

MosGor XXIII



August 24-26, 2001
Moscow, Idaho



MOSCON XXIII

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Jack L Chalker
Author Guest of Honor

Betsy Mott
Artist Guest of Honor

Tristan MacAvery
Animé Guest of Honor

Tam and Shelly Gordy
Fan Guests of Honor

Editors Phrannque Sciamanda and Lou Ann Lomax produced this program book. Jon Gustafson has provided his art CDs (*Atlantis to the Stars*, *Dragons & Dinosaurs*, *The Stars and Beyond*, *Rockets & Robots*, and *Fevered Dreams*) which we have used for much of the art found in the program book. The Program Book was produced on MS Word 95 v7.0a for Windows. Celtic Designs come from *CELTIC DESIGNS CD-ROM AND BOOK: 96 DIFFERENT COPYRIGHT-FREE DESIGNS*.

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Chairman's Message By Charlie Bales

I am very excited about this MosCon. We have Jack L. Chalker as our Author Guest of Honor and Tam and Shelly Gordy as our Fan GoHs. We also have the wonderful Betsy Mott as our GoH, and, from Texas, Tristan MacAvery as our Animé GoH.

Paula Mueller, head of Programming, has been working on some exciting panel ideas. These include events in the courtyard at the hotel and a sub-track of animé and children's programming.

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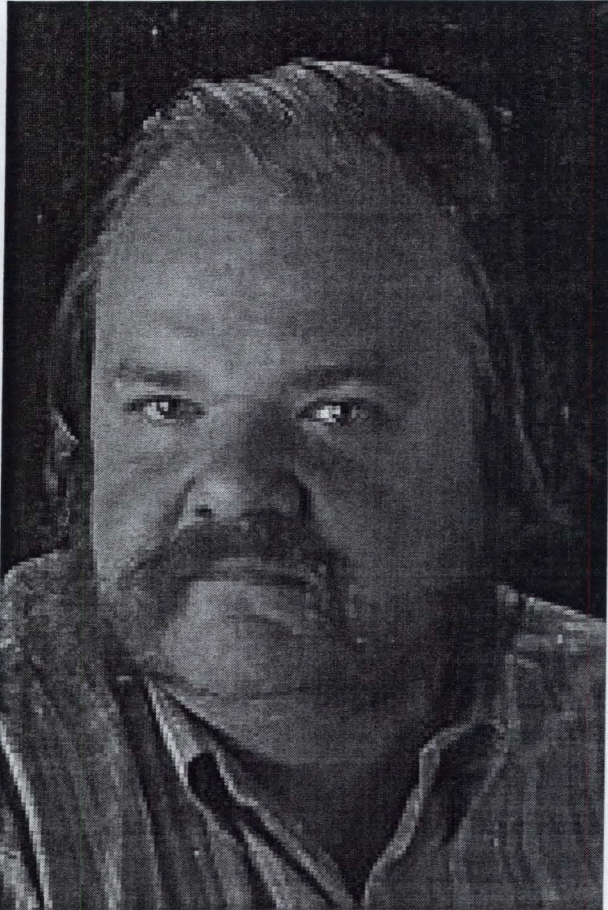
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Volunteers are always welcome – volunteering is a great way to get to meet folks actively and learn about the Con. Or just relax as our guests at the finest facility this part of the Palouse has to offer.

I have only one request while you are here -- Have Fun!. That's an order. Talk it up with friend's you haven't seen in a year. Splash in the pool at the Pool Party. Dance until you can't stand at the Dance. Go to panels until you believe you've earned a degree. Sit in the courtyard and listen to music or join the live chess game. But for godsake, HAVE FUN!!! That's why MosCon is here.

Jack L. Chalker

Author Guest of Honor



Jack L. Chalker is one of the last generation of SF and Fantasy writers who came out of science fiction fandom and became a major author in the field.

On the fan side, he was nominated for a Hugo for best fanzine; created the still-going Baltimore Science Fiction Society and its convention, Balticon; ran SF conventions from New York City to Washington D.C.; and co-ran a World Science Fiction Convention.

Turning to writing in the mid-Seventies, he has now written over fifty novels, most of them science fiction, fantasy, and horror (and one World War II novel). His best known work is the **Well World** series which grew out of his best-selling novel *Midnight at the Well of Souls*. This series has millions of copies in print in over twenty languages. His most recent book is *Balshazzar's Serpent* from Baen Books.

His major hobbies include travel, ferryboats, and computers and other consumer electronics.

Chalker married SF fan Eva Whitley on a chartered ferryboat in mid-river, and they have two sons, David, a sophomore at University of Miami of Ohio, and Steven, who is in fourth grade. A former teacher of history, Chalker got his graduate degree from Johns Hopkins University in the History of Ideas. We advise fans to meet with him early, as he has to leave Sunday and can not be at the brunch.



Betsy Mott

Artist Guest of Honor



After nine years of college and two Master's degrees (English Literature and Theater), Betsy Mott decided she really wanted to be a professional artist.

For over 15 years her media portrait and fantasy paintings have been seen in science fiction art shows all over the country. Her work can also be seen on MacMillan's *Imagine It! SciFi III CDROM*, on the Landmark and Great Warrior series of published notecards and on websites, in fanzines, and in collections around the world.

Her awards include: Best Body of Work, WesterCon 52; Best Media Tropicon Guest Award 2000; Best 2-D, InCon 2000; Best Body of Work, InCon '99 & '98; Best of Show, Orycon '97; Best of Show, Best Fantasy and Best 2-Dimensional for InCon '97; People's Choice and First Place awards for Brittanicon '95; Best of Show, Best Color and Best Science Fiction Awards for Tachycon '95; People's choice Awards for Orycon 9 and 11 and many others.

She is listed in the Directory of Amerilean Artists and is a member of ASFA. Betsy is a fourth-generation native of Spokane [WA], a Mensan, and a Mayflower descendant. She is part owner, and with her brother and sister, helps run the Comeier Fountain and Books in Historic Downtown Millwood,

where her fully furnished, if somewhat cluttered, art studio is located.

Her hobbies include gaming, kayaking, researching obscure subjects, and playing trumpet in local pit orchestras and wind ensembles.

She has attended MosCon for many years, as an artist, and with Quicksilver Fantasies, a dealer. She has always been popular and we are absolutely delighted to have her as this year's Artist GoH. Following is her answer to a FAQ (Frequently Asked Question).

Why Paint Media Portraits?

Why do I paint media portraits? It is a question many people have asked me over the last few years. It is not that hard to understand.

I love to paint portraits. Portraiture is a very difficult, exacting field. But when it is done well, you can see what the person is thinking and feeling at that frozen moment of time. The person in the painting becomes a presence in the room. That is what I try to accomplish. But why media portraits?

If I paint a portrait of one of my friends, of a model, or of someone's "Uncle Alvin," the family and friends of the subject are the only ones who can judge if I have done a good job. It is a very limited audience. If I do a painting of Russell Crowe, Mel Gibson, Kevin Costner, Sean Connery or *alia*, then millions of people are qualified to critique or appreciate my work.

Some very famous paintings are celebrity portraits. "Portrait of the Actress Jeanne Samary" by Renoir, "Gilles" (leading actor of the Comedie Italienne) by Antoine Watteau, "Portrait of the Actress Antonia Zarate" by De Goya, "Mrs. Siddons" by Thomas Gainsborough, "Portrait of Chopin" by Delacroix, "Madame X" by John Singer Sargent, innumerable works of the ballet by Degas, and I find more examples all the time. Many other famous portraits may very well be "celebrity portraits", especially in the early years of oil painting, but the fame of the subjects has not been as enduring as the fame of the artist. With the use of current technology that may not be a problem any more.

And of course the most obvious reason to paint media portraits is that I am a big fan of these actors and actresses. I appreciate the enormous talent and energy they put into a role and indeed all the creative effort that is put into the making of a movie or television episode. Sometimes the characters have unbelievable lives of their own. Through my paintings, I want to explore that magic. And then try to express the essence of it in an original creation. I want to visually communicate to others what I see and feel about the life of these characters. If they agree with my interpretation, they may want to take home a print or even an original to enjoy in their home for many years to come. To those who have not seen these movies or actors, or do not like my interpretation or technique, it will still elicit some kind of emotional or intellectual response, as much as if a friend, a model or someone's favorite uncle was the subject matter.

Tam and Shelly Lewis Gordy

Fan Guests of Honor

Tam was born 12 March 1953. Sun in Pisces, Moon over Miami, barometer falling. Married to Shelly Lewis Gordy, 13 April 1981 (smartest thing he ever did, downhill from there). Now living in Surrey [B.C.], land of drive-by "hunting accidents". Still married to Shelly (not so dumb, after all).

First science fiction: Edgar Rice Burroughs. Mars series.

Fist exposure to fandom: BCAPA/VANAPA, 1979. First Con: V-Con 7, May 1979.

First aware of party life at cons: Rain Too, February, 1980.

First out-of-town convention: MosCon 2, September 1980 (where he met the lovely and talented Steve Fahnestalk). Official Editor for BCAPA; October 1983- January 1991.

Currently working as a tutor for secondary school students in Physics, chemistry, Math and English, as well as independent business. Also plays in an acoustic Celtic traditional band, The Navvies (CDs available upon request).

Completed two fantasy novels, working on another, several more storylines in progress. Likes to party with twelve-string guitar, Beatles tunes, and surrounded by friends, of which some even like him.

Filkers and folksingers are encouraged to sing along, or listen, as they prefer....

Shelly Lewis Gordy was born 12 August 1951. Sun in Leo, Moon is Levis, Irish temper rising. Married to Tam Gordy 13 April 1981 (Tam abjectly grateful). Now also living in Surrey, where men are men and women are sometimes negotiable.

Still married to Tam (who is still abjectly grateful).

First science fiction: Not recalled.

First exposure to fandom: BCAPA/VANAPA, 1979.

First Con: V-Con, May 1979.

First awareness of party life at cons: Rain Too, February, 1980. First out-of-town con: Norwescon 3, 1980 (Tam gratifyingly jealous).

