

Where's My Flying Car?

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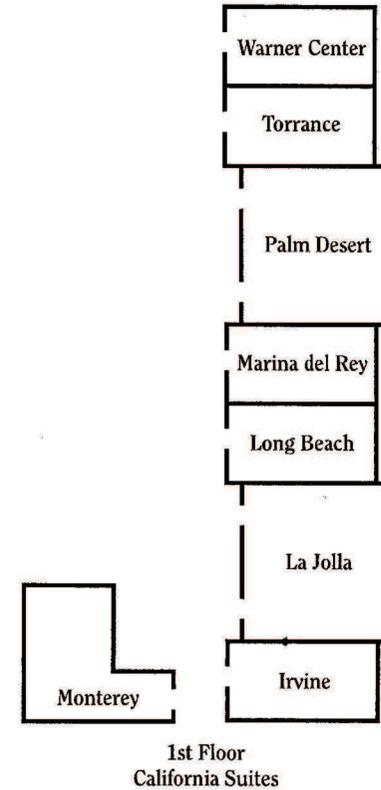
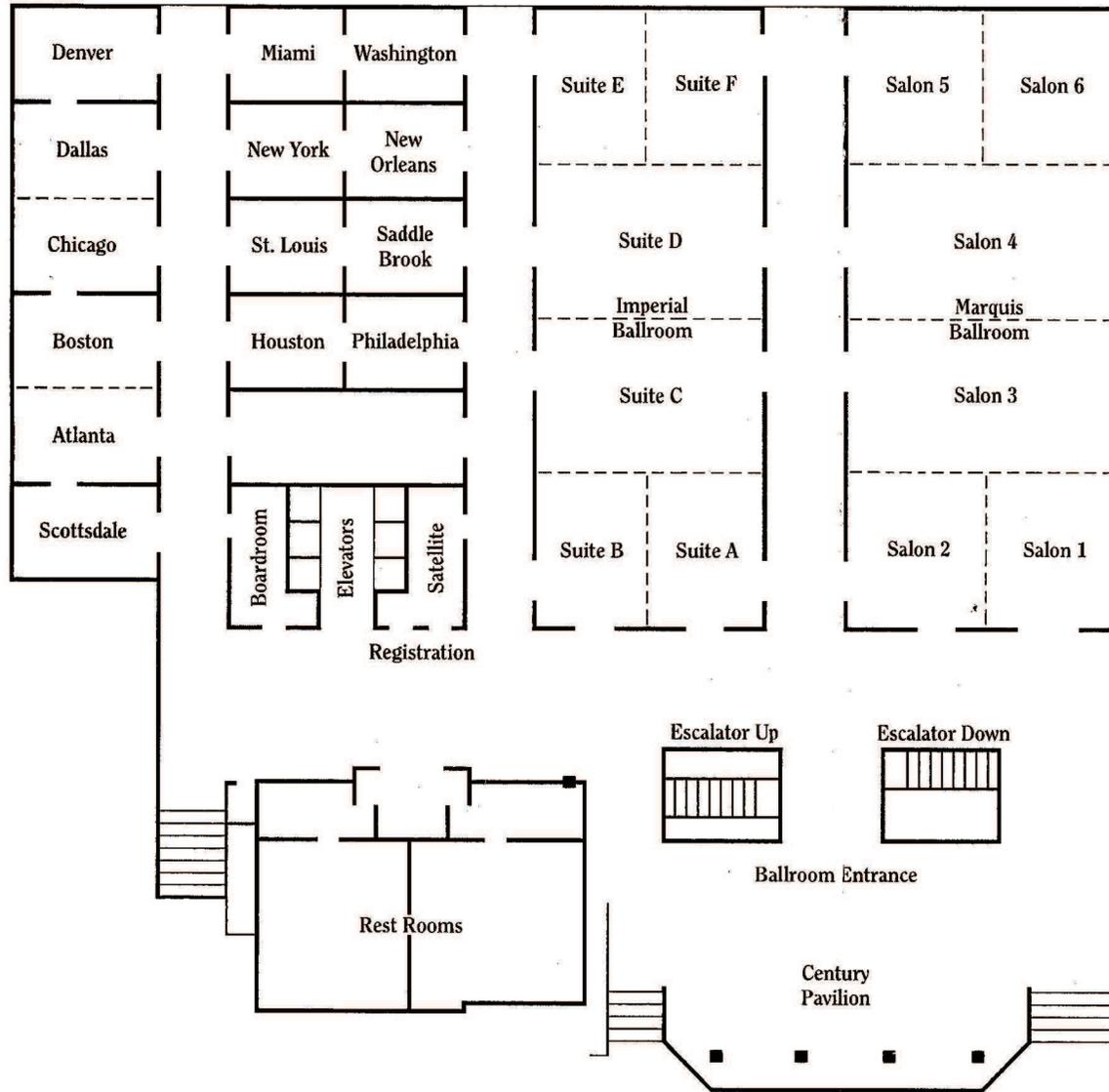
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Lax Marriott Hotel Map



November 25 – 27, 2011
at the LAX Marriott



Writer GOH: John DeChancie

The witty and imaginative John DeChancie has written over 30 novels of science fiction and fantasy, including *Castle Perilous* and *"Talon"* in the *Witchblade* series. He has served as recording secretary for the LASFS business meetings, and written the most literary minutes ever!

Science GOH: Rick Searfoss

Colonel Rick Searfoss, USAF, is a retired astronaut and space shuttle commander. He is currently working in the private sector as a test pilot at Xcor.



Artist GOH: Aldo Spadoni



You can look to the stars or look to Aldo's art for the same sense of wonder and inspiration that sent us to the moon, and will someday allow us to touch the distant stars.

Fan GOH: John Hertz

From Australia to Japan, this world-traveling fan of writing, art, and Regency dance has contributed his Hugo-nominated character and big heart to our community.



Membership is \$45 until October 31, 2011 — \$55 at the door.

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Chairman's Message

Arlene Satin

As I pondered on the theme for my Loscon 38 bid I considered all the science fiction and science I have either seen or read. Even with all the vast resources at my fingertips I was stumped until I had a conversation with some friends. This conversation sparked some interesting questions such as, where are our personal jet packs, where is our flying car? I knew immediately that this would be my theme.

Have you ever been stuck in traffic? Frustrated by other drivers who can't seem to get out of your way? I would imagine myself pressing a button on my dash and watching as wings and propellers would appear on my car much like "Chitty, Chitty, Bang, Bang". I would slowly rise up above the traffic and laugh at the cars still stuck in traffic as I soared above them. Then, I'd wake from my dream like state and realize I hadn't moved an inch in the past 5 minutes. !@#\$\$%^&*!

Flying cars, Jet Packs, Robotics, Space Exploration, and many other related subjects are just some of many topics we will be examining at Loscon 38. Science Fiction, Fantasy, Costuming and many other interests will also be included.

All of us associated with Loscon38 hope you will join us in pursuit of answering the question Where's My Flying Car?

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John DeChancie

Writer Guest of Honor

Man of DiCiancia

...an appreciation by Thomas F. Monteleone (Bram Stoker Award winner, author of Blood of the Lamb and other horror and dark fantasy fiction)

Every once in a while as we careen along the twisting tracks of our lives, we lean on the brakes long enough to look back at where we've been. Sometimes those retrospective glances serve to remind us what kind of mooks we've been; but on other more salubrious occasions, we conjure memories of the events and friends that have shaped our lives in good ways.

And so with a potential mixing of metaphors, as I peer through the wrong end of the timescope for a moment, I see that I met John DeChancie almost thirty years ago (!).

It was at a sky-fie convention, the name of which has long ago fled my overcrowded memory cells, standing around in a crowd when this guy walked up to me and started talking. I remember at the time thinking there was something very odd about him—he looked totally normal—an anomaly at a science fiction gathering. I mean, his hair was clean and his clothes not only fit his trim body, but they were not ill-matched or hailing from some distant fashion zipcode where things like Renaissance doublets and Regency waistcoats not only live, but flourish.

So we sat around talking for awhile and I rapidly discovered that I liked this guy a lot. He told me he'd been wanting to meet me because he was Italian and since there were so damned few Italian SF writers, well, at the very least we should all know each other (all four of us). I agreed and asked him his name and he said John DiCiancia (at least that's the way I heard and saw it in my mind). He told me he'd sold his first novel, but I can't remember if it had been published yet or if it was on the schedule . . . and then he told me that he spelled his name "d-e-c-h-a-n-c-i-e" because his father had it legally changed and Americanized shortly after coming to our wonderful nation. The original Italian spelling had been exactly what I assumed upon hearing John pronounce his last name.

But you know what? Spelling isn't what makes you Italian, and Johnny the Scribe is a pure-bred specimen of Italian heritage, both sides of the family. He was born in the thick-thewed town of Pittsburgh, and grew up atop one of its many promontories that peer down upon the mystical place where the Monongahela and the Allegheny conjoin to form the Ohio. I told



him I'd always liked Pittsburgh because it had a similar personality to my own Baltimore. In fact I had even picked the Pirates as my National League fave team back when I was a kid. If you were a real baseball fan, you had a team you followed in each League.

But I digress.

I was just getting ready to say that John was Italian to the bone because the more I got to know him the more I realized he was a consummate Renaissance man. Not only was he an excellent writer, he was a voracious reader in every discipline. He could discuss the vast differences between the architectural styles of Corbu and Sullivan just as easily as he could define the correct tempo for a Rachmaninoff scherzo. As comfortable as he was sitting at his typewriter, he assumed a posture of equivalent confidence at a piano or an easel.

I can remember the first time I was at his parents' house at Mount Washington (a Steel Town neighborhood) when he sat down at the piano and rattled off the Moonlight Sonata . . . flawlessly and without sheet music. Yeah, I was impressed, and I reminded myself to resist the urge to ever pick up a guitar and clang out my rendition of House of the Rising Sun when he was around. I kinda felt the same way after he showed me a roomful of canvasses he had not only stretched but painted. Incredible stuff with bold colors and shapes and a commingling of styles and visions. I vowed never to touch another crayon the rest of my life.

The more I got to know him, the more I liked him. He had an easy, unassuming demeanor that quietly told anyone who met him he was a very smart guy. His wit is the one they were thinking about when they started putting the word in the same sentence with "rapier." In all the years I've known him, I've never seen him shrink from a verbal joust, and I have no memory of him ever losing one either. Which leads me to his most endearing quality-his sense of humor and his ability to say funny things in uniquely original turns of phrase and never-before-heard metaphors. Johnny was doing Dennis Miller way before Dennis Miller was doing Dennis Miller. (When he got his first computer-a Kaypro that looked like an East German Army surplus oscilloscope-he told me it was so primitive it ran on "64 trilobites.")

And so, as they say, time passed. Johnny D. and I became really good buddies. He would drive down to Baltimore and we would hang out downtown at the Fells Point bars and Little Italy's restaurants. Other times, I would head up to the Burgh and hang out at his suburban grown-up people's house. I remember on one of those early trips that I noticed that he had done all kinds of work on his house-yeah, he was also a master carpenter, plumber, and stonemason. His father, like mine, had been a blue-collar man, who knew how to use every tool in the box, and the old man had taught John well.

And you probably thought this guy you picked to be your Guest of Honor was just a writer . . .

But while we're on the subject of writing, it would probably be a good idea to talk about some of the books and stories Johnny has created for us. His Skyway trilogy is one of my favorite SF series ever. In fact, I will happily go on record to state it beats the living crap out of the Foundation Trilogy-if

for no other reason than the sheer quality of John's prose. The rollicking story and colorful characters of the Skyway novels are endlessly engaging, but I maintain that it's the writing-full of style and wit and sheer bravura-that makes the trilogy so special. Without a doubt, your GoH can write the rest of us under the table with one hand tied behind his keyboard.

The coolest thing about the Skyway Trilogy is that it's the purest of pure Science Fiction. While reading it, I was continually impressed with how John had captured the gosh-gee-wow! feeling I'd had as a teenager reading stuff by Van Vogt and Clarke and Simak and Heinlein. The trilogy is a testament to John's profound understanding of the genre and why it can be so powerful and grand.

John had grown up reading SF just as I had, and since we were just about the same age, we had a lot of shared experiences. I can remember his telling me he picked up one of my very early novels because it sported a domed city on the cover, and he just had a soft spot in his science-fictional psyche for domed cities. I laughed, copping to the same affinity. There was always something about that futuristic cityscape that symbolized the inherent optimism of science fiction and the things that make humans so interesting-their curiosity and their innate need to solve problems. I'm going gamble here and postulate that John agrees with my sentiments and that he wanted his own work in the genre to embody those very things that define what we mean when we say "sense of wonder."

The Skyway books are brimming over with all that is right and good about SF; and I will roll the dice still farther when I say that once he wrapped up the third volume (Paradox Alley), he figured he had mined and refined just about all he could in that particular vein of science fiction.

Which is why, I would imagine, he then turned his attention in a new direction which eventually led to his creation of the Castle Perilous books, marvelously inventive alternate universe novels full of engaging characters and fractured plots all leavened by his humor and encyclopedic knowledge of so many disciplines. I've heard some readers and other writers call the series fantasy, but they are tremendously more than that. The Perilous books reflect a time in John's career when the act of writing was a pure joy, full of energy just barely contained. And it was at that time, in those pre-internet days, when the magic and charm of the Castle novels began to gather an audience of forever-faithful fans.

After the success of that series, John continued to experiment, creating books and shorter fiction that pushed and probed in new directions. His short story "The Grass of Remembrance," in the initial volume of my Borderlands anthology series, remains one of the most memorable I ever published.

I'm not sure of the exact year (cuz there've been more than a few now) but somewhere in the fullness of time, John decided he didn't like the East Coast and headed out to L.A. where he claims to love it. He's lived in a variety of digs, and I've managed to crash at most of them-the most interesting of which was a little house out in the high desert north of the city, with a close second being the apartment where his roommate, whom I dubbed "Sam-I-Am," spent most of his time shambling from the kitchen to his bedroom in all his resplendently pale, avoirdupois nakedness, and thus

a constant reminder why God invented clothes.

At any rate, somewhere along the way, while John sank deeper and deeper into the tar pits of Lalaland, he caught the screenwriting bug and has been churning of screenplays for a long time now. They share all the same attributes that made his novels so appealing-characters who jump off the pages and dialogue that sparkles in both its economy and wit.

So, look, do yourself a favor while you're wandering around the convention, and keep an eye out for Johnny D. He's a little quiet, a little shy, but he'd love to talk to you. And while you're at it, tell him you think all Italian science writers should stick together-even if you're not a "goombah" yourself.

He'll still like you.
Trust me.

– Tom Monteleone

Baltimore, October 2011

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(For more information, see <johndechancie.com/blog>)

Where's My Flying Car?

"Where's my flying car?"

First call of the morning, barely after coffee. She got right down to business, no chit-chat, no greeting. I looked at the name on the caller-ID screen: Matilda Davenport. She didn't sound happy.

"Beg pardon?" I said, stalling for time.

"My flying car. I left him parked in the driveway last night. He's not there this morning. Can you tell me where he's got to?"

"He?"

"He. I call him Adam. He's got a very nice personality."

"OK, I see." The display I was trying to pull up finally appeared. "I don't see it – er, *him* – anywhere. Did you turn your car off?"

"Oh, no. I'd never do that. That would void the warranty, wouldn't it?"

"It certainly would, but you'd be amazed how many people turn off their cars anyway." I scanned the customer information page. "I see you've had your car for three months. Lots of people slip during their first year."

"Oh, I'd never do that. I've always wanted a flying car, ever since I was a little girl. I'm not about to do anything to spoil that."

"Well, I'm looking over the logs, and I don't see any alarms, and there's no scheduled maintenance, so your car shouldn't have gone anywhere during the night."

"Yes, that would be the AI?"

"Absolutely. As you know, flying cars have a very sophisticated artificial intelligence built in. It keeps them from flying into things, especially each other, pretty much no matter what their drivers do."

"Yes, that's all in the brochure. They also take care of maintenance on their own."

"I'm having a thought. The AI would have screamed bloody murder if someone tried to steal or damage the car. A fuel stop wouldn't take that long, and if it had gone for repairs, it would have checked in, and we'd have a service call open at the shop. This is weird."

"I've been wondering," she said, "Adam's been sounding restless. Do you suppose that might have anything to do with it?"

"That shouldn't happen. The AI's not supposed to be that flexible. I'm going to have to look in to this further."

"In the mean time, I'll have a loaner sent to your home so you don't lose any time."

"Thank you. I do hope you can find Adam, I hope nothing's happened to him."

"I'm sure he'll be all right. Your loaner will be there in –" I checked the display on the computer – "fifteen minutes."

"Thank you so much! Please let me know if you find anything. Anything at all."

I wished her a good day and hung up. Just to cover all possibilities, I

sent a description of Mrs. Davenport's car to the police and the FAA. I also forwarded her file and the recording of the call to my boss and to Legal. Then I set my console in "busy" mode and headed to the boss's office myself.

Arriving at the corner office, I knocked on the half-open door.

"Come in," he said.

"Boss, we have a problem."

William Kennedy shook his salt-and-pepper pony tail and glared at me. "I don't need to hear any more problems today."

"Um, let me guess. Cars gone missing?"

He stared for a moment. "You got one too?"

"Your in-box, five minutes ago."

"Any thoughts?"

"A few." I sat down and took a deep breath. "There's no way these cars could be stolen by anything but a massive, high-tech group. There are just too many ways for a car to call for help. How many cars are missing?"

"Seven."

"Seven. Out of 450 to date. One anomaly, I can believe. Two or three, maybe. Seven? No. I think it's something systemic, and I think it's in the AI."

"That should be impossible. It's not just one AI, it's actually five of them, each checking the other. We make these things so you can't crash them, even if you want to."

"Right. But my caller, Matilda Davenport, thought she noticed something odd in her AI. She called it, um... 'restless'."

"'Restless'. That doesn't sound very precise."

"No, but I believe she noticed something off. I'm thinking the AI is doing something unexpected. We may need to issue a recall."

"I don't want to do that, and no one's been hurt, from the sound of it. I think we can hold off." He peered at his computer screen. "I see you sent a copy to Legal. If they think a recall's a good idea, I'm sure they'll tell me. In the mean time, I want you to get together with the other customer reps who've gotten these calls. I want you to investigate the problem."

"OK, I'll log off my console and get right on it. Do you have any more files to send me?"

"I'll send you what I've got. Keep me posted. I want to know where everybody's flying cars are going." He turned back to his computer screen; I was dismissed.

* * *

I came in early Wednesday morning, hoping to get a jump on the holiday weekend. While waiting for it to be a decent hour for calling customers, I checked police reports for theft reports, and maintenance records for anything odd with our line of flying cars.

Still only seven cars missing, but about as many complaints about the cars being "funny". Nothing anyone could put a finger on, so nothing

the repair crew could do anything about. I'd have bet a day's pay most of those complaints weren't even recorded for that very reason. I added another ten names to my list of calls for the morning.

Three hours later, I had talked with five of the owners of missing cars, and six whose cars had been behaving oddly. The others were out of town for Thanksgiving coming up, and their cell phone numbers went straight to voicemail.

One of the people who had noticed odd behavior in their car had just been about to call us: John Dow's car had gone missing. I assured him I was already looking into the situation, and sent a loaner to his address. This was starting to be worrisome.

I grabbed a boxed salad from the cafeteria and headed down to the AI lab to talk with someone there. I could have e-mailed my questions, but I wanted them answered, not bounced through the Legal department.

As I'd hoped, all the managers were elsewhere – at lunch, or taking a vacation day to stretch out the weekend. I looked for the person doing the most paperwork – Rick, according to his name badge – and asked if he had a moment to talk.

"Sure, I could use a break from this," he said, waving a stack of time sheets at me. "What about?"

"Can AI software get bored?"

"Bored? Well, I suppose it's possible. But we try to balance things so that won't happen."

"How do you mean?"



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Fanboy Scoop



TV Campfire

"Palladin Proto" and
"The League of Heroes"
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"Well, think about it. Why do we get bored? If you think about when you've been bored, it's when you don't have enough stimulation. In computer terms, you don't have enough data influx to occupy the right amount of your processing capacity."

"So you want to be fairly stupid?"

"Um... not quite. If you don't have enough processing capacity, you get overwhelmed, and one response is to tune out. And just to make matters worse, any intelligent system will have the ability to learn. That means any routine tasks will become – well – routine. When you've done something a thousand times, it stops being interesting."

"So you'd want the AI to lose power as it gets used to its task?"

"I suppose that's one approach. But then the reason you have an AI in the first place is so it can handle the unexpected when it comes up. So you want it as powerful as you can get away with."

"Get away with?"

"Yes. There are restrictions on how powerful an AI you can make. Things like the boredom factor, but also restrictions designed to keep them from 'Going Skynet'."

I could hear the quotes and capital letters. That was one of the terms being thrown around by anti-AI groups. "I take it you don't buy that scenario?"

"Aw, hell no. What's in it for the AI? Take over the world? Enslave us? The way to do that is to be too useful ever to turn off."

"Hmmm. Aren't there sci-fi stories warning about that very thing?"

"Um, please. 'S-F.' 'Sci-fi' sounds like a trademark."

"Okay, 'S-F.'"

"Sure every new technology causes problems. Every new anything causes problems. We adjust, because in the long run, we get more solutions than we get problems. That's how it's always worked throughout history."

"Okay, but right now, we seem to be having problems. Cars are going missing."

Rick looked baffled. "That's bizarre. Our AI shouldn't be doing anything like that. We've got it subdivided so it shouldn't get too powerful."

"Subdivided?"

"Yes. We advertise five AI systems, but all we do is take one very powerful AI and divide it into five with specific tasks. Each one specializes in one or two things, and they all keep an eye on each other. But that way, it should be well below the threshold for real intelligence. Unless..."

He went to his computer and started pulling up files. "Oh," he said.

"What?"

"The ancillary AI systems."

"The what?"

"Smaller AI systems. Much more restricted. They keep track of individual components and systems in the car. Brakes, transmission,

engine performance, all of that. When your car is five hundred feet in the air, you don't want your engine going out. There are a dozen little systems that track the works of the car."

I was starting to see where he was going. "Do these subsystems by any chance interact with each other?"

