was one.

Repeats Sunday at 10:00 a.m..

9:00 P.M.

Toyboat Concert

9:00 p.m., or after Moonwulf & Tom Smith

Jr. Ballroom BC

It's not easy to describe Toyboat, at least not with vocabulary acceptable in polite company. We could go with hard rock filk (not mutually exclusive), highly talented, and hard-working, but compliments encourage them. They provide an amazing show with original songs that range from quirky (zombie love song?) to bewildering (the Gods playing poker for our souls?) to somber (the perils and heartache of war...), plus beloved filk standards with Toyboat's own wicked twist.

Toyboat

Techniques in Fiberglass Costuming

9:00 – 11:00 p.m.

Lilac AC

Edward and Bob go from A-Z on how to build simple and complex costuming with fiberglass. We'll go through the design aspects before getting into the weeds on how to build models, work with resin, and mold-making. A detailed discussion about fiberglass materials is included. We will have a presentation so you'll be able to see what we're talking about. We will not be working with the actual (stinky) materials.

Fyberdyne Laboratories

Jim Hines Book Release Party

9:00 – 11:00 p.m.

ISFiC Suite: Room 1602

Come to the ISFiC Suite, meet Jim Hines, and celebrate the release of his new book *The Goblin Master's Grimoire*, published by ISFiC Press.

J. Hines

Moon Viewing for Kids

Outdoors—check signage

Space enthusiast Bob Trembley will have his telescopes set up outside and invites children and their parents to explore images of the moon. **Note: parents must attend this with their children.**

B. Trembley

10:00 P.M.

Friday Night Open Filk

10:00 p.m. – 2:00 a.m.

Lilac B

Last Exile: Fam the Silver Wing 1-5

10:10 p.m. – 12:15 a.m.

Anime, Cypress B

Years ago, humanity abandoned the ruined Earth. Generations later, with the planet again capable of sustaining life, mankind returned. In the skies above the reborn world, rebellious young Fam and her best friend Giselle make their living as Sky Pirates. Atop sleek Vespa Vanships, the girls capture and sell airborne battleships for profit. (14+)

10:30 P.M.

The Avengers (2012)

Films: Grand Ballroom GH

10:30 p.m. – 1:00 a.m.

Some people saw this movie as the apex of Marvel's comic book adaptations, expertly written and directed by geek hero Joss Whedon. Others saw a lot of hot guys and girls running around being funny and heroic. They're both right. Iron Man, Captain America, Black Widow, the Hulk, Agent Coulson and Nick Fury team up against Loki to save the world.

Repeats Sunday at Noon.

FRIDAY & SATURDAY PROGRAMMING

PAST MIDNIGHT...

Rosario + Vampire 1-5

12:15 – 2:20 a.m.

Anime, Cypress B

Tsukune's grades are bad to the bone. Rejected by school after school, he finally gets accepted by an academy. Unfortunately, it's a school for monsters and Tsukune is the lone human! While forced to hide his secret, along comes a cute—but hungry—vampire girl named Moka. She too is not exactly as she seems... (17+)

The Matrix

Films: Grand Ballroom GH

1:00–3:30 a.m.

Before bullet time was a cliché, *The Matrix* blew our minds. Neo thinks his life is normal, until he learns that it's all a simulation. He joins the resistance in the real world, but still fights the computers inside the Matrix because he gets to look so much cooler that way.

SATURDAY

9:00 A.M.

Yoga with Karen

Lilac A

Exercise is good for you, and Karen will lead a yoga session to get you awake and limbered up to face the con. Experience not required. Mats will be supplied.

K. Nagel

10:00 A.M.

Reading: Jim C. Hines

Jr. Ballroom BC

Join Author Guest of Honor Jim C. Hines as he reads from some of his latest works.

J. Hines

Favorite Fandoms

Lilac C

Fandom may be all-encompassing, but many of us have favorite fandoms that we like to hang out with. What are they and why do we like them? Some of us stay with our first (and only) SF love, others branch out to new ones. Join our panclists and pick the one you like.

C. Gerrib, M. Thomas, B. Thomasson, K. Strait

Does Religion Make SF More Engaging?

Lilac D

What happens when SF & fantasy depict religion as a main emphasis and way of life in it? (Think *Babylon 5*, *Battlestar Galactica*, *Hyperion Cantos*.) Does this make it more engaging? Why or why not?

P. Eisenstein, R. Garfinkle, B. Fawcett, S. Mead

Vac-U-Forming for Dummies

Note: 10:00 – 11:30 a.m.

Wardrobe Department, Cypress A

We really thought about titling this "Dummies doing Vac-U-Form" but while possibly being an insult to dummies we knew it would change the meaning too much. Fyberdyne Laboratories will bring a small vac-u-form machine and show you how the process of making stuff in thin, cheap plastic works. Seriously, Tony and Mike are really good at this and are going to show you why they are soooooo important to the organization.

Fyberdyne Laboratories

Emma: A Victorian Romance 1-5

10:00 a.m. – Noon

Anime, Cypress B

In 19th-century London, class lines are sharply drawn, and the social standing to which people are born dictates the path their lives will follow. Then Emma, an honest and hardworking young maid who never felt her place in life to be a burden, meets William, a member of the gentry and the eldest son of a wealthy family. Can love truly conquer all? (7+)

Forbidden Planet

10:00 – 11:30 a.m.

Films: Grand Ballroom GH

A starship crew investigates a space colony that's gone silent and finds an mysterious scientist and his daughter. See Leslie Nielsen and Robbie the Robot in their early roles. If you haven't seen this, you might be a fake geek. (Not really! I know there's no such thing! Please don't hurt me!). But seriously, it's a classic.

Open Gaming

10:00 – 1:30 a.m. (approx.)

Gaming: Grand Ballroom IJ

Bring a game or pick a game from our library to play on any open table you see.

Reminder, reserved tables are just that, reserved so please be considerate.

Trivia for Chocolate for Kids

WindyKidz: Room 421

Test your knowledge of movies and literature created for children and youth.

Kids only please!

M. Silver, R. Silver

Autographing: R. Frencl, P. Erickson

Halfway Near Info Desk

11:00 A.M.

Near Earth Objects

Jr. Ballroom BC

Ever wonder what's circling around our heads in the sky? How close are those things? Bob Trembley will tell you all about what's up there.

B. Trembley

Geek Girls Are Fans Too!

Lilac A

Costuming has always been a pleasure for some fans. Wearing the outfit demonstrates the fannishness. Care to argue?

J. Dobbs, A. Kuzenski, F. Salvauna, N. Silk, M. Trota

Herculean Cheese Storm Concert

Lilac B

Herculean Cheese Storm is a folk-rock trio made up of musicians Gabrielle Aumei, Crystal Wolf, and Allyson Clarkson. The three blend tightly woven harmonies with thoughtful lyrics for a mix that will tickle your imagination and delight your ears. Officially, their instrumental lineup includes hand percussion, flutes, and guitar, but all three have a talent for impromptu instrumentation. From geek pride to basset hounds, they can tackle any subject at hand. Hailing from Indianapolis, they are thrilled to be blowing through the Windy City again, so come out and sing, howl, and see what surprises they have in store!

2014
May 9-11

MARCON

49

Columbus, Ohio

Hyatt Regency

Gaming Guests
Looney Labs
Designers of all the Fluxx games

Sponsored Guest
Tim Griffin
*Griffin Education Solutions
Using music to teach science*

Marcon
will be
hosting the
1632
MiniCon
check our
website for
more info and
1632 authors

Special Guest
Eric Flint
*Balserius series, 1632 series,
Ashi Shards universes, Hells of
Alexandria series*

Author GOH
Glen Cook
*The Black Company series,
Garrett P.I. series, and
Dread Empire series*

Musical GOH
**Heather Dale &
Ben Deschamps**
*They fuse the Celtic folk
tradition with a healthy mix
of world music and rock
influences*

More Guests To
Be Announced
Soon

The Midwest's Premiere Science Fiction and Fantasy Convention



Need more info? Or to register On-Line go to www.marcon.org

SATURDAY PROGRAMMING

11:00 A.M., CONTINUED

Trilogy Squared

Lilac D

It used to be that trilogies were the awesome, three-volume publications. Then the fourth volume of the trilogy was published. Now series are routinely 5 or more books and one reached 14 volumes. Is this good for SF and fantasy publishing? Are long series what every fan dreams of or do we wish they'd just finish the story? Join our panelists as they debate the issue.

R. French, A. Kuzinski, R. Martinek

Reading: Laura Resnick

Boardroom

Dragon Storm Demo Game

11:00 a.m. - Noon

Gaming: Grand Ballroom II

Come learn the basic mechanics of Dragon Storm. See what the exciting world of Grandilar has to offer! Players will learn to build a starting character, what the different skills are and the basics of combat. Then, to introduce the players to game play, a short introductory session will be run. 2-8 players

Green Rockets!

WindyKidz: Room 421

Explore space science with air-powered paper rockets. Each of us will make and decorate a rocket using paper and foam. When the rockets are complete we will launch them with a launcher that uses an empty pop bottle to propel the rockets. If the weather is cooperative we go outside for full power with a 2-liter bottle and see how high we can get the rockets. If the weather is bad we will stay indoors and use a smaller bottle for low-velocity launches.

Michael Sherman, Matthew Ragsdale

Autographing:

**B. Harper-Murray, M. Thomas,
L. Jankowski**

Hallway Near Info Desk

11:30 A.M.

Superman: The Movie (1978)

11:30 a.m. - 2:00 p.m.

Films: Grand Ballroom GH

Krypton. Explosion. Baby in space. Baby on Earth. Baby gets strong. Glasses are an effective disguise. Marlon Brando. Gene Hackman. Christopher Reeve.

NOON

Colonizing Space

Jr. Ballroom A

Will space travel ever be safe enough and cheap enough to really colonize other planets? Can a moon or Mars colony really work? Will space colonization be government-sponsored or by private citizens? What happens if we can't leave Earth?

P. Eisenstein, B. Higgins, S. Collins, C. Shaffer, J. Plaxco

Bruce Interviews Karen

Jr. Ballroom BC

Join our Fan Guests of Honor as Bruce Schneier interviews Karen Cooper. Learn all about one half of our COH pair.

K. Cooper, B. Schneier

Chipotle Spiced Bandilicks, or What Would Aliens Trade with Us

Lilac A

Space merchants are a staple of SF. You travel all over the galaxy, meet all sorts of interesting aliens and have great adventures (or at least great drinks) in a bar light-years away. But what are the space merchants trading? What would aliens want from us? Get the insider information to form your own space trading company.

*L. Dombrowski, B. Harper-Murray,
T. Trumpinski, A. Woolard*

Adam Selzer Concert

Lilac B

It'll be a set of songs by his band from 8th grade, such as "Smells Like Family Matters," "Scapegoat in Space," "Something Scapegoat This Way Comes," and other songs about beating up little kids and overthrowing tyrants.