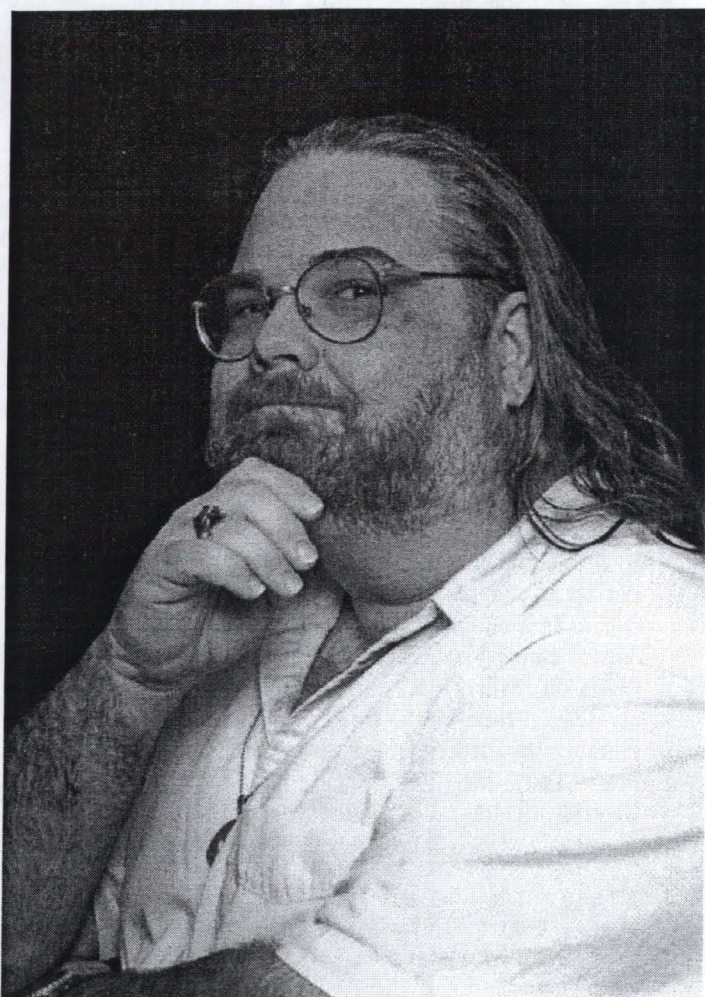
Currently working as a driving instructor with small driving school in Langley. Plays bodhran (Irish war drum) and wields a wicked bullwhip if provoked (make her day!).

Also instructs in pagan ritual and mythology. Best cook in the universe (Tam only mildly exaggerating) and hosts incredible party. Say hello, and watch out for that whip!



Tristan MacAvery

Animé Guest of Honor



Interview With a Voiceter

OK, first of all, who are you?

I'm Tristan Alexander MacAvery, born August 16, 1958, a son of the Cheyenne tribe (and thereby hangs a tale). I have the usual parents (one of each) and a wonderful sister who's like a best friend to me. I have a college degree in English and psychology, which makes me virtually useless in terms of making a real living, so I turned to my creative talents -- voice acting, writing, and so on. I've had jobs ranging from office flunkie to paralegal to computer help desk, and they all bored me to tears. At last, I'm in my element. I'm single, although I have a heartthrob for a certain voice actress who will, for the moment, remain nameless (we can embarrass her at a later date). And despite rumors to the contrary, I look nothing like Gendo -- except for the glasses, the beard, and the evil chuckle.

How did you get started in voice acting?

Sheer accident. I've done voices and bits of acting in community theater for more years than I care to count. I tried getting voice work in San Francisco when I lived there (1989-92), but about 90% of that market is consumed by perhaps six voices -- tough place for an "entry level" actor. After living outside of Texas for many years, I returned to Houston in the summer of 1995 and signed up with Sherry Young Mad Hatter agency. Michael Young believed in me -- still does (bless his pea-pickin' heart). I did two radio commercials for the Texas Lottery, then stalled a bit. I wasn't sure if I was going to get any more work in voice at all. Until...

How did you get started at ADV?

The office assistant at SYMH suggested I go see Matt Greenfield to audition for ADV -- and not long after, in July of 1996, I did my first set of voices for SUPER ATRAGON. The day after that, I took on the role of Mr. Amamoto in SUIKODEN: DEMON CENTURY. The rest is history. Oh, by the way -- the office assistant at SYMH . . . is Tiffany Grant! So if you don't like my work -- blame her!!!

How many times have you died in animé?

Is there a number that large? Well, let me put it this way: I frequently get cast in "bad guy" roles -- the curse of a deep voice. Bad guys usually get bumped off. You do the math. But if you're gonna force me to guess . . . I'd say about 20 times by now.

For doing Gendo's voice in Eva, how did you create and or maintain that evil character voice?

This may terrify you, but Gendo's voice is actually closest to my own natural voice. All I do is pitch it lower and use the principles of acting to create more menace. Hint to actor-wanna-be's: Know your character, and take every bit of information the director gives you to work with. The essence of Gendo isn't "evil" in the sense of "bad guy" -- it's "evil" in the sense of chaos-versus-order. Gendo wills to impose his own order on the universe, and he'll do anything to accomplish that. For him, it is logical, or at least necessary, to act as he does. Take a cue from Anthony Hopkins in THE SILENCE OF THE LAMBS; Lechter isn't "evil" -- he simply has no rules other than his own. In a way, it's a kind of super-sanity that terrifies the rest of us mortals. Good thing I'm not like that in real life. Heh heh.

Let's face it, you make a real evil Gendo for Eva. Eva has been getting awesome reviews lately. What's it like coping with success?? You got a fan following yet??

Well, let's see: Leo, Chris, Mike, Ryan, Jennifer, Viv, Catherine . . . I know I'm leaving someone out, but that's about

it, at the moment. They all wrote to me using the Voice Actor database at the AniMecca site, and we've kept in touch. I can't say success has gone to my head; I mean, I haven't put down a deposit for my first Porsche or anything. Heck, I haven't even gotten a vanity license plate for my tired old 1986 Mustang GT. But it's really good to hear from the fans -- good to know I'm doing my job well. Hey, I like ego strokes as much as, or more than, the next guy!

What's your favorite episode of Eva?

Each episode of Eva is better than the one before it; as we progressed, each one of us (the actors) got more and more into the characters, really wanting to give our best for each episode. This being so, I have several favorite moments throughout the series, most of them appearing toward the end. Pick one absolute favorite? The last, say, six minutes of Episode 18. Gendo is monomaniacally brutal ("Cut it off!"), and Tiffany Grant, Amanda Winn Lee, and Spike Spencer gave their all for that sequence. I have to give a special nod to Spike, as Shinji begs and cries for his father to stop the horrifying violence that Shinji has no control over. When someone says, "Is this what the dummy plug is for?" -- excruciating! Without giving a spoiler -- yes, that's exactly what a dummy plug would be for. (Philosophical debates welcomed at a later time.)

Was there anything about Eva that really grabbed you or had an impact on you?

Again without giving out a spoiler, I'd have to say that the entire philosophical concept blew me away entirely. The series has its action sequences, but its purpose was much more to investigate the characters and the implications of their actions. If I had to equate the feel of Eva to anything "conventional," I'd have to say THE PRISONER, the Kafka-esque British series starring Patrick McGoohan. Like Eva, THE PRISONER has a gigantic philosophical basis (especially the seven episodes originally written by McGoohan), and each and every episode has something in it that would provide fodder for those late-night pizza-and-root-beer discussions that I love so much. Action is fun, but brain-prodding who-am-I stuff is terrific.

What other character voices have you done for ADV?

What, you want I should copy you my resumé? All right already . . . other than Eva, there's:

"Super Atragon," Parts 1 & 2 -- Russian U.N.

Representative; Admiral Bogart; Tachibana.

"Suikoden: Demon Century" -- Amamoto.

"Battle Angel" -- Vector.

"Golden Boy 2" -- The Mayor.

"Ellicia," parts 1, 3, and 4 -- King Nabosu.

"Plastic Little" -- Mikhail.

"Burn-Up W: Assault on Policetown (Files 3 and 4)" --

Dr. M.

"Golden Boy 3" -- Kogure.

"Gamera" -- Kusanagi.

"Sol Bianca" -- Emperor Batros.

"Blue Seed 12 & 13" -- Admiral, others.

"Rei Rei" -- Pipi.

"Golden Boy 5" -- various background roles.

"Golden Boy 6" -- Boss.

"Kimera" -- Jay.

"Fire Emblem" --

"Dirty Pair Flash: -- Waldiss, Shopkeeper

"Ruin Explorers," Parts 1&2 -- Rugodorull, Narrator, Armor B

"Street Fighter II," Parts 1-3 -- Taylor, Servant A, Narrator (outros).

"Princess Minerva" -- Narrator, Howard Cosell.

"Slayers: The Motion Picture" -- Joyrock.

"Dark Warrior: First Strike" -- DOD Computer Voice.

"Dirty Pair Flash 2" -- Silica; transvestite.

"Slayers 1" -- Diol

So you're a writer as well? What do you write?

I've completed four novels, all unpublished <sigh>, and I've got ideas and partials on over a dozen more. I write short stories as well, and about 20 of those have seen print in various "little" magazines. I write SF, fantasy, Twilight Zone-like twists on reality, a few love stories (I'm a hopeful romantic), and even a little fan-fic for the Robin of Sherwood mythology (another British series). I've also penned the dubbing scripts for PRINCESS MINERVA and DARK WARRIOR: FIRST STRIKE (which I also directed), and for the CUTIEY HONEY shows that Matt will probably be beginning any day now.

You've begun directing for ADV as well. How goes it? What's it like? What films have you directed so far?

PRINCESS MINERVA is a slapstick comedy/action show that I took right over the top. It should be out in mid-July (if you love me, you'll buy lots of copies!). It was fantastic working with the actors! Everyone who got into that booth -- Jessica Calvello, Kim Sevier, Tiffany Grant, Laura Chapman, Toni Navarre, everybody -- they all got into their characters and created some of the best comedy ever done. Half of the show is their ad-libs! It was absolutely the best time ever.

DARK WARRIOR was a complete turn-around: Very dark, serious script, with powerful sequences that had to be performed in a very specific way. It wasn't the same kind of "fun" as MINERVA, but it was extremely fulfilling. Brett Weaver and Bryan Bounds were my leads, and they were brilliant; both took their characters and squeezed out every drop of their essence. Every word that they speak -- and again, they added a great deal to their characters, over and above my script -- is carefully crafted and brilliantly delivered. Working with so much talent . . . if I could bottle that rush, I'd knock coffee, Coke, and Viagra off the market in a month!