"No, not directly. They talk to the main AI cluster, but they may add just enough processing power to cross some important thresholds."

"So Matilda Davenport's car may actually have been restless?"

"Who?"

At that moment, my phone sounded off. "Never mind," I said, "Thanks loads, you've been a great help!" On my way out of the lab I pulled up the text message:

"Butlerite threat against flying car AI systems all over news feeds!"

A fringe wacko group had read too much Frank Herbert, and started a crusade against the proliferation of AI systems. Now it looked like they'd targeted us.

Thanksgiving weekend, my ass.

* * *

Back at my computer, I pulled up the link to the "Butlerite" news feed. Oh, I could have read it over the phone, but the display's tiny, and I don't trust the direct retinal feed. The idea of shining lasers into my eyes on purpose just doesn't sit well, no matter what the AMA says.

The news stream showed lots of articles, mostly feeding off of each other. The first article seemed to be a squib on Associated Blogs. Someone, claiming to be the head of the "New Reorganized Butlerite Warriors for Humanity" said his people were busily hacking into the AI of the new line of flying cars, ours included. Reactions included a high-volume Twitter flow, but after some initial concern, the consensus was settling on the belief that our systems were secure against any random hacker, and against many if not most organized ones. A quick glance at our stock price and the industry ETF confirmed the apparent consensus.

I sent a summary to Rick, asking him to contact me if he had any thoughts on the matter, and started checking other leads.

For whatever reason, the missing cars were being very elusive. There were no reports of any of them showing up on traffic cameras or stopping in for fuel. If they were in motion at all, they had to be sticking to places that were off the grid, and there weren't that many of those.

On a hunch, I tapped in to the GIS database and pulled up a list of these blind spots. To my surprise, it was possible to get pretty much anywhere in the county, if you were careful enough. For the most part, the cameras were intended to monitor traffic, and were really only useful for following people who weren't paying attention to camera locations. It was getting late in the day, and I'd be heading home in an hour or so anyway. I decided to drive through some of these blind spots and see if I could find anything. I had no idea what to look for, and didn't really expect to see the missing cars sitting on the side of dirt roads or anything

like that. But it was quite possible that the change in scenery would provoke an idea or two.

I live in the middle of the Antelope Valley, over the mountains to the north of Greater Los Angeles. It's off the main road quite a piece, and near the top of a hill. It's a bit of a drive on the ground, but a very pleasant flight.

Today, though, I was going to take the scenic route. I took off from the heliport in the yard and linked in to the Air Traffic Control web. (Couldn't help it – it's automated.) (Well, actually, I have the bypass key, but I've never needed to use it.) I requested a course east, toward the Imperial valley. There were some large blind spots out that way, some of them intentional and some accidental. I pulled up my map of small blind spots and decided to try flying through them.

Half an hour later, I pulled into a two-minute turn and brought up the navigational interface. No matter how hard I tried, I kept flying through detection apparatus – a camera here, a radar locator there, an infrared scanner someplace else. Flying off the grid wasn't as easy as I thought. Was it even possible?

After a full twelve minutes of calculation, the computer had an answer. It was.

It was possible to get from any one point to any other, if you knew exactly where to fly. It was a nasty problem in four dimensions. Some instruments were constantly running, others cycled on and off at various intervals. Anyone trying to navigate around them had to know the most intimate details of the grid. I had access to the databases involved, but those weren't public. Not by a long shot.

I sent my car out toward Temecula, having it follow a path through the blind spots. One of the Butlerite stories featured an interview with one of the leaders of the movement. It was datelined Temecula. It took me a few seconds to pull up his address, and about as many more to decide to have a chat with him. True, there was probably nothing to it, but it wouldn't hurt to make sure.

After half an hour, I was passing Elsinore peak when warning lights went on. "Turbine one overheating," said the car.

"Compensate and find a repair station," I said.

"Locating. Nearest in direction of travel is eight miles away."

More warning lights lit up.

"Turbines one, two, and three overheating. Compensating. Nearest repair station in any direction is 7.5 miles away."

There wouldn't be that many out here, so it must have been the same station. I might have to abandon the idea of an interview.

Three sweat-filled minutes later, and the warning lights turned red.

"Turbine failure. Unable to compensate. Attempting to establish a landing place."

Oh, great. "Call for help," I said.

"Distress messages already being transmitted. Brace for landing."

Oh, even better. I pulled the steering yoke, intending to lose altitude.

That wasn't working either. Whatever was going to happen was going to happen two hundred feet off the ground.

And what happened was engine failure. I was thrown forward as the thrust died out, and then I was looking up into the sky as the nose pitched up.

Not knowing what else to do, I gripped the yoke. Something bright and flashing caught my attention. An intricate pattern was being projected on the window of the car. It drifted up toward the top of the car, and then moved forward. Right then, things started exploding and the car seat hit me in the back. I saw stars.

After the impact, what I noticed was dizziness and glaring colors. I was starting to gather my wits when the back of the car hit me again. A second or two later, I was thoroughly shaken when the car fell over and landed on its belly. The glaring colors, which I now recognized as a parachute, settled over the car, cutting me off from the outside scenery.

I spent a long time getting used to the fact that I had survived a crash in a flying car, then the fact that one of our incredibly safe flying cars had crashed, before I decided to try leaving the car. The first order of business was extracting myself from the seat belt and other crash restraints that had deployed during my little adventure. One of the buckles turned out to be stuck – must have been warped during the crash. But there turned out to be a small knife on the inside of the latch, just right for cutting the webbing. Someone tried to think of everything.

I was just starting to pop the latches for the car door when my phone rang.

“Hello?”

“Michael Warren?” asked the voice on the line.

“Um... speaking.” I glanced at the display: EMERGENCY VEHICLE SERVICE, it said.

“We just received a distress signal from a car registered to you. Are you all right?”

“Yes, mostly. Um, that is, I'm all right considering I just crashed.”

“I'm sorry to hear about the crash. I take it you were in flight when you crashed?”

“Yes. Yes, that's right. I was flying along and everything overheated and went out on me.”

“We'll be dispatching police and an ambulance to your location, just stay by the car.”

“I'm sure I'm fine. I don't need an ambulance.”

“Let's let the paramedics check you out and make sure. It's probably best if you stay inside the vehicle until help arrives. I show them fifteen minutes away.”

I thanked the voice on the phone and hung up. Then I finished popping the latches.

I very nearly fell over when I jumped out of the car. My legs didn't want to hold me up. I guess the crash hit me harder than I thought.

I had made my way halfway around the car to survey the damage

when the first police car arrived. It drove up rather than flying in.

“Mr. Warren?” asked the officer, stepping out of his car.

“Yeah,” I said.

“Why don’t you come over here and tell me what happened?”

“OK.” I let him lead me over to his car; he had me sit in the passenger seat.

“Why don’t you begin at the beginning. Where did you start your trip?”

I let him lead me, step by step, through my flight. He asked me why I had chosen this destination, and I mentioned the Butlerite interview in the news feeds.

“Out to do some amateur sleuthing? You might as well know, that kind of thing only works out in books or movies.”

“I suppose. I didn’t even make it out to conduct my interview. Missed it by that much.” I held out my thumb and finger half an inch apart, and did my best Don Adams impression.

“So your intended target lives around here?”

“Uh huh.” I pulled out my phone and pulled up the search results. I showed them to the cop.

He pulled out his phone and poked at the display. “I see he lives about a hundred yards from here, that way.” He pointed toward a nearby foothill. “I suppose I can talk to him and find out if he saw anything.”

“Maybe he’ll let something slip?”

“That’s something that happens a lot in real life, but I never count on it. He’s right over here.” The last was addressed to the ambulance crew, who had arrived while I was talking. I never heard them. I must be more rattled than I thought.

* * *

It was Friday morning before they let me out of the hospital. Don’t blame the doctors – they’d have let me leave after a couple of hours. Blame the lawyers. They wanted me checked out at least as carefully as the FAA was checking my car. I had a neurological workup, x-rays, and two CAT scans. Count ‘em. Two. And the hospital staff had the job of keeping me awake all night, just in case I had a blood clot or something they couldn’t find.

I could have left “against medical advice”. I would have. But I was warned of dire consequences if I left “against legal advice”.

So I made phone calls. I sent emails and text messages too, and browsed the web from my hospital bed. (Hey, it helped keep me awake!) But I made a point of making phone calls. If I had to stay awake, I figured I’d share the wealth.

please turn to page 85



LONDON IN 2014

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A bid for the 72nd World Science Fiction Convention



14-18 August 2014

ExCeL Exhibition Centre &
International Convention Centre

London Docklands

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Col. Rick Searfoss, ret. *Science Guest of Honor*

Rick Searfoss has flown the F111 both operationally and as an instructor. He attended the U.S. Naval Test Pilot School as a USAF exchange officer and was a flight instructor at the U.S. Air Force Test Pilot School. He has logged over 5,000 hours flying time in 56 different types of aircraft and over 939 hours in space. Rick was selected by NASA in January 1990, and became an astronaut in July 1991. Initially assigned to the Astronaut Office Mission Support Branch, Rick was part of a team responsible for crew ingress/strap-in prior to launch and crew egress after landing. He later worked in flight software verification in the Shuttle Avionics Integration Laboratory



(SAIL), served as the Astronaut Office representative for both flight crew procedures and Shuttle computer software development and as the Astronaut Office Vehicle System and Operations Branch Chief, leading a team of several astronauts and support engineers working on Shuttle and International Space Station systems development, rendezvous and landing/rollout operations, and advanced projects initiatives.

Rick served as STS-58 pilot on the seven-person, 225-orbit life science research mission aboard the Space Shuttle Columbia, launching from the Kennedy Space Center on October 18, 1993, and landing at Edwards Air Force Base on November 1, 1993. The crew performed neurovestibular, cardiovascular, cardiopulmonary, metabolic, and musculoskeletal medical experiments on themselves and 48 rats, expanding our knowledge of human and animal physiology both on earth and in space flight. In addition, the crew performed 16 engineering tests aboard the Orbiter Columbia and 20 Extended Duration Orbiter Medical Project experiments.

Launching March 22, 1996, Rick flew his second mission as pilot of STS-76 aboard the Space Shuttle Atlantis. During this 9-day mission the STS-76 crew performed the third docking of an American spacecraft with the Russian space station Mir. In support of a joint U.S./Russian program, the crew transported to Mir nearly two tons of water, food, supplies, and scientific equipment, as well as U.S. Astronaut Shannon Lucid to begin her six-month stay in space. STS-76 included the first ever

spacewalk on a combined Space Shuttle-Space Station complex. The flight crew also conducted scientific investigations, including European Space Agency sponsored biology experiments, the Kidsat earth observations project, and several engineering flight tests. Completed in 145 orbits, STS-76 landed at Edwards Air Force Base, California, on March 31, 1996.

Rick commanded a seven person crew on the STS-90 Neurolab mission which launched on April 17, 1998. During the 16-day Spacelab flight the crew served as both experiment subjects and operators for 26 individual life science experiments focusing on the effects of microgravity on the brain and nervous system. STS-90 was the last and most complex of the twenty-five Spacelab missions NASA has flown. Neurolab's scientific results will have broad applicability both in preparing for future long duration human space missions and in clinical applications on Earth.

Rick was born in Mount Clemens, Michigan, but he considers Portsmouth, New Hampshire his hometown. He holds a BS in aeronautical engineering from the USAF Academy and a MS in aeronautics from the California Institute of Technology, where he held a National Science Foundation Fellowship. He has graduated from USAF Squadron Officer School, Air Command and Staff College, and the Air War College. He is a member of the Association of Space Explorers, National Eagle Scout Association, Air Force Association, and the Academy of Model Aeronautics.

Rick was awarded the Harmon, Fairchild, Price and Tober Awards (top overall, academic, engineering, and aeronautical engineering graduate), United States Air Force Academy Class of 1978. Air Force Aero Propulsion Laboratory Excellence in Turbine Engine Design award. USAF Squadron Officer's School Commandant's Trophy as top graduate. Distinguished graduate, USAF Fighter Weapons School. Named the Tactical Air Command F-111 Instructor Pilot of the Year, 1985. Air Force Commendation Medal, Air Force Meritorious Service Medal, Defense Meritorious Service Medal, Defense Superior Service Medal, NASA Spaceflight Medal three times, NASA Exceptional Service Medal, NASA Outstanding Leadership Medal, and Air Force Distinguished Flying Cross.

Aldo Spadoni

Artist Guest of Honor

I'm the kinda guy who was always doodling airplanes and spacecraft in his school notebook. Now I get paid to do that. I was born on the 4th of July in 1957, at the dawn of operational spaceflight. It's hard to believe that there was not yet a single human made object in space on that day. That would change a few months later. When John Glenn made his orbital flight in 1961, I was glued to the TV. I was 4 years old and couldn't stop making sketches of spacecraft. I was hooked . . . I just loved Rocket Science! The 1960s were the heady days of Mercury, Gemini, and Apollo. I devoured Science Fiction books and discovered Chesley Bonestell and Wehrner Von Braun. Using colored pencils, I would draw endless sketches and detailed designs for spacecraft, as well as scenes of the future exploration of space. I almost never drew existing stuff, I loved to create my own designs.



Around 1971, while launching rockets at age 14, I stumbled into the Hall of Science in New York City, a museum that still stands on the site of the 1964 World's Fair. There I met the director of a little hole-in-the-wall planetarium with a 20 ft dome that had just been set up in the museum. I became the staff artist and learned the planetarium business. I joined the local astronomy club. In the early 1970's, we would attend the Stellafane Amateur Telescope Makers convention on Breezy Hill in Vermont.

Around 1972, I taught myself to paint. My first astronomical painting was accomplished with my set of enamel modeling paints! Then I started airbrushing. A friend at the Hayden Planetarium in New York introduced me to their staff artist, the great Helmut K. Wimmer. One of the most memorable days of my life was the one I spent with Helmut, who taught me how to airbrush. What this man could do with simple poster colors was amazing. At age 17 I attended DISCON II, the 1974 World Science Fiction Convention in Washington DC with my first batch of astronomical paintings. I sold all my work and managed to win the first place award for best amateur astronomical illustration in the art show. I also met and was inspired by the likes of Ron Miller and Rick Sternbach.

1974 was a pivotal year for me . . . should I pursue art and illustration or become a rocket scientist? I decided that I wanted to go beyond illustrating my visions . . . I wanted to become part of them. I attended

the Massachusetts Institute of Technology and graduated as a mechanical engineer in 1979, then it was off to California. I was lucky enough to graduate at the start of a major aerospace industry boom. I began my engineering career at Hughes Space & Communications, doing mass properties analysis and configuration design on the Galileo Jupiter atmospheric entry probe. Around this time, I sent my Mission Specialist Astronaut application to NASA and at least made it past the first few down-select hurdles. NASA offered me a ground job but I decided to stay in California. Later at TRW Defense & Space Systems, I became a navigation systems engineering specialist and worked on the Gamma Ray Observatory (GRO), other spacecraft, and ICBM guidance. I joined the advanced design team at Northrop Aircraft Corporation in 1985. I'm still there, though now we call it Northrop Grumman Aerospace Systems. Over three decades, I've made technical contributions to the design and engineering of numerous advanced aircraft, missiles, and spacecraft for NASA and the U.S. Armed Services. I've had the pleasure and privilege of working with some of the world's best and brightest people.

During the 1980s, I was too busy with Cold War aerospace engineering to do much space art, but I managed to create a few paintings a year using airbrush and gouache. I really started to get the itch again around 1990.

I was restlessly doodling ideas for spacecraft during endless meetings and design reviews. I was lucky enough to work for Del Jacobs, the vice president and head of advanced design at Northrop. Del was a former USAF Brigadier General, fighter pilot, test pilot, and a man of extraordinary vision who also recognized my talents beyond engineering. He became my mentor. It took me a few decades, but I finally managed to combine my passion for Engineering and Art in my career. Del helped me create the Engineering Visualization Resource (EVR), which I still manage today. I'm privileged to lead a talented team of creative people tasked with envisioning the future of aerospace technology, using computer based engineering and Hollywood style visualization tools. It doesn't get much better than that.

I love to dream up future technology! In 1991 I created a small consulting company called Aerospace Imagineering, which I operate in my infinite spare time. I specialize in the conceptual design and visualization of advanced technology concepts. I create concepts that are designed as if they would actually work, using everything I've learned as an engineer and as an artist. I'm generally self-taught as an artist, though I did complete Industrial Design training at the Art Center College of Design in Pasadena.

My work has appeared in numerous magazines and television documentaries. I worked as a technical consultant on the movies APOLLO 13, SUPERNOVA, TITANIC, STEALTH, IRON MAN 1 & 2, and other movie projects. I worked briefly with actor Will Smith on his movie SEVEN POUNDS. I helped bring a unique opportunity to Northrop Grumman, which resulted in the 2009 National Geographic Channel production called HITLER'S STEALTH FIGHTER. That was also my television debut. I've worked with the great Science Fiction authors Larry Niven and Jerry Pournelle to bring their amazing technological visions to life. Larry and I are currently pursuing several video game development opportunities. I hold US Patents for advanced sensor systems, trauma care technology, and some toy designs too. I'm a Fellow of the International Association of Astronomical Artists (IAAA) and I've served as a member of its Board of Trustees. My personal goal is to create compelling spacefaring visions that help keep people optimistic about the future and moving forward.



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Through its many activities, OASIS gives members and friends ways to work towards building humanity's future in space. Some of our members' projects include:

- giving lectures, tours, and seminars about space activities to the general public;
- campaigning for local pro-space candidates;
- building amateur rockets to get the rest of us into space; and
- being featured guests on local television promoting space activities

Find out more by visiting our web site at: www.oasis-nss.org

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John Hertz

Fan Guest of Honor

When I came to Los Angeles at the end of the 1960s I'd been reading science fiction for years. Although Chicago, New York, San Francisco, Seattle, where I'd lived, were bright spots in fandom, I never knew it. Which reminds me, consider telling your friends.

I found myself in fanzining and fannish social life long before I got around to joining the LASFS. LASFS, the L.A. Science Fantasy Society, is the oldest SF club on Earth.

Fanzines, our amateur publications by fans, for fans, rarely publish fiction — there are prozines for that — but essays, reviews, comment, anecdote, correspondence, adorned by drawings people send; many SF

conventions maintain a Fanzine Lounge. My own fanzine is *Vanamonde*, named after a creature in Sir Arthur Clarke's novel *The City and the Stars*.

What makes a fan is participation. Which reminds me, consider visiting the Volunteers Desk.

After a while I began taking an interest in things I couldn't do. I listened to the home-made music we call filksinging, named after a 1950s typing error that stuck. I watched the on-stage costume competition at SF cons we call the Masquerade, once a dress-up party, eventually developing its current form. I looked at drawing and painting and sculpture in SF con Art Shows and people's homes.

At cons these days I'm often a moderator of panel discussions, a judge or Master of Ceremonies in Masquerades, a leader of Art Show tours. I've been promoting discussion of SF classics. By now a dozen 1,000-word book notes by me are at *Collecting Science Fiction Books* <www.collectingsf.com>; some books I note are collectible, some recent. I'm a judge of the Rotsler Award, given annually for long-time wonder-working with graphic art in amateur publications of the SF community, see <www.scifiinc.org/rotsler>.

I may be best known for teaching English Regency ballroom dancing. This colorful period, roughly the year 1800, appeals to fannish whimsy. I tried to explain in the fanzine *Mimosa*, see <www.jophan.org/mimosa/m29/hertz.htm>, which I hope doesn't have too many fanzine in-jokes. I recommend Georgette Heyer's historical



romances. Jane Austen is one of the great authors.

People will tell you, so I might as well, that I've received the Big Heart, SF's worldwide service award; I've had three Hugo nominations as Best Fanwriter; I was elected the DUFF (Down Under Fan Fund) delegate to Aussiecon IV, the 2010 World Science Fiction Convention, and sent by a one-time travel fund HANA (Hertz Across to Nippon Alliance) to the 2007 Worldcon. Three collections of my fanwriting have been published, *West of the Moon*, *Dancing and Joking*, and *On My Sleeve*; you can see 1994-2009 samples at <johnhertz.sciencefictionleague.org>. As was said of a more powerful being than I, I'm fond of rum-pots, crack-pots, and how are you, Mr. Wilson?

from Vanamonde #614 (2005)

I missed the 106th annual Golden Dragon Parade, but some of the 27th annual Firecracker 5-or-10 Kilometer Run-Walk went by as I ate noodle soup next morning on North Broadway. I saw lion-dancing just north of the Chinatown Gateway: drum and cymbals; the lion pranced, stalked, shot up its head, looked, and ate a bunch of lettuce with two persimmons; good luck for a new restaurant, which duly lit firecrackers; on to the next. Above the Gate two dragons have descended from the clouds to chase a pearl, which glows at night; on the west Harmony and Longevity, on the east Wisdom and Prosperity, all very proper. Two ten-year-old girls on a stage danced Reflections Under the Moon. Calligrapher Kan Fu-chung in his booth wrote (in Chinese) May your dreams come true; he was so amazed I found it interesting that he gave it to me; he refused payment, so I put cash in a box for his school; with no good home for the calligraphy, I gave it to Chinese friends. Only good dreams.

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Convention Features and Hours of Operation

Registration

Friday, 9:00 AM – 8:00 PM
Saturday, 9:00 AM – 8:00 PM
Sunday, 9:00 AM – 1:00 PM

Children's Programming – Not a babysitting service, but a place where age-appropriate activities are offered for our "kids in tow".

Friday 2:00 PM – 6:00 PM
Saturday 10:00 AM – 6:00 PM
Sunday 10:00 AM – 4:00 PM

Dealer's Room – Vendors from all over fandom have neat things to sell – things you won't find anywhere else.

Friday, 10:00 AM – 6:00 PM
Saturday, 10:00 AM – 6:00 PM
Sunday, 10:00 AM – 4:00 PM

Art Show – Stop in and see the work on display. There's something for every taste, and most of it is for sale. Some of it is being sold by silent auction, and some is available for immediate sale!

Friday, 10:00 AM – 6:00 PM
Saturday, 10:00 AM – 6:00 PM
Sunday, 10:00 AM – 4:00 PM

(Art auction at noon Sunday. Pieces going for auction will disappear from art show area!)

