



MosCon XVIII

September 13-15, 1996

David M. Weber, Author Guest

Dr. John Shovic, Scientist Guest

Norma Barrett-Lincoln and Edgar Lincoln, Fan Guests

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Chairman's Message

by Austin Wilmerding

Welcome to MosCon XVIII. We have been looking forward to hosting you and our other great guests for a long time now. We started planning this con from January of 1995 by cold calling David Weber. Since then one of best parts of being Con Chair is all the excuses I've had to talk to and see David Weber. For those who didn't meet David Weber at MosCon XVII, he is a prolific writer who never forgets that writing is a craft and not a production line. Each book that I've read just makes it more difficult to wait for the

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next one! Chairing MosCon has introduced me to many people involved with conventions in the Northwest and heading that list are fan guests Norma Barrett-Lincoln and Edgar Lincoln. I hope you will get to meet with them this weekend.

Lots of traditional activities form the foundation of this year's MosCon. We've added gaming and a BBQ to spice up the events. Gaming starts early in the Idaho and Empire rooms and goes until the hotel closes up for the night. The BBQ is Saturday at Noon in the Courtyard. Your last chance to get BBQ tickets is Friday Night at registration. You will still be able to get Brunch tickets on Saturday.

I would like to thank each and every one of the people who helped pull this convention together. A special thanks goes to Susan Meyer and Mark Rounds who have contributed energy and ideas above and beyond the call of duty. If Fare Game, a one day gaming event this past February, is any indication, we will have a packed convention.

Please pitch in and volunteer when and where needed to make MosCon XVIII an outstanding success!

David M. Weber

Author Guest of Honor

by David M. Weber

I attended Clemson University and Warren Wilson College and pursued graduate work in history at Appalachian State university. I received a B.A. from WWC with a major in history and minors in English, Literature, Political Science, and Comparative Religion (what can I say; I had a lot of hours). I did not complete my thesis for my Masters from ASU because a) I discovered something like 50% of all tenured history teaching positions were held by people 40 years old or younger (which suggested major job competition), and b) I got caught up in running Weber Associates full time.

I've always written, starting with poetry and short stories in the fifth grade. I began writing advertising and PR copy at age 16 and aside from short stints of blue-collar work while putting myself through college, I've always supported myself as a writer and/or typesetter/paste-up artist. From 1978 to 1993, I ran Weber Associates, Inc., a small PR firm founded by my mother in the 1960's. Since 1992, I've supported myself full time as a novelist, and last year I formally began winding Weber Associates down. At present, I retain only one client, who we've had since 1970 and who I regard as "family."

For most of my life, my ambitions were either to earn my living as a novelist or to teach at the college level, and when I decided not to pursue teaching, that only left writing. Honesty, however, compels me to admit that I suffered from the same fear of failure which keeps many would-be writers from ever taking the chance of losing their dreams, and the pesky details of making a living kept me working at other things for several years after leaving college. My first novel (*Insurrection*) came about almost by accident. I was working on a war game for Task Force and, as always, wrote myself a short story to set the tone for the product. I sent it to Steve White, who was also interested in the game, and Steve sent back a short story which mine had inspired. That, in turn, inspired me to write another, then *he* wrote another, then *I* wrote another, and within about four months we had a 285,000-word manuscript which I finally realized had the makings of a novel. It took us another three or four years to get it sold, but we finally managed it, and within three years, I was supporting myself full time as a novelist. The moral, I think, is sufficiently pointed: if you don't get off your duff and at least try, you'll never know whether you can truly be a novelist or not.

My background is in military and diplomatic history, which (I'm sure) has something to do with the frameworks I choose for my writing. As a writer, I consider myself a storyteller and an entertainer; while my books are no doubt infused by my own beliefs and value structure, I don't deliberately set out to write polemical books. From a political viewpoint, I'd personally describe myself as a moderate

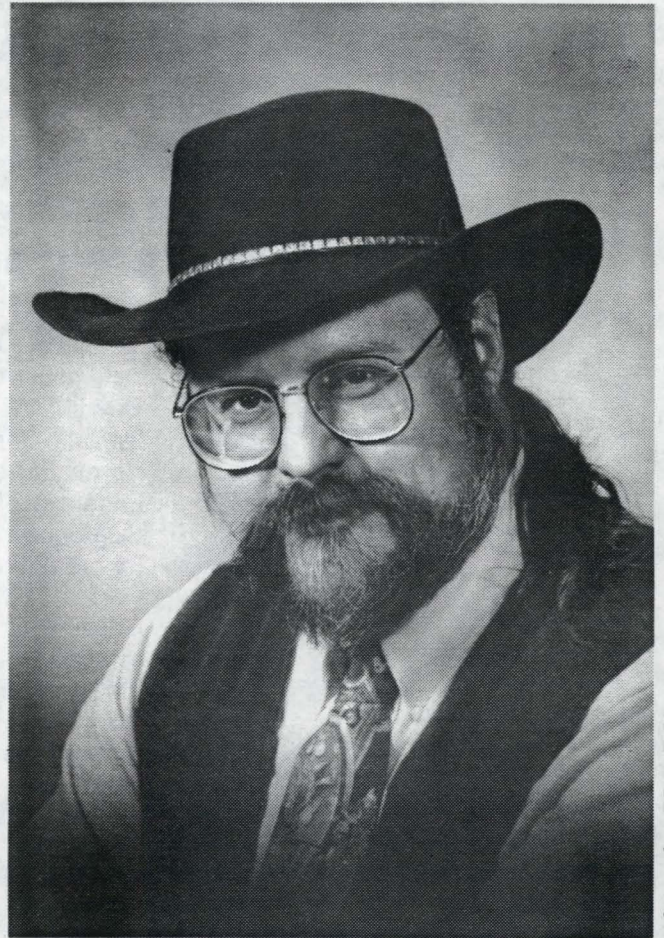


Photo by Van Moore

conservative, though my family thinks I'm somewhat to the right of Attila the Hun. I despise "politically correct" thought patterns, which some people think is a bit odd, given my proclivity for tough, capable, female characters. My own feeling is that just because someone is politically correct doesn't mean he's automatically wrong about *everything*.

One thing I'm frequently asked is why I write about future societies which have attained complete gender equality. My reasoning is simple. Assuming we're on the right track in gender relations today (and I think we are), the issue should be well enough settled by the time most of my stuff is set as to make our present-day preoccupation with the subject about as relevant to the people then living as the Pharaoh's policy towards the Hittites is to us. Despite radical frenzy on the issue, I do not see the subject in terms of an "us against them" struggle; rather, I see it as an ongoing process of adjusting to a technical civilization. As muscle power becomes less important than brain power and as alternate means of nurturing children become fully developed, the question of which "societal roles" men and women adopt will become more and more a matter of choice, not necessity. Indeed, we are at a point where that's already true, in the First World, at least, and I suspect it's only the entrenched nature of social customs in conflict with the new technical realities which keeps this issue from being a complete nonstarter.

By Popular Demand

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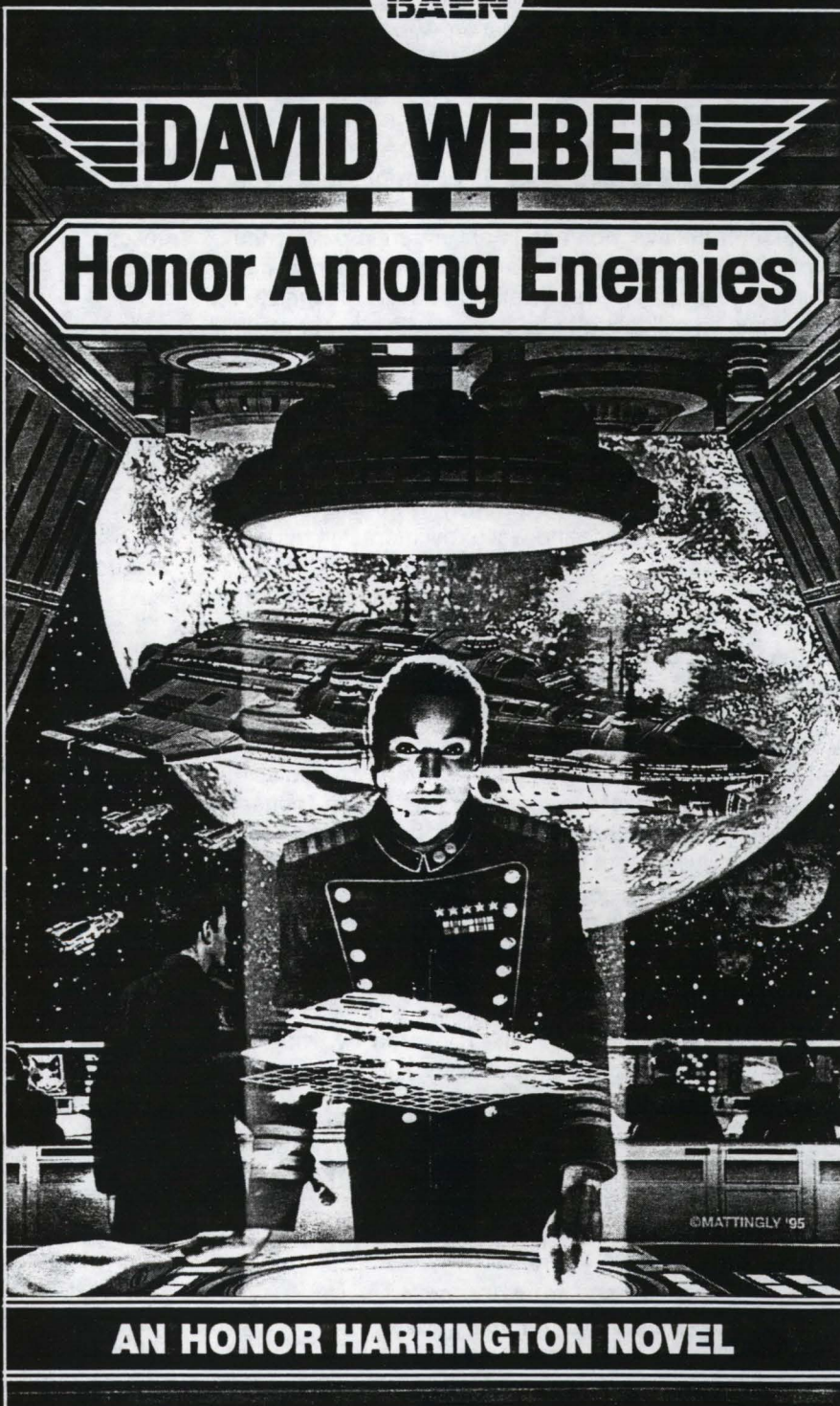
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Another subject I get lots of questions about because of the military fiction I write is violence. I do not care for "splatter novels" or movies, but I do feel that what I call "sanitized violence" is one of the worst forms of pornography. Fiction in which only evil people are killed and those struck with high powered weapons die instantly and cleanly demeans, trivializes, and teaches all the wrong lessons, and I suspect that for all its preoccupation with violent crime, 1990s U.S. society is particularly vulnerable to such lessons. Most people's personal experience with violence in this country is extremely limited compared to that of people in other parts of the globe or from other times. As a result, the way it's portrayed in the media has an enormous impact on our understanding of what it is and what its consequences can be. Since I believe violence is an endemic part of the human condition and will remain so until humans evolve into something present day people would not even recognize, I feel a writer has an obligation to be honest with his readers in terms of violence's physical, mental, and spiritual consequences, and that's how I try to approach it. I suspect that this is the subject upon which I come closest to adopting a truly polemical approach.