Do you scream on rollercoasters?

No. I don't get that close to roller coasters! I scream long before I get there -- and I keep on screaming and kicking and clawing until I run the heck away from the blasted thing! Definitely not my bag.

How do you like your steak?

Rare. I mean seriously pink. Run it through a warm room. Talk dirty to it until it blushes. Smite the beast in the head, knock the horns off, drag across the grill at warp speed, turn it over twice before it gets there, and hand it to me on a plate. R-A-R-E.

What kind of music do you like?

It's commonly called "space music" or "electronica." My favorite music has no lyrics and generates a feeling of expanded or universal space. I like drones, trances, and some minimalist music (e.g., Arvo Part). Composers: Robert Rich, Steve Roach, Brian Eno, Raphael, Jonn Serrie, Tim Story, A Produce, David Darling, and many others.

When I want lyrics, I get into: Gordon Lightfoot, Joan Baez, Judy Collins, Indigo Girls, Genesis, Rush, Strawbs, Camel, Renaissance, Gentle Giant, Dougie MacLean, Enya, Clannad, Steeleye Span, Moody Blues, Paul Simon (Garfunkel too), Leonard Cohen, Jacques Brel, Harry Chapin (the greatest story-song writer ever!) . . . and so on.

To my younger fans: Don't worry, most are before your time! <grin>

Are you kind to animals?

I even like snakes. While walking home from work in Stillwater, Oklahoma (mostly a college town), I saw a grass snake about 3+ feet long, barely moving on the cement of edge of the sidewalk. It was November, and he was almost in torpor. I got a file folder out of my pack, let him crawl up on it, and tossed him onto the grass, where the ground cover might warm him enough to let him crawl to safety. It's part of my Native American nature, I suppose -- respecting and cooperating with nature.

Although I have to admit that a large tree roach that finds its way into my bathroom has a life expectancy of about six seconds -- long enough for me to find something to whap it with. Sorry . . . just a personal prejudice.

What is your favorite character voice you've done for ADV?

THIS is a tough question! I've done so many, as you see, and most were great fun to do. Gendo, of course, was with me the longest; a recurring character like that gets under your skin. In March this year, when I read Gendo's last line ("Congratulations"), I left the sound booth thinking . . . "It's over! Gad! It's really over!" I felt as if I should have a wake or something, drink a toast to an old friend who had left me . . . unless we do the movies, of course! <ahem!>

Who'd win, Batman vs Gendo? Why?

Gendo, hands down. Batman represents a threat to Gendo's plans -- too much above-board, cards-on-the-table order. He simply cannot be allowed to continue interfering with the recreation of Mankind. Now, hand-to-hand, Gendo's a gonner - - but Gendo would never let it get to that point. He would plan way ahead. We're talking about a guy that doesn't even flinch when an out-of-control Eva unit punches the glass wall right in front of him. This guy's got stones!

What was it like playing the demonic frog guy in the Slayers movie? Did you have to really work on creating that laugh?

Joyrock was a joy indeed. Weirdly enough, the laugh was more or less a first take. We had to go back and clean up parts of it, to make sure it all fit in the right places, but otherwise, Matt just ran the tape and let me laugh myself into hyperventilation. That was fun. (I still say we need a tank of oxygen in the booths, just to revive us after doing long Foley!)

Is there any thing you'd like to say to the fans?

You guys are the vital closing link to the process of creation. Art ain't art until it's appreciated. I really appreciate all of you who watch, enjoy, comment on the shows -- it means a lot to know that the ripples you send out into the universe are felt and reciprocated. Thanks, guys. I really mean it.

Are there any questions I missed?

"What is the meaning of life?" "How many Gendoes can dance on the head of an Eva?" "Who is John Galt?" "Will Success Spoil Rock Hunter?" "What really happened on the Grassy Knoll?" "Will the chewing gum lose its flavor on the bedpost overnight?" "What happened to the people who tested Preparations A through G?" "If Helen Keller falls alone in the forest, will she make a noise?"

...I don't know the answers. You just asked if there were any other questions. You're on your own for the answers!

In Memoriam

Rebecca Jeanne Fallis

1956 - 2000



*Bea Taylor, Verna Smith Trestrail, and Becky Fallis
1993.*

Appreciation #1

MosCon has lost one of its staunchest members: Becky Fallis, who died November 12, 2000 from a heart attack related to her diabetes. She is sorely missed!

Becky was a member of our local science fiction group, which became the Palouse Empire Science Fiction Association when it launched MosCon 23 years ago. She joined in our group while a student at Washington State University, majoring in Animal Science.

After graduation in 1978 Becky returned to Seattle, where she worked for J. C. Penney in the children's shoe department. As a docent at the Woodland Park Zoo, she pursued her love of animals. An enthusiastic member of the Spinners and Weavers Guild, she also belonged to the Beyond Reality Costumers Guild.

MosCon was always dear to Becky's heart. In the fall of 1993 her diabetes spiraled downward, leading to increasingly serious medical problems. Despite failing health, she attended all but the 1999 MosCon.

She was a member of the Seattle Klingon Diplomatic Corps, Fashion Animal Division, and she participated eagerly in their appearances at various MosCons.

Becky loved costuming and entered several of MosCon's Masquerades. She always lived life as fully and independently as possible until her death.

If you wish to make a donation in Becky's memory while you are here at MosCon, you can contribute canned food in the nearby cardboard box. It will be taken to the food bank in her honor. WinCo supermarket is just across the street in the mall.

If you wish to make a donation after the con, Becky's family suggests these organizations:

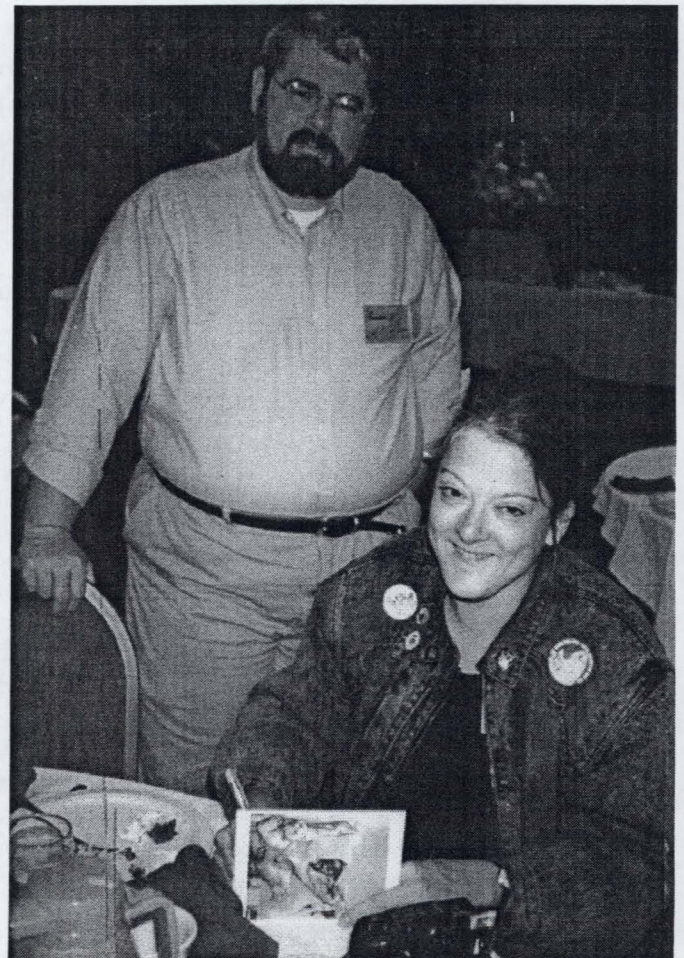
The Woodland Park Zoo -- 5500 Phinney Avenue North; Seattle, WA 98103.

The American Diabetes Association -- 557 Roy Street Lower Level; Seattle, WA 98109-4219.

The American Heart Association -- 4414 Woodland Park Avenue North; Seattle, WA 98103.

Thank you!

Bea Taylor



Thom Walls and Becky Fallis, 1996

Appreciation #2

I met Becky in 1979, when I was 19 and she was 23. I don't know that we became friends instantly (I was living in Pullman at the time, and she lived in Seattle – 300 miles away), but when I entered graduate school in 1982, Becky was one of the few friends outside school and family that I saw regularly.

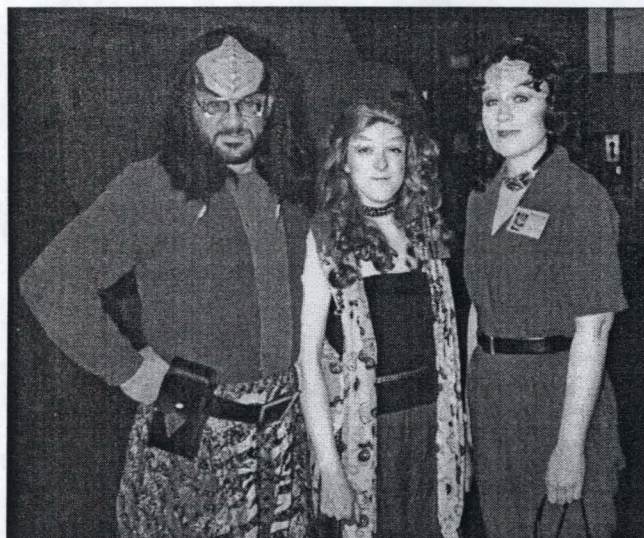
She was a costumer who loved odd fabrics and interesting patterns. I remember her “hangover detector” (for Sunday morning brunches at conventions) consisted of colors I would never have combined. It was tremendously effective at drawing attention and laughter—at least from those without hangovers. It inspired my choice of fabric when I made my own “hangover detector.”

When the Klingon Diplomatic Corps was founded, Becky wanted to participate. However, her coloring too fair to wear a black wig. So Becky became a despised “cross-breed.” And Ma'Sov became the KDC mail clerk—she even had a light jacket with the words “mail clerk” on it in Klingon. As the mail clerk, she had tremendous power, despite her lowly status. If you pissed her off, you wouldn't get your orders, or bills, or billet d'oux. In other words, she could really ruin your life.