A. Selzer

Dr. Who at 50

Lilac C

It's the 50th anniversary of *Dr. Who*. We must reminisce! What makes this show so popular? How can any series last 50 years and still attract new fans? Does the new series stand up to the monument of Baker and company? Who is your favorite classic Doctor, your favorite new series Doctor? *C. Barkley, R. Lukes, J.J. Miller, M. Trota*

The Perennial Harry Potter

Lilac D

We still love Harry and Hogwarts whether we grew up with Harry or read him to our kids. Come and discuss our favorite wizard world.

T. Bogolub, J. Hines, K. Strait, R. Weber

Reading: P. Erickson

Boardroom

Infinite Stratos 1-5

12:05 - 2:10 p.m.

Anime, Cypress B

Ten years ago, the development of the Infinite Stratos powered exoskeleton changed the world's balance of power overnight. While the distribution of IS systems to every nation on Earth has ushered in a new era of peace, only women have been able to pilot the IS. Then 15 year-old Ichika Orimura is discovered to be the first male with the ability to control an IS. (14+)

BattleTech: Grinder

Noon - 7:00 p.m.

Gaming: Grand Ballroom II

Looking to kill some time? Like giant robots? Then the BattleTech Grinder is for you! The Grinder will run continuously, giving you plenty of time to master the game. Blow stuff up, earn prizes, and do it all however your schedule fits. We'll be there all weekend.

ISFiC Board Meeting

Noon - 2:00 p.m.

ISFiC Suite: Room 1602

The ISFiC Board meeting is open to all members of Windycon. Board members will meet to elect new members, and to discuss old and new business items, and issues of concern to the Board or membership.

SATURDAY PROGRAMMING

NOON, CONTINUED

Autographing:

C. Gannon, R. Garcia, B. Hausladen, A. Kuzenski

Hallway Near Info Desk

1:00 P.M.

Sluggo Freelance Q & A

Jr. Ballroom A

A session with Artist Guest of Honor P. Abrams. An hour to ask Pete anything you want. How can you miss this?

P. Abrams

Hollywood is a Nice Place to Visit But We Really Don't Want to Live There

Jr. Ballroom BC

Tales from the dark and funny side of f*cking working in the professional world. While 99% of what we do is for fun, from time to time we've gotten to work professionally. *Fyberdyne* individually has done work for DC, Marvel, Dynamic Forces, Alex Ross, *Star Trek: DS9*, Lucasfilm, and more. We like to tell the fun and scary stories that result, but we need a new audience, since we know each other's stories by heart.

Fyberdyne Laboratories

Superheroes of the 21st Century

Lilac A

How and why have superheroes changed since their birth in the 1930s? How do the older superheroes compare with some of the new ones? Once they were comic book characters and now they're on Broadway! What next?

M. Dobbs, L. Dombrowski, J. Hines, K. Strait, R. Weber

Bard Camp!

Lilac B

Hilarious songs about D&D set to medieval, renaissance, and original music. Come hear "Drunken Gnome Illusionist," "The Owlbear Song," and Arne's new genre, Pantheon Rock! Attending this concert gives you +1 on your next encounter! *Dan the Bard, Arne Parrot (Dylan Robertson of the Bristol RenFaire), Grainger the Ranger.*

The Hunger Games

Lilac C

From books to film, this was a knock-out. Reality TV meets SF meets a girl with a mean bow. Why do we love this so much? Is this the next Harry Potter?

J. Dobbs, M. Haskell, M. Mascari, N. Silk

Story Development Workshop

Lilac D

Once you have a story idea, what's next? This lively, interactive session examines principles and practices for developing, constructing, revising, and fine-tuning a story from a basic idea. Laura Resnick and attendees will explore different ways premises lead to plots, themes, characters, and plot reversals, as well as the ways rejections and revision letters send the writer back to the drawing board to try again.

L. Crowe

Phandemonium Book Club

1:00 – 3:00 p.m.

Walnut

The Phandemonium Book Club will lead a discussion of *Redshirts*, by John Scalzi.

J. Gallo, H. Montgomery

Reading: Mike Resnick

Boardroom

A reading by Hugo award-winning author Mike Resnick.

BattleTech: Circle of Doom

1:00 – 8:00 p.m.

Gaming: Grand Ballroom II

Every great Mechwarrior trains, and in this scenario you and your teammates must control the center of the board. Your opponents seek the same thing. The winning team will need to work together and use their strengths to crush the opposing team before they do the same.

All Tied Up

WindyKidz: Room 421

Participants will be provided with materials and a handy guide to help them create knotted bracelets using string. Basic materials and tools provided for use in the session and may be available to take home. **Participants under 8 years old must have an adult to assist them in the workshop.**

L. Damewood

Solar Telescope viewing

Outside, check for signage

If you have the correct equipment, it is possible to look at the sun with a telescope. Depending on conditions, sun spots and other solar phenomena may be visible.

B. Trembley

Autographing:

R. Benson, J.J. Miller, M.Z. Williamson

Hallway Near Info Desk

2:00 P.M.

Indie SciFi & Fantasy Films

Jr. Ballroom A

Indie films are the life-blood of art movie theaters, and now SF & fantasy indie films are coming out. How do fans find out about our indie films? Are they on YouTube or other internet venues? Join our panelists and find out more.

C. Burns, R. Frencl, P. Hahn, R. Jackson

An Author's Best Friend

Lilac A

Yes, you really do need an editor. Even if you are an award-winning, New York Times best-selling author. Really. Join our panelists and find out what editors really do for you.

B. Fawcett, M. Haskell, J. Hines

Mikey Mason Concert

Lilac B

Mickey Mason (nationally touring standup comedian, "She Don't Like Firefly," "Best Game Ever,") has been featured on *Dr. Demento*, *Nerdist.com*, *MTV Geek News*, *Syfy's Blastr.com*, and in *Time Magazine's* Techland. He has made multiple appearances on NBC and at the House Of Blues, headlined on all four coasts, performed at the Atlantis Resort in the Bahamas, and at RPG conventions across the US. He is also a proud media sponsor of Can't Stop The Sereenity, a fundraiser for Equality Now, and performs at at least one CSTS each year. Learn more at mikeymason.com.

M. Mason

Karen Interviews Bruce

Lilac C

Did Bruce grill Karen really hard? Here's Karen's chance to repay the favor. Can Karen get Bruce to reveal his secrets of fandom? Come and find out.

K. Cooper, B. Schneider

SATURDAY PROGRAMMING

2:00 P.M., CONTINUED

YA Hugos

Lilac D

A new Hugo category, Young Adult, is being discussed again. Some YA books have won the Hugos in the past, but is it time to have a separate one to recognize this category? If there had been a YA Hugo in the past, what books should have won? Why is this coming up now?

C. Barkley, M. Thomas, F. Salvatini, N. Silk

Prop Building 101, 201, and 400, the Whole Nine Yards...

2:00 – 3:30 p.m.

Wardrobe Department, Cypress A

Fyberdyne Laboratories will go through building props for props' sake and also build stuff for costumes. We'll talk about a wide range of materials and techniques and have some actual stuff to show. Sorry, no door prizes.

Fyberdyne Laboratories

Reading: L. Dombrowski

Boardroom

A Certain Magical Index 1-5

2:10 – 4:15 p.m.

Anime, Cypress B

Kamijo is a student in Academy City, where science is used to develop supernatural abilities. A young nun named Index is on the run from a sorcery society that covets the astounding 103,000 volumes of magical knowledge in her memory. With scientists and sorcerers attacking from all sides, Kamijo fights to keep Index safe. (14+)

Jurassic Park

2:00 – 4:00 p.m.

Films: Grand Ballroom GH

A theme park of live dinosaurs sounds really cool, but when they get loose, it becomes less fun for the guests. But not for us—Steven Spielberg's hit is exciting and scary. I'll never look at a velociraptor the same way again.

Dragon Storm Open Game

2:00 – 5:00 p.m.

Gaming: Grand Ballroom IJ

There is trouble in Colvanna. Raptors have been ravaging the town. A plea from the Elethay temple has been sent out for adventurers willing to help. Players of all levels welcome, but this session will be geared towards the higher levels (75+ CP). Card-based RPG, 3-8 players, 3 hrs.

Steampunk Leather Stamping

WindyKidz: Room 421

Participants will use metal stamps to make their very own designs on leather. We will have small block letters, 1" tall embellished letters, gears and other tools for custom designs. Younger kids may need to bring an adult to help them. There will be pounding with mallets, so the room will be loud.

M. Sherman, M. Ragsdale

Autographing: R. Benson, C. Johns, P. Eisenstein, N. Silk

Hallway Near Info Desk

3:00 P.M.

Tom Smith Concert

Jr. Ballroom BC

"The World's Fastest Filker" returns to Windycon for another round of hilarity and insanity. He could even play a serious song or two. We never know what's coming next, but we always have a good time.

T. Smith

Anime for the Science Fiction Fan

Lilac A

If you're a science fiction fan just starting to watch anime, what do you need to know? What will you like? What's new and different?

J. Dobbs, B. Harper-Murray, F. Salvatini

Trivia for Chocolate

Lilac C

Steven Silver hosts Windycon's favorite game show. You answer the question correctly, you get chocolate. The one with the most pieces of chocolate wins. Wrappers don't count, so don't actually eat the chocolate until the game is over.

S. Silver

It Should Have Been a Hit: SF TV

Lilac D

Really, it should have. Why isn't SF/Fantasy TV making it like SF/Fantasy movies? What shows were really good, but got cancelled anyway and why? How can fans find good TV shows these days? Are Amazon and Netflix the answer?

C. Burns, C. Gerrib, R. Jackson, C. Mitchell

Reading: C. Gannon

Walnut

Collage Art Therapy

Boardroom

Make a collage from the same source material, results are interpreted by Fan GoH Karen Cooper, with her lighthearted opinions. Source material, stock for the background, scissors, and gluesticks provided. You provide the art. Limit of 15.

K. Cooper

KookieKlatch

WindyKidz: Room 421

Enjoy some special snacks while listening to stories read by our guest readers.

L. Ragsdale

Autographing: L. Resnick, M. Resnick

Hallway Near Info Desk

4:00 P.M.

The Toolies Concert

Jr. Ballroom BC

We're happy to welcome the Toolies to Windycon. Dave Perry, Amy McNally, and Kurt Griesemer bring their brand of Irish Pub music to the stage. They say that being a Toole is a state of mind—come on over and find out exactly what that means!

Self Publishing:

When and When Not to Self-Publish

Lilac A

Everyone has heard of the author who gamely self-published their own novel and was taken up by a big publisher. No one hears of the authors who self-publish and disappear. What makes some authors successful? How do you know when to forge ahead, and when to recognize that you're not going to make it alone?

