

# Norwescon 35 - Saturday

## **Alien Biology**

**9 am**

**Cascade 3&4**

How would alien bodies operate? Would their biochemical mechanisms be similar to ours, or would they evolve along entirely different paths? How might they reproduce? What other day-to-day activities would be affected by their biology?

## **The More, the Merrier: Group Costumes**

**9 am**

**Cascade 6**

A great way to increase your costume's impact, whether for hall costumes or for the Masquerade, is to travel in a pack. Even a group of two has added oomph, and helps create a mood that makes wearing your costume more fun. Explore ways of collaborating and creating costumes that work together.

## **Creating a Novel Outline or Synopsis**

**9 am**

**Cascade 7**

A professional novel outline isn't like that thing with the roman numerals you learned in high school. Find out how to craft a good synopsis or outline for your novel.

## **Supreme Court 2050**

**9 am**

**Cascade 8**

Our panel of lawyers gets two or three cases from the moderator and tries to anticipate how the court in 2050 might rule and why.

## **Scheduled Gaming**

**9 am**

**Cascade 9&10**

You're at the Con, waiting for things to rev up, but we're already off and running in the Scheduled Gaming rooms! Come and see what we're playing and sign up for a game or two! We have card games, role-playing games, miniatures and more all lined up for YOU! Get in early! Bring in your game and schedule a spot to make new gaming friends! You could qualify for a prize!

## **Steampunk 101**

**9 am**

**Cascade 11**

Think you know what steampunk is? There is a lot of confusion about the genre, but there is a way to clarify things. Come and find out what all the steam is really about.

## **Masquerade Pre-Meeting**

**9 am**

**Grand 3**

To enter the masquerade you MUST have attended last night's meeting or this pre-masquerade meeting. You do not need to come to both. At this panel you will receive the important information that you need to know to compete. If you haven't already gotten your masquerade forms at the information table, you can get them here. The deadline for all entry forms is 10:00am or the end of this panel. If you have questions about entering or aren't quite sure you want to, come to the meeting and all your questions will be answered.

## **Open Gaming**

**9 am - 6 am**

**Rotunda 1&2**

Got an hour before your next session? Stop by Open Gaming and play for a while. We have plenty of tables for fans to sit down with old friends (or new) and play...no sign-up sheet required. The Rotunda is available for open gaming all weekend on a first-come first-serve basis.

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## **Fandom In Daily Life**

**10 am**

**Cascade 2**

Are you weird, geeky, or a total nerd - and proud of it? Do you express your fannishness in daily life, or do you tone it down for your day job? Come participate in a discussion and share how you show your fannish colors.

## **Artificial Intelligence: Here Now?**

**10 am**

**Cascade 3&4**

Is Siri an AI? What answer do you get if you ask Siri? Does the Turing Test still matter if you know you are talking to a machine, and just don't care?

## **Writing for the Young and Young at Heart**

**10 am**

**Cascade 5**

Writing YA is about more than using small words. What does it take to make your YA story shine?

## **Webcomics**

**10 am**

**Cascade 6**

Are they replacing newspaper comics as the preferred daily or weekly comic strip? How does this sort of continuation differ from recurring monthly comics? Write for the web, or with the intent to print? What are some of the challenges and limitations for creating web comics?

## **The Genre Divide**

**10 am**

**Cascade 7**

What are the differences between literature and genre fiction? Are they real or artificial? What differentiates fantasy from horror? Does New York hate what we do?

## **Accessories on the Cheap**

**10 am**

**Cascade 8**

Our panel of experts will discuss available resources and construction of creative costume accessories using inexpensive everyday items!

## **Let's Make a Movie: Shoot It!**

**10 am - Noon**

**Cascade 11**

You were there for Part One, right, where we figured out what we needed and planned this movie all out? Quick! Time travel! In Part Two, we shoot like mad weasels, because there's not much time and if we're going to make a movie at light speed, then we have to move like light! So, don't be late, or you'll just see red-shifted versions of us. The key to making a movie, of course, is to get the footage in the can! Or, box, actually, because we're shooting video. But you know what we mean.

## **Working Metal**

**10 am**

**Cascade 12**

Artist Peggy Foy demystifies some accessible ways to work with metal in your art. Acid etching you can do in your garage, making your own rivets and cold connectors, and how to stick it all together. A cross between a demo and a lecture, this panel will introduce you to tools and techniques, materials, and where to find them.

## **Ask the Developers: Video Games**

**10 am**

**Evergreen 1&2**

Join our esteemed panel of video game developers for a discussion of exactly what a video game developer does, the hard and easy parts of video game development, and your questions.

## **What If Super Science Were True?**

**10 am**

**Evergreen 3&4**

... like FTL drives, time-travel, immortality ... all that really good stuff! How would these technologies change our lives?

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<b>Ewok Flower Vase Project</b>	<b>10-11:30 am</b>	<b>Olympic 1</b>
We will be using felt, twigs and twine to transform simple glass jars into stunning Ewok flower vases. (And everyone needs one of those, don't you think?)		
<b>The Art of George R. R. Martin: Making the Calendar</b>	<b>10 am</b>	<b>Grand 2</b>
Norwescon 35's Artist Guest of Honor John Picacio presents a slideshow and Q&A featuring the artworks he created for the 2012 George R. R. Martin / A SONG OF ICE AND FIRE Calendar. He'll discuss collaborating with George R. R. Martin, as well as the processes, decisions, and inspirations that shaped the illustrations.		
<b>Scavenger Hunt</b>	<b>10am</b>	<b>Salon</b>
Ladies and Gentlemen, I have intercepted a communications beam from Deep Space. Apparently at NWC 35, someone is to be murdered. My detective agency has not been able to determine the intended victim as yet, nor how they are to be murdered, nor where in the convention space. Come and be one of my detectives and play the Clue game at Norwescon.		
<b>Artist Koffee Klatch</b>	<b>10 am</b>	<b>Presidential Suite</b>
Come spend an hour with some of our fine artists in an informal setting.		
<b>Flashback Arcade</b>	<b>10am</b>	<b>7110</b>
Join us for a blast from the past as members of the Seattle Area Metro Collectors (SMAC) present a full-fledged video game arcade here at Norwescon. Enjoy classic favorites and some great newer games, all set to free play, so no quarters required! Stop by for a trip down memory lane and test your skills against your friends, family and other Con members, or just take in the sights and sounds that pervaded the lives of almost everyone who grew up in the 70s and 80s.		
<b>Ken Scholes reads Time Dancing in the Key of E Minor</b>	<b>10:30 am</b>	<b>Cascade 1</b>
A short story Rated PG		
<b>David A. Page reads Surviving Frank</b>	<b>11 am</b>	<b>Cascade 1</b>
A Detective Suffers from Inverse Lycanthropy Rated PG		
<b>Twisting Canon</b>	<b>11 am</b>	<b>Cascade 2</b>
Why we love the Alternate Universe in fan fiction.		
<b>Steampunk Culture</b>	<b>11 am</b>	<b>Cascade 3&amp;4</b>
Growing? Stagnating? What are the hot trends? Does the availability of "Steampunk" costume accessories at Value Village devalue the movement?		
<b>Values and Popular Literature</b>	<b>11 am</b>	<b>Cascade 5</b>
Do science fiction and fantasy teach values? Are there values they teach consistently? Do major popular works differ on values? Are your own values informed and engaged by this literature?		