Although I have a reputation as a "hard science" writer, I do not think of myself in that way. My background is in history and the humanities, and while my interest in military history has required me to become somewhat techno-literate, it is not my strong suit. This is one reason I tend to set my fiction well in the future. I have no doubt that future readers (if any) will read much of my stuff and smile as tolerantly as we presently smile over Doc Smith's slide rules and vacuum tube technology, the huge mechanical computers of earlier science fiction, and other gaffes, but I bear in mind a "dead dog party" conversation I had with a fellow writer who holds a Ph.D. in physics. We were discussing who writes "better" sci-fi—people with or without a detailed background—and came to the conclusion that it depended on when the stories were set. In terms of near-future science fiction, the present-day scientist will write the more believable stuff and is much more likely to get it right because he has the background for it. In terms of far-future science-fiction, however, the fellow without the background is likely to come closer to the mark because he isn't blinkered by what we presently "know" is possible or impossible. This may or may

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not be true, but the thought has been a great comfort to me.

One thing I do insist on is that any technology I set up have consistent, coherent, and known limitations which my characters must work within. They have to solve their problems within the limits of their technological capabilities rather than counting on a last-minute "god weapon" to save their buns just as the "final, irresistible attack" comes in on them. I insist upon this for two main reasons: 1) it is truer to reality, and, 2) it requires a writer to write better stuff.

My hobbies are: Historical, sci-fi, and role-playing war games, handgun and rifle marksmanship, model and miniatures: building painting collecting, and bad puns.

List of Works:

The Starfire series:

Insurrection (with Steve White, 1990)
Crusade (with Steve White, 1992)

The Dahak series:

Mutineers' Moon (1992)
The Armageddon Inheritance (1993)
Heirs of Empire (1995)

The Honor Harrington series:

On Basilisk Station (1993)
The Honor of the Queen (1993)
The Short Victorious War (1994)
Field of Dishonor (1994)
Flag in Exile (1995)
Honor Among Enemies (1996)

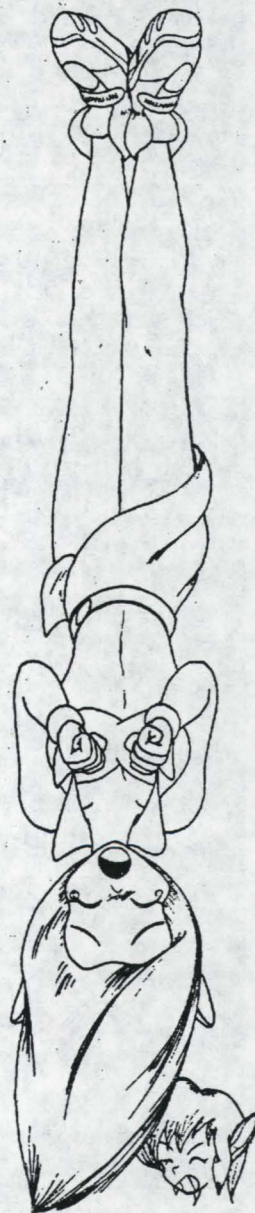
Other books:

Path of the Fury (1991)
Oath of Swords (1995)
Bolos Book 3: The Triumphant (with Linda Evans, 1995)

War Games:

Empires (1976)
The Gorm-Khanate War (1978)
Starfire (game system revision 1992)
Imperial Starfire (1993)
The Stars at War (1993)
Crusade (1994)
The Fourth Interstellar War (Soon)

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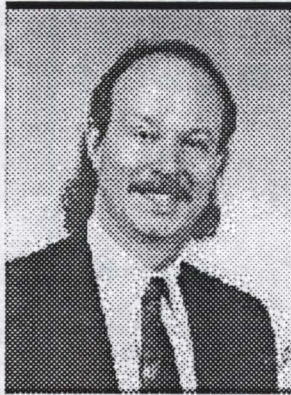
Dr. John Shovic

Scientist Guest of Honor

The Official Bio

by Dr. John Shovic

Dr. John Shovic held the Hewlett-Packard Chair and was an Assistant Professor in Electrical Engineering, specializing in Computer Aided Design and Integrated Circuit Design, at the University of Idaho from 1984 until 1989 when he joined Advanced Hardware Architectures, a software and hardware design company. Dr. Shovic is one of the company founders. Currently he is in marketing and sales at AHA and has been instrumental in the success of the \$15 million company.



Dr. Shovic also oversees the business and marketing issues for ChoralWeb Publishing, Inc. He is also an active participant in choral groups in the Northwest.

THE REAL STORY!

by Mark Rounds

I have been asked to write a short bio on Dr. John Shovic. What a daunting chore! Dr. Shovic and I became acquainted when we were seven years old in Great Falls, Montana (he was just plain John then, the PhD came later). His mother was a teacher in the local area and his father was an inventor and musician. With that kind of background I should have known that he was going places. As kids we built a space ship in his garage out of packing crates, old electrical control panels and a great deal of imagination. We followed NASA's space program breathlessly, charting the location of each moon landing on maps in our rooms. We built model rockets, read amazing amounts of science fiction, played the first real War Games you could buy (Tactics II, D-Day, Blitzkrieg etc....) and never realized how good it was until we were grown up.

We attended high school and Montana State together. I went into the Air Force to fly. John built his own computer (a PC was just a dream then) and stayed in school to receive a BS and MS in Electrical Engineering from Montana State University and a PhD in Electrical Engineering from the University of Idaho. He has held the Hewlett-Packard Chair and was an Assistant Professor in Electrical Engineering, specializing in Computer Aided Design and

Integrated Circuit Design at the University of Idaho from 1984 until 1989. While at the University of Idaho, he was associated with the Microelectronics Research Center Sponsored by NASA which designed integrated circuits for ground and space applications which included the Hubble Space Telescope.

He also helped found, in 1988, Advanced Hardware Architectures, a software and hardware design company which he joined full time in 1989. Currently, he is in marketing and sales at AHA and has been instrumental in the success of the \$15 million company which designs, manufactures and sells a variety of integrated circuits in the data storage, hard copy and communications markets.

Dr. Shovic also oversees the business and marketing issues for ChoralWeb Publishing, Inc. which is pioneering the publishing of music over the World Wide Web. He is also very musically inclined and an active participant in choral groups in the Northwest. He plays saxophone, guitar and at one time made some truly awful sounds with the violin.

What other secrets can I tell you about him that don't show up on a professional resume? Well, Dr. Shovic is listed as one of the play testers for *Xcong*, a UNIX based simulation of world conquest and has been active in computer strategy gaming since before the first PC hit the market. He has built and fried more computers than anyone I know and is a runner and a frightfully good *Trivial Pursuit* player. He has written a couple of different starship combat simulations for various computer platforms and can do some really neat stuff with computer animation. I also know his childhood nickname and the name of the first girl he ever kissed but I am keeping it mum because he has even better dirt on me! I think you will find him to be a very interesting Scientist Guest and if you get across the gaming table from him, watch out!

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Norma

Barrett-Lincoln

Fan Guest of Honor

by, well, Norma Barrett-Lincoln

Mea maxima culpa. It's all my fault. I was the one who said to Edgar, "Hey, my uncle's got a barn, why don't we put on a show?" Oh, sorry, wrong movie. Actually, I was working in the Sales & Catering Office at the Shilo Inn in Richland, Washington, in spring 1991, when I realized that the Shilo would be the perfect venue for a small science-fiction convention. So I said as such to Edgar. Next thing I knew I was writing the contracts for RadCon I. Edgar was the Chair, I was Vice-Chair, Treasurer, Programming, and Publications. (I think. It's kind of a blur.) With a lot of help from a lot of good friends, we held our first RadCon on February 28-March 1, 1992.

The tale of the first RadCon is at least a two beer story, which I won't bore you with here, but it was successful enough for us to put on RadCon 1A, followed by 1B, 1C, and, last year, RadCon 2. (What's with the numbers? Buy a RadCon membership and I'll be glad to tell you...) Some time between 1A and 1B (if I recall correctly) I was appointed Vice-Chair for Life, a position I managed to weasel out of... er, held with pride until after RadCon 2.

Though it sometimes seemed like it, RadCon was not the center of my existence during those years. I have been a proud member of Telgar Weyr, an Anne McCaffrey fan group based in Spokane, since 1987. Also, I was editor of their quarterly newsletter, *The Telgar Times*, from 1989 to 1996. I am very proud of the exemplary record of on-time publication I somehow managed to maintain during that period. However, pressure from that dreaded monster, Real Life, forced me to resign in February of this year.

One thing I have not managed to quit has been EmpireCon, the Inland Empire's bid to host Westercon in 1999. We have the hotel, we have the bodies, we have the will... but that's another two-beer story, so you'll have to find me later.

Other accomplishments... well, I held down a job the entire time (sometimes not an easy thing to do here in the Tri-Cities), and had a child. Ana's first convention was MosCon in 1993, where Barbara Hambly said she was beautiful. (The kid was four weeks old. She looked like a bologna loaf. Barbara Hambly is now my favorite writer...) Currently, I am returning to school for a degree in Computer Science. (Estimated graduation date, spring, 2001.) I also suffer from a terrible writing itch, which will someday result in something publishable. No, really.

Edgar says I'm supposed to tell you how wonderful he is. Hmm, let's see. He cleans the house, takes care of the

yard, watches our daughter, and doesn't mind when I stare grumpily at the computer for hours on end (otherwise known as trying to write). His fannish traits are equally exemplary, but he said he wanted to write his own bio.

Edgar Lincoln

Fan Guest of Honor

A Modest Proposal, Mark II

by Edgar Lincoln

Hello, this is apparently where I'm supposed to tell you about myself but the odds are that you probably already know as much about me as you care to (if not, find me in Hospitality, buy me a beer, and we'll fix that) so I am going to use this space to put forth a bold idea for terra forming arid planets. I call this method the Mosh Pit Method.

The Mosh Pit Method is actually fairly simple, no moving comets or other grand and sweeping schemes. What you do is build a habitat area and an arena, find a supply of water ice, and send in about two to three thousand of the alternative rock kids that seem to make everyone crazy. You know the ones, rings hanging out everywhere, won't listen, tattoos, use lots of drugs, and generally a pain to the more rigid elements of our society.

