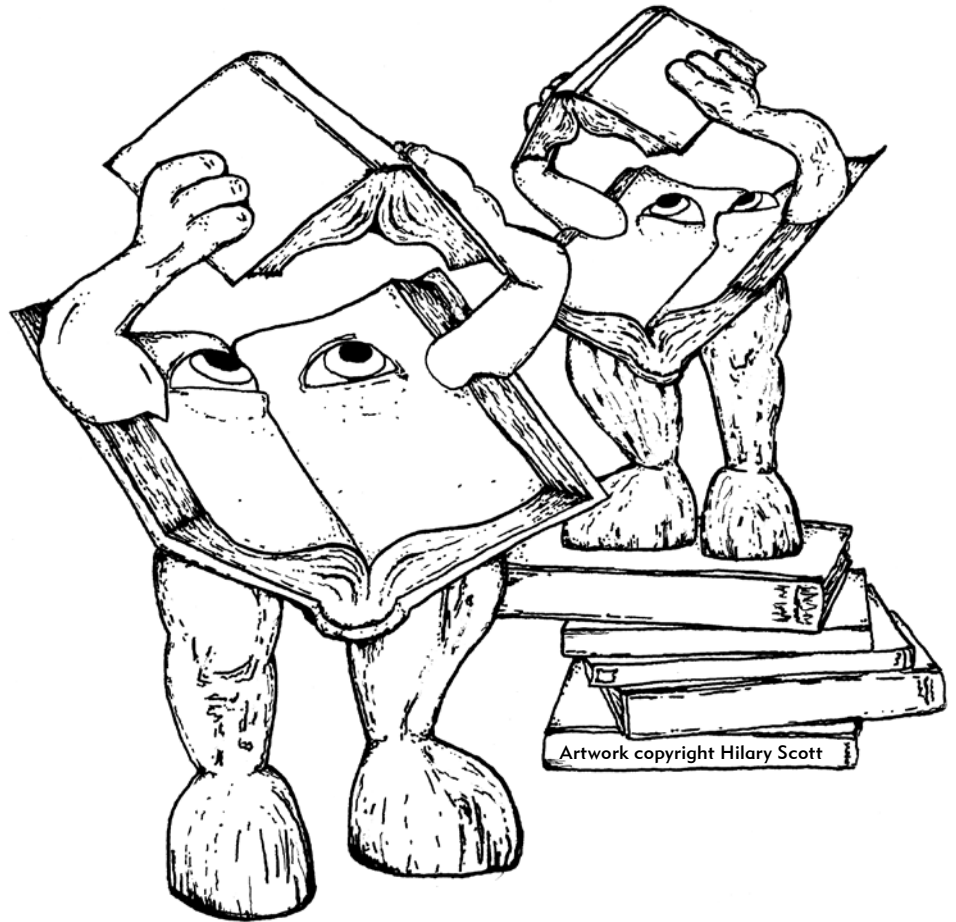


# Arisia '07 Program Guide

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## Program Item Decoder Ring

Track (above)	Day	Time (24 hr)
	1 - Friday	00 - midnight
	2 - Saturday	12 - noon
	3 - Sunday	14 - 2PM
		20 - 8PM
		etc.

**FA-315-2CA**

### Floor/Room

<b>1B/1BA/1BB/1BD</b> - Ballroom	<b>2AQ</b> - Aquarium
<b>1PA/1PD</b> - Ballroom Prefunction Area	<b>2CA/2CB</b> - Cambridge
<b>1PR/1RA/1RB</b> - Paul Revere	<b>2ZP</b> - Zephyr Patio
<b>1CA</b> - Crispus Attacks	<b>16C</b> - Charles River Ballroom
<b>1HS</b> - Haym Solomon	
<b>1MP</b> - Molly Pitcher	
<b>1TP</b> - Thomas Paine	
<b>1WA/1WB</b> - Wm. Dawes	

## Program Item Descriptions

### 35/16MM Films

**35-116-1BB (15m) Christmas/Barney/Easter—First Showing** A set of three five-minute films involving a dystopian future described from a child's viewpoint.

**35-116a-1BB (4:15PM/132m) V for Vendetta—First Showing** Adapted from Allan Moore's graphic novel, this tells the story of a fascist government in a Britain of the future, and Evey Hammond's part in bringing it down with the help of the mysterious V. It's dark and shadowy, part 1984 and part Batman. Absolutely stunning visually. In 35mm Cinemascope, 132 min

**35-118-1BB (6:45PM/3m) E.P.M.** A short subject film exploring law enforcement technology in the not-so-distant future. This is more or less an example of Robocop technology, as adapted to a town like Mayberry.

**35-118a-1BB (6:50PM/95m) The World, The Flesh, and the Devil** A 1960 Hugo Award Nominee, this movie shows a post-apocalyptic New York City with only three people remaining. Harry Belafonte's performance alone makes this a spectacular film. Seldom shown today because many perceive it as only an allegory about the sixties civil rights movement, it is really a film about social upheaval and how people behave when taken out of their familiar society. This was Belafonte's only SF film, and this showing may be your only chance to see it. In 16mm B&W.

**35-120-1BB (8:30PM/46m) Space Angel** A curi-

ous product of the early 1960s, this is an animated children's television show employing Synchro-Vox, a process in which live action lips were rotoscoped onto still drawings. The plotlines and the artwork both owed a lot to the pulp SF styles of the day and were quite advanced for a kid's show of that era. We'll be showing one half-hour episode at random from an original archive print. With a surprise.

**35-121-1BB (9:30PM/28m) Men into Space: Flare-up** Rushed into production after Sputnik, this CBS television series took place in spacecraft, space stations, a moonbase, and other locations, thanks to amazing matte artwork by Chesley Bonestell. It went on the air with technical assistance from pre-NASA military and scientific space organizations. This episode is from the Hugo-nominated second season, airing 8/17/60, starring William Lundigan and Werner Klemperer. The print is in magnificent shape.

**35-122-1BB (22m) US Soviet Joint Space Mission** This is a 1974 film on the upcoming Apollo-Soyuz joint flight. Watch American astronauts trying to learn Russian while Marshall Titov visits Disneyland. We run this in memoriam for Vladimir Sergeevitch Syromatnikov, the designer of the docking systems, who died this past September.

**35-123-1BB (4m) LACON IV Highlights** A home movie by Mike Donahue with organ accompaniment. Probably the last thing that will ever be photographed in 16mm, Color by Magno.

**35-123a-1BB (11:05PM/15m) Voyage Dans La Lune (Silent Movie)** Astronomers in pointy hats



Arisia thanks ITA Software (ITASoftware.com) for sponsoring the film program, and making it possible to continue to have 35mm.

visit the moon in a cannon-fired projectile loaded by bathing-suit-clad women. They meet the unfriendly lunar denizens and beat a hasty retreat. This 1902 film, by Georges Melies, was the first special-effects-driven SF film ever. It was widely pirated when first released. This film will be presented with organ accompaniment by Gary McGath. In 16mm.

**35-123b-1BB (11:30PM/69m) The Tunnel—First Showing** This British 1934 film, by Curt Siodmak, details the building of an undersea tunnel between London and New York. The world of the future, with television, transatlantic autogyros and radium drills is beautifully photographed with excellent effects. This print is of rather poor quality but may be the only one in the US. If you enjoyed *Things to Come*, you'll find this film less philosophical but still with impressive futuristic technology. An Arisia exclusive. In 16mm B&W, 69 min

**35-209-1BB (131m) Andromeda Strain** A probe sent to gather microorganisms from outer space is very successful, putting the entire world at risk. The Wildlife team is mobilized to investigate in this film by Michael Crichton. This classic from the days before Crichton started reworking his own material is still remarkably relevant. This archive print is really quite magnificent-looking. 131 minutes, In 16mm Cinemascope

**35-211-1BB (11:30AM/26m) Battle of the Planets: Peaks of Planet Odin** Originally produced in 1972 as Science Ninja Team Gatchaman, this Japanese Anime program was re-edited for American consumption in 1978, with some additional footage added. It tells the story of five transmuted orphans and their guardian robot 7-Zark-7, fighting weekly against evil robot enemies sent by their nemesis, Zoltar. In this episode, Peaks of Planet Odin, they find themselves on a working vacation. In 16mm, Color by Getty Film Labs, approx. 26 min

**35-212-1BB (80m) Flaming Ears** This 1992 Austrian underground film is a story of three women in a destroyed city in 2700, and was described at its premiere as an "Edgy cyberdyke fantasy." It's a story of pyromania, comic books, reptiles, and alien lovers, with many plot threads that come together only at the end. You will not see this film shown anywhere else, and it is worth the viewing just for the edgy but perfectly-done setting. In German with subtitles. In 16mm. 80 min.

**35-213-1BB (1:15PM/15m) Christmas/Barney/Easter—Second Showing** A set of three five-minute films involving a dystopian future described from a child's viewpoint.

**35-213a-1BB (1:30PM/132m) V for Vendetta—Second showing** Adapted from Allan Moore's graphic novel, this tells the story of a fascist government in a Britain of the future, and Evey Hammond's part in bringing it down with the help of V. It's dark and shadowy, part 1984 and part Batman. Absolutely stunning visually.

**35-216-1BB (6m) Star Trek Bloopers Reel II** This isn't the usual blooper reel that I know of; it was created by Allan Greenfield at NBC from various bits

and pieces, and it's sort of fragmentary in overall appearance. This is a little throwback to the sort of thing you might have seen in the film room thirty years back. Parts may not be suitable for children.

**35-216a-1BB (4:05PM/129m) 12 Monkeys** Terry Gilliam's nightmarish story of a time traveler, sent back to stop a bioterrorist attack, who is sent back six years earlier than intended and isn't taken seriously. This is a very dense and compacted story with a lot going on in a short period of time. Every minute something important is happening. Time travel has become a cliché but this movie makes it new and unique. In 35mm, 129 min.

**35-223-1BB (11:30PM/114m) Wargames—Special Extra-Bad Movie** Teenage cracker uses his IMSAI to start the atomic destruction of the world. The Legion of Doom describes this film as "Puerile and offensive to hackers." Richard Stallman says, "I don't get my kicks from that sort of movie." Absolutely devoid of any redeeming content or even a tiny vestige of technical accuracy, this film provides a little nostalgic glimpse of a more naive world. This movie is presented in conjunction with the Institute for Very Bad Cinema. In 35mm, 114 min.

**35-309-1BB (69m) The Tunnel—Second Showing** This British 1934 film, by Curt Siodmak, details the building of an undersea tunnel between London and New York. The world of the future, with television, transatlantic autogyros and radium drills is beautifully photographed with excellent effects. This print is of rather poor quality but may be the only one in the US. If you enjoyed *Things to Come*, you'll find this film less philosophical but still with impressive futuristic technology. An Arisia exclusive. In 16mm B&W, 69 min

**35-310-1BB (10:30AM/101m) Journey to the Far Side of the Sun** This 1969 live action film is written and produced by Gerry Anderson of *Thunderbirds* fame, and it has his trademark model effects. The effects and the plot are very sophisticated for 1969, and the ending is characteristically British. This film has not been shown in the US since its first release, and we have an amazing Technicolor print that has been in the archives for almost forty years. It is worth staying late at the con to see this film.

**35-312-1BB (12:30PM/60m) Audience Choice** We will run any of the films listed for this weekend. You must arrive promptly at 1:00 to cast your vote. Film starts at 1:15 after setup and preparation.

## Anime Room

**AME-102-IHS (90m) Little Norse Prince (1968)** This film is the directorial debut of Isao Takahata (*Grave of the Fireflies*, *My Neighbors the Yamadas*) and in many ways the blueprint for all of the anime Takahata and his partner, the famous Hayao Miyazaki, would create in the decades to come. A boy, Hols, uses his wits and his incredible strength to protect his lady and his village from Gruenwald, a frost giant. In Japanese with English subtitles; anamorphic widescreen.

**AME-115-IHS (3:30PM/105m) Fullmetal Alchemist: Conqueror of Shamballa** Munich, 1923. Edward Elric, ripped from his own world, searches for a way to return and reunite with his brother Al. But he's soon drawn into a conflict that involves the Thule Society, and before he knows it, Edward and his friends are facing off against villains from the Thule Society and the new Nazi party, bent on conquering both worlds! Dubbed in English.

**AME-117-IHS (5:15PM/45m) Hellsing Ultimate (2005)** Is this retelling of the hit anime TV series a cash-in? You decide. Mysterious vampire Alucard works for the Hellsing organization, a shadowy paramilitary force dedicated to wiping out the forces of darkness. A familiar vampire story with new elements (gun battles, a shy policewoman, Alucard's domineering master, and a raving, maniacally laughing Catholic priest adversary). Dubbed in English.

**AME-118-IHS (120m) Ghost in the Shell 2: Innocence (2004)** Mamoru Oshii's \$18 million follow-up to the original cyberpunk classic follows two agents of Japan's shadowy Section 9 cybernetic crime unit as they investigate a strange chain of murders. Batou, the older officer, is laconic and heavily cybernetical-

ly enhanced; his partner, Togusa, is still mostly human. A movie mostly interesting for its atmospheric visuals and wry arguments between the two cops. Innocence still has its share of postmodern action. Dubbed in English; anamorphic widescreen.

**AME-120-IHS (30m) Animation Runner Kuromi 2 (2004)** Mikiko "Kuromi" Oguro has achieved her dream of working at an animation studio, but there's trouble in paradise—her idiotic studio boss continues to heap a series of impossible tasks on the staff, even as Hama, the studio's able animation director, struggles to quit smoking. Things get worse when a meddling producer, Takashimadaira, arrives to get things under control. A wonderfully funny look at life in an animation studio from director Akitaroh Daichi (*Fruits Basket*). Dubbed in English.

**AME-200-IHS (90m) Ghost in the Shell (1995)** The 1995 cyberpunk classic directed by Mamoru Oshii. In 2029, Major Motoko Kusanagi and her cohorts in Japan's Section 9 anti-cyber-crime unit thwart an attempt by a foreign power to steal an important software engineer. In the process, they uncover a larger conspiracy, one that involves a hacker hijacking people's cybernetically enhanced brains, leaving Kusanagi with many existential questions to ponder—and a bad guy to collar. In Japanese with English subtitles; anamorphic widescreen.

**AME-201-IHS (1:30AM/90m) Speed Grapher 1-4 (2005)** Burned-out ex-war photographer Saiga thought his life couldn't get any more dull, selling his soul as a tabloid photographer. But when he stumbles directly into the ultimate den of vice, only a strange girl's secrets can save him. In Japanese with English subtitles.

**AME-203-IHS (90m) Guyver 1-4 (2005)** While investigating a mysterious explosion near his school, Sho Fukamachi happens upon the famed Chronos Corporation's greatest weapon: a techno organic suit of bio armor known as the "Guyver." But Chronos is determined to conceal their secrets at any cost. Sho soon finds himself relentlessly pursued by an army of horrific bio-monsters! In Japanese with English subtitles.

**AME-204-IHS (4:30AM/90m) Solty Rei 1-4 (2005)** Roy Revant is living the hard life of a bounty hunter in a broken city—a city where thousands have died in a mysterious event called the Blast Fall. But a life-changing factor literally falls from the sky, in the form of a strange android girl called Solty. In Japanese with English subtitles.

**AME-206-IHS (30m) Princess Knight (1967)** Princess Sapphire has the body of a girl, but the adventurous spirit of a boy! Watch as she defends her throne against scheming villains in this classic TV series. Dubbed in English.

**AME-206-IMP (150m) Samurai Pizza Cats (1990)** Last year we screened one episode of this obscure comedy classic and it went over remarkably well—so here's some more adventures of Speedy Cerviche, Guido Anchovy, and Polly Esther to speed along your Saturday morning.

**AME-206a-IHS (6:30AM/30m) Marine Boy (1968)** More classic anime. A kid with propeller boots and oxygen-generating gum fights undersea bad guys with the help of his dolphin, Splasher. Dubbed in English.

**AME-207-IHS Ali Baba's Revenge (1971)** 33 generations after the original Ali Baba famously robbed a team of 40 cutthroat thieves, the tables are turned. Ali's descendent is a spoiled king who's squandered his great wealth; his opponents are a team of 40 unlikely characters led by the mischievous Al-Haq, and a giant, dumb pink genie with severe anxiety disorder fits in there somewhere. An imaginative family comedy from 1971. Key animation by Hayao Miyazaki. Dubbed in English.

**AME-208-IHS Future Boy Conan episodes 1-3 (1978)** A devastating world war has left the earth smashed, the continents cracked and sunken beneath the sea. Young Conan, born after the war, lives on a remote island with his grandpa. His life changes forever when a mysterious girl washes up on the beach. This 1978 TV series was based on "The Incredible Tide" by Alexander Key. Directed by Hayao Miyazaki. Japanese with English subtitles.

**AME-209-1HS (120m) The Castle of Cagliostro (1979)** Hayao Miyazaki's landmark 1979 feature film follows the exploits of Arsene Lupin the 3rd, descendant of a famous French thief, and his unlikely gang of cohorts as they travel to the tiny nation of Cagliostro to sniff out a counterfeiting ring. They discover a conspiracy stretching for generations—and a damsel in distress! This is one of the greatest adventure movies of all time, a must-see with rollicking non-stop action and comedy. Dubbed in English.

**AME-209-1MP Dragon Half (1993)** Wake up with Mink! Mink is a normal teenage girl who just happens to be half-dragon. The local king and his spoiled brat daughter see her as a threat, and dispatch the impossibly stupid warrior Daramaru to do battle with the girl. But Mink is just a sweet young lady who wants to see her favorite singer, Dick Saucer, in concert! Prepare to laugh at this anime comedy classic.

**AME-217-1HS Sherlock Hound (1981)** In 1981, Hayao Miyazaki created several episodes of a joint TV series project between Tokyo Movie Shinsha and Italy's RAI. The series, a fanciful canine-themed recreation of Sherlock Holmes, was shelved due to copyright problems, but eventually revived with another director at the helm. Here are several of Miyazaki's episodes, featuring the extremely entertaining "The Blue Carbuncle." Dubbed in English.

**AME-219-1HS (120m) Brave Story (2006)** 11-year-old Wataru believes his fate is a big mistake. His dad is absent; his mother is sick at the hospital. Now, this boy of average strength and below-average courage must embark on the adventure of a lifetime—a journey to meet the Goddess of Destiny and get this "mistaken fate" fixed! From Studio GONZO. In Japanese with English subtitles. Anamorphic widescreen.

**AME-221-1HS (90m) Robotech: The Shadow Chronicles (2006)** In this brand new, Korean-animated sequel to the 80s anime classic, Scott Bernard returns to the RDF, joining with Vince Grant to continue the search for the missing Admiral Rick Hunter and the SDF-3. Meanwhile, a deadly new adversary conspires to attack earth's expeditionary force. Dubbed in English.

**AME-222-1HS (10:30PM/90m) Coyote Ragtime Show 1-4 (2006)** Planet Graceland is in big trouble! The king is dead, his treasure secreted away, and the galactic government wants to blow the whole planet to bits. It's up to the mysterious "Mister" and his rag-tag "coyote" pals to find the treasure, while fighting off an army of killer gothic lolita robots! Holy crap. In Japanese with English subtitles.

**AME-300-1HS (90m) Zipang! 1-4 (2004)** Remember The Final Countdown? Picture the scenario in reverse. Japan's newest battlecruiser, the Mirai, is quite suddenly transported back to June 4th, 1942—the date of the Battle of Midway, where the Japanese fleet was dealt a crippling blow. A crewmember rescues a drowning Zero pilot, sealing the ship's fate—the flow of history may already be diverted. In Japanese with English subtitles.

**AME-301-1HS (1:30AM/90m) Nerima Daikon Bros. 1-4 (2006)** Watch as Hideki, Ichiro, and Mako farm daikon by day and battle slimy record producers, pachinko-mad hags, monstrous nurses, and hot police babes by night. Dubbed in English.

**AME-303-1HS (90m) Papuwa 1-4 (2003)** Led by a mysterious voice, Kotaro comes to Papuwa Island, a tropical paradise hidden away from the world of man. But now, under the questionable care of the young Papuwa and his maid, Liquid, Kotaro begins his new life of adventures in a world of transvestite fish, fruity pink dinosaurs and hallucination-inducing poisonous mushrooms! Dubbed in English.

**AME-304-1HS (4:30AM/90m) Basilisk 1-4 (2005)** When honor means nothing and power is everything, can love survive? A legendary pair of rival ninja clans battle to end years of slaughter as a forbidden love struggles to prevail. Fate will decide if the ultimate declaration must be made: To the one I love... prepare to die. In Japanese with English subtitles.

**AME-306-1HS (90m) Ergo Proxy 1-4 (2006)** The domed city of Romd is an impenetrable would-be utopia where humans and robots coexist and everything is under complete government control—or so it appears. Detective Re-I Mayer receives a foreboding

message that something is going to "awaken." That night, she's attacked by a deformed super-being! In Japanese with English subtitles.

**AME-308-1HS (180m) Gunbuster (1988)** 2015: Earth's first faster-than-light ship, the Luxion, is lost, attacked by unidentified space monsters in the Perseus Arm. Six years later, Noriko Takaya, daughter of the Luxion's commander, enters training school, vowing to follow her father. Noriko's fight has just begun—and the fate of all humanity depends on her meeting the challenge! In Japanese with English subtitles.