G. Deer, L. Jankowski, S. Johnson, M. Mascari, S. Mead

SATURDAY PROGRAMMING

4:00 P.M., CONTINUED

Vampires: Are We Sick of Them Yet?

Lilac C

Is it possible to have too much of a good thing? Are we sick of vampires yet? Have zombies taken their place? Would we like them again if someone did something really original with them or is there nothing new left? Our panelists debate the issue.

J. Nikitow, C. Shaffer, A. Woolard

Researching SF

Lilac D

"Write what you know" doesn't work if you're writing in the 22nd century or as a dragon warrior. So how do authors do the kind of research they need for this kind of writing? It's easier than you think and our panelists share their tips.

Sandra Levy, P. Sayre McCoy, Morrie Haskell

Reading: Natalie Silk

Boardroom

Masquerade Q&A

Wardrobe Department, Cypress A

Planning on entering the Masquerade? Come ask your questions and get advice to help things go smoothly for everybody. Surprising the Masquerade Director is never a good idea...

W. Zdrodowski

Ghostbusters

Films: Grand Ballroom GH

4:00 - 5:35 p.m.

Three scientists start a business in New York busting ghosts at exactly the time that a huge ghost conflagration hits Manhattan. When this came out, nobody cared that it was "science fiction" or "horror" or whatever. They just knew it was "hilarious." And so every flat surface was plastered with the Ghostbusters logo in 1984.

Skylanders Giants PVP Battle Tournament

4:00 - 6:00 p.m.

WindyKidz: Room 421

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

M. Sherman

Autographing: L. Dombrowski (Hawks), M. Haskell

Hallway Near Info Desk

4:15 P.M.

A Certain Scientific Railgun 1-5

4:15 - 6:20 p.m.

Anime, Cypress B

Misaka's electro-manipulation abilities, and delightfully destructive Railgun projectile move, make her a star in Academy City. Misaka, Saten, Kuroko, and Uiharu have a blast taking on danger whenever and wherever it arises. Luckily, In a city full of super-powered gangs, mad scientists, and the occasional weird monster, the girls have no problem finding plenty of excitement, action, and adventure! (14+)

5:00 P.M.

Moonwulf Concert

Jr. Ballroom BC

Moonwulf (Michael Longcor) will capture your heart with his voice and his wide range of musical subjects.

M. Longcor

Fyberdyne Show & Tell

5:00 - 5:30 p.m.

Art Show

Fyberdyne Labs talks about their display in the Art Show. They haven't told us exactly what, so it'll be a surprise for us, too!

6:00 P.M.

Reading: M. Haskell

Boardroom

6:15 P.M.

Spice and Wolf 1-5

6:20 - 8:25 p.m.

Anime, Cypress B

Lawrence, a traveling merchant, finds a girl with the ears and tail of a wolf asleep in his cart. Her name is Holo, a harvest goddess with an untamed beast lurking inside, who longs to return to her beloved northern home. Armed with his street smarts and her animal instincts, the simple peddler and forgotten deity begin a journey through the wild countryside. (14+)

7:00 P.M.

Harassment

Lilac AC

What is it and what isn't it? Is it more widespread at cons recently or is it just talked about more? What should fans and cons do about it?

M. Dobbs, J. Hines, L. Jankowski, A. Kuzenski

Feng Shui Ninjas Concert

Lilac B

Feng Shui Ninjas are:

- So country we have our own flag.
- So metal we have an atomic number.
- So punk we pierced our eyeballs.
- So techno we're actually nanobots.
- So rock we even look stoned.
- So goth we're actually dead.
- So dubstep we...dubstep isn't funny.
- So trad we...trad isn't funny either.
- So demented we play nursing homes.
- So avant-garde we don't play music at all.

But we're not a folk band.

Reading: C. Burn

Walnut

Reading: T. Trumpinski

Boardroom

8:00 P.M.

Masquerade

8:00 - 10:00 p.m.

Jr. Ballroom BC

The Big Tent has a really big Masquerade, including a fine selection of Sideshow Acts (hall costumes). While our judges pick out the winners to bring back to the Center Ring for the award ceremony at 9:45, don't miss the halftime concert from Tom Smith, the World's Fastest (and Frequently Funniest) Filker. Interested in entering the Masquerade? Please review the Masquerade schedule and information on page 19.

Fan Fiction: Still Around After All These Years?

Lilac A

Where has it been? Where is it leading? Formerly photocopies or even mimeographs, now fanfic is online and widely available. Has this changed fanfic?

T. Bogolub, M. Dobbs, M. Resnick

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DellaCon

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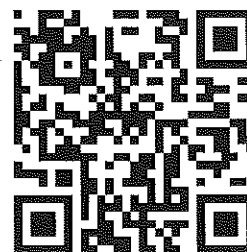
Evanston, IL 60202

Registration

\$45 per person thru January 31

\$50 per person thru August 31

\$55 after August 31 and at the door



SATURDAY PROGRAMMING

8:00 P.M., CONTINUED

Beth Kinderman & The Player Characters Concert

Lilac B

Beth Kinderman & the Player Characters are a Minneapolis-based band consisting of Justin Hartley (drums, accordion), Beth Kinderman (vocals, guitar, bass), Dave Stagner (guitar, bass), and a rotating cast of backing vocalists. Their music draws on progressive rock, folk, filk, and punk, exploring a wide range of geeky topics ranging from *Battlestar Galactica* to fantasy literature, role-playing games and beyond. Since 2008, they've released 5 CDs and have enjoyed playing at a variety of conventions around the Midwest. Their most recent CD is a collection of humorous and parody songs, being released this weekend.

Loving the Bad Guy

Lilac D

Many times our favorite character isn't the hero, but the bad guy. In some cases, they become more likable over time; in other cases, they don't. What makes these unlikable characters so attractive? Do we sometimes find ourselves feeling uncomfortable about the sorts of characters we find attractive? Is danger at a distance just a safe way to walk on the wild side?

T. Clemmons, C. Gannon, S. Mead, C. Mitchell

Dragon Storm Open Game

Gaming: Grand Ballroom II

8:00–11:00 p.m.

Rumours are flying that there is may be a new power growing. Jikadel and Elethay followers have been disappearing. Strange creatures, not warped, but not normal, have been sighted near the mines of the mountains nearby. Pools of water have left people wandering, dazed and lost, with no recollection of time. Those lost, once found, are still not themselves. Players of all levels welcome, but this session will be geared towards the higher levels (175+ CP). Card-based RPG, 3–8 players, 3 hrs.

8:15 P.M.

Shakugan no Shana 1-5

8:25–10:30 p.m.

Anime, Cypress B

Wielding a blazing sword, Shana is a fiery huntress whose sole purpose is to fight demon-like beings that consume human lives. To reduce the impact on the human realm, Shana turns the slain into shadows of their former selves. Once a flame that represents their remaining life goes out, they fade from existence. (14+)

8:30 P.M. . . . ISH

Tom Smith Masquerade "Half-Time" Concert

Approximately 8:30 p.m. – 9:45 p.m.

Jr. Ballroom BC

Tom Smith will be the half time show during the Masquerade!

T. Smith

9:00 P.M.

Riverfolk

9:00–10:00 p.m.

Lilac B

Riverfolk plays a mix of folk-flavored tunes old and new, including songs that are familiar, less familiar, and originals. Add in a little filk, blues, country, and even show-tunes. Featuring the harmonies of Becca Leathers and Chas Soudahl, Riverfolk has been playing together since 2002 in Twin Cities coffee houses and venues across the Midwest and Canada. They have a lot of fun playing together and this seems to be contagious at their shows as their audiences have a good time as well.

BattleTech: Grinder II

9:00 p.m. – 12:30 a.m. (ish)

Gaming: Grand Ballroom II

Have you played Bootcamp and the Grinder and now want a chance to polish your skills with something a little more challenging? Are you looking to see how the game can be expanded to include additional situations? This is the game for you!

10:00 P.M.

Dance

10:00 p.m. – Midnight

Jr. Ballroom A

Come and dance the night away in the "Big Tent" discotheque with DJ Clash. The dance will start after the Masquerade is done.

DJ: Clash

Saturday Night Open Filk

10:00 p.m. – 2:00 a.m.

Lilac B

10:30 P.M.

Tenchi Muyo OVA 1-4

10:30 p.m. – 12:30 a.m.

Anime, Cypress B

Tenchi Masaki is a guy with extraordinarily bad luck. To make matters worse, he just accidentally freed the space pirate Ryoko after 700 years of captivity! Now, girls from across the galaxy are arriving. Can he survive the romantic entanglements of living with five lovely ladies—and unlock the secrets of his mysterious ancestry? (17+)

11:00 P.M.

Star Trek Into Darkness

Films: Grand Ballroom GH

11:00 p.m. – 1:15 a.m.

Benedict Cumberbatch's dreamy blue eyes and cheekbones take over the galaxy. Captain Kirk and crew go up against a brilliant, dangerous, hot, terrorist named "John Harrison."

PAST MIDNIGHT...

Tenchi Muyo War on Geminar 1-2

12:30–2:05 a.m.

Anime, Cypress B

Kenshi Masaki has been taken from his home planet and captured by a gorgeous princess! This royal beauty quickly claims Kenshi as her personal servant—and lends him out to all the ladies at her prestigious boarding school. On the rare occasion Kenshi doesn't have his hands full with the ladies, he can be found training for the intergalactic mecha battle royale looming on the horizon. (17+)

SATURDAY & SUNDAY PROGRAMMING

PAST MIDNIGHT... CONTINUED

Heavy Metal

Films: *Grand Ballroom GH*
1:15 – 2:45 a.m.

Based on or inspired by the magazine *Heavy Metal*, this is an anthology of animated short films dealing with the nature of evil. All the stories relate to a green orb, called the Loc-Nar, and how it has influenced people through history all over the galaxy. Like the magazine, a definite R rating, even being an animated film.

SUNDAY

9:00 A.M.

Critter Crunch

10:00 a.m. – Noon
Jr. Ballroom A

Jeff returns to Windycon with his famous battling robots. You can drive a robot and may win prizes. There's also a five minute free-for-all at the end, where ALL robots duke it out. All proceeds beyond expenses of the robots are donated to Windycon's charity. Check-in starts at 9:30 p.m..
J. Vincentsen, D. Clarke, T. Kozlowski

Yoga with Karen

Lilac A
Popular yoga instructor Karen returns with yoga this morning. Mats provided.
K. Nagel

10:00 A.M.