That sort of character detail made Becky's costuming efforts fun, and interesting to watch. As time passed, and her illness restricted her more and more, she never lost her sense of humor, or stopped thinking of ways to continue costuming. When we attended MosCon in August of this year, she even picked up a name tag for her artificial leg (Alfred Smith).

Becky belonged to more organizations than the Costumer's Guild. She was a docent at Seattle's Woodland Park Zoo for years. I can remember going through the zoo with her when I was in graduate school—her knowledge of the animals, and stories from behind the scenes made it wonderful. Going back to the zoo is going to be one of the hardest things I do, because every step I take will remind me of Becky.

After I went to Australia in 1995, I became interested in spinning. Becky (who was also a member of the Spinner and Weaver's Guild) taught me how to spin, and gave me the wool to practice on. I never got to see any of her own spinning, because it was shortly after that her health began to deteriorate rapidly.



*David Bigelow, Becky Fallis, and
Lynn Kingsley, 1993*

Becky was my friend for more than 20 years—more than half of my life. I think of her almost every day, and I will miss her for the rest of my life.

Lisa Satterlund

Beyond Reality Costumer's Guild

And Other Absent Friends

Within the last two years, MosCon has lost two other stalwarts, Bill Cooper and Pat Apodaca. They are greatly missed.

Many of you will remember “Big” Bill from the tireless work he did for us with gaming, security, and all around helper. If you said “Bill, I need help,” he would be right there asking what needed doing. He was the priceless kind of volunteer who needs to be well cared for or he'll work himself into a frazzle, grinning ferociously all the way.

Pat will forever be remembered as a vital part of Quicksilver Fantasies, to the delight of anybody searching for hard-to-get Celtic music albums or computer graphics. She attended most, if not all MosCons, was always friendly, knowledgeable and accommodating. Her presence and her wares enriched many a Northwest Con. I for one shall miss her very much.

Lou Ann Lomax

Our Other Professional Guests



Betty Bigelow

by Dave Bigelow

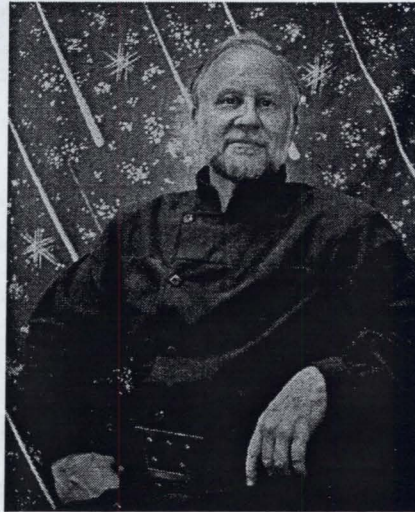
Betty Bigelow is an artist, a costumer, a dancer, and a Klingon.

Her nom-de-paintbrush is Rena Bassilvergoran. Mostly self-taught, she has worked in pen and ink, acrylic, 3-D ceramic and polymer clay sculptures, and water color. Her pieces have gathered many awards at convention art shows, and have appeared in fanzines locally and internationally.

As a costumer, she has won scads of awards at science fiction costume events. Her latest and continuing projects are the Klingon costumes she and Dave wear, usually on Saturdays at conventions. These require skills in latex appliance construction (for the foreheads — you wouldn't want to see the kitchen afterwards), makeup (four hours in makeup, just to wander around on Saturdays!) and language (Klingon, of course). So she is well qualified to bear the title of coordinator of the Seattle Klingon Diplomatic Corps, Fashion Animal Division. She is Artistic Director of the Shahrazad Middle Eastern Dance Ensemble, and has studied Belly Dance, Flamenco, and Middle Eastern Ethnic Dance for 27 years.

As a fan, she usually describes herself as 119 years old and counting.

She and husband David, with their friends in the Seattle Klingon Diplomatic Corps — Fashion Animal Division (SKDC-FAD) have produced quite a few masquerade half-time entertainments, in which singing and dancing Klingons do such things as maintain the proud tradition of the Klingon Tribble-Stomping Dance. Betty sometimes gives workshops on Klingon language and theatrical make-up techniques through the King County Library system.



Dave Bigelow

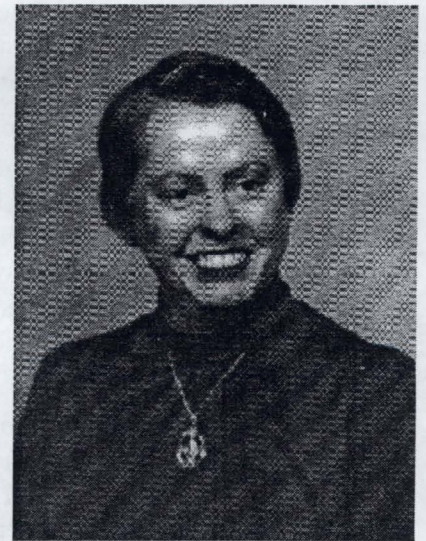
Dave Bigelow builds electrical control panels for a living. His time-consuming hobbies include music (occasionally singing and dancing in costume event half-time shows), writing science-fiction short stories (very occasionally published), and being married to Betty Bigelow, who dresses him up as the Klingon Koltar and uses a cattle prod and chocolate to entice him to dance. She likes the effect so much they've been doing it for years.

David belongs to the Seattle writer's group known as "the Ink Slingers", and had a story in the 1994 WORLDCON (Manitoba) program book. He grew up in Olympia, living in the House built by his great-grandfather (check out the Bigelow Family Museum website). As a

member of the Society for Creative Anachronism, he became the first Laurel of the then Principality of An Tir for his musical talents and teaching.

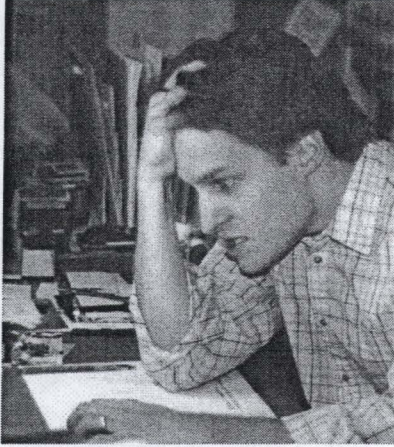
Eileen Brady

Eileen Brady had the enjoyable opportunity to do research for the second pilot (and the first season) of *Star Trek*, to which she also sold a treatment. Other TV series she's worked on include *The Invaders*, *Get Smart*, *Mission: Impossible*, *I Spy*, *The Fugitive*, *The Big Valley*, and *Mannix*. During her very first week on the job as a researcher, she answered the telephone, only to hear Rod Serling asking for help. (He hummed a tune which he wanted to include in a script, and until he knew its name, he could not go on. It was "Gaudeamus Igitur.")



Since leaving LA, she's done some research for motion pictures and TV. She works at the Owen Science & Engineering Library at WSU. In her free time, she writes screenplays and novels, and works on *American Television Series: 1935-1988*, a five-volume encyclopedia which is under contract to Facts on File, Inc. In 1993, she and two friends started *Focus on Security*, a quarterly magazine on the perils of libraries, archives, and museums.

Kevin "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 efforts). Professionally, I've been a full-time free-lance 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 magazine.

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 (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 couple of coffee mugs. I've contributed about 20 pieces to Jon Gustafson's CD-ROM called *Dragons & Dinosaurs*. I live in Renton WA, with my wife, Tami, our nearly two-year-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 \$#@*%/o computer!!!



Algis Budrys

Algis Budrys has been a professional science fiction writer since 1952. He has sold repeatedly to most of the SF magazines. His books include *WHO?*, *ROGUE MOON*, *MICHAELMAS*, and *HARD LANDING*, all of which have been nominated for Hugos, Nebulae, or both, as have many of his approximately 200 short stories.

He has won the Locus award for the best non-fiction book of the year; *BENCHMARKS*, a collection of all his book review columns for *Galaxy Magazine*, and has been a Hugo nominee for that work. He has won an Invisible Little Man award for service to the SF community, a Lensman Award from MOSCON, an Oltion Good Story Award, and numerous other awards in a number of categories. For the past several years, he has been editor and publisher of his own magazine, *Tomorrow Speculative Fiction*, which has been nominated for the Hugo award twice. Two years ago he moved the magazine onto the Internet, where it can be found at <http://www.tomorrowssf.com>.

His latest venture is as an editor and as a literary agent. *THE BLOOD JAGUAR*, by Michael H. Payne, and *NOCTURNE FOR A DANGEROUS MAN*, by Marc Matz, both Tor Books, are the result of his efforts as an agent. *BLACK AS BLOOD*, by Rob Chilson, *SHANJI*, by James C. Glass, and *The MINES OF*

BEHEMOTH by Michael Shea, are Baen Books, for which he is an editor.

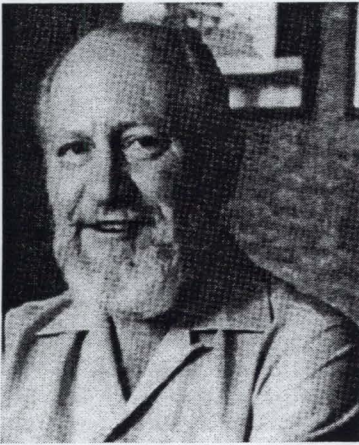
He has also pursued several full-time careers in and outside the SF field, usually under his own name or a variation of it. He wrote a regular book review column in *The Magazine of Fantasy and Science Fiction* for years, and in the *Chicago Sun-Times* for approximately the same length of time. He has taught in innumerable writing workshops, at Harvard, BYU, Pepperdine, eleven straight years at Clarion East, The Library of Congress, NASA, the Charles Dickens House in London, and elsewhere.

From the late 1980s to date, his work has often been under the auspices of L. Ron Hubbard's WRITERS OF THE FUTURE program. He was for many years the Coordinating Judge of the Contest that is another part of the program, and the advisor to L. Ron Hubbard's Illustrators of The Future Contest. He has now retired as Co-ordinating Judge, in favor of Dave Wolverton — whom he first discovered as a contestant. He continues to judge quarterly entries in the Contest from time to time. He continues to teach the annual workshop for winners in the program with Dave Wolverton.

His principal hobbies have included directing four-wheel-drive racing teams, and high-performance bicycles. He is a high-performance bicycle mechanic.