**AME-312-1HS (90m) Paradise Kiss 1-4 (2005)** One day, straitlaced, stressed-out Yukari runs into some Yazawa School of Design students who are part of a fashion design club called "Paradise Kiss," and her life begins to change. They want Yukari to model their creations in the annual school fashion show! In Japanese with English subtitles.

## Art Track

**AR-210-16C Fan Fibercations** Fans are recreating craft items from the media. There have been Discworld wedding cakes and Doctor Who scarves. Silk-screened shirts, embroidered patches, belts, hats, and food creations. No craft is too unusual; no project too big or too small. Share your patterns, problems and solutions with other craftspeople. *Kris "G'leep" Burger, Heidi Hooper, Dale Curley, Jess Hartley*

**AR-211-16C Why Hide the Body** Is nudity in art inappropriate for children? Is it something to worry about? Great art has always celebrated the human form. But should art museums have parent advisory labels? Where is the line between The Body as Art, and Erotica? *Suford Lewis, Bonnie Turner, Susan de Guardiola, Heidi Hooper, Scott Lefton*

**AR-212-16C Creativity and the Physical World** Making things by hand is a skill that many of us prize. If you can imagine a thing, but don't know how to build it, how does that limit you—or free your imagination? How does creating physical, tangible objects affect more abstract creative pursuits as well? *Hilary Scott, Rachel E. Mello, Scott Lefton, Suzanne Palmer, Julie Kastan*

**AR-213-16C Telling a Book by its Cover** Art for book covers has a set of considerations all its own. Composition must leave room for lots of words—titles, descriptions, and of course the bar code. Typography is a significant element in the book cover, both as advertising and as art conveying the spirit of the book. How do the contents of a book get expressed on its face? *Nancy C. Hanger, Julia Tenney, Eric Ren, Bridget Boyle*

**AR-214-16C Bizarre Polymer Clay Techniques** Bizarre polymer clay techniques: Pigment powders, body colors, and the proper use of dirt to get the texture, feel and color you want. Making small molds: Creating one and two part molds of polymer for the use of props and decorations. *Heidi Hooper*

**AR-214-1MP Hilary Scott Slide Show** Join the artist for a viewing of his work and a discussion of his techniques and approaches. *Hilary Scott*

**AR-215-16C Knittly, Stitchly, Quiltly** Share your interest in these growing hobbies in fandom. Love to start but don't know where? How to spin an SF theme into these crafts and thus marry your two loving hobbies. *Nomi Burstein, Elaine Isaak, Jennifer Dunne, Stephanie Clarkson, Dale Curley*

**AR-215a-16C (3:30PM/120m) Art Show Tour with Hilary Scott** Follow Hilary Scott, our Artist Guest of Honor, on a personally guided tour of the Art Show. Learn what goes into his creations, where his ideas come from, and how they are brought to life in three dimensions. Limited to 15 members. *Hilary Scott*

## Arisia TV—Hotel Channel 41

**ATV-116-C41 (105m) Ghostbusters** Who ya gonna call?

**ATV-118-C41 (6:45PM/98m) MST3K: The Crawling Hand**

**ATV-120-C41 (8:25PM/87m) Sleeper**

**ATV-121-C41 (9:55PM/109m) Saving Star Wars**

**ATV-123-C41 (11:45PM/91m) Elvira's Haunted Hills**

**ATV-201-C41 (1:15AM/112m) Shaolin Soccer**

**ATV-203-C41 (3:05AM/97m) Men in Black** Put on the last suit you'll ever wear.

**ATV-204-C41 (4:40AM/88m) Men in Black II** Now you just have to reboot his brain.

**ATV-206-C41 (6:20AM/95m) Mad Monster Party**

**ATV-207-C41 (7:55AM/93m) Shrek** Ogres are like onions.

**ATV-209-C41 (9:30AM/137m) Casino Royale (1967 version)** Woody Allen meets James Bond.

**ATV-209a-C41 (9:30AM/180m) Hitchhiker's Guide to the Galaxy (TV version)** Don't Panic!

**ATV-214-C41 (2:45PM/90m) Dilbert: 4 episodes** Prey, Delivery, Y2K and Infomercial

**ATV-216-C41 (4:20PM/74m) Ranma 1/2: Big Trouble in Nekonron, China**

**ATV-217-C41 (5:30PM/96m) Spaceballs** Use the schwartz!

**ATV-219-C41 (7:10PM/50m) Star Trek: I, Mudd** Harcourt Fenton Mudd!

**ATV-220-C41 (240m) The Arisia Masquerade** Watch the Arisia Masquerade on ArisiaTV in the comfort of your hotel room. During half-time, we'll be showing "MST3K:Poopie Reel!" and afterward Pinky & the Brain episodes (depending on the length of the Masquerade.)

**ATV-300-C41 (120m) The Arisia Masquerade: Rebroadcast** If you missed the Masquerade, here is your chance to check it out.

**ATV-302-C41 (50m) Star Trek: The Trouble with Tribbles** Isn't it cute, Captain?

**ATV-302a-C41 (2:50AM/102m) Galaxy Quest** By Grabthar's hammer, by the sons of Worvan, you shall be avenged!

**ATV-304-C41 (4:30AM/60m) Hick Trek**

**ATV-305-C41 (5:30AM/90m) The Lost Skeleton of Cadavra** We take our horrible mutilations seriously around these parts.

**ATV-307-C41 (91m) D.E.B.S.**

**ATV-308-C41 (8:30AM/0m) The Strongest Man in the World**

**ATV-310-C41 (10:05AM/90m) The God of Cookery**

**ATV-311-C41 (11:35AM/121m) Mystery Men** Maybe you should put some shorts on or something, if you want to keep fighting evil today.

**ATV-313-C41 (1:35PM/90m) The Tomorrow People: A Man for Emily**

**ATV-315-C41 (3:05PM/30m) The Simpsons: Treehouse of Horror—VI**

**ATV-315a-C41 (3:35PM/20m) Shoggoth on the Roof**

## Autograph Sessions

**AU-214-1PA Autograph Session—Esther Friesner**

## Comics Track

**CM-211-201 A Memorial to Dave Cockrum** Dave passed away on November 26th, 2006. Dave co-created NEW X-Men, including characters Storm, Colossus, and Nightcrawler. He also worked on the Legion of Super Heroes, and created Wildfire. Dave helped many comic fans follow their dream of becoming comic book artists. Join us in sharing your memories of Dave. *Ken Gale, Mercy Van Vlack, Adam Lipkin*

**CM-212-1RA Webcomics Creation Technology** The creating of webcomics can be done in many different ways. Some creators draw their webcomics on paper with a pencil or pen, color them, then scan the comics into their computers and post them online.

Others create the comics wholly digitally, with no paper involved whatsoever. In this panel we'll explore some of the more popular tools and tablets of the trade. *Eric A Burns, Kelly J Cooper, Alexander C Danner, Wednesday White*

**CM-214-1RA Steampunk: Clockwork Minds to Goth with Goggles** There are probably as many definitions of steampunk as there are fans of this genre. Victorian fantasies, coal-fired cyberpunk, anime like the movie *Steamboy*, the graphic novel *Girl Genius*, goth bands playing with darkly romantic dirigible imagery, it's all here. What does Steampunk mean to you and how does it power your vision of the world? *Mario Di Giacomo, James Turner, Mercy Van Vlack, Scott Leifton, John Kraemer*

**CM-215-1MP The Best Webcomics You're Not Reading** This year we revisit the idea, with a whole new set of recommended webcomics for you to discover. There are many webcomics out there on the great big Internet, ranging from wretched to wonderful; from the most mundane to the freakiest of the fantastic. We'll discuss what we consider to be the best of the best from various genres--and we're sure to cover some you haven't heard of yet. *Eric A Burns, Kelly J Cooper, Robert Balder, The Ferrett, Wednesday White*

**CM-215-1RA Keeping the Faith: Changes in Your Comics** Your favorite comic has a new writer or artist and you hate the changes that have been made. Do you stick with the comic or dump it? Has a change like this ever killed a series or saved it from extinction? How much of a change are you willing to put up with? Discuss changes made to your most loved comics. *Mario Di Giacomo, Mercy Van Vlack, Mark Waks, Glenn MacWilliams, Michael A Burstein*

**CM-217-2CA Warren Ellis's Planetary** The Archeologists of the Unknown, with homage to everything from Jules Verne to the pulps to Steranko to Neil Gaiman, a 26 issue story now complete except for the epilogue. Discuss reality as a multidimensional snowflake or a stack of hard drives with everything composed of information where all the stories, hidden mysteries and conspiracies may be real. *Jonathan Baronofsky, Debra Fran Baker, Mario Di Giacomo, Aryeh Baronofsky*

**CM-312-1WB Webcomics Theory** If you think the realm of comics criticism is obscure and poorly documented, wait until you hear about webcomics criticism! Come listen to the panelists discuss and refine their ideas on the terminology of webcomics. *Eric A Burns, Kelly J Cooper, Robert Balder, Wednesday White*

## Costuming Track

**CO-120-2CA Masquerade for First Timers** Are you new to masquerades? Here's the scoop: what to expect, what all those terms mean, how to present your costume and move on stage. We will cover everything you need to know to successfully take part in a masquerade. *Suford Lewis, Jill Eastlake, jan howard finder (The Wombat), Toni Lay*

**CO-210-1BD Costume-Friendly Tech** One of the least understood aspects of costuming is the use of technology in presentation. The Lighting Designer and the Sound Designer from *Noreascon 4*, along with Arisia's technical crew, discuss and demonstrate how to use theatrical technology to your advantage. *\*Hobbit\*, Joel Lord*

**CO-210-1CA I'm Alive !!!** Using behavior to intensify your character's presence and believability on stage and in photographs. Communicating your character's story effectively on stage. Using music and/or recorded words to amplify your character's presence during your performance. Tips and tricks for involving the MC in your presentation. *Suford Lewis, jan howard finder (The Wombat), Marty Gear, David Irish, Toni Lay*

**CO-211-1BD (150m) Masquerade Rehearsal** Run through your Masquerade presentation with Tech. Requires sign-up.

**CO-213-2CB Tool kit: Costume and props** A costume panel on the basic toolbox for repairing costumes and props. Make sure you have the essentials as well as the emergency masquerade kit. Tool buying do's and don'ts, basic important safety issues, etc.

Glue-guns, pop-rivet tools, needle & thread, needleless pliers, screwguns—from precision to power. *Laurel Cunningham-Hill, Carol Salemi, Joe Niedbala*

**CO-214-2CB Tool Kit: Make up** Building a costume makeup toolbox. Using makeup to enhance your character. Basic tools and supplies, brushes and color palettes, as well as tools for special effects, will be demonstrated. *Laurel Cunningham-Hill, Carol Salemi, Joe Niedbala*

**CO-215-2CB Storing Your Costumes and Vintage Garments** Preserving and protecting your costume? Protecting textiles from sagging, bleaching, and moths? Protecting your costume from itself? Includes a demonstration of packing a vintage gown. *Donna M. Dube*

**CO-216-2CB Designing for the Hall vs. the Stage** Comparing and contrasting the practical design aspects of hall and stage costumes. Masquerade costumes are only worn once, can restrict movement, and don't necessarily require the wearer's comfort. Hall costumes must last for an extended period of time, withstand closer scrutiny, address the creature comforts of the wearer, and conform to a stricter standard of modesty. *Suford Lewis, Laurel Cunningham-Hill, Jill Eastlake, Lisa Ashton*

**CO-217-2CB Humor on Stage** The pros and cons of being silly on stage. How to present a humorous character or skit. The importance of broadening the scope of your humor for the audience. *Esther Friesner, Marty Gear, Luke Ski*

**CO-218-1PD (330m) Masquerade Green Room** The staging area for the Masquerade. Sign-up required.

**CO-220-1B (150m) The Masquerade** The Arisia Masquerade will be taking place. Join us for a dazzling display of the costumer's art.

**CO-310-2CA Northern Lights Costume Guild Open Meeting** The January meeting of the Northern Lights Costume Guild. All are welcome! *Ann Catelli, Jill Eastlake*

**CO-313-2CA Masquerade Debrief** We'll talk about what went well and what entrants could improve for next time. *Hilary Scott, Joel Lord, Donna M. Dube, Jill Eastlake, jan howard finder (The Wombat), Marty Gear*

## Video Room

**DVD-120-1HS (8:30PM/210m) King Kong Extended Version 2006** with 13 minutes of extra action and an intermission, 3:25:00 hours. Upscaled to 1080i.

**DVD-123-1MP (11:55PM/125m) Renegade aka Blueberry** based on Jean "MOEBIUS" Giraud's graphic novels. The Mystic Mountains hold the Power of the Universe. "R" 2004, 124 minutes.

**DVD-202-1MP (120m) Azumi (2003)** Ever want to see an adorable J-pop idol strap on a sword and chop bad guys to bits? Then Azumi is the cure for what ails ya. A master samurai takes on the task of raising ten orphans and training them to be assassins. Their single-minded mission: do the bloody work of the state by silencing troublesome warlords! But young Azumi begins to question her mission. In Japanese with English subtitles.

**DVD-204-1MP (120m) R-Point (2004)** During the Vietnam War, a South Korean army base begins receiving mysterious radio transmissions from a patrol that went missing six months earlier. A shell-shocked commanding officer and a ragtag military unit are sent into the desolate stretch of land known as R-Point to gather clues as to the whereabouts of the missing soldiers. Creepy and atmospheric horror from South Korea. In Korean with English subtitles.

**DVD-211-1HS Star Trek New Voyages "In Harms Way" eps. 4 x01** Season 4 of Classic Trek continues. Features 3 actors from the original series. Plus Star Trek "Of Gods and Men" trailer of upcoming miniseries.

**DVD-212-1HS Reign of The Fallen Star Wars Fan Film** with Sith, Jedi and Galactic Intrigue 2006

**DVD-213-1HS (30m) Short Attention Span Theatre Ariel Atom**, Neil Gaiman, Batman Legend, BNP, TriSunn, Delivery, Dronez, Eva, Grimm

**DVD-213a-1HS (1:30PM/30m) Short Attention Span Theatre 2** Griselda, I.M.P.S, Inventaire

**DVD-214-1HS (30m) Short Attention Span Theatre 3** Space Opera, Matrix-XP, LOTR, Superman, Nox, Legos, Pom Pom, Shadow, Spaceman, Horizon, Tempus Mort

**DVD-214a-1HS (2:30PM/30m) Short Attention Span Theatre 4** The Hunt, White Fox, She Make It So, Green Hornet

**DVD-215-1HS (120m) Star Wreck 2006** From Finland with subtitles. Seven years in the making. Parody of Star Trek & Babylon 5. Distributed by Universal 100 minutes, & Shorts ILM Architects, Aurora.

**DVD-218-1MP Wonder Woman: Balance of Power** World Inc. seeks the destruction of WW by any means. & Batman Year One,

**DVD-219-1MP Star Trek New Voyages TSAMD Episode 4x02** With Walter Koenig. Written by D.C. Fontana Classic Trek continues. & Episode 3 teaser.

**DVD-220-1MP (8:15PM/150m) Pirates of the Caribbean 2—Dead Man's Chest** Jack's back and struggling for his Soul. 150 minutes

**DVD-220a-1MP (15m) Coming Attractions** New upcoming films and miniseries.

**DVD-222-1MP (10:45PM/180m) Mystery Movie 2006** It's 3 hours so we are starting early. Guaranteed to be unusual.

**DVD-301-1MP (1:45AM/120m) The Hidden Blade (2004)** The epic tale of Munezo, a samurai being displaced in a rapidly changing Japan. Raised to respect tradition and the demanding moral code of the samurai, circumstances now force him to make difficult personal and political choices. After a political coup fails, he is ordered to prove his innocence by finding and killing Yaichiro, a former friend, and brilliant swordsman. In Japanese with English subtitles.

**DVD-306-1MP (90m) SARS Wars: Bangkok Zombie Crisis (2004)** The next SARS Outbreak is drastically worse—due to a mutation in the virus, infected people become flesh-craving zombies! As the number of infected grows, it's up to a sword-wielding hero to battle the undead. Zombies, transvestites, and gun-slitting, kung-fu fighting heroes collide in this ridiculous horror/comedy from Thailand! In Thai with English subtitles.

**DVD-307-1MP (7:30AM/90m) Cromartie High School: The Movie (2005)** Takeshi Kamiyama just wants to be a normal high school student. But life is anything but normal at Cromartie High, home to the biggest, stupidest thugs in Japan! Don't miss the special appearance by Spectreman's Space Ape Dr. Gori in this crazed comedy. In Japanese with English subtitles.

**DVD-311-1HS This Week on Brit TV** via www.guba.com. USA & International broadcasters are going Global via the Internet.

**DVD-314-1HS This Week on Australian / South African TV** via www.guba.com. International broadcasters going Global from below it rises.

**DVD-315-1HS Time Tunnel 2002** Your history has been changed.

## Fan Interest Track

**FA-118-1BD ConSense** Arisia is an incredibly intense event and sometimes, we get carried away. Learn how to stay safe and sane while having all the fun you can cram into a 48-hour period. This class is non-contact and all ages and genders are welcome; the considerations of first-time congoers are given special treatment with tips and tricks for navigating the social world of the con.

**FA-119-1BA (120m) First Night!** Arisia invites you to mix and mingle with the pros, the artists and other fans and see tidbits of the events that await you throughout the weekend. Food, a cash bar and interesting sights and sounds will help you get ready for all that Arisia offers.

**FA-119-1CA Why LiveJournal?** friendster, facebook, tribe, diaryland, vox, gather, mspace... there are many blogging & social networking sites on the net. Here at Arisia you've probably already seen sev-

eral people introduce themselves by LJ name, and might not have heard any of the other sites mentioned at all. Why is our community so drawn to LiveJournal? Non-LiveJournal users welcome! *Michael Whitehouse, Debra Fran Baker, Peter Maranci, Stephanie Clarkson, Lawrence M. Schoen*

**FA-119-1PA (240m) First Night!** Arisia invites you to mix and mingle with the pros, the artists and other fans and see tidbits of the events that await you throughout the weekend. Food, a cash bar and interesting sights and sounds will help you get ready for all that Arisia offers.

**FA-120-1CA Conventions: Bargain Romantic Getaways** How do you meet people at a con? Here are people who've made it work! They share stories on how they met and got involved, and they have a few tips for you. *Bonnie Turner, Jonathan Woodward, Paul DiGennaro, KT Pinto, Sheila Oranch, James Turner, Stephanie Clarkson*

**FA-121-1CA The Annihilation of Distance** Today, we may be closer to a person who lives halfway across the globe than we are to our next-door neighbor. How does interactive technology change who we know and how we talk? What impact does it have on community, volunteerism and local politics? *Nomi Burstein, Kestrell, Mark Waks, Suzanne Palmer*

**FA-121-1WA Pirates: The Romance Vs The Realism** Being a pirate was a nasty, brutish and often short life, with constant risk, backbreaking work and terrible food punctuated by violence and the chance of great fortune. Why have we romanticized pirates—the freedom from rules, the defiance of authority, the ad-hoc command structure, the flashy fashions? *Steve Sawicki, Corwin, Lisa J Steele, Michael Sharrow, Ed Fuqua*

**FA-122-1MP Black Phoenix Alchemy Labs Meet'n'Sniff** If you love BPAL, here's a chance to meet and exchange info and scents with other BPAL fans in a relaxed setting. Bring your favorites and not-so-favorites to trade and show off.

**FA-209-2CA Yoga In The Morning** What better way to start a day filled with wizards, villains, and aliens than with Kripalu yoga? All levels welcome, instruction provided. *Jude Shabry*

**FA-210-2CB Japanese Culture for the (World)Con-goer** The 2007 Worldcon is in Japan for the first time. How to avoid diplomatic incidents for the American fan. Singing "Turning Japanese"? When and where to blow your nose? And about that subway crowding? *Sherry Briggs, Alicia Faires, Catherynne M. Valentine*

**FA-212-2CB Podcasting 101: A Beginner's Approach** The latest craze of the Internet; taking the world by bitstorm. Podcasting is the ability to assume the role of station programmer and turn your computer into a private radio station. Talk radio, Indie music, whatever you want. We'll discuss what podcasting is, what is needed to make it happen, what shows you should be listening to, and how to do it yourself. *Chad Bergeron, Walter H. Hunt, Sarah Smith, M. H. (Maggie) Bonham*

**FA-214-1BA LiveJournal and Your Social Life** For many of us, LiveJournal is an online extension of our real world social life. People use LJ for party invitations, buying gifts, arranging trips, even breaking up. How do you integrate your LJ with your social life? What are some common mistakes and how would you avoid them? Tell us a story! *Jonathan Woodward, Cos, KT Pinto, Elizabeth McCoy, Mark Waks, The Ferrett*

**FA-217-1PA The Nature of Gender: Past, Present and Future** What is gender? Is it solely biological or psychological? How much does environment contribute to one's gender perception? At one time two genders were considered the norm, now there may be four, five or perhaps more depending on your definition of gender. What will the next 50-100 years of technology and social change bring to the way we perceive gender? *Amy Chused, Jennifer Pelland, Annalee Newitz, Peter Prellwitz*

**FA-217-204 Tarot Workshop** Learn about the history of the Tarot deck and the process of conducting a reading. *Sheila Oranch*

**FA-309-2CA (9:30AM/60m) Yoga in the Morning** A Sunday morning reprise of Saturday morning's Kripalu yoga. All levels welcome. Instruction provided.