Variety of Entrances into Fandom

Jr. Ballroom C
Comics, TV, film, TV. How did you get into fandom? What are your favorites? Join our panelists and compare notes.
R. Martinek, C. Mitchell, J. Nye, M. Resnick

The Future of Private Space Exploration

Lilac A
Now that NASA is out of the space business private developers are stepping in. Can private space exploration really give us the future SF predicts? How can we help get there?
C. Gannon, B. Higgins, J. Plaxco, B. Thomasson

The Legal Side of Fanfic

Lilac C
Fanfic is a way of life for some fans. If the author doesn't write enough about their favorite characters, the fans will. No one will ever know. Well, almost no one. Except other fans, the author, and maybe the author's lawyer. Lawyer? There are laws about fanfic? You bet there are. Come to our panel and find out all about them.
E. Flint, L. Resnick, P. Sayre McCoy

Reading: L. Erlick

Walnut

Reading: S. Silver

Boardroom

Rose of Versailles 1-5

10:00 a.m. – Noon
Anime, Cypress B
General Jarjayes, desperate for a son, names his newborn daughter "Oscar" and chooses to raise her as a boy. Fourteen years later, Oscar is a masterful duelist, marksman, and the newly appointed Commander of the French Royal Guards. Her first task: to protect Marie Antoinette, who is engaged to the French prince and future king, Louis-Auguste. (13+)

Wreck-It Ralph

10:00 a.m. – Noon
Films: Grand Ballroom GH
We always knew that video game characters lived on when the games ended, and this movie proves us right. Ralph is a video game villain who wants to be a hero, so he leaves his game for others to try to prove his worth. Alan Tudyk's spot-on impression of Ed Wynn is worth the price of admission alone....if there was one.

Open Gaming

10:00 a.m. – 3:00 p.m.
Gaming: Grand Ballroom IJ
Bring a game or pick a game from our library to play on any open table you see. Reminder, reserved tables are just that, reserved so please be considerate.

BattleTech: Grinder

10:00 a.m. – 2:00 p.m.
Gaming: Grand Ballroom IJ
Looking to kill some time? Like giant robots? Then the BattleTech Grinder is for you! The Grinder will run continuously, giving you plenty of time to master the game. Blow stuff up, earn prizes, and do it all however your schedule fits. We'll be there all weekend.

Sunday Morning Anime and Manga Madlib

WindyKidz: Room 421
Watch your favorite anime and help us fill in dialog for manga to make silly stories!
M. Sherman

Autographing: L. Jankowski, N. Litherland

Hallway Near Info Desk

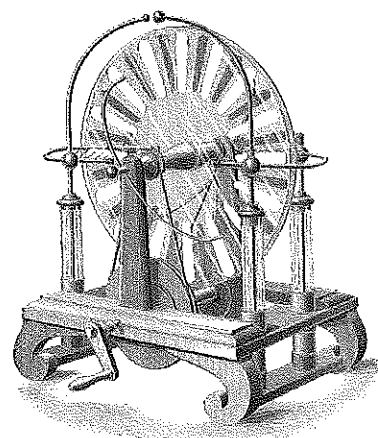
11:00 A.M.

Vandals of the Void: Damaging Meteorites from Chelyabinsk to Chicago

Jr. Ballroom B
A window-shattering shock wave injured 1100 Russians and startled the world a few months ago. Meteoric violence is rare, but it can be devastating—and meteorites have assaulted Chicagoland at least twice. Bill Higgins reviews the Chelyabinsk blast, reveals our local impacts.
B. Higgins

Bruce on Privacy, Power, Trust and Security

Jr Ballroom C
Fan Guest of Honor and noted computer privacy and security expert Bruce Schneier talks about a few of his favorite subjects.
B. Schneier



SUNDAY PROGRAMMING

11:00 A.M., CONTINUED

Sutton & Leathers Round Robin Concert

Lilac B

Graham Leathers is a battle-hardened veteran of the stage and airwaves. This Canadian-born performer has strutted his stuff as an at many levels. From the Western Canadian Fringe Festival circuit to some of the top comedy showcases in Canada, Graham has run the gamut of performance venues.

Brenda Sutton is a Pegasus Award-winning singer/songwriter known for "Strangers No More." She serves on the Interfilk Board, helped launch and run GAFilk, ran the Music track at the San Antonio Worldcon, and runs Chambanacon. She teaches bodhran for the Irish Arts Academy of Indianapolis. Brenda plays guitars, bangs bodhrans, conducts lyric writing workshops, and plays with various filk and Irish groups.

B. Sutton, G. Leathers

Reading: N. Litherland

Lilac D

Reading: R. Frencl

Boardroom

Silicone... It's Not Just For Lips And Implants

Wardrobe Department, Cypress A

Guide to casting molds using silicone and the kinds of casting resins that are used. We'll have a semi-hands on workshop on how to make silicone molds and cast some stuff. Should be fun.

Fyberdyne Laboratories

Dragon Storm Open Game

Gaming: Grand Ballroom IJ

11:00 a.m. - 2:00 p.m.

A sinkhole has been discovered in the Golden Savanna. Strange beasts, warped and non-warped have been emerging from the mess. Attacks on farms have people in a panic. Please, for the love of Elethay, come help us! Players of all levels welcome, but this session will be geared towards the higher levels (175+ CP). Card-based RPG, 3-8 players, 3 hrs.

Balloon Twisting Workshop

WindyKidz: Room 421

Giraffes and monkeys—oh my! John Wardale shares the secret of making balloon animals! Go home with a balloon animal you made! **Allergy alert – latex products will be in use.**

J. Wardale

Autographing: C. Burns, C. Verstraete

Hallway Near Info Desk

NOON

Digital Art: The Art for Everyone

Jr. Ballroom B

Can't afford a Rembrandt? Don't have room for the Moore? Well, if you have room for a computer or a laptop, you've got art. Art that doesn't really physically exist (yet). Art galleries everyone with wi-fi can access. Democratic art in a way fine art never was and never will be. Hear our panelists discuss the pros and cons of art for everyone all the time.

B. Harper-Murray, R. Jackson, S. Johnson, J. Plaxco

Fantastic Food Guides

Jr. Ballroom C

You can be nominated for a Hugo for that! Hey, food is important to con-goers! And writing restaurant guides isn't as easy as it sounds. Our panelists will fill you in on what's really involved.

K. Cooper, B. Schneider, L. Zeldes

SF Collecting

Lilac A

Many fans have SF collections of some kind. Some are just paperbacks crammed on the bookshelf or comics under the bed, but many fans are serious collectors of art, books, manuscripts, and more. Join our panelists to hear about interesting collections, what to do with yours, and how to keep them safe.

L. Thomas, S. Silver

Cheshire Moon

Lilac B

Cheshire Moon is a fanciful mix of danceable mythpunk and glittery folk. Filled with stories of myth, legend, and fantasy, these filk troubadours bring to life new twists of old tales, and new songs to old stories. Weaving an eerie, otherworldly sound, they bring about a torrent that is as playful as it is lightly sinister, all wrapped up in a pretty little beribboned box. Do you dare to open it?

E. Coleman, L. Crowe

Bioengineering and the Future of Us

Lilac D

The latest bio-engineered marvel is a trachea created in Peoria. How does this affect medical ethics and the future of transplants? Who owns the patent, and does it affect the availability and affordability of new organs? Do we own ourselves?

L. Carhart, R. Martinek, C. Shaffer, J. Nikitow, B. Thomasson

Reading: J.J. Miller

Boardroom

How to Source Materials and Get People to Send You Free Stuff!!

Wardrobe Department, Cypress A

Fyberdyne Laboratories will talk about how to find cool things to work with. Sometimes the hardest part of doing and prop or costume is figuring out what to use and where to find it...we'll give you some good tricks. Also, if you ask nice, you can get free stuff...(not from us but from companies who want your business). Come with questions, (we LOVE questions) and maybe we can help you right now.

Fyberdyne Laboratories

Anime Requests

12:05 - 3:30 p.m. (approx.)

Anime, Cypress B

It's been a long weekend, so it's your turn to pick what we'll watch.



SUNDAY PROGRAMMING

NOON, CONTINUED

The Avengers (2012)

Films: Grand Ballroom GH

Noon – 2:45 p.m.

Some people saw this movie as the apex of Marvel's comic book adaptations, expertly written and directed by geek hero Joss Whedon. Others saw a lot of hot guys and girls running around being funny and heroic. They're both right. Iron Man, Captain America, Black Widow, the Hulk, Agent Coulson, and Nick Fury team up against Loki to save the world.

1:00 P.M.

My Body Doesn't Bend that Way!

Jr. Ballroom C

Jim Hines brings his cover pose critique to Windycon. Many of us grumble that SF and fantasy covers are ridiculous—who really stands that way? And can a body really bend like that? Jim will recount his meticulous research into impossible postures and what really happens if you do try that.

J. Hines

Finding Writing Workshops

Lilac A

Where are good writing workshops and how can writers find them? Are there workshops that don't require you to retire to a remote habitat or spend six weeks without your favorite late night snack? Our panelists point you in the right direction.

S. Carhart, N. Litherland, M. Resnick

The Great Luke Ski in Concert

Lilac B

Dr. Demento's most requested act of the 21st Century returns to Windycon with his multimedia fandom comedy music show! Come see him perform songs about all your favorite geeky movies, TV shows, cartoons, and more!

Luke Ski

Superman at 75

Lilac C

Funny, he doesn't look that old. Maybe Kryptonians age more slowly? But he has changed. Superman at the beginning of his career was very different from who he is today. Join our panelists for a biography of Superman.

*R. Lukes, J.J. Miller, C. Mitchell,
T. Trumpinski*

Lego Mania

Note: 1:00 – 3:00 p.m.

WindyKidz: Room 421

Legos will be out and ready for you to create! Build a castle with dragons and knights or an alien with a flying saucer attacking the Earth. Your imagination is the only limit!

L. Ragsdale

2:00 P.M.

Closing Ceremonies

Jr. Ballroom C

Say goodbye to our guests. They were great! See who is coming next year! Go home!