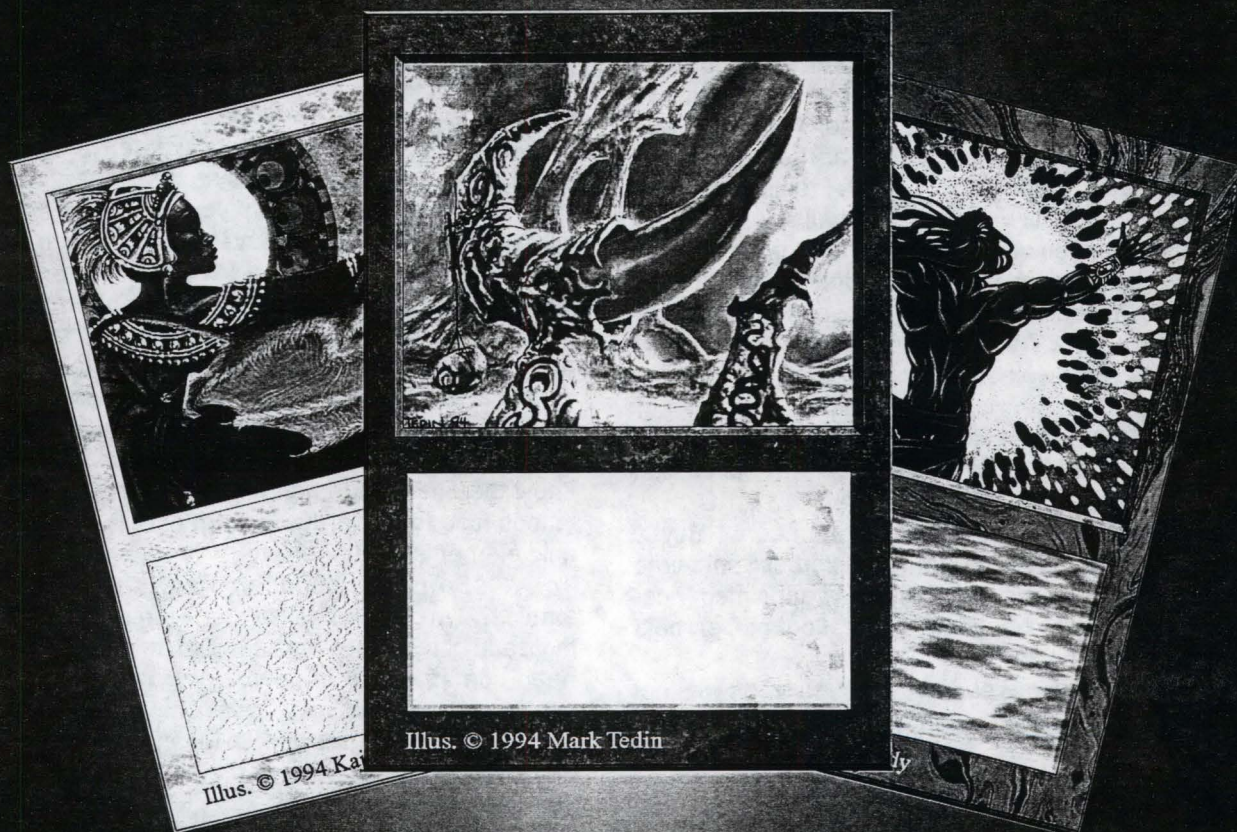
"So far, so good," you say, "but where's the terra forming?" I'm glad you asked that! Here you have a couple of thousand bored miscreants a million miles from nowhere that need something to do so you ship up a rock band or two, have a concert, and *voila*, instant clouds.

A short digression: A Mosh Pit is the scary looking horde of people in front of the stage hopping around with other people body surfing on top. I have felt temperatures as high as 120° to 130° Fahrenheit or more in spots; add water to cool people off, vent the resulting moisture-laden air, repeat as necessary.

The advantages of this are numerous. 1) It removes people that are disruptive and often don't want to be here in the first place and harnesses their energy in a productive manner. 2) The inevitable deaths from operating in a hostile environment won't bother the general populace at home near as much so politicians probably won't cut funding. 3) It will serve as a necessary safety valve and allow a subset of our culture to have the freedom to live their chosen lifestyle without inflicting their "moral decay" on the self righteous gits making the laws currently. 4) The combination of chosen lifestyle and hostile environment will weed out the truly stupid and prepare the next generation of pioneers to get us off this mudball.

Well, that's about it, sounds good to me. Make sure to write to your congressman in support and maybe I'll see you on the first flight out!

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Biographies of Our Other Professional Guests

Eileen E. Brady

by Eileen Brady

Eileen Brady had the enjoyable opportunity to do the research for the second pilot (and the first season) of *Star Trek*, to which she also sold a treatment. Other television series she worked on included *The Invaders*, *Get Smart*, *Mission: Impossible*, *I Spy*, *The Fugitive*, *The Big Valley*, and *Mannix*.

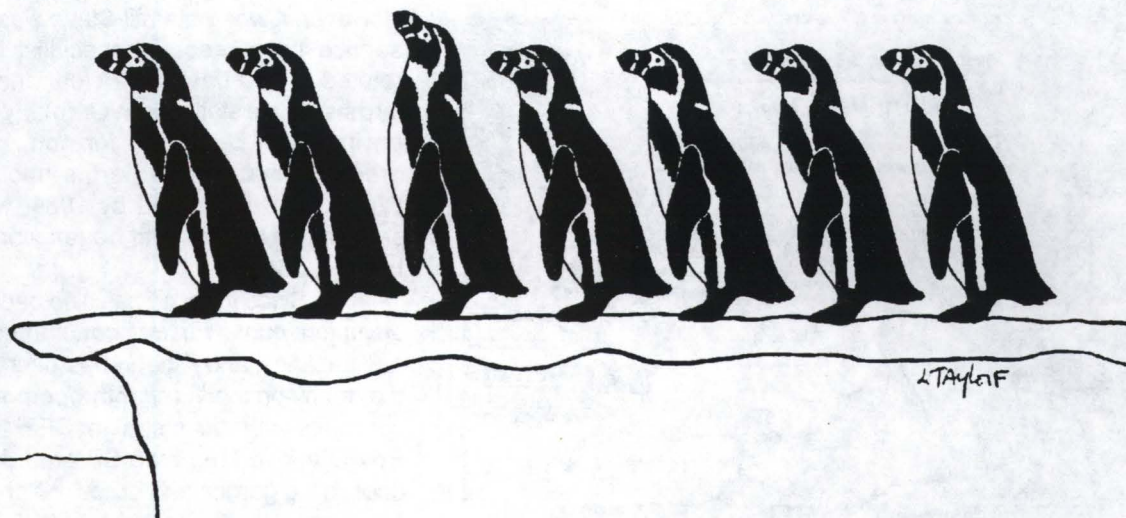
Since leaving Los Angeles, Eileen continues to do occasional research for motion pictures and television and works at the Science and Engineering Library at WSU. During her free time, she writes screenplays, novels, and works on *American Television Series: 1935-1985*, a five-volume encyclopedia. In 1993, she and two friends started a quarterly magazine on library, archive, and museum security entitled *Focus on Security*. She and Jon Gustafson are also working on "Necessary Evil," a movie treatment.

Kev Brockschmidt

by Kev Brockschmidt

I've been drawing for as long as I can remember, although many of my early works fell victim to a washrag (my mom didn't appreciate my living room mural efforts). Professionally I've been a full-time freelance illustrator since 1991, broken by a 33 month stay in Japan where I only did art part-time. I suppose the best part of my job is the commute, about 30 seconds from kitchen to office.

My work is primarily magazine illustration, with T-shirt design a close second. I've also done book illustration, greeting cards, advertising design and innumerable odd projects. My genre work includes monthly cartoons for *Starlog* magazine (I've been a contributor since 1990), as well as work done for *Magic: the Gathering*, *Comics Scene* magazine, a couple of cartoons in *Dragon* magazine, and many a convention program book, T-shirts as well as a couple of coffee mugs. A recent project I'm looking forward to is the release of an art CD-ROM called *Dragons and Dinosaurs* to which I've contributed about 20 pieces. Jon



Gustafson has been editing this. Ask him for further information.

I live in Renton, Washington with my wife, Tami, our 11-month-old daughter Sarah Joy (made in Japan), and the head of the household, Tobi, the cat. My interests include flying (I have a commercial pilot's license), playing rock guitar, soccer, reading, gardening and trying to learn how to use this #\$\$*% computer!!

F.M. Busby

by Jon Gustafson

Born and raised in the Palouse, F.M. Busby is the author of many science fiction novels, most notably *To Cage A Man*, *The Proud Enemy*, *Rissa Kerguelen*, *Zelde M'Tana*, *The Breeds of Man*, and *Slow Freight*. On the fannish side of things, he and his wife, Elinor, produced the Hugo Award-winning fanzine, *Cry*. They have been coming to MosCon for many years and regularly provide great conversations with con members.

John Dalmas

by John Dalmas

John has had several careers (not counting military service, 1944-46). The first was itinerant laborer, primarily merchant seaman and logger, and lasted only a few years. Next, after college, came 2 1/2 years as a district forester in charge of timber sale preparation and forest planting. Then, after grad school, came 17 years as a research ecologist, specializing in high elevation forests of the Rocky Mountains (primarily Colorado and the American southwest). After that came several years as a casual laborer and free-lance editor in L.A., while trying to break into screenplay writing. Finally he settled into writing SF, mainly novels, and seems likely to remain a novelist till time to cash it all in and recycle or whatever. So far he's had 20 novels, assorted short fiction, and a collection published. His 21st novel coming out in early 1997 is a sequel to *The Lion of Farside* called *The Bavarian Gate*. His current project at the time of MosCon XVIII is the final novel in the Regiment series.

M. J. Engh

by M. J. Engh

M(ary)J(ane) Engh is the author of *Arslan*, *Wheel of the Winds*, *The House in the Snow*, and *Rainbow Man*, plus occasional novellas (including one in the new *Rat Tales* anthology), short stories, poems, and articles, published hither and yon. She is into history, religion, evolutionary biology, the craft of writing, gardening, and cats. She was born in southern Illinois a long time ago, and after trying Chicago, the Phillipines, Japan, and Oklahoma (more or less in that order), she is now a convinced resident of the Palouse. She lives in the middle of a large garden in Garfield, Washington.