Blood Drive: Saturday, 11:00 AM – 5:00 PM

Volunteer Desk – Loscon, like all SF conventions, runs on volunteer labor. Everyone involved is a volunteer, from the chairman to the gopher crew. We invite you to volunteer an hour or three, get involved behind the scenes, and meet fellow fans. Volunteers are entered into a drawing for prizes!

(If your school has a community service requirement, volunteering for Loscon qualifies. If you didn't bring paperwork, talk to our volunteer head and maybe we can work something out.)

(Open pretty much as long as there are people at the con.)

Make Room! Make Room!

It's people! Who make stuff! And the stuff that they made!

Fandom has always been filled with makers, from costumers, to artists, to folks who build their own Tardis clones. Now, "Do-It-Yourself" has become more than a mantra, it's become a movement!

In that spirit, Loscon 38 is proud to present it's first Maker / D.I.Y. Space, the "Make Room! Make Room!", welcoming disparate disciplines of makers, from professional engineers, to homebrew artisans.

This is part of a greater experiment, to expand the depth and definition of fandom beyond mere consumers of entertainment by others, to include and encourage us all to take control of our own world. "If you can't open it, you don't own it!" is the credo of the maker movement, and we feel it is very apt for fandom as well.

We hope you will enjoy being a part of our grand experiment!

Registered projects include:

Rhythm Core Alpha – A music creation system for the Nintendo DSi

Steve Goldstein – Project Title: Gravity Defying Water Fountain OR Anti-Gravity Fountain

James McLain – Wii Interactive whiteboards

Mark Poliner – Homebrew: Explore the art and science of making your own beer.

Tim Lewis – Taking Heads: Animatronic talking heads.

Modeling Workshop

Join us for a workshop dedicated to the hobby of model building!

Snap-together, prepainted model airplane kits will be provided for you to build. Please sign up ASAP as we only have 25 kits. Ages 6 and up please.

Short-Short Stories

The Short-Short Story Challenge is part contest, part writing exercise. The culmination will be at a panel at 4 pm on Friday at LosCon, where a group of writers who have gone over the entries will read some of them out loud, and talk about what worked and what didn't.

Those deemed most interesting by the panel will also be published in the con newsletter.

Loscon 38 Guest and Panelist Bios

Maria Alexander – Maria Alexander has committed a number of literary crimes as an author of suspense, humor and horror. Her dastardly deeds have appeared in award-winning anthologies and magazines beside greats such as Chuck Palahniuk and David Morrell. Praised by disreputable rags like Rue Morgue and Fangoria, she atones for her vices by being an award-winning copywriter for Disney’s websites. (Check out the Haunted Mansion page on <disneyland.com> to taste her turn of phrase.) For the full literary rap sheet, visit her website: www.mariaalexander.net.

Andy Allen – Andy Allen is a musical comedian from Van Nuys, CA. He has performed at the L.A. Improv, Room 5, The Icehouse, Universal Bar and Grill, and The Living Room at LMU. He is extremely near sighted. He is half deaf from years of concert going because he is uncontrollably drawn to the dark heart of music like a moth to the flame. His sense of smell has deteriorated over time and is very hit and miss these days. The upside to that is that he can no longer be tortured by farts in an enclosed room with locked doors. If you think his act is good, that's awesome. Let him know. If you think he sucks, bear in mind that he's working with two and a half senses.

Karen Anderson – Karen Anderson’s professional writing includes solo work and collaborations with her late husband Poul. She has been an active fan since 1952, gave filk singing its name in 1953, worked on concons in DC and the Bay Area, and belonged to five apas at various times. With Poul and their daughter Astrid, she helped found the SCA. Her interest in history includes the technology of everyday life such as cooking and clothing, especially in prehistory, the Classical era, and the Middle Ages. She is an investitured member of the Baker Street Irregulars. Her current activities run from astronomy to zymurgy.

Neda Ansari – Born to nobility, power and privilege in prerevolutionary Iran, Neda Ansari escaped revolutionary intrigue to study science and engineering in the United States. She was a regular commentator on Anousheh Ansari’s spaceflight blog. Neda published her poems “New Clear Physics” on the Google Lunar X PRIZE’s Launchpad, and “Hope” on the popular Persian news website <Iranian.com> shortly before Iran’s Green Revolution. She soon joined Team Synergy Moon of the Google Lunar X Prize, and then became Executive Director of Space Renaissance International, encompassing over 80 space-related entities. With mass revolutions transforming the Middle East, Neda has taken the historic step of announcing her candidacy for the Presidency of Iran.

Nelson B. Arnstein, MD – Ever since the days of Mercury and John Glenn’s amazing orbital journey, Dr. Nelson B. Arnstein, Director of

Nuclear Medicine at Kaiser Permanente Downey Medical Center, has been a fan of the U.S. manned space program. By the time Apollo started, he had begun saving newspapers and magazines covering the missions, including the New York Times reporting of the entire flight of Apollo 11, including Walter Cronkite's unforgettable coverage of that mission; 25 years later he was able to acquire a CBS archival tape of the original live coverage of Eagle's powered descent and lunar liftoff. Dr. Arnstein vividly remembers the crisis of Apollo 13, and carefully preserved the articles covering that dramatic flight. In the 1990's he began purchasing at auction flown material from the Apollo missions and original astronaut signatures. He has since met several of the astronauts, and acquired many artifacts, including items taken to the lunar surface and back. He has assembled a special permanent exhibit honoring the Apollo program at the new Kaiser hospital at Downey, where once the spacecraft were built and tested. This exhibit, featuring New York Times front pages for six Apollo missions and official autographed NASA crew lithographs, was recently visited by Apollo 15 command module pilot Al Worden. Dr. Arnstein admits that "Yes, this "magnificent obsession" costs a lot, but it's sure worth it!"

Steve Bartlett – Steve Bartlett is a writer, actor, director, private pilot, dancer, costumer, machinist, gardener, and, oh yeah, a rocket scientist. Professionally, he's worked on a variety of space-related programs, including the International Space Station, expendable and reusable launch vehicles, Mars landers, orbiting gas stations, hypersonic rocket/ramjets, space launch cannons, and rocket engines to carry people beyond Earth orbit to the Moon, Mars, and parts "Out There." He's in the middle of producing/directing his first feature film. He's also the vice-president of OASIS, the Greater L.A. chapter of the National Space Society. Come visit the OASIS booth at Loscon.

Sarah Beach – Sarah Beach holds a Master's degree in English, was for 18 years a staff researcher for *Jeopardy!*, and is the author of *The Scribbler's Guide To The Land Of Myth: Mythic Motifs For Storytellers*.

Gregory Benford – Gregory Benford is a professor of physics at the University of California, Irvine, working in astrophysics and plasma physics. A Fellow of the American Physical Society, his fiction has won many awards, including the Nebula Award for his novel *Timescape*.

Peter Bergman – Writer and comedian Peter Bergman is best known as a member of The Firesign Theatre. (He plays Lt. Bradshaw in the Nick Danger series.) The Firesign Theatre was formed as a result of Bergman's show Radio Free Oz on KPFK. Bergman is a graduate of Yale University and taught economics there as a Carnegie Fellow. He also attended the Yale School of Drama as a Eugene O'Neill Playwriting Fellow and is a Woodrow Wilson Scholar. He has worked with Tom Stoppard, Derek

Marlowe, Piers Paul Read and Spike Milligan.

Tina Beychok – Tina Beychok earns her keep by fixing words. She also makes her own words <notyourteachablemoment.wordpress.com>, knits, bellydances, costumes, plays Pyrate, swears like a sailor, loves good single-malt whisky, would sooner watch an HK action film than any chick flick, and can explain to you why good statistical analysis really matters. She also makes a mean Schadenfreude Pie.

Jeff Bohnhoff – Jeff Bohnhoff is a guitarist, parodist, song writer and record producer. With his wife Maya, he has performed all over the world as music Guest of Honor at many conventions, and won two Pegasus awards for excellence in Filk music. He has produced five albums of parody and original songs, the latest being a collection of classic rock parodies "Grated Hits." His video of "Midichlorian Rhapsody" from that album went viral on YouTube last year.

Maya Kaathryn Bohnhoff – Maya is addicted to speculative fiction. For this, she blames her dad and Ray Bradbury. She's authored eight novels of speculative fiction and short fiction that's appeared in Analog, Amazing Stories, Interzone, and others, and which has been short-listed for the Nebula, Sidewise, and British SF awards. She and writing partner Michael Reaves are promoting the November release of STAR WARS: SHADOW GAMES—a new addition to the Star Wars expanded universe. The dynamic duo is currently working on the fourth book in the STAR WARS: CORUSCANT NIGHTS series. Maya is half of Maya & Jeff, a Pegasus Award-winning musical duo. They've collaborated on three amazing children and live in San Jose. You can read/listen to Maya's work at <www.bookviewcafe.com> or <www.mayabohnhoff.com> and buy her books at Book View Café, Amazon, Barnes&Noble, CD Baby and iTunes.

Gail Bondi – Gail Bondi would like to thank all of LosCon for helping her complete her dissertation, *Close Encounters of a Different Kind: Science Fiction Fan Culture and Its Interactions with Multiple Literacies* Her PhD in English was officially conferred on August 5, 2011. She is looking to do comparison studies and support teachers who are willing to teach outside of the box.

Chris Bonno – Chris Bonno, called “the Funniest Person in Austin,” and “one of the most inventive comics on the circuit today.” Currently on tour with Hal Sparks, Bonno has performed in Atlanta, Las Vegas, New York, Hollywood . . . TV credits include “The Drew Carey Show,” “Mad About you,” “Married with Children,” “The War at Home” and voice over for Red Bull and Spike TV. You've probably seen him in many commercials, including the current Verizon NFL spot. A long standing member of L.A.'s Fake Radio, he can be heard weekly as co-host of

Genuine Curiosity radio show at <newdissidentradio.com>. He is part of Paul Provenza's Satiristas, is featured in monthly shows at Tim Robbins Actor's Gang Theater and performs concurrently as a member of Mind The Gap. You can see his fine art painting "Sexy Coco" of Conan O'Brien as a shirtless "Twilight-like" character on the TBS site <teamcoco.com>. He is steeped in improvisation, delivering a flurry of voices, left brained whimsy and the occasional musical oddity.

N. Talbot Brady – N. Talbot (Tal) Brady developed spaceflight software at JPL for nearly 30 years. He worked on Galileo, Magellan, Cassini, MER, Deep Impact, MRO, and other missions. He has been a science fiction reader since he discovered *The Spaceship Under the Apple Tree* in the library at age 5, and has attended Science Fiction conventions since the early 1970's. Tal was introduced to Dungeons and Dragons in the mid 1970's, and played with some of the CALTECH students who developed the Warlock variant of D&D. He ran his first D&D session in 1977 and has run weekly Warlock sessions continuously since 1979; playing until recently on his dining room table, using lead figures, plastic dice, paper maps, Warlock and D&D version 1 manuals, and his hand written dungeon descriptions. Since retiring he has been working on a Warlock virtual table-top application, and he has been fulfilling his long time desire to visit the ruins of ancient civilizations around the world.

Eben Brooks – Eben Brooks is primarily known in the Southern California fannish community as a filk musician, the man mostly responsible for the filk song "Hey There Cthulhu" (contributed to by Allison Lonsdale), and the man partly responsible for the filk song "LOL Together" (again, with Allison Lonsdale). He also writes more "traditional" folk-rock and alt-rock songs for both solo performance and for his band, Abnormal Specimen. In addition, he is an amateur writer, photographer, and artist; a long-time player of pen-and-paper RPGs; and a voracious reader. His website can be found at <www.ebenbrooks.com>

Peter H. Brothers. – Peter H. Brothers has written numerous articles on Japanese fantasy films for over 30 years for such publications as Cineaste, Cult Movies, G-Fan, Mad Scientist, Filmfax, Scarlet Street and the websites Horror Haven, Shadows and Screams and The Film League. His book *Mushroom Clouds and Mushroom Men—The Fantastic Cinema of Ishiro Honda*, is not only the first to be published about the life and fantasy films of this legendary filmmaker outside of Japan, but is also the first genre-related retrospective available in the electronic book format. He has given a number of presentations on Ishiro Honda for many organizations and libraries, as well as for LASFS, the California Writers Club, the Monsterpalooza and ComicCon. He is a three-time "Rondo" award nominee and his first novel, *Devil Bat Diary*, has recently been published.

Rachel Manija Brown – Rachel Manija Brown writes fiction, nonfiction, television, and poetry. She won third prize in the Rhysling Awards for her poem "Nine Views of the Oracle." Her memoir *All the Fishes Come Home to Roost: an American Misfit in India* was published in nine countries, including in translation. Her latest work is *Stranger*, a post-apocalyptic YA novel written in collaboration with Sherwood Smith.

Tim Burgard – Tim Burgard is a Californian who chose drawing pencils over a surfboard at a young age. After winning 2nd place in a high school science fiction art contest, Tim earned a degree from Art Center School of Design and careers in the comic book, animation and film industries as an illustrator and storyboard artist. He co-creating the comic character "Flare" storyboarded on the "The Simpsons," the films "Terminator 2" and "Stargate," leading full circle to comicbook inspired movies such as "The Incredible Hulk," "Wolverine," and "Thor." His most recent films include "Rise of the Apes" and "The Help."

James M. Busby – James M. Busby is a Space Flight Historian and is currently with the Aerospace Legacy Foundation of Downey, CA, and supporting the Columbia Space Science learning center in that city. Jim gave his first public address in 1976, and was introduced by legendary writer Robert A. Heinlein. He has spoken on the Apollo lunar program and the Space Shuttle programs, was an exhibit consultant and Museum Assistant at the California ScienceCenter, and holds an honorary Doctorate in Space Science History. He worked at XCOR Aerospace in Mojave, CA, as assistant media director. He co-founded the Organization to Support Space Exploration and has worked at the Space Frontier Foundation on space policy. Jim has reviewed books for *Space Times* and has worked on film and TV productions, such as *Salvage-1* and *Race into Space*. In 1994, he assisted in the Universal film *Apollo-13* and then joined Tom Hanks and his creative team on the Emmy winning HBO Production of the Apollo Mini-series, *From the Earth to the Moon* as technical advisor, historian and actor! (He appeared as "pencil tapping Lunar Module designer" in the fifth episode, "Spider.") He has contributed to the Apogee Books *Manned Spaceflight* series, and is working on a book about Downey's aerospace history.

Suzi Casement, PhD – Dr. Casement has worked at Northrop Grumman Aerospace System for nearly 15 years, supporting a variety of space science missions and sensors, including the James Webb Space Telescope and the Hyperion hyperspectral imager, and participating in developing concepts for New World's Observer (an exoplanet detection and characterization mission) and WHIMex (an x-ray spectroscopy mission). A very early love of Science Fiction and Fantasy led to graduation from the Integrated Science Program at Northwestern University and then obtaining her PhD in Astronomy from UCLA with a focus on instrumentation which naturally led to a career in aerospace.

She has been attending science fiction conventions most of her adult life.

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Robert Cesarone – Robert Cesarone works on telecommunications and mission operations for the Deep Space Network. He has worked on the Voyager Navigation Team, leading trajectory and maneuver engineering for the Voyager 2 flybys of Uranus and Neptune. He has authored over 50 technical and popular articles covering the Voyager Mission, trajectory design, gravity-assist and space navigation and telecommunications. He is an associate fellow of the American Institute of Aeronautics and Astronautics and a recipient of the NASA Exceptional Service Medal.

Louis Charbonneau – Louis Charbonneau thinks of himself as a 20th century writer. He wrote radio dramas, children's Golden Books (e.g., *Tom and Jerry*, *Red Ryder*), advertising copy, journalism, a daily column in the *Los Angeles Times* for seven years, two Outer Limits stories, and some 40 novels in as many years (1958-1998). The latter included science-fiction, mystery and suspense novels, westerns, an historical novel, and eco-thrillers. At age 87 he plays golf to a 17-and-change SCGA handicap, and can't figure out why his agent rejected his last novel effort. Perhaps because it's now the 21st century.

Eric Choi – Dell Magazines Award winner (for his novelette “Dedication,” recently reprinted in Japanese) Eric Choi has work in numerous magazines. He has co-edited the first anthology of SF by authors of the Chinese diaspora. with degrees in engineering, he has worked on projects like the Phoenix Mars Lander, the robotic arm on the ISS, RADARSAT-1 and MOPITT. In 2009, he was one of the Top 40 out of 5,351 applicants in Canada's astronaut recruitment campaign. He is the business development manager for the Mission Development Group at the aerospace company COM DEV.

Melissa Conway – Melissa Conway is the Head of Special Collections and Archives at the University of California, Riverside Libraries, and the gatekeeper for the Eaton Collection. Melissa holds a Ph.D. in Medieval Studies from Yale University, with an emphasis on Book Arts. Her former institutions include the Library of Congress (Rare Book and Special Collections Division), the Folger Shakespeare Library, and the Beinecke Rare Book and Manuscript Library at Yale University, where she worked as assistant to the Curator of pre-1600 Books and Manuscripts. Since 1991 she has served as a consultant to rare books and manuscript collections. With co-author Lisa Fagin Davis, she has completed a directory of 475 institutions in North America with medieval and Renaissance manuscripts in their holdings.

Nagin Cox – After a distinguished career in Air Force, Nagin Cox joined JPL to work on outer solar system projects, working on Galileo, the Mars Rover Missions, the Kepler telescope search for earth-like extrasolar planets. She has been Supervisor of the Surface Systems

Systems Engineering Group, Assistant Flight System Engineering Manager for the Mars Science Laboratory and manager for a potential 2016 Mars mission. She also races with her dragonboating team and in sprint triathlons.

Dean Davis – Dean Davis is currently the F-35 Lightning-II Joint Strike Fighter (JSF) Chief Mission Systems Flight Test Engineer for Lockheed Martin Skunk Works at Edwards Air Force Base. Mr. Davis has 34 years experience researching, designing, developing, building, testing, and operating over 300 different aircraft and another 300 spacecraft for Boeing, Northrop Grumman, TRW, Hughes, General Dynamics, Aerospatiale, NASA, CNES, ESA, Martin Marietta, Lockheed, and his own company, Star Tech International Corporation. Dean has degrees in Physics, Aerospace Engineering, Astrogeophysics, Computer Science, and Systems Engineering from the University of Colorado, University of Denver, and UCLA.

Genevieve Dazzo – Genevieve Dazzo holds a Ph.D. in Theoretical Chemistry and is well versed in many different scientific disciplines. She has been active in science fiction fandom in both New York and Los Angeles since the mid-1970s and has worked on many conventions including world and regional conventions. She is currently on the Board of the Southern California Institute for Fan Interests (SCIFI) and was on the committee for L.A.con III, the 1996 World Science Fiction Convention, and Conucopia, the 1999 North American Science Fiction Convention.

Dan DeLong – Dan DeLong, is co-founder and Chief Engineer of XCOR Aerospace, and has 25 years of experience developing prototype and one-of-a-kind hardware. He was a co-founder of Rotary Rocket and developed rocket engine hardware for Kistler's K-0 vehicle. Dan spent 10 years working on Space Station life support hardware and development projects for Boeing, and Space Shuttle payload hardware for Teledyne Brown. From 1974 through 1983, he developed military and commercial life support hardware for Westinghouse, and manned and unmanned underwater vehicle systems design for Perry Oceanographics in Florida.

Mike Donahue – Mike Donahue discovered fandom in 1981. A 1985 graduate of USC School of Cinematic Arts in 1985, he has worked as a manager at JDH Sound, as Supervisor of Projection Services at Fotokem, and as Director of Post Production at Raleigh Studios Hollywood and Manhattan Beach. He directed *Surge of Power: The Stuff Of Heroes* (2006), wrote and directed *PoolTime* (2010), directed *The Visitor from Planet Omicron* (2011), wrote and directed *The Extra* (2012) and *Mansion of Blood* (2012). Most recently he served as 2nd unit director and co-producer on *Cotton* (2012) He recently joined the Directors Guild of America. He is a former member of the BoD of both LASFS and SCIFI,

and has worked on many SF conventions. He will probably do other stuff too.

Lenny Dorsky – Lenny Dorsky, infamous for Halloween and Convention parties (ConFrancisco ...), was President of the SUNY StonyBrook Science Fiction Forum and was founder and film coordinator of the University of Arizona Science Fiction Club. He is currently supervisor of a laser and photonics group at JPL that delivered flight hardware to MER, MSL and the Tropospheric Emission Spectrometer (now in its 8th year of Earth observations). He was an engineer on Galileo, Magellan, Mars Pathfinder and Cassini and was the star tracker team lead for STS-67 (Astro2). He was also in charge of instrument development for the FIDO rover (MER testbed) and for the Subsurface Explorer. He holds the world record for most number of advanced directing workshops ever taken and has directed short films and plays, including the Grand Guignol plays at LA Con III. His son appeared in "Little Nicky" at the age of 1. And so it begins . . .

John Ellis – John Ellis is an artist, writer and filmmaker, born and raised in Wilmington, Ohio, he has lived in Florida, WashingtonDC and is now in Hollywood. He has worked as a freelance writer as well as a professional illustrator for print and advertising and has also worked in the film industry as both a producer and director of feature films and award winning TV commercials. He has also worked on many dozens of projects over the last 30 years as an animator and Visual Effects Director, with his work being seen on most of the major broadcast and cable networks, and in major theatrical films as well. In 2006 he began a partnership with The Milton Caniff Estate to pursue the restoration and re-release of the Estate's 1958 NBC primetime TV series *Steve Canyon* as it's present-day Producer.

Richard Epcar – Richard Epcar is well known to animation, game and anime fans for voicing over 300 characters. ("Robotech," "Ghost In The Shell," "Kingdom Hearts," "Transformers," "Catherine," "Modnation Racers," "Mortal Kombat Vs. D.C. Universe," "Call Of Duty-Black Ops," "Dead Space," "Red Faction Guerilla," "Xenosaga," "Guilty Gears," ".Hack," "World Of Warcraft," "Resident Evil," "Bleach," "Bobobo," "X-Men," "Macross Plus," "Rurouni Kenshin," "Lupin the Third," "Digimon," "Power Rangers," the new Nickelodeon series "Avatar: The Legend Of Korra" and many, many, many more.) He is also a sought after game, animation and ADR director ("Star Ocean," "Blue Dragon," "Jackass," "Lupin The Third," "Noein," "Fighting Spirit," "Robotech: Shadow Chronicles" and many, many more!) Richard has appeared in many films and TV shows (Memoirs Of An Invisible Man, "Columbo," "Guns Of Paradise," "Matlock," "Cheers," "General Hospital" . . .), and he is soon to appear as a lead in the feature "Broken Spirits," and you can hear him as Buck the big gorilla in "Rise of The Planet of The Apes." He's

very excited about his new audio book: "White Eyes," a Doc Savage novel in which he plays 40 characters and is the narrator for this fantastic pulp fiction book.