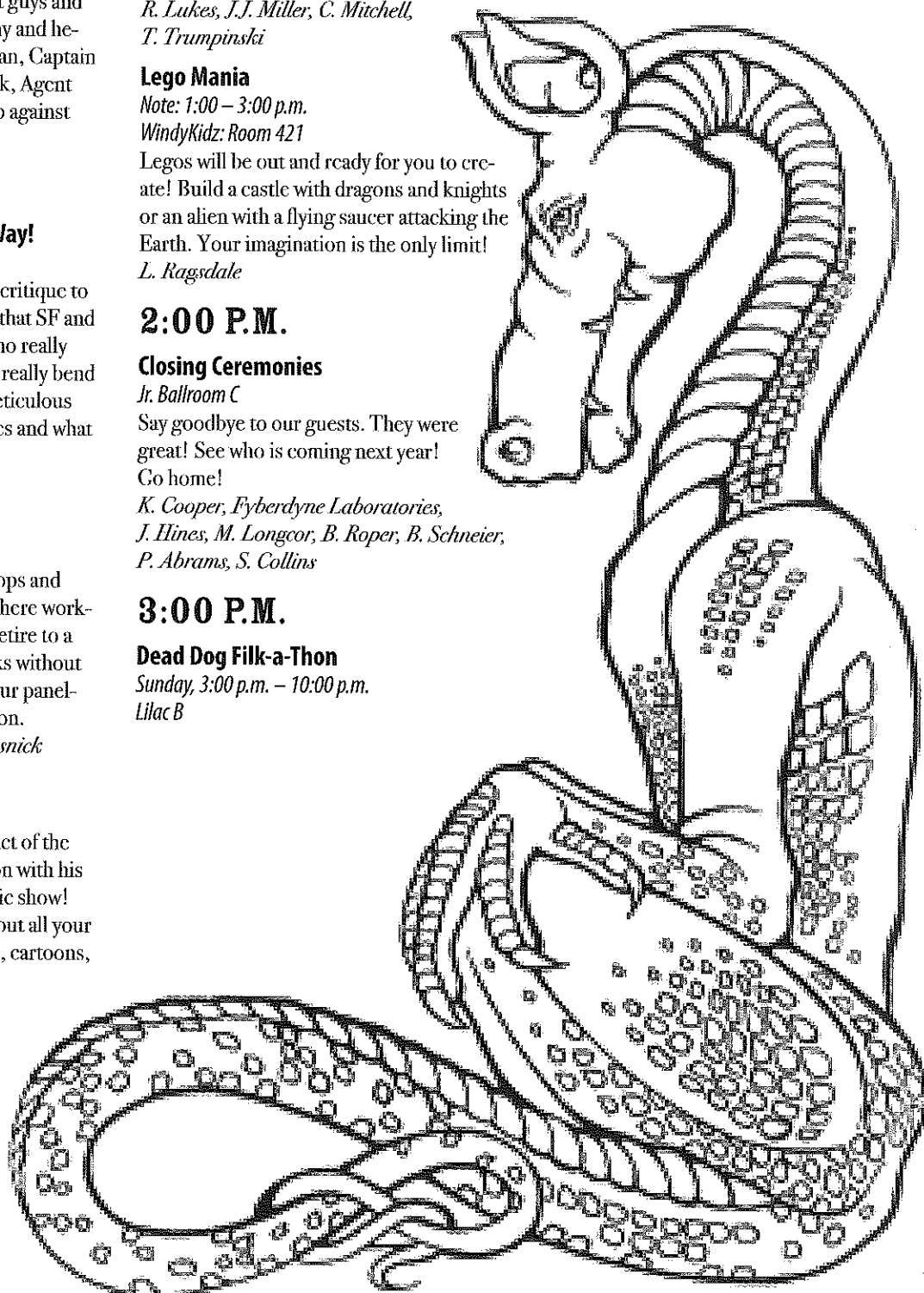
*K. Cooper, Fyberdyne Laboratories,
J. Hines, M. Longcor, B. Roper, B. Schneider,
P. Abrams, S. Collins*

3:00 P.M.

Dead Dog Filk-a-Thon

Sunday, 3:00 p.m. – 10:00 p.m.

Lilac B



CAPRICON 34

February 6-9, 2014

**Westin Chicago North Shore
Wheeling Illinois**

Author GOH: S.M.Stirling

Special Guest: Jan Stirling

ArtistGOH: Tom Peters

Special Musical Guest: Silent Nightmare

Special GOH: Sherrilyn Kenyon

Its 2014,
CAPRICON's 34th year...
It's time to travel to...

the 4th

DIMENSION

WINDY VAN HOOTEN'S WAS NEVER LIKE THIS

The two curves described a nice, circumscribed space, keeping the paying customers in and the moochers out. The area in between would soon be occupied with kiosk after cart of vendors selling anything and everything unhealthy that could be eaten off of a stick or out of a paper tub. And all of it funneled toward the soaring striped awning of the big tent. PT felt a little thrill, as he did every time, as he ducked through the entrance.

Inside the shaded space it was controlled chaos, as all the major attractions vied for practice space. The clowns just seemed to be hassling each other, but PT left it alone; he knew better than to mess with clowns. The Stupendous Santoros were double-checking their rigging, meticulous in their preparation before the twins and their younger brother went flipping through the air like demented bats. The torch and the cannonball were arguing; PT went to mediate, persuading Carlotta to give Freddie a little more space before he set himself on fire.

Out back, Raybry had given up the contested arena and was putting his elephants and lions through their paces in the more spacious staging area behind the scenes. The pachyderm parade paused as he bent to adjust a trunk motor. PT sighed, and shook his head even as the procession resumed. No matter how realistic, PT felt in his heart that the robotic simulacra were kind of cheating, but trying to get live animals through interstellar customs and quarantine regulations just wasn't worth the hassle.

Which made it all the more surprising when something four-footed and furry ran past him, trailing a chunk of bunting from its mouth and an angry clown in its wake.

It was as like to a dog as anything else, scruffy tail waving in the air as it dodged just out of reach. The clown said something entirely inappropriate to a family-friendly venue, and dived after it. This made for a great game, apparently; the creature seemed to be laughing despite a full mouth as it scampered away.

PT drew out his pocketwatch, checked it, and abandoned the dog—or the clown—to its fate. He was huffing a bit in the dry air by the time he reached the front gate, where the local Safety and Compliance Inspector was already waiting.

"Ah, Mister Billingsgate. At last," said the inspector, despite the fact that PT was on time to the minute.

"Inspector Corsairs." PT spared a nod, and withdrew a document viewer from his waistcoat's inner pocket. "Our permits and applications for local entertainment licensing, all in order as you see here. Land lease agreement, with receipt for down-payment. And an affidavit of responsibility for all personnel, as you requested when we spoke previously." PT handed over the viewer.

"Hmm." Despite the swashbuckling name, Corsairs was not a man at home in the kaleidoscopic commotion of the traveling show. Spare of build, follicle, and humor, the inspector paged deliberately through each document, reading all the fine print even though it was standardized. Finally he looked up. "Well. Let's see if the reality matches."

PT gritted his teeth, and swept the inspector an inviting if insincere gesture. He ended up inspecting the rides after all, with the elderly Molzdik fuming

at his side and increasingly in danger of exploding at each one of the nits the inspector picked. PT made a mental note to have someone make the old boy a nice cup of tea, and shuffled the inspector onward as quickly as he could.

They made it through the big tent without incident. The inspector started to puff up at the animals out back, but Raybry had all of his warranty certificates in order and soon assured Corsairs that there was nothing biological here but the people. PT rapped on a lion's muzzle for good measure; the beast snarled realistically, but the hollow metallic *thunk* belied its imitation.

"Hmph." The inspector curtly handed back the certificates, made a few notes, and turned on PT again. "I understand you also have some... novelty acts?"

"Right this way," said PT, and steered him over to the sideshow. He managed to dissuade the illusionist from vanishing the inspector's palmputer or other possessions, though if the whole inspector could be vanished he might have reconsidered. Corsairs was entirely oblivious to their by-play, however.

"What is that?"

PT followed the inspector's fixed and suspicious gaze down the arc of facades to where George was playing catch with himself, tossing colors from pseudopod to pseudopod.

"That's George."

The eventual response fairly dripped dubiousness. "...George?"

"He's from Algirdas." PT didn't even try to offer George's real name; he wouldn't get close enough to do any good anyway, and the inspector's ears wouldn't be any happier than his throat for the attempt. They'd settled on "George" because George said the soft "g" at the end sounded like an honorific, and he got a kick out of being addressed as the king. Or queen; it didn't seem to matter either way, to George. PT rather enjoyed indulging him.

"I see."

PT raised his voice. "Come say hello, George!"

George trundled over on four stubby legs he'd temporarily extruded for himself. "Hello!" he said sunnily.

"This is Inspector Corsairs, George," PT said carefully. "Got your visa on you?"

"Right here, Mister Pete!" George extracted the document from somewhere about his person that PT didn't want to think about too closely, and proffered it happily to the inspector. Corsairs took it with his fingertips, but mellowed on discovering that it was not in fact covered in slime. He examined it in detail before passing it back.

"This is all in excellent order. Thank you, er, George."

"No problem!" George beamed, an accomplishment for someone so short on facial features. "Are you staying to see the show?"

Even the inspector wasn't entirely immune to George. "Perhaps," he said, meaning no, but gently.

"You should. It's great!"

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PT made a placating hand motion at George's enthusiasm, and added, "We'll see," before steering the inspector along the rest of the sideshow, where fortunately Miss Allandra was taking a break. The snake *was* real, but Miss Allandra handled the paperwork for that herself, and had every 'i' and 't' attended even to Corsairs's satisfaction. He sniffed at Madame Europa's fortune telling, and asked enough questions about the show's legal ownership that PT had to pull out his document viewer again, but eventually they made it through.

Then it was the concessions, and despite PT's fairly high standards for the vendors it was clear the inspector had saved the best for last. He couldn't find an excuse to actually shut them down, but PT collected enough warnings and penalties to last him several lifetimes. "Sanitary facilities 2.6 meters from the nearest food preparation area; regulations require 2.7 meters separation."

"We'll move it," said PT through clenched teeth, but the mulct was already calculated.

"Operating a deep-fryer under a general food preparation permit; that'll be a retroactive permit adjustment assessment," the inspector carried on entirely too happily. "And a fine for an unlicensed animal."

"What?" PT followed the inspector's gaze over his shoulder to see that wretched dog-like creature again, this time with a sausage in its mouth. It was sitting happily a few paces behind him and staring at him with evident adoration. "That's not one of ours!" PT protested.

"It's on your pitch," the inspector said with a palpable lack of sympathy, "so it's your responsibility." His palmputer hummed and spat out a chit, which he shoved into PT's hand. "There's a 10% discount if it's paid within 52 hours."

Two days, on Ebru IV; how generous, if it weren't a local holiday and all the government offices weren't closed. PT crammed the chit in his pocket. "Understood." He could argue the fines later; right now he had a show to put on. "Tickets are for sale at the yellow booth with the flags," he said sweetly, and abandoned the inspector with the barest of nods.

Ah, the glamor of show biz. The dog-thing had disappeared, and Molzdik was stomping across the midway with fire in his eyes. PT sighed, and set off to find somebody to help him shift the porta-loos.

Showtime.

PT loved opening nights. The crowd was good, his welcoming patter as they'd thrown open the gates had gone over well, and there were already clusters developing in front of the more popular acts and rides. He inhaled deeply, the dusty warmth of the dry field underlying the scents of salt and sugar and frying oils. A first few shrieks punctuated the rumble of the Rocket Ride as it tilted sideways, speeding into a blur. The show's lighting was being supplemented by fireflies, hundreds of them blinking across the expanse of the field like low-hanging fireworks.

George was flashing his brightest colors, trying to mimic their illumination as close as he could in hopes of drawing them nearer. George loved fireflies. Changing form and color was no big deal, according to George, but making light *was* important.