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|---|---------------------|--------------------------|
| <b>Fact and Fantasy</b>   | <b>11 am</b>        | <b>Cascade 6</b>         |
| When does 'staying real' matter, and when does it just get in the way? Should fantasy Seattle streets match real Seattle streets perfectly? Does your pseudo-medieval weaponry have to perform like the real thing? How much can we alter history for the sake of the story before the reader cries 'Enough!'   |                     |                          |
| <b>Broad Universe Rapid Fire Reading and Chocolate Raffle</b>   | <b>11 am</b>        | <b>Cascade 7</b>         |
| Come listen to tasty tidbits of short-short readings from members of Broad Universe, the international organization for women writers of SF, Fantasy and Horror. AND, audience members get to enter into a raffle for CHOCOLATE! You won't want to miss this!   |                     |                          |
| <b>There Was a Neutrino Named Bright</b>  | <b>11 am</b>        | <b>Cascade 8</b>         |
| Whose speed might be a bit faster than light, or not quite. Why does Lorentz violation, even just a little, create potential paradoxes, and does light really move at the speed of light?   |                     |                          |
| <b>Family Games ages 10+</b>  | <b>11 am - 1 pm</b> | <b>Cascade 9&amp;10</b>  |
| Drop in and play a selection of games made for 'tweens and teens. Choices include Poo: The Card Game, Kittens in a Blender, Zombie Fluxx, Hibernia, and Family Business.. Look for tables 11 & 15.  |                     |                          |
| <b>Welcome to the Jungle</b>  | <b>11 am</b>        | <b>Cascade 12</b>        |
| Costume couture inspired by the exotic creatures and flora of jungles from around the world. Go out on the prowl in these wild looks that will put you at the top of the fashion food chain.  |                     |                          |
| <b>The Writer/Editor Relationship</b>   | <b>11am</b>         | <b>Evergreen 1&amp;2</b> |
| An editor is interested in your story. Hurray! But he wants big changes. Boo! Now what do you do? Find out what goes on behind the scenes and how you as a writer can increase your chances of closing a sale.  |                     |                          |
| <b>Disability in Science Fiction &amp; Real Life</b>  | <b>11 am</b>        | <b>Evergreen 3&amp;4</b> |
| Geordi LaForge lost his visor in the ST:TNG films. Jake got his legs back with his avatar. But Prof. X still has his wheelchair; and Miles Vorkosigan's birth defects never gave "normal" an option. Are these character archetypes plausible representations of the realities of life with a disability, or do they detract from the distinct cultures that have developed within the visual-, hearing-, and mobility-impaired communities? And are villains like Unbreakable's Mr. Glass and the albino twins of The Matrix a sign of mainstream acceptance or just a new twist on the old carnival freak show? |                     |                          |
| <b>Single Pattern Contest Judging</b>   | <b>11 am - 1 pm</b> | <b>Maxi's Ballroom</b>   |
| Closed Judging session for the Single Pattern Contest entries. Judges and pre-registered participants only.   |                     |                          |
| <b>Art Show Tour with Todd Lockwood</b>   | <b>11 am</b>        | <b>Art Show</b>          |
| Todd Lockwood talks in depth about his work in the show and shares his thoughts about selected other works as well! Come enjoy an artist's perspective on the Art Show! Limited to 10 people - sign up in the Art Show  |                     |                          |
| <b>Jenna M. Pitman reads Gambit</b>   | <b>11:30 am</b>     | <b>Cascade 1</b>         |
| A young woman is suddenly faced with the end of the world and her own mortality Rated PG  |                     |                          |

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**Jude-Marie Green reads Endless Summer**  
Science Fiction alien wish fulfillment Rated PG

Noon

Cascade 1

**The Blogger Effect**

Noon

Cascade 2

Has blogging ruined the fine art of editing? What do we gain (and lose) with publishing spontaneous writing? There is a growing network of SF/F professional and aspiring writers connected via a variety of blogging communities. Is it breaking down the barriers between pro, amateur, and fan-ficcer? Does it function as an informal online writers' workshop, a support group, or a black hole of cat-vacuuming?

**Plagues, Pandemics, and You**

Noon

Cascade 3&4

Disease has been a constant throughout human history; and it will continue to be a fixture in the future. Are there new threats besides the age-old ones already faced? What new forms of disease might arise? How will we combat them?

**Invasions that Changed Europe**

Noon

Cascade 5

Germans, Huns, Slavs, Arabs, Magyars, Vikings, Mongols, & Turks: Invaders or immigrants? Barbarians or just culturally diverse folk? Who flooded into the decaying Roman Empire, motivated the building of castles, and changed the nature of faith? This discussion will examine how successive new arrivals and outright invaders helped shape Western European society and culture.

**Polyamory 101**

Noon

Cascade 6

What is polyamory? Why would anyone want more than one partner? How does everyone interact so that each person's needs are met and no one gets hurt? How do more conservative family members react to these plural relationships? Should you? Shouldn't you? What are the pros and cons?

**Future Weapon Systems in SF Stories – Fantasy vs. Reality**

Noon

Cascade 7

Or, why is it that all the really cool ideas make no sense militarily?

**Ask the Gamemasters**

Noon

Cascade 8

Has your current campaign taken reached a dead end? Not sure how to keep your players happy? Have a problem player that you need to deal with? Want to add some house rules to your game, but unsure how to make them work? Come to this panel with questions about your RPG campaign.

**Character Arc, Plot Arc -- Story!**

Noon

Cascade 11

Knowing how your plot and characters change as the tale moves forward helps a writer to craft more powerful stories. What makes a great character arc, and how can you make your character's internal change more compelling? What makes a great plot arc, and how can you intertwine your plot with your character?

**Costume Design For Dummies**

Noon

Cascade 12

Ever wondered how to take the idea in your head and make it a reality? Ever sketched that idea and then got stumped on how to refine it? Ever refined an idea only to have it completely fall apart? Join us for a fun discussion on the elements of design and strategies and tips on how to get that idea from your head to become a reality.

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## **Cutting-Edge Technology**

**Noon**

**Evergreen 1&2**

There has been a recent rash of cool technologies that might eventually lead to practical applications. From invisibility cloaks to new ceramics that don't shatter, to real successes in gene therapy, come learn more about where science and sci-fi are beginning to cross over in the real world.