Steve Fahnstalk

by Lynne Taylor Fahnstalk

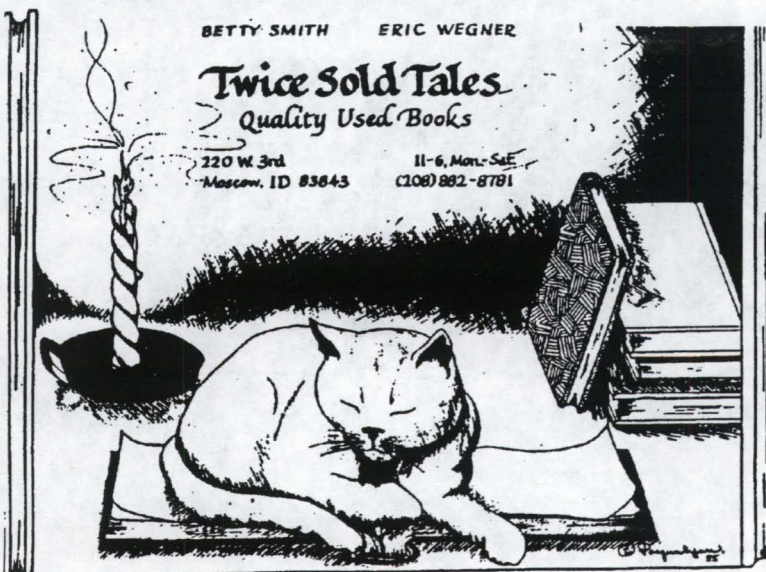
Winner of numerous ugly tie contests, Bulwer-Lytton competitions and Inter-Pub Dart tournaments, Steve Fahnstalk is a multit talented kind-o-guy. A voracious reader since the age of 6, beginning with Dan Dare and H. P. Lovecraft, Steve often polishes off 2-5 books a day. He's deadly at pun wars (I have the mental scars to prove it) and has wagged his way around many a shaggy dog story. In just 46 short years he's started sf groups, begun and run several cons (with a little help from his friends), begun writers groups and even published both sf-fiction and non-fiction. He had a play produced by CBC Radio and has written, directed, and acted in stage productions. He speaks several languages, makes a mean pecan pie and can juggle eggs—occasionally all at the same time.

Steve Gallacci

by Steve Gallacci


Steven Alfred Gallacci was born on the tenth anniversary of the Nagasaki atomic bombing. His father worked at defense radar sites and his mother was a promising young artist who had to largely give it up for the expected role of a housewife and mother, so not surprising, military technology and fine art became prominent interests. However, it was not until Steve was well into his own military service as a graphics specialist in the USAF that an art related career became a clear choice, and began doing SF fanzines while stationed in Germany in 1978. He began doing paying SF/F illustration for convention art shows in 1980, meeting what was to be the nucleus of "furry" fandom at Worldcon Boston, and by 1984, was able to more or less self-support himself and began work on the landmark comic book, *Albedo*.

Since then, he has also been a writer/artist on the SF adventure comic *Fusion*, contributed to several other comics and fanzines, and *Albedo* has become a defining element of the "funny-animal/furry/anthropomorphic" fan genre. He also continues to produce straight SF/F artwork, and with his wife, Bev Clark (a long time SF and Media fan) copes with two dogs, a big garden and builds military models and collects old firearms.



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Mel Gilden

by Barbara Hambly

"The name is Gilden. Mel Gilden.

"When interviewed at the age of 4 in a supermarket in Chicago, Mel responded to the question "And what would you like to be when you grow up, sonny?" with a prompt and unequivocal, "A spaceman." This surprised no one in his family (his mother was with him at the time of the interview): Mel's family was the first one in their Chicago neighborhood to have a television set, and Mel started watching at the age of three. His lifelong interest in *Star Trek* is only the extension of a fascination born of *Space Patrol* and *Rocky Jones, Space Ranger*—he's one of the few fellow *Rocky Jones* fans I've met.

"It takes a special talent to write for kids, and Mel is one of the few people I know who can move easily between kids' writing and adult SF. *The Return of Captain Conquer* and *The Pumpkins of Time* are slightly daffy excursions into the realm of kid-hood, and Mel's P.S. 13 series—including such titles as *M is for Monster*, *Z is for Zombie*, *Troll Patrol* and *Pet of Frankenstein*—have garnered him fan letters from all over the country."

In addition, Mel has written three books in the *Surfing Samurai Robots* series, two *Star Trek Next Generation* novels, lots of short fiction, and novelizations for *Beverly Hills 90210*, and the Disney live-action movie *The Jungle Book*.

Jim Glass

by John Dalmas

James Glass was born in Long Beach, California, and attended public school there. A childhood reader of SF, he received his first personal rejection letter at age 13, from *F&SF*. Not satisfied with fiction alone, Jim majored in physics at UC Berkeley, then went to work at Lawrence Berkeley on Project Sherwood, on controlled fusion—specifically on a magnetic-mirror confinement system. From there he went to Rocketdyne, and later Electric Propulsion Associates, working on ion engines, arc jets, and colloidal propulsion engines. In 1968, he accepted a professorship at North Dakota State University, and continued there until 1988. In 1985, he married Gail Hanson, another fan (a *Trekker* and a *Beauty and the Beast* fan). In 1988, he sold his snowshoes and battery heated long underwear, and left Fargo, North Dakota, for the banana belt (Spokane). He served as professor and Dean of Science, Mathematics and Technology at Eastern Washington University until 1994.

His first short story sale was to *Aboriginal*. Shortly afterward, the distinguished referees of the Writers of the Future contest selected his short story, "Georgi," first as a quarterly winner, then as the best contest story of 1991. It was published in *Writers of the Future, Volume 7*. That short story earned him more money than many novels bring. He has since sold more than 20 other short stories and novelets (to *Zero Gravity Freefall*, *Talebones*, *Figment*, and several others, including a story in the MosCon XVII Program/Souvenir Book and a recent sale to *Analog*). Two novels are out to market (from the Virginia Kidd Agency) and he is about 90,000 words into a large and powerful novel, *Shanji*, that I am eager to see a draft of. Two other books, *Toth* and *Visions*, are now out on audio-tape from Books in Motion.

David Graham

by David Graham

I intended to be an Ichthyologist, was kidnaped by the behavioral science gang in college, learned to support myself as an industrial photographer and early mid-life found me the pastor of a small church in the Great Inland Wilderness of Nebraska. Later mid-life found me in the Northwest building

enormous engines of mass destruction for a distant uncle back east. Growing bored with strategic weapons, I settled into a quiet life of business consulting and software development as Woolly Mammoth Consulting, Inc.



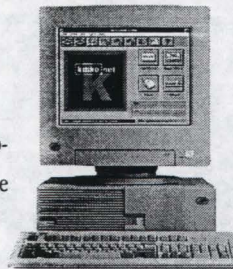
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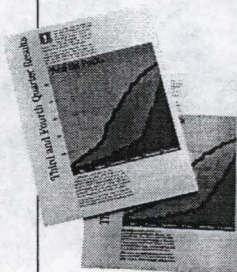
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My interest in science and Science Fiction has kept me sane along this insane journey. I have attended most MosCons since MosCon II. A major field of interest is lunar construction methods. Several of my proposals won awards from the Space Exploration Initiative sponsored by the National Space Council and others of my ideas were singled out in NASA's Stafford Report. I currently live in Seattle, WA.

Jon Gustafson

by Jon Gustafson

Jon Gustafson has been involved with science fiction and fandom for over 20 years, primarily in the Northwest. He attended his first convention in 1975 and has attended over 130 cons since. Active in Northwest convention activities, he has run programming, art show, and program book and innumerable conventions and been Fan Guest of Honor at seven conventions. He was one of the founding members of many organizations, including ASFA (the Association of Science Fiction/Fantasy Artists), Northwest Convention League, PESFA (Palouse Empire Science Fiction Association), MosCon, the Moscow Moffia Writers' Program, Writer's Bloc, and J. Martin and Associates Literary Agency.

He entered fan publishing in 1974 by writing a column of art critique for Science Fiction Review and has sold over 225 articles and several short stories since. His first book was a biography – *CHROMA: The Art of Alex Schomburg*. He edited a large, new fiction anthology titled *Rat Tales* (Pulphouse Press, 1994).

Jon has two Bachelor's degrees, one in Fine Arts and

the other in Education. He has worked as a teacher, a medical illustrator, a secretary, a field hand, a store manager, a bus driver, a publisher, and many other unrelated jobs. He is now primarily an editor and art appraiser. He recently completed editing a science fiction/fantasy art CD-ROM, *Atlantis to the Stars*, which is now available. He is currently working on assembling two more. He is married to best-selling author V. E. (Vicki) Mitchell.

Barb Hendee

by Barb Hendee

Barb Hendee's fiction has been published in *Realms of Infamy* (TSR), *Year's Best Horror Stories* (Daw), *Young Blood* (Zebra), *Ghost Tide* (Revenant Books), *Rat Tales* (Pulphouse), *Cemetery Dance*, *Deathrealm*, and other places. She has a Master's degree in Composition and Rhetoric and is currently teaching composition at Lewis and Clark State College in Lewiston, ID. She lives in Moscow with her husband (J. C.), daughter (Jaclyn), and two cheerful cats who absolutely despise each other.

J. C. Hendee

By J. C. Hendee

J. C. has sold fiction, poetry, art, and non-fiction to such markets as *Midnight Zoo*, *Deathrealm*, *Amazing Experiences*, the new *Rat Tales* anthology, the MagiCon Program Book (1992 Worldcon), *GWN Magazine*, *Hardware*, *Star-Line*, *Novel and Short Story Writer's Market*, *Guidelines*



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Magazine, The Poetic Knight, Leading Edge, Not One of Us, MZ Calendar 1992, the MosCon XIV Program Book, Dragonfang, Paradise Creek Journal, and Fugue. He was the editor and publisher (with his wife, Barb) of *Figment: Tales from the Imagination*. In his spare time, he aids Jon Gustafson in the SF art CD-ROM project. He likes archaic weapons, SF/F art, animated films, sleeping (which he does little enough of), and eating at least once a week.

Julia Lacquement

By Julia Lacquement

Julia Lacquement is a multi-talented artist with a passion for creative endeavors. She is perhaps best known for her work in the comics industry, where she was the first color artist to receive royalties. Noted for her quality, speed, and reliability, she has worked on dozens of comics, among them Berni Wrightson's *Captain Stern*, which garnered her two Harvey nominations, and DC's *Longbow Hunters*. Recently, she has been working for Milestone Media on *Hardware* and *Icon*, repeat winners of the Parent's Choice awards. She is also responsible for the brilliant color on the box cover, ads, and about one-fourth of the cards in the new *Xenophile* trading card game created by Phil Foglio.

In addition to her comics work, Julia is well-known for her paintings and illustrations, which may be found in Seattle-area galleries. She is a premiere water colorist, although she often works with acrylics for the intensity of color they provide. Tending toward fantasy and science-fiction themes, she has also painted numerous Asian still-lives and recently some horror pieces. She has been well-received on the sci-fi and fantasy convention circuit for more than a decade, where she has been artist guest of honor several times and has repeatedly won awards for Best of Show, Best Color, Best of Class, and Best Humor.

In the past few years Julia has been branching out into black and white illustration. Her work may be found in numerous publications, most notably *Marion Zimmer Bradley's Fantasy Magazine*, where she has appeared regularly. Difficult to contain, Julia is also known for her jewelry, sculpture, and fashion designs. She is currently owned by a small black panther, with whom she shares her studio in the Cascade foothills.

Dr. Julie Lutz

by Julie Lutz

Dr. Julie Lutz is Professor of Astronomy and Director of the program in Astronomy at WSU. Her research area is stellar evolution, specifically observations and analyses of planetary nebulae. Her favorite instrument is the 3.5 meter telescope at the Apache Point observatory in New Mexico; she often uses it through the Remote Observing Room at WSU.