The smile that put on PT's face lasted all the way to the big tent, where, of course, there was a problem.

"I can go on!" protested Santoro *frere*. He was seated on an equipment crate; his sister stood over him with a cloth firmly clamped to his forehead.

"Oh yeah?" said Santoro *soeur*. She stepped back, revealing an already-purple lump over his temple. "How many fingers am I holding up?"

"On which hand?" he replied miserably. He slumped on his crate in defeat, accepting the cloth she handed to him and pressing it gingerly to his face again. The youngest Santoro fidgeted a few feet away, staring at his older brother with wide eyes.

Santoro *soeur* looked up as PT approached, and saved him the trouble of even asking. "He can't go on. Cracked his head on one of Raybry's elephants. I doubt he could even find the ladder, much less get up it."

Presumably the elephant was all right, at least, or PT would have heard Raybry's howls already. "And how did," *someone who can fly across thirty feet of unsupported air, but can't walk across a field, fercryinoutloud*, "he manage to do that?"

"He tripped over that damned dog," Santoro *soeur* snapped. Younger brother nodded emphatic confirmation; elder brother started to do likewise, then stopped abruptly, moaning and clutching his head. PT resisted doing likewise.

"We could work up a duo act," the junior Santoro offered tentatively. The kid had the bug, all right; anything to keep the show on.

"In thirty minutes? With no rehearsal?" His sister, however, had some sense. One of the family had to. "I'm sorry, PT, but there's just no way."

"It's all right; I'll think of something," PT sighed. "You go get him tucked up in bed. And you," he said to the renewed fidgeting of the youngest Santoro, "go see if Tip and the other rousts need any help."

"Yes, boss," the kid gulped, and scampered off. Santoro *soeur* offered PT one last apologetic look, and got a shoulder under her brother's arm and steered him off toward their quarters. PT stared at the sky briefly, counted to ten, then dropped his gaze to stare around at the sprawl of the show in hopes of inspiration.

A flash of color and a chorus of *Ooohs* grabbed his attention. PT froze for an instant's thought, then nodded decisively and headed back down the sideshow's curve.

Seconds thundering past in his head, PT breathed in patience until George reached a natural break in his routine, then waved him over. "Be right back, folks!" George called happily, and undulated up to the fence that cordoned off his site.

"George, I need you to do me a favor."

"Sure thing, Mister Pete!"

"The Santoros had to cancel." He edited out the details on the fly, emphasizing instead, "Which leaves us with a heck of a hole to fill. Do you think you could come up to the big tent, and give 'em a special show?"

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George twisted around to look over his current audience, from a woman who'd just come up and was staring at them fixedly to a group of elbowing teenagers and a small child who was excitedly telling her parents about everything they'd just watched together. "I suppose so...."

"It'll be a little different than you're used to; more flash and less chat," PT admitted. George enjoyed talking to the people who came to see him; that flimsy fence was as much to keep him from wandering off with someone as to keep the crowd at bay. "But you can show them something they've never seen before. I think you'll be a big hit."

George looked over the punters again, and the rippling motion that served him for a shrug crawled up his side. "Okay, Mister Pete. I'll give it a try!"

"You're a trouper, George. Duck out the back; I'll take care of these folks." PT slipped through the fence and spread his arms for attention. "Ladies and gentlemen, our friend George has agreed to help us out up at the big tent. Come get your seats now for his dazzling debut display of multichromatic magnificence!" He glad-handed through the punters, giving George time to slide along the backs of the facades to the staging area behind the tent. Then he ducked through to the back lot himself, and sprinted.

He skidded up to the tent just as the clowns were getting restive. "Thought you were going to miss it, boss," one of them chided.

"Not a chance." PT gulped for breath, accepted his top hat from one of the rousts, and stretched out as if to fill the available space. "Fire up, boys, you're on in two." Then he strode through the flaps and found his spotlight.

"Ladies and gentlemen, boys and girls, welcome to Europa's Magical Traveling Show!" His voice thundered through the tent, subtly positioned speakers making it sound as though he was projecting with the force of his lungs alone. He swung into the usual patter, promising them marvels and wonders—and tonight, a special surprise. He finished off with a bow and a sweep of his hat, then plunked it back on his head so the microphone concealed in the brim could pick up his final exhortation of "Enjoy!" Then the clowns tumbled past him as though shot from a gun, and PT faded back out of the arena.

The next acts were assembling in good time, though some of the sideshow performers who doubled as headliners wouldn't come over until just before they went on. PT had rustled George up early partly so that the friendly alien wouldn't get distracted by something along the way and miss his cue, but in fact he was already there, alternately blending into the field with astonishingly detailed camouflage and standing out in contrasting colors. Well, the extra warm-up time wouldn't hurt him, either.

PT hustled back and forth, introducing acts and checking that the next ones were ready. The Santoros were a main attraction, so George had a little bit of a wait. PT got Raybry started, then went back to check on him.

George was running a soothing wash of blue-green across himself, his default blob spread out as though he were melting. He might have been asleep, for all PT knew; actually, PT didn't know if Algirdians slept, but he was either calm or putting a fine effort into convincing himself to be. PT almost hated to

disturb him, but then he spotted George's eyes, reduced to dozy slits, roaming over the other performers and the glimpses of the punters visible through the screening stand-ups.

"Almost ready?" he asked, and George widened one eye laconically. The other still seemed to be tracking the crowd, a division of effort that made PT slightly queasy.

"Sure thing, Mister Pete!" George's voice was as cheerfully energetic as ever; no hint of nervousness made it through the vocoder. After a moment, George's mass pulled together, straightening as much as he ever did; the blue-green took on a golden tinge, like aging brass.

"You're up as soon as Raybry finishes," said PT. "I'll give you a little introductory spiel; you wait right at the edge of the flaps, and when you hear me say 'Taylor's,' you come on in. Got it?"

"Got it." There was a brief hesitation before the words, as though George were a bit distracted. PT followed his still-roaming half-a-gaze to where a figure was leaning around a gap in the fencing.

Her eyes met his, followed by an insistent jerk of her chin; PT smiled, but turned his back on her. "Now, the Santoros usually run about fifteen, twenty minutes, so that's how long you've got to work with. Think you can fill it?"

"Piece of cake," George replied almost smugly, either at his plan or at his use of vernacular. The words still came slowly, though.

"Good man." Close enough, anyway. "If you run short, just thank the crowd and take your bows. I'll be watching from the back, and the Torch will be ready to go, just in case. Okay?"

"Okay!" George folded at the top in his version of a nod, but the one eye was still scanning for something that wasn't there. PT turned again, but all he saw was that same woman staring at him. She was the one who'd been staring at him back at George's site, too, he realized. He wondered if she was making George nervous; she was certainly annoying PT.

He patted George on the—well, it would do until a shoulder came along—and went over to her. "I'm sorry, ma'am, but this area is for performers and staff only. I'm going to have to ask you to stay out front with rest of the audience."

"It's all right, I'm here on business," she countered, so quietly he had to lean in to hear her.

Oh, stardust, not another inspector. PT plastered as cooperative a smile as he could manage across his face. "What can I do for you?" he offered, hoping it would at least be something quick.

She leaned forward a little. "Lutol sent me. Do you have something for me?"

It wasn't unheard of for local officials to come looking for a certain amount of grease, but they usually weren't *that* obvious about it. And he wasn't even sure what this one was in charge of; the name meant nothing to him. "Now is not a good time," he prevaricated, with a random glance over his shoulder. Maybe he could put her off if she thought they were being observed.

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"I didn't pick it," she replied, a bit tartly.

As if he had? He didn't need another official poking around at all, let alone in the middle of a show. "Why don't you come back tomorrow, a couple hours before the performance? Maybe we can work something out then."

"Fine," she hissed. "But this time, be ready." She vanished back into the crowd.

PT shrugged it off, and went back to George. Tomorrow's problems would still be there tomorrow; right now, he had an act to introduce.

Raybry and his simulacra were just taking their final in-unison bow; the spotlight picked up PT as they filtered out past him. "Ladies and gentlemen, we have a very special treat for you tonight. A master of manipulation, a craftsman of chromatology, and something," he paused for dramatic effect, "that you have Never. Seen. Before." The sound-effects tech added a quick thrill of drums over the speakers. "Please welcome, all the way from Taylor's Star, the very first one of his people to visit this world or any other," a little hyperbole, but that was all right, "George the Algirdian!" He gave George a thumbs-up as the alien squiggled briskly into the limelight, and made a mental note to talk to him about a better stage name if this became a regular thing.

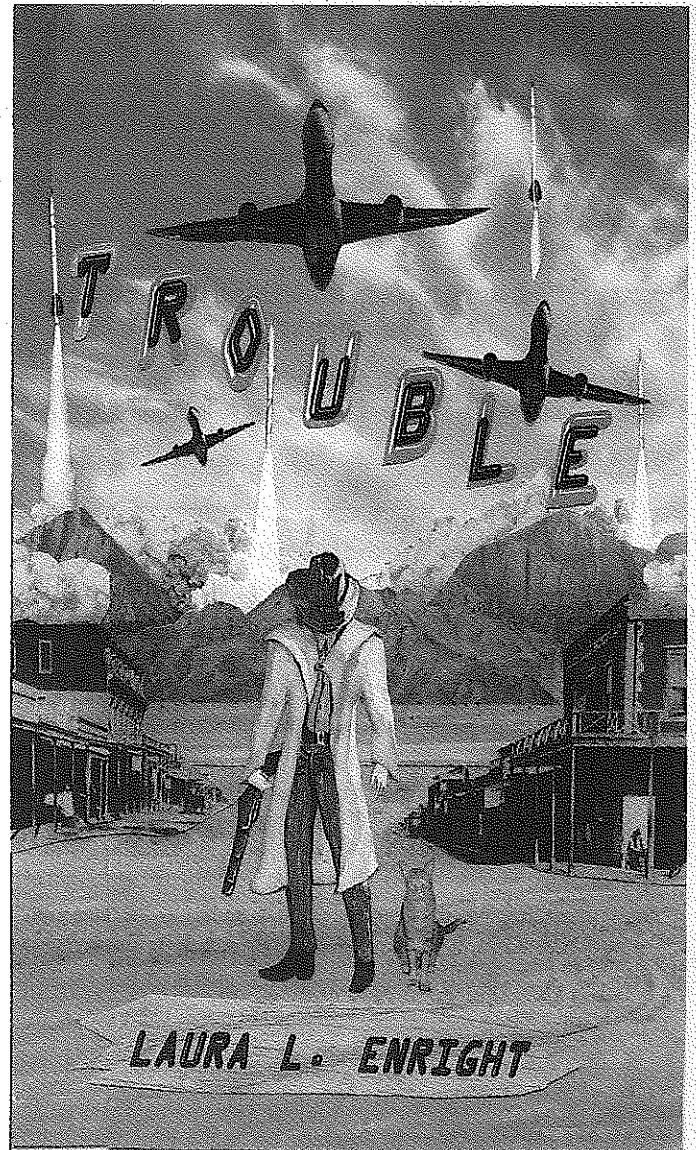
"Hi, everyone!" George's vocoder projected to the far reaches of the big tent. "I'm—" a gurgling string that human ears couldn't even parse, never mind spell, "but you can call me George." A few people chuckled at that, and George chuckled right back at them, random pseudopods waving along to the sound. George was loving this; a born showman, thought PT, regardless of where he'd been born.