## **Stephen Baxter reads from Stone Spring**

**Noon**

**Evergreen 3&4**

A saga of a different prehistory.

## **Wand Making Workshop**

**Noon-2:30 pm**

**Olympic 1**

Come make your own wooden magic wand. Come prepared to get messy; wood shaping, staining, and sealing involved. No power tools, all shaping will be hand-powered (muggle style!). Note: magical core not provided. Allow 30-60 minutes for workshop, not including curing time. THIS PANEL WILL BE LIMITED TO THE FIRST 25 PEOPLE TO SIGN UP! Sign up in Olympic 1 beginning 4/6/2012 at 10 am.

## **So you think you can Hover?**

**Noon**

**Grand 2**

Before you can take to the air with your own home-built drone aircraft, you will need to first master the basics of flight. This session will begin with an introduction to the fundamentals of "eyes-on" radio-controlled aviation, then provide participants with the opportunity to try it themselves using simulators and palm-sized rotorcraft. Hands-on exercises will be limited by the availability of simulators and aircraft and space to fly safely. Equipment is delicate. Please come prepared to follow instructions, be respectful and aware of your environment. If you know you can hover — we need you! Bring a micro-sized heli and a controller, and help us introduce attendees to the fun of RC flying.

## **Get-A-Life Games**

**Noon - 6pm**

**Rotunda 1**

Live-Action Roleplaying - Firefly: Too Damn Pretty to Die Your ship docks at a small station orbiting Triumph, a quaint, little moon on the outer rim. What could possibly go wrong? A Firefly/Serenity themed LARP for roughly two dozen players produced by Get-A-Life Games. Costumes encouraged, but not required.

## **Introduction to the Irish Session**

**Noon**

**Salon**

The Irish Session is one of the old forms of participatory music-making. Groups of musicians who know various traditional tunes meet, usually at a pub, and play together. There's no stage, no formal separation of audience; anyone who knows the tune can join in at any time. There are several such sessions throughout Cascadia, from the Lower Mainland of British Columbia through Seattle and Portland and points south. We'll talk a little about the history, and then we'll just go do one. Music for several common tunes was posted at the website and is still available; we'll have a few copies as well. But if you don't want to play, and just want to come listen; you're called a "punter," and that's fine too.

## **Rhiannon Held reads Silver**

**12:30 pm**

**Cascade 1**

An urban fantasy novel Rated PG

## **S. A. Bolich reads Windrider**

**1 pm**

**Cascade 1**

The Hag, untamed Wind, is raging across the world, and Sheshan ak'Kal has attracted her attention. But the one thing he needs to fight her unwonted rage is the one thing he has lost. Rated PG

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## **It's All About You (Without It Being At All About You)** **1 pm** **Cascade 2**

Independent musicians, writers, and artists, can all now be their own labels, their own imprints, their own galleries. What does it take to launch an independent writing or music career? And in the modern era, how do you, a tiny fish, get noticed in the sea of information and other stage-grabbing attention whores like yourself? What if you're just really bad at that? Some of our independent musicians, writers, and artists talk about being heard on the internet stage.

## **Advanced Polyamory** **1 pm** **Cascade 3&4**

You've decided that poly is the way to go, so now what? How do you go about blending households, finances, and lives? What about negotiating (and re-negotiating) boundaries? How do you plan for the long term, and do you need a lawyer? And what if you figure out it's just not working? Our panelists have a wide variety of experiences, observations, and suggestions to share.

## **Women in Genre** **1 pm** **Cascade 5**

Best and worst female characters in genre books, movies, TV, comics and video games.

## **Digital vs. Classic Art Mediums** **1 pm** **Cascade 6**

More and more artists are using primarily digital methods to create comics. This can save time in the always-consuming process of creating comics; but is it worth it? What do artists give up by forgoing classic mediums?

## **The Horror Short** **1 pm** **Cascade 7**

In books and movies, what is the difference between a novel and short story, and a feature and a short film?

## **Hall Costumes vs. Stage/Presentation Costumes** **1 pm** **Cascade 8**

A discussion on the scale, color, and proportion and details that separate hall costumes from costumes presented on the stage.

## **How to Build a Spaceship** **1 pm** **Cascade 11**

Make Lots of Money, and Have Fun Doing It. Get a behind the scenes look at how XCOR Aerospace builds spacecraft and rocket powered aircraft through a never before seen in public slideshow.

## **Crossing Boundaries: Writing the Other** **1 pm** **Evergreen 1&2**

Can you write a great character of another gender? From a different culture? A different sexual orientation? How do you know what's good characterization and what's stereotyping?

## **DAW Books Live** **1 pm** **Evergreen 3&4**

Interview and Q&A with Spotlight Publisher DAW

## **Art Show Tour with Sienna Morris** **1 pm** **Art Show**

Sienna Morris talks in depth about her work in the show and shares her thoughts about selected other works as well! Come enjoy an artist's perspective on the Art Show! Limited to 10 people - sign up at the Art Show.

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**Tina Connolly reads IRONSKIN (TOR, fall 2012)**  
steampunk Jane Eyre with fairies Rated PG

**1:30 pm**

**Cascade 1**

## **Monster Mash**

**1:30 pm**

**Cascade 12**

Don your best mad scientist outfit, and come create marvelous monsters and creative chimera! We will take cute, fluffy stuffed animals and hack them into pieces - only to reassemble them in wholly unnatural ways. WARNING! Not for the easily distressed or children! We will be working with scissors and needles; and as such, only mature mad scientists will be allowed to participate. The only skills required are rudimentary sewing skills (plush is very forgiving) and a sick sense of humor. There will be a \$5 materials fee per participant to cover the cost of DNA splitters, splicers, and experimental specimens.

## **When Fandoms Cross Language Barriers**

**2 pm**

**Cascade 2**

The importance of cultural betas.

## **Bullies Suck: Raising Compassionate Children**

**2 pm**

**Cascade 3&4**

Consider the case of 10 year-old Jasmine McClain, and the scores of other children who have ended their own lives rather than endure another taunt from a bully. Even one life lost is one too many. How can we raise our kids to be kind? How do we explain terms like sexual identity, gender dysmorphia, racism, misogyny, and oppression in terms young children can understand? How do we discuss it with older children without being condescending? And when the timeworn strategy of "ignore bullies and they'll stop" doesn't work, how do we help keep them from being the next victim?

## **Costuming the Unexplained: Sticking to your Story**

**2 pm**

**Cascade 5**

Coming up with a costume is only half of the battle! Starting with a story or list before any construction is one of the keys to a successful costuming end result. Come join our panel as we talk about that process and how we stick to our story even though there are so many other shiny things out there!