Dr. Lutz is a Fellow of the American Association for the Advancement of Science and a past President of the Astronomical Society of the Pacific. She has been the recipient of many awards and accolades she suspects she didn't deserve (evidently, you can fool all of the people some

of the time!) and was the Scientist Guest of Honor at MosCon X.

In her spare (?) time, Dr. Lutz enjoys petting her kitty, Achenar (other cats have been named Alcor, Mizar, Deneb, Altair, Pollux, Castor...you get the idea), fishing, hiking, gardening, and watching with amusement as her daughters and their husbands raise her three grandchildren.

V. E. (Vicki) Mitchell

by Jon Gustafson

Vicki Mitchell has been involved in science fiction for over 18 years. She joined PESFA (the Palouse Empire Science Fiction Association) in 1977 and soon became one of the core members of the group. She was one of the founding members of MosCon, Writer's Bloc, the Moscow Moffia Writers' Program, and J. Martin & Associates Literary Agency. She has been involved with MosCon since its inception and run treasury, membership, art show, and been chairman. She was Author Guest of Honor at RadCon 1B and two Calgary STAR TREK cons.

She has four college degrees, including a Master's in Geology and an MBA, and is currently working on her fifth, a Ph.D. in Geology. She works full-time as a geologist for the Idaho Geological Survey. She has been writing for as long as she can remember. Her short fiction has appeared in *The Moscow Moffia Presents Rat Tales* anthology (1987), *Amazing Stories* (May & June 1992), and the new *Rat Tales* anthology (1994). She has written four STAR TREK novels, *Enemy Unseen* (1990), *Imbalance* (1992), *Windows on a Lost World* (1993), *Atlantis Station* (1994). Four more novels are currently making the rounds of the publishers and she continues to work on novels, short stories, articles, and her Ph.D. dissertation in geology. She is married to Jon Gustafson and is owned by a gigantic and excessively silly dog named Mica.

Patrick J. Swenson

by Patrick J. Swenson

Patrick J. Swenson and his wife, Honna Swenson, publish and edit *TALEBONES: Fiction on the Dark Edge*, a quarterly magazine of science fiction and dark fantasy, recently named "Best New Magazine" by the Genre Writer's Association. His fiction has appeared in *Marion Zimmer Bradley's Fantasy Magazine*, *Figment*, *Northwest Writers*, the first *Heliocentric Net Anthology*, and the small press. He's a graduate of the Clarion West writer's workshop. He teaches high school literature and creative writing in Kent, Washington.

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Programming

Idaho & Washington Rooms

by Liz Wilmerding

MosCon has always had an educational aim and our panels and talks are as usual designed not only to entertain but also to inform. Here is a brief description of our panels in the fields of science, literature, art, computers, and more as well as special events this year. Check the pocket program for times and places.

Panels and talks:

The Artemis Society International: David Graham tells us about this private venture to establish a base on our moon and seed a colony on Mars. Find out about the logistics of getting it all in place as well as other details.

On Being and Becoming Human in the Star Trek and Babylon 5 Universes: Mel Gilden, M. J. Engh, and V. E. Mitchell will discuss the concepts of what makes us human and what TV producers think make us human using Star Trek and Bab 5 universes (and probably others) as examples.

Comics: What sells comics, the art or the story? Both, of course, but hear Kev Brockschmidt, Steve Gallacci, and Julia Lacquement discuss their views.

Creating Memorable Characters: What makes a character memorable? Their appearance? Their actions? Their thoughts and words? The things that happen to them? John Dalmas, V. E. Mitchell, and David Weber will tell us how they do it.

The Future of MosCon: Come and discuss the future of one of the Northwest's oldest SF/F conventions. Share your views and opinions with ConCom members past and present. We need to hear from you!

Getting Started in Writing or Why didn't you participate in our writer's workshop?? M. J. Engh, Mel Gilden and Jim Glass have an open forum with any and all aspiring writers.

Historical fiction: John Dalmas, M. J. Engh, Barb Hendee, and David Weber will discuss the pros and cons of writing historically based fiction. Should you take a few details or the whole event or time period lock, stock and barrel? Is it any more or less "original" if you borrow from known historical events?

Life in Our Solar System?: Dr. Julie Lutz of WSU will bring us up to date information on the latest discoveries of life on Mars, life on comets, water on Europa and other fascinating finds. Slides!



PET TRANSLATORS

Internet for the Common Person: Four experts, Norma Barrett-Lincoln, J. C. Hendee, Nels Satterlund, and Dr. John Shovic, talk about getting onto and around the cyberspace universe. What can it do and where does it still fall short of our expectations? What are our expectations? What can new technology contribute?

The Japanese space program: A slide presentation by David Graham. Several MosCons ago he gave us a window on the space oriented efforts of the Japanese. He will update us with new information.

Politics left, right, and center: In this election year The Bhagwan, Daron Fredericks, Bob Ladd, Edgar Lincoln, and David Weber will discuss the ills of the world and how to fix them. This promises to be a lively discussion!

Putting on Room Parties: Here are some experts, Edgar Lincoln, Norma Barrett-Lincoln, and Ann Peters of RadCon, and Daron and Deborah Fredricks and Bob Ladd of InCon, to tell us about how to succeed in putting on a truly awesome room party!

Science and Technology in Art: Kev Brockschmidt, Lynne Fahnstalk, Steve Gallacci, and Julia Lacquement discuss the new tools, hazards, and wonders of modern technology in making art.

Scientist Guest Dr. John Shovic: He will present a talk on the economic feasibility of commercial applications in space.

Small is Beautiful: Small presses, magazines, Internet publishing all challenge the big book publishers. Hear Jon Gustafson, J. C. Hendee, and Patrick Swenson discuss the advantages of smaller publishing sources.

David Weber will have an open forum and take questions from the audience on the topics of writing, his various universes, military and diplomatic history, etc. Is there something you've always wanted to ask him? Now's your chance!

Special Events:

An Art Workshop with Julia Lacquement who will demonstrate techniques for making stationery, envelopes, and book marks using a wide variety of rubber stamps, inks, and embossing. This is a 3-hour, free workshop for the first 25 people who show up. Participants will go away with the things they've made.

Barbeque in the Courtyard Saturday at noon: Tickets need to be purchased by Friday night at the Registration Table at \$12.50/person. Limited quantities available so *run* don't walk and buy yours now! The menu includes BBQ chicken, green salad, cole slaw, pasta salad, rolls & butter, a choice of desserts, coffee or tea. Join us and our guests for lunch!

Brunch on Sunday: Join us for a delicious repast of fresh waffles and french toast, muffins, link sausages, bacon, scrambled eggs, cut fresh fruit, coffee or tea as well as speeches and comments by our Chairman, Author, Scientist, and Fan Guests of Honor. Prizes for the hall costume contest and gaming events will be announced and awarded. Tickets for this event, \$13.50/person, can be purchased at the Registration Table up to the close of registration Saturday evening. We need to start earlier than usual, 9:00 am, (apologies to the late sleepers) to accommodate our Author Guest of Honor who has to leave earlier than expected.

Cross-Time Military Ball: The best place to display military costumes and regalia from any time and any place and to dance to DJ Cory Bonallo's great music. He'll also have some waltzes for those who love a three-beat. Sorry, no weapons (it's not polite at a peace-time function) and minimum clothing is required no matter what the time period or place.

Friday the 13th Dance: DJ Cory Bonallo will have a fabulous music selection for us. Appropriate dress for Friday the 13th is encouraged with prizes for the best concept of 13.

Hall Costume Contest: Hall costumes are often under appreciated. Not this year! We will be roaming the halls with an electronic camera to catch you in your best attire. Just give your name, rank, and serial number and you'll be on record. The images we capture will be available for perusal during the weekend. You be the judge: cast your votes for your

favorites and your friends! Prizes will be awarded at the Brunch on Sunday. If we don't find you, come find us!

Masquerade: Here's a chance to show off your craftsmanship and showmanship in the 18th annual masquerade. The one and only Steve Fahnstalk will emcee (don't forget your pennies...). Prizes will be awarded in the following categories: Children age 12 and under, Historical, Science Fiction, Fantasy, and other categories will be created as needed. The half time show will be a chocolate auction (yum!). Come and cheer the contestants and bid on dessert!

Panelists meet the panelists: Here's a chance for panel participants to meet their counterparts before they have to wrangle over weighty (or not so weighty) matters. Panelists only, sorry.

Readings: Attending authors will read from current works or words not yet released. Hearing your favorite writer read his or her own work is a special treat! Readers include: John Dalmas, M. J. Engh, Mel Gilden, Jim Glass, V. E. Mitchell, Patrick Swenson and David Weber.

Other events: Gaming, gaming, and more gaming! Art Show and Auction, Dealer's Room, Hospitality, Japanime room, and a Silent Auction of Games.

Pool Hours: Hotel pool hours are 10 a.m. to 10 p.m. From 10 p.m.-2 a.m. on Friday and Saturday nights the hotel has set aside the pool for exclusive use by members of MosCon. Clothing or swim wear must be worn at all times in public areas and no glassware is allowed within the pool room. The hotel reserves the right to close the pool at any time.

HobbyTown USA

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From all of us here at HobbyTown USA in Moscow, we would like to thank you for attending MosCon 18!

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All RPG games are 12% below suggested retail everyday!

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Gaming

by Mark Rounds, Gaming Czar

Gosh, its time to write the program book already! Seriously folks, we are going to have some fun times in the gaming rooms during MosCon. The exact schedule will be posted on the Gaming Room doors as our Game Masters check in but the following is a rough idea of what has been committed to so far.

Friday night starting at 5:00 pm,

the computer network games open up with *Command and Conquer*, *Doom* and several other favorites. We have also scheduled Civil War miniatures to be run and have open card gaming in the Card Room. Nuke War will be played! We will have the sign up open for the Saturday Magic Tourney starting 5:00 pm Friday so sign up early.

Saturday will be a big day as we will have our Magic Tourney. The Tourney starts at noon so be there or be square. We will have Napoleonics, Civil War, Warhammer 40K, RPG's of various sorts and the Computer net will be up and running plus some surprises I am working on. Our Fan Guest of Honor will be showing off his Car Wars Arena on Saturday Afternoon and promises to run his usual bloody game. There will still be space for open for impromptu gaming.

Sunday gaming will start at noon will include computer network gaming, Civil War, War Hammer 40K and we will have the Card Room available for open gaming.

Starting Friday Night, the **Silent Auction of Games** will also open. We have had some nice games offered to MosCon by our sponsors for this purpose and will take games on consignment (10% of the final selling pricing going to MosCon). Our Scientist Guest of Honor, Dr. John Shovic, has several games in the Auction and will autograph any of his games that you buy. The Auction will close Saturday at 7:00 pm. You can pick up your games at that time (or any time there after).

Game Masters: If you read your program before the Con is over (some folks do that you know) and wish to run a game in the Gaming room as a scheduled event, please let me know. As a scheduled Game Master, you may select one prize out of the collection of prizes that have been so graciously supplied by our sponsors.

Acknowledgments: I'd like to take a moment to thank those sponsors who include, Hodgins Drug, Geo Hex,

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Wizards of the Coast, Flying Buffalo Games, Atlas Games and Games Workshops. I am still soliciting as of this writing so the list will be longer and prominently displayed. Please patronize our sponsors. It makes them happy and they give us more free stuff.