"Now, back on—" another unpronounceable gurgle, "or Algirdas as you call it, we don't have all these strange things you call 'words.' For example, if we want to say hello to a friend, we do it like this." George flashed a brilliant, tumultuary greeny-yellow, percolating down to an indigo so deep it hurt the eyes. The crowd *oohed* appropriately, and George drew himself up taller, swaying happily back and forth. If he was doing the tinctorial equivalent of shouting, which PT suspected he was, he didn't seem to mind it one bit.

George carried on, keeping up an informative patter while oozing himself into bizarre shapes and increasingly complex color schemes. At one point, he did his chameleon-like camouflage bit, and spread himself so flat against the floor of the arena that much of the house thought he'd disappeared. At another, he illustrated himself with curling black lines against a pale background, as delicate as scrimshaw; the fine detail wasn't visible beyond the first few rows, but the audience had all been issued with magniscreens as they entered, so it wasn't completely lost.

In the end, George ran long, not short. PT felt a little sorry for Freddie the Torch, having to go on after that; the crowd ate it up and cheered for more. George was as pleased as a puppy, warbling all over with bright colors and shifts of shape; PT half-expected him to manifest a tail and start wagging it. "Grand job, George," he said as they met up again behind the big tent.

"Thanks, Mister Petel!" Despite a hint of fatigue, George's voice was still relentlessly cheery; PT wondered if that was an artifact of the vocoder, or authentic.



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Don't over think it. It's supposed to be fun.

WINDY VAN HOOTEN'S WAS NEVER LIKE THIS

There was a loud *foomp* from behind them, and some startled cheers; good, Freddie was winning them over. "Why don't you go get some rest," PT suggested. "You've earned it."

George drooped a little. "Can't I go back to my site? There's still people coming by."

"Well, sure, if you want to." George perked right up. "Just don't exhaust yourself, okay? We've got three more nights here."

"No worries!" He gave PT the George-equivalent of a high sign, and undulated off. PT shook his head at the sheer energy of the... George, and went to check on the next act.

PT sat at his portable desk, balancing accounts. Even with the arbitrary fines, their take from last night would more than cover current expenses. And the local newsfeed had a piece about them this morning, with George's contribution generously highlighted, which should keep the numbers high tonight. He would have to go check on his aerialists as soon as he finished here; if Santoro *frère* was still out of commission, the same substitution would work again, but if the Santoros were able to go on, PT would have to do some clever juggling of his own to keep George in the lineup.

A sharp knock resounded against the corrugated aluminas walls, and PT looked up from his spreadsheets, blinking in the dingy jerry-rigged light of his freight-box-cum-office. Once emptied of canvas and props, the cargo containers served as quarters for the performers and crew when they weren't aboard ship. Sometimes a few would take temporary lodgings in whatever town they were playing; mostly that was the clowns, and PT mostly didn't ask.

PT twisted through the confined space and heaved the door open to find the woman from the night before, hand already raised to repeat her summons. "Oh," he said. "It's you." *Again*, he didn't add, but he also didn't move from his unwelcoming posture blocking the entrance.

"Have you got it this time?" she said in a voice not meant to carry five feet.

"Got what?" PT retorted, already sorry she'd remembered to come back.

Outrage widened her eyes and tightened her lips. "Look, the other end confirmed delivery. If something's happened to it in the meantime, just say so."

Goaded to bluntness, PT gritted out, "I don't have time for this. If it's a bribe you're after, you're going to have to be a lot more clear about what you're offering in return."

A couple of concessionaires wandered by, arguing about the price of popcorn. The woman jerked a look over her shoulder at them, then stepped even closer to PT. "Can we at least discuss this inside?"

"Oh, very well." He stepped back, and slid the door closed behind her with a clang. She stared around the converted shipping box, paying special attention to the shadowy corners and the dangling light fixture. PT bristled a little, but schooled himself to civility. "Now. What—exactly—can I do for you?"

"You can hand over the package, of course."

"I don't have—" There was another noise at the door, not so much a knock as a squashy sort of thump. PT didn't have to open it to know who was there. "Come in, George."

George pushed the door aside far enough to squeeze over the threshold. He gave himself a temporary bulbous appendage to close the door with, but checked when he saw PT had company. "Hello!" He flickered yellow at the new face, and waved a pseudopod. "I'm George." He waited like an expectant puppy.

"Vlorin," she said grudgingly.

A name, at least. It was a start, thought PT. "Is that Inspector Vlorin? Officer Vlorin? Contact-number-and-here's-my-authorization-card Vlorin, perhaps?" PT was well and truly tired of being shaken down by somebody whose position he didn't even know.

"Just Vlorin will do," was the unhelpful reply.

George looked back and forth between them; there was enough antagonism in the air that even the alien could pick it up. "Should I come back later?"

"It's no trouble. What do you need, George?" PT was only too happy to put his obfuscatory visitor on hold.

George slid the door shut, but remained pressed out thin in the limited room, like a large, gelatinous viewscreen. "You said you wanted to talk about the act?"

"Oh, yeah. Right. Absolutely." PT turned to this Vlorin person. "Look, I really don't know what you're on about, I don't have any 'package' for you, and I've about had it with the vague insinuations. Now if you'll excuse me, I've got an entertainment company to run."

The woman puffed up to argue further, but George inquired, "Package?"

"It's nothing, George. Don't worry about it."

But George had gone oddly still, a swirl of gluey beige flowing up over his midsection. He leaned slightly to peer around PT at the woman. "Are you a friend of Lutol's?"

The name rang a faint bell—oh, right, she'd mentioned it last night. "Who's Lutol?" said PT, but the others ignored him.

"I missed him at my site before the show," George continued. "I guess he didn't get my note."

"Your note?"

If there was any sarcasm in George's reply, it didn't make it through the vocoder. "Should I have left someone else's note?"

"What note?" PT interjected futilely.

"You're the contact?" Vlorin leaned and peered at George in turn.

"Didn't you know?"

"I only had time and place. I thought it was him." She hooked a thumb at PT.

"No, he's the ringmaster," George said helpfully. "I didn't understand that at first, because he doesn't wear any rings, but Mister Pete explained it all to me."

"Then you have my package." The woman's focus would have been impressive if PT'd had the slightest idea what was going on.

George was less single-minded. "What happened to Lutol?"

Vlorin hesitated, then parted with, "Broke his leg."

"Oh." George extruded a leg-like extremity and waggled it slightly, radiating confusion, and PT briefly regretted having taught him how to wish a performer good luck. But George sorted it out for himself. "I hope he's okay."

"He'll be fine." She took a deep breath in preparation to steer the conversation back on course, but she'd reckoned without George's relentless friendliness.

"How long have you worked with him?"

"About six months. This is my first—" Vlorin cut herself off. She eyed PT sidelong, looked around as if hoping for an interruption, and then resorted to asking bluntly, "Would you excuse us for a moment?"

"No, I will not," PT snapped.

"It's okay," said George before PT could launch a diatribe about how this was *his* office, blast it. "Mister Pete is all right."

"Look, I really need that package." Whether it was George's reassurance or simply desperation, she was back to ignoring PT again.

"No problem," said George. "I've got it right here."

"Finally!" Vlorin's taut carriage slumped with relief. "Let's have it, then." She held out a hand.

"Sure thing!" George shivered slightly, and dark lines began to crawl over his pallid surface. They coiled and twisted, branching finer and finer, until they described a pattern as detailed as the text on a food-service permit. No, wait—they *were* text; line after line of close-packed print, as neat as a computer display. Pages worth, spread across George's stretched midsection.

Vlorin stared, then hastily dug out her palmputer and started recording the unorthodox missive. PT just stared, with his mouth hanging open.

"Fantastic," Vlorin breathed as she worked.

"Do you like it?" George asked. "Is it good news?"

"Very much so." Vlorin grinned fiercely, the first non-peevis expression PT had seen on her face. He wondered if George understood human expressions well enough to pick up that nuance.

"Good!" George warmed to a happy blue, but held absolutely still as she finished up. "They said it was really important."

"Oh, definitely." Vlorin's palmputer disappeared back into her pocket, and she beamed at him. "Thank you, George. That was... impressive."

George wiggled delightedly. "Thanks!"

Vlorin raised a speculative eyebrow, studying him, and lowered her voice as though she could cut PT out of the conversation despite the close quarters. "Do you suppose I could come by again before you leave? I might have some friends where you're going next, and they'd like a message, too."

"Sure! That'd be great!"

"Now, wait just a minute!" PT interjected, but he was being ignored again. Vlorin already had her hand on the door handle.

"Thanks, George. See you later!" And she was out before PT could stop her.

"See you!" George called after her, pleased as a kitten in cream to be making a new friend.

"Well," said PT after a minute. He spared a longing look for the sunshine and fresh air outside his dingy box, but he didn't want an audience just now; he slid the door closed again.

Now that it was less crowded, George squished back to his usual resting blob-bishness, though the cheerful blue remained. PT studied him as intensely as Vlorin had. "I didn't know you could do that."

George's side rippled. "Color is color." The ripples developed little foam-colored crests, until George looked like he was wearing a miniature ocean. Tiny splashes of orange and silver resolved into fish and dolphins, leaping through the waves. "And your letter-things are easy; they don't even move." The aquatic diorama faded into George's default neutral grey, then the phrase *Europa's Magical Traveling Show* wrote itself out in elaborate script and hung there, static. Underneath it formed a point-for-point replica of an advertising bill complete with claims of "astounding acts" and "fearless feats" and the dates of their current engagement. "Should I put some letters into the act, do you think?"

"I think for a big house, a design like you did last night would be better," PT said slowly. "But it's pretty neat that you can do that, George."

"Thanks!"

"George...."

"Yes, Mister Pete?"

"Is this Lutol a friend of yours?"

"I've never met him," said George, unconcerned. "But some people I met at our last spot showed me his picture, and they asked me to bring a message to him."

PT sucked on his lip in thought. "It's great that you like to help people, George," how to phrase this delicately? "but you know, you should be careful what kind of people you help."

"Oh, it's okay, Mister Pete. They were really nice." George started bouncing large daubs of color back and forth across himself, a habit as casual as PT's coin rolling. It seemed clumsy and crude, after his earlier displays.