## **Creature Feature**

**2 pm**

**Cascade 6**

What are our favorite fantasy creatures, and why? Do the fantasy archetypes (vampire, werewolf, fairy, etc.) give us a shortcut to understanding a particular character and their motivation? How do authors use these creatures as metaphors for our own personalities and desires?

## **Doorstops: Truly Enormous Books and Series**

**2 pm**

**Cascade 7**

Huge books, a never-ending series—why are these herniators so popular? Why does it take so many words to tell a good story? Does anyone edit anything anymore?

## **The Medieval Age of Gunpowder**

**2 pm**

**Cascade 8**

When did the Western Europeans first use black powder? What is the infernal mixture and how is it made? This discussion will examine the changes to European warfare enabled by the ever-improving hand gonnies and artillery. Models and full sized replicas will be available for study. Handouts will be available.



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## **Getting a Spaceship Through a Door**

**2 pm**

**Cascade 11**

During the installation of the Battlestar Gallactica exhibit at the EMP Museum, many allowances and compromises had to be made to enable the exhibition to happen – no least of which was cutting a new door into the side of the Museum to allow for the girth of the series' ships. These obstacles are just the tip of the iceberg for the curator and collections team when they're mapping out the blueprint for an exhibition. Museum staff will walk you through the early stages of planning a major exhibit, and the unique challenges they face.

## **Women in Gaming**

**2 pm**

**Evergreen 1&2**

Our all-female panel discusses gaming concepts that attract girls, what girl gamers are looking for in games, and how to get more girls into games. They will also discuss the growing presence / awareness of women playing and designing games, and their struggles with working in the industry. If you are a woman interested in working in this industry, our panelists want to encourage you!

## **Intuitive vs Structured Writing**

**2 pm**

**Evergreen 3&4**

Do you love outlines and always write everything in order? Or do you jump around, adding bits of story as they occur to you? Which method of developing your story is best?

## **Autograph Session 1**

**2 pm**

**Grand 2**

Meet the writers of all those fabulous SF/F books, share stories, and have them autograph their novels (especially the ones purchased in Norwescon's wonderful Dealers Room). All of our distinguished Guests of Honor will be present. PLEASE: so that as many fans as possible can participate, we will be enforcing a limit of three books to autograph at a time! Also attending this session: Alma Alexander, K.C. Ball, Clinton Boomer, Satyros Phil Brucato, Ted Butler, Charles "Zan" Christensen, Bruce R Cordell, Elton Elliott, Steve Gillette, Dustin J Gross, Judith Herman, Jean Johnson, Stina Leicht, Grá Linnaea, Pat MacEwen, Lisa Mantchev, Susan Matthews, Tim McDaniel, Julie McGalliard, Mike Shepherd Moscoe, G. David Nordley, Karl "Ultraklystron" Olson, Irene Radford, Cat Rambo, Mary Robinette Kowal, David A. Rodriguez, Jon Rogers, Robert J. Schwalb, Lorelei Shannon, Bruce Taylor, Dennis R. Upkins

## **Find Your Instrument**

**2 pm**

**Salon**

Have you ever wondered how people figure out what kind of musical instrument they want to play? Several of our pros have volunteered to bring their instruments and introduce them to people. This is a hands-on workshop; after an introduction of the instruments, participants will be able to try out various instruments, and given brief introductions on how to play them, by their owners. This panel is aimed at teens and adults; kids are welcome, but must be of an age and attitude appropriate to handle other peoples' musical instruments! Have you ever wondered how people figure out what kind of musical instrument they want to play? Several of our pros have volunteered to bring their instruments and introduce them to people. This is a hands-on workshop; after an introduction of the instruments, participants will be able to try out various instruments, and be given brief introductions on how to play them, by their owners. This panel is aimed at teens and adults; kids are welcome, but must be of an age and attitude appropriate to handle other peoples' musical instruments!

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<b>Renee Stern reads a short story, to be determined later</b> One of my short stories. Rated PG	<b>2:30 pm</b>	<b>Cascade 1</b>
<b>Ted Butler reads Endeavour</b> Exploration/Military/adventure/ Rated G	<b>3 pm</b>	<b>Cascade 1</b>
<b>Race And Popular Media</b> Back when our TV sets still had rabbit ears, shows like Star Trek, The Jeffersons, Chico & The Man, Good Times, Welcome Back Kotter, Sanford & Son, and The Cosby Show brought the ordinary, exceptional, and fantastical lives of people of color into American living rooms every night. But from the look of current prime time schedules of the big four networks, those days have passed. What happened? And why? And what can we as media consumers do to bring diversity back to the weeknight lineup?	<b>3 pm</b>	<b>Cascade 2</b>
<b>Radical Politics and Sci-Fi</b> How does science fiction and fantasy influence the radical left? And, how do social movements inspire authors of science fiction and fantasy? This panel looks at major works that address feminism, anti-racism, class struggle, revolutions, utopias, dystopias, Marxism, and anarchism – and the transformative power of speculative literature.	<b>3 pm</b>	<b>Cascade 3&amp;4</b>
<b>Bound For the Stars</b> Or trapped in the solar system by physics and economics? The stars are waiting, but will we be there to greet them?	<b>3 pm</b>	<b>Cascade 5</b>
<b>New Media vs. Old Media</b> Does "old media" (radio, newspapers, publishing houses, etc.) still have a role to play in the age of the internet? Are the gatekeepers of content still needed?	<b>3 pm</b>	<b>Cascade 6</b>
<b>Crossing Genres</b> Can you write a really great fantasy novel that's also a really great mystery novel? Crossing genres in one work could lead to something awesome, or it could just lead to a mess. We'll talk about what might work and what probably won't.	<b>3 pm</b>	<b>Cascade 7</b>
<b>Energizing The Future</b> No matter what the topic, ultimately it comes down to energy: what it costs (in money and more), who controls it, and how it is used. Help our panelist discuss the changes that can light the way to tomorrow.	<b>3 pm</b>	<b>Cascade 8</b>
<b>Is This The Universe You Thought It Was?</b> Tired of the same old hum-drum Universe of lumbering dinosaurs, star-eating Black Holes belching hot gas, drifting continents, common ancestors, no-see-um Dark Matter and electric current, slow-paced geology, dismissals of worldwide ancestral stories, high-falutin' physics and relativity mumbo jumbo? Then come join our tour guide Forrest Bishop as he takes you on a fast-paced journey to an exciting and exotic Universe far, far away from all that. Which Universe is science fiction and which one is fact? You be the Judge.	<b>3 pm</b>	<b>Cascade 11</b>

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## **Seattle Opera Trunk Show: Wings**

**3 pm**

**Evergreen 1&2**

Take an up-close look at the materials, construction, and attachment methods used for different styles of wings from the Seattle Opera's costume collection.