**FA-311-1BA (11:30AM/60m) Juggling demo/instructions** Ever wanted to juggle? Learn how it's done, from basic 3-ball cascades, to club passing, to contact juggling! All equipment will be provided.

**FA-311-2CB Free As In Beer: Memes Becoming Culture** Do you use "Fnord" in your everyday speech? Do you have a plush Cthulhu? At what point did Monty Python transcend "sketch show" to become a rich mythology of confused cats and people who aren't quite dead? Isolate our favorite in-jokes and mythologies, where they came from and how they have transformed into culture over time. How do memes fit in geek cultures, and how do they link us together? *Howard Beatman, Mercy Van Vlack, Eugene Heller, Paula Lieberman*

**FA-312-1BA (12:30PM/60m) Open Juggling** Come get your juggle on, learn from the experts, or just watch some neat tricks. Swap tricks, do some passing, show off your stuff, or just hang out and juggle. Some loaner equipment available, bring your own if possible.

**FA-312-1CA Psychology of Geekiness** While the geek population is broad and diverse, there are some common psychological traits among geeks. Including: a tendency to obsession, a desire for things to be done right, and a preference to invent a new logical method for accomplishing a task rather than use the most common one. Discussion. *Michelle Wexelblat, MSW, Ann Thomas, Walter H. Hunt, Aimee Yermish, MaryAnn Johanson*

**FA-312-204 Stitch'n'Bitch** Bring your knitting—or any other portable, non-messy handcraft that you can do while chatting and sharing techniques with others. A great place to meet people! *Dale Curley*

**FA-312-2CA DIY: Self-publishing for Fun and Profit** Do it yourself publishing from manuscript to finished product: Getting started. Formatting your work for self-publication. Once you have it in your hands, how do you market it? *Gordon Linzner, Terry Kepner, E J Barnes, Cecilia Tan*

**FA-313-1CA How To Survive Grad School** Graduate studies can present an unending quantity of reading to absorb, experiments to conduct, classes to take, exams to grade and papers to publish. How can you survive with your sanity, and your hobbies, intact? How can you find the time to be social while still progressing in your research? *Deb Geisler, Kestrell, Alan Wexelblat, John Kraemer, Matthew McFarland*

**FA-314-1WB (120m) Intercon Concom Meeting** Intercon G is a Boston-area Live Action Role Playing convention that will take place March 2-4 2007. All interested people are welcome to attend. *annA Bradley*

**FA-314-2CA Running Cons: Are You Out Of Your Mind?** What sort of people get involved in running science fiction conventions, and what do they get out of it? Come hear speakers talk about how, and why, they got involved. Don't worry, you won't have to volunteer! *Suford Lewis, Deb Geisler, Michael Whitehouse, Eugene Heller, Jeff Warner*

**FA-315-2CA Gripe Session** What went wrong? What went right? What should be different next year? Come let us know about your experiences at Arisia '07 so we can make a better Arisia next year!

**FA-316-2CA Arisia Corporate Meeting** All are welcome to the regular business meeting of Arisia, Inc.

## Filk Track

**FK-211-2CB What is this thing called Filk? (Filk 101)** Everything you need to know about filk. What is filk music? Where do you find it? How do you filk? What should you expect at a filk sing? The panelists will answer these questions and perhaps provide some musical examples. *Solomon Davidoff, Ellen Kranzer, Erwin Strauss, Luke Shi*

**FK-213-1CA Song Circle: Twisted Mythology** All songs about creatures and stories from mythology that might not tell the tale you're expecting. Bring a song to share or just come to listen. *Gary McGath*

**FK-214-1CA Song Circle: Fabulously Fantastic Funny Filk** A filk circle devoted solely to humorous songs—songs so funny you'll die laughing. Bring your favorite songs to share or just come to enjoy the

music. *Paul Estin*

**FK-315-1CA (30m) MASSFILC Meeting** Monthly business meeting for MASSFILC followed by open filking. MASSFILC is a club that hosts monthly filk sings, publishes song books, and every few years hosts the northeast floating filk convention (see [www.nefilk.org](http://www.nefilk.org) or email [info@massfilc.org](mailto:info@massfilc.org) for more information about the club.

## Filking

**FLK-121-213 (360m) Friday Night "Kosher" Filk** Join your fellow filkers for this recording and other electronic-device-free open filk. Everyone welcome, not just those observing the Jewish Sabbath. Don't miss the magic.

**FLK-121-2CB NESFA Songbook Sing-a-long** Group singing from the NESFA Hymnal, a collection of filk songs to well-known toons. Singers and listeners both welcome. Loaner hymnals provided. A chance for new filkers to learn new songs and experienced filkers to sing old favorites. *Lois H Mangan, Erwin Strauss*

**FLK-122-2CB (360m) Filking Into the Night—Open Filking** Hear filk in its native environment! Make music happen. Sing! Play! Clap hands! Listen! Join the merriment! No experience necessary.

**FLK-221-1CA (360m) Filking Into the Night—Open Filking** Hear filk in its native environment! Make music happen. Sing! Play! Clap hands! Listen! Join the merriment! No experience necessary.

**FLK-316-1CA (480m) Dead Dog Filk** Even after most of the programming has ended, open filking continues. (But please, help with breakdown first if you are able.)

## Humor in SF&F—A'07 Theme

**FO-120-1PR Eye of Argon Contest** One more line, just one more line, nope you lost it and dissolved into hysterical laughter! How much of this "story" can you read without falling into a giggle fit? *Tom Amoroso, Solomon Davidoff, Israel Peskowitz, Howard Beatman, Susan de Guardiola, Mario Di Giacomo, Eugene Heller, Bridget Boyle*

**FO-211-1MP The Movie Game with Esther Friesner** This game, played by authors everywhere, is when you mentally cast the perfect ensemble of actors for the blockbuster movie to be made from one of your books. Join Esther in this fun SF version Movie Mogul for a Day. *Esther Friesner*

**FO-313-1RB Eye of Argon—The Professionals** See how well Professionals get through this Marvel of Modern Mayhem *Esther Friesner, Shane Tourtellotte, Chad Bergeron, E J Barnes, Michael A Burstein*

## Fast Track/Children's Program

**FT-119-213 (120m) Free Play** Indoor voices, please. Friday.

**FT-119-216 What's a Comet Made Of?** Let's look at how NASA is exploring comets then see what they are made of by building our own. *Steven Hammond*

**FT-119-2CB (120m) Build A Dragon Fossil with Hilary Scott** Especially for the kids... Adults must be accompanied by a child. Scissors, wood, foam core, glue, paint... all you need is your imagination to follow the lead of our intrepid dragon hunter, Hilary Scott. *Hilary Scott, Elizabeth McCoy, Aimee Yermish*

**FT-120-214 Comic Madlibs** Fill in the blanks on comic storyboards. *Robert Balder*

**FT-120-216 Face Painting and Balloon Animals** Enuf said *Julia Tenney, Ming Diaz, Mercy Van Vlack*

**FT-210-213 (480m) Free Play Saturday**

**FT-210-214 (120m) Build Dragons with Arisia's Artist GoH** Foam, Glue, Come Play with Hilary Scott, Arisia's Artist GoH *Hilary Scott, Aimee Yermish*

**FT-210-216 Beyond Hogwarts: A Young Fan's Reading List** What is out there for kids that doesn't insult the intelligence, but also doesn't fly over their heads faster than a Firebolt? *Peter Maranci, Ed Fuqua, Hannah Wolf Bowen*

**FT-210-2CA (120m) Kamikaze Costuming** Fabrics, Pins, Imagination! Come make your own costume. Then, show off your creation in the Masquerade. *Elaine Isaak, Ming Diaz, Vonnie Carls-Powell, Joan Ruland (Tigira), Aimee Yermish*

**FT-211-216 Anime USA** Pokemon, Beyblade, Yu-Gi-Oh!, Naruto, and Avatar. All these are or have been popular on American television. Talk about your favorite shows, why you like them, and whether you do activities based on these shows (write stories, make costumes, learn about Japanese culture). *Julia Pugliese, Barbara Pugliese, Antonia Pugliese*

**FT-212-214 So This is a Greenroom** *jan howard finder (The Wombat)*

**FT-212-216 Origami/Kirigami** Create paper animals, rockets, balls or your own creation using the ancient art of Japanese paper folding and paper cutting. *Rose Fox, Erik Meyer*

**FT-212-2CA (30m) Higgins Armory: Daggers & Shields & Swords, O My Have at you!** Witness the subtle skills of attack, parry, and grapple as the combat arts of the dagger, sword and buckler, rapier, and smallsword are brought to life from forgotten manuals in this presentation by the HASG. *Jeffery Forgeng, Mark Millman*

**FT-212a-2CA (12:30PM/30m) Jedi Light Sabers** Many of the lightsaber techniques in the Star Wars movies are based on the Japanese katana and European longsword traditions. Come watch a lightsaber demonstration based on historically accurate techniques for the longsword used by knights during the Middle Ages. May the Force be with you!

**FT-213-214 Hands-On Science for Kids** Have an interest in playing the mad scientist? Put your science knowledge to the test. Bring your lab coat and safety glasses. Physicists, biologists, chemists all welcome. Volcanoes, slime, color-changing liquids... *shadesong*

**FT-213-216 Science Fiction is a Girl Thing Too!** Is Science Fiction aimed at boys? We ask a selection of prominent authors to offer us their opinions and suggestions, for girls and boys, too. *Walter H. Hunt, Charlie Anders, Peter Prellwitz, M. H. (Maggie) Bonham*

**FT-213-2CA (30m) Higgins Armory: Roman Legionary & Gothic Knight** The Romans conquered the known world two thousand years ago. The knight was the most powerful force on the battlefield five hundred years ago. Each wore plate armor and carried a sword, a spear, and a dagger, but they were very different. Come hear a Legionary and a Knight explain their equipment and how they fought, and try to guess what would happen if they were to face each other in battle. *Mark Millman*

**FT-214-213 Knight Training** Learn basic sword fighting using foam weapons via a series of games. *Ray Cote*

**FT-214-214 Spaceship Building** Make your own starship with our supply of paper tubes, shiny sticky papers, and homemade playdough. *Walter H. Hunt*

**FT-214-216 Making Horns** Do you sometimes feel like a little devil? Would you like people to think you are? Learn to make decorative horns that you can wear. Use your imagination to craft horns that reflect your inner spirit and outer sense of decoration. *Julia Pugliese, Antonia Pugliese*

**FT-215-1CA (120m) Defend Yourself Against the Aliens** Self-defense techniques for boys & girls. Learn to defend yourself from insults & actions. *Sheila Oranch, Lisa J Steele, Stephen R Balzac, Clayton L. McNally*

**FT-215-213 "Myth"tery Game Show** Be a contestant in a mega-gameshow—3 gameshows in one—quiz show, "wheel of fortune"-like show and a team race challenge show—all based on myths and lore. *Ray Cote*

**FT-215-214 Astronomical Drawings** Black paper, oil pastels and your imagination take you into the universe. *Charlene Taylor D'Alessio*

**FT-215-216 Morris Dancing Bells! Sticks! Dancing!** Come learn what Morris Dancing is all about. *Joan Ruland (Tigira)*

**FT-216-214 A la Ollivander: Magic Wands** Which

wand would you choose? Or would it choose you? Make your own. *Susan de Guardiola*

**FT-216-216 What Would My Super Power Be? (for Kids)** If I were to choose, what special powers would I have? *The Marvelous MERV, shadesong, Peter Prellwitz*

**FT-217-213 Treasure Hunt Adventure** Solve puzzles and face creatures as you go a search for treasure. *Ray Cote*

**FT-217-214 Mask Making** *Jude Shabry, Julia Tenney, Charlene Taylor D'Alessio*

**FT-217-216 Magic Show** Sleight of Hand, Illusion, and, possibly, making your best friend disappear—come to the Arisia Magic Show! *Daniel P Dern*

**FT-309-213 (9:30AM/150m) Supervised Play** *The Marvelous MERV*

**FT-311-216 Sound Effects for Story Telling** Add excitement to your stories with special effects. *Sheila Oranch, Neil Marsh*

**FT-312-213 (180m) Free Play** Sunday

**FT-312-214 Children's Games for Time Travelers** Fun games of times gone by. *Julia Pugliese, Barbara Pugliese*

**FT-312-216 Author GoH for the kids** Esther does Cartoon History of the Universe! When the Queen of Wit reads from the Best History book ever written, fun is sure to result. *Esther Friesner*

**FT-313-214 Filk Guest Kid Concert** Concert with our Featured Filk, Luke Ski. *Luke Ski*

**FT-313-216 Create a Beady Familiar** Beading, with pony beads. *Sherry Briggs, Kathy Mancuso (LJ:museum-freak)*

**FT-314-214 Puppet Making Workshop** We'll provide the materials; you provide the imagination! *Michael Sharrow*

**FT-314-216 Hieroglyphics** Create your name, or even a code, using ancient Egyptian hieroglyphics. *Ramona Louise Wheeler*

## Scheduled Games and LARPs

**GAM-117-1PR (120m) Giant Icehouse Games Demonstration** If regular Icehouse is fun, then Giant Icehouse must be 6 times the fun! Come play with our giant pyramids, which turn some Icehouse games into sports, and others into beautiful structures. Play Ice Towers, Volcano, Zendo, and more. *Brian Campbell*

**GAM-117-1TP (240m) Blood Bowl Open Gaming** Fantasy football mayhem—orcs and elves and whatnot take to the pitch for a bloody, bruising and fun-filled miniatures boardgame. Learn the game or just brush up on the new rules. Players who learn the game at the open gaming are welcome to join in the ArisiaBowl tournament running all day Sunday. *Maureen Reddington-Wilde*

**GAM-117a-1TP (120m) Cow Poker—Steve Jackson Games** Hire gang members and townspeople to build up your gang. Win fights to build up your stores of supplies. Balance your point totals while at the same time trying to build the best poker hand possible with your cards. *Bill Todd*

**GAM-119-1TP (120m) Looney Labs Card Games Open Gaming** Come relax and learn some groovy games. Try to keep pace with the changing rules and goals in Fluxx. Play with the 5 elements in Aquarius. Travel through time with Chrononauts. Tell some short, sweet stories in Nanofictionary, and finally, beta test a new game all about your favorite course in a dinner, Just Desserts. *Brian Campbell*

**GAM-120-1TP (240m) HeroClix Constructed Event I 300 pts.** Standard 300pt Restricted. No retired figs. Build the best 300 point superpowered team and lead it to victory! Prizes for this event: the LE figure One-Who-Knows *Larry Dunne*

**GAM-122-1TP (120m) Open Chez—Steve Jackson Games** All the Chez you can handle. Choose from Chez Geek, Chez Greek, Chez Grunt, Chez Goth, Chez Guevera, and even Chez Dork. *Bill Todd*

**GAM-123-1BA (11:55PM/240m) Sympathy for the Devil—Camarilla LARP** A game of intrigue and

mystery using the Requiem MET LARP rules. The collision of new and old is thrown into sharp relief as a group of young vampires awakens underneath a gathering of their elders.

**GAM-210-1TP (240m) Blood Bowl Open Gaming** Fantasy football mayhem—orcs and elves and whatnot take to the pitch for a bloody, bruising and fun-filled miniatures boardgame. Learn the game or just brush up on the new rules. Players who learn the game at the open gaming are welcome to join in the ArisiaBowl tournament running all day Sunday. New players to experts welcome. *Maureen Reddington-Wilde*

**GAM-212-1TP (240m) MechWarrior War College—Winter Session** Come play the assault-class Atlas Headmaster, piloted by the stern Sgt. Stan Severo or the Marauder IIC Echo 01, piloted by young Bruce Theron. Face off against one another in a one-on-one battle. Materials will be provided. After the event, every player will leave with the Mech he or she played, and the special War College playmat. Also there might be a little something extra for folks after the event, so be sure and bring as many folks as you can. *Larry Dunne, William Mui*

**GAM-212a-1TP (120m) Icehouse Games Demonstration** A million year old game from Mars. A logic puzzle. A game of space conquest. A chess variant. A bidding game. Robot programming. Torpedoes. Pirates. Trees. What do these all have in common? Icehouse! A futuristic game system for playing hundreds of different board games. Come learn and play these and many more games. Experience: Novice ExpKidFriendly: KidFriendly Materials: Everything provided; bring your own stashes if you'd like. *Brian Campbell*

**GAM-212b-1TP (240m) Condos and Chimeras—Changeling: The Dreaming** You and your friends are drinking in the local freehold/bar when a mysterious stranger enters, covered with a cloak. He'd like you to do a job for him, involving the dispatching of monsters and the retrieval of a very important object. Wait. This sounds familiar... A game for 3-5 players. Beginners welcome. Pre-made characters. Bring your own dice. *Justin Searles*

**GAM-212c-1TP (120m) King's Blood—Steve Jackson Games** One of Japan's most popular card games. Be the first to empty your hand while manipulating the royal blood line. Play your cards to form couples which will lead to kids, as well as playing cards to manipulate the order of play. *Bill Todd*

**GAM-213-1TP (240m) HeroClix Constructed Event II 400 pts.** Build the best 400 point superpowered team and lead it to victory! Prizes for this event: The LE figure Super-Nova *Larry Dunne, William Mui*

**GAM-214-1TP (240m) Battlestar Galactica—"Resistance" WizKids CCG** Sanctioned Draft Tournament "Resistance" Re-Creation Event January 2007 Special Rule: If you have no units in play, as an action you can reveal the top card of your deck. If it is a unit, put it into play and ready it. If not, discard it. Participation card is: Anders, Samuel T. *Larry Dunne, William Mui*

**GAM-214a-1TP (240m) The Merit of Faith—Promethean: The Created** She, that beautiful vision, assured you that if you just believed and if you kept her words in your heart that you would survive the night and see the New Dawn. But this night, your faith will be sorely tested. *Matthew McFarland*

**GAM-214b-1TP (240m) Secret Vaults of the Smithsonian** Help Wanted! We're looking for a few special individuals to assist in the acquisitions department of the newly opened Museum of Natural History. Must have a sense of adventure, an optimistic outlook, adaptability, an open mind, the ability travel and perhaps a bit of luck. Pilot a zeppelin? Crack shot? Ancient lore, scientific genius and mystic abilities a plus. Cowards Need Not Apply *John Donoghue*

**GAM-215-1TP (240m) Before the Dawn—Dungeons and Dragons** The priests of Pelor have been acting strange for the last three months. People have been turned away for healing and some of them have turned up missing. Your band of adventurers has been hired by the town of Lodrem to investigate the temple and find the missing people. This is a D&D

3.5 game for 9th level characters. Pregenerated characters will be provided. Number of players: 6-12 *Michael Dlott*

**GAM-215a-ITP (300m) Greed is Good Tournament—Steve Jackson Games** Consists of three games: Munchkin Impossible, Greedquest, and Ninjaburger. Some experience needed. *Bill Todd*

**GAM-217-ITP (240m) HeroClix Unrestricted Event I 500 pts.** Pull out all the stops in this Unrestricted event. Check with your venue for any special rules or scenarios associated with this event. Prizes for this event: the LE figure Joe Ledger *Larry Dunne, William Mui*

**GAM-218-ITP (240m) Klingon Ambush!—Star Fleet Battles** Star Fleet Battles The year is 2291. The United Federation of Planets is at war with the Klingon Empire. A Klingon squadron has penetrated into the Federation rear area without being spotted, and has established an ambush along a known Federation convoy route. Looking for freighters, the Klingons are gratified when, instead, a pair of Federation cruisers enters their trap. Experience: Beginners Welcome Materials: Each player should have a pencil and an eraser. *Ricky Leiserson*

**GAM-220-ITP (120m) Chez Dork—Steve Jackson Games** The card game made for fanatic fans of science fiction conventions. The convention is just around the corner and you're broke? How are you supposed to snag the cast autographed, glossy, framed lithograph? Buy various items in the dealers room while trading with friends to upgrade the items you have to make them worth more. *Bill Todd*

**GAM-220a-ITP (240m) Victoria Regina** In 1893 terror stalks the fog-shrouded streets of London. The swashbuckling members of the Famous Explorers and Adventurers Club must rise to the challenge to solve a deadly mystery and unmask a threat to the entire city. Victorian magic and steampunk technology combine with characters from books, films and history. Beginners welcome *Ed Fuqua*

**GAM-221-ITP (240m) In Madness there is Wisdom—Call of Cthulhu** Combine "One Flew Over the Cuckoo's Nest" with "The Exorcist" and mix well. Toss in a cupful of "Passion of Christ" and a tablespoon of "The Italian Job," top with a healthy sprinkling of "24." Bake on High until mixture explodes with Terror. Some experience preferred. Bring some dice, and a pen/pencil. *Richard Auffrey*

**GAM-222-ITP (120m) SPANC—Steve Jackson Games** Congratulations, you control your very own crew of Space Pirate Amazon Ninja Catgirls, some of the sexiest crooks you could ever hope to work with. These lovely ladies need you to help them pull off capers which will earn them loot and equipment. Be the first to have 10 loot in the bank and you win. *Bill Todd*

**GAM-308-IRA (8:30AM/540m) Arisia 2007 Blood Bowl Tournament** Arisia Bowl II 2007 is the second annual Blood Bowl tournament to be held at Arisia. Blood Bowl is a fun, exciting and fast-paced boardgame with painted miniature figures. Orcs, and elves, and spiky balls. Hear the roar of the crowd! Stomp the opposing team into the ground! Come take part in the original fantasy football. Arisia Bowl will be an all-day tournament starting Sunday morning. *Maureen Reddington-Wilde*

**GAM-310-ITP (240m) Munchkin Brawl—Steve Jackson Games** You haven't played Munchkin until you've played it like this. Mixing all the decks (base, Star, Fu, Bites, Super, Impossible, and Blender) and featuring the Epic rules, this is the ultimate test of any Munchkin warrior. *Bill Todd*

**GAM-310a-ITP (240m) Before the Dawn—Dungeons and Dragons** The priests of Pelor have been acting strange for the last three months. People have been turned away for healing and some of them have been turned up missing. Your band of adventurers has been hired by the town of Lodrem to investigate the temple and find the missing people. This is a D&D 3.5 game for 9th level characters. Pregenerated characters will be provided. Number of players: 6-12 *Michael Dlott*

**GAM-312-ITP (240m) HeroClix Unrestricted Event II 600 pts.** Build a 600pts Unrestricted army.

4 actions. Check with your venue for any special rules or scenarios associated with this event. Prizes for this event: the LE figure Henry Camp *Larry Dunne*

## Geekery Track

**GK-209-IBA (30m) Higgins Armory—Armored Combat** See the clash of fully-armored knights as they would have fought in the Middle Ages! Hollywood's images of armored combat rely on made-up moves and special effects. Watch as the HASG presents the actual techniques, described in medieval manuals, that knights used in battle.