There are a few rules that will be in effect in the gaming rooms and these are listed below. Our goal with these rules is to make this a good gaming experience for everyone involved.



MOSCON HOUSE GAMING RULES

by Mark Rounds

1. The prime purpose is to have fun so have FUN!
2. PLEASE, do not bring in any food not purchased from The University Inn Best Western. There are a couple of restaurants and vending machines. We will be happy to help you sort them out.
3. The game master is the sole interpreter of the rules of the particular game he is running. Please do not appeal to the Registration desk or any of the volunteers helping us for rulings on game related issues if the dice go against you, because we don't know.
4. Rules Lawyers will be beaten to a pulp for a first offense! You are encouraged to help squelch this behavior. Please don't stain the carpet.
5. We encourage you to set up unscheduled games. Please go to the registration table or ask the Gaming Czar before using an open table. We want to make sure you have time to

finish your game. It would be a real bummer to get all set up and find out the table was reserved for another game in 15 minutes.

6. Donations are not refundable (but they are tax deductible!)
7. Please pick up after yourselves. Trash bags will be prominently displayed.
8. Do not disturb the other gamers. Loud, raucous or uncontrolled behavior can result in expulsion from this event. The occasional shout of joy or anguish is part of gaming and not a problem.
9. Don't spook the mundanes! They don't know any better.
10. Costuming is encouraged. However if a weapon is part of your costume (and since this is a "WAR" gaming event that is just possible), handle said weapon in a safe and responsible manner. Real firearms are banned. Blade weapons that are drawn are gone till the end of the event. Toy weapons brandished like real weapons will be held till the end of the event as well. Improper weapons behavior is grounds for expulsion for a first offense!

Science Fiction Author

Jo Clayton

Needs Your Help!

Jo has been stricken with multiple myeloma, a cancer of the bone marrow, and has no medical insurance. Her medical bills are going to be tremendous, so we need you to help in any way you can.

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Portland, OR 97228

Art Show, Print Shop, Art Auction University Room

by Bobbi Grende and Yvonne Bowhay

Over thirty artists are participating this year, some old faces and some new. Our participating featured artists include: Lubov Studios, Jan Sherrell Gephardt, Margaret Organ-Kean, and David Mattingly. Come and check out the amazing collection of pro and fan work in our gallery.

We are pleased to present to you a matted 18" x 24" original laser print of David Mattingly's cover for David Weber's *Honor Among Enemies*! This will be displayed all weekend and will be sold at the auction. Starting price for this print is \$125.00.

Please feel free to bid according to the rules listed below. We also will have a print shop this year where everyone can buy their favorite prints on the spot.

We ask that you respect the artists and their artwork by not bringing in cameras, food, drink, or smoke. Also, please check large bags, packs, coats that are not worn at the entrance to the show. You can reclaim them on your way out.

Finally, we are obliged to say that some people may find some of the art within the show offensive so please be warned. Children must be accompanied by an adult.

Art Show Hours: Friday 2-6pm, Saturday 10am-6pm, Sunday 10am-12noon. After 12 the Art Show will be closed to bidding in order to prepare for the Auction. The Art Show will be open again after the auction for last minute, after-auction purchases.

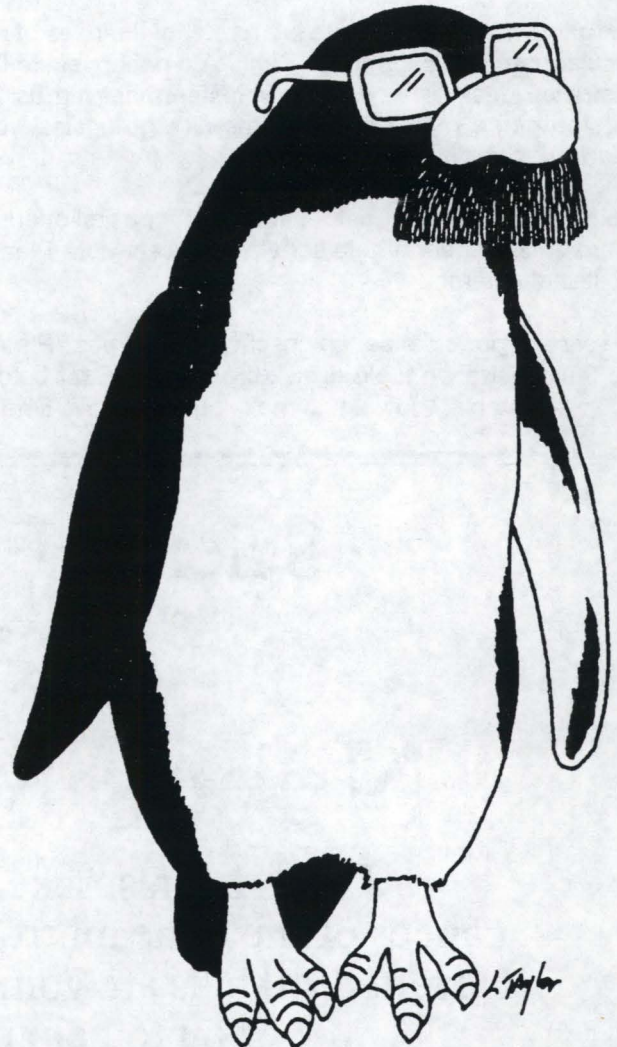
Bidding Rules: Only members of MosCon XVIII may bid. The tags on each piece of art contain spaces for written bids. A written bid is a contract to buy at that price. All items with two bids will go to auction. Single bid items will be sold after the auction to the person making the bid.

Auction: This will be the usual voice auction with bidding going in dollar increments. Bring your checkbook and wallet and have fun increasing or starting your own art collection. There will be a list posted before the auction with the order of the items going up for bid. The Mattingly print will also be sold at this time.

Please note: There will be other non-art items in the auction! Rumor has it that Mr. Weber will be donating some manuscripts, and we hope to have T-shirts with Weber book covers, as well as some other goodies. All non-art proceeds go to MosCon to pay our bills so we can do this again next year.

Payment: We will take checks, money-orders, and cash. We hope to have a charge plate for those with plastic money, but we won't know until the last minute. Payment will be collected for auctioned items, single-bid items, and after-

auction sales at the end of the auction until the art show closes. Print Shop items can be purchased in the Art Show room any time the art show is open.



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IN THE DEALER'S ROOM... UNIVERSITY ROOM

By Liz Wilmerding, Dealer's Coordinator

Czar's Shields and Standards has miniatures in several sizes as well as heraldic banners and devices. They will be raffling off some 54mm miniatures painted in family crest colors. Sign up for the drawing—it's free!—and the lucky winners will be drawn on Sunday. Good for gamers and SCA events!

Dragon Tales will bring a whole bookstore of SF, Fantasy, and Horror hard covers and paperbacks. If you need copies of books by authors attending the con, here's where you can get 'em!

Firewolf has a diverse selection of jewelry, furs, leather goods, and knives. You may be able to find just the right accessory for your costumes here!

Steve Gallacci will sell his comic book art, comic books, and "miscellaneous stuff."

Jon Gustafson will be selling copies of the *SFWA Handbook: A Writer's Guide to Being a Professional Writer*, *Rat Tales* anthologies, and a volume of SF & Fantasy clip art on CD Rom. He'll also have a selection of books and art from his private reserve.

Hemp Scents makes hemp and bead jewelry and Bottled Chaos. Come see what this unique item is and take one home for yourself.

Lucky "7" Traders sells jewelry done in a Native American style using glass beads, teeth, bones, feathers, and claws. They also have dream catchers, mandalas, and talking feathers.

Shadow's Treasure Chest sells a wide variety of cloaks and accessories that adapt to many time periods. Their fabrics and workmanship are outstanding.

Quicksilver Fantasies has the best selection of music at any convention as well as Dover paperbacks, jewelry and prints of Betsy Mott's beautiful portraits.

DEALER'S ROOM HOURS :

Friday dealers only setup time 9am - 2pm
Open to the public and con members 2pm - 6pm

Saturday open to the dealers only 8am - 9am
Open to the public and con members 9am - 6pm

Sunday open to the dealers only 9am - 10am
Open to the public and con members 10am - 3pm
dealers only break down time 3pm - 6pm

Program Book

by Lou Ann Lomax

I did the program book this year with advice from Jon. If you have any feedback for me at the con, please hunt me up and tell me about it. Regretfully, we were unable to publish any short stories this year. If any of you out there find this a loss, please let me know and we will do our best to restore it next year.



Hospitality

Room 188 (no smoking room)

Room 187 (smoking room)

Don't look at that map! Hospitality is easily findable this year. Follow the sounds of splashing water and echoing voices around the pool and then sniff, you'll find us.

Hospitality is happy to offer once again C. K. Bales' cheerful, if not somewhat stressed, face along with the many of your old time favorites. A quiet place to sit, snacks to eat, and good company. There is even music, not only in the format of CDs, but also music videos put together by other talented sci-fi fans.

C. K. Bales welcomes all to drop by and visit hospitality this year – located beside the pool!

Security Room 190

by Alan Randall

This is a short and incomplete list of MosCon's policies on major issues. The main rule is to use common sense and have fun.

Alcohol

In accordance with Idaho state law and hotel policy please keep all open alcoholic beverage containers out of the public and common areas. Do not serve alcohol to minors either in public or private!

General Behavior

Please act at all times as a guest of the convention and of the hotel and treat other guests and staff with courtesy. MosCon reserves the right to revoke the membership of any person who is disruptive to the convention or breaks the rules of the convention or the laws of the land.

Weapons Policy

"If its drawn its gone" The weapon will be returned to you at the end of the convention. If you need to display a weapon please do so in a guest room not in a public or common area. We reserve the right to inspect and reject any weapon worn.

Private Parties

Please inform MosCon that you're throwing a private party, when it is and where. You are responsible for obeying all applicable laws. Please use common sense.

Please post a notice next to the party room listing who is throwing the party, who is the responsible contact in the room and whether the party is opened or closed.

Volunteers are always needed! Get to know a different side of con life. Please consider volunteering your time with us. Sign up at the Registration table or see Mike Finkbinder in Operations. Thank you!!

Westercon Bid

by Deborah and Daron Fredericks

Empire Con is the merged efforts of four conventions in the Inland Empire to form a bid committee to win the bid for Westercon 52. InCon, MosCon, Radcon, & MisCon have all donated people, money, and effort to bring Westercon 52 to Spokane in 1999. Westercon is a large regional SF convention that moves up and down the Western Region. All Guests of Honor must be from the West and the con is usually held during the July 4th holiday weekend, making it a four day convention.

Westercon 52 bid vote comes up in Seattle, this July of 97 during Westercon 50. There is a \$20.00 fee to vote for convention members or supporters of Westercon 50. If you have a Empire Con Pre-Support (currently \$5.00) and vote during Westercon 50 and Empire Con wins the bid (and we DO PLAN TO WIN!), then your presupport and voting fee together equal an attending membership to Westercon 52. A bargain even if you presupport both bids, (the other bid is Colorado Springs).