## **Building a Better Campaign Setting**

**3 pm**

**Evergreen 3&4**

What makes a good campaign setting? What elements in the world or universe of the campaign make it stand out above all others? What does it take to make a Forgotten Realms, or a Planescape, or a Golarion? Join our gaming panelists in discussing how to design a truly engaging and memorable game setting.

## **Junkyard Spacecraft Workshop Pt. 2**

**3-4:30 pm**

**Olympic 1**

So . . . yesterday the architect, today the designer. Now's the time to add that little something extra to distinguish your special spacecraft from the ho-hum variety. Work with a variety of materials and accessories to dress up your ship and prepare it for its maiden voyage!

## **Autograph Session 2**

**3 pm**

**Grand 2**

Meet the writers of all those fabulous SF/F books, share stories, and have them autograph their novels (especially the ones purchased in Norwescon's wonderful Dealers Room). All of our distinguished Guests of Honor will be present. PLEASE: so that as many fans as possible can participate, we will be enforcing a limit of three books to autograph at a time! Also attending this session: Alexander James Adams, Carol Berg, Jessica Blair, S.A. Bolich, Stan!, Shon C. Bury, Christopher Paul Carey, Monte Cook, Erik Scott de Bie, A.M. Dellamonica, Cymbric Early-Smith, Eileen Gunn, Heather Hudson, Nancy Kress, Jay Lake, Todd Lockwood, Edward Martin III, Morgue Anne, Sir R. L. McSterlingthong, Darragh Metzger, David A. Page, Benjamin Tate, J. A. Pitts, Kevin Radthorne, Ken Scholes, Lizzy Shannon, Jack Skillingstead, Gordon Van Gelder, Matt Youngmark

## **Cascadia's Got Talent!**

**3-5 pm**

**Salon**

Do you have what it takes to gain the appreciation of our audience and panel of fan and celebrity d/r/u/n/k/s/ judges? FIND OUT! Bring your song, your work-in-progress, your shtick, your standup act, your freak show, your whatever - bring your talent to our free-form talent show! You have eight minutes, two songs, or until the gong gongs, whichever is shorter. Show us what you got!

## **Art Show Tour with Donna Barr**

**3 pm**

**Art Show**

Donna Barr talks in depth about her work in the show and shares her thoughts about selected other works as well! Come enjoy an artist's perspective on the Art Show! Limited to 10 people - sign up at the Art Show.

## **Lisa Mantchev reads Backstage at the Théâtre Illuminata**

**3:30 pm**

**Cascade 1**

Lisa Mantchev reads from the third book in her young adult fantasy series, So Silver Bright. There will also be fairies, mayhem, prizes, and sweets! Rated G

## **Satyros Phil Brucato reads The Green Tunnel**

**4 pm**

**Cascade 1**

Horror Rated PG

# Norwescon 35 - Saturday

## **Fantasy as Social Commentary**

**4 pm**

**Cascade 2**

Fantasy and science fiction have long provided “safe” ways for authors to discuss the real world they lived and struggled in. Examine fantasy realms and lift the thin veil to look at social critique on racism, sexism, religion, politics, and more.

## **Harnessing Your Motivation**

**4 pm**

**Cascade 3&4**

Writing can be an arduous and lonely task, and it can be all too easy to lose steam when your story starts to stump you. How do professional writers maintain motivation to finish the story?

## **Gore and the Paranormal in Horror**

**4 pm**

**Cascade 5**

The Saw movies have run their course, and Paranormal Activity 3 broke box office records. Are horror fans tired of the ever increasing levels of violence that films have to go to?

## **Crash Course In American Comics History**

**4 pm**

**Cascade 6**

Artists like Chris Ware and Daniel Clowes are pushing the genre to new levels; but their predecessors are often overlooked or underappreciated. Come learn what’s so great about Krazy Kat, R. Crumb, Peanuts, etc.

## **They Sank My Book!**

**4 pm**

**Cascade 7**

Take charge of your book-launch PR and avoid a maritime disaster. Most authors don't know what kind of publicity their publisher will give them, don't know what their own responsibility is, and have no idea how to fix things if the publisher screws up, which happens \*frequently\*. Come hear horror stories and tips from the pros on how to keep your launch from going horribly wrong.

## **Medieval Women: Was it really a Man’s World?**

**4 pm**

**Cascade 8**

We have heard of Godiva, Eleanor, and Joan, but were these the only women who ever did anything that was written about? What about the works of Abbess Hildegard? Was it a world totally dominated by men? This discussion will look at the important work done by women, famous and not so noticed, from the Dark Ages to the Renaissance.

## **Ripping Bodices, Ripping Canvases: The Wonderful World of FanArt**

**4 pm**

**Cascade 11**

What styles are your favorite? Does NC17 work well in art? 18+ WITH ID

## **Costume Camouflage**

**4 pm**

**Cascade 12**

...or how to play up your strengths and disguise your weaknesses in your costumes. There is a style out there to make the most of any figure.

## **Single Pattern Contest Fashion Show**

**4 pm**

**Evergreen 1&2**

Fashion Show and Awards Presentation for the Single Pattern Contest. Come and see all the wonderful entries of the Single Pattern Contest, cheer on the contestants, vote for your favorite, and see the presentation of the awards. Along with the judge's awards we'll be presenting the Fan Favorite award and maybe your favorite will win.

# Norwescon 35 - Saturday

## **The Future of Dungeons & Dragons**

**4 pm**

**Evergreen 3&4**

At the beginning of this year, Wizards of the Coast announced that they were working on the next iteration of D&D. As it turns out, we happen to have the three game designers for "D&D Next" as gaming Pros! Join the designers of the next iteration of the D&D rules for a discussion about the future of the game.

## **Sir R.L. McSterlingthong reads The McSterlingScenes**

**4:30 pm**

**Cascade 1**

My Favorite Scenes From my own Works. Rated PG

## **Baby Lounge and Quiet Hour**

**4:30-5:30 pm**

**Olympic 1**

This is an unmonitored hour in a quiet corner for those with infants who would like to chat and let their babies stretch and crawl around for a little while. There will be a tote with some baby toys available for your use as well as some pillows.

## **Stina Leicht reads Of Blood and Honey/And Blue Skies from Pain**

**5 pm**

**Cascade 1**

Fantasy Rated PG

## **Flirting 102: Advanced Flirting**

**5 pm**

**Cascade 2**

You've completed Flirting 101, did your homework, and you're ready for more advanced topics. Bi, poly, no labels, and aliens are all welcome to this advanced session. Certificates are awarded only to those who attended both workshops, completed homework, and took final exam.