Dan Erickson – After a PhD. in Mathematics and Economics and a career in software controlling planetary space missions, Dan Erickson still has not answered the question, "Is that rocket science or brain surgery?" Now he hopes to have more time for his other loves, mathematics, speculative fiction, and gaming. (Over 30 years in the same fantasy role playing campaign) He will continue to look for "cusps" in the real world. He has not outgrown wanting to be a butterfly who flaps his wings and improves the whole universe. Isn't that really what our literature is about?

Dr. William Ernoehazy – In "real life", De Doc — Dr. William Ernoehazy Jr., MD, FACEP — is an emergency medicine specialist in northeast Florida. He has been an expert witness in several criminal trials dealing with emergency medicine, trauma, and strangulation. De Doc is also an avid martial artist, who has studied classical saber and aikido; he currently practices and studies medieval German combat (armed and openhanded), and is on the Board of Directors for the Tattershall School of defense and the Rocky Mountain Swordplay Guild. De Doc is a regular Loscon attendee, and is also found at WorldCon, DragonCon, and the occasional relaxicon. He is also a Naval veteran, a pistol expert, and a past NASA/University Of Florida Physician Affiliate for Shuttle launch operations. Following Steven Brust's example, he hopes to get some sleep Real Soon Now.

Ken Estes – Ken Estes has been involved in the entertainment industry for the last 30 years. He's worked as a video technician on the movies Looker, Jurassic Park, Pleasantville, and Foxfire. As well as the television shows Lois and Clark, Star Trek: Deep Space 9, Star Trek: Voyager, Babylon5, The Pretender, and the X Files. He was an Assistant Sysop for GENIE's "Science Fiction RoundTable" [SFRT] from the late 1980's until the lights were turned out in December 1999. He was involved with promoting the SFRT to the fan and pro community across the country.

John Eubank – John Eubank, writer/producer, WGA member. John, a graduate of Rice University in Houston, Texas, moved to Los Angeles in the late 1980s to write screenplays. After getting a rewrite job on a small horror film, his science fiction script (*Accidents*, Epic Films) was optioned and later made. Soon after he was hired to write a number of action / thrillers (including *The Final Alliance*, Trans World Entertainment). He went on to write and "associate produce" a number of action/thrillers, and in the mid 1990s he began doing studio-level development work (none of which were produced). He's also worked on TV docu/reality shows, including some for National Geographic. Currently he has two scripts in development and is working on a T.V. pilot.

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Randy Eubanks – Randy Eubanks has been interested in Robotics since the late 1970's. He was President of the Robotics Society of Southern California for 2 years, and has been a member of the R2-D2 Builders Club for several years.

James Eustermann – Actor and makeup FX artist James Eustermann has performed in over 20 films, including his starring role as Detective Gordon Mullen in the cult classic *The Boneyard*. His other acting credits include *Cast a Deadly Spell*, *Spaced Invaders*, *Ultraman*, and as a creature puppeteer in *Army of Darkness*, *Species*, and *The Blob*. He most recently appeared in the soon to be released Penn and Teller zombie film, *Night of the Little Dead*.

Michelle Evans – Michelle Evans is the founder and president of Mach 25 Media <www.Mach25Media.com> and is a writer, photographer, and communications specialist in aerospace. She has recently completed the book “X-15: Wings Into Space. Flying the First Reusable Spacecraft” which will be published by the University of Nebraska Press in late 2012 as part of their *Outward Odyssey* history of space exploration series. Her background includes service in the US Air Force. Her work with Mach 25 Media and the Orange County Space Society has provided education and display services for astronaut appearances and other space-related events at government facilities, science centers, schools, and other venues across the country and overseas.

Patrick Fahey – Patrick Fahey has been in LASFS for over 25 years. He is Director of modeling for the Aerospace Legacy Foundation, co-founder of the Traveling Space Museum, former President of the North San Fernando Valley Rotary Club, production assistant for Hour 25. He has been active in fandom since 1975.

Richard Foss – Richard Foss is a journalist, food historian, and lecturer on culinary and theater history for UCLA Extension classes. His science fiction stories have appeared in *Analog* and various anthologies, and online at *Abys & Apex*.

Mike Forest – Since his teens, MikeForest has appeared on Broadway, in regional and LA theatre, in hundreds of television episodes, dozens of feature films, and voiced many hundreds of characters for anime and dubbing for features and television. He has a huge resume of work in Europe, filming in Italy, Spain, Yugoslavia, and elsewhere. Mike is famous as the God Apollo in the Original Star Trek episode “Who Mourns For Adonais,” and as a motorcycling alien in “Black Leather Jackets” on *The Twilight Zone*. His anime characters are legion, including Olympias on *Power Rangers*. For almost 60 years. Michael has been acting, co-starring and starring in a multitude of all kinds of Theatrical productions on Broadway and in Los Angeles, San Jose, and Seattle.

Valerie Estelle Frankel – Valerie Estelle Frankel is the author of *From Girl to Goddess: The Heroine's Journey in Myth and Legend* and *Buffy and the Heroine's Journey* (McFarland 2010, 2012). Her exploration of fandom, called *Harry Potter: Still Recruiting* will also be coming in 2012. Valerie's parody, *Henry Potty and the Pet Rock*, was winner of the Indie Excellence Award and a USA Book News National Best Book. Once an English professor at San Jose State University, she's a frequent speaker on fantasy, myth, pop culture, and the heroine's journey. Come explore her latest research at <www.vefrankel.com>.

Laura Frankos – Laura Frankos has written mysteries, fantasy, and science fiction, and been published in *Analog* and various anthologies. *The Broadway Musical Quiz Book* came out last year from Applause Books, the result of her lifelong obsession with Broadway. You can also find her tackling weird theatre lore (such as, how many times has J.P. Morgan been mentioned or portrayed in musicals?) at "The Great White Wayback Machine" <www.talkinbroadway.com/gwmm/>.

Laura Brodian Freas – Laura Brodian Freas is a voiceover artist, long-time classical music radio personality, past President of the Southern California Early Music Society, Ph.D. in Music Education, successful artist, winner [with Frank Kelly Freas] of The ASFA Chesley Award, ASFA's Western Regional Director, Judge for Illustrators of the Future, former Director-at-Large of Costumer's Guild West, WesterCon Masquerade winner, WorldCon Masquerade Judge, founder of the Collinsport Players, aficionado and teacher of Regency Dancing, founder of the Bay Area English Regency Society, IAAA member and co-editor of her late husband's fourth volume of collected works, *Frank Kelly Freas: As He Sees It*.

David Gerrold – David Gerrold is here at LosCon because the convention committee promised to return his family unharmed.

Suzanne Gibson – Suzanne Gibson originally hails from Northern California but for the last 25 years has lived and worked in the Southland where she is a producer and art director for film and print advertising. Since the mid-90's she has also been the Producer and on-air presence on Mike Hodel's *Hour 25*, first on local radio and now in the show's on-line existence. She lives in Altadena with her husband Warren James and their pet bunny where they try and find the answer to the eternal question, "Just where are we going to put all these books?"

Brett Gilbert – A veteran stand-up comedian, Brett Gilbert has also been on many television screens, between his spots in commercials and his regular roles, ranging from three years on a Comedy Central series to a recurring role in a daytime soap opera. He even got to play a demon in an episode of Joss Whedon's *Angel*. His humor has touched subjects

including Harry Potter book burnings, Stephen Hawking and the reasons for still owning a VHS copy of *The Princess Bride*.

James C. Glass – James C. Glass is a retired physics and astronomy professor and dean who spends his time writing, painting, traveling, and playing didgeridoo or native American flute. He made his first story sale in 1988 and was the Grand Prize Winner of Writers of the Future in 1991. Since then he has sold six novels, three short story collections, and over forty short stories to magazines such as *Aboriginal S.F.*, *Analog*, and *Talebones*. For details, see his web site at www.sff.net/people/jglass/. He now divides his time between Spokane, Washington and Desert Hot Springs, California with wife Gail, who is a costumer and healing dancer.

Donald F. Glut – Don Glut is a director/writer of low-budget independent, mostly low-budget/campy/sexy horror motion pictures (most recently: "Blood Scarab"). a prolific writer of novels such as national best-seller *The Empire Strikes Back*, non-fiction such as *Dinosaurs: The Encyclopedia series*, comic books like *The Occult Files of Dr. Spektor*, *Dagar the Invincible* and *Tragg and the Sky Gods*, short stories, movies, live action and animated TV shows, music, articles . . . He has also been a monster-magazine editor (*Modern Monsters*), musician, photographer, lecturer and actor (most recently, voice-over for Japanese-language anime and live-action movies). In the late 1960s he played bass guitar in the Penny Arkade, a rock band produced by then-Monkee Mike Nesmith. In the past Don has been associated with *Transformers*, *Masters of the Universe*, *Twilight Zone*, *Tarzan*, *Captain America*, *Vampirella*, and numerous others. He is currently a volunteer fossil preparator at the Natural History Museum of Los Angeles County and FieldMuseum, Chicago. Don's interests include paleontology, horror, science-fiction and fantasy, vintage radio and TV shows, old comic books, stage magic, trains, "Holy Relics," the Three Stooges and Jackie Gleason.

Cody Goodfellow – Cody Goodfellow is the author of *Radiant Dawn*, *Ravenous Dusk*, *Perfect Union* and (with John Skipp) *Jake's Wake*, *The Day Before* and *Spore*. His short fiction has been collected in *Silent Weapons For Quiet Wars* and *All-Monster Action* (available Xmas 2011). As co-founder and editor of Perilous Press, he has recently published modern Cthulhu Mythos fiction by Michael Shea, Brian Stableford and David Conyers.

Bob Gounley – Bob Gounley is a Project Systems Engineer at NASA's Jet Propulsion Laboratory. He has nearly 30 years experience with deep space missions, including Galileo (Jupiter), Deep Space 1 (demonstrate ion propulsion), Mars Exploration Rover, and Dawn (asteroid rendezvous). Most recently, he was Launch Phase Lead for GRAIL's mission to map the Moon's gravity (the twin spacecraft arrive 31



December 2011 and 1 January 2012).

Kevin R. Grazier – Kevin R. Grazier has a Ph.D. in Planetary Physics and works at NASA's Jet Propulsion Laboratory (JPL) on the Cassini/Huygens Mission to Saturn where he is Investigation Scientist for the Cassini Imaging Science Subsystem. He has written award-winning multi-mission planning and analysis software and currently develops computer simulations of Solar System dynamics, evolution, and chaos. He actively tries to educate the public, especially children, about space and science. He teaches at UCLA and CSULA, and lectures at LA's Griffith Observatory. He has appeared in several documentaries, and is the scientific advisor for *The Zula Patrol*, *Eureka*, and the re-imagined *Battlestar Galactica*. He co-wrote *The Science of Battlestar Galactica*. He also served as author and editor for *The Science of Dune*, and *The Science of Michael Crichton*

Jude-Marie Green – Jude-Marie Green has published stories in *Abyss & Apex*, *Ideomancer*, Karen Romanko's series of *Spec* anthologies, Eric Reynolds' Hadley Rille Books *Visual Journeys*, *Ruins Metropolis*, and *Desolate Places*, and Michael Knost's *Legends of the Mountain State* and *Dark Tales of Terror*, among others. She is a graduate of Clarion West 2010 and has the tattoo to prove it. She tends to write about strong women in strange places and often is one herself. She is currently taking Stanford University's online Artificial Intelligence class because she couldn't resist the price (free) or the subject matter (robots!) For more see <judemariegreen.wikispaces.com>.

Tim Griffin – Tim Griffin is an eighteen year veteran elementary teacher in LAUSD, a athletics coach, and an award winning writer/performer of music for young people. His songs of science, history, and cafeteria food can be heard for free or downloaded cheap at his website: <www.timgriffinmusic.com>; all proceeds benefit schools in Los Angeles County.

Barbara Hambly – Since her first published fantasy in 1982 – *The Time of the Dark* – Barbara Hambly has touched most bases in genre fiction: her most recent vampire novel is *Blood Maidens* (Severn House, 2011) and her most recent historical whodunnit, *Ran Away*, continues the well-reviewed Benjamin January series. She also writes historical mysteries as Barbara Hamilton (*The Ninth Daughter*, and its sequels *A Marked Man* and *Sup With The Devil*). All of her fantasy novels of the '80s and '90s are now available in multiple electronic formats from Open Road Media <www.openroadmedia.com> and through Kindle e-books. In addition – when she can – she writes short fiction about the further adventures of characters from her fantasy novels, which can be purchased via download from her website, <barbarahambly.com>. She teaches History part-time, and you can read her blog at <barbara_hambly@livejournal.com>. She also does Twitter. Now a widow, she shares a house in Los Angeles with several small carnivores.

Brennan Harvey – Brennan Harvey is an award-winning author, capturing first place in the International Writers of the Future Contest for the first quarter, 2010. His novelette, "The Truth, From a Lie of Convenience," is available in L. Ron Hubbard Presents Writers of the Future, Vol 27 at Amazon and local bookstores. Brennan has served as the Meeting Coordinator for the Southern California Writers Association, Membership Chairperson for S.F. Novelist, and is the Organizer of the Long Beach Writers Meetup group.

Ryan Harvey – Ryan Harvey is a winner of the L. Ron Hubbard Writers of the Future Contest for 2011. He has sold fiction to Black Gate, Every Day Fiction, and Candle in the Attic Window, and will release his first ebook, Farewell to Tyrn, before the end of the year. He is a founding author of Black Gate's popular blog where he has written a weekly column on fantasy and film for over three years. Ryan currently works as a freelance writer in Los Angeles, where he has resided for over thirty-five years. Visit his website at <www.RyanHarveyWriter.com>.

S. P. Hendrick – S. P. Hendrick is the author of two acclaimed fantasy series, The Glastonbury Chronicles and Tales Of The Dearg-Sidhe. A third companion, The Glastonbury Archives in the works, along with a deck of Tarot cards based on Celtic mythology, British folklore, and the worlds and characters she has created. Ms Hendrick holds a degree in English from the former San Fernando Valley State College (now

California State University, Northridge). During the mid 1960s or as she puts it “in a past life” under the nom de plume Jennifer Starkey she did publicity for several rock bands and was a columnist for a national magazine. Her first novel under that name, *Sunset Offramp* was published during that era. She lives in the San Fernando Valley with her husband Jay T. Mayer, entirely too many cats, and thirty-two overflowing bookcases.

Eric Hoffman – Eric Hoffman is a self-confessed film buff, movie collector and film historian who has put together presentations and lectures and been on panels over the years at Loscon. “My career of crime began around the end of the 1960s when I put together talks for various events and then continued during the ‘70s with Shel Dorf’s San Diego Comic Con and on through other events, including Loscon and the Dr. Who conventions, especially Gallifrey One. I have absolutely no idea as I’m writing this what I’m going to be doing or involved with at Loscon, but I intend to have fun with whatever it is! I’m very happy to be back again.”

Gillian Horvath – Gillian Horvath has worked as a writer and producer on a number of sci-fi and action series, including 6 episodes of the cult favorite vampire cop series, *Forever Knight*. Gillian spent four seasons on the writing staff of *Highlander: The Series*, and had a hand in creating some of its most enduring characters. Her episode of *Beverly Hills 90210*, “Perfectly Perfect,” earned the Scott Newman Drug Abuse Prevention Award for its depiction of diet pill abuse. Currently, Gillian is Supervising Producer on the fourth season of the Syfy series *Sanctuary*. Her original superhero creation, “The Survivor,” is available from Moonstone Books as part of the *Chicks in Capes* anthology.

Laureen Hudson – Laureen Hudson is a writer, professional editor, scuba instructor, beginning sailor, a traveler, a birth advocate, a blogger, a podcaster, a website manager, an enthusiastic geek enabler, and an obsessive researcher who’s focused on, and delighted with, her husband Jason, her sons Rowan and Kestrel, and her daughter Aurora. She is a lifelong Californian, which lends a distinctive spin to both her ideas and her politics, and she’s discovered, in her peregrinations, that the world is far smaller yet far more fascinating than anyone gives it credit for being. She can be found at <theexcellantadventure.com>.

Angela N. Hunt – Angela N. Hunt began writing stories at the age of five, concerning a telepathic horse and its girl, with no idea that such endeavor would come to be the chief focus of her life (the writing, not the telepathic horse). She lives in Los Angeles with her husband, sister, two daughters, multiple cats, a long suffering dog, and a studio full of paintings and photographs. She can be found at <www.angelanhunt.com>.

Matthew W. Hunt – Matthew W. Hunt writes and lives in Los Angeles, CA, when he's not working on producing special effects for video games and commercials, he tries to remember what sleep looks like. He can be found at <pemnofiction.wordpress.com>.

Aleta Jackson – Aleta Jackson has over 30 years experience in the aerospace community, and is co-founder of XCOR Aerospace which has designed, built and tested several generations of liquid-fueled rocket engines and built and flown, as of 2011, two generations of manned rocket powered vehicles. She has worked on projects such as Gemini, Manned Orbiting Laboratory, StarTracker, the Tomahawk cruise missile program, Strategic Defense Initiative Organization and the Delta Clipper/Delta Graham DC-X.

Charles Lee Jackson – Charles Lee Jackson, II, is a Hollywood-based writer, artist, and film scholar specializing in the era of the B-picture. His popular magazine, Extra Added Attractions, and his class entitled "Ephemeral Cinema" share his expertise with interested movie fans. His newest venture in fiction is a series of e-book "second editions", from Futures-Past Editions, of stories from his magazine Amazing Adventures. A long-time Loscon guest, he has served on the committees of several local 'cons, including a turn as Chairman of Loscon Eleven.

Robert James – Robert James earned his Ph.D. from UCLA in 1995. A veteran teacher, he has also published extensively on Robert Heinlein and other Golden Age science fiction writers. He discovered the lost manuscript for Heinlein's first novel, *For Us, the Living*, and wrote the afterword for Scribners. With Bill Patterson, he has written most of the introductions to the Virginia Edition of the complete works of Robert Heinlein.

Warren W. James – Warren W. James, has been the host, and now also web master, of Mike Hodel's *Hour 25* since the early-90's. He also has a more than full time job as an engineer at a major aerospace firm in Southern California where he does trajectory design/orbital mechanics and systems engineering. Since this leaves a couple of hours not accounted for during his day he is also teaches at Columbia College Hollywood where he does classes in Astronomy, Geology, Space Science, Rocket Science and Science Fiction. He lives in Altadena with his wife Suzanne Gibson and their little white rabbit where they try and find the answer to the eternal question, "Just where are we going to put all these books?."

Herb Jefferson Jr. – Veteran actor Herbert Jefferson Jr. is known to many as Lieutenant Boomer from *Battlestar Galactica*, the third of the holy trinity that included Captain Apollo and Lieutenant Starbuck. But you've seen him in many more roles than as *Galactica*'s erstwhile Cylon

hunter. Mr. Jefferson was a series co-star in Rich Man, Poor Man with Nick Nolte, as well as its sequel. He has also appeared with Sam Elliot and Cybil Shepard in The Yellow Rose. Additional roles for Herb include television's ER, Sister Sister, Hill Street Blues, Airwolf, T.J. Hooker, Columbo, Knight Rider and Mission Impossible, as well... More as Apollo 13 and Outbreak. He's also starred in the recurring role of Police Chief Price on NBC's Sunset Beach.

Kantz – Writer, Producer, Director Kantz has produced, written and/or directed features such as the urban action film, Love and a Bullet, and the horror film, Anna's Eve. He's written screenplays for Scott Free Productions, Touchstone Pictures, Sony Pictures, Universal Pictures and Lion's Gate. His science fiction short, "Contract of Evil" has enjoyed success on the web and has been translated into five different languages. Kantz also directed Senorita Justice, (Lions Gate) starring Eva Longoria, Edith Gonzalez and Tito Puente Jr. His most recent project is a Regent Entertainment thriller Urgency, starring Brian Austin Green and featuring Jeffrey Combs, Luciana Carro and Sally Kirkland, was released in March 2011.

Karisu – Other than being perennially overworked, underpaid, and ever skirting the boundaries of sanity, Karisu has been active in various aspects of Fandom and Costuming for over 30 years, and even lured her children into these as well, as geekosity loves company. Karisu has won a number of major costuming awards including Best in Show awards at Costume Con, and typically judges a number of con masquerade events each year. She has also worked as a volunteer site moderator at <Cosplay.com>, life permitting.

Sharon D. King – Sharon D. King holds a UCLA Ph.D. in Comp. Lit. and is an Associate at the UCLA Center for Medieval and Renaissance Studies. She currently specializes in late medieval/early modern European theatre and modern speculative fiction, particularly fantasy. Credits include the essay "Science of the Times: The Charlatan's Odyssey in Early Modern France" (*Fantastic Odysseys*, Greenwood Press: 2003), and the anthology *The Phantom Church and Other Stories from Romania*, co-translated with G. Farnoaga (U.P. Press, 1996). Short fiction includes "Quiescent" (*Femspec*, Spring 2006) and "Feast of the Laughing Cow," (in *Bride of the Golem*, forthcoming 2012). For over 20 years she has translated and performed short comedies from the 15th-17th centuries with her troupe *Les Enfants sans Abri* (latest in Braunfels, Germany, 2010). Her most recent creative effort is The Younger Games, a satirical novella that parodies the Hunger Games trilogy. <www.theyoungergames.com>.

Elizabeth Klein-Lebbink – Elizabeth pretends to earn her keep by building Satellites. She's worked on Directv, weather satellites, and more.

In her spare time she practices Kenpo Karate, reads, dabbles in photography, reads some more, collects comic books, and on occasion has been known to run art shows at SF conventions. She shares her home with her wonderful husband and way too many comic books, books and art.