In addition to his SF novels, *BENCHMARKS*, *OUTPOSTS* (a collection of his SF essays), and three short story collections, he is the author of *TRUMAN & THE PENDERGASTS*, *BICYCLES...HOW THEY WORK AND HOW TO FIX THEM*, and *WRITING TO THE POINT*. The latter is a book on all the necessary basics of writing SF and any other kind of fiction, and is published by The Unifont Company, Inc., which he owns.

He is a member of the Science Fiction Hall of Fame, although he is not sure what that means.



F.M. Busby

F.M. Busby and his wife Elinor live in Seattle with their two cats, the calico Molly Dodd and '98-model tuxedo Jeffrey. His eighteen published novels include eight in the universe of *RISSA KERGUELEN*, three in that of *CAGE A MAN*, and another three in the *SLOW FREIGHT* grouping. Solo books are *All These Earths*, *The Breeds of Man*, *The Singularity Project*, and *Islands of Tomorrow*. Of more than forty shorter works, three have appeared in *BEST OF YEAR* anthologies; twenty are gathered into his collection *Getting Home*.

Growing up in the Palouse, Buz attended WSU and graduated before it got the "U", studying physics and electrical engineering, which help him keep his numbers straight. What with two vacations financed by the Army, it took him nine years, after which he moved to Seattle to engineer communications with the Alaska Comm System and to get married and settle down. In 1970 he opted for early retirement and began writing SF. Buz was Author Guest of Honor at MOSCON IV.

In the Army and later he spent considerable time in Alaska, including a year in the Aleutians, and swears his tales of Amchitka weather are simple truth. His interests include aerospace, unusual gadgetry of 'most any kind', dogs, cats, and people, not necessarily in that order.



John Dalmas

My life has been a learning process. As a child I lived with several families, twice in boarding houses. As a young man, I mostly went where I wanted, did what I wanted, and enjoyed the experience. My adult life has taken me through several phases: soldier (1944-45), when I served as a parachute infantryman; smoke-jumper; merchant seaman; logger; docks worker. I've hitchhiked and ridden buses, and once hopped a freight train from Missoula to Minneapolis, for economy and for the experience.

Eventually I began college on the GI Bill, discovered parties, and had a ball. I was active in the college monthly magazine and dramatics. After graduating with honors, I worked two-plus years as a district forester, discovering professional responsibility. I enjoyed the hell out of it, especially two winters spent on snowshoes cruising timber.

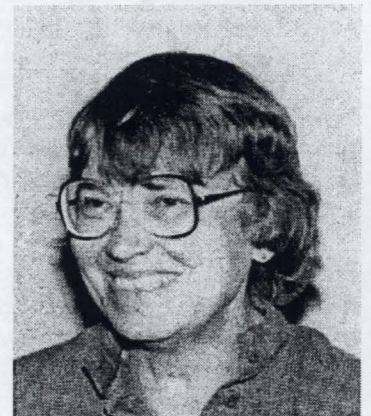
Intrigued by ecological problems in forestry, I began work on an eventual doctorate in ecology and was hired by the Forest Service as a research ecologist for the next 17 years, mostly in high-elevation forests in Colorado and the Southwest. While earning a reputation in my field, I learned about the gap between theory

and reality. Mostly, I enjoyed my research career.

At the same time, I discovered an ability to write professionally—technical papers *and* science fiction. I sold some stories, notably "The Yngling."

In 1977 I quit my government job and went to Hollywood "to make my fortune as a screen writer." Meanwhile I worked as a casual laborer for moving companies, and as a free-lance editor, all the while hustling screenplay scripts and treatments. For several months I worked as a secretary for a small film-production company. I also set type, worked for a gardening firm, cleaned professional buildings, etc., during that period. Those years were extremely interesting and enjoyable.

During an employment drought, I wrote and sold another novel. Since 1984 I've been a full-time writer. I have 21 novels published—most recently *The Bavarian Gate*—along with assorted short fiction and a collection. I've finished writing a 22nd novel, the last of the Regiment series, *The Three-Cornered War*, which will be coming out from Baen Books in December (2000). A third *FARSIDE* novel has been sold and drafted.



M.J. Engh

M.J. Engh is the author of *Arslan*, *Wheel of the Winds*, *The House in the Snow*, and *Rainbow Man*, plus occasional novellas (including a contribution to a *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 Philippines, 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.



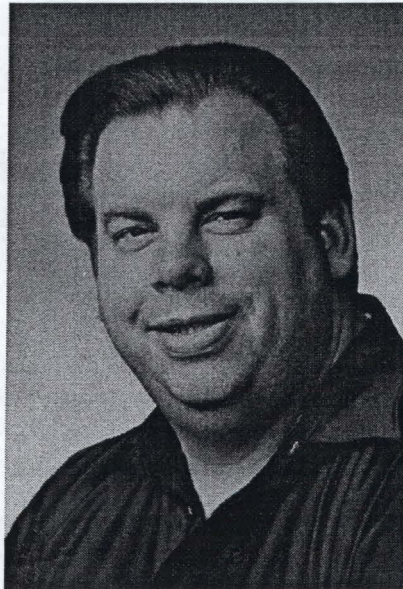
James C. Glass

Jim Glass was born in Long Beach, CA in 1937. He received his first personal rejection letter at age 13 from Fantasy & Science Fiction. His first con was WESTERCON 5 (1952) and he published a fanzine from 1952 to 1954. Jim majored in physics at the University of California, Berkeley, on a football scholarship. He worked at Lawrence Berkeley on controlled fusion, then at Rocketdyne and later Electric Propulsion Associates on ion engines, arc jets, and colloidal propulsion engines. He received his Ph.D. from the University of Nevada, Reno, and in 1968 began a 20-year stint on the faculty of North Dakota State. He spent 1977-78 in West Germany as a guest scientist at the Kernforschungsanlage (nuclear research institute) at Jülich.

In 1982 he started writing SF again, as well as attending VALLEYCONS at Fargo. In 1985 he married Gail Hansen, another fan. In 1988 they sold their snowshoes and battery-heated long-johns, and left Fargo for the banana belt, Spokane. Jim became professor of physics and

dean of science and mathematics at Eastern Washington University. He recently escaped from his administrative position and is looking forward to retiring so he can write full-time.

Jim Glass's first short story sale was to *Aboriginal*. In 1991 his short story "Georgi" won the grand prize in the annual Writers of the Future contest and was published in *Writers of the Future*, Volume 7. He has since sold more than 20 stories to magazines, including *Analog*, *Aboriginal*, and *Pulphouse*. His novel *Shanji* is scheduled for publication in February 1999 by Baen Books. Two other novels, *Toth* and *Visions*, are available on audio-tape from Books in Motion. His most recent short fiction sale is "Shadows" in *Analog*.



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.

He has two Bachelor's degrees, one in Fine Arts and the other in Education. He has worked as a teacher, medical illustrator, secretary,

field hand, store manager, bus driver, publisher, and many other unrelated jobs. He is now primarily an editor and an art appraiser.

Active in Northwest convention activities, he ran programming for NORWESCON 6, was the Art Show Director for the 1984 Portland WESTERCON, has been an Art Show judge for many cons, and edited the Program Book for the 1993 Seattle WESTERCON. He also edited the 1992 MAGICON (WORLDCON) Program Book, which was called (by people other than himself, even) the best WORLDCON Program Book ever created, and the 1994 Winnipeg WORLDCON Program Book, called by Algis Budrys the best convention Program Book ever produced. He chaired MOSCONS 3, 4, 7 and 22 (and has worked in one capacity or another on all MOSCONS). He was Fan Guest of Honor at seven Northwest conventions (V-CON 9, SPOKON 1, VIKING-CON 9, NORWESCON 10, CON-VERSION 5; ZERO-G, and RADCON 1A) and was the Toastmaster at NONCON 5.

He was one of the founding members of many organizations, including ASFA (The Association of Science Fiction/Fantasy Artists), the Northwest Convention Lodge, PESFA (The Palouse Empire Science Fiction Association), MOSCON, the Moscow Moffia Writers' Program, Writers' Bloc, and J. Martin & Associates Literary Agency. In 1983, he started JMG Appraisals, the **first** professional SF/F art and book appraisal service in North America. Very active in the SF art field, he was the Mountain Director for ASFA from 1986-1988, 1990-1992, 1994-1996, and was re-elected for his fourth term.

He entered fan publishing in 1974 by writing a column of art critique for Dick Geis' Hugo-winning magazine, *Science Fiction Review*. Soon after, he was co-editing *New Venture* with Steve Fahnstalk. He also wrote a short-lived column on SF art for Mike Glycer's *File 770* and a biography of

Jack Gaughan for *Locus*. In 1981, he began writing a book review column for NWSFS' magazine, *Westwind*, which continued (with the occasional break) until 1994. In 1976, he entered pro publishing by writing a history of SF art for Brian Ash's *The Visual Encyclopedia of Science Fiction* (1979; a Hugo-winner) and added 30 more bios for the updated, award-winning version of that book (1994). He also wrote two articles for the 1979 *Starlog Science Fiction Yearbook*, edited by Gerrold & Truesdale. He wrote 28 artist biographies for James Gunn's *New Encyclopedia of Science Fiction* (Viking 1988) and edited a large, new fiction anthology titled *Rat Tales* (Pulphouse Press 1994).

In 1986, his first work of fiction appeared in the best-selling *Writers of the Future, Volume II* anthology, and some of his other fiction appeared in the legendary *The Moscow Moffia Presents Rat Tales* anthology and in *Figment*. His first book was a biography — *CHROMA: THE ART OF ALEX SCHOMBURG*.

He has sold over 225 articles and several short stories in the past 20 years. He has written columns on SF for *Pulphouse: The Hardback Magazine*, *Figment*, and the new *Science Fiction Review*. He was a contributing editor for *Pulphouse Magazine* and was recently chosen by SFWA to edit the 1995 edition of the *SFWA Handbook*.

Jon has recently set his sights on newer technologies. He has spent the last years editing a series of SF/F art CD-ROMs: *Atlantis to the Stars*; *Dragons & Dinosaurs*; *Rockets & Robots*; *Sci-Fi Fantasy 2000*; and *Fevered Dreams*. He has done a CD-ROM archive of MOSCON's first twenty years. He is married to best-selling author V.E. (Vicki) Mitchell.