## **The Science of Superheroes**

**5 pm**

**Cascade 3&4**

From the mild to the wild, what are humans really capable of? Can a mutation make someone fly, or do we need jetpacks for that? What about controlling things with the mind or gaining super strength? Come find out what superheroes will really look like when changing our DNA and adding personal modifications into our bodies becomes a possibility.

## **Native Steam: The Rest Of The Victorian World**

**5 pm**

**Cascade 5**

The Victorian Era wasn't just for the British! Many parts of the world were impacted by the British Empire during this time period and many have their own vision of Steampunk just waiting to be explored. Come join our panel as we talk about Steampunk for Native America, Asia, India, and Africa, and other parts of the world where the British Empire made its mark.

## **Ceres, Our Newest "dwarf" Planet**

**5 pm**

**Cascade 6**

Almost forgotten in the controversial "demotion" of Pluto was the upgrade of the first minor planet, Ceres. Significantly different than the rest of the asteroids, Ceres appears to be fully differentiated, with an ice layer that could provide the water needed to settle the asteroid belt. Will Ceres be the focus of a water-rush in the mid twenty-first century?

## **Women in Fandom**

**5 pm**

**Cascade 7**

How can the fannish community encourage more women to come out of the "geek closet" and get active in fandom?

# Norwescon 35 - Saturday

<b>How I Sold My Novel</b>	<b>5 pm</b>	<b>Cascade 8</b>
Some debut novelists discuss the path they took in selling their first novel.		
<b>Own a Drone: Build and Fly your own UAV</b>	<b>5 pm</b>	<b>Cascade 11</b>
In this introductory session, the Roswell Flight Test Crew describes how you can construct and operate a remote-controlled air vehicle capable of transmitting real-time video and telemetry back to a ground station. By strapping on a pair of video goggles, you can soar virtually above the real world — seeing sights and capturing images impossible from any other vantage point. All you need is an Internet connection, a soldering gun, a basic working knowledge of electronics and a profound capacity for frustration. The session will include: a static display of the crew's Reconnaissance Drone, Civilian Experimental (RQCX) platforms, practical advice and suggestions regarding the selection of components and equipment and screenings of the crew's aerial videos.		
<b>Video Game Art</b>	<b>5 pm</b>	<b>Cascade 12</b>
As technology continues to advance, more and more artists are moving into the realm of video games. Come and learn what goes into the creation of art for these games, what programs are used, what the challenges are, and what the future of the business holds.		
<b>John Picacio Q&amp;A</b>	<b>5 pm</b>	<b>Evergreen 3&amp;4</b>
Interview and Q&A with Art Guest of Honor John Picacio		
<b>Mike Shepherd Moscoe reads Kris Longknife -- Furious</b>	<b>5:30 pm</b>	<b>Cascade 1</b>
Opening of next Kris novel Rated G		
<b>Tim McDaniel reads They Laughed at Me in Vienna</b>	<b>6 pm</b>	<b>Cascade 1</b>
A Mad Scientists presents at conferences Rated G		
<b>What I Wish Someone Had Told Me</b>	<b>6 pm</b>	<b>Cascade 3&amp;4</b>
Established SF/F writers discuss lessons they learned the hard way that they wish someone had told them when they were first starting out.		
<b>Adding realistic medieval details in a fantasy setting</b>	<b>6 pm</b>	<b>Cascade 5</b>
Have you ever had a reading or viewing fantasy genre experience that was ruined by anachronisms and just plain wrong details? The writer just didn't bother or know enough to get it right. The emphasis of this discussion will be on finding and placing accurate medieval/historical details into a fantasy setting so it becomes real to the reader. How to make rich texture while avoiding clichés and faux pas.		
<b>Future of Medicine</b>	<b>6 pm</b>	<b>Cascade 6</b>
What's the future of diseases and cures? How will genetics transform medicine?		
<b>The Science of Magic</b>	<b>6 pm</b>	<b>Cascade 7</b>
How do you create a believable system of magic? Is knowledge of Latin useful? What about wands, crystal balls, and other tools? And, how do you create real jeopardy in a story when, literally, anything is possible?		

# Norwescon 35 - Saturday

## **Artwork in Gaming**

**6 pm**

**Cascade 8**

Many a game flourishes or suffers due to the artwork within. But what needs to happen to get those illustrations on the cover, card, box, or pages? Our panelists discuss the steps, from concept to commission, that artists and publishers go through to make that product look fantastic!

## **Let's Make a Movie: Edit It!**

**6-8 pm**

**Cascade 11**

Let's make a movie! You were there for Part Two, right, where we shot video like crazy? Quick! Time travel! In Part Three, we show you a little about editing, how we put all that crazy footage down and made it into a movie that made some kind of sense. Actually, we hope it makes some kind of sense. We never really know. If you bought a computer within the past two years, chances are excellent that you have more digital video editing power at your fingertips than has ever been subject to the hands of Ordinary People. Learn about using this power for Good. Or Evil. We don't care, because we only use it for Fun. The key to making a movie, of course, is editing.

## **Working in 3-D**

**6 pm**

**Cascade 12**

Three-dimensional art has it's own unique challenges in this expanding world of computer games and graphics, not to mention easier-to-display two-dimensional art. Come meet artists who work in the 3D arena (jewelry, leather carving, sculpture, etc.), and learn about the skills needed and the challenges, both inspiring and difficult, that they face.

## **Technological Cusp Points and Alternate Histories**

**6 pm**

**Evergreen 3&4**

Many alternate histories focus on political and/or war aspects, or some form of "what if this great man/woman's life were different?" But, much of the great sweep of history has been due to technological events. What are they? Consider what would have happened if they had been delayed, discovered elsewhere, or usurped by other methods. Movable type ... assembly lines ... railroads ... the telephone ... MS- DOS? All fair game ...

## **Queer Eye for the Con-goer**

**6 pm**

**Maxi's Ballroom**

Between the costumes, booze and sleep dep how can you tell who is batting for what team? EASY! Come to our mixer! This year the QECG mixer is heavily focused on helping you get the chance for some heavy petting. Enjoy meeting new LGBT friendly folks as we get to know one another a little better through speed dating and titillating group games. 18+ WITH ID

## **Mythic Reality Players Association**

**6 pm - Midnight**

**Rotunda 1**

We are continuing our 2012 season with one of our old favorites, "Shades". This game is part of the CovenMaster, Live-Action Role-playing series that was created by Patrick Ellison. At this time you can play a Vampire or a Fallen Angel, but you can also speak with one of the coordinators about helping out and the ability to play NPCs that may be of a different breed! For more information check out our table. We look forward to meeting you in person!