Dani and Eytan Kollin – Dani and Eytan Kollin are "The Smothers Brothers of SF." Their debut novel, *The Unincorporated Man* is a Sci Fi Essential and won the 2010 Prometheus Award for Best Science Fiction Novel of the year. Their second novel, *The Unincorporated War* was widely praised and also nominated for the Prometheus award, as was their third book, "The Unincorporated Woman!" When the brothers aren't bickering with each other they can be seen bickering with others on their weekly SF webshow, <neverendingpanel.com>.

Bridget Landry – Bridget Landry was educated as a chemist and planetary scientist, trained as an engineer, and has worked in spacecraft operations for more than 20 years. She has worked on the Hubble Space Telescope, the joint US-French oceanographic Earth-orbiter Topex, the (wildly successful!) Mars Pathfinder pro-ject, and the Cassini mission to Saturn. Ms. Landry is currently a team member of the Dawn mission, which begins a year-long orbital mission at the asteroid Vesta in mid-2011, and then departs to rendezvous with and orbit the asteroid Ceres in 2015. She also takes great interest in the advancement of women in technical fields, and the helps and bars to their progress, as well as in the problem of sparking and maintaining girls' early interest in science and math. In her technical hat, she has been on science-related panels at world, local, and regional conventions. With the other side of her brain, Ms. Landry is a Master Level costumer with a twisted sense of humor, (Google "Strauss Waltz Assault Team"), and a fondness for ST:TOS. She has been on panels and won Masquerade awards from the local to the WorldCon level.

Dave Lease – A child neglected by both parents living in the only trailer in a sub division of two story houses, with no cable, Dave Lease was raised by the Star Wars franchise. Being isolated from everyone and everything, he was forced to imagine . . . and he did. He moved to Los Angeles in 2003, and in that time he has performed stand-up comedy in half the US States, Kuwait, and Iraq to Entertain the troops. He's produced over 200 live comedy shows. His comedy album "Wildly Inappropriate" can be heard on XM Sirius Satellite, and most recently he sold his first screenplay to Sony/Screen Gems for a bunch of money. I hope you enjoy him, I know I do.

Bradford Lyau – Bradford Lyau has been a life-long reader of SF, attending conventions for over 35 years, and been a program participant for over twenty. A former educator at several universities in California

and Europe, he is now part of a high-tech start-up in Silicon Valley. He continues to publish academic articles on American, British, and European SF. He received his BA in history from UC-Berkeley and holds advanced degrees in history from the University of Chicago. His first book-length academic study on science fiction *The Anticipation Novelists of 1950s French Science Fiction: Stepchildren of Voltaire*. has just been published by McFarland and Company.

Richard Man – Richard is a software engineer and entrepreneur by day, and a professional photographer by, um, whenever he is not doing software engineering or entrepreneuring. He takes really wonderful B&W landscape and street photography, says his wife Karisu, and he is the official masquerade photographer (images taken in color of course) for a few World Con, Costume Con and regional con such as Loscon, Anime LA, Baycon, SiliCon etc. You can check out his work at <www.richardmanphoto.com>. His email is <richard@richardmanphoto.com>.

Monica Marier – Monica Marier is a caffeinated writer, artist, mother and eccentric. On weekdays, she works on books, audio files, and serials and short stories for her blog. On weekends she's a co-founder of Tangent Artists, a webcomic company where she works on 3 comics. She hopes for an eighth day of the week to be instated so she can sleep. She live in Northern Virginia with her husband and two kids, and is often seen walking down the sidewalks of Historic Leesburg, muttering character dialogue to herself.

Lynn Maudlin – Lynn Maudlin was born in Los Angeles to a physicist & an aspiring concert pianist and flung into SF by her older brother when he gave her a subscription to Analog in her early teens - but she didn't find fandom until 1982 when she landed at Mythcon XIII. Lynn spent 10 years on the Mythopoeic Society board of directors and co-founded their fiction zine, *The Mythic Circle*, with Sherwood Smith; she served four years as the North American Booking Officer for the Tolkien Centenary Conference (Keble College, Oxford, 1992) and has served on numerous other con coms, returning to the MythSoc's board of directors in 2004, serving as secretary for Mythopoeic Conferences. Lynn is a singer/songwriter, an artist, a writer, an editor, and an occasional film producer. She loves to laugh but doesn't remember jokes, is easily pulled into deep conversations about God and the Bible, and appreciates the obsession that is costuming. Lynn is proud she survived the 60s with most of her brain intact. She loves good food, good wine, and chocolate!

Todd Johnson McCaffrey – Todd Johnson McCaffrey wrote his first science-fiction story when he was twelve and has been writing on and off ever since. Including the New York Times Best-selling *Dragon's Fire*, he has written eight books in the Pern universe both solo and in

collaboration with his mother, Anne McCaffrey. His shorter works have appeared in many anthologies, most recently, "Coward" in *When the Hero Comes Home* (August 2011, Dragon Moon Press). He is currently working on several non-Pern projects, including the long-awaited *City of Angels*. Visit his website at <http://www.toddmccaffrey.us>

Nicholas Meyer – Nicholas Meyer earned an Academy Award nomination for scripting the adaptation of his own best-selling Sherlock Holmes novel, *The Seven-Per-Cent Solution*. In addition to two more Holmes novels, he wrote and directed the classic time-travel thriller, *Time After Time*, starring Malcolm McDowell as H.G. Wells. He directed *The Day After*, the television movie that attracted the biggest single audience for a film in broadcast history. Meyer wrote the post-civil war drama, *Sommersby*, starring Richard Gere and Jodie Foster. He wrote and/or directed Star Treks II (*The Wrath of Khan*), IV (*The Voyage Home*) and VI (*The Undiscovered Country*). Other feature credits include *Company Business* and *The Informant*, for which he received the PEN Award for best teleplay of 1999. He was nominated for an Emmy for his teleplay, *The Night That Panicked America* and received another Emmy nomination as executive producer of the mini-series, *The Odyssey*. Most recently, Viking published his memoir, *The View From The Bridge – Memories of Star Trek and a Life in Hollywood*.

Craig Miller – Craig Miller has been working in the entertainment industry for more years than he cares to admit. He started out in movie marketing, working on such films as *Star Wars*, *The Empire Strikes Back*, *Altered States*, *Splash* and *Excalibur*. More recently, he struck out on his own as a writer and a producer, creating and producing the animated series *Pocket Dragon Adventures*. He's been in fandom even longer than he's been working in Hollywood and a member of the Los Angeles Science Fantasy Society since he was 13 years old, and serving fandom by editing fanzines, and running conventions.

Deirdre Saoirse Moen – Deirdre Saoirse Moen is an unintended experiment in particle physics. No, really. When she was born, her parents worked in an atom-smashing lab. From that point forward, writing science fiction and fantasy seemed inevitable. Her other artistic endeavor is photography, where she's thus far managed to resist the lure of SLRs in favor of rangefinders (some vintage) and mirrorless cameras. She and her husband live in Menlo Park, not far from another particle physics lab.

Matt Mogk – As the Founder and Head of the Zombie Research Society, Matt Mogk is the leading global authority on all things zombie. He has been featured on National Geographic Channel, Spike's hit series *Deadliest Warrior*, G4TV and AMC's *Talking Dead*. His book projects include a zombie children's book designed to teach kids to recognize an

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undead outbreak in its earliest stage called *That's Not Your Mommy Anymore*, and a nonfiction work covering all aspects of zombie science, survival and culture called *Everything You Ever Wanted to Know About Zombies*.

Andy Monsen – Andres (Andy) K. Monsen III is a nuclear engineer with the Health Physics Engineering Organization of the Edison International San Onofre Nuclear Generating Station, in San Clemente, CA. Mr. Monsen is a founder of the Organization to Support Space Exploration (O.S.S.E.) and a member of the executive board of the Aerospace Legacy Foundation. In his capacity as technical director of the O.S.S.E., he has been involved in the space arena as an exhibitor, promoter, fabricator, and aerospace historian. This has led to an extensive collection of scale models, artifacts, technical documents and journals. Utilizing his collection as a knowledge baseline, Mr. Monsen has created and exhibited full scale operating mockups of NASA hardware such as Spacesuits, Lunar Excursion Modules and Lunar Roving Vehicles. Many of these exhibits have found their way into displays at museums, science centers, schools, air shows, aerospace trade shows and television and film features as well. Through his collaboration on these various projects, it's been Mr. Monsen's privilege to make acquaintances within the American Institute of Aeronautics & Astronautics, The Society of Experimental Test Pilots, as well as Astronaut crews spanning from the Mercury era to the International Space Station.

Leslie Ann Moore – Leslie Ann Moore is the author of the award-winning *Griffin's Daughter* Trilogy and Vice President of the Greater Los Angeles Writers Society. A native of Los Angeles, she has been a storyteller since childhood. She received a Doctor of Veterinary Medicine degree from the University of California in 1988 and still practices small animal medicine part-time on the westside of L.A. While not healing pets and writing fantasy and sci-fi, Leslie Ann performs with the Ya Harissa Belly Dance Theater, based in Venice, Ca.

Vincent S. Moore – Vincent S. Moore is the senior media correspondent and a columnist for <KOMPlicated.com>. He edited the Astounding Studios' projects "The Hammer Kid," "Valkyries," "Toy Box," "Astounding Studios Presents," "DarkStorm Studios' Alius Rex," "ZMD: Zombies of Mass Destruction" and 10 World Studio's "Lazarus: Immortal Coils." He made his debut as a writer on Dynamite Entertainment's "Total Recall," a comics-based sequel to the classic 1990 film. This four issue miniseries began publication summer 2011 and can be found in comic shops nationwide. He currently hosts It's KOMPlicated, Sunday nights at 9 pm Pacific time at <geekweek.com/live>.

Kate Morgenstern – Starting at age 3, Kate Morgenstern has tried

most techniques for fabric manipulation. Now a Master level costumer, she makes science fiction, fantasy and historical costumes—sometimes all in the same outfit. Co-founder of the Association for Costumers, Related Oddities, Ninjas and Yak Merchants, she does her best to live up to their motto, "Doing Our Part To Make Your Life A Little More Surreal."

Arin Morfopoulos – Arin Morfopoulos is a member of the Robotic Actuation and Sensing Group at the Jet Propulsion Laboratory. He has been active in the FPGA design and implementation of vision algorithms on a half dozen DoD and NASA projects. He has been responsible for the system interfaces and integration of the FPGA vision algorithms on those tasks since 2007, and is the FPGA design lead on his current task to put Stereo, Visual Odometry and path planning into an FPGA for the Mars 2018 rover mission.

Will Morton – Will Morton has had several short stories accepted in anthologies published by Pill Hill Press and Living Dead Press. He also performs locally as a semi-professional stand-up comedian. When he is not writing or performing, he and his wife Yvonne enjoy hiking and camping in the local mountains. Visit him at his website <www.willmorton.com>.

Richard Mueller – Following a B.A. in Theatre and service in the Coast Guard, Richard Mueller used his G.I. Bill to take advanced degrees in writing at Humboldt State and the University of Iowa Playwright's Workshop. He then came to Hollywood to be a professional writer, first in print science fiction, then in television, finally moving into film, and returning to print. He also co-hosts "the best open mic show in L.A.," which explains the comedians hanging around him.

Leland Myrick – Leland Myrick is the Ignatz Award- and Harvey Award-nominated author and illustrator of "The Sweet Collection," "School Girls," "Bright Elegy," and "Missouri Boy." His writing and illustrations have appeared in publications as diverse as Dark Horse Comics, GQ Japan, Vogue Russia, Flight, and First Second Books. His most recent project was illustrating "FEYNMAN," a biography of the great physicist, for First Second Books. He lives in Pasadena, California.

Cliff Nielsen – Cliff Nielsen studied traditional and digital illustration and graduated as valedictorian from Art Center College of Design in 1994. His illustrations have been recognized for their excellence by the Society of Illustrators, Print, and Spectrum. Feature articles focusing on his work appear in design publications and fanzine magazines alike. From his Chronicles of Narnia work to the multitude of images for Chris Carter, Cliff's work is known world-wide. Cliff has been an international speaker on digital art and has served as a judge for the Society of

Illustrators and a variety of professional illustration award programs. He lives and dreams in Los Angeles, California. He has been an Illustrators of the Future judge since 2007.

Larry Niven – Hugo, Locus, Ditmar, and Nebula award winner Larry Niven is a cosmic treasure. His mind-opening works are not only bestsellers, but also beloved friends to untold thousands of thoughtful readers. Best known for “hard” science fiction, which confronts us with the the weird, interesting and scary possibilities of cutting-edge science (as well as weird and engaging aliens), he also writes engaging humor and very thoughtful fantasy. With collaborator Jerry Pournelle, he has written some of the true masterpieces of modern science fiction.

Val Ontell – Val Ontell retired in July 2010 after 40 years as a librarian: 12 at Peter Rouget Intermediate School 88 in Brooklyn, 8 at the prestigious Bronx High School of Science, and 19 at San Diego MesaCollege, where she is still an adjunct librarian. Involved in fandom since 1974, she has successfully incorporated SF into her work at all three levels and has presented on the topic of SF as a learning and reading motivation at librarian, teacher, and SF conferences. Her many convention positions include chairing the 1986 and 1989 Lunacons and the 2010 Conjecture, and committee positions at local and regional cons, Westercons, and Worldcons. She is currently Guest Liaison for San Diego’s ConDor and Gaslight Gathering and just completed chairing the 2011 World Fantasy Convention. With her husband Ron, she was 2002 Lunacon Fan GOH. Since her retirement, when she isn’t working on a convention, she indulges her loves of reading, travel, singing, and chocolate.

Daniella Orihuela-Gruber – Daniella Orihuela-Gruber is a manga editor, writer and blogger who has worked on best-selling titles such as Sailor Moon, plus working on a wide range of titles, from Gakuen Alice to Sgt. Frog. In her spare time, Daniella reads a lot of old manga that no one loved enough, a lot of Terry Pratchett books and whatever graphic novels she can get her hands on. She also has a deep love for Doctor Who, Battlestar Galactica and puppies.

Carole Parker – Carole's detail focus worked well in her technical writing and editing career as well as her interest in costuming. She has competed in masquerades and won numerous workmanship awards for her dyework plus presentation awards at PhilCon 2008, LosCon 2008, and WesterCon 2010. Carole has worked behind the scenes at local, regional, Worldcon, and Costume-Con masquerades since 1982, as well as being on concons for local conventions as well as Costume-Con 26. She is currently on the Worldcon bid committee for Spokane in 2015.

Bill Patterson – Bill Patterson specializes in SF theory, Heinlein, and

Cabell. He's been a fan since 1969, and a member of several convention committees, including IguanaCon II, the 1978 worldcon. He is co-author of *The Martian Named Smith*, *Critical Perspectives on Robert Heinlein's Stranger In a Strange Land*, the winner of the 2000 Cabell Prize from Commonwealth University of Virginia, and a member of the Popular Culture Association, American Comparative Literature Association, and the Emerson Society. The first volume, titled *Learning Curve*, of his formal biography *Robert A. Heinlein: In Dialogue with His Century* will be published by Tor in 2010. The second volume is expected in 2012.

Tom Piedmont – Walking out of Star Wars as a child, Tom didn't know what it was he'd just seen, but he knew it was what he wanted to do when he grew up. Scorning the avocations of garbage man, fireman and policeman, he now pursues a career as a visual effects artist in the 'the dream factory'. A life-long sci-fi (and star wars) devotee, he stumbled across the astromech builders doing their charity work and since then his desire to build his own droid has only become more overpowering. A month or so ago, he was finally able to begin! Starting with a simple dome to go into the back of his XWing-styled car, he will move on to a full droid as soon as he can afford to do so.

Michelle Pincus – Michelle accidentally received a cultural and religious anthropology degree. She is a character in the Marvel universe and wrote a rule of acquisition. Look for her writings to become available in the near future.

Joe Pearson – In 25 years in the L.A. animation industry, Joe Pearson worked for Hanna Barbera, DIC, Warner Brothers, Nickelodeon and Disney before founding SF oriented independent animation studio—Epoch Ink Animation, whose works include "Collet .45," "Commander Cash," 26 episodes of the "Captain Simian and the Space Monkeys," the music video, "Evolution," for Pearl Jam and 40 episodes "Roswell Conspiracies." Joe was a producer on the animated "Highlander: the Search for Vengeance" In 2008 he formed Tripod Entertainment, and is now working on "War of the Worlds: Goliath" and "Zoorocco."

Jerry Pournelle – Soldier, technocrat, writer, journalist, essayist, and online commentator, Jerry Pournelle is a true Renaissance Man. Pournelle's literary work is known for strong military themes and an unflinching realism. His "Falkenberg's Legion" stories have been compared to Gordon R. Dickson's Childe Cycle and Heinlein's Starship Troopers, both for narrative power and depth of thought. Jerry's trenchant Byte columns online commentaries have been delighting and inspiring readers since long before the word "blog" was invented. He has won the John W. Campbell Award, and served as President of the Science Fiction and Fantasy Writers of America. Pournelle has a longstanding,

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award-winning and highly successful collaboration with fellow writer Larry Niven. He and Niven were the joint winners of the 2005 Robert A. Heinlein Award.

Tim Powers – Tim Powers is the author of twelve novels, including *The Anubis Gates*, *Declare*, *Three Days to Never*, and *On Stranger Tides*, which was adapted for the fourth Pirates of the Caribbean movie of the same title. His novels have twice won the Philip K. Dick Memorial Award, twice won the World Fantasy Award, and three times won the Locus Poll Award. Powers lives with his wife, Serena, in San Bernardino, California.

Jonnalyhn Wolfcat Prill – Jonnalyhn Wolfcat Prill started enjoying sf at her father's knee, reading Asimov and Heinlein before she began school and never looked back. Following his JOAT habits, Wolfcat has many interests and hobbies that make a great Venn Diagram of fandom-from being a bibliophile, gamer, closet artist, sometime filker, re-enactor, gardener, cook, and seamstress. A magpie and lover of all things purple, she's mostly seen either dressed in some artistic costume or recreation on or off-stage or volunteering at cons, although she and her husband have branched out this year to starting the next generation of fandom-who is of course already wearing lots of costumes.

Phil Proctor – Phil Proctor is an actor, voice actor and a member of The Firesign Theatre. (He plays Rocky Rococo and Nancy in the Nick Danger series.) He is from Goshen, Indiana and attended Yale University. He has supplied his voice to several Pixar films, including Toy Story, A Bug's Life, Toy Story 2, Monsters, Inc. and Finding Nemo.

Julia D. Ree – Julia D. Ree has been the Subject Selector for the Eaton Collection at UC Riverside, Libraries since 2003. Her interests run from SF to Fantasy and she enjoys learning about new sub-genres that spring into life, depending on the mood of the masses. The Eaton Collection favors no particular genre and is always looking to anticipate future research needs as well as hot topics that entice new readers to speculative fiction. Julia has been a fan of SF since her early consumption of Lester Del Rey and Robert F. Young. She is currently enrolled in a Master's program in Library Science, where the idea of technology vs. real books first came up. She wonders how long the latter will last as a source for individuals.

Robert Reginald – Robert Reginald is the author of 133 published books, and editor of the Borgo Press imprint of Wildside Press.

David Relyea – The child of a ballet dancer and a Broadway general manager, David Relyea grew up on a stage, acting, singing, dancing, and playing the violin. He thus naturally decided to make his career in physics. After spending about eighty five years in school getting his PhD,

he rediscovered his first passion: women. He also decided to do some stand-up comedy for kicks. He performs regularly at Flappers Comedy Club in Burbank and at the Ice House in Pasadena. He's thrilled to get the chance to bring his physics humor to LosCon, where maybe four people will finally understand it.

BJ Rosen (aka MN Coy) – M. N. Coy's ancestry includes Transylvanian and Magyar nobility; she blames her ancestor's migratory nature for her love of travel and foreign climes. In between trips to Europe, Asia, and anywhere else her fancy suggests, she writes novels, usually in hotel rooms and airport waiting lounges. She keeps a house in Los Angeles for her collection of books and art, but can usually be found on the Riviera, taking in the sun and badgering waiters for tea. She can be found at <friendlyquark.deviantart.com>.

Shauna Roberts – Shauna Roberts writes fantasy, science fiction, historical fiction, and romance short stories and novels. She is a 2009 graduate of the Clarion Science Fiction and Fantasy Writers' Workshop and winner of the 2011 Speculative Fiction Society's Older Writers Grant. She has had many short stories published as well a historical novel based on the ancient *Epic of Gilgamesh*, *Like Mayflies in a Stream* (Hadley Rille Books).

Deborah J. Ross – Deborah J. Ross wrote and illustrated her first book when she was in 4th grade and hasn't stopped since. She began publishing professionally in 1982 as Deborah Wheeler with Jaydium and Northlight, and short stories in Asimov's, F & SF, Realms Of Fantasy, Star Wars: Tales From Jabba's Palace, and almost all the Sword & Sorceress anthologies. Now under my birth name, Ross, I am continuing the "Darkover" series of the late Marion Zimmer Bradley; I've done some anthology editing and am a member of Book View Café. Two of my stories ("Mother Africa" and "The Price of Silence") have earned Honorable Mention in THE YEAR'S BEST SF. I live in the redwood forests near Santa Cruz with my husband, fellow writer Dave Trowbridge. In between writing, I've lived in France, worked as a medical assistant to a cardiologist, revived an elementary school library, and studied kung fu san soo, Hebrew, and yoga.

Thomas Safer – Thomas Safer is a self-taught expert on animated cartoons. He has a large collection of over 4000 different theatrical cartoons and animated feature films from Warner Brothers, MGM, Paramount, Disney, UPA, Screen Gems, and Terrytoons as well as television cartoons from Jay Ward, Total Television, and Hanna Barbara. These cartoons come from video tape, laser disc and DVDs that he has bought or traded for over the last 24 years. The cartoons in the programs will be presented in their original historical context without any kind of editing or alteration to the original product.