**GK-209a-IBA (9:30AM/30m) Higgins Armory—German Longsword** Do you think a strong arm is all you need to use a sword? Well, it isn't so. Experience the subtleties of the medieval German tradition of longsword combat, in this demonstration by the HASG of techniques from Joachim Meyer's fight manual of 1570.

**GK-210-IBA (30m) Higgins Armory—Medieval Master of Arms** Have at you! Witness the subtle skills of attack, parry, and grapple, as the knightly arts of the falchion, halberd, dagger, and sword and buckler are brought to life from forgotten medieval manuscripts in this presentation by the HASG.

**GK-210a-IBA (10:30AM/30m) Higgins Armory—Medieval Dagger** Fighting in the Middle Ages could be brutal, and never more so than when combatants faced each other armed only with daggers. See the skills needed to survive a medieval knife fight, as taught in contemporary combat manuals and presented by the HASG.

**GK-211-IBA (30m) Higgins Armory—Swordplay through the Ages** The sword was the weapon *par excellence* for hundreds of years, and the symbol of nobility and might. During that time its techniques changed dramatically. From the subtleties of the knightly longsword to the simplicity of the military saber, watch the HASG demonstrate authentic swordplay styles, taken from surviving manuals.

**GK-214-201 The Truth About Female Geeks** Meet the editors of She's Such A Geek, a collection of essays by female geeks talking about how science, technology or fandom has changed their lives. Annalee Newitz and Charlie Anders will read from their essays and discuss the triumphs—and challenges—of female geekhood *Charlie Anders, Annalee Newitz*

**GK-309-IBA (9:30AM/30m) Higgins Armory—Roman Legionary & Gothic Knight** The Romans conquered the known world two thousand years ago. The knight was the most powerful force on the battlefield five hundred years ago. Each wore plate armor and carried a sword, a spear, and a dagger, but they were very different. Come hear a Legionary and a Knight explain their equipment and how they fought, and try to guess what would happen if they were to face each other in battle.

**GK-310-IBA (30m) Jedi Lightsaber Techniques of the Sword Masters** Many of the lightsaber techniques in the Star Wars movies are based on the Japanese katana and European longsword traditions. Come watch a lightsaber demonstration based on historically accurate techniques for the longsword used by knights during the Middle Ages. May the Force be with you!

**GK-310a-IBA (10:30AM/60m) Higgins Armory—Renaissance Rapier and Dagger** Watch the most romantic of swords in action! The rapier is the best-known of swords, appearing in everything from Shakespeare to swashbuckler movies. In this presentation, the HASG revives the lost art of its use as described in one of the earliest systematic manuals of the rapier.

## Gaming Track

**GM-121-201 What Draws Women Into LARPs and RPGs?** Why do so few women game? Is there game advertising focused specifically toward women? Where are the women NPCs? Have combat opportunities been limited for women? Do you play a male role? What drives women away (uber-combat, machismo, The Leer, being relegated to a stereotypical role (tavern wench, healer, etc.)? *Kiralee McCauley,*

*Rachel Morris, Heidi Hooper, annA Bradley, Jess Hartley*

**GM-210-1PA LARP 101: How to Get Involved** Ever wonder how to get started in a live action role-playing game? You've got the character, now what? How to enliven your character with style and panache. *Corwin, Paul DiGennaro, Michael A Ventrella, annA Bradley, Stephen R Balzac*

**GM-211-1PA Funny Fabo Table Games** Come hear about classic and new humorous card and tabletop games waiting to be discovered. *Bill Todd, Chad Bergeron, Larry Dunne, Jacob Sommer*

**GM-211-IRA RPG 101** What are role-playing games? How do you find good people to game with? How do you become a good person to game with? Which games are good for beginning gamers? *Peter Maranci, Walter Milliken, David Sklar, Jess Hartley, Matthew McFarland*

**GM-212-1PA Do's and Don'ts of Writing for RPG Companies** You've GM'ed a game, and now you have your own idea for a new expansion. Learn the craft of creating your own marketable RPG. Our panelists share their knowledge of RPG companies and what they are looking for from you. *Jonathan Woodward, Corwin, Walter Milliken, Lisa J Steele, Jess Hartley*

**GM-213-201 Gaming Addictions: Online, RPG, LARP, SimLife** Are you addicted? Are you a gaming widow/widower? Do you need help? Can you moderate yourself well enough to have your fun and a real life too? How to recognize the difference between addiction and just plain having fun. *Corwin, Alexx Kay, Walter Milliken, Jess Hartley, Matthew McFarland*

**GM-215-1PA Theater-Style LARPs 101: Beyond the Boffer** What is a theater-style LARP and how does it differ from boffer-centric LARPs? What non-combat conflict-resolution mechanics are there, and how are they done? Come learn more about this versatile LARP style. *Lauren Grover, Paul DiGennaro, Chad Bergeron, annA Bradley*

**GM-216-1PA Conflicts and Conundrums for Long Running LARPs** You're working on a campaign that runs over multiple events, even a year or more, and you're running into snags. Volunteerism is down, storywriters are at each others' throats, long-time players are threatening to leave...are you doing something wrong? What can you do to improve matters? Discuss the problems that arise in a long-term campaign and share ideas on how to avoid or alleviate them. *Rachel Morris, Paul DiGennaro, Heidi Hooper, Michael A Ventrella*

**GM-312-1PA Fun But Not Trivial RPGing** How do you make a game humorous without being meaningless? Get hints for running a game with humor and ideas for being a PC in such a game. *Kiralee McCauley, Walter Milliken, David Kaplowitz, Ed Fuqua*

## Kaffeeklatches

**KA-121-2AQ Con Dating Humor Kaffeeklatsch** Nothing loosens the tongue and brings out tales of forlorn and fruitful love like coffee! Come swap your nuggets of dating at conventions near and far. Laughing and roleplay encouraged. But please, no names! *Trish Wilson*

**KA-215-2ZP LiveJournal Meet and Greet LiveJournal!** Come meet everyone! Get your ribbon at the InfoDesk and head on in! *Cos, Rose Fox*

**KA-309-2AQ (180m) Viable Paradise Sponsors Bagels in Con Suite** Viable Paradise, the science fiction writers workshop on Martha's Vineyard, provides breakfast.

**KA-313-2AQ Vanilla Monogamy Meet & Greet** Is polyamory just not your thing? Are you not into BDSM, D/S or any other lifestyle designated by capital letters (except perhaps the SCA)? Ever feel that the lifestyle and/or relationship flowchart that applies to a lot of fans you know just doesn't apply to your life? Then this is the meet and greet for you. *Julia Tenney*

## Lifestyles Track

**LF-122-1CA Coming Out of the Poly Armoire** Choosing to come out to family and co-workers with any type of alternative lifestyle can be a difficult de-

cision. Come talk about your choice one way or another about revealing the poly side of your life. Share the impact and reactions that you have faced because of this choice. *Jonathan Woodward, Tom Amoroso, Ken Olum, Alan Wexelblat, Annalee Newitz, Bey*

**LF-122-IWA Sexual Revolution as Seen Through SF Lit.** Huxley's Brave New World envisioned a world where only sexual promiscuity is socially acceptable. In Haldeman's Forever War homosexuality becomes the social norm. Were they foreshadowing or small agents of social change in themselves? Come discuss the parallels of SF fiction and our culture's attitude toward sex over the decades. *Alexx Kay, Charlie Anders, Eugene Heller, Paula Lieberman, Jennifer Williams*

**LF-123-ICA Leather Folk, Ren Faire, Star Trek: Connections** As Margaret Cho points out, there seems to be a significant connection between alternate sexuality and fandom. Join us as we explore why that is and whether we think it's a good thing. *Lauren Grover, Jeanette Barrett, Jennifer Williams, Ed Fuqua, Lawrence Nelson*

**LF-215-IBA Explaining Polyamory** All of us in the polyamorous lifestyle have had to face misconceptions from time to time. How do we combat popular media stereotypes and talk about our lives in a fashion that doesn't veer off into "Too Much Information" territory? We will share some practical solutions to real world questions, and a war story or two! *Michelle Wexelblat, MSW, Jeanette Barrett, Valerie White, Jacob Sommer, Lawrence Nelson*

**LF-222-IRA They Can't Put Me In Jail For THAT, Can They?** Even though alternative forms of sexual expression are now being popularized, they often exist in a legal gray area. Massachusetts has a large body of laws on the books which, though not often enforced, still threaten penalties for activities such as supplying contraceptives to unmarried couples or selling items "intended to be used for self-abuse." Where are the lines of enforcement, and how can one safely practice and not risk losing one's liberty, children or job? *Valerie White, Michael A Ventrella, Joe Ross, Jennifer Williams*

## Literature Track

**LI-119-IWA If Harry Dies...** How do you read a book like Charlotte's Web to a child, knowing the main character will pass on at the end? How do you, as a parent or caretaker of a child, handle death in fiction? Do you initiate the conversation, or do you let the child? Do you discuss the possibilities of life thereafter for the fictional character, or leave that for the child to question? With the upcoming final volume of the Harry Potter series, how will you prepare your children for the death of another major character? *Dan Kimmel, Sarah Smith, James Turner, Aimee Yermish, Adam Lipkin*

**LI-119-IWB Reshaping Grimm & Goose** Updating the fairy tale for modern day. Would a Dame come to the rescue of a gentle lord? Would Hansel & Gretel have a GPS? Some wonderful books of fantasy have come from re-imagining old tales. How do we reshape the tales and retain their spirit—or change it completely. *James D. Macdonald, Ramona Louise Wheeler, shadesong, Jess Hartley, Catherynne M. Valente, Hannah Wolf Bowen*

**LI-120-IWB Stanislaw Lem** Lem has had a large influence on SF. Two film versions of his Solaris have been made, as well as other adaptations. This is a retrospective of his work and influence following his death this year. *Stephen C Fisher, Stephen R. Wilk, John Sudman, Wil Howitt*

**LI-210-IWB What isn't the SF genre?** Mainstream writers like Clancy and Garcia Marquez say they aren't, and we agree. Iain Banks adds an M to his name to let us know he's writing for us. Where's the line? Is it when the author says it is, or do we "know it when we see it"? *Debra Doyle, Aline Boucher Kaplan, Sarah Smith, Nick Mamatas*

**LI-211-ICA From Single to Series** How does an author develop a series concept? Does a series start by accident? Come hear our authors fall prey to the urge to tie up "just this one last plot thread." *Debra Doyle, Barry Longyear, Resa Nelson, Patricia Bray, Allen Steele*

**LI-211-IWA Hermione Granger** Antagonistic

know-it-all, Geek, Femme fatale? Looking into the past present and future of smartest member of the golden trio. *Susan Hanniford Crowley, FernWithy, Debra Fran Baker, Sheila Oranch*

**LI-211-IWB Playing in Someone Else's Sandbox** One thing we are seeing a fair amount of is "shared worlds," where more than one author may write in the same setting using some of the same characters. What are the challenges to writing in someone else's world as opposed to your own? What adjustments must be made? If you are writing a tie-in book, how do you deal with the content owner's sometimes odd ideas of what a book is? *Jeanne Cavelos, Terri, James D. Macdonald*

**LI-212-IWA The Appeal of Evil** Explore the appeal of Drusilla, delve into the dungeons of Slytherin? Why is Maleficent so magnificent? Why did we want more of snarky Spike? *Kris "G'leep" Burger, Charlene Brusso, Ramona Louise Wheeler, Victoria McManus, Peter Prellwitz*

**LI-212-IWB Magic and Christianity** Many authors have used a recognizable Christian faith in magic-infused fantasy novels. How does that compare with the historical views of magic in Christendom, and what conflicts does it set up in the stories? *Solomon Davidoff, John Sundman, James D. Macdonald, Sara M. Harvey, Lis Carey*

**LI-213-IRA Escaping the Conventional Future** What is it like to grow up on a generation ship or to meet a non-human intelligent race for the first time? How do you extrapolate on a contemporary trend to predict its outcome 50, 100 or 500 years hence, and make your story different from what has been written already? For these and many other things, what we think about them has been shaped by the literature that came before us. What authors are writing about what they don't know in fresh and interesting ways? How can you do the same? *Charles E Gannon, Shariann Lewitt, Jeanne Cavelos, Barry Longyear, Sarah Smith*

**LI-213-IWA The Implicit Author/Reader Contract** Have you ever been in the middle of an excellent escapist fantasy novel, only to find a gruesome rape scene? Are you conflicted when Orson Scott Card's beliefs and agendas bleed into the storytelling? These may be violations of an implicit contract between the author of fantasy fiction and the reader. In this panel, we will discuss the promises and violations of this implicit contract. *Elaine Isaak, Herb Kauderer, David Sklar, Nick Mamatas, Sara M. Harvey*

**LI-213-IWB Get Your Geek Off: Writing About Sex in SF & F** You're at the point in your tale where the characters are going to do it. You know what I mean, "IT"! The big "it" and now you walk the fine line between romance novel and erotica. When and where does that line cross? What does the writer need? What story goals are achieved with a good sex scene? How much detail is useful, and when do you reach the point of too much detail? Will the reader care? How do you handle the feedback? *Jennifer Dunne, Cecilia Tan, Ed Fuqua, Victoria McManus, Trish Wilson*

**LI-214-IRB Flying Through the Slipstream** First mentioned by Bruce Sterling, slipstream is fiction that doesn't fit into either the science fiction/fantasy or mainstream literary fiction category. Both Audrey Niffenegger's novel "The Time Traveler's Wife" and Alejandro Agresti's movie "The Lake House" deal with time travel. Why are they seen as acceptable to a mainstream audience and marketed that way? Is slipstream fiction "just" genre fiction tidied up and made presentable to a larger audience or are there other differences? *Eric M Van, Nick Mamatas, John Bowker, Catherynne M. Valente*

**LI-214-IWA Religions In Science Fiction** How does an author handle the balance between religious faith and scientific inquiry without making either seem one-dimensional? What drives the people of the future toward religious inspiration? When does faith serve or save a story? *Kris "G'leep" Burger, Mary Catelli, Ken Gale, David Sklar, Vanessa Layne*

**LI-214-IWB SF as Social Commentary** Beyond dystopia: what other critical means does SF have? Sarcasm, humor, what else? Is social commentary easier in SF than in mainstream? *Shariann Lewitt, Jeanne Cavelos, Tom Easton, Steve Sawicki, Aline Boucher*

*Kaplan*

**LI-214-2CA Is Literacy All It's Cracked Up to Be?** Nobody would argue that reading is not a wonderful thing, but is there such a thing as too much? Do our eyes and health suffer for it? Is the written word always better than moving pictures? Do we learn anything from books that just plain suck? Is most mass-market SF any more redeeming than Sidney Sheldon? Should we just go outside and play? *Charles E Gannon, Gordon Linzner, Jude Shabry, John G. McDaid*

**LI-215-IWA The Renaissance Man of the 21st Century** Lazarus Long's list of necessary human skills included building a house and butchering a hog; the Talmud requires a father to teach his child to swim. Despite the increasing specialization of our society, some hands-on skills are still necessary. Should we bring them back, or is education in the 21st century really based on other things? *Charles E Gannon, Ian Randal Strock, Amy Chused, Herb Kauderer, Eugene Heller*

**LI-216-IWA Genre Hopping** Authors of SF/fantasy sometimes try other genres as well, and are often encouraged to do so by agents/editors. Sometimes the effort is a pure attempt at another genre. Other times it's a mix of SF and something else. Which genres are chosen? Why? In the case of blends, which genres blend well with SF, and which don't? *Gordon Linzner, Debra Doyle, Victoria McManus, Sara M. Harvey, Mike 'The Onyxhawke' Kabongo*

**LI-216-IWB The Immortal Dilemma: Not Ending.** Science Fiction is filled with portrayals of immortal characters, but what is life really like for an immortal? Compare the concept of a solitary immortal surrounded by mortals, to the idea of a society comprised entirely of immortals. *Cynthia Shettle (SkyElf), Barry Longyear, Patricia Bray, Ramona Louise Wheeler, Joshua Palmatier*

**LI-216-204 Flash Fiction: Fun, Frantic, and Fabulous!** Let's write flash fiction. A mini-format workshop only 50 minutes long for writing stories that have fewer than 500 words. *Susan Hanniford Crowley*

**LI-217-IWB How Do We Pay For The Future?** Science fiction has posited a wide range of economic models, from abundance to scarcity, plutocracy to collectivism. What happens when goods are freely available to all? When long-lasting food rations are worth killing for? What emphasis does the writer need to place on the economy, the technology and the society to tell an intriguing tale? *John H. Costello, Sherry Briggs, M. H. (Maggie) Bonham, Lis Carey*

**LI-311-ICA There Be Dragons** From pesky shades to fire breathing terrors come Dragons. Explore the history and the rising popularity of these mythical creatures. According to a recent Harper's Index: Percentage change since 1995 in the number of U.S. fantasy books about dragons: +91. *Esther Friesner, Resa Nelson, Ramona Louise Wheeler, Sherry Briggs*

**LI-311-IWP City Building** From Ankh-Morpork to Ambergris, well-crafted cities are central to the genre's most successful SF worlds. What goes into creating a believable city and its culture? What aspects of the urban experience are universal? How can a city affect the surrounding suburban areas, national politics and identity, scientific and artistic development, and everyday life? The panelists may collaborate with the audience on sketching out plans for a new city, time permitting. *Rose Fox, David Kaplowitz, shadesong, Joshua Palmatier, Mike 'The Onyxhawke' Kabongo*

**LI-311-IPA Gastronomic Fantasies!** It's true—books have the power to whet your appetite, even for tastes beyond your experiences! Have you ever read about a dinner so succulent, you had to order out to feed your need? What does the Spice from the Dune series taste like when mixed in a burger or lentils? What about chocolate frogs and other delectables from the Harry Potter series? What's your favorite fictional food? *David Sklar, Victoria McManus, Trish Wilson, Adam Lipkin*

**LI-311-IWB It's Not Fanfic If You Can Make Money At It** There's an entire shelf full of sequels to Pride and Prejudice; sequels and extensions to the Sherlock Holmes canon are a cottage industry. Is it true that the only difference between these published books and the best of current fanfic is that their original

texts are out of copyright and thus derivative works can be published with impunity? Does this mean fanfic is becoming respectable outside of SF&F? *FernWithy, Alex Kay, Annalee Newitz, Nick Mamatas*

**LI-312-1WA Tradition and Change** Our history can be interpreted as an ever-shifting balance between keeping the old and making the new. Often a novelist can present an iconoclastic main character warring against a staid society. What works have best presented the clash between preserving traditions and breaking new ground? *Shariann Lewitt, John Sundman, Walter H. Hunt, Catherynne M. Valente*

**LI-313-1PA Can Media Tie-ins Bring Back Reading?** What is the function of tie-in fiction? Does name recognition create crossover readers? Is this killing the book industry? Lots of people have gone to the original source material after seeing LOTR, Blade Runner, and other PKD material. Does TV help writers sell books? *Cynthia Shettle (SkyElf), Ken Gale*

**LI-313-1WA Horses in Fantasy** Horses that do remarkably clever things are staples in fantasy. What's reality? What do you really need to do to take care of a horse when you're roughing it, how good are horses at finding their way, how long can a horse go without water? Are there writers who get the details of horses laughably wrong, or who really knows their horses in their fantasy books? And there is adding magic. Are there more and less believable ways to accomplish that too? *Corwin, Ann Thomas, Aline Boucher Kaplan, Hannah Wolf Bowen*