Why have a Westercon in Spokane? Because we want the chance to take over a HUGE HOTEL and put on the BIGGEST CON YOU'VE EVER SEEN! And to do that with the fireworks going off in front of the hotel and all River Front Park and downtown activities within mere blocks of walking distance. For more info, hit our party and talk to any member of Team Maroon!

Deborah Fredericks
Telgar Weyr (Fifth Pass),
<http://www.eskimo.com/~dewshine/telgar/>
Support Empire Con, Spokane's Westercon 52 bid!

InCon '96

Oct. 11-13, 1996

A Fun-Filled & Very Weird Weekend

Guests of Honor include:

Steven Barnes, Steve Jackson, Dragon Dronet,
and Richard Biggs "Dr. Franklin" of Babylon 5!

Red Lion Motor Inn off Interstate 90, exit 291 \$63.00
a night, call (509) 924-9000.

Memberships are \$25 at the door. Mail checks with
name and address to:

InCon,
P.O.Box 1026
Spokane, Wa. 99201

Upcoming Conventions in the Northwest

October 11-13, 1996 - **InCon '96** - Spokane, WA
 October 24-27, 1996 - **NorthStar** - Harrison, BC, Canada
 November 8-10, 1996 - **Orycon 18** - Portland, OR
 December 6-8, 1996 - **SMOFcon** - Seattle, WA
 January 17-19, 1997 - **Rustycon 14** - Tacoma, WA
 February 14-16, 1997 - **RadCon 2A** - Pasco, WA
 February 21-23, 1997 - **GeoCon 5** - Olympia, WA
 February 28-March 2, 1997 - **Potlatch 6** - Seattle, WA
 March 27-30, 1997 - **Norwescon 20** - Seatac, WA
 May 23-25, 1997 - **MisCon 12** - Missoula, MT
 May, 1997 - **Anglicon 10** - Seatac, WA
 July 3-6, 1997 - **Westercon 50** - Seattle, WA
 Autumn 1997 - **Dreamcon 11** - Western WA
 1999 - **Westercon 52 Bid** for Spokane, WA
 2002 - **Seattle in 2002 Worldcon Bid** - Seattle, WA

The World Fantasy Convention Index has information about upcoming World Fantasy Cons, progress reports and other information about this most important convention.

Looking Toward the Future

MosCon 19 is set for Friday-Sunday, 12-14 September 1997 at the University Inn Best Western in Moscow, ID. If you're really into planning the future, buy your tickets now at this year's convention!!

As plans for the 1997 convention solidify, a meeting of the Con Com members and any interested persons will be set so everyone can meet and have an idea of where we're heading with this convention. The meeting will be a brief business meeting, then a social get together will follow. Look for this sometime after MosCon XVIII, so everyone can recover from this year's convention, but have an eye to future conventions with input to make MosCon 19 an incredible event! MosCon 19 intends to build on the success of the past and is open to incorporating new ideas and concepts to make future conventions an unforgettable, exciting experience for all!!

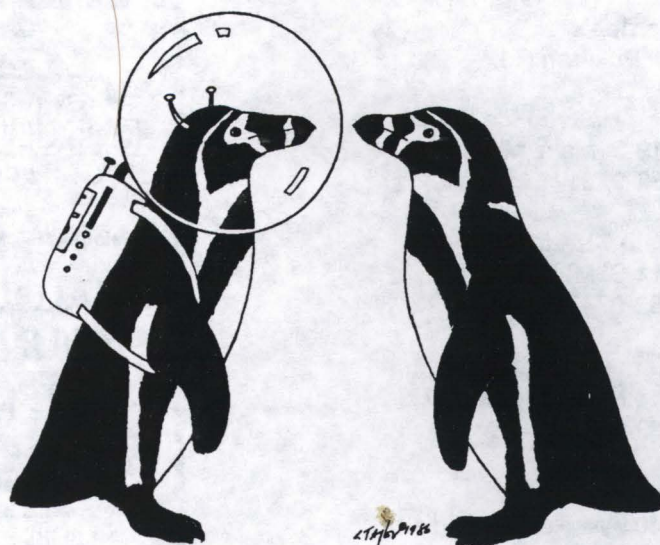
Anyone who has an interest in participating on the Convention Committee (ConCom) or has ideas to offer, please contact the chair of MosCon 19—Susan Meyer. Questions, inquiries or any other input is welcome and invited!

Contact: Susan J. Meyer, MosCon 19 Chair
 116 NW Lancer Lane
 Pullman, WA 99163
 Phone: (509) 332-2910 (home)
 (509) 335-1128 (work)

e-mail: meyersj@wsuvm1.csc.wsu.edu, or
 meyersj@wsunix.wsu.edu

ConCom for MosCon XVIII

ConCom for MosCon XVIII
 Austin Wilmerding, Chair
 Mike Finkbiner, Vice-chair and Operations
 Donna Bailly, Treasurer and Membership
 Mike Borden, Hotel liaison and Dances
 Liz Wilmerding, Dealers, Programming, and Program Book Advertising
 Mark Rounds, Game Czar
 Susan Meyer, Publicity and Advertising
 Bobbi Grende and Yvonne Bowhay, Art Show, Print Shop, and Hall Costume Contest
 Lou Ann Lomax, Program Book
 Alan Randall, Security
 C. K. Bales, Hospitality
 Ruth Horne, Registration coordinator
 M. J. Engh, Writer's Workshop
 Cindy Curry, Masquerade and TV Commercial



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Local Restaurant Guide

Arby's

150 Peterson Drive
882-4223

Baskin Robbins

1244 W. Pullman Rd.
882-4409

The Beanery

602 S. Main, Moscow
882-7646

Bonanza

Mall parking lot
882-1336

The Broiler (University Inn)

1516 W. Pullman Rd.
882-0550

Cafe Spudnik

215 S. Main, Moscow
882-9257

Casa de Oro

415 S. Main, Moscow
883-0536

Eric's Cafe

(Look for coupon in this book!)
Palouse Empire Mall
883-0777

Hardee's

W. Pullman Rd.

Hog Heaven Ice Cream

519 S. Main, Moscow
882-9221

Main Street Deli

311 S. Main, Moscow
882-0743

Mark IV Restaurant

414 N. Main, Moscow
882-7557

McDonald's

1404 W. Pullman Rd.
882-2900

Mikey's Greek Gyros

527 S. Main, Moscow
822-0780

Nobby Inn

501 S. Main, Moscow
882-2032

Old Peking Restaurant

505 S. Main, Moscow
883-0716

Orange Julius

Palouse Empire Mall
882-5660

The Pantry (University Inn)

1516 W. Pullman Rd.
882-0550

Pizza Pipeline

519 S. Main, Moscow
882-8808

Rathaus Pizza Shoppe

215 N. Main
882-4633

Sam's Subs

Palouse Empire Mall
882-7827

Subway

307 W. 3rd, Moscow
883-3841

Taco Time

401 W. 6th St.
882-8226

Tater's

Palouse Empire Mall
882-4480

Treaty Grounds Brew Pub

Mall parking lot
882-3807

Zip's Restaurant

1213 W. Pullman Rd.



Palouse Mall, Moscow, ID

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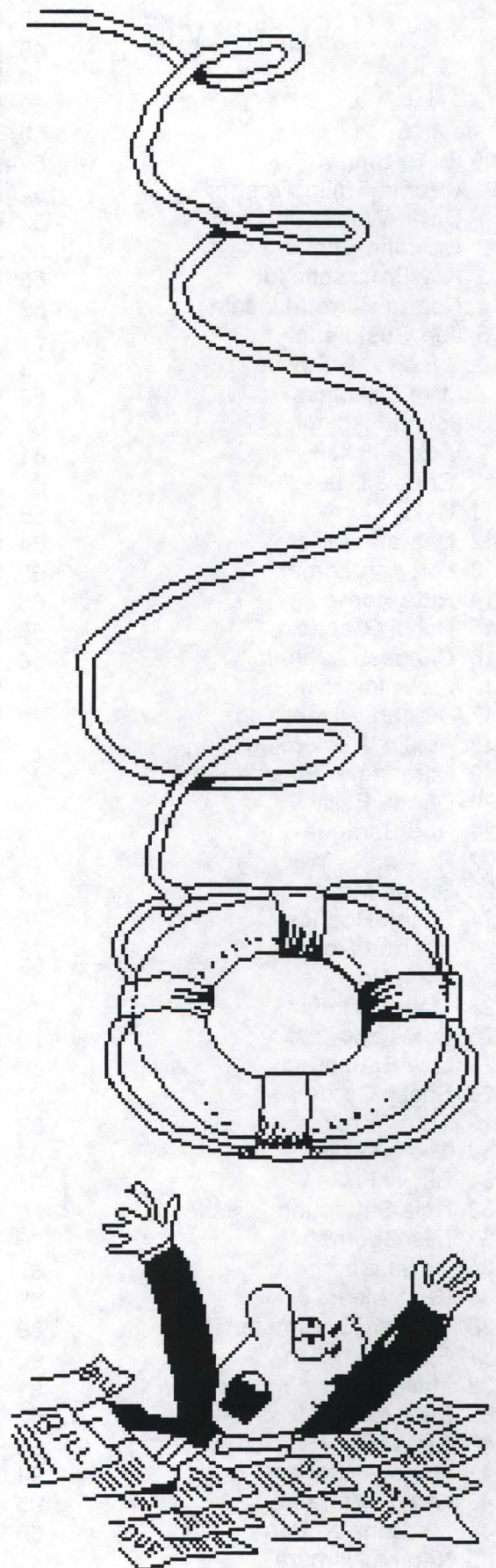
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Fax (208) 882-6091



883-0678

List of MosCon XVIII
Members

00 E. E. Smith
 00A Verna Smith Trestrail
 1 David Weber
 2 Dr. John Shovic
 3 Kev Brockschmidt
 4 Norma Barrett-Lincoln
 5 Jon Gustafson
 6 Yvonne M. Bowhay
 7 Mike Finkbiner
 8 John Finkbiner
 9 Vicki Mitchell
 10 Charlie Bales
 11 Cindy Curry
 12 Debra L. Miller
 13 Lou Ann Lomax
 14 Ruth Horne
 15 Bobbi Grende
 16 Charles Leaphart
 17 Liz Wilmerding
 17A Kelton Wilmerding
 18 Austin Wilmerding
 19 Phrannque Sciamanda
 20 Donna Bailly
 21 Rod Sprague
 22 Rosella L. Miller
 23 Susan Meyer
 24 Susan Rounds
 24A Garrett Rounds
 25 Mark Rounds
 25A Jani Rounds
 26 Bea Taylor
 27 Lisa Satterlund
 28 Shelly Gordy
 29 Tam Gordy
 30 Thom Walls
 31 Becky Fallis
 32 Nels Satterlund
 33 Lea George
 34 David George
 35 Keith Mears
 36 Charles O. Christenson
 37 Susan A. Allen
 38 Mary Hart
 39 Mike Larkin
 40 Steve Forty
 41 Gene Ambacher
 43 Gary Huffman
 44 Madilane A. Perry
 45 Ken McNamara