J. Neil Schulman – J. Neil Schulman's famously interviewed Robert A. Heinlein in 1973 for the New York Daily News. This interview appears in his book (audiobook forthcoming) *The Robert Heinlein Interview and Other Heinleiniana* which was praised by Virginia Heinlein. Neil's novel *Alongside Night*, was praised by *A Clockwork Orange* author Anthony Burgess. In 1984 Neil received a Prometheus Award at L.A. Con 3 for *The Rainbow Cadenza* and at Noreascon 3 in 1989 a Prometheus Hall of Fame Award for *Alongside Night*. He's written a dozen books to date including *Escape from Heaven*, a comic fantasy novel praised by David Brin, Larry Niven, and Jerry Pournelle, and a short story collection, *Nasty, Brutish, and Short Stories*. In March 1986 CBS's revived *Twilight Zone* broadcast Neil's original screenplay for "Profile in Silver." Neil has expanded to producing, directing, and acting, with his triple-award-winning suspense-comedy, *Lady Magdalene's*, which stars the original *Star Trek's* Lt. Uhura, Nichelle Nichols. Neil is currently in pre-production for his own screenplay adaptation of *Alongside Night*, starring Kevin Sorbo (*Hercules: The Legendary Journeys*, *Andromeda*), and Erick Avari (*Stargate*, *Independence Day*), which will premiere in Spring 2012 on the campus of George Mason University.

Julie Sczesny – Julie Sczesny is a writer/artist. Known as one of the Women Pioneers in Comics, she started out in graphic novels, coloring and/or inking projects such as Phil Foglio's work for *Myth Adventures*, and his *Buck Godot* and *What's New* and for Colleen Doran's *Distant Soils*. Julie also overhauled Topps' *Bazooka Joe*, from designs to production, and wrote her first movie synopsis on it. She painted the infamous *Grimjack: Demon Wars*, with John Ostrander & Tom Mandrake. She wrote *Tiny Toons*, *Animaniacs*, and other beloved stories for Warner Bros. She has written several sci-fi/horror scripts including an animation short for *In Living Color*. She now has her own graphic novels in production.

Sherwood Smith – Sherwood Smith writes fantasy and science fiction for young adults as well as older readers. Her latest book *Blood Spirits* from DAW, and hers and Dave Trowbridge's brilliant space opera series, *Exordium*, is being reissued in e-book form.

Curt Steindler – Curt S. Steindler is an attorney in private practice in Los Angeles, specializing in internet and new media law. A film and theater producer, his latest short film, "Plant Life," is currently going to festivals. Reptiles are his passion and he acts as an advocate on their behalf. His latest venture is in publishing; <witsendpublications.com>.

Nahreen Tarzi – Nahreen Tarzi has a passion for writing, comedy, and *Lord of the Rings*. She once dressed up as a giant The One Ring, as well as Frodo Baggins. She does stand-up, sketch comedy, and improv all over Los Angeles. Nahreen has been compared to MTV's *Daria*, Tina Fey, and, um . . . Sarah Palin. She has worked for *Lopez Tonight*, both *The Tonight*

Shows, and Last Call with Carson Daly. Nahreen has since written countless short stories, poems, plays, songs, articles, sketches, jokes, film scripts, and TV scripts. She hopes to someday write a fantasy novel, and become fluent in Elvish. She dislikes onions, flaky people, and the gay vibe between Frodo and Sam in the movie. They're just friends in the book.

Laurie Tom – Laurie Tom won the grand prize in the Writers of the Future con-test in 2010 and since then has been published in *Story Portals* and *Solaris Rising: The New Solaris Book of Science Fiction*, the latter of which in collaboration with award-winning writer, Mike Resnick. She is a southern California native who tends to wilt in cold weather. Fortunately Loscon is in L.A. Her blog is <laurietom.blogspot.com> and she can be found on Twitter as @writerrat.

Anne Toole – Anne Toole is a WGA-nominated writer with credits that include computer games, one-hour television, comics, and short fiction. Anne started her career in television and has worked in syndication, cable, broadcast primetime and daytime. After writing for *Days Of Our Lives*, she was hired away as head writer for a game based on the *Stargate SG-1* TV series, then went on to write for the dark fantasy RPG, *The Witcher*, earning her a Writers Guild nomination. Since then, she has written for entertainment and serious games for DS, PS3/360, Wii, and PC, including *Wizard 101*, an MMOG. Anne has spoken about games and entertainment for the inaugural Nokia OpenLab 2008 as well as South by Southwest, the ION Game Conference, and Comic-con International. She contributed chapters to the IGDA's Professional Techniques for Video Game Writing and Writing for Video Game Genres books and serves on the board of the Los Angeles chapter of the IGDA. Before embarking on her writing career in Hollywood and games, Anne graduated from Harvard with an ever-so-useful degree in Archaeology, naturally. You can follow her on twitter @amely.

Dave Trowbridge – Science fiction came as a natural second career for me: writing high-tech marketing copy for almost thirty years gives one a certain expertise in “pulling stuff out of the cave of the flying monkeys.” I’m co-author with Sherwood Smith of the space-opera series Exordium, now being re-released in a revised e-book edition through Book View Café, of which I’m a member. I live in the Santa Cruz Mountains with my writer wife, Deborah J. Ross, and a tri-lingual German Shepherd Dog responsible for three cats. In my spare time I wrangle vegetables in our garden.

Harry Turtledove – Harry Turtledove has been fulltime freelance for upwards of 20 years--it only seems like forever. He writes alternate history, historical fantasy, sf, and, when he can get away with it, historical fiction and other weird stuff. Latest books are *The War That*

Came Early: The Big Switch and the upcoming (and with luck out for Loscon) *Supervolcano: Eruption*. He lives in the beautiful (ha!), romantic (haha!) San Fernando Valley with his wife, Broadway maven and fellow writer Laura Frankos.

Gerry Tyra – By night a sound support and recording engineer, specializing in Filk and acoustic music. Master at the board for multiple WorldCons, WesterCons, Filk Conventions and a few LosCons. By day, a mild mannered software engineer.

Sharan Volin – Sharan Volin is a game programmer, currently working on a new Facebook game, KarmaKingdom. She has worked on games like Shrek the Third (PC), Star Wars Galaxies: the Complete Online Adventures (Bonus DVD), Mavis Beacon Kidz, Mavis Beacon Schools, National Geographic: Dogtown, Repomen Cometh, and Mevo and the Grooveriders. She was a web developer for 8 years, working for NBC Universal, Lexus, and others. And before that she worked in publishing, where the highlight of her editing career was copyediting a physics paper co-written by Steven Hawking. She currently has 2 bachelor's degrees, 2 master's degrees, and will go for her PhD next fall. She has taught programming classes at the Art Institute. She is working on an urban fantasy novel, runs a music website, Rockers Online, runs a networking event for the Game Audio Network Guild, and is an active member of The Greater Los Angeles Writers Society, Toastmasters, and the International Game Developers Association.

Gareth Von Kallenbach – Gareth Von Kallenbach is a syndicated movie & game critic, writer, author, frequent radio guest, and film, game and Geek Nation guy on the Top Rated BJ Shea Morning Experience. He has appeared in over 60 publications worldwide and is the creator of "Skewed and Reviewed" website and quarterly magazine. He has three books of film, game reviews and interviews and is a highly regarded convention speaker. Gareth has appeared in movies (Postal, Far Cry, Love Happens, Prefontaine, Drugs, and more) and has voiced a character for the upcoming POSTAL 3 video game. Gareth's current project is Alien Zombies from Beyond.

Mitch Wagner – Mitch Wagner is a fan and unpublished pro writer, planning to self-publish sf as e-books over the next few months -- watch for "Mr. Shaddo" in the Amazon Kindle, Barnes & Noble Nook, and other popular e-book stores near you. I'm a big fan of Heinlein, Asimov, Stross, Niven, Zelazny, Star Trek: TOS, True Blood, The Game of Thrones TV series (had trouble getting into the books, though) and more. In my mundane life, I'm a professional journalist, blogger, and content marketer; I've been making my living writing and editing for the Internet for almost a decade now, as well as in print in the distant mists of the bygone 20th Century. Blog: <mitchwagner.com>

<mitchwagner.tumblr.com> Facebook: <facebook.com/mitchwagner>
Twitter: @mitchwagner

VJ Waks – A Nicholl's Fellowship Screenplay Quarterfinalist and award-winning Author for her sci-fi adventure novel, *Tau 4*, and for *Hammerspace* (also available as Kindle Editions), V.J. Waks resides in a haunted carriage house in Los Angeles, busily engaged with new screenplays, theatre pieces, and upcoming books in the TAU 4 Series, including a fantasy spin off showcasing a major character from *Hammerspace*. She is also hard at work on her first horror fantasy novel, something readers of “Hunger” and “Strange To Me Now” (short stories, *Dragon Roots*, 2010, 2011) might enjoy getting their teeth into – so to speak. To sample her works and learn more, visit the Author at <vjwaks.com> and on Facebook.

Robin Walton – Robin Walton holds 4 patents, has dozens of research publications and is the author of *Space Diaries: The Saga of Robby, Boy Astronaut* and “Dancing with the Moon,” in Misanthrope Press werewolf anthology “*Children of the Moon*” and 10Flash Quarterly has published his first science fiction short story, “Unlimited Delta.”

Cynthia Ward – Cynthia Ward has published fiction in Asimov's SF Magazine and Triangulation: Last Contact, among others, and nonfiction in Locus Online and Weird Tales, among others. With Nisi Shawl, she coauthored *Writing the Other: A Practical Approach* (Aqueduct Press), which is based on their diversity writing workshop, *Writing the Other: Bridging Cultural Differences for Successful Fiction*. She is completing a pair of novels. She lives in the Los Angeles area, where she is not working on a script.

Chris A. Weber – Chris A. Weber with his wife and partner Karen Willson, has written over 50 broadcast episodes of animation for television, working for Disney, Filmation, Hanna-Barbera, DIC, and CBS Entertainment among others. They also founded <www.agirlsworld.com>, an online magazine for girls 7-17. Chris has also written poetry (for Asimov's), a world-wide syndicated comic strip, comic books, educational media, technical guides, magazine articles, and folk music. He has an M.A. in Communication Arts, Television from Loyola-Marymount.

Stephen Weese – Stephen Weese is a film and voice actor who recently wrote, starred in, and produced his own sci-fi film, *Broken Spirits*, due out this winter. This film stars many popular anime voice actors in live action roles. He got his voice break in the *Hellsing* OVAs and was recently in *Sengoku Basara 3*. He is co-host of the web TV show *Anime Olympics* with Cristina Vee. Also a writer, he created the web comic *The Great Space Race*, now being marketed to be produced into an animated

series. He appeared as a LARPer in *Role Models* and a sword fighter in *Legend of the Red Reaper*. In 2006 he won one of the first ever LARPY awards. He is also a true fan, gamer, geek and a sword fighter. You can keep up with Stephen at <www.steveracer.com>.

Dean Wells – Dean Wells never became the two-fisted action hero that seemed like such a sure thing as a boy, so he writes about them instead. His speculative fiction has appeared in *Beneath Ceaseless Skies*, *Ideomancer*, *10Flash Quarterly*, *Eldritch Tales*, and *The Nocturnal Lyric*. A forthcoming e-book is being published by Drollerie Press. Dean lives in Southern California with a wife and no pets, though he's open to entertaining the occasional ferret or weasel. He is a member of the Science Fiction and Fantasy Writers of America.

Scott Wilkinson – Scott Wilkinson has enjoyed 20 years as an author and editor in the home-theater industry. He currently serves as online editor of <HomeTheater.com>. He also hosts a weekly podcast called Home Theater Geeks, in which he interviews top industry technologists. HTG was recognized as one of the best audio podcasts of 2010 on iTunes. In addition, Scott can be heard each Sunday morning discussing home theater on Leo Laporte's nationally syndicated radio talk show, *The Tech Guy*.

Mark London Williams – Mark London Williams writes books in the wilds of L.A., while contemplating dimensional rifts and hidden histories. He's also a columnist for the paper "Below the Line," where he writes about Hollywood and its discontents. He's slung ink and pixels for *Variety*, the *LA Times*, and other on and offline publications. He's scripted comics, published a coyote poem or two, and had a slew of produced plays, in venues ranging from California to London. He also teaches writing, at Disney's CreativeAcademy, the Sewanee Young Writers' conference, and other places. He draws fairly constant inspiration from his two sons, who are growing so fast, the dimensional rift may actually reside in his own living room. His *Danger Boy* time travel series was just reissued on eBook formats. The first book in that series, *Ancient Fire*, was a Golden Duck nominee for excellence in children's SF.

George Willis – George Willis is a prop maker, special effects artist and reality TV personality based in Los Angeles. In 2010 his creative building skills helped him survive off the grid for 2 months as a cast member in the Discovery Channels post apocalyptic reality series *The Colony*. His work has also been seen in such films as *Apollo 13*, *Titanic*, *The 5th Element*, *Galaxy Quest*, *Team America*, *X-Men 3*, *Resident Evil Extinction*, *Underworld Evolution*, *Iron Man 2*, and the TV series *JAG*, *Angel*, and *Star Trek Enterprise*. He is now works at Toy Shoppe Systems, a special effects company and arts collective in downtown LA.

Marv Wolfman – Marv Wolfman has created more characters that have gone on to television, animation, movies and toys than any other comics creator since Stan Lee – *Blade, the Vampire Hunter*, Bullseye, the prime villain in the 2003 movie, *Daredevil*, and was the writer-creator of the *New Teen Titans* which was a runaway hit show on the Cartoon Network. Marv also writes novels; *Crisis on Infinite Earths*, and his adaptation of *Superman Returns* won the industry's "Scribe" award. His non-fiction book, *Homeland, The Illustrated History of The State of Israel* won the National Jewish Book Award among others. Marv writes video games (*DCU-Online* MMO and *Green Lantern, Superman Returns, Flash* and *Dark Knight* among others) and he wrote the animated movie, *The Condor*. Marv was also Editorial Director for 15 educational graphic albums, targeting high school students who read at a 3rd-5th grade level. Marv also co-created, story-edited and was co-Executive Producer of *Pocket Dragon Adventures*. Marv developed and story-edited the animated series *The Transformers, The Adventures of Superman* and *Monster Force*. Marv has also been Editor-in-Chief at Marvel Comics, senior editor at DC Comics and founding editor of Disney Adventures magazine and was given a special commendation by the White House for his work on three anti-drug comics for the "Just Say No" program.

Thomas J. Wright – Thomas J. Wright has worked with Alfred Hitchcock. He did the paintings for Night Gallery, and his TV director credits include: *Firefly, Millennium, Max Headroom, The Twilight Zone Beauty and the Beast, Highlander, Space, Above & Beyond, Dark Skies, The X-files, CSI,* and *NCIS*.

Janine Ellen Young – Janine Ellen Young is the author of *Cinderblock*, a groundbreaking example of Carrollian high-fantasy masquerading as a cyberpunk novel, and *The Bridge*, a first contact novel masquerading as an eschatological romance. She has taught Science Fiction literature, Children's literature and Shakespeare at Santa Monica College, is a scholar of Tarot Cards, and enjoys reading cookbooks and histories of the American Revolution. Currently, she is working on a steampunk fantasy.

Jim Young – Jim Young is a retired U.S. diplomat. He's had two novels published, the most successful of which was *Armed Memory* (Tor, 1995), and has published a number of short stories, including "The Whirlwind," in *Fantasy and Science Fiction* earlier this year. He's happy to announce that he's just finished a series of novels which is now on submission. In addition to writing, he's also an actor, and this summer had the lead role in the West Coast premier of a new play, "Shakespeare, Incorporated," at the El Camino Playhouse in San Juan Capistrano.

Tony Young – A long time staffer at Loscon, T. L. Young has also served as host and producer of the *InArtMedia* interview series. He has worked as a screenwriter on several films including *The Critic* and *Violent Blue*, worked as Line Producer / UPM on both, and worked as Script Supervisor on *Mad Cowgirl*. A graduate of the University of Hawaii in English and Theater, his play *Accumulating Scars* won the Kumu Kahua Division One Award in 1996. He has also co-created and written for a web series, *Store Front*. As an actor, he appears in the upcoming, *Raspberry and Lavender* and in several films by Ramzi Abed, including *Telephone World* and *Noirland*. His feature film debut as a lead was recently released in an indie arthouse/docu-drama called, *American Nudist*, for which he wrote the tie-in book.

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A Brief History of LASFS

by Fred Patten, LASFS Historian

This year, as always, Loscon is brought to you by the Los Angeles Science Fantasy Society. Celebrating its 77th anniversary this October 27th, it is the world's oldest living science fiction club. However, the LASFS did not form spontaneously from a vacuum. It required the support of an organized science fiction fandom.

The pioneering science fiction magazine, *Amazing Stories*, began monthly publication in April 1926. It printed opinions and criticisms from its readers, along with their full addresses, in a "Discussions" column. Rejoicing in their newfound kindred, many early fans, most of high school and college age, began writing to each other. Within a few years, a group of two or three hundred of these pen pals around North America and Britain had formed a loose social association. Some organized more formally. A Science Correspondence Club was started during 1928, and began publishing a club magazine, *The Comet*, in May 1930. By the early 1930s several of the more literate fans, individually or in collaboration, started their own amateur magazines in emulation of the professional SF magazines. The prevailing attitude and sense of purpose of these early fans and fanzines was the serious advancement of science fiction.

The earliest localized SF club was *The Scienceers* in New York City, which first met on December 11, 1929. Its fanzine, *The Planet*, began in July 1930. In addition to amateur fiction and popular science articles, it reported on the meetings and social activities of the club. Copies of *The Planet* were mailed throughout the fledgling SF fandom, and encouraged many fans to start similar clubs in their cities. These clubs usually drifted apart after a few months or years as their adolescent members developed other interests, but there were always some SF clubs to inspire new fans to create or join local clubs.

In May 1934, *Wonder Stories* announced the creation of the Science Fiction League, an international SF club which was to be coordinated through a column in the magazine. Members living in the same city were encouraged to get together and start a local SFL chapter. The first SFL chapters were on the East Coast, but on Saturday, October 27, 1934, seven Los Angeles SFL members and two guests met in the garage of member E. C. Reynolds. These nine fans sent a letter to *Wonder Stories* asking to become an SFL chapter. The Los Angeles Science Fiction League (LASFL) was granted a charter dated November 13, 1934 as the club's fourth chapter.

The LASFL met irregularly during its first year. This changed when Forrest J Ackerman, a hyper-enthusiastic L.A. fan who was in college in

San Francisco at the time, returned home at the beginning of 1936 and quickly became the club's most active member. Bolstered by Forry's efforts, LASFL began meeting regularly every other Thursday in February 1936, increasing to the first four Thursdays of the month in January 1939 and every Thursday in July 1942. He became the nucleus of a group of similarly enthusiastic young fans such as Walter Daugherty, T. Bruce Yerke, Paul Freehafer, Ray Bradbury, and Ray Harryhausen who transformed the LASFL from a tiny literary discussion club into a lively social group. They invited all SF authors visiting or living in Los Angeles to come to the LASFL. Arthur J. Burks, Robert A. Heinlein, Jack Williamson, Henry Kuttner, and other celebrities accepted the invitation.

Ackerman was particularly active in helping the LASFL publish its own mimeographed fanzines. They were full of humorous, pun-filled reviews and parodies of current SF, as well as discussions of the LASFL's picnics, holiday parties and group outings to scientific lectures at Cal Tech or the local planetarium in addition to the club meetings. These soon established the LASFL's reputation throughout budding SF fandom as "Shangri-L.A."; a paradise for young SF fans. This reputation helped L.A. fandom win the World Science Fiction Convention for 1942 (postponed until 1946 due to World War II).

When the parent Science Fiction League began to fall apart in the late 1930s, Forry aided the club in staying alive by declaring its independence on March 27, 1940 as the Los Angeles Science Fantasy Society. Forry remained active in the club for the next two decades. He seldom held a formal club office, but he was always there to keep things moving while others came and went. Forrest Ackerman was Mr. LASFS for thirty years. By the time he stopped participating regularly in the mid-1960s, he left a firmly established club behind him.

The LASFS went through some drastic personality changes before settling down into its current self. SF fandom in the Thirties was dominated by intellectual young men who gave the original LASFL the atmosphere of a college fraternity. During the early Forties, the club almost self-destructed due to fannish politics. Cliques and factions battled, attempting to impeach club officers, arguing endlessly over trivial differences of opinion, and setting up rival local SF clubs. At the same time, with World War II in progress and most SF fans over 18 in the Armed Services, the LASFS took on the atmosphere of a fannish USO. Los Angeles was a major embarkation center for soldiers and sailors shipping out into the Pacific, and LASFS members were always ready to stop fighting long enough to greet and play host to fans in uniform passing through L.A. to the front.

Perhaps in reaction, as soon as the war ended the club swung to the opposite extreme, shunning most fannish activities as irresponsible. The

attitude was encouraged that fans should aspire to become professional SF authors, and several local writers including A. E. van Vogt, Ross Rocklynne and L. Ron Hubbard became regular participants. The LASFS instituted a "Fanquet", an annual banquet honoring those members who made their first professional SF sale. Several members did sell one or two short stories, and one, E. Everett Evans (for whom the Evans-Freehafer Award is co-named, with Paul Freehafer; see separate section), became a minor popular author during the 1950s until his death in 1958.

A major accomplishment of the LASFS in the late 1940s was the creation of the annual West Coast Science Fantasy Conference (Westercon). At this time the only SF conventions were in the New York/Pennsylvania/New Jersey area, plus the annual World Science Fiction Convention which had come to Los Angeles in 1946 but was usually held in a city East of the Mississippi. Two LASFS members, Walter Daugherty and Dave Fox, felt that the fans in Western cities deserved their own annual convention. In 1948 the LASFS started the Westercon in emulation of the Worldcon. Los Angeles-area fans held the first three Westercons until the convention was well-enough established that fan clubs in such cities as San Diego and San Francisco were ready to host it. Today the Westercon is over sixty years old, and has met in cities ranging from Vancouver, BC to Honolulu, HI to Boise, ID to El Paso, TX. The Westercon's Bylaws specify the LASFS as the archive of Westercon business and the default administrator in the case of the failure of any individual Westercon (which has never happened). Westercon 55 in 2002 returned to Los Angeles for the first time in eight years. The 2007 Westercon was in San Mateo, 2008 was in Las Vegas, 2009 was in Tempe, 2010 was in Pasadena, 2011 was in San Jose, and Westercon 65 in 2012 will be in Seattle.