**LI-313-1WB Can One Write Readable Gender-Expanding SF?** Can one write readable gender-expanding SF? An example is Delaney's *The Einstein Intersection*—a total reevaluation of gender, but nearly incomprehensible. Is our understanding of character too wrapped up in our notions of gender? This doesn't mean simply warping the genders we currently recognize. Rather, this panel asks whether starting from recognizable genders is necessary for us to be able to comprehend a story. *Stephen C Fisher, Jennifer Pelland, Victoria McManus, Clayton L. McNally, Catherynne M. Valente*

**LI-313-2CB Human-Only SF&F** While aliens are often present in science fiction, they're not always there. Many writers populate their worlds only with humans, and still have vast diversity in their stories. Why avoid the alien, or embrace it? Will future technologies alter humans enough that some of us will be completely alien to others? And do some stories require aliens? *Mary Catelli, Terry Kepner, Elizabeth McCoy, Eugene Heller, Mike 'The Onyxhawk' Kabongo*

**LI-314-1WA Harry Potter and the Heroic Journey** JK Rowling's Harry Potter series borrows many elements from Joseph Campbell's heroic journey. As a predictable pattern, does it increase or decrease our enjoyment of the series to have that predictability? *FernWithy, Debra Fran Baker, Sherry Briggs, MaryAnn Johanson*

## Media Track

**ME-119-2CA Superman and the Sins of the Copyright** DC Comics and Disney have managed to protect their copyrights on their cash cows by quietly forcing through legislation that extends copyright law to 2019, forcing many to wonder if the next move will be for perpetuity. What are the ramifications, why has a good law that was designed to protect creators and their immediate families become a law to protect corporations? Is copyright a necessary evil or something we should fight against? *John H. Costello, Solomon Davidoff, Ken Gale, Terry Kepner, E J Barnes*

**ME-120-1MP I Expect You to Die** This is the 45th anniversary of the release of "Dr. No," the first James Bond movie. The Bond movies are spy movies, not science fiction, but between the gadgets proved by Q and the increasingly powerful supervillains, many of the films easily cross the line. Are SF fans ready to embrace Bond as our own? And why has the film series endured for nearly half a century? *James Zavaglia, Michael Horne, Dan Kimmel, Glenn MacWilliams, Michael Sharrow*

**ME-121-1MP Is Deckard a Replicant?** When "Blade Runner" was released in 25 years ago, it was a flop. It's now considered one of most influential science fiction movies ever made. Why did it fail and why is

it now hailed as a masterpiece? Which version is the "definitive" one? And would Philip K. Dick be surprised that he is now one of the most adapted authors in Hollywood? *John G. McDaid, Michael Horne, Eric M Van, Jeff Warner*

**ME-121-2CA Anime in a Nutshell** Animation produced in Japan has exploded into Western markets in the past couple of decades. From kid-friendly to sophisticated mature themes, there's an anime series for you and your family. Come learn the basics about this distinctive style of animation. *Bill Todd, Mario Di Giacomo, Jacob Sommer, John C Watson*

**ME-210-1MP Monster Films—50 years ago** Fifty years ago, 1957, was a peak in the 1950s monster film cycle. What's the legacy of these films, which represent "science fiction film" to the general public? What do they say about public attitudes to SF during that time? Are these trends still prevalent today? Do they affect today's Creature films? *Stephen R. Wilk, Garen Daly, Jennifer Williams, Adam Lipkin*

**ME-210-IRA They can be Heroes** Do you want to take Hiro and make him your new Geeky best friend? Have you become a "Heroes" addict? What episode hooked you? Come talk about this new and exciting TV show with other devotees. *Tom Restivo, Cynthia Shettle (SkyElf), Stephanie Clarkson, Lis Carey*

**ME-212-1BA The Movie Year in Review** Our annual look back at the year in SF, horror, and fantasy film. Our panel of experts will cover every theatrical release of 2006. Find out which ones are worth catching up with. Note: time for audience participation is reserved for the end of our panel's high speed review. *Michael A Ventrella, Dan Kimmel, Robert Newton, Garen Daly, John Bowker, MaryAnn Johanson*

**ME-212-1MP Me and You and a Dog on YouTube** It used to be that the largest barrier to getting your genre media production to the masses was the distribution channel. Today, outlets like YouTube are giving fan producers the same leverage as major studios in reaching large niche audiences. With almost all barriers to producing SF media becoming easier to cross, what's out there? What's worth watching? What's in production? *Steve Sawicki, James Turner, Annalee Newitz, Robert Balder*

**ME-216-1MP There's No Star Trek! And No Buffy!** What should fans be watching on TV these days? *Battlestar Galactica? Heroes? Jericho? The 4400?* What are the hot shows and how can you catch up if you haven't been watching? Will any of these shows have the impact on fandom of *Trek*, *Babylon 5*, *X-Files*, *Firefly* or *Buffy*? *Misty Pendragon, Nomi Burstein, Jennifer Pelland, Bey*

**ME-217-1MP Firefly vs. Serenity** Are the characters in one, during the short-lived but brilliant series, the same as the other? Did the movie enhance our view of that universe, or change it into something entirely different? Given his skill on the small screen, why should Joss Whedon bother with the big? *Misty Pendragon, Jerry Franklin, Herb Kauderer, Michael Sharrow, MaryAnn Johanson*

**ME-312-1MP Remember, Remember: The Fifth of November V for Vendetta** is a movie celebrating rebellion and, in some ways, terrorism, at a time when some public officials have said criticism of the government is a sign of disloyalty. In making the transition from graphic novel to screen, did "V" succeed? Should government be afraid of its people? What's the real message of the film? And how did this film escape being the most controversial release of the year? *Mark Waks, Alan Wexelblat, Garen Daly, Jennifer Williams, The Ferrett*

**MD-313-1BD Red Shift—Live Radio Drama** *Red Shift, Interplanetary Do-Gooder* in "The Terror of Terra-Khan": An Arisia premiere! Live, original sci-fi radio drama performed right before your very eyes and ears by the Post-Meridian Radio Players. Join the stalwart Red Shift, his mechanic Lumpy, and their Earthling companions in this homage -and parody- of the pulp radio and film serials of the 1930s and 40s.

**ME-313-1MP 40 Years of IDIC, Pointy Ears and Phasers** Star Trek is now 40. How has it influenced TV, film, fanfic, writers and the web? How Star Trek changed television? With the first interracial kiss and the marketing tie-ins. The dreams in Star Trek have launched such inventions as the compact disk play-

er, and cell phone. How its Utopian views affected fiction. *Tom Restivo, James Zavaglia, Debra Fran Baker, Howard Beatman, Toni Lay*

**MD-314-1BA (120m) Mystery Science Theatre, Luke Ski Style** Matthew Duhan teamed up with Luke Ski to produce their own episodes of Mystery Science Theatre 3000. Join him for this showing of the completed project.

**MD-314-1BD Second Shift—Live Radio Drama** Second Shift is an online audio adventure that follows the adventures of Shauna, Katherine and Mike; three college students who find themselves summoned to a strange new world. Who brought them there? Why? New friends, new enemies, clashes of culture and clashes of personality help and hinder them in their search for answers. Come see a special live reading of the pilot episode of this acclaimed series, specially adapted for performance at Arisia 2007!

**ME-314-1MP Star Wars: Now, Then & Zen** This May marks thirty years since George Lucas introduced us to Jedi and the Force, forever changing the way SF films would be treated by Hollywood. With all the special editions is it possible to recapture the sense of wonder audiences felt in 1977? And can we watch the original trilogy now without thinking about the three prequels? *James Zavaglia, Misty Pendragon, Cynthia Shettle (SkyElf), Michael Horne*

**ME-314-2CB Batman Begins Vs. Superman Returns** What went right and what went wrong? Was it just the casting, all the rewrites, the difference in levels of respect for the characters and their origins? Our panelists will discuss what they liked about the movies and what they would have changed. Join us and weigh in too. *Israel Peskowitz, Jennifer Williams, Ed Fuqua, The Ferrett*

**MD-315-1BD The Making of "Red Shift" and "Second Shift"** Join the Post-Meridian Radio Players as they discuss the creative and technical processes involved in bringing their original sci-fi series to life. The producers of "The Fantastic Fate of Frederick Farnsworth the Fifth," "The Atlantis Affair" and the very popular podcast series, "Second Shift" will also join the panel and talk about the resurgence of interest in "audio theater" and its viability as a medium for sci-fi, fantasy, and horror storytelling.

## Music & Dance

**MU-120-1BD (120m) Victorian Dance** Planning a trip to the past? Afraid you won't know the latest dances? *Hagenbeck's Zeitgarten Tours* invites you to a ball featuring instruction in waltz, polka, contradances, quadrilles, and other dances of the 1860s. Dress of any period, culture or planet welcome. No experience required. Light refreshments will be served. Remember, it's never too late to visit the past!

**MU-121-1BA (120m) The Prom at the End of the Universe** Did you miss your high school prom or did you wish you did? No matter, come dance to the wild and wacky 80s tunes spun by Filk GoH Luke Ski and do the Prom right!

**MU-121-1PR (180m) Drum and Dance** Bring your drums and other percussion instruments, and your belly dance outfits! There will be a very brief introduction for beginners.

**MU-122-1BD Walk the labyrinth!** Come find your center in our 30'x30' Seven-Circuit Classical Labyrinth. Walk the pattern to soothing music and experience what may be your last chance at peace until Sunday night.

**MU-123-1BD (11:55PM/180m) Rocky Horror with the Tesseracte Players** The Tesseracte Players and their special guests will treat you to a unique blend of theatre, humour and outright fun at the Late Night Science Fiction Picture Show!

**MU-215-1BD (150m) The Great Luke Ski concert!** Filk guest Luke Ski, known for his hilarious use of props and costumes while performing, has had songs in Dr. Demento's annual Top 5 for five years running. Come hear him sing about all aspects of fandom, from Star Wars and Lord of the Rings to Transformers and Pirates of the Caribbean... and beyond! Luke has been filk guest at many conventions throughout the midwest, but this is his first appearance at an East Coast convention.

**MU-216-1BA Belly Dancing Show**

**MU-217-1BA Belly Dancing Class**

**MU-223-1B (240m) Saturday Club Dance** Johnny Zed will be spinning tunes in the Presidents Ballroom from midnight until the last dancer drops; come shuffle your mortal coil to everything from favorites returned from beyond the grave to futuristic waves of dark sound from another dimension.

**MU-314-ICA (30m) Concert: Robert T. Balder** Filk concert by Rob Balder, creator of the comic strip PartiallyClips and writer and singer of comic songs. *Robert Balder*

## Publishing Track

**PB-210-1WA Don't Quit Your Day Job** How do day jobs of SF writers compare to those of other genres? Do the typically scientific and engineering-related day jobs of the SF writer contribute more to their art than the typically teaching jobs of mainstream writers? *Gordon Linzner, Tom Easton, Charlene Brusso, Resa Nelson, Lawrence M. Schoen*

**PB-215-1WB Laurell K Hamilton to Kelly Armstrong** Over the past ten years, the number of female writers in the occult fantasy realm has risen dramatically. This rise has not been just felt in the world of SF/Fantasy/Horror but has also spilled into the world previously dominated by heroines in need of rescue? yes, the romance novel. What is the lure of these strong confidant women and why are these books flying off the shelves? *Suford Lewis, Misty Pen-dragon, Corwin, KT Pinto, Ed Fuqua*

**PB-217-1WA The Living Writer** How to balance your creative life with home, family, and the dreaded Day Job. Discuss managing finances for the SF writer. How do you integrate writing and life? *Shariann Lewitt, Charlene Brusso, Susan Hanniford Crowley, David Sklar, Clayton L. McNally*

## Readings

**RD-120-201 (30m) Reading—Elaine Isaak** A reading from *The Bastard Queen*, the stand-alone third novel in her Singer's Crown series. *Elaine Isaak*

**RD-120a-201 (8:30PM/30m) Reading—Jennifer Pelland** *Jennifer Pelland*

**RD-121-1WB Circler Press Reading** Come hear celebrated author Cecilia Tan read from some of her works. *Cecilia Tan*

**RD-210-201 (10:30AM/30m) Reading—Walter Hunt** A reading from "A Song In Stone," a historically-based novel currently on submission with a publisher. *Walter H. Hunt*

**RD-212-201 (30m) Reading—Shane Tourtellotte** *Shane Tourtellotte*

**RD-213-1BA Guest of Honor Reading by Esther Friesner** Writer GOH Esther Friesner will read the Calydonian Boar Hunt scene from *Nobody's Princess*, which will be published by Random House in April 2007. This is the first of a two-book series about Helen of Troy way before Troy, when she was still just Helen of Sparta. *Esther Friesner, Jan Howard Finder (The Wombat)*

**RD-215-201 (30m) World Premier of a New Story** Debra Doyle and James Macdonald do their first public reading of a new work. *Debra Doyle, James D. Macdonald*

**RD-215-2CA (120m) The Rosley Writer's Group Readings** John Bowker, Charlene Brusso, Suzanne Palmer and JoAnn Cox will give a series of half-hour readings. *Charlene Brusso, Suzanne Palmer, John Bowker*

**RD-216-201 (30m) Shariann Lewitt**

**RD-216a-201 (4:30PM/60m) Reading—Catherynne Valente** *Catherynne M. Valente*

## Science Track

**SC-119-IMP Here Genkitty-kitty-kitty** The company Allerca is offering prospective pet owners a genetically engineered hypoallergenic cat. Glow-in-the-dark transgenic tropical fish incorporate jellyfish genes. How is this different from the extremes

of conventional pet breeding? To what lengths should we go to make our pets compatible with our lives? Is the genetic engineering of pets justified if it is safe, if it is profitable, or on what other grounds? *Rebecca Kletnieks, Terry Franklin, Amy Chused, Mike 'The Onyx-hawke' Kabongo*

**SC-120-1WA The Nature of Depression** Did depression evolve to serve some useful purpose, or is it purely and always a defect? What role does serotonin play in the brain, and how does it relate to depression? What does a little-known (but completely impractical) sure-fire cure for depression tell us about its chemical nature, and how does this relate to electroconvulsive therapy? Eric M. Van presents his original theory of depression that answers these and other questions. *Eric M Van*

**SC-210-1RB Pluto: Pedantic Planetary Problem** Now the solar system has 12 planets, or 8, or is it 30? With all the recent developments and changes in definitions, let's review the bidding and take stock of our solar system. *Stephen C Fisher, Nomi Burstein, Shane Tourtellotte, Michael A Burstein, Steven Hammond*

**SC-211-1RB SF as a Teaching Tool** SF/F as a teaching tool: What's it good for? Can you use SF/F for elementary as well as secondary students? What subjects can benefit from an infusion of SF/F? Would SF/F be useful at all? *James Zavaglia, Tom Easton, Arnis Kletnieks, Clayton L. McNally, Michael Laine*

**SC-212-1RB Fallout of the Singularity** The technical singularity is a theoretical point at which technological progress accelerates beyond prediction. What are the consequences when technological change outpaces society's ability to address those changes? How will people differentiate themselves intellectually when the sum total of all human knowledge is instantly available to everyone? Will class and status become irrelevant or will they people cling to them out of adherence to tradition? *Arnis Kletnieks, Alex Kay, Ken Olum*

**SC-213-1MP The Colder Side of Global Warming?** Michael Crichton's incredibly brilliant (science) fiction novel "State of Fear" was unusually prescient, but perhaps not quite in the way that Crichton intended. In "The Colder Side of Global Warming?" presentation, you will see some neat slides and video-clips and walk away with a solid understanding of the factual complexity of Global Warming. See a bit more at <http://www.colderside.com>. *Tom Wismuller*

**SC-213-1RB Modern Plagues** We hear a constant drumbeat of news about diseases new and old. The H5N1 flu strain might cross from birds to humans at any time, polio and mumps outbreaks highlight the dangers of patchy vaccination, AIDS continues to spread worldwide, "flesh eating bacteria" strains claim the lives of hospital patients, and dark threats of anthrax, botulism, E. coli, salmonella, Ebola, tuberculosis and more are raised each year. What are the real threats? What is being done? What can we do? *Rebecca Kletnieks, John H. Costello, Tom Amoroso, Amy Chused, James B Van Bokkelen*

**SC-213-204 Long-Duration Spacecraft Survival Presentation** How will human beings survive the transit from Earth to Mars and beyond? The simple necessities of life offer space and mass constrictions that have to be accounted for onboard the closed environment of a long distance spacecraft. What equipment or technology could we adapt and load if we were to launch today—or will we need something entirely new? This presentation will involve the audience, and be short on answers—but big on raising all the right questions. *The Marvelous MERV*

**SC-214-204 Voice 101: Doctor Voice** A guided tour of the uniquely human organs of speech, and how they work as both communication tool and musical instrument. We will learn the Tuvan vocal techniques called *khoomi* (overtone singing) and *kargiraa* (throat singing), and how human language is like and unlike animal communication. *Wil Howitt*

**SC-215-1RB The Politics of Science** Is scientific development fettered by, or unleashed by, political considerations? Does funding for research channel researchers' interests or enable research that would not be practical in the commercial world? Do researchers suppress critical findings out of fear of the political reaction that would ensue? *John H. Costello,*

*Ken Gale, Jeff Hecht, John Kraemer, Michael Laine*

**SC-215-204 LED Workshop** Do you want to light up your life, your staff, costume, headpiece, sword, underwear? This hands-on workshop will teach you about how LEDs work and how to incorporate them into your costumes and accoutrements. If you have a brag piece, save it for the end. Limit 15 participants, but feel free to come watch! *Ming Diaz*

**SC-216-1RB Living In Space, Long-Term** Why do we need to keep people alive and healthy in space? How practical are our air, food and water recycling techniques? Do we need to simulate gravity, or can humans cope in low or no gravity? Can we make radiation shielding light enough? *Ian Randal Strock, Terry Franklin, Shane Tourtellotte, Allen Steele, Steven Hammond*

**SC-217-1RB Luna: Our Hot & Cold Romance with Her** NASA currently proposes to put humans on the Moon again in 2020. Why stay away for so long and then return? Will another nation, or a private enterprise, try and reach the Moon before then? *Ian Randal Strock, Shane Tourtellotte, Jeff Hecht, Allen Steele, Michael Laine*

**SC-311-1RB Obsolete Technologies** For all of the new technologies being developed, some useful ones have fallen by the wayside. Aerospace companies cannot exactly recreate a Saturn V moon rocket; ship-builders cannot manufacture WWII battleship guns; sometimes it seems voice mail trees can barely recognize telephone touch tones. Why does technology become stale, and what else is being lost? *Stephen R. Wilk, Jeff Hecht, Wil Howitt, James B Van Bokkelen*

**SC-311-1WA Apocalypse: Thought Experiment** Trucking companies and rail companies can't afford fuel for their trucks and trains to move food from the farms to the cities. How does the food get to the cities? Your local grocery store can't get basics like bread, eggs and milk from the farms. What's going to happen when people start to get hungry? Will Chaos ensue? How long before chaos? *Bonnie Turner, Arnis Kletnieks, John H. Costello, John Sundman, Toni Lay, Michael Laine, Tom Wismuller*

**SC-312-1RB Alternative Energy Sources** Between scarcity of supply and atmospheric emissions, we will be curtailing our use of fossil fuels in the future. Some of the alternative energy sources being developed today were science fiction 50 years ago: electric vehicles, solar power, what else? What is being written about today in SF that may come to be reality in another 50 or 100 years? What are we drawing on that was commonplace 100 years ago, such as wind-mills and water wheels? *\*Hobbit\*, Wil Howitt, Ken Olum, James B Van Bokkelen*

**SC-312-2CB Was Heinlein Right?** Does the future of space travel belong to private industry? Can investors get a return on their investment to push space travel, or is it only doable if a major super-power government decides to throw its considerable resources behind it? *Ian Randal Strock, Shane Tourtellotte, James Turner, Michael Laine*

**SC-313-201 God's Dice and Theories of Everything** Most efforts to unify physics theory take the inherent randomness of quantum mechanics as a given. Einstein never bought that, stating that "God does not play dice with the world." Eric M. Van explores the question of quantum randomness and explains how it is connected to Einstein's other famous complaint about quantum mechanics, "spooky action at a distance" (nonlocality). Are almost all the current "Grand Unified Theories" and "Theories of Everything" barking up the wrong random tree? *Eric M Van*

**SC-314-1RB Modern-Day Cyborgs** What modern materials are making our wheelchairs, prosthetic limbs, and adaptive technology more sleek? What are the social attitudes toward prosthetics, both inside and outside of fandom? *Kestrell, Wil Howitt*

**SC-314-204 Space Settlement Workshop** This is a one-hour structured workshop for science fiction readers and writers who would like to learn about settlements in space by doing some planning for real. Attendees will find use for a 4-function calculator and for an artists sketchbook about 9 x 12 inches size. *Martha Adams*

# Program Participant Bios

**Martha Adams** remembers when the electricity came in to her grandfather's two-horse farm, and looks forward to people living in permanent settlements far from Terra. Retired now for ten years, she joined an MIT group working at space settlement and is starting a new career as space settlement facilitator, educator, and planner. One of her work topics is, how do you make the real, real, to young people? And to those whose beliefs blind them? SC-314-204