# Norwescon 35 - Saturday

## **MVP Publishing Book Launch Event**

**6 pm**

**Presidential Suite**

MVP Publishing and Bruce Taylor are pleased to announce the launch of two new books, BISHOP OF ROME by Elton Elliott and Doug Odell (MVP), Book Two in the Nanoclone Trilogy; and Mr. MAGIC REALISM by Bruce Taylor, published by --Eraserhead Press. Elton Elliott and Bruce Taylor co-edited last year's Norwescon release, LIKE WATER FOR QUARKS (MVP), which Analog magazine (December 2011) called "pure-quill sf" and recommended as a Christmas gift. LIKE WATER FOR QUARKS has sold out its first print run and will be back in print for this year's Norwescon.

## **Susan R. Matthews reads Blood Enemies**

**6:30 pm**

**Cascade 1**

the last Koscuisko novel Rated PG

## **Children's Masquerade**

**6:30 pm**

**Cascade 2**

Do you know a Jedi trainee? Or a budding ninja? A fairy princess who wants to show off her wings? Bring them to the Norwescon 35 Children's Masquerade! The children's masquerade allows children who are too young to compete as Rising Stars (self made costumes by children 13 years and under) to show off their costumes. The children will go on first. All children wishing to participate must attend the 6pm meeting to fill out the Children's Masquerade form. They will then walk as a group down to the masquerade and strut their stuff before the others go on.

## **Paul Dixon reads One Let Go**

**7 pm**

**Cascade 1**

Dagan Books FISH Anthology - Feb 2011 Rated G

## **Marketing Your Short Stories**

**7 pm**

**Cascade 3&4**

Now that you've finished your masterpiece, where do you send it first? With dozens of markets vying for your submission, how do you pick the right market?

## **Will Tablets Take Over?**

**7 pm**

**Cascade 5**

With the wild success of the I-pad and similar tablet computers will you soon see the day when you dump your laptop and desktop in favor of a table computer? NOT a religious war!

## **Horror and TV**

**7 pm**

**Cascade 6**

Are we in a golden age of horror on TV?

## **\*POW!\* Breaking into Comics**

**7 pm**

**Cascade 7**

How hard is it to get work in the field? Is it easier working as an individual or for a publishing company? All the insider advice you could want, including how to start your own publishing company, publishing tips and tricks, art tools, collaboration advice, self-promotion and a whole lot more.

## **Alternative Scene Etiquette**

**7 pm**

**Cascade 8**

The etiquette for alternative culture events has become much more important in recent years. As the goth, con and kink scenes seem to simultaneously blend and diverge, so can the rules that apply to appropriate social behaviors. Come learn from the experiences of those who've been there on how not to be a tourist.



# Norwescon 35 - Saturday

## **I'm Not A Lawyer, But...**

**7 pm**

**Cascade 12**

You got that publishing contract in your hands, great! But what does it MEAN? Understanding the industry standards is a vital part of knowing whether or not you're getting a great deal, or are being scammed. Come hear cautionary tales, giggle at humorous anecdotes, and see copies of actual publishing contracts to get an idea of just how complicated it can be to move from manuscript to finished novel. (Caveat: Don't forget to consult with an actual publishing contracts lawyer before signing!)

## **Electric Children in Concert**

**7 pm**

**Evergreen 1&2**

Electro-House made with Nintendo Gameboys

## **The Open Book Party**

**7 pm**

**Presidential Suite**

THE event for self published and small press authors, and for those who love good speculative fiction. Think of it as a book release room party - only bigger. Meet the independents, see their latest efforts, and enjoy some first rate reading in a low pressure, laid back atmosphere. Sponsored by The Written Wyrd, a non-profit trust to promote independent authorship.

## **Matt Youngmark reads Thrusts of Justice**

**7:30 pm**

**Cascade 1**

Superhero CYOA Rated PG

## **Masquerade**

**7:30 pm**

**Grand 2&3**

Come one, come all to the grand and glorious Norwescon Masquerade. The contestants range from Rising Stars to Masters and are the best of the Northwest. They will blow your mind with their creativity and style. For halftime, we have the ever popular movie previews. This is an evening not to be missed. We have plenty of seats for all, so come down to Grand 3 to see the show.

## **Pat MacEwen reads Taking the Low Road**

**8 pm**

**Cascade 1**

What kind of odds would you take in order to reach the stars? Rated G

## **The Editor and Writer Relationship**

**8 pm**

**Cascade 3&4**

A good editor can be a writer's best friend. What should a writer expect from their editor? What should they ask for; and how should they respond to their editor's requests for changes? Editors will provide guidelines for new writers on the etiquette of the editor/writer relationship.

## **Vostok and Mercury**

**8 pm**

**Cascade 5**

These spacecraft were the beginning, genesis. How did they come about, what were they like to fly, and how long before someone builds and flies a modern clone?

## **Film Festivals in the Age of the Internet**

**8 pm**

**Cascade 6**

Are film festivals still relevant when you can reach a potentially much larger audience via YouTube? Is there value in seeing (or showing) movies in a theater with an audience?

## **Romancing the Book**

**8 pm**

**Cascade 7**

Certainly, the romance/fantasy genre is popular. But how important is it to balance those two elements? Is fantasy just a setting for the love story, or is the love story just background to the fantasy plot? And, is it easier or harder to get your characters to fall in love when real magic can happen?

# Norwescon 35 - Saturday

## **Crunch vs. Fluff: FIGHT!**

**8 pm**

**Cascade 8**

Gaming, especially role-playing games, has essentially two elements. The “crunch” is the rules that define the game system, and dictate how to simulate real-world actions. The “fluff” is the fiction that gives the game its setting, and aids in the players role-playing within that setting. Not surprisingly, gamers are often divided as to which element is most important...and those divisions can be strong! Our gaming panelists engage in a civil discussion on realism vs. role-playing, rules-heavy war games vs. rules-light/theatre-based games.

## **Can We Change the World through Science Fiction?**

**8 pm**

**Cascade 11**

Science fiction imagines the future, but it can also shape it. After all the time we’ve spent immersed in alternative worlds, have we learned anything that could help us improve our own?

## **Can Science Fiction Keep Up with Engineering?**

**8 pm**

**Cascade 12**

Some author comes up with a cool futuristic device, and dang if some engineer doesn’t go it one better before the copyright expires.

## **Ultraklystron in Concert**

**8 pm**

**Evergreen 1&2**

Nerdcore's foremost anime enthusiast reveals enough new tricks to keep the listener guessing \_at all times\_.

## **Sex Tech & Getting Your Gadget On**

**8 pm**

**Maxi's Ballroom**

Sex droids. VR pleasure dens. Neural net fantasies. A wide (and long and deep) variety of mechanical and synthetic devices exist so do we really need human interaction any more? Are we just a few years away from Gigolo Joe? Or is high-tech stimulation just another way to whet our appetites? 21+ WITH ID

## **Sonia Orin Lyris reads Whatever Seems Best at the Time**

**8:30 pm**

**Cascade 1**

Rated R

## **K.C. Ball reads Snapshots I Brought Back From the Black Hole**

**9 pm**

**Cascade 1**

Science Fiction Rated PG

## **Medical Ethics in the Exam Room**

**9 pm**

**Cascade 3&4**

Physicians are trained to try everything, right up until a patient's last breath. But end-of-life, palliative care is becoming increasingly important; as sometimes there isn't anything more a doctor can do. On the other hand, medical technology is progressing rapidly; and a cure could come along at any moment. When should medical science let go?