By the early 1960s the LASFS had worked through its extremes to become the casual, open-to-all interests club that it is today. There are always some SF authors and artists in residence, from Fritz Leiber in the late Fifties to Larry Niven, Jerry Pournelle and John DeChancie today, including (alphabetically) Steven Barnes, George Barr, John Dalmas, Alan Dean Foster, Rick Foss, David Gerrold, Stephen Goldin, Tim Kirk, William Rotsler, and Norman Spinrad, among others. Some were well-established when they moved to Los Angeles and others became authors while they were fans in the club. But there is no longer pressure for members to write if they prefer to remain fans.

In the Sixties the LASFS regained the lively spirit of its beginnings, with the additional benefit of a growing female presence in SF fandom. The club became more family oriented, with several marriages between members during the Sixties and Seventies including Bjo & John Trimble, Len & June Moffatt, and Bruce & Elayne Pelz. Fans began to specialize

into sub-groups, devoting themselves to hard-science SF, Tolkienish high fantasy, SF movies, comic books, specific movie and TV series including Star Trek and Dr. Who, roleplaying games, mystery/detective fiction, computer groups, even cliffhanger serials and old Westerns through the efforts of Charles Lee Jackson II. The Cartoon/Fantasy Organization, the first Japanese anime fan club, held its first meeting at the LASFS in May 1977. Despite this fragmentation, the LASFS counted them all as part of All Things Fannish, encouraging a strong spirit of camaraderie and family. The LASFS began to build this spirit during the 1960s, determining to buy its own clubhouse and incorporating in 1968 as a non-profit educational organization. Due to property prices, the club moved from the central Los Angeles area into San Fernando Valley, becoming the first SF club to buy its own property, at 11360 Ventura Boulevard, Studio City in 1973. In 1977 the LASFS replaced it with a larger clubhouse at 11513 Burbank Boulevard in North Hollywood. The club acquired its first computer, an Altair, that year as a donation by Larry & Fuzzy (Marilyn) Niven; it was made a member as Altair Niven. In 1993 the club completed renovations to its front building, remodeling and doubling the size of its SF library which now contains over 20,000 volumes. The LASFS went online with its own website in 1997. In 2011, after 34 increasingly cramped years at its Burbank Blvd. home, the LASFS moved into a larger clubhouse at its current address in Van Nuys.

In December 1975 the Society presented LA 2000, a special convention to celebrate the club's 2,000th meeting. More a relaxicon than a convention in the traditional sense (such as featuring guests of honor or holding a formal program), the event was so enjoyable that it was repeated in 1976, moving to October to honor the club's anniversary and calling itself Loscon for the first time. The Loscon was held twice in 1977, the second that year being the first with an official guest of honor, Jerry Pournelle. By 1978 it had settled into an annual November affair, the Los Angeles Regional Science Fiction and Fantasy Convention, and starting with Loscon 9 in 1982 the Thanksgiving weekend has become traditional. Loscon 7 in 1980 was the first to top 1,000 members, and attendance has not dropped below a thousand since 1984. The Loscon was held in Pasadena from 1983 through 1989, in Burbank from 1993 through 2003, and in 2004 it returned to Los Angeles itself.

In the last quarter of the 20th century the LASFS began to blend and expand its social and literary activities. The annual Fanquet metamorphosed through a LASFS Showcase into the LaLaCon in 1995 (to 2007); a two-day "Spring Fling relaxicon, social gathering and open house" held at Freehafer Hall. Attendance was limited to 150; the venue's maximum capacity. Traditional LaLaCon events included a Plutonium Chili Cookoff on Saturday at noon; an Intergalactic Ice Cream Social on Saturday evening; and a Banquet on Sunday. In 1964 the LASFS began APA-L, an unofficial weekly fanzine assembled at each club

meeting consisting of individual contributions by members who find it convenient to communicate through "paper conversations" of usually two to four pages; some contributing by mail who cannot attend the club's meetings. APA-L has had contributors from throughout North America and Europe. In 1976 the similar monthly LASFAPA was started. During 2010-11 APA-L has averaged about twenty-five pages from fifteen contributors per week. Several of the unofficial sub-groups have grown into technically independent clubs which traditionally meet at Freehafer Hall on an established weekend each month, including the Cartoon/Fantasy Organization and Cinema Anime (anime clubs), the Time Meddlers (Dr. Who), and TRIPE, FWEMS and the Estrogen Zone (movie-watching clubs). Members of these clubs are also the organizers of the annual Los Angeles-area Gallifrey One (Dr. Who) convention, and the new Animé L.A. convention beginning in 2005.

For legal reasons, LASFS members incorporated a separate California non-profit organization in 1982, the Southern California Institute for Fan Interests, Inc. (SCIFI), to be the sponsor and organizer of Worldcons, Westercons, and similar major events within the science-fiction community that are not a part of the LASFS. SCIFI organized the 1984, 1996, and recent 2006 Los Angeles Worldcons, the 1999 North American Science Fiction Convention (NASFiC) and the 1989, 1994 and 2002 Westercons. In 1997 SCIFI created the Fan Gallery, a growing gallery of portrait photographs of prominent SF authors and fans funded from the "Benefit to Fandom" money left over from the 1996 Worldcon surplus. The Fan Gallery was first exhibited at Loscon in 1997 and has become a regular display at Worldcons, Loscons and other conventions since then.

The LASFS has survived some traumatic shocks. The April 1992 Los Angeles Riots occurred on a Thursday, which almost caused the club to cancel its weekly meeting for the first time since the early 1940s. (That meeting was attended by only a few fans who adjourned early to get home before the martial-law curfew.) After the January 1994 6.7 Richter Northridge Earthquake, and again during the October-November 2003 Southern California wildfires, the LASFS became an information center for fans to keep in touch with each other and offer help. A smaller tragedy has become common due to the "graying" of fandom; LASFS regular attendees for decades have started dying or becoming confined to their homes due to the infirmities of old age. In March 2002 Bruce Pelz proposed the establishment of a status known as 'Pillar of the LASFS.' In order to qualify as a Pillar, the member must be dead. The member's estate, or friends, would then make a large, lump-sum donation to the LASFS, in an amount to be determined by the club. The proposal was being discussed when Pelz unexpectedly died in May of a pulmonary embolism. The creation of the Pillar of the LASFS Award was approved in June with the donation set at \$4,000, and donations to make Pelz himself the first Pillar of the LASFS were raised within two months at the

2002 Westercon and Worldcon.

Fortunately, the LASFS is constantly adding young and enthusiastic SF fans to replace the departed. Some major LASFS events during 2004 included the club's 70th anniversary meeting and the 40th anniversary distribution of APA-L (#2058), both in October. The participants of both ranged from their founders to newcomers who only joined during 2004. The 2006 Worldcon, L.A.con IV, was held in Los Angeles (Anaheim), and many newcomers discovered the club through that Worldcon. The club celebrated its 75th anniversary in 2009.

LASFS's regular Thursday night meetings, starting around 7:00 p.m., usually boast sixty to one hundred fans of all ages. About half the attendees participate in the formal meeting and program, which may include a speaker, an SF movie, a panel, or auctions of SF items. The rest are present to use the club's library (a trove of SF books, magazines, audio and video tapes, available to all members), or to gather in informal groups in various spots around the clubhouse to socialize, pursue their special interests, or work on individual club projects. (The LASFS has organized SF exhibits for local public and university libraries, and a committee has been publishing an annually updated "LASFS Recommended Reading List for Young Readers" since 1997, which has been requested by librarians across the country. The LASFS maintains social contact with other major SF clubs throughout America.) The clubhouse is also open every Friday night for more informal socializing and open gaming. In addition, on the Second Sunday of each month the LASFS hosts an open house for gaming fans. The LASFS ran a SF exhibition booth at the annual UCLA Festival of Books for many years, moving to the West Hollywood Book Fair in 2007.

There is something for every SF enthusiast at the LASFS! For more information call us on Thursday nights (or leave a message) at (818) 904-9544; or stop by the new clubhouse at 6012 Tyrone Avenue, Van Nuys on Thursday or Friday evenings. Or check out the LASFS' website: <http://www.lasfs.org/lasfs/>



Los Angeles Science Fantasy Society

Every Thursday Night

Time: 8:00 p.m.

6012 Tyrone Avenue

Van Nuys, CA 91401

www.lasfs.org

Science Fiction

Fantasy

Science

Gaming

Join the Fun! Make new friends!

We are your people



LASFSS is a 501(c)3 Non-Profit Organization

A Brief History of Loscon

In December 1975 the LASFS presented LA 2000, a special convention to celebrate the club's 2,000th meeting. More a relaxicon than a convention in the traditional sense (such as featuring guests of honor or holding a formal program), the event was so enjoyable that it was repeated in 1976, moving to October to honor the club's anniversary and calling itself Loscon for the first time. The Loscon was held twice in 1977, the second that year being the first with an official guest of honor, Jerry Pournelle. By 1978 it had settled into an annual November affair, the Los Angeles Regional Science Fiction and Fantasy Convention, and starting with Loscon 9 in 1982 the Thanksgiving weekend has become traditional. Loscon 7 in 1980 was the first to top 1,000 members, and attendance has not dropped below a thousand since 1984. The Loscon was held in Pasadena from 1983 through 1989, in Burbank from 1993 through 2003, and in 2004 it returned to Los Angeles itself.

The following is a guide to the history of the Los Angeles Regional Science Fiction and Fantasy Convention (Loscon). For full details, see the LASFS website.

LA 2000

December 5 - 7, 1975

International Hotel, Los Angeles

GoH: None

Chair: Milt Stevens

(199 / 196)

Loscon 2

October 15 - 17, 1976

Pacifica Hotel, Culver City

GoH: None

Chair: Ron Bounds

(??? / 175)

Loscon 3

April 1 - 3, 1977

Quality Inn Airport, Los Angeles

GoH: None

Chairs: Ed Finkelstein & Mike Glyer

(163 / 149)

Loscon 4

November 4 - 6, 1977

Quality Inn Airport, Los Angeles

GoH: Jerry Pournelle

Chair: Marty Massoglia

(279 / 253)

Loscon 5

November 3 - 5, 1978

Huntington Sheraton, Pasadena

GoH: Robert Bloch
Chair: Susan Fox
(383 / 347)

Loscon 6
November 10 - 12, 1979
Airport Park Hotel, Inglewood
GoH: A. E. van Vogt
Chair: Alan P. Winston
(732 / 691)

Loscon 7
November 28 - 30, 1980
Anaheim Sheraton, Anaheim
GoH: Larry Niven
Fan GoH: Alva Rogers
Media GoH: Jack Arnold
Chair: Mike Shupp
(1120 / 1055)

Loscon 8
November 6 - 8, 1981
Huntington Sheraton, Pasadena
GoH: William Rotsler
Fan GoH: Len & June Moffatt
Chair: George Jumper
(1016 / 968)

Loscon 9
November 26 - 28, 1982
Universal Sheraton, Universal City
GoH: Poul Anderson
Fan GoH: Milt Stevens
Chair: Dan Deckert
(1390 / 1345)

Loscon 10
November 25 - 27, 1983
Pasadena Hilton, Pasadena
GoH: Chelsea Quinn Yarbro
Fan GoH: Fuzzy Pink Niven
Special GoH: John Myers Myers
Chair: Bruce Pelz
(1048 / 1009)

Loscon Eleven
November 23 - 25, 1984
Pasadena Hilton, Pasadena
GoH: Curt Siodmak
Fan GoH: Forrest J Ackerman
LASFS GoH: Bill Warren
Chair: Charles Lee Jackson, II
(1002 / 959)

Loscon 12

November 29 - December 1, 1985
Pasadena Hilton, Pasadena
GoH: Robert Silverberg
Fan GoH: Terry Carr
In Absentia GoH: Daniel Pinkwater
Chair: Craig Miller
(1387 / 1318)

Loscon the 13th
November 28 - 30, 1986
Pasadena Hilton, Pasadena
GoH: John Brunner
Fan GoH: Bruce & Elayne Pelz
Chair: Danise Deckert
(1343 / 1282)

Loscon XIV
November 27 - 29, 1987
Pasadena Hilton, Pasadena
"Galactic Empires"
GoH: C. J. Cherryh
Fan GoH: Tom Whitmore
Chair: Fred Patten
(1359 / 1330)

Loscon Fifteen
November 25 - 27, 1988
Pasadena Hilton, Pasadena
"South Gate in 'Eighty-eight"
GoH: Vonda McIntyre
Fan GoH: Stan Woolston
Artist GoH: Patricia Davis
Chair: Rick Young
(1250 / 1000)

Loscon Sixteen
November 24 - 26, 1989
Pasadena Hilton, Pasadena
"Where Anything Can Happen"
GoH: Spider & Jeanne Robinson
Artist GoH: Erin McKee
Fan GoH: John & Bjo Trimble
Chair: Richard Foss
(1221 / 1098)

Loscon 17
November 23 - 25, 1990
Buena Park Hotel, Buena Park
GoH: Barry B. Longyear
Artist GoH: Reed Waller & Kate Worley
Fan GoH: Ben Yalow
LASFS GoH: George Alec Effinger
Chair: Robbie Cantor
(1107 / 1040)

Loscon 18

November 29 - December 1, 1991

Hyatt Regency, Long Beach

"Robotics & Computers in SF / Fantasy"

GoH: Mike Resnick

Artist GoH: Brad Foster

Fan GoH: Allan Rothstein

Chair: Rick Young

(1064 / 1019)

Loscon 19

November 27 - 29, 1992

Airport Marriott, Los Angeles

"Into the 21st Century on a Sturdy Broom"

GoH: Barbara Hambly

Artist GoH: Don Maitz

Editor GoH: David Hartwell

Fan GoH: Mike Glycer

Chairs: Christian McGuire & Shaun Lyon

(1285 / 1241)

Loscon 20

November 26 - 28, 1993

Burbank Airport Hilton, Burbank

"Take This Con and Stuffie It!"

GoH: Roger Zelazny

Artist GoH: Rick Sternbach

Fan GoH: Paul Turner

Chair: Chocolate Moose (with Elayne Pelz)

(1204 / 1187)

Loscon 21

November 25 - 27, 1994

Burbank Airport Hilton, Burbank

"The Changing Face of Science Fiction"

GoH: Lois McMaster Bujold

Artist GoH: Alicia Austin

Editor GoH: Kristine Kathryn Rusch

Fan GoH: Robbie Cantor

Special GoH: "Superguest" Julius Schwartz

Chairs: Shaun Lyon & Christian McGuire

(1173 / 1155)

Loscon 22

November 24 - 26, 1995

Burbank Airport Hilton, Burbank

"The World of SF"

GoH: Bob Shaw

Artist GoH: Lubov

Fan GoH: Larry Stewart

Chair: Robbie Cantor

(1124 / 1098)

Loscon XXIII

November 29 - December 1, 1996

Burbank Airport Hilton, Burbank
"Relax in the Company of Friends"
GoH: Harry Turtledove
Artist GoH: Vincent DiFate
Fan GoH: Bob Null
Chair: Christian McGuire
(1127 / 1117)

Loscon xxiv
November 28 - 30, 1997
Burbank Airport Hilton, Burbank
GoH: S. M. Stirling
Artist GoH: Mitchell Davidson Bentley
Fan GoH: Geri Sullivan
Media GoH: J. Michael Straczynski
Chair: Ed Green
(1376 / 1296)
"Dedicated to the Memory of William Rotsler"

Loscon 25
November 27 - 29, 1998
Burbank Airport Hilton, Burbank
"Twenty Five Years of a Good Thing"
GoH: David Brin
Artist GoH: Sue Dawe
Fan GoH: Marjii Ellers
Chair: Kimberlee Marks Brown
(1206 / 1141)

Loscon XXVI
November 26 - 28, 1999
Burbank Airport Hilton, Burbank
"It's the End of the World as We Know It...and We Feel Fine"
GoH: Connie Willis
Artist GoH: Alex Ross
Fan GoH: Joe Siclari
Chair: Liz Mortensen
(1386 / 1204)

Loscon 27
November 25 - 27, 2000
Burbank Airport Hilton, Burbank
"The Dawn of a New Millennium"
GoH: Orson Scott Card
Artist GoH: Bob Eggleton
Special GoHs: Harry Knowles, Robert Hewitt Wolfe, Frank Kelly Freas
Fan GoH: Craig Miller & Genny Dazzo
Chairs: Shaun Lyon & Christian B. McGuire
(1375 / 1317)

Loscon 28
November 23 - 25, 2001
Burbank Airport Hilton, Burbank
"Education - Building the future one mind at a time"
GoH: Patricia C. Wrede

Artist GoH: Chris Butler
Fan GoH: Lynn Gold
Chair: Chaz Boston Baden
(1322 / 1187)

Loscon 29
November 29 - December 1, 2002
Burbank Airport Hilton, Burbank
"Planet Loscon: The World of Science Fiction & Fantasy"
Writer GoH: David Weber
Artist GoH: Nene Thomas
Fan GoH: Patty Wells
Chair: Tadao Tomomatsu
(1383 / 1308)

Loscon 30
November 28 - 30, 2003
Burbank Airport Hilton, Burbank
"Navigating the WORLDS of Science Fiction"
Author GoH: Fred Saberhagen
Artist GoH: Teddy Harvia
Fan GoH: Jack L. Chalker
Chair: Michael Mason
(1229 / 1177)

Loscon 31
November 26 - 29, 2004
LAX Marriott Hotel, Los Angeles
"Escape To LA!"
Author GoH: Tim Powers
Artist GoH: Wendy Pini
Fan GoHs: James Stanley Daugherty & Kathryn Daugherty
LASFS GoH: David Gerrold
Chair: Ed Green
(1265 / 1197)

Loscon 32
November 25 - 27, 2005
LAX Marriott Hotel, Los Angeles
"2005: A Space Operetta"
Author GoH: Steven Brust
Artist GoH: Rowena Morrill
Fan GoH: Bruce Farr
Chair: Karl Lembke
(1222 / 1183)

Loscon 33
November 24 - 26, 2006
LAX Marriott Hotel, Los Angeles
"Exploring the Golden Ages of Science Fiction"
Writer GoH: William Tenn
Artist GoH: Bernie Wrightson
Fan GoH: Fred Patten
Chair: Scott Beckstead
(1146 / 1084)

LOSCON 34

November 23 – 25, 2007

LAX Marriott Hotel, Los Angeles

“The Dig: Excavating the Worlds of Science Fiction”

Writer GoH: Robert J. Sawyer

Artist GoH: Theresa Mather

Fan GoH: Capt. David West Reynolds

Music GoH: Dr. James Robinson (formerly known as Dr. Jane)

Chair: Dr. Susan “Arizona” Gleason
(1199 / 1132)

Loscon XXXV

November 28 – 30, 2008

LAX Marriott Hotel, Los Angeles

“A Funny Thing Happened on the Way to the Loscon”

Author GoH: John Scalzi

Artist GoH: Gary Lippincott

Fan: GoH: Michael Siladi

Chairs: Joyce Hooper & Cathy Beckstead
(1190 / 1112)

LosCon 36

November 27 – 29, 2009

LAX Marriott Hotel, Los Angeles

“But WAIT...There’s MORE!”

Author GoHs: Tananarive Due and Steven Barnes

Artist GoH: Tim Rickard

Fan GoH: Christian B. McGuire

Chair: Marcia Minsky

(1185 / 1094)

Loscon 37

November 26 – 28, 2010

LAX Marriott Hotel, Los Angeles

“Dark Loscon”

Writer GoH: Emma Bull

Artist GoH: Phil Foglio

Fan GoHs: Kim and Jordan Brown

Chair: Scott Beckstead & Sherri Benoun

(1094 / 1015)

Loscon 38

November 25 – 27, 2011

LAX Marriott Hotel, Los Angeles

“Where’s My Flying Car?”

Writer GoH: John DeChancie

Science GoH: Rick Searfoss

Artist GoH: Aldo Spadoni

Fan GoH: John Hertz

Chair: Arlene Satin

(/)

LASFS Awards

(Partial lists. Full listings are on the LASFS website.)

The Forry Award

Award for service to the science fiction community

Each year since 1966, the Los Angeles Science Fantasy Society has presented the Forry Award for Lifetime Achievement in the field of Science Fiction. Named after long-time fan and "Mr. LASFS", Forrest J Ackerman, the award is chosen by members of the club during a meeting usually in the mid- to late Fall of each year, and announced at the Loscon. In 2002, over thirty-five years after the award's establishment, the club felt that it was high time that Forry himself receive the award with his name.

Forry Award Recipients

1966	Ray Bradbury	1989	Andre Norton
1967	Fritz Leiber	1990	Isaac Asimov
1968	Poul Anderson	1991	Curt Siodmak
1969	Larry Niven	1992	Hal Clement
1970	Harlan Ellison	1993	Roger Zelazny
1971	Theodore Sturgeon	1994	Frederik Pohl
1972	A. E. van Vogt	1995	Harry Turtledove
1973	C. L. Moore	1996	Chuck Jones
1974	Robert Bloch	1997	Jack Vance
1975	Kris Neville	1998	David Brin
1976	Marion Zimmer Bradley	1999	Connie Willis
1977	L. Sprague de Camp	2000	Anne McCaffrey
1978	Leigh Brackett	2001	Ray Harryhausen
1979	Jerry Pournelle	2002	Forrest J Ackerman
1980	Robert A. Heinlein	2003	Philip José Farmer
1981	Horace Gold	2004	Len Moffatt
1982	Arthur C. Clarke	2005	John DeChancie
1983	Frank Kelly Freas	2006	William Tenn
1984	Julius Schwartz	2007	David Gerrold
1985	Robert Silverberg	2008	Joss Whedon
1986	Jack Williamson	2009	Fred Patten
1987	Donald A. Wollheim	2010	Karen Anderson
1988	Ursula K. LeGuin	2011	Mike Glyer

The Evans-Freehafer Award

Award for service to the LASFS

The Los Angeles Science Fantasy Society began to honor its own in 1959 with the creation of the Evans-Freehafer Award, named after two of the club's most influential and popular members, E. Everett Evans and Paul Freehafer.

E. Everett Evans -- "Triple-E" or "Tripoli" -- was one of the first LASFSians to become a successful professional author during his active membership in the club, with over a dozen short stories and novels published during the 1950s before his death in 1958.