V.E. 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 Treasurer of MOSCONS 1, 2, 5, 6, 7, 9, 15, 16, and 17; the Membership Chair for MOSCON 3; Art Show Director for MOSCONS 4 and 13; and Chairman of MOSCON 10. She and MJ Engh ably programmed MOSCON 20. She was the Assistant Art Show Director for the 1984 Portland WESTERCON and ran the BANFFCON Art Show. Well known in costuming circles, she has won prizes for her costumes at many Northwest conventions. She was the Author Guest of Honor at RADCON 1B and two Calgary Star Trek cons.

She has four college degrees, including an MS 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.

Vicki has been writing for as long as she can remember. In 1986, she won the national *Amazing Stories* Calendar Story Contest and sold a short story to a mainstream anthology. In 1987, she had a story appear in the legendary *The Moscow Moffia Presents Rat Tales* anthology, and had a different "Rats" story accepted for the 1994 *Rat Tales* anthology from Pulphouse Publishing.

Her first novel, *Enemy Unseen*, (a STAR TREK novel from Pocket Books, which has also appeared in British and German versions), appeared in 1990 and spent three weeks on the *New York Times* Bestseller list. Her second novel, *Imbalance* (a STAR TREK: THE NEXT GENERATION novel), came out from Pocket Books in June, 1992. Her third STAR TREK book, *Windows On a Lost World*, appeared in June, 1993, and is still selling very well. It has also appeared in an audio-tape version read by Walter Koenig. Her fourth STAR TREK book, *Atlantis Station*, was a young-adult book set in the STAR TREK: THE NEXT GENERATION "Academy" series; it reached the bookstores in August 1994.

Her books have been translated into German and Japanese. She also sold a novella to *Amazing Stories*, which came out in May and June, 1992. In 1996, Vicki sold two more media tie-in novels, one entitled *Pool Party Panic!* for the TV series *The Secret World of Alex Mack*, and one for *Are You Afraid of the Dark?*; both shows appear on Nickelodeon.

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 an excessively silly dog named Shilo.

Programming

(For definitive times & places, check your Pocket Programs.)

The Empire Room has become the Animé Room:

Friday: 12:00 Noon through 2:00 AM

Saturday: 9:00 AM through 2:00 AM

Sunday: 9:00 AM through Closing Hours

FRIDAY, AUGUST 24, 2001

12:00 Noon

Hospitality Suite Opens

University Room -- Dealer's Room Opens

University Room -- Art Show Opens

Idaho Room -- Gaming (???)

2:00 PM - 3:00 PM

Washington Room – Real World Transpositions:

Future & Alternate History: How do you create and maintain your own world with its own believable history, customs & traditions, based on real-world examples? Jack L. Chalker, John Dalmas, Vicki Mitchell

3:00 PM - 4:00 PM

Washington Room – Independant Artists: What does it take to be a Pro? Advice and suggestions about the hopes and expectations of being an independent artist. Jon Gustafson, Kev Brockschmidt

Palouse Room – Animé 201: More animé and animé-related discussions. Tristan MacAvery, Andy Quinn & Phuc (Team Sakura)

Hospitality: Author Reading: Lee Grant

4:00 PM - 5:00 PM

Washington Room – Real World Transpositions:

Cultures Research and build on real-world cultures for your world, or translate real-world cultures into your world's milieu. Jack L. Chalker, Vicki Mitchell, John Dalmas

Palouse Room – Cartooning with Roberta Gregory
(If Roberta is unable to come, there will be alternative programming here)

Hospitality – Author Reading: C.C. Casey

5:00 PM - 6:00 PM

Washington Room – Art & Book Conservation:

You've just bought a great piece of artwork or a book. What exactly do they mean by "archival treatment?" What should you look for when you choose someone to mount your art? How to give

your treasured (and everyday) books & artwork the TLC that they deserve. Jon Gustafson

Palouse Room – Favorite Celtic Music: Celtic music is vibrant, popular and a regular favorite of many in fandom and beyond. Betsy's introduction to "a few of the different types, groups and artists currently available on Celtic Music CDs." Betsy Mott (Betsy's quote & title)

Hospitality – Author Reading: M. J. Engh

5:30 PM

University Room -- Dealer's Room Closes

University Room -- Art Show Closes

6:00 PM - 7:00 PM

Washington Room & Palouse Room – MosCon XXIII Friday Night Banquet Preparation

7:00 PM

Idaho Room -- Gaming Closes (???)

7:00 PM - 8:00 PM

Washington Room & Palouse Room – MosCon XXIII Friday Night Welcome Banquet! Special treat while you eat! A delicious assortment of short readings, serious and humorous, by some of our author guests.

8:00 PM – ???

Pool Area by Hospitality – MosCon XXIII Pool Party After a long absence, the MosCon Pool Party resumes its festivities as we prepare for the Friday Night MosCon XXIII Dance! Come and relax at the University Inn's poolside, enjoy their jacuzzi, the sauna, or go for a dip in the pool.

9:00 PM - 2:00 AM

Washington Room & Palouse Room – The MosCon XXIII Dance! Proudly arranged and hosted by Michael Gazur. Dance your cares and the night away at this revival of another old Convention tradition.

2:00 AM

Hospitality Closes

SATURDAY, AUGUST 25, 2001

8:00 AM

Idaho Room -- Gaming Opens (???)

9:00 AM

Hospitality Pool Suite Opens

University Room -- Dealer's Room Set-Up

University Room -- Art Show Set-Up Opens

10:00 AM

University Room -- Dealer's Room Opens

University Room -- Art Show Opens

10:30 AM - 11:30 AM

Washington Room – Animé 101: Animé at its most basic. Animé is Japanese Animation, sometimes called Japanimé, it covers every genre of literature imaginable: science-fiction, sci-fi, fantasy, romance, samurai epics, classics, and historical pieces. Animé is marketed for children, teenaged boys and girls, as well as very adult and mature-themed subjects. Tristan MacAvery, Andy Quinn & Phuc (Team Sakura)

Palouse Room – The Physics of Science-Fiction

Writing: Rubber-band physics in (some) SF writing vs real-world equations; how far does your reality stretch? Jim Glass & John Dalmas

Hospitality – Tricks of the Tirade: Understanding the “Evolution vs Creationism” Arguments. An analysis of the arguments used by "creationists" against the theory of Evolution and other large chunks of science. (If we say anything about the attempts to get "creation science" taught in public schools, it will be quite incidental). M. J. Engh & Jon Gustafson

1130 AM - 12:30 PM

MosCon XXIII Luncheon: Come one and all to the MosCon Saturday Lunch! Cold sandwiches, cold drinks, and friends old and new to eat with and talk story with.

12:30 PM - 1:30 PM

Washington Room – Creativity Games with Betsy Mott

Palouse Room – Costuming, Animé-style: How do you make (and improvise) costumes based on improbable characters from worlds that only exist in animated cels? Melissa Quinn

Hospitality – Science-fiction in Roman & Greek times: Readings from ancient Greek & Roman “sf.” M. J. Engh & Kathryn Meyer

1:30 PM - 2:30 PM

Washington Room – Autograph Session: Join Jack L. Chalker, Tristan MacAvery, Jim Glass, John Dalmas, Jon Gustafson, and others at MosCon's autograph session.

2:30 PM - 3:30 PM

Washington Room – Artists, Writers & the Internet:

It's not a free-for-all out there: copyrights still apply, even to works on-line. What may be considered objectionable by some, has been thought of as freedom of speech or expression by others; what are the boundaries? Are there limits? What are our rights and responsibilities as users of the Internet? Jack L. Chalker, Jon Gustafson & C.C. Casey

Hospitality – Equations & Double Boilers: Women & Science in the Ancient Roman World:

Mary Jane and Kathryn have been collaborating on a book about the role of women in ancient Roman times: scientists, apothecaries, lawyers, and animal tamers - Hypatia of Alexandria was just the tip of the iceberg. A work in progress. M. J. Engh & Kathryn Meyer

2:30 PM – 4:00 PM

Palouse Room – Voice-Acting with Tristan

MacAvery: Hands-on experience on what it means to be a voice-actor. Tristan MacAvery draws on first-hand experience as he actively demonstrates the how-to's, the do's and don't's, and what you might expect from studios. Be prepared to act, and have fun!

3:30 PM - 4:30 PM

Washington Room – Cartooning with Kev Brockschmidt

Hospitality – Author Reading: Jim Glass

4:00 PM - 5:30 PM

TBA – Writer's Workshop (Closed Session) Vicki Mitchell, M. J. Engh, Jim Glass, C.C. Casey & John Dalmas

4:30 PM - 5:30 PM

Washington Room – Round-table: What's New? Sit and talk with Jon Gustafson, Andy Quinn & Phuc of Team Sakura and share as they mediate this round-table discussion of what's up-coming and new in science-fiction, fantasy, and horror in books, movies, anime, gaming (pen & paper, PC and consoles), and magazines.

Palouse Room – Art Tips, Tricks & Short-cuts: Some nitty-gritty time savers & techniques for the Visual Artist “Time is always precious. Here are some ways to save your time for the essential parts of your artistry.” Betsy Mott, Kev Brockschmidt (Betsy's quote & title)

Hospitality – Coffeklatch with Jack L. Chalker: Come, sit in Hospitality, and enjoy a cup and

conversation with Jack L. Chalker at this MosCon tradition.

5:30 PM – 6:30 PM

Hospitality – Tristan MacAvery: Coffeeklatch (reading?) Come, sit and enjoy and cup and a story with Tristan MacAvery at this MosCon event

Washington Room – You, the Editor & the Genre: Manuscript Submission: Ever think of submitting a manuscript? From gaming magazines to science-fiction and fantasy publishers, to mainstream, and the alternative press, there are standards. Seasoned, published authors and editors bring their experience to this panel. C.C. Casey, John Dalmas, Jim Glass and Jon Gustafson

Palouse Room – Costuming on the Cheap for the Frugal Fan: And, yet again, can we put a different spin on this subject? Masquerade and costuming veterans and seasoned fans will surprise us. Theresa Fears, Gail Glass & Linda Cronquist

6:00 PM - 7:00 PM

Dinner Break

7:00 PM - 8:00 PM

Washington Room & Palouse Room – Masquerade Preparation

Hospitality – Coffeeklatch with Tam & Shelly Gordy

8:00 PM - 10:00 PM

Washington Room & Palouse Room – The MosCon XXIII Masquerade & Annual Chocolate Auction: Your Masquerade Hosts & Auctioneers are: Betty & David Bigelow. Come and enjoy this long-standing MosCon tradition (if you are Otakus, you know this as a Cosplay). Treat yourselves to chocolates and other goodies.