**Tom Amoroso** (MD, FACEP) is an emergency physician whose current faculty appointment is at Boston University, because they give him free tuition at their School of Public Health; he hopes someday to obtain an MPH there. He has looked upon the future of medicine and found that it needs a few light bulbs lit. He started reading science fiction in 7th grade, when he was pointed to the Andre Norton and Harry Harrison by a librarian to whom he is eternally grateful. LF-122-1CA, FO-120-1PR, SC-213-1RB

**Lisa Ashton** is a SF/fantasy/historical costumer based in Ashton, Maryland. At Arisia 2006 she staged "Dizzy Miss Lizzie," and was 2006 Costumer GOH at Lunacon. This year her life has changed as both children are away at college. An ER Physician Assistant in real life, she also loves beads, hunting and the great outdoors; and is very proud this year to be a Castle Blood cast member. Feel free to axe her about it. CO-216-2CB

**Richard Auffrey** GAM-221-1TP

**Debra Fran Baker** is celebrating 17 years in fandom. She reads, writes fanfiction, is active on livejournal and filk fandom. She also reads comics and feeds people. She shares her Brooklyn home with her equally fannish husband and more books than furniture. LI-314-1WA, LI-211-1WA, ME-313-1MP, CM-217-2CA, FA-119-1CA

**Robert Balder** is a webcomics creator, game designer, filker, zinester, writer and poet. His comic strip "PartiallyClips" runs in 12 newspapers. His card game "'Get Nifty'" is sold in stores. His music includes Pegasus nominee "Rich Fantasy Lives" & has been heard on Doctor Demento and at TheFuMP.com, a site he helped to found. His newest project is a fantasy webcomic called "'Erfworld,'" co-created with Jami Noguchi. It updates twice weekly at Giant-ITP.com. MU-314-1CA, ME-212-1MP, FT-120-214, CM-312-1WB, CM-215-1MP

**Stephen R Balzac** has been writing LARPs for 25 years, and is the founder of the MIT Assassins' Guild and the Society for Interactive Literature West. He is a fourth degree black belt in DanZan Ryu Jujitsu. In real life, Steve is an organizational consultant, specializing in performance psychology, group dynamics, and team building. FT-215-1CA, GM-210-1PA

**E J Barnes** FA-312-2CA, FO-313-1RB, ME-119-2CA

**Aryeh Baronofsky** CM-217-2CA

**Jeanette Barrett** is a resident of our fair city, Cambridge; longtime fan; comic book devotee; and general weirdo. Feel free to ask her for a hug, she makes them herself and doesn't mind sharing. LF-215-1BA, LF-123-1CA

**Howard Beatman** I have been interested in comic books since the early sixties, interested in SF since the late sixties, and have been attending genre conventions since the early seventies. Unlike some convention-goers, I love the panels and go to a lot of them—I don't care for the parties. I have attended every single Arisia. And this is the second year that I have taken my nephew to Arisia. My staged reading of THE DARK KNIGHT RETURNS combines my interest in comics with my interest in amateur theater. FA-311-2CB, ME-313-1MP, FO-120-1PR

**Chad Bergeron** Like many people in fandom, Chad has too many hobbies and interests. He is prominently involved in Theater Style LARPing, runs a weekly board game club, sings in an A Cappella ensemble and hosts and produces a regular podcast. He can also be seen acting in drama, radio and stage (not life), posting to livejournal, caring for his two cats, and sharing all his hobbies with his friends and loved ones. He's always happy to make your acquaintance,

so feel free to introduce yourself and say hi. GM-215-1PA, GM-211-1PA, FO-313-1RB, FA-212-2CB

**Bey Bi.** Poly. Switch. I'm not indecisive, I'm Bey. After over four years in Fandom I've acquired stacks of books, art, action figures, a curious wardrobe, an even curiouseer collection of friends, one fiancée and a butt load of knowledge that can only be truly appreciated in venues like these. Whether it's on a panel or at a party, come hear me pontificate on a variety of topics that may or may not enlighten, but are sure to amuse. LF-122-1CA, ME-216-1MP

**M. H. (Maggie) Bonham** is a multiple award-winning author of 22 books including Prophecy of Swords and Runestone of Teiwas (Yard Dog Press) and Lachlei (Dragon Moon Press). Her work has been featured in several anthologies and magazines including Tales of the Talisman, Four Bubbas of the Apocalypse, Houston, We've Got Bubbas, Flush Fiction, Small Bites, Lorelei Signal and Kidvisions. She is the host of the Sci Fi Traveling Road Show (www.scifitravelingroadshow.com). LI-217-1WB, FA-212-2CB, FT-213-216

**Hannah Wolf Bowen** lives in Massachusetts, where she shares an apartment with her dog and looks forward to winter. She spends her work days counting mice, wrangling monkeys, and herding cats. Her stories have appeared in Strange Horizons, Polyphony 6, and Fantasy magazine, among others, and she is a fiction editor for ChiZine. FT-210-216, LI-313-1WA, LI-119-1WB

**John Bowker** ME-212-1BA, LI-214-1RB, RD-215-2CA

**Bridget Boyle** has worked as asst. div. head up to gopher in cons at the local, regional and Worldcon levels. She is a teacher/lecturer in Computer Literacy and Graphics Programs. She avidly supports equality for all people—Gay/Lesbian/Bisexual/Transgender/Heterosexual. Alex & she call Merrimack, NH home. They fight fandom aging the old fashion way—reproduction! Their daughter Aileen turned 3 at Philcon and the twins are due on Valentine's Day. In her spare (?) time she is an amateur artist. FO-120-1PR, AR-213-16C

**anna Bradley** is the conchair for Intercon G, and has worked the consuite and tech at previous Arisias. She is a big fan of all things sci-fi and fantasy, and all things RPG and LARP. GM-215-1PA, FA-314-1WB, GM-210-1PA, GM-121-201

**Patricia Bray** began her career writing Regency romances before making the leap to epic fantasy with the publication of DEVLIN'S LUCK, which won the 2003 Compton Crook award. In 2006 she launched a new fantasy series with the publication of THE FIRST BETRAYAL. A resident of Upstate New York, Patricia balances her writing with a full-time career as an I/T project manager. When not writing, Patricia's passions include Sci-Fi on the small screen, Celtic music, and a fondness for microbrews. LI-211-1CA, LI-216-1WB

**Sherry Briggs** is a member of a writer's group that met under the aegis of Hal Clement from 1982 until his death, and now with Tom Easton. Her stories have appeared in Analog. Her passion is the story of the penny, extending from 211 BC to the present. She is a Fellow of the prestigious Society Historia Numorum, and has won national recognition for her numismatic writing. She works at Boston Latin School, and lives in Needham with husband David and one cat. FT-313-216, LI-311-1CA, LI-314-1WA, FA-210-2CB, LI-217-1WB

**Charlene Brusso** is a Boston-area freelance writer and science fiction/fantasy author. She's getting a lot more work done now that her son is in kindergarten. You may have seen her book reviews at the SF Site and in Publishers Weekly, among other places. Her most recent fiction sale, "End of the Event Horizon," appeared in Oceans of the Mind. LI-212-1WA, PB-210-1WA, PB-217-1WA, RD-215-2CA

**Kris "G'leep" Burger** I've been an active member of several different fandoms for many years, ranging from Pern to Doctor Who to Pokemon to Harry Potter to costuming to... I've finally started watching

Buffy: TVS and loving it. AR-210-16C, LI-212-1WA, LI-214-1WA

**Eric A Burns** CM-312-1WB, CM-212-1RA, CM-215-1MP

**Nomi Burstein** is a technical writer, freelance editor, and answerer of questions. She and her husband, Michael A. Burstein, live in Brookline, MA. Nomi has her own home in cyberspace at www.asknomi.com, from which she runs her sideline business, AskNomi. Her quest for answers nets her knowledge of both the mundane and the obscure. Nomi also has a home on LiveJournal, under the handle gnomi. She is the Vice President of the Society for the Preservation of Pluto as a Planet. Save Pluto! FA-121-1CA, AR-215-16C, SC-210-1RB, ME-216-1MP

**Michael A Burstein** won the 1997 Campbell Award. His short fiction, mostly in Analog, has been nominated for ten Hugos and two Nebulas. He and wife Nomi live in Brookline, Massachusetts, where he is a Library Trustee and Town Meeting Member. He has two physics degrees, and attended Clarion. He is President of the Society for the Preservation of Pluto as a Planet. See <http://www.mabfan.com> and <http://www.plutoisaplanet.org>. Save Pluto! CM-215-1RA, SC-210-1RB, FO-313-1RB

**Brian Campbell** GAM-212a-1TP, GAM-119-1TP, GAM-117-1PR

**Lis Carey** I've been attending conventions since the early seventies and active in NESFA since the early 80s. My fannish past includes running program for both Boskone and Readercon. My fannish present includes editing Judith Merrill's short stories (Home-calling) and her novels (not yet published) for NESFA Press. LI-212-1WB, ME-210-1RA, LI-217-1WB

**Vonnie Carts-Powell** is a freelance science writer, a Morris dancer, a mother, a physicist, a folk-music reviewer, and is active in fanfic circles. FT-210-2CA

**Mary Catelli** I am a writer of short stories, published in Sword and Sorceress anthologies and (shortly) in Weird Tales. I am working on a novel. LI-313-2CB, LI-214-1WA

**Ann Catelli** is an award winning costumer and doll maker. CO-310-2CA

**Jeanne Cavelos** was senior editor of SF/F/H at Bantam Doubleday Dell, where she ran the SF/F/H programs. She won the World Fantasy Award for her editing. She has written the bestselling trilogy The Passing of the Techno-Mages, edited the anthology, The Many Faces of Van Helsing, and is director of the Odyssey Writing Workshop (www.sff.net/odyssey), a six-week program for SF/F/H writers held each summer in NH. Her writing has twice been nominated for the Bram Stoker Award. LI-211-1WB, LI-214-1WB, LI-213-1RA

**Amy Chused** is a board certified internist and a graduate student in Medical Informatics as well as an avid reader of SF&F and, more recently, fanfic. Her current passions are EHRs and CPOE, but she's almost always happy to geek about computers, medicine, and/or good books. SC-119-1MP, LI-215-1WA, SC-213-1RB, FA-217-1PA

**Stephanie Clarkson** Robert Sawyer, Fritz Leiber and Marion Zimmer Bradley all told Stephanie she's an excellent writer, still she never gets around to doing anything beyond writing things for writers-in-residence to critique. She lives in Cambridge, is a web developer when she needs money, and works part-time at Pandemonium Books, where she also runs a regular geek-oriented craft night on Thursdays. She owns pictures of nude Tahitian babes on velvet but her roommate won't let them hang in the living room. AR-215-16C, FA-120-1CA, ME-210-1RA, FA-119-1CA

**Kelly J Cooper** is a modern day factotum, regularly performing jobs in the areas of writing, editing, job coaching, book selling, ethical marketing, and anything else she finds amusing. She is a long-time fan of SF&F and holds a great fondness for comic books. While she may look forbidding, she is actually quite nice and is easily befriended through the cunning use of warm chocolate chip cookies. She may be found

at <http://www.kjcedits.com>. *CM-312-1WB*, *CM-212-1RA*, *CM-215-1MP*

**Corwin** A con-goer since the age of 13, Corwin has been many things in the community, LARPer, Gamer, SciFi, Fantasy, Anime (and manga) and Comic book fan. He's an amateur writer and poet, costumer and has recently begun to rekindle an old interest in tabletop strategy games. A self-admitted Trekker and Star Wars fanatic, he still buys toys for himself as well as his 4 year old daughter, Amber, though she holds priority. *GM-212-1PA*, *FA-121-1WA*, *LI-313-1WA*, *PB-215-1WB*, *GM-210-1PA*, *GM-213-201*

**Cos** *KA-215-2ZP*, *FA-214-1BA*

**John H. Costello** has a BA in Anthropology from UMASS Boston and an MA in Archaeology from Penn State, and now pays his bills working retail. He published just enough stories to become an Active SFWA member as "J. L. Hanna" and had a series of articles on Russian SF in *Locus*. He is currently involved in reprinting long out of print books, the most recent of which, Erle Cox's *Out of the Silence*, came out in June. He is currently working on translations of Russian SF and fantasy. *SC-215-1RB*, *SC-311-1WA*, *SC-213-1RB*, *LI-217-1WB*, *ME-119-2CA*

**Ray Cote** *FT-214-213*, *FT-215-213*, *FT-217-213*

**Susan Hanniford Crowley** a member of SFWA, a published poet and non-fiction author, is best known for her fantasy short stories that have appeared in anthologies edited by Marion Zimmer Bradley: "Ladyknight" in *Spells of Wonder*, "Piper" in *Sword & Sorceress IX*, "Cecropia" in *Sword & Sorceress XV*, and "Heartleaf" in *MZBFM F11 '91*. She is currently working on a series of novels. *LI-211-1WA*, *LI-216-204*, *PB-217-1WA*

**Laurel Cunningham-Hill** has been happily married to Richard Hill for 19 yrs. They share their home with son Zarchy, dog Chaucer, a very loud macaw, and a bearded dragon. She is an artist working for Birch and Willow Studios of Boston. A master costumer, she enjoys thinking up new and interesting panels to entice new costumers. She spends every spare moment Sept.-Oct. decorating for Halloween and throws one of the most over the top Halloween parties on the East Coast. *CO-213-2CB*, *CO-214-2CB*, *CO-216-2CB*

**Dale Curley** works as a mild-mannered certified Help Desk analyst. By night, most of her activities involve geeking in one form or another. Her fandom is expressed mostly in crafts. She has created one-of-a-kind T-shirts, and has knitted different iterations of Cthulhus. You can usually find her wandering the con halls in some form of a Wonder Woman costume, her hero. *AR-210-16C*, *AR-215-16C*, *FA-312-204*

**Charlene Taylor D'Alessio** Professional Painter and Illustrator in the Fantasy & Science Fiction genre; and also portrait artist; Exhibits artwork at many SF Cons. Infamously known for painted neckties, humorous & colorful fantastic space images, cats, dragons, owls, and other wildlife. *FT-217-214*, *FT-215-214*

**Garen Daly** A veteran of over 30 years in the exhibition and critical end of the film business, Garen can be currently seen on NE Cable News reviewing films. He can also be heard on NH Public Radio and on the Frugal Yankee ([FrugalYankee.com](http://FrugalYankee.com)), but as far as Arisia is concerned his claim to fame is, he produces the Boston Science Fiction Film Festival, aka The Marathon. This year, the 32nd installment of this annual event will take place at the Somerville Theatre on February 18 2007 ([www.bostonaci-fi.com](http://www.bostonaci-fi.com)) *ME-212-1BA*, *ME-210-1MP*, *ME-312-1MP*

**Alexander C Danner** *CM-212-1RA*

**Solomon Davidoff** enjoyed Arisia in 2001 so much, he married the Conchair! Currently on the American Association for History and Computing Board, as well as the Editorial Boards for such journals as *The Journal of Popular Culture* and *The Journal of Mundane Behavior*. He teaches within 13 disciplines for colleges in Boston. His Master's Thesis was on Filk; his Doctoral Dissertation was on the *Chronicles of Narnia*. In his spare time he yearns for sleep, and collects homebrewed Fluxx cards. *FK-211-2CB*, *LI-212-1WB*, *FO-120-1PR*, *ME-119-2CA*

**Daniel P Dern** is a freelance technology writer, and a very amateur magician. He recently finished his first

science fiction novel, "Dragons Don't Eat Jesters"), which includes a minimum of "one dragon, two princesses, four dogs, a lot of riddles, some explosions, and a lot of really weird stuff." His science fiction stories have appeared in magazines and anthologies including *Analog*, *F&SF*, *World of IF*, and *New Dimensions*. *FT-217-216*

**Mario Di Giacomo** is a long-time fan (and occasional writer) of comicbooks, science fiction, and fantasy. His mind is a whirling torrent of occasionally useful trivia. *ME-121-2CA*, *CM-215-1RA*, *FO-120-1PR*, *CM-217-2CA*, *CM-214-1BA*

**Paul DiGennaro** *GM-215-1PA*, *FA-120-1CA*, *GM-210-1PA*, *GM-216-1PA*

**Ming Diaz** After 35+ years as a respectable electronics tech, Ming still falls off the wagon: clowning, face painting, costume collaborations, light effects, teaching communication classes at local schools, and attending cons because he feels comfortable and at home with the crowd. Look for the beard sprouting around a silly grin, check the name tag, and ask him about his vow of silence. *FT-210-2CA*, *FT-120-216*, *SC-215-204*

**Jack Dietz** *XX-218-1RA*

**KT Pinto** KT is a horror and mystery writer who has had short stories in magazines—such as *Proteus* and *Nth Degree*—and has recently had a story published in the anthology *Hear Them Roar*. The first two novels from her *Books of Insanity* series—entitled *Celeste* and *Vanity*—will be out in August and December 2007, respectively. She's thrilled to be back where people are just as odd as she is... *PB-215-1WB*, *FA-120-1CA*, *FA-214-1BA*

**Michael Dlott** *GAM-215-1TP*, *GAM-310a-1TP*

**John Donoghue** *GAM-214b-1TP*

**Debra Doyle** was born in Florida and educated in Florida, Texas, Arkansas, and Pennsylvania — the last at the University of Pennsylvania, where she earned her doctorate in English literature, concentrating on Old English poetry. While in Philadelphia, she met and married her collaborator, James D. MacDonald, and traveled with him to Virginia, California, and the Republic of Panama. They now live and work in Colebrook, New Hampshire. *LI-211-1CA*, *LI-216-1WA*, *LI-210-1WB*, *RD-215-201*

**Donna M. Dube** A long-time Master level costumer and beadwork artist, Donna has been involved with Arisia in some capacity since it began. Donna has been the Masquerade director and Art Show director at previous Arisias. Donna's beadwork has appeared in every Arisia Art show since it began. In real life Donna is a trained archaeologist, but works making costumes for Cloak & Dagger Creations. She lives in the Boston area with her partner and two very spoiled cats. *CO-215-2CB*, *CO-313-2CA*

**Larry Dunne** is a local Wizkids judge who runs games at Magic Dragon in Arlington, MA and at Hobby Bunker in Malden, MA. He once upon a time published an uber-cool magazine named Tyro. He misses it. : ( *GAM-214-1TP*, *GM-211-1PA*, *GAM-120-1TP*, *GAM-213-1TP*, *GAM-217-1TP*, *GAM-312-1TP*, *GAM-212-1TP*

**Jennifer Dunne** Having a short attention span, low boredom threshold, and insatiable need to pursue The Shiny, Jennifer Dunne has been published in poetry, short stories, novellas, and novels, in the genres of horror, science fiction, fantasy, paranormal romance, BDSM romance, and erotica. Her most recent paperbacks are the sf romance novel *FUGITIVE LOVERS* (Cerridwen Press), and the BDSM/erotic romance anthologies *R.S.V.P.* and *WHITE HOT HOLIDAYS—Volume 3* (Ellora's Cave). *AR-215-16C*, *LI-213-1WB*

**Jill Eastlake** *CO-120-2CA*, *CO-313-2CA*, *CO-216-2CB*, *CO-310-2CA*

**Tom Easton** has been the book columnist for *Analog* for almost 30 years. He holds a doctorate in theoretical biology from the University of Chicago and teaches at Thomas College in Waterville, Maine. His latest nonfiction books are *Taking Sides: Clashing Views on Controversial Issues in Science, Technology, and Society* (McGraw-Hill Dushkin, 7th ed., 2006), and *Taking Sides: Clashing Views on Controversial Environmental Issues* (12th ed., 2007). *PB-210-1WA*, *LI-214-1WB*, *SC-211-1RB*

**Paul Estin** *FK-214-1CA*

**Alicia Faires** A costumer, gamer, caffeine addict, and all-around Japanophile, this young woman had to enlist in the Navy to maintain her habits. While she hasn't been stationed there (yet), she has managed to go to Japan three times (though she'd really like to spend a lifetime there). But despite all that otaku geekiness, she still does try to keep up with the sci-fi/fantasy fandom she grew up with. *FA-210-2CB*

**FernWithy** is a Boston area librarian and fanfic writer (Harry Potter and Star Wars). *LI-311-1WB*, *LI-314-1WA*, *LI-211-1WA*

**Stephen C Fisher** and his viola were kidnapped by fairies in 2004 and forced into perpetual servitude to the Gilbert & Sullivan troupes of Cambridge (it beats having to grow up). Between shows, he visits dusty archives to study the music of Joseph Haydn and Carl Philipp Emanuel Bach, concentrating on places where the beer is good. He is also an amateur entomologist, an avid baseball fan, and the author of a few pieces of short science fiction and fantasy published in moderately obscure places. *LI-313-1WB*, *SC-210-1RB*, *LI-120-1WB*

**Jeffery Forgeng** *FT-212-2CA*

**Rose Fox** is a journalist, reviewer, editor, and occasional author. Her book reviews and articles on fantasy, SF, and horror have appeared in *Publishers Weekly*, *Strange Horizons*, *Chiaroscuro*, *Some Fantastic*, and the *Internet Review of Science Fiction*. *FT-212-216*, *KA-215-2ZP*, *LI-311-1MP*