## **Putting the “R” in RPG II: Horror**

**9 pm**

**Cascade 5**

Second of a three-part panel series discussing how to successfully incorporate the “R-rated” elements of sex and/or violence into your game or campaign. This second panel focuses on how to bring all that bloody, gory, unspeakable mind-numbing horror to your game, but in such a way that EVERYONE enjoys it.

## **Horror on the Web**

**9 pm**

**Cascade 6**

What websites have the best info? How can you use the Web to get word out on your film, book, etc.?

# Norwescon 35 - Saturday

**Great Opening Lines** 9 pm Cascade 7  
What makes an opening great? Join our panelists to review some great opening lines and to create some brand new ones of your own.

**Making Replicators** 9 pm Cascade 8  
3-D printers can make machines with moving parts. They can print circuits that can't be made conventionally. They can print organs that will soon be implanted in people. Where does it go from here?

**Geek Geek – Don't Tell Me!** 9 pm Cascade 11  
If you enjoy NPR's weekly quiz show "Wait Wait... Don't Tell Me!" you'll enjoy our version of this popular show. We will test audience members' knowledge against a panel of Pros as Science Fiction Museum Curator Brooks Peck exhibits books, zines, and art from the 1940's till now and asks contestants to answer our questions. Prizes for the winners!

**Attaching This to That** 9 pm Cascade 12  
Ever ask yourself, "How the heck can I attach foo to bar? Should I weld it? Sew it? Glue it? Tape it? And if so, what kind of welding material? What kind of glue? What kind of tape?" Artists using all types of different media will be here to offer their expertise, share their own stories, and answer your questions.

**Vixy & Tony in Concert** 9 pm Evergreen 1&2  
Smart, delightful, high-energy geek folk, with a spectacular string section

**Lazer Tag** 9 pm Evergreen 3&4  
The only place in the convention you are allowed to draw your lazer weapons. We have equipment for use; it is compatible with the Tiger Lazer Tag system, not the Team Ops system. Wizard tag will be available for those who wish to hone their skills before the battle this summer. For those players who are under 18, you must have a parent or guardian present at the arena. Lazer Tag is a live action, NON-CONTACT sport.

**BDSM 101** 9 pm Maxi's Ballroom  
Interested in BDSM? Want to find out what it's all about? What are these limits, boundaries, and play people keep talking about? We will endeavor to answer your questions - or if we can't, we'll point you to a resource that can. We will also discuss BDSM etiquette and resources for you to find out more. 21+ WITH ID

**Keffy R. M. Kehrli reads This Is A Ghost Story** 9:30 pm Cascade 1  
Interstitial ghost story, now with suicidal rock stars. Rated PG

**Lorelei Shannon reads Bloody** 10 pm Cascade 1  
Horror from the other side of the mirror Rated PG

# Norwescon 35 - Saturday

<b>Friends of Bill W.</b>	<b>10 pm</b>	<b>Cascade 2</b>
<b>From Magneto to Lex Luthor</b> What makes a great villain? Whom do you love to hate? What are some obvious weaknesses of famous villains that heroes never seem to take advantage of? Who are the worst villains in comics history?	<b>10 pm</b>	<b>Cascade 6</b>
<b>The Horror of Sexuality</b> Aliens, Jennifer's Body, Species, Teeth, Demon Seed, Rosemary's Baby, etc. There are elements of sex, sexuality, and procreation that are terrifying and utterly fascinating. Looking at examples from these and other films, we explore the deeply unsettling ideas and nightmares of human sexuality.	<b>10 pm</b>	<b>Cascade 7</b>
<b>Does Size Matter?</b> Does science fiction and fantasy world-building lend itself to multi-volume series? What series should have ended sooner? And what single novels should have become a series?	<b>10 pm</b>	<b>Cascade 8</b>
<b>Putting the "R" in RPG III: Sex</b> Third of a three-part panel series discussing how to successfully incorporate the "R-rated" elements of sex and/or violence into your game or campaign. This last panel in the series focuses on how to introduce sexual situations into your games in a way that is mature and comfortable for all your players.	<b>10 pm</b>	<b>Cascade 11</b>
<b>Then the Blond Kissed the Gryffindor...</b> There must be a better way to write that. Description and pronoun use in fan fiction.	<b>10 pm</b>	<b>Cascade 12</b>
<b>The Doubleclicks in Concert</b> The Doubleclicks are a nerdfolk sister band who sing about dungeons, dinosaurs and heartbreak while strumming a ukulele and cello. Paul and Storm have called them "face-meltingly wry" and Wil Wheaton once called them "my favorite."	<b>10 pm</b>	<b>Evergreen 1&amp;2</b>
<b>4/7/2012 Night Hoedown</b> 4/7/2012 Night Hoedown! This ain't your parents' square dance! Put on your best dancing shoes and shimmy with DJ mc300baud and his awesome mix of rave, wave, goth, alternative, rock, electronica and more! We won't stop until the cows come home!	<b>10 pm</b>	<b>Grand 2&amp;3</b>
<b>Advanced BDSM</b> So you know the basics of BDSM. Maybe you've engaged in play or had a kinky relationship. Where do you go next? And what exactly is edge play, anyway? We'll explain all that, and give suggestions on how to do the edgier things more safely and sanely. 21+ WITH ID	<b>10-Midnight</b>	<b>Maxi's Ballroom</b>
<b>Julie Hoverson reads Fatal Girl</b> Three friends fight demons. Audio drama in the style of a dark anime, Rated R	<b>10:30 pm</b>	<b>Cascade 1</b>
<b>Clinton J. Boomer reads The Hole Behind Midnight</b> High-Octane Urban-Fantasy Noir Rated R	<b>11 pm</b>	<b>Cascade 1</b>

# Norwescon 35 - Saturday

## **4/7/2012 Night Bardic Filk**

**11pm-2am**

**Evergreen 1&2**

Bardic Filk. Bring your instrument and come play your geek heart out, taking turns with other musicians in an all-peer environment. New at this? That's fine, everybody starts somewhere. Come start here!

## **The Ice Pirates**

**Midnight**

**Cascade 11**

In the far future water is the most valuable substance. Two space pirates are captured, sold to a princess, and recruited to help her find her father who disappeared when he found information dangerous to the rulers. A real Space Opera with sword fights, explosions, fighting robots, monsters, bar fights and time warps.