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"I'll bet they were." PT hadn't caught all of that message—he'd been too busy being astonished, and there'd been a *lot* of text—but he had picked out a plethora of names and dates and places, and something about a treaty and the Ebrusu ambassador. Definitely *not* somebody's personal correspondence. He gentled his voice. "I'm afraid they might be using you to pass, well, secrets. Government information. Things that they can't just transmit normally." Seeing no shift in George's demeanor, he added, "George, I think that Vlorin person is a spy. Probably those people back at our last spot, too."

He wondered if he was going to have to explain the word *spy*, but George seemed to parse it after a moment. "It's okay, Mister Pete. I don't mind."

"I know you don't, George, but they've got no business involving you in something like that. It could get you in trouble, if the wrong people found out. It might even be dangerous."

"It's okay, Mister Pete," George repeated. "I like doing it. It's like a game!"

"That's not the point, George. In fact," PT tugged on his waistcoat in sudden conviction, "I'm going to go out there and give that Vlorin a piece of my mind, right now."

"I'd really rather you didn't," said George, in a tone so unlike his usual that it came across even through the vocoder. PT pulled up short.

"I appreciate the thought, PT, but it truly isn't necessary."

PT blinked. George *looked* the same, a bluish blob of bouncing colors. "George?"

"Yes?" came the cheerful reply, but PT didn't have a follow-up. He realized his mouth was hanging open again.

George seemed to study him, in turn. "Can I let you in on a secret of my own?"

PT regained control of his jaw. "Sure, George."

"You see, the handy thing about carrying messages for people, is that anything I reproduce, I first have to read."

"Oh," said PT. And then, "Oh."

"Precisely." A ripple of rainbow; the vocoder provided something like a chuckle. "And if I should happen to mention it in a message home," a sudden swirl of hues and shapes, too subtle and swift for PT to follow, "well, I don't need to spell my messages out via a third party. And I understand Algirdan is quite difficult for humans to apprehend."

PT certainly felt like he'd been missing something. Flailing to recapture his footing, he ventured slowly, "So is that what you've been doing all this time? Why you joined the show?"

"Oh, I do like meeting people," George assured him. "And what better way for your people to get to know mine, than through a friendly entertainer? Much more fun than some stuffy diplomat." The vocoder's tone became drier. "And more convincing, when they don't realize what they're learning until after they've learned it."

"I see." It was nothing more than what George had told him when he'd signed on. It just sounded different with more context and more syllables, PT told himself.

"I trust I can rely on your discretion."

PT considered, and considered again. It was rather disconcerting to realize that his latest sideshow act had a Machiavellian streak a mile wide. On the other hand.... On the other hand, what was all this interstellar intrigue to PT? His loyalty was to the show, and his performers and crew. He needn't lose any sleep if some permit-and-penalty-issuing government got a surprise in some future trade or diplomatic negotiation. And it would serve Vlorin and her ilk right, for trying to take advantage of an innocent alien. Turnabout being fair play and all.

PT felt a wicked smile tugging at the corner of his mouth. "You know, George, I do believe you can."

"Great!" George extruded an approximation of a hand, and PT shook it without hesitation. "Now, what about my act?"

PT strolled along the sideshow, taking in the sunshine, the energy, and the glorious feeling of having made their nut and then some. Tonight would be their last performance here, and advance tickets were already selling out at their next three stands. The Santoros and George were working on new routines that would echo some of the same shapes and motions, a thematic connection for the more discerning punters.

Even the sight of a familiar form hurrying away couldn't puncture PT's mood. The back of Vlorin was all he wanted to see of her anyway, he told himself firmly. He turned toward the site she'd just left, and George's lidless eye shivered in something that might have been a wink.

But George had more important things on his mind. He squashed down to below waist-height, and after a moment PT saw why; that dog-creature was back, sitting by George's site with its tongue lolling out. George made a whistling noise and produced a sausage from somewhere, and the animal squirted through the fence to accept it. George wobbled elatedly, and the dog yapped in excitement, its scruffy tail buffeting the air. George manifested a pseudopod like a horizontal rail, and another to pat the ground on the other side; the dog leapt over the first, and chased after the second, trying to play tug-o-war.

"Look, Mister Pete! Isn't she great?"

"Um, sure, George." The creature had gotten a good grip on the pseudopod, but it didn't seem to bother George in the slightest. He oozed the rest of himself around behind the animal, then tapped it on the rump. The dog spun around in confusion, then barked madly and dove for another pseudopod.

"I bet I can use her in my act!" the Algirdian enthused, oblivious to the gnawing teeth. George, it seemed, had found himself a pet.

PT sighed, and went to start the paperwork for adding a dog, or reasonable facsimile thereof, to their transit permits.



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FANNISH FOOD GUIDE

OVER 35 GREAT 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, Zack, and Jim Rittenhouse

INSIDE THE HOTEL

Harry Caray's Steakhouse

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

Holy Mackerel!

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

INSIDE YORKTOWN MALL

Limited to Mall Hours: M-SA 10 a.m.-9 p.m., SU 11 a.m.-6 p.m.

Auntie Anne's

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

Billy's Steakhouse-New!

Upscale Fast Food/
Specialty Sandwiches
F & SA 10 a.m.-9 p.m., SU 11 a.m.-6 p.m.
Sandwiches: \$5-8

Cinnabon

Fast Food/Cinnamon Rolls,
Coffee & Pastry
Coffee and cinnamon rolls \$3-5
www.cinnabon.com

Panda Express

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

NEXT TO THE HOTEL

Target

Decent sized grocery department.
630-495-9560
M-SA 8 a.m.-11 p.m., SU 8 a.m.-10 p.m.

Pizza Hut Express

Fast Food/Pizza, Breakfast
F & SA 8 a.m.-9 p.m.
Breakfast \$2-4; Lunch \$3-6

Starbucks

Inside the Target
Breakfast, Coffee and Pastry
630-495-9560
M-SA 8a-10p, Su 8a-9p
Coffee: \$2-\$6; sandwiches etc. \$3-6

Sarku Japan

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

Sbarro

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

Subway

Fast Food/Sub Sandwiches
Sandwiches \$3-8
www.subway.com

Taco Bell

Fast Food/Mexican
Tacos/Burritos \$1-4; Salads \$5-6
www.tacobell.com

Yogen Fruz

F & SA 10 a.m.-9 p.m.,
SU 11 a.m.-6 p.m.
Frozen yogurt; \$3-6

ATTACHED TO YORKTOWN MALL

With Outside Entrances and varied hours

Brio Tuscan Grille

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

DOC Wine Bar

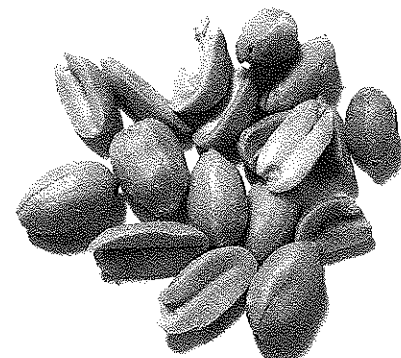
Upscale American,
Late Night Kitchen
630-627-6666
F & SA 11:30 a.m.-2 a.m.,
SU 12 p.m.-11 p.m.
Sandwiches \$9-10; Entrees \$12-22
www.docwinebarchicago.com

Egg Harbor Café

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

Flat Top Grill

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



FANNISH FOOD GUIDE

Lucky Strike Lanes

Eclectic Bar Food,
Late Night Kitchen
F 11:30 a.m.-2 a.m.
(over 21 only after 9)
SA 11 a.m.-2 a.m.
(over 21 only after 9)
SU 11 a.m.-11:30 p.m.
(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 11 a.m.-11 p.m.,
SU 11 a.m.-10 p.m.
Sushi bar \$4-22;
Entrees \$7-12 (L), \$15-25 (D)
Take Out Taxi
www.bcnihana.com

Tom and Eddie's

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

MALL OUTLOT AND NEARBY

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

Buca di Beppo

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

Burrito Parrilla Mexicana—New!

Mexican, Late night kitchen
630-705-9833
F & SA 10 a.m.-midnight;
SU 10 a.m.-10 p.m.
Sandwiches \$6-8; Entrees \$9-13
www.burritoparrillamexicana.com

Capitol Grille

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

Claim Jumper

Upscale American
630-932-4290
F & SA 11 a.m.-11 p.m., SU 11 a.m.-10 p.m.
Take Out Taxi
Sandwiches \$10-15; Entrees \$10-31
www.claimjumper.com

French Quarter

Cajun, Seafood, Upscale American, Late
Night Kitchen
630-495-2700
F & SA 4p-2 a.m., SU 4 p.m.-1 a.m.
Reservations/Call Ahead Seating
Entrees \$18-\$40
Can be very good, but inconsistent.
www.fqrestaurant.com

Jimmy John's

Upscale Fast Food/
Specialty Sandwiches
630-705-0555
Daily 10:30 a.m.-9 p.m., Delivery
Sandwiches: \$5-8
www.jimmyjohns.com

McDonald's

Fast Food/Burgers, Breakfast, Late Night
Kitchen
630-495-2960
F 6 a.m.-11 p.m.;
SA & SU 7 a.m.-11 p.m.;
24 Hour drive through
Sandwiches \$1-\$6
www.mcdonalds.com

Miller's Lombard Ale House

Brew Pub, Late Night Kitchen
630-241-9741
F & SA 11 a.m.-2 a.m., SU 11 a.m.-1 a.m.
Reservations for large parties only
Sandwiches \$7-10; Entrees \$9-15
www.millersalehouse.com

Noodles & Co.

Fast Food/Noodles, 630-620-9080
F & SA: 10:30 a.m.-10 p.m.,
SU: 10:30 a.m.-9 p.m.
Entrees \$5-8
www.noodles.com

Omega

Casual Dining, Diner, Breakfast,
Late Night Kitchen
630-424-8220
F & SA 6am-2 a.m., SU 6am-1 a.m.
Sandwiches \$7-15; Entrees \$10-19
Very extensive menu
www.omega-schaumburg.com

Patio Barbeque

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

Pinched Mediterranean Grill

Upscale Fast Food/Middle Eastern
630-889-9200
F 11 a.m.-9 p.m.; SA & SU 11 a.m.-8 p.m.
Sandwiches and Salads \$7-8
www.pinchedmedgrill.com

Potbelly

Fast Food/Sub Sandwiches
630-629-3875
F & SA 11 a.m.-10 p.m.,
SU 11 a.m.-9 p.m.
Sandwiches \$5
www.potbelly.com

Rock Bottom

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

Sweet Tomatoes

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

TGI Friday's

Casual Dining, Late Night Kitchen
630-964-3743
F & SA 11 a.m.-2 a.m., SU 11 a.m.-1 a.m.
Reservations/Call Ahead Seating
Sandwiches \$7-12; Entrees \$9-16
Take Out Taxi
www.tgifridays.com

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 Sheila Home

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