**Terry Franklin** is a writer of science fiction and science fact. His fiction tends to be of the "hard science" variety. He lives in Western Mass. In addition to being a writer, he is a libertarian political activist. *SC-216-1RB*, *SC-119-1MP*, *ME-217-1MP*

**Esther Friesner** is an American science fiction and fantasy author best known for her humorous pieces. She holds a Ph.D. in Spanish and was a college professor before becoming a writer. She has been nominated a number of times for the Hugo and Nebula awards, winning the Nebula Award for Best Short Story in 1995 and 1996 for, respectively, "Death and the Librarian" and "A Birth Day." In addition to short stories, she has published a number of novels and is a prolific editor of anthologies. *FT-312-216*, *LI-311-1CA*, *FO-211-1MP*, *CO-217-2CB*, *FO-313-1RB*, *XX-218-1RA*, *RD-213-1BA*, *AU-214-1PA*

**Ed Fuqua** is a librarian and a master of information science. He is a writer of fiction and poetry and has competed in the National Poetry Slam championships five times. He is the former manager of a comic book store and has performed as Edmund the Melancholy at King Richard's Faire for five years. *FT-210-216*, *FA-121-1WA*, *PB-215-1WB*, *GM-312-1PA*, *LI-213-1WB*, *LF-123-1CA*, *ME-314-2CB*, *GAM-220a-1TP*

**Ken Gale** writing career started with sales to DC Comics and Warren Publishing in the '70s. He's editor and co-publisher of *Dangerous Times* and *New Frontiers for Evolution Comics*, a producer and host for WBAI-FM in NY, [www.comicbookradioshow.com](http://www.comicbookradioshow.com), and has an environmental horror story coming out in *Psychosis #2*. *LI-214-1WA*, *SC-215-1RB*, *LI-313-1PA*, *ME-119-2CA*, *CM-211-201*

**Charles E Gannon** *LI-214-2CA*, *LI-215-1WA*, *LI-213-1RA*

**Marty Gear** is one of the founding members of the International Costumers' Guild and an award winning costumer. He has also been a fan guest at Arisia and has MC'd several Arisia masquerades in spite of the fact that he once advised the Arisia board to cancel the convention because of a bad hotel contract. Marty is very glad that the board ignored his advice. He treasures the vampire bobble head given to him by Arisia. *CO-313-2CA*, *CO-210-1CA*, *CO-217-2CB*

**Deb Geisler** is a university professor in Boston who specializes in communication law, persuasion, and internet marketing. In her spare time, she helps to run conventions. *FA-314-2CA*, *FA-313-1CA*

**Lauren Grover** has been a professional henna artist and belly dance teacher since 1994 and an avid gamer since waaaaay before that. She is also a master of many forms of art and craft, reader of too much sf and fantasy books, SCAdian, baker, running [www](http://www).

hennadancer.com, and mom of 2 boys. Hobbies include sleeping. *GM-215-1PA, LF-123-1CA*

**Steven Hammond** is a software engineer and a NASA/JPL Solar System Ambassador. As an SSA, Steve volunteers his time in over 30 programs a year to go to schools and libraries to teach people about space and the space program. *FT-119-216, SC-216-1RB, SC-210-1RB*

**Nancy C. Hanger** Production editor, proofreader, book designer, typesetter, and overall book maven, Nancy C. Hanger owns Windhaven Press, a prepress production company that has handled book editorial & production needs for companies such as Black Widow Press, John Wiley & Sons, DAW, Bantam, St. Martin's Press, and others since 1988. From 1989-2005, Baen Books was one of her main clients, which included seven years working full-time as their Production Manager. *AR-213-16C*

**Jess Hartley** is a full-time freelance writer and editor in the Role Playing Game industry, co-author of more than a half dozen rpg books and is the author of *In Northern Twilight*, an Exalted novel. As well she writes "Forsoothly Spoken," a long-running feature in *Renaissance Magazine*. *AR-210-16C, GM-212-1PA, LI-119-1WB, GM-213-201, GM-211-1RA, GM-121-201*

**Sara M. Harvey** was born and raised in the San Francisco Bay Area of Northern California. She has lived all over the U.S. chasing various employments and education. Besides writing, Sara's main interests are in costuming, reading, embroidery, history, and travel. *A YEAR AND A DAY* is her debut novel and it taken from her experiences living in New York City from 2000-2002. *LI-213-1WA, LI-216-1WA, LI-212-1WB*

**Jeff Hecht** mostly writes about science and technology. He is a regular writer for *New Scientist* magazine, a contributing editor to *Laser Focus World*, and the author of 11 books, most recently *Beam: The Race to Make the Laser*. His short fiction has appeared in magazines from *Analog* and *Asimov's to Nature*. *SC-215-1RB, SC-217-1RB, SC-311-1RB*

**Eugene Heller** *FA-314-2CA, LI-313-2CB, FA-311-2CB, LF-122-1WA, LI-215-1WA, FO-120-1PR*

**Joel Herda** *XX-218-1RA*

\*hobbit\* *CO-210-1BD, SC-312-1RB*

**Heidi Hooper** has a bachelor's degree in Sculpture from Virginia Commonwealth University with graduate work from the Massachusetts College of Art. Her work has been seen in many galleries across the country and can be viewed on her web page at [www.HeidiHooper.com](http://www.HeidiHooper.com). She has won many costuming awards, including a Best Craftman award at the Worldcon level. She is coordinator of the Pocono Arts Council galleries. Heidi is one of the founders of NERO. *AR-210-16C, AR-211-16C, GM-121-201, GM-216-1PA, AR-214-16C*

**Michael Horne** *ME-120-1MP, ME-314-1MP, ME-121-1MP*

**Wil Howitt** is a doctor of computer science and electrical engineering, specializing in physical acoustics and psychoacoustics. He has worked at MIT and BU, developing human auditory system models and speech recognition systems. He also enjoys drumming, dancing, and playing didjeridu and other rhythmic instruments. He teaches Taoist martial arts, fences with a German longsword, and looks around a lot. *SC-314-1RB, SC-312-1RB, LI-120-1WB, SC-214-204, SC-311-1RB*

**Walter H. Hunt** is the author of four books published by Tor, the most recent of which is *The Dark Crusade* (2005). He is an avid student of history, and has been a full-time professional writer of speculative fiction since 2001. He is a baseball fan and a Freemason, and enjoys board games and role-playing games, and qualifies both as a recovering programmer (10 years) and also a recovering technical writer (8 years). He lives in Eastern Massachusetts with his wife and daughter. *FT-214-214, FA-312-1CA, LI-312-1WA, FA-212-2CB, FT-213-216, RD-210-201*

**David Irish** is a helpdesk support coordinator working for a major financial firm in the Boston area. He recently got into the SCA and medieval music. He taught himself to play bagpipes and a variety of other instruments and is interested in sharing his knowl-

edge of these truly ancient instruments to both the futurist and the medieval/fantasy crowd. He often appears with other musicians and eventually wishes to form a modern-day medieval band. *CO-210-1CA*

**Elaine Isaak** dropped out of art school after two and a half years to found Curious Characters, designing original stuffed animals and small-scale inspirational sculptures, and to follow her bliss: writing. She is the author of *The Singer's Crown* (Eos, 2005), and sequel *The Eunuch's Heir* (Eos, 2006). She also writes the *Lady Blade* fantasy fiction column at [www.Alien-Skinmag.com](http://www.Alien-Skinmag.com). Visit [www.ElaineIsaak.com](http://www.ElaineIsaak.com) to read sample chapters and find out why you do not want to be her hero. *FT-210-2CA, LI-213-1WA, AR-215-16C, RD-120-201*

**September Isdell** *XX-218-1RA*

**MaryAnn Johanson** One of online's finest\* critics (\*Variety\*), MaryAnn Johanson is a New York City-based freelance writer on film, TV, DVD, and pop culture. Her *FlickPhilosopher.com* is one of the most popular movie sites online; at *GeekPhilosophy.com*, she explores the rise of geek attitudes in pop culture. She is a contributing blogger at *Film.com*, the author of \*The Totally Geeky Guide to The Princess Bride,\* and an award-winning screenwriter. *FA-312-1CA, ME-212-1BA, LI-314-1WA, ME-217-1MP*

**Mike 'The Onyxhawke' Kabongo** is a fan, and a literary agent, who actually likes science fiction and fantasy and not just money (feel free to give him money, though it matches his eyes.). He got into agenting because of a bet that involved either counter-biblical sensual knowledge or being an agent. His family thinks he made the wrong choice. Rumor has it he's also a large black man. *LI-313-2CB, LI-216-1WA, SC-119-1MP, LI-311-1MP*

**Aline Boucher Kaplan** writes novels and short stories that focus on how ordinary people respond to challenges. She has published two novels, "Khyren" and "World Spirits" and is writing the prequel to an unpublished novel. Aline is a member of the Spacecrafts writing group. She manages communications for high-tech startups, where she speaks fluent science fiction to developers but is regarded as slightly strange by other members of the marketing department. She lives in Sudbury, Mass., with her husband. *LI-313-1WA, LI-210-1WB, LI-214-1WB*

**David Kaplowitz** An invertebrate punster, computer, gaming, science, and science-fiction geek for quite a number of years, who is delighted to be able to hold forth on topics he knows and loves. *GM-312-1PA, LI-311-1MP*

**Julie Kastan** I first started playing in the mud in 1994 when I met my husband. We got busy starting our family but are back in earnest as mud slinging pyromaniacs. We're both SciFi & Fantasy fans so our work tends to fall to our favorites. Mine are dragons. I have always loved sculpting & dragons seem to grow naturally in my hands, my eternal thanks to Anne McCaffrey for showing them to be loving and good. All my dragons are filled with positive energy; I hope they bring enjoyment to all. *AR-212-16C*

**Herb Kauderer** is an assistant professor of English at Hilbert College. He holds an MA in literature, and is currently in the last stages of completing an MFA in Screenwriting. He has had over 800 poems published, as well as 24 short stories, and a short play. Most of those published works have been SF/F/H. He is also a 30-year veteran of the SCA. *LI-213-1WA, ME-217-1MP, LI-215-1WA*

**Alexx Kay** is a long time fan of storytelling in all forms of media, though books are still a favorite. He's spent the last decade working as a professional videogame designer, and currently working on *Bioshock for Irrational Games*. *LI-311-1WB, SC-212-1RB, LF-122-1WA, GM-213-201*

**Terry Kepner** is the author of "Extrasolar Planets, A Catalog of Discoveries in Other Star Systems" (McFarland & Co.), and several science fiction short stories. He is currently working on a catalog of the all the stars within 50 lightyears if the Earth, and has several novels "in circulation." He is also the former publisher of three computer magazines. *FA-312-2CA, LI-313-2CB, ME-119-2CA*

**Kestrell** is a recent recipient of a Master's Degree

from the Comparative Media Studies Department at MIT. Her thesis is titled "Decloaking Disability: Disability and Technology in Science Fiction Media." She writes and blogs on the intersections of disability, technology, and media at *The Blind Bookworm Blog*, <http://www.livejournal.com/~kestrell>. *FA-121-1CA, SC-314-1RB, FA-313-1CA*

**Dan Kimmel** is a film critic for the *Worcester Telegram and Gazette*, and is the author most recently of "The Dream Team," a history of DreamWorks. He is past president of the Boston Society of Film Critics, a fan of both media and literary SF, and the madman behind Arisia's annual "Movie Year in Review" panel where we cover EVERY genre film of the last year. *ME-212-1BA, ME-120-1MP, LI-119-1WA*

**Arnis Kletnieks** *SC-212-1RB, SC-311-1WA, SC-211-1RB*

**Rebecca Kletnieks** is a veterinarian, a gamer, a geek, a dancer, a SCAdian, and secretly the child of Jean Grey and Scott Summers from an alternate universe. *SC-119-1MP, SC-213-1RB*

**John Kraemer** researches computational models of human language processing as a PhD candidate at MIT. Before that, he was a professional geek, with the standard laundry list of jobs, (programmer, bug hunter, pizza dude...) as well as two years spent teaching high school math. He owns more than a dozen copies of 'Alice in Wonderland', and thinks there is a decent chance that the entire universe is some kind of simulation. He's not sure whether that really matters, though. *SC-215-1RB, FA-313-1CA, CM-214-1RA*

**Ellen Kranzer** is a founding member of M.A.S.S. F.I.L.C., a Massachusetts-based club for filkers. She was the con chair for *Concertino 1995*, that year's edition of the floating Northeast Filk Convention. *FK-211-2CB*

**Charlie Anders** speculative fiction has appeared in *Rudy Rucker's Flurb*, *Greatest Uncommon Denominator*, *StrangeHorizons.com*, and the anthology *Paraspheres: New Wave Speculative Fiction*. She's the author of *Choir Boy*, the publisher of other magazine, and the co-editor of *She's Such a Geek: Women Write about Science, Technology and Other Nerdy Stuff*. She's also written for the *Wall Street Journal*, the *San Francisco Chronicle*, *Salon.com*, *ZYZZYVA* and *McSweeney's.net*. *LF-122-1WA, GK-214-201, FT-213-216*

**Michael Laine** As the President of the only for-profit company working to build the Space Elevator, it has been challenging and rewarding. The past 4 years I have been openly ridiculed by Jay Leno, for what we are attempting to do... I've briefed Congress, built formal research relationships with 45 universities, managed to break a few attitude and endurance records, and helped to build some robots that climb into the sky. *SC-215-1RB, SC-311-1WA, SC-217-1RB, SC-211-1RB, SC-312-2CB*

**Toni Lay** *CO-120-2CA, ME-313-1MP, SC-311-1WA, CO-210-1CA*

**Vanessa Layne** has been on safari into Mundania for the last five years, where she's a mild-mannered programmer by day, a fearless masked graduate student in mental health counseling by night. Prior she resided in the Archipelago of Weird, on the Island of the Laurel Kingdoms, and enjoyed an illustrious career as the director of a prominent Renaissance dance band. She looks forward to attaining her license and returning to the Archipelago to establish a Fan-friendly private counseling practice. *LI-214-1WA*

**Scott Lefton** has been creating and selling art in wood, metal, glass and leather for over 30 years. About 8 years ago digital photography and Photoshop were added to the list of art media. He works as an engineering consultant and artist and lives in a big old fixer-upper Victorian house with his wife, three children, cat and a lot of machinery. *AR-212-16C, AR-211-16C, CM-214-1RA*

**Ricky Leiserson** *GAM-218-1TP*

**Benjamin Levy** *XX-218-1RA*

**Suford Lewis** as part of the Zodiac costuming group that won best choreography at LA Con IV (Master's Division) and co-chair of this year's Boskone. Sufor has been an active member of the Boston fan community for decades. *CO-120-2CA, FA-314-2CA, PB-215-*

IWB, CO-210-ICA, AR-211-16C, CO-216-2CB

**Shariann Lewitt** LI-312-IWA, LI-214-IWB, LI-213-IRA, PB-217-IWA

**Paula Lieberman** FA-311-2CB, LF-122-IWA

**Gordon Linzner** Author of three novels and dozens of short stories; editor and publisher of Space and Time magazine since 1966; storyteller; New York City tour guide; sound technician, etc. FA-312-2CA, LI-216-IWA, PB-210-IWA, LI-214-2CA

**Adam Lipkin** has written reviews for Rambles.net, The Green Man Review, and Bookslut, and penned Bookslut's "Fear Factor" column for over two years. Along with his current freelance slate, he writes "Zoinks!" the SMRT-TV.com animation column. LI-119-IWA, LI-311-IPA, ME-210-IMP, CM-211-201

**Barry Longyear** Author of Enemy Mine. Books in print available through my website (barrylongyear.net) or online booksellers: Circus World, City of Baraboo, Elephant Song, The Enemy Papers, The God Box, The Homecoming, Infinity Hold, Infinity Hold/3 (the complete trilogy), It Came from Schenectady, Manifest Destiny, Naked Came the Robot, Saint Mary Blue, Science-Fiction Writer's Workshop-I, The Tomorrow Testament, Sea of Glass, and Yesterday's Tomorrow. Born, published, still here. LI-211-ICA, LI-213-IRA, LI-216-IWB

**Joel Lord** has been involved with running Masquerades for 7 years having started at Arisia in 2001 and has been involved with every Masquerade at every con he has attended since. He has been doing theater tech work for more than 15 years, most recently receiving an award from the Theater Association of New York State for Excellence in Sound Design and Execution. CO-313-2CA, CO-210-IBD

**Glenn MacWilliams** Social Gadfly and Man about Town, a former VP at Marvel Comics by accident, General Manager of infamous local comic book store (Magic Dragon Comics), director of a local but world renowned Rocky Horror Cast (Tesseract Players) and can explain "Crisis on Infinite Earths" 20 years later. CM-215-IRA, ME-120-IMP

**James D. Macdonald** writes fantasy and science fiction, usually with Debra Doyle. He's a former Navy officer, she's an Ivy-league PhD. They fight crime! LI-119-IWB, LI-211-IWB, LI-212-IWB, RD-215-201

**Nick Mamatas** is the author of the novel of neighborhood nuclear proliferation Under My Roof, and the Lovecraftian Beat road novel Move Under Ground. He is a two-time Bram Stoker Award and one-time International Horror Guild Award nominee. His short fiction has appeared in Razor, the German mag Spex, Mississippi Review, ChiZine, Polyphony, Strange Horizons, and other venues. He is currently senior editor of Clarkesworld Magazine. A native New Yorker, Nick now lives in Somerville. LI-213-IWA, LI-311-IWB, LI-210-IWB, LI-214-IRB

**Kathy Mancuso** is a grad student at Emory in disability studies & public health computing. She enjoys singing, making jewelry, Internet geekiness, and contact improv. She works in LiveJournal Support and Userdoc, does anthropological research on LiveJournal, and has been a member of the LJ community for six years. FT-313-216

**Lois H Mangan** FLK-121-2CB

**Peter Maranci** an Arisia program participant since the late Mesozoic, Pet is responsible (if that is the correct word) for Pete's RuneQuest & Roleplaying! (<http://www.runequest.net/rq.htm>), at ten years one of the oldest role-playing sites around, and founder and publisher of RPG APazine, Interregnum. FT-210-216, GM-211-IRA, FA-119-ICA

**Neil Marsh** is the Managing Director and Sound Designer of The Post-Meridian Radio Players, who made their Arisia debut last year with their campy re-creation of Arch Oboler's classic radio play "Chicken Heart." He is also Sound Designer and WebMaster for the Davis Square community theater company, Theatre@First, as well as the Second Unit Director for Ollin Productions dark fantasy audio horror series, "Afterhell." This is Neil's second year as an Arisia panelist. FT-311-216

**Kiralee McCauley** is an extensive reader, commentator, belly dancer, table-top gamer and occasion-

al essayist. She is past editor of Interregnum APA, member and previous organizer of the Western Ave. Irregulars and helps maintain [fantasylibrary.com](http://fantasylibrary.com) as a member of Naughty Faerie Productions. In life she is a polyamorously post-modern, neo-pagan, admirer of science and weaver of dreams. GM-312-IPA, GM-121-201

**Elizabeth McCoy** is the In Nomine line editor for Steve Jackson Games, author of In Nomine Superiors: Lilith (available at [e23.sjgames.com](http://e23.sjgames.com)) and co-author of GURPS IOU and GURPS In Nomine. She resides in the frozen wastelands of New Hampshire, and enjoys that description too much to stop using it. She is also the mother of the Demon Princess of Cute. FT-119-2CB, LI-313-2CB, FA-214-IBA

**John G. McDaid** is a media ecologist, writer, Clarionoid, and occasional filker. He sold his first story, the Sturgeon Award-winning "Jigoku no mokushiroku" to *Asimov's* in 1995. Recent work includes "The Ashbazu Effect," a finalist for the 2005 Sidewise Award, and the Hugo-Honorable-Mention "Keyboard Practice," which appeared in F&SF. A Webmaster (Drupal rocks!) by day, he lives in Rhode Island. For essays, mp3s, and blog visit <http://www.torvex.com/jmcdaid>. ME-121-IMP, LI-214-2CA

**Matthew McFarland** is a Freelance writer and developer for White Wolf Publishing, student, father and bald person. GAM-214a-ITP, GM-213-201, GM-211-IRA, FA-313-ICA

**Gary McGath** is an avid participant in filk music. He has been clerk and president of M.A.S.S. F.I.L.C. and has produced numerous songbooks for SF and filk conventions, as well as his own "The Mad Scientist's Songbook." FK-213-ICA

**Victoria McManus** McManus' interviews with authors Gregory Frost, Ann Tonsor Zeddies, Judith Berman, and James Patrick Kelly appeared in STRANGE HORIZONS, and she is the former reviews editor of THE BROADSHEET. Currently, she is serving a second term on the jury for SFWA's Andre Norton Award for young adult sf/f. LI-212-IWA, LI-311-IPA, LI-216-IWA, LI-313-IWB, LI-213-IWB

**Clayton L. McNally** writes in a story-telling manner that is fast-paced and exciting. His stories grab your interest from beginning to end. To The Stars, will engage the imagination of Science Fiction enthusiasts and include hand-to-hand combat and major space battles. The second in the Galactic Star Force Series Surviving Behind Enemy Lines will be available May 2007, a compelling story of battles and human survival. FT-215-ICA, LI-313-IWB, SC-211-IRB, PB-217-IWA