10:00 PM - 11:00 PM (possibly 10:30 PM)

Washington Room & Palouse Room – MosCon Saturday Night Dance Set-up

11:00 PM - ???

Washington Room & Palouse Room – MosCon XXIII Saturday Night Dance: Dance the night and your cares away!

2:00 AM

Hospitality Suite Closes

SUNDAY, AUGUST 26, 2001

9:00 AM

Hospitality Pool Suite Opens

University Room -- Dealer's Room Set-Up
University Room -- Art Show Set-Up Opens

10:00 AM - 11:50 AM

University Room -- Dealer's Room Opens

University Room -- Art Show Opens

MosCon XXIII Annual Brunch

An all-you-care-to-eat buffet with all the fixings: fruits, cold drinks, breakfast items, made-to-order omelets, the Works! Enjoy a great meal with our Guests of Honor, the Pro Guests, and fans alike!

12:00 Noon – 1:00 PM

Washington Room – MosCon General Meeting

The Annual MosCon meeting. Folks, as in years past, this meeting is important. We will be electing a new Board of Directors for terms of one (1) year and two (2) years, respectively. Thank you all very much for a great year!

1:00 PM - 2:00 PM

Washington Room & Palouse Room – Art Auction Set-up.

1:00 PM – 2:00 PM

University Room -- Art Show Closed, except for Quick Sales

Hospitality: Author Reading: John Dalmas

2:00 PM - 4:00 PM

Washington Room & Palouse Room – MosCon XXIII Art Auction: Two bids and it goes to the Auction....

2:00 PM - 3:00 PM

Hospitality – Author Reading: Vicki Mitchell

3:00 PM – 4:00 PM

Washington Room – Art Ethics: Just because you can doesn't mean you should. Betsy Mott, Kev Brockschmidt & Jon Gustafson

Palouse Room – Technology & Publishing: Changing Times? C. C. Casey, John Dalmas

4:00 PM -- ????

Hospitality Suite! – MosCon XXIII Dead Cow Party:

We, the ConCom of MosCon XXIII hope that you enjoyed the Con! Thank you all very, very much for coming! See you next Year!

5:00 PM

University Room -- Dealer's Room Closes

ANNUAL MEMBERSHIP MEETING

ALL current con attendees are welcome. More than welcome, since you decide what we do. At least twenty of you will be dragooned into service if this minimum number does not show up voluntarily.

FUNCTIONS**Masquerade**

Yes, we're having one. It will be similar to those in years past. Look for signs for further information.

Dance

We plan two this year. One will be on Friday night, after the Friday dinner, and the other on Saturday night, After the Masquerade. We are making arrangements to have some really good sound equipment and a couple of experienced DJs to make it an unforgettable experience!

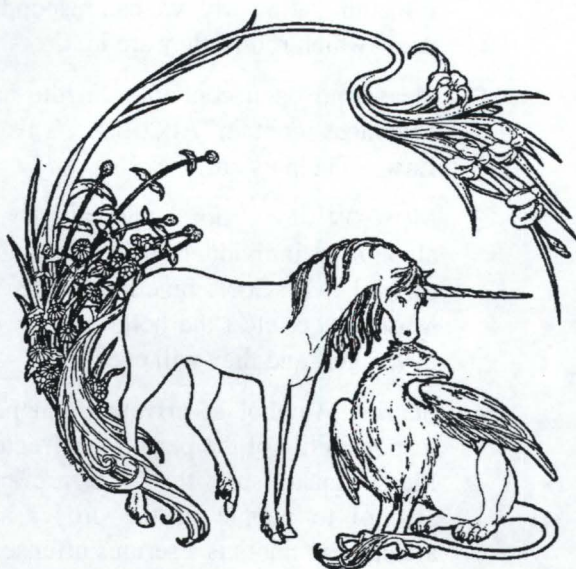
MosCon Water Follies

The pool is available until the hotel closes it down.

GAMING

Welcome, friends and travelers, to my fine establishment. I am Troy Fisher, keeper of this room. My servants and friends have been scurrying around in excitement for your coming this year. We have confirmed a much more harried schedule than your visit last time. Friends of mine from the alliance "Wizards of the Coast" will be in attendance to watch your magic wars, they will watch your wars with Pokémon, and many other exciting so-called "games". On another front, there will be many of us there ready to lead you down to dungeons unimagined, and places undreamed. Here I must part with you, returning from time to time to hear more of this year's festivity at the MOSCON GAMING ROOM!





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MOSCON House Rules

1. PLEASE, do NOT bring any food not purchased at The Best Western University Inn into the gaming area. There are a couple of restaurants and vending machines. We will be happy to help you sort them out.
2. The game master is the sole interpreter of the rules of the particular game he is running. Please do NOT appeal to the Registration Table or any of the volunteers helping us for rulings on game-related issues if the dice go against you, 'cause we DON'T know.
3. Rules Lawyers will be beaten to a pulp (in effigy) for a first offense! You are encouraged to help squelch this behavior. Please don't stain the carpet.
4. 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.
5. Donations are not refundable (but they are tax deductible!).
6. PLEASE pick up after yourselves. Trash bags will be prominently displayed.
7. 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 so should not be a problem.
8. Don't spook the mundanes. They don't know any better, especially on home-game weekends.

9. Costuming is encouraged. However if a weapon is part of your costume (and since this is a gaming event, it might just be 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!**

Badges and Access

All Events at MOSCON require the participants to display a membership badge. This includes but is not limited to Gaming Spaces, Panels, Dances, Readings, the Masquerade, Hospitality and all sanctioned MOSCON Events. The only exceptions to that policy are the Dealers Room and the Art Show, which may be visited by anybody. Anyone who does not have a badge will be asked to go get their badge or purchase one. If you have lost a badge, please tell us so we can help you replace it and so some one else does not take advantage of your pocket book!

Security Policies

The prime purpose of MOSCON is to have fun, so please do so. We do have a few rules that are designed primarily to keep us from losing the great support we are getting from this hotel and keeping the event safe. Please help us out. We are also looking for a few good beings to support us as security volunteers. Anybody who wishes to volunteer, please ask at registration or from one of those harried-looking people wearing headsets and wandering around.

Weapons Policies

MOSCON will peace-bond, and we do expect that all weapons and toys that look like weapons be handled in a safe and sane manner.

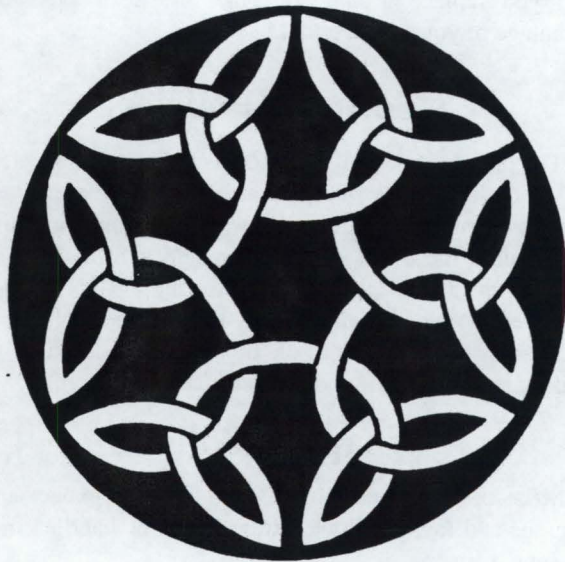
1. **There will be no real firearms allowed. Period.**
2. If you have a toy firearm that looks real, you might spook the security volunteers. Please show us anything questionable. We won't take it away or anything, but it keeps us from getting the jitters when we know its only a toy.
3. Blade weapons need not be peace-bonded but must be in a sheath or scabbard at all times. **Any blades that are drawn in public places will be held by security until the end of the CON.**
4. If your sheathed weapon has barbs or other pointy protrusions that could be a safety hazard, please be considerate and cover or remove them. Our primary concern is children's eyesight, as most scabbards are

about eye-level on a child. If you have any questions, please ask a security volunteer.

5. If you want to show somebody your new edged weapon, please do it in a private room or non-public space. Security volunteers will be happy to point out an appropriate space. They will probably want to see too!
6. **Brandishing or making threatening gestures with any weapon, real or plastic, is a serious offense and can be cause for expulsion from the CON.**

Party and Alcohol Policies

We at MOSCON want you to have parties and do fun stuff. In fact, we have high hopes of taking in some of that fun stuff ourselves. When you are over 21, that fun stuff often includes alcohol, and we understand that. Please use a little common sense in its use.



1. Please register all room parties at registration or with security. We don't intend to check up on you, but if somebody has a health problem or

something at a party, we can respond faster if we know which rooms they are in.

2. Please, no open containers in the halls if these beverages contain ALCOHOL. This is a **State Law**, so help us out.
3. MOSCON does not condone the serving of alcohol to individuals under the age of 21. At official MOSCON functions (the Dance, the Masquerade, etc.) the hotel will be in charge of beverages, and they will check IDs.
4. Serving Alcohol at private room parties is the responsibility of the person who rented the room. Please make sure that you are only serving alcohol to people of the proper age. Serving alcohol to minors is a serious offense.

You are allowed to bring in your own alcoholic beverages to the Hospitality rooms. You are responsible for who gets what you bring. If you are underage, *don't even think about it.*

Hospitality

Charlie has recruited a new Captain and second for Hospitality. Their names are Patty Shepard and Matt Gaier and they are **courageous neos**, so please be nice and tolerant! They will need all the encouragement and praise they can get! Maybe they'll be crazy enough to help next year. As many volunteers as can be will be shanghaied.

Hospitality's theme will undoubtedly be something suitably warped, cooked up by the fertile imagination of our intrepid leader.

Dealers' Room

	<u>Friday</u>	<u>Saturday</u>	<u>Sunday</u>
Dealers ONLY	9 AM - 2 PM	8 AM - 9 AM	9 AM - 10 AM
Open to the Public	2 PM - 6 PM	9 AM - 6 PM	10 AM - 3 PM

Dragon Tales has calendars and the latest book titles. They can only be found by mail and at conventions, so take fullest advantage of their presence here and now.