Paul Freehafer was only 27 when he died of a rheumatic heart in 1944, but it

was his cheerful enthusiasm for carrying club projects to completion that made the LASFS one of the leading SF clubs of the late 1930s and early 1940s.

The Evans-Freehafer Award is presented at each Loscon to that year's recipient. The award is decided by a special committee made up of the three previous years' recipients, and the winner is a closely-guarded secret until the announcement. The award is presented for service to the LASFS, recognizing hard work and dedication to the club. Only three people, Bruce Pelz, Bob Null and Mike Donahue, have received this award more than once.

In 1972, rather than present the award to a currently active member, the decision was made to give the award to Forrest J Ackerman, retroactively all the way back to 1942, for his years of service to the club.

Michael Mason, the LASFS' Librarian, died during the New Year 2004-2005 weekend. It was decided to retroactively extend the 2004 award to both Christian McGuire and Michael Mason.

Evans-Freehafer Award Recipients

1959	Al Lewis	1986	Galen Tripp
1960	Rick Sneary	1987	Mike Frank
1961	John Trimble	1988	Charles Lee Jackson, II
1962	Virginia Mill	1989	Robbie Cantor
1963	Leland Sapiro	1990	Gary Louie
1964	Paul Turner	1991	George Mulligan
1965	Fred Patten	1992	Merlin R. Null
1966	Bruce Pelz	1993	Michael Donahue
1967	(no award)	1994	Len & June Moffatt
1968	Charles Crayne	1995	Ed Green
1969	Bruce Pelz	1996	Leigh Strother-Vien
1970	Don Fitch	1997	Tim Merrigan
1971	Milt Stevens	1998	Liz Mortensen
1972	Forrest J Ackerman (retroactive to 1942)	1999	Greg Bilan
1973	Bill Warren	2000	Mike Thorsen
1974	Lee Gold	2001	Tadao Tomomatsu
1975	Tom Digby	2002	Mike Donahue
1976	Craig Miller	2003	Merlin R. Null
1977	Jerry Pournelle	2004	Christian McGuire Michael Mason
1978	Jim Glass	2005	Bill Ellern
1979	Louis E. W. Gray	2006	Elayne Pelz
1980	Elayne F. Pelz	2007	Tony Benoun
1981	Merlin R. Null	2008	Arlene Satin
1982	Fuzzy Pink Niven	2009	Rob "Gizmo" Powell
1983	Marjii Ellers	2010	Karl Lembke
1984	Gavin Claypool	2011	
1985	Susan Haseltine		

The Rotsler Award

Award for lifetime work of outstanding fan artists.

Bill Rotsler (1926-1997) knew everyone and did everything. He located the fossils, crystals, and stones for the Nebula Award trophies of the Science Fiction Writers of America (SFWA). He went house-hunting with Marilyn Monroe. He wrote science fiction. He sculpted with welded steel rods. He celebrated the West Coast Science Fantasy Conference (Westercon) as his birthday

In the s-f community he was best known for graphic art. As a fanartist his cartoons were deft, his serious drawing fine, his fluency downright breathtaking. He won four Hugo Awards, twenty years apart, in 1975 and 1979, 1996 (when he also won the Retro-Hugo for 1946) and 1997; a remarkable span.

The Rotsler Award was created by the Southern California Institute for Fan Interests, Inc. (SCIFI, Inc.) in his memory in 1997, to honor the lifetime work of outstanding fanzine artists. It is awarded yearly by a specially appointed panel (the current judges are Claire Brialey, Mike Glycer, and John Hertz) and, by arrangement with the LASFS, it is presented at the Loscon. Its recipients receive a \$300 honorarium and a plaque. Traditionally there is an exhibit of the current recipient's work in the Loscon Art Show. There is a website at www.scifiinc.org/rotsler.

Rotsler Award Recipients

1998 Steve Stiles
1999 Grant Canfield
2000 Arthur Thomson (ATom) [posthumous]
2001 Brad Foster
2002 Kurt Erichsen
2003 Ray Nelson
2004 Harry Bell
2005 Marc Schirmeister
2006 Alexis Gilliland
2007 Terry Jeeves
2008 Taral Wayne
2009 Dan Steffan
2010 Stu Shiffman
2011

Where's My Flying Car?

...continued

On my way out of the hospital, I got a phone call from a number at the office. It turned out to be Rick.

"Hi, Mr. Warren! How are you?"

"Sleepy."

"Oh? Didn't sleep well? Sorry to hear that."

He continued before I could respond, "Listen, the FAA's all over your car, treating it like an airplane crash. No surprise there, we'll be arguing jurisdiction forever it looks like. But I managed to get some photos and swab the turbine parts before they ran me off. You'll never guess what I found."

"No, I –"

"Graphene!" He looked at me expectantly.

"Graphing what?"

"No, graphene. It's a carbon compound. It's carbon atoms in a sheet, one atom thick, and as big as you care to manufacture. It's a great conductor and it's super strong."

"OK, so you found in the turbines?"

"That's just it. It's not used in turbines. Well, maybe some use it, but what I found was pieces of it. As near as I can tell, someone blew a whole bunch of it – almost a gram – into the air. It gets sucked into the air intakes of airplanes, helicopters, or flying cars, and wraps around the bearings along the way. Enough of it makes them too tight, and they heat up. As the graphene heats up, it starts to deform and the friction increases. Pretty soon the bearings burn up, taking whatever they were in with it."

The guy must do yoga breathing. I thought he was never going to inhale. "So I flew into a cloud of this graphene stuff. You said 'almost a gram'. That's why I never saw it?"

"Right. It's just like a few specks of dust per cubic foot. But your air intakes pull a lot of specks through it, and the graphene sticks to grease.

"Anyway, I gave the results to the investigators. They tracked it down to one Robert Harris, who's made a name for himself in the local Butlerite group."

"So you think he's been downing flying cars?"

"Well, he certainly downed one. Good thing the safety systems worked."

"I'm sure glad they did. Although there's one thing that puzzles me. After the turbines failed, there was something displayed on the view screen, and then the back of the car hit me. I think the computer may have malfunctioned. You might want to look in to that."

"Oh, I'm pretty sure that's the crash app."

"Crash app?"

"Yeah. When a car loses power in mid air, it launches a series of parachutes. First a small chute to line the car up with any wind at its back. Then a big chute is ejected and inflated using a small explosive.

It's designed to bring the car to a stop and lower it to the ground at a speed of no more than twenty miles per hour."

"OK, that must be why I'm still here. I recall landing. The car must have landed tail first, then fallen over. But the display?"

"In order to avoid injury, your body needs to be in the proper orientation. We developed a 'crash app' that will throw a pattern on the view screen and draw the driver's gaze to the right spot. The head follows the eyes, and the torso follows the head. Once the driver's in position, the active restraints kick in and the parachute yanks the car to a near stop almost immediately. After that, most people are too stunned to move out of position until after the car's safely down."

"Whose bright idea was that? Yours?"

He blushed. "Um, no. But I was on the design team."

By then, we were at his car. He unlocked it and we got in and headed back toward the office.

While I was buckling in (making darn sure I was securely strapped in), I pulled up the news feeds and checked my email. Harris was under arrest. They hadn't managed to pin any of the disappearances of flying cars on him, but they had him dead to rights on injecting graphene particles into the air over his property – creating a menace to air navigation. The saving grace was that he was nowhere near any of the regular flight paths.

One email had just arrived. It was flagged "important". One of the missing cars had been seen fueling up. It was a fuel station in the Marina, not fully integrated into the data network. The car wasn't identified until the regular hourly update.

"Rick, here's something. Looks like one of the missing cars was spotted in the Marina."

"Anyone in it?"

I read through the email. "No one mentioned."

I thought for a long moment. "No mention of the car piloting itself, though. Maybe no one was paying attention." I read through the email again. "It was still dark when this happened. I bet no one was there to see one way or the other."

"So where to?" asked Rick.

"Oh, golly. The office, I guess. Maybe I can get a loaner and check out this sighting in the Marina." I leaned back in my seat to think about the implications of this sighting.

* * *

"We're here," said Rick.

My eyes snapped open. "Where?"

"The office. I guess you needed some rest."

It took a moment for my head to clear. "Yeah. They thought I might have a concussion, so they kept me awake all night."

"Well, when I heard about the graphene, I decided to take the roads all the way back, so you've had a good two hours."

"I guess so. Thanks. And thanks for the lift. See you 'round, I

guess."

"Later." I got out and he drove off. I hope he had at least some of the day off.

Back at my desk, armed with a giant mug of coffee, I started pulling up traffic surveillance.

An hour later, I had given up. It looked like there was only the one sighting. I was starting to fall asleep again when the desk phone rang.

"Hello? General Products."

"Hi, I hope you're the right person. The front desk put me through to you. I hear you've been looking for missing flying cars."

"Well, I may be. Who am I speaking to?"

"Call me Brian. Unless there's a reward or something."

"There might be, but nothing's been announced yet. I'll record this and we can match voice prints later if one is offered."

"That works. Anyway, I saw a bunch of flying cars right out in the parking lot here."

He gave me the details, and sent me a photo from his cell phone. I stared at it for several minutes, and made one last phone call.

It took until mid afternoon to get a loaner, and another hour to pick up Mrs. Davenport and fly her over to the Marina. The address I had been given was easy enough to find; the navigation computer took me right there. I left the car with the valet, after disabling the flight mechanisms, and I led Mrs. Davenport into the hotel.

There was a convention in town, and although most of the action was on the ballroom level, there was still plenty to see in the lobby. People dressed in Star Trek and Doctor Who costumes were roaming the lobby. There were even some characters from that new Castle Perilous TV series.

It took a few minutes, but I found the convention Information desk and was directed to the parking lot at the side of the hotel. There we found a bunch of people on folding chairs, gathered around a small cluster of cars. Very familiar looking cars, too. A table had been set up, with three people sitting behind it. On one side was a sign saying, "AI: servant, master, or partner?" On the other side was a green flying car. Next to it was a radio transceiver, to which the panelists were listening intently. I pulled out my phone and did a quick scan, and a total of eight license plates were highlighted. All the missing cars were in this group. A radio scan picked up a lot of chatter – the cars were signaling each other. I saved the scan and a recording and mailed it to the boss's account.

One more thing: I got Mrs. Davenport's attention and pointed.

"Mrs. Davenport," I said, "see anything familiar?"

"Oh, my," she said, "could that be –"

"Yes it is. There's your flying car!"

Panel Topics

"Panel discussions are the stomach of our cons. Everything deemed fodder goes into them, some digested." – John Hertz

Panel discussions are a major element in SF conventions. People who know something about a topic, or even people who are merely suspected of knowing something, are invited to speak. The topic may be technical – spacecraft design or building artificial languages for an alien race. Or fantasy – "magic is loose in the world!" Some panel topics are whimsical – "magic is loose and I can't find a wrench!" But panels are not lectures. They are intended to be a give-and-take of ideas, and the audience is encouraged to ask questions. Many times, the discussion continues with the audience members in the corridor outside, or moves to the Con Suite or more comfortable locations.

List of Loscon 38 Panels

10 Beginning Writing Mistakes and How to Avoid Them

3-D Rendering for Beginners: a demo and workshop for the artistically minded. It's not as hard as you may think, and even a beginner can produce something fun. Come and find out what you need to proceed

A Holodeck for your home: The Realities of Entertainment Tech

Aids Auction

Animation: SF TV of the 1960s. Tom Safer presents selections from the Kennedy-Johnson years.

Animation: Tex Avery Looks at the Future. Tom Safer presents a series of Tex Avery cartoons from the 1940s, with his twisted view of things to come, along with selected other Avery madness.

Artwork for Movies and TV

Believable Pasts and Futures: How do you write believable fiction that takes place in a different era? And how do you do it without looking like an idiot the first time a historian or futurist picks up your book?

Best Fantasy Manga You've Never Heard Of: Come and find out what you're missing.

Book Piracy and Other Art Crimes: Has the internet really destroyed civilization, or is there still hope?

Bookview Café: Alternative Publishing

Breaking into the Game Business: What You Need to Know

Broken Spirits, the Movie: A special presentation of footage from this forthcoming low-budget film, featuring anime voice actors in on-screen roles

Children of the Night, Speak Up: Vampires, from Stoker to the newest wave of fiction [new novel with Irish medieval vampires]

Chocolate: Fandom's fascination explained by food expert Rick Foss.

Classics of Science Fiction Ray Bradbury: John Hertz The Martian Chronicles (1950) Bradbury has said this is fantasy, not science fiction. His poetry, his satire, his reproach — above all his poetry, without which stinging bees would starve — are in full bloom. Of course he satirizes the Martians too, who in all their beauty have folly.

Classics of Science Fiction: Pat Frank Alas, Babylon (1959) It may seem to focus less on technology than, say, Roshwald's Level 7 (1959), or even Burdick & Wheeler's Fail-Safe (1962). Take a closer look. The author's sense of character and event develop much from simple themes. — John Hertz

Classics of Science Fiction: James Blish Jack of Eagles (1952) In Blish's novel of paranormal powers, they prove to be within science; an organization treating them as mystical proves to be powerful, tyrannical, and unsound — as an ordinary man must discover for himself. Never mind what pq – qp equals.

Comedy in Space: No One Can Hear You Laugh

Comedy Writing with Firesign Theater Founders & Writer GoH

Comics & Graphic Novels: The New Mainstream

Conversation with Louis Charbonneau: From the 1950s to the 1990s, this writer created classic paperbacks in both the SF and western genres. Come and hear about life on the lines of the writers whose works filled the paperback racks of your past. Interviewed by Nick Smith

Conversation with Mike Forrest: This character actor and voice actor, in his sixth decade of television work, has been in everything from Twilight Zone to classic Star Trek to many of your favorite anime...not to mention almost every western series. Before his acting stint in our Friday night entertainment, we will be talking to him about his life and career,

and his view from the other side of the TV screen.

Conversation with Nicholas Meyer: Wrote Memories of Star Trek and A Life in Hollywood, Screenplay of ST VI The Undiscovered Country and much more.

Conversation with Robert Reginald: Borgo Press, and new “Ace-double” style books from Wildside were under his editorial supervision. Come and listen to decades of life as an editor of some of the better-remembered small press books. Interviewer Charles Lee Jackson, II

Costuming Techniques or How do I Stand Out in a Masquerade

Deep Reading, Deep Listening: Pros and fans talk about literature that meant something to them, in a discussion setting

Discovering New Worlds Manned/Unmanned Missions: What's Next:

Dyeing Techniques 101: Sometimes you have to change the fabric you want for a costume or other piece of clothing.

European Futures: How has the science fiction of Europe viewed the future?

Expanded Narratives in SF: Short stories used to be the creative center of SF – now it's multi-novel series. Why?

Faces Behind the Voices: Inside the life of a voice actor

Fallen Angels the 20th Anniversary

Fantasy Literature: the Classics vs. the New and the Old. Tolkien is a huge money-maker on film, George R. R. Martin is the hottest thing to hit TV, huge new fantasy novels are filling the shelves

Feynman—the Graphic Novel???: The life of this Nobel laureate and remarkable character has been turned into a biography in graphic form. Artist Leland Myrick will talk about this project, and the new trend in non-fiction graphic works.

Fight Choreography Demo

First Line of Classic Science Fiction for Chocolate and Prizes

Fly Google to the Moon: The X-Prize and the new race to go to the

moon

Future of Medicine: science fiction & medicine in space, and the like

Future of the Physical Book & the Implications for SF Fandom
(electronic media)

Games That Matter: Games That Could Help Society.

Getting Your Short Story or Poetry Published

Gojira Lives! A presentation on the work of Japanese director Ishiro Honda, then man who brought “Godzilla” to the silver screen. Peter Brothers has written the first English language book on this director, whose centennial is being celebrated

Hair, There and Everywhere: Whether it's wigs, or your own hair, tips and tricks on getting it in style and staying there

Help Wanted Astronauts Only Inquire Within: With the end of the NASA Space Shuttle Program where will Astronauts find work?

History of the Modern Zombie, Zombie Science, Zombie Lit

Hour 25

How Magic Should Work in a Story

How to Build Your Own R2D2

Hunt Press – Anatomy of a Small Press: The world of publishing has changed. Some folks have taken a very old road, of small presses. This panel will talk about the joys and struggles of a small press, from the viewpoint of authors and editors

I've got a Ticket to Ride: Commercial Space what do we have to look forward to in the Commercial Space industry?

Illustrating and TV Writing: Techniques

Independent Films: Tasty, but low in budget

Keeping Your Day Job: Is It Possible to Make a Living as a Writer?

Mars: The New Mission

Middle and Endings: How to Generate Story Ideas



NASA deep space missions – Dawn and GRAIL.

No Sew Color: How to add color to your costume or garment without having to sew. Garments will be available for close study.

Online Publishing/Publishing Methods

Online Writing Methods: Guests TBA

Paganism/Mythology and Science Fiction/Fantasy

Philip K. Dick – a Documentary of his life and times 2 hours

Photographing the Costumes: Photographer Richard Man will teach you some technical and artistic tips that will help you produce better photos of those costumes you want to remember.

Plastic Spaceships and Rubber Monsters : Practical special effects in the digital world

Pretty Plastic Pistols: Belle Benson teaches how to modify toys and other simple gadgets into cool costume props.

Quiet Cities With Bare Walls: The signatures of human culture are art and music, but neither subject comes up in most depictions of alien societies. Why, and which writers have done it particularly well?

Revenge of the Nerds: Smart people have been making money and changing the world for years now...so why does popular media still treat them like jerks?

Riding Rockets: the X-Racer Experience

Robert Heinlein's Future History: What it got right and what it got wrong

Short, Short Stories: Workshops

Social Media: The Internet, Twitter, Facebook, Google+, blogging and other social media: it's my job as editor in chief of The CMO Site, a technology-marketing Web site, to know about these things.

Space Collecting: What is collectable and what is junk?

Steampunk and Gaslamp Fantasy: What's So Special About the 19th Century Anyway?

Surviving the Apocalypse: The Colony

Tabloid Witch Awards

Talk to a Rocket Scientist: Putting Real Science in your SF

Talking to an Agent: When and How to approach an agent with your work

Talking to Editors

The End of an Era: The Life and Death of the Space Shuttle

The History and Future of America's Role in Space Exploration

The Obama Age and Space: In the Obama space plan how many Astronauts are needed and what are the new missions NASA needs to accomplish?

The Women of Science and Engineering: Do You Have the Right Stuff

The World of HG Wells: Why is he still so popular?

Transmedia Storytelling: Can killing zombies with your garden plants lead to a better tomorrow? Game designers Dan Erickson, Anne Toole and Sharan Volin share their thoughts, or devour your brains, depending on how you look at it

Unusual Behavior in Household Appliances: Sharon King presents a multi-media look at science fiction and fantasy set in the everyday home

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Upcoming Science Fiction Films: A look forward with Garth von Kallenbach

Upcoming Video Games: A look forward with Garth von Kallenbach

Urban Fantasy Celtic Orgins

Vostock & Mercury: The Beginning of the Space Race

War of the Worlds: Goliath—A special presentation on the forthcoming animated film, whose main voice actors who were on-screen actors in the fan-favorite Highlander television series

Wasteland: a presentation on a new film with director Kantz, along with Tony Young

Weapons & Armor Demo

What You Have to Know to Write Science Fiction

What You Need to Know to Create a Believable Society

Where's My Flying Car? A look at the predictions made by Science Fiction writers as to what the 21st Century would be like and why we have not reached the dream

Why Johnny can't spell, read, write or solve partial differential equations: His Grandpa could

Wicked Lit Performance

Wings into Space the History of the X-15 and Beyond: the first reusable spacecraft, by some standards

Wonderful Future That Never Was

Zombie Apocalypse for Fun and Profit: Spending the year dead for tax purposes?

Committee and Staff

SF conventions run on volunteer labor. Everyone working here is a working for free. Then you have the committee heads and staff who not only put in long hours, but pay for the privilege. These folks deserve all the egoboo they can get.

Chair

Arlene Satin

Vice Chair

Martin Young

Treasurer

Elayne Pelz

Hotel Liaisons

Christian McGuire, Joyce Hooper, Kim Brown

Advertising & Promotion

Eylat Poliner, Karl Lembke, Bill Ellern

Anime

Alec Orrock, *Chaz Boston Baden, Steve Roberts, Kirk Van De Walker, Sable Beale*

Art Show

Charles Matheny

Autographs

Regina Reynante

Blood Drive

Kristine Cherry & Dennis Cherry

Children's Programming

Alison Stern, *Lucy Stern*

Communications

Michelle Pincus

Con Suite

Dana Ginsburg

Costume Repair Station

Maria Rodriguez

Dealers Room

Greg Bilan

Electronic Gaming

Sundance & Spike

Events

Cathy Beckstead

Fan Library

Adam Bruno

Fan Tables

Anastasia Hunter

Filk

Barney Evans, *Greg Gross Gerry Tyra*

Gaming

Connor Foss
Green Room
Kris Bauer
Guest Liaison
Janice Olson
Hall Costumes
Anne Morrel, *Bill Ellern*
Handicap Access
Marcia Minsky, *Joe Zeff, Don Wenner*
Ice Cream Social
Mark Poliner, *Chris Marble*
Information
Michael Pell, *Debra Levin*
Logistics
Warren “Whisky” Johnson
Makers Fair
Tim Trzepacz
Masquerade
Jess Miller, *Malcolm Scott*
Membership
Elayne Pelz
Office
Joyce Sperling
Operations
Bert Boden & Melissa Campbell
Party Maven
Anastasia Hunter
Programming
Arlene Satin, *Michelle Pincus*
Programming Ops
Nick Smith,
Ed Hooper, Michael Schultz, Kyle Baric, Nicki Baric
Publications
Karl Lembke
Registration
Lin Daniel
Science Liaison
Dr. James M. Busby
Special Projects
Matthew B. Tepper
Staff Lounge
Rebecca Rowan, *Bruce Rowan*
Tech
Charlie Hoff, *Scott Beckstead*
Toy Drive
George Mulligan
Virtual Masquerade

Mike Thorsen

Volunteers

Eylat Poliner, *Rosalinda Duran-Mckellip*

Webmaster

Wendy Wiseman

Writers Track

Joni Labaqui