**Rachel E. Mello** is an acclaimed Visual Artist, Art Educator, and SF Geek, as Winner "Artist Guest of Honor's Award" Arisia 2005. Her work was shown at LA WorldCon in 2006, and various regional (non-SF) shows and galleries. For more info, see [www.rachelmello.com](http://www.rachelmello.com). AR-212-16C

**Erik Meyer** FT-212-216

**Walter Milliken** is a sometimes playtester and freelance writer for Steve Jackson Games. With his wife, Elizabeth McCoy, he has co-authored two books — GURPS Illuminati University and GURPS In Nomine, as well as contributing material to various GURPS and In Nomine books. GM-212-IPA, GM-213-201, GM-211-IRA, GM-312-IPA

**Mark Millman** FT-212-2CA, FT-213-2CA

**Rachel Morris** After seven years as owner of NERO Mass/Ravenholt, Rachel Morris has reluctantly/with great relief, put the founding chapter of the NERO LARP game up for sale. If you're interested, get in touch at [owner@neromass.com](mailto:owner@neromass.com). More details are available at <http://www.neromass.com>. She began LARping in 1995 as an NPC. Soon hooked, she purchased the game from its founders in 2000. She earns money to lose to her NERO habit as an effectiveness consultant, and looks forward to "just" being a PC again. GM-121-201, GM-216-IPA

**William Mui** GAM-214-ITP, GAM-213-ITP, GAM-217-ITP, GAM-212-ITP

**The Marvelous MERV** got tagged with his nickname in 1985 and it has stuck ever since. A common man of good will, Merv entered Fandom through Star Trek in

about 1992, and discovered there's more to life than 'Trek. A detail oriented Chemist by day; Merv highly recommends reading most anything by Ball, Friesner, Isaak, Lackey, Moon, Rowling, Sherman, Schwartz, Snicket, and Weiss. Merv started volunteering at Arisia '94, and has enjoyed it enough to mention it here in the hopes of luring you into volunteering, too. FT-216-216, FT-309-213, SC-213-204

**Resa Nelson** is the author of The Dragonslayer's Sword, a novel scheduled for publication in late 2007 from Mundania Press. The Dragonslayer's Sword is based on two short stories published in Science Fiction Age, the first of which ranked 2nd in that magazine's first Readers Top Ten Poll. Nelson is a SFWA member and a Clarion graduate. She has sold about 20 short stories and is the TV/movie columnist for Realms of Fantasy magazine. She is also a regular contributor to SCI FI magazine. LI-211-ICA, LI-311-ICA, PB-210-IWA

**Lawrence Nelson** 48, is a long time member of the leather/queer/poly communities as well as a long time queer/kinky/poly rights activist. He attended his first con (Lunacon) in 1984 where he went on to help run the gaming rooms from 1991-2003. In 2006 he attended his first Arisia where he put in over 30 hours helping out in the con suite. In 2005 he lost his life partner, Brenda Howard, to Cancer. He lives in Jamaica Queens with his cat Bustopher. LF-215-IBA, LF-123-ICA

**Annalee Newitz** writes about science, technology and culture. She's a contributing editor at Wired magazine, editor of indie magazine Other, and writes the syndicated column Techsploitation. She is the author of the book Pretend We're Dead, a political analysis of monster movies, and co-editor of She's Such a Geek, a collection of essays about female nerds. LI-311-IWB, LF-122-ICA, ME-212-IMP, GK-214-201, FA-217-IPA

**Robert Newton** is a writer and far-out space nut from Worcester, Massachusetts. He adapted for the screen the short story "Goddard's People" by Hugo Award winner Allen Steele. His novelty album, "Monkey Bismuth" won Best Novelty Song and Best Novelty Record at the 2004 Just Plain Folks Award, described (mostly by winners) as "The Grammys for unsigned acts." Mr. Newton writes extensively on film, and runs two different film festivals in Massachusetts. ME-212-IBA

**Joe Niedbala** Artist, Collector, and Jack-of-Many-Trades, Joe spends his days working for a Boston-area design firm printing graphics of enormous size. Nights and weekends, he reads, watches old movies, cooks, makes odd things, and relaxes with fine bourbons and even finer friends. While he gets out once in a while to his beloved country fairs, carnivals, and so forth, he has not had a vacation since 1991 and feels he needs to take one real soon. CO-213-2CB, CO-214-2CB

**Ken Olum** is a research assistant professor in the Tufts Institute of Cosmology. He lives in Sharon, MA with his partners Valerie White and Judy Anderson and his children Jocelyn and Perry. LF-122-ICA, SC-212-IRB, SC-312-IRB

**Sheila Oranch** nurtures (Con Mom) and organizes discussions (Tarot Talk, Earth Girls). At age 15 she decided she was a writer and had to have an "interesting life." After working through a couple dozen professions, Sheila (with Bill and two cats) "retired" to establish Coppertoppe in New Hampshire. It's like a constant con hosting families, romantic getaways, seminars, retreats, writers, artists, musicians or seekers of serenity and beauty. [www.coppertoppe.com](http://www.coppertoppe.com) FT-215-ICA, FT-311-216, LI-211-IWA, FA-120-ICA, FA-217-204

**Terri Osborne** LI-211-IWB

**Joshua Palmatier** is a writer with a PhD in mathematics. He was born in Pennsylvania, but has lived in numerous states over his life and currently resides in New York while teaching mathematics full-time at a university in Pennsylvania. His most recent release is The Cracked Throne, sequel to The Skewed Throne. LI-216-IWB, LI-311-IMP

**Suzanne Palmer** is a writer and artist who lives in western Massachusetts. Her short fiction has appeared in Interzone and Andromeda Spaceways In-

flight Magazine, among other places, and her very large and frequently fluffy sculptures have been on display both at Arisias past and at Noreascon IV. *FA-121-1CA, AR-212-16C, RD-215-2CA*

**Jennifer Pelland** is a local science fiction author whose stories have appeared in publications such as *Helix*, *Strange Horizons*, *Apex Digest*, and more. She also does radio theater with the Post-Meridian Radio Players, *Wyrd Enterprises*, and *Silicon Theater*. *LI-313-1WB, ME-216-1MP, FA-217-1PA, RD-120a-201*

**Misty Pendragon** Misty Pendragon is a fan fiction writer, and has been attending cons for a very long time, speaking on panels as the fangirl's voice. Favorite Quote: "I am fangirl, hear me roar!" *ME-314-1MP, PB-215-1WB, ME-217-1MP, ME-216-1MP*

**Israel Peskowitz** Your ad here. Reasonable rates. *FO-120-1PR, ME-314-2CB*

*FT-214-213, FT-215-213, FT-217-213*

**Peter Prellwitz** has lived in eight states, including Pennsylvania, where he now lives with his wife, Bethlyne, and five sons. In addition to writing, Peter enjoys history, backpacking, and languages. Since 2004, Double Dragon Publishing has published nine of Peter's novels. His novel *HORIZONS* was chosen by Mike Resnick as the winner the 2003 Draco for Best Science Fiction. He's also a perennial Finalist for the Eppie Awards, with for nominations in the past two years. *LI-212-1WA, FT-213-216, FT-216-216, FA-217-1PA*

**Julia Pugliese** *FT-312-214, FT-211-216, FT-214-216*

**Barbara Pugliese** has been involved in recreating nineteenth century activities and pastimes for almost two decades. She dances with, and is one of two costume coordinators for *The Commonwealth Vintage Dancers*. *FT-312-214, FT-211-216*

**Antonia Pugliese** Pugliese's favorite dances are the waltz and the Charleston. Her favorite weapons form is eighteenth century small sword. Her favorite musical is *Tanz der Vampire*, because you can't argue with German vampires + you just can't. Her favorite songwriter is Tom Lehrer, and her favorite authors are Robert Heinlein and Douglas Adams. *FT-211-216, FT-214-216*

**Maureen Reddington-Wilde** *GAM-308-1RA, GAM-117-1TP, GAM-210-1TP*

**Eric Ren** is a primarily self-taught artist who illustrates for collectible card games, and has also done some box and rulebook covers and illustrations. His work has included the *WH40k CCG*, *Horus Heresy*, *War Cry*, *L5R*, *Doomtown*, *Warlord*, and *Moon Dragon*. He works mainly in acrylics and especially enjoys illustrating technology and vehicles. He is also an avid *WoW* player and is currently guild leader of a hybrid Alliance casual/raiding guild. *AR-213-16C*

**Tom Restivo** also known as "The Little Guy," has been in fandom since 1988, most actively in *STARFLEET*. His parodies have been published in the fanzine "Power Star," as well as online "Deadwood" sites. He contributes to various online communities, from *snpp.com* to *planetsocks.com*. Tom works as a computer support contractor in Maryland, and met his wife, Maggie, in typical fan fashion, at a con. *ME-313-1MP, ME-210-1RA*

**Joe Ross** Founded and served as first president of the *UMass (Amherst) Science Fiction Society* in 1964 and has been involved in fandom ever since. He was Vice President of *NESFA* in 1970-72, Editor of the *NESFA Hymnal* in 1978, Clerk of *Arisia, Inc.* in 1990-92, and president of *Arisia, Inc.* in 1992-94. He has practiced law in downtown Boston since 1975. *LF-222-1RA*

**Joan Ruland (Tigira)** Tigira is a very proud mother of a 1 year old boy. She is a former foreman of *Red Herring Morris*, and a fledgling *Morris* musician. She worked for a couple of years with *Fast Track* until the birth of her son in 2005, when it became necessary for her to just do the *morris dancing* program for *Fast Track*. Interests include music performance, folk dance, *Community Theater*, *renaissance faires*, *beadwork*, *herbalism*, and a variety of other related subjects. *FT-210-2CA, FT-215-216*

**Carol Salemi** *CO-213-2CB, CO-214-2CB*

**Steve Sawicki** As a Writer/reviewer/screenwriter

his Work has appeared in *Future Washington Anthology*, *SFRevu*, *SFSite*, *Chronicle*, and *Transversions*, among other places. With two screenplays currently under option he Co-hosts a regular radio show on writing. Director of *HIV services* for *Whitney M. Young Jr. Health Center*. *FA-121-1WA, LI-214-1WB, ME-212-1MP*

**Lawrence M. Schoen** holds a Ph.D. in cognitive psychology, with a special focus in psycholinguistics. He spent ten years as a college professor, and has done extensive research in the areas of human memory and language. He currently works as the director of research and chief compliance officer for a series of mental health and addiction treatment facilities. He's also one of the world's foremost authorities on the *Klingon* language. He lives in Philadelphia with his wife, *Valerie*. *PB-210-1WA, FA-119-1CA*

**Hilary Scott** Originally a teacher of classical political theory at *Tufts University*, *Hilary* originally started making his sculptures for his daughter *Hannah*. Now everything from dinosaur heads to giant hands decorate his home. At first he would show these works only to his friends and family. Six years ago he opened his studio to the public and things haven't been the same since. *FT-119-2CB, CO-313-2CA, AR-212-16C, XX-218-1RA, AR-214-1MP, FT-210-214, AR-215a-16C*

**Justin Searles** *GAM-212b-1TP*

**Jude Shabry** (aka *Peacefrog*), certified *Kripalu* yoga teacher, is a recovering computer geek and wannabe artist taking the real estate world by storm. Over the past thirteen *Arisias*, she has been a gopher, a vendor, a party host, a demo model, a game master, an artist, a techie, a yoga teacher, a panelist, and who knows what else. She occasionally wonders what it might be like to simply attend the con, but is fairly certain that idea is just a myth. *FT-217-214, FA-209-2CA, LI-214-2CA*

**shadesong** *Shadesong* writes a lot. Most of the fiction is in the form of an urban fantasy comic book, *Shayara* (<http://www.shayara.com>); most of the non-fiction is on her *LiveJournal*, for now. She's also a mom, a wife, a girlfriend, a geek, a force of nature, a short chick (with all that entails), prone to dispensing *TMI*, essentially taking on four careers at once, planning her escape from the *Deep South*, and greatly in need of a nap. *FT-213-214, LI-119-1WB, LI-311-1MP, FT-216-216*

**Michael Sharrow** is the non de plume of *Persnickety Curmudgeon*, a local nuisance involved in *fandom* *LO*, these many years. He claims to possess knowledge of comics, science fiction, fantasy, movies, gaming and other ephemera, but this has never been proven (in a court of law). He also claims to be "working on a novel," which he has done for the past, oh, say, 11 years and counting. He lists his profession as "professional rat catcher and flea circus trainer." *FT-314-214, ME-120-1MP, FA-121-1WA, ME-217-1MP*

**Cynthia Shettle (SkyElf)** *Cindy Shettle's* participation in media fandom includes joining fan clubs for *Peter Wingfield*, *Valentine Pelka*, and *Andy Hallet*, as well as writing *Highlander* fan fiction. She also role-plays with the *Western Avenue Irregulars* and is the financial officer for *Naughty Faerie Productions*. *ME-314-1MP, LI-216-1WB, ME-210-1RA, LI-313-1PA*

**Luke Ski** is the stage name of *Luke Sienkowski*, a parody/ filk musician who writes, records and performs comedy music. (Note: the decapitalization of the word "great" in *Sienkowski's* stage name is his own preferred spelling, and the title has appeared as such on all of his albums to date.) He had the #1 most requested song on the *Dr. Demento* radio show in both the year 2002 and the year 2003. *FK-211-2CB, FT-313-214, CO-217-2CB, XX-218-1RA*

**David Sklar** has had poetry in *Blue Light Red Light*, *Aria Kalsan*, *Wormwood Review*, and *Paterson Literary Review*; and humor/satire in *The Door*, *The FaceHaven Tribune*, and *Knights of the Dinner Table*. He is seeking a publisher for his first novel, *The Shadow of the Antlered Bird*, and has started *The Skin We Wear*, a cynical romance about shape shifters and anti-fur activists. He lives in *Carlstadt, NJ*, with his wife, a long-haired cat, and the most adorable baby in the world, who is 11 months old. *LI-213-1WA, LI-311-1PA, LI-214-1WA, GM-211-1RA, PB-217-1WA*

**Sarah Smith** *Smith's Chasing Shakespeares*, about the Shakespeare authorship controversy, is now a play. She's also written *The Vanished Child*, *The Knowledge of Water*, and *A Citizen of the Country*, as well as horror, SF, and hypertexts. She is working on a novel about the aftermath of the *Titanic* disaster. In other words, new year, same life... *LI-119-1WA, LI-210-1WB, LI-213-1RA, FA-212-2CB*

**Jacob Sommer** *ME-121-2CA, GM-211-1PA, LF-215-1BA*

**Lisa J Steele** *FT-215-1CA, GM-212-1PA, FA-121-1WA*

**Allen Steele** is a science fiction author living in western Massachusetts. A former *Arisia* Guest of Honor, his work has received numerous awards, including the *Hugo*, *Locus*, and *Seiun*. He is the author of the *Coyote* trilogy; his next novel, *SPINDRIFT*, will be published in April. *SC-216-1RB, LI-211-1CA, SC-217-1RB*

**Erwin Strauss** *FLK-121-2CB, FK-211-2CB*

**Ian Randal Strock** is the news editor of *Science Fiction Chronicle*. He was the editor and publisher of *Artemis Magazine*, and the associate editor of *Analog* and *Asimov's*. Ian is also a freelance writer, editor, and artist working in many genres. As a writer, he won two *AnLab* (readers' choice) Awards for his writing in *Analog*. Ian also has extensive experience working on *Wall Street*, and is one of the founders of the *Artemis Project*. *SC-216-1RB, LI-215-1WA, SC-217-1RB, SC-312-2CB*

**John Sundman** *Sundman's* novel, *Acts of the Apostles*, and his two novellas, *Cheap Complex Devices* and *The Pains*, are available for free download from his site <http://www.wetmachine.com>. Of course, you (and he) will be much happier if you purchase printed copies of these fantastical works. *LI-312-1WA, LI-212-1WB, SC-311-1WA, LI-120-1WB*

**Cecilia Tan** *FA-312-2CA, LI-213-1WB, RD-121-1WB*

**Julia Tenney** *FT-217-214, FT-120-216, KA-313-2AQ, AR-213-16C*

**The Ferrett** is the author of *Home on the Strange* ([www.homeonthestrane.com](http://www.homeonthestrane.com)), a comic about the lives of middle-aged nerds, their culture, and their tragically-single friends. He is also the 44th most-popular person on *LiveJournal*, blogging daily about sex, relationships, and terrible puns to an audience of thousands. He is also the Editor-in-Chief of *StarCityGames.com*, a writer of computer books, a former computer book buyer, and the author of the *Ultimate Sexual Purity Quiz*. *ME-314-2CB, CM-215-1MP, ME-312-1MP, FA-214-1BA*

**Ann Thomas** *Quietann* is a crafter, biostatistician, and owner of *Andover Rattery*. *FA-312-1CA, LI-313-1WA*

**Bill Todd** *I WANT MY ANIME* *ME-121-2CA, GM-211-1PA, GAM-117a-1TP, GAM-122-1TP, GAM-212c-1TP, GAM-215a-1TP, GAM-220-1TP, GAM-222-1TP, GAM-310-1TP*

**Shane Tourtellotte** is the author of over two dozen short stories, primarily in *Analog*. He was a *Campbell Award* nominee in 2000, and a *Hugo* nominee in 2002 for his novelette "The Return of Spring." He is also the editor of "Hal's Worlds: Stories and Essays in Memory of Hal Clement," published by *Wildside Press* in 2005. *Shane* lives in *Westfield, New Jersey*. For now. *SC-216-1RB, SC-217-1RB, SC-210-1RB, FO-313-1RB, SC-312-2CB, RD-212-201*

**James Turner** is a long time fan (he held six committee positions on *Boskone 24*), as well as a software engineer with 26 years of experience and a freelance technology writer who has written for publications as varied as the *Christian Science Monitor* and *WIRED* magazine. He currently serves as a senior editor at *Linux Today*. He also has authored two books on *Java-based web development*, both from *SAMS*. He lives in *Derry, NH* along with his wife *Bonnie*, who he met at *Arisia 1*. *LI-119-1WA, ME-212-1MP, FA-120-1CA, SC-312-2CB, CM-214-1RA*

**Bonnie Turner** is a *Master Gardener* intern, a *Covets Cooperator* and a 4-H leader. She is the facilitator for a social awareness committee, which tries to inform the public about social justice issues, especially the environment. She writes articles for *New Hampshire Outside*. *Bonnie* is a religious education teacher

and an RCIA facilitator. She has taught high school science, and has been a research technician with a biomedical company. *FA-120-ICA, SC-311-IWA, AR-211-16C*

**Catherynne M. Valente** is the author of the *The Orphan's Tales* series, *The Labyrinth*, *Yume no Hon: The Book of Dreams*, and *The Grass-Cutting Sword*, as well as three books of poetry, *Apocrypha*, *The Descent of Inanna*, and *Oracles: A Pilgrimage*. Between novels she occasionally moonlights as a literary critic. She currently slingshots back and forth between Ohio and Crete, depending on the local Minotaur conditions. *LI-312-IWA, LI-119-IWB, LI-313-IWB, LI-214-IRB, FA-210-2CB, RD-216a-201*

**Eric M Van** has been Program Chair or Chair Emeritus for all 17 Readercons; his observations on Philip K. Dick have appeared in the *New York Review of Science Fiction*. He recently spent four years back at Harvard studying psychology, and has renewed a lifelong interest in theoretical physics (his original major there). He also writes rock and film criticism, online and for local zines. In the real world, he is a statistical consultant for the Boston Red Sox, and lives in Watertown, Mass. *ME-121-IMP, LI-214-IRB, SC-120-IWA, SC-313-201*

**James B Van Bokkelen** *SC-312-IRB, SC-213-IRB, SC-311-IRB*

**Mercy Van Vlack** has a varied career to include: Writer on *Richie Rich*, *Inker* for DC & Malibu. Pencil/Inker on *Green Ghost* & *Lotus* in *New Frontiers for Evolution Comics* & *CDir./co-pub*, *Miranda* for *Leg Show*, *Forbidden Fruit* & *Puritan*, *Art* for *Leather Archives*, *Chicago* & *A Different Light*, NYC., *Art* for strips "Wit of the World" & "Wit of Women," *Artist* on numerous *Celtic Calendars*, *Art* for *Batmania*, *The Heroine Addict*, *The Legion Outpost*, *Interlac*, *CAPA-alpha*, and *anthropomorphic mags*. *FT-120-216, CM-215-IRA, FA-311-2CB, CM-214-IRA, CM-211-201*

**Michael A Ventrella** is one of the founders of NERO (New England Roleplaying Organization), whose web page is [www.nerohq.com](http://www.nerohq.com). His NERO guides are available at all good gaming stores and on Amazon.com, and his first novel ("Arch Enemies") will be printed in 2007. He is an animation historian, founder of *Animato* magazine, and has been quoted in *Entertainment Weekly* and other prominent publications. In his spare time he is a lawyer. *ME-212-1BA, GM-210-IPA, GM-216-IPA, LF-222-IRA*

**Mark Waks** is a traveler around the Weird Isles. With a home base in the SCA