Quicksilver Fantasies has an incredible selection of music, including folk & filk, vocals & instrumentals, with Dover paperbacks and jewelry among their wares.

Art at MOSCON

Art this year is being organized by Lou Ann Lomax and Jon Gustafson.. Lou Ann, being realistically paranoid, will have several art packets and requisite paperwork available at the art show for last minute artists to fill out.

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, and 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 2-6 PM, Saturday 10 AM-6 PM, Sunday 10 AM-12 noon. *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 XXIII 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.

Please note: There will be other non-art items in the auction! 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 credit card machine. 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.

ConCom

A convention such as ours could not be produced with the selfless indentured efforts of many poor people. Take pity on these our friends, and give them thanks (though some will accept chocolate).

CHAIRPERSON (Ms.) Charlie Bales

VICE CHAIR Mark Rounds, Lou Ann Lomax

ANIMÉ & ANIMÉ-THEMED GAMING: Kathe Goslee

ART SHOW: Jon Gustafson, Lou Ann Lomax

AUTHOR READINGS: MJ Engh

COMPUTERS: Cara Plata

DEALERS' ROOM: Vicki Mitchell

GAMING CZAR: Troy Fisher

HOSPITALITY: Patty Shepard, Matt Gaier

HOTEL LIAISON: Jon Gustafson

MASQUERADE: Theresa Fears, Linda Cronquist

MEMBERSHIP :Amy Twitchell

OPERATIONS: Jon Gustafson

PROGRAM BOOK: Phrannque Sciamanda, Lou Ann Lomax

PROGRAMMING : Paula Mueller

PUBLICITY: Tamara Owens, Bea Taylor

REGISTRATION: Amy Twitchell

SECURITY: Kurt Smith

TREASURER: Beth Miller, Vicki Mitchell

WEBMASTER: Jim Mueller

WRITER'S WORKSHOP: Vicki Mitchell

Local Restaurant Guide

(332/334 = Pullman; 882/883 = Moscow)

- Appleby's**
Highway 8 &
Warbonnet Drive
Moscow ID
- Arby's**
• Wheatland Mall
Grand & Bishop
Blvd.
Pullman, WA
334-2729
• 317 S. Main
Moscow, ID
882-2301
• 150 Peterson Dr.
(closest to hotel)
Moscow, ID
882-4223
- Arirang Garden**
(Korean &
Chinese)
905 E Main
Pullman, WA
332-7232
- Basilio's Italian
Café**
337 E. Main
Pullman, WA
334-7663
- West 4th (in Moscow
Hotel) Moscow ID
892-3848
- Bonanza**
Palouse Mall
Moscow, ID
882-1336
- Branegan's Pizza**
1710 W. Pullman
Rd.
Moscow, ID
882-1336
- The Breakfast Club**
501 S. Main (old
Nobby Inn
location)
Moscow, ID
- The Broiler**
University Inn
Moscow, ID
- Burger King**
Stadium Way
(near Dismores)
Pullman WA
- Casa de Oro**
415 S. Main
Moscow, ID
883-0536
- Chang Sing**
(Chinese)
512 S Washington
Moscow, ID
882-1154
- Chinese Village**
Hwy 95 S
(Lewiston
Highway)
Moscow, ID
882-2931
- The Cottage Café**
902 NE Colorado
Pullman, WA
332-6065
- Cougar Café**
1020 S Grand Ave.
Pullman, WA
332-1132
- Cougar Cottage**
NE 900 Colorado
Pullman, WA
332-1265
- Cougar Country**
N 760 Grand Ave.
Pullman, WA
332-7829
- Dairy Queen**
1485 S. Grand Ave
Pullman, WA
332-1611
- Denny's**
1170 Bishop Blvd
Pullman, WA
334-5339
- Domino's Pizza**
308 N. Main
Moscow, ID
882-1555
- Eastside
Marketplace**
Moscow, ID
- El Mercado**
883-1169
- KFC**
882-8363
- Mongolian BBQ
Express**
- Pizza Hut**
882-0444
- Winger's**
882-9797
- El Mercado**
Eastside
Marketplace
Moscow, ID
883-1169
- The Emerald**
(Chinese)
Grand & Stadium
Wy
Pullman, WA
334-5427
- Eric's Café**
Palouse Mall
Moscow, ID
883-0777
- Gambino's Italian**
308 W. 6th
Moscow, ID
882-4545
- Godfather's Pizza**
Grand & Stadium
Way
Pullman, WA
332-3706
- Hilltop** (Steak
House)
Davis Way (Colfax
Hwy)
Pullman, WA
334-2555
- Jack In The Box**
710 W. Pullman
Rd.
Moscow, ID
883-8212
- KFC**
Eastside
Marketplace
Moscow, ID
882-8363
- Lotus** (Chinese)
E. 1005 Main
Pullman, WA
332-8270
- Mark IV**
414 N. Main
Moscow, ID
882-7557
- McDonald's**
• Wheatland Mall
Pullman, WA
332-6725
• Stadium Way
Pullman, WA
• W. Pullman Rd
Moscow, ID
882-2900
• Troy Rd.
Moscow, ID
882-1953
- Mikey's Greek
Gyros**
Purple Mall, Main
Street
(opp large theaters)
Moscow, ID
882-0780
- Mingles**
102 S. Main
Moscow, ID
882-2050
- Mongolian BBQ
Express**
Eastside
Marketplace
Moscow, ID
- New Garden**
400 S. Grand Ave
Pullman, WA
332-0728
- New Hong Kong
Café**
214 S. Main
Moscow, ID
882-4598
- Old European
Waffles, Cakes &
Tea**
455 S. Grand Ave
Pullman, WA
334-6381
- Old Peking**
505 S. Main
Moscow, ID
883-0716
- Orange Julius**
Palouse Mall
Moscow, ID
882-5660
- Palouse Mall
Bonanza**
882-1336
- Eric's Café**
883-0777
- Orange Julius**
882-5660
- The Pantry**
University Inn
Moscow, ID

**Papa Murphy's
Take 'N Bake
Pizza**
W. Pullman Rd.
Moscow, ID
882-9508

Pete's Bar & Grill
Johnson Avenue
Pullman, WA
334-4200

Pizza Hut
• Eastside
Marketplace
Moscow, ID
882-0444
• Stadium Way Ext.
Pullman, WA
334-5161

Pizza Perfection
• 428 W. 3rd
Moscow, ID
882-1111
• 1255 N. Grand Ave
Pullman, WA
332-2222

Pizza Pipeline

• 630 E. Main
Pullman, WA
332-1111
• 517 S. Main
Moscow, ID
882-8808

• **Prospector**
W. 6th
(near Taco Time)
Moscow ID

Rancho Viejo
Grand & Paradise
Pullman, WA

Rathaus Pizza
215 N. Main
Moscow, ID
882-4633

Sam's Subs
Palouse Mall
Moscow, ID
882-7827

**Sella's Calzone &
Pasta**
1115 E. Main
Pullman, WA
334-1895

Lakey's Grill
(formerly
Shermer's)
300 S. Grand
Pullman, WA
334-3822

Starbuck's
E. Main Pullman
(at Stadium Way)
Pullman, WA
& on Stadium Way
near Burger King

Studio 7
(Vegetarian)
720 NE Thatuna
Pullman, WA
332-6863

Subway
• 307 W 3rd
Moscow, ID
883-3481

• 460 E. Main
Pullman, WA
332-5906

Swilly's
200 NE Kamiaken
Pullman, WA
334-3395

Taco Time
• 530 E. Main
Pullman, WA
334-3212
• 401 W 6th
Moscow, ID
882-8226

Ted's Burgers
321 N. Main
Moscow, ID
882-4809

Teriyaki Joe's
Stadium Way Ext.
Pullman, WA
332-1018

**Thorn Creek Bar
and Grill**
S Main St
(near 6th St Corner
& old Theaters)
Moscow ID
882-0287

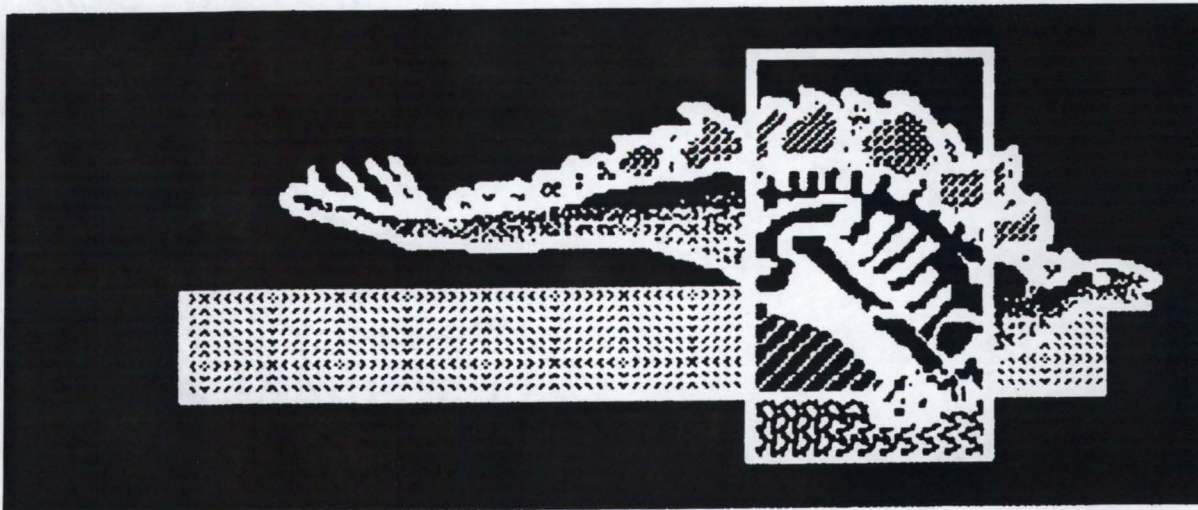
Top of China Buffet
Main Street
Pullman WA

Wendy's
W. Pullman Rd.
Moscow, ID
883-8112

Winger's
Eastside
Marketplace
Moscow, ID
882-9797

Zip's
W. Pullman Rd.
Moscow, ID
883-0678

The Zoo
1000 NE Colorado
Pullman, WA
332-8114



J. Doten



Autograph Page