46 Peter Steinhoff
 47 Greg Sardo
 48 Betty Bigelow
 49 David Bigelow
 50 Marjorie Stratton
 50A Larry Stratton
 51 Kevin Horne
 52 Edgar Lincoln
 53 Deborah Fredericks
 54 Daron Fredericks
 55 Annette M. Wade
 56 Glenn Wade
 57 Tom Harwood
 58 Frank White
 59 Phyllis Lomax
 60 John P. Bradley
 61 E. Carol Daugherty
 62 Roberta Rice
 63 Michael Rice
 64 Sally Conner
 65 Kurt Smith
 66 Jamie Smith
 67 Pat Apodaca
 68 Betsy Mott
 69 Shari Harper
 70 Mary Treichel
 71 Stephen Fairman
 72 Shadow's Treasure
 Chest #2
 73 Shadow's Treasure
 Chest #3
 74 Dusty Luther
 75 Becky Driver
 76 Kim Harris
 77 Jason Wieth
 78 Kristen Manke
 79 David Rych
 80 Robert Ackerman
 81 Lillian Ackerman
 82 Robert Otis
 83 Meryl Birn
 84 Larry Baker
 85 Lucius Wilmerding
 86 Teresa Miller
 87 Diana Statt
 88 Judy Wheat
 89 Dave Wheat
 90 Nevada Hamaker
 91 James Reynolds
 92 Jeffrey Reynolds
 93 Carole Byer
 94 Audrey Schmidt
 95 Alan Schmidt
 96 John Czarnecki

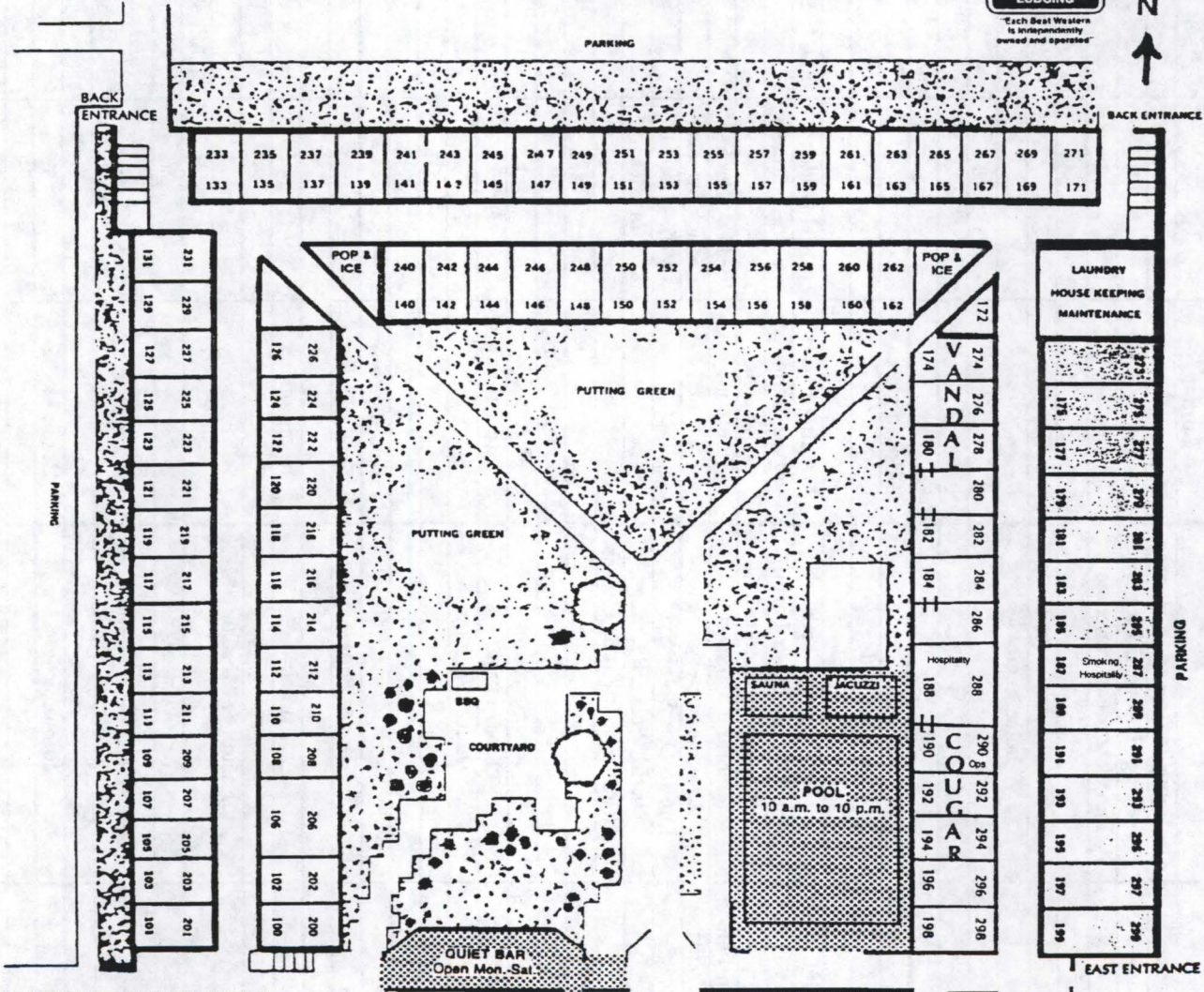
97 Dawn Czarnecki
 98 Donna McMahan
 99 Clint Budd
 100 Ann Peters
 101 Jason Peters
 102 Louise O. Regelin
 103 John R. Wilson
 104 Peggy Hults
 105 Timothy Larreau
 106 Ronita Williams
 107 Ledon Sacksteder
 108 Shawna Troyer
 109 Alan Randall
 110 Rick Ingrams
 111 Jessica Adams
 112 Kitty Howard
 113 Henry de Veuve
 114 Michael Shoен
 115 Jeramia Ingemansen
 116 April Faires
 117 Alicia Faires
 118 Fawn Sacksteder
 119 Gabe Gibler
 120 Barry W. Fletcher
 121 Dave Acton

List of Guests

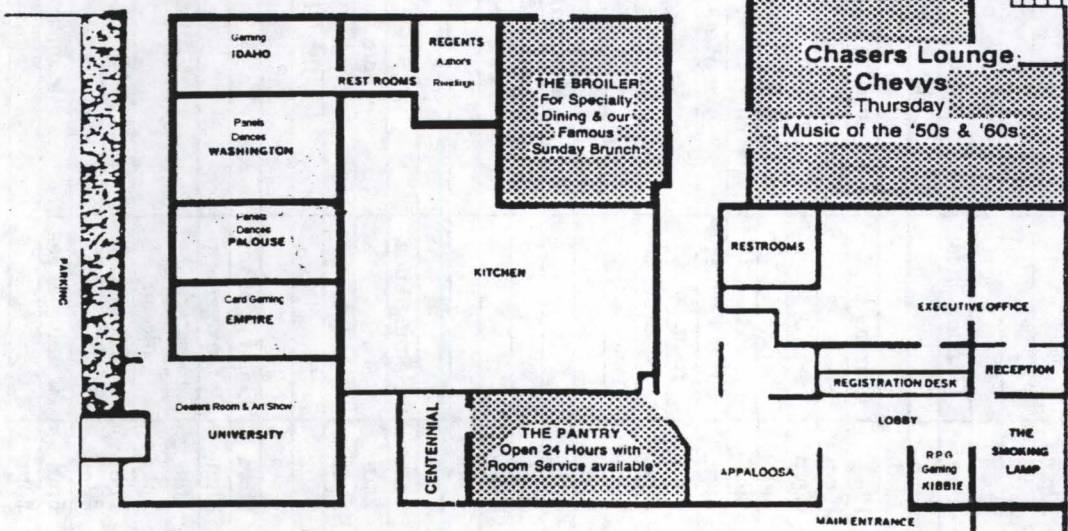
G1 Eileen Brady
 G2 Algis Budrys
 G3 Elinor Busby
 G4 F. M. Busby
 G5 John Dalmas
 G6 Mary Jane Engh
 G7 Lynne Taylor Fahnestalk
 G8 Steve Fahnestalk
 G9 Steve Gallacci
 G10 Mel Gilden
 G11 Gail Glass
 G12 James C. Glass
 G13 David D. Graham
 G14 Barb Hendee
 G15 J. C. Hendee
 G15A Jaclyn Hendee
 G16 Julia Lacquement
 G17 Thor Osborn
 G18 Sharon Rice
 G19 Buell Richardson
 G20 Karin Shovic
 G21 Honna Swenson
 G22 Patrick Swenson
 G23 Dr. Julie Lutz



UNIVERSITY INN



CONVENTION CENTER ENTRANCE



One day dry cleaning service and two day laundry service (If delivered to desk before 9:30 a.m.)

One day photo developing in the Smoking Lamp

Touch 0 for other special services

Day	Idaho	Washington	Palouse	Empire	Regents	University
Friday						
1pm	Game check-in			Impromptu		
2pm				card		Art & Dealers Open
3pm				gaming		
4pm		Japanese Space Program	On Being & Becoming Human			
5pm	Gaming begins	Room Party Panel	Writing Historical Fiction			
6pm			Panelists Meet Panelists			Close
7pm						
8pm						
9pm		Dance begins	Dance begins			
10pm						
11pm						
12am						
1am	Gaming ends			Room closes		
2am		Dance ends	Dance ends			
Saturday						
10am	Gaming begins	Small is Beautiful	Dr. Shovic's Talk	Gaming begins	Mel Gilden	Art & Dealers Open
11am		Science & Technology in Art	David Weber Open Forum	(see Game	John Dalmas	
12pm		—	What Sells Comics?	room sche-	—	
1pm		Internet for Common Person	Memorable Characters	dule for	M.J. Engh	
2pm		Getting Started in Writing	Artemis Society Int'l	details)	Patrick Swenson	
3pm	(see Game	Art Workshop	Life in Our Solar System		V.E. Mitchell	
4pm	room sche-		David Weber Reading		Jim Glass	
5pm	dule for		Politics Left, Right & Center			
6pm	details)					Close
7pm				Masquerade Prep.		
8pm		Masquerade	Masquerade	7:30-9:30		
9pm		Choc. auction	Choc. auction	Card gaming		
10pm		Dance begins	Dance begins			
11pm						
12am						
1am	Gaming ends			Room closes		
2am		Dance ends	Dance ends			
Sunday						
9am		Brunch	Brunch	Room opens		
10am						Art & Dealers Open
11am	Gaming begins		Future of MosCon			
12pm	(see game					Art show closes
1pm	room sched-	Art Auction	Art Auction			
2pm	ule for					
3pm	details)					Dealers close
4pm						
5pm	Gaming ends	Room closes	Room closes	Room closes		
6pm						Room closes

FOR THE LAST
GARFLOGGIN' TIME:
**NO, YOU MAY NOT
ROLL DOWN THE WINDOW!!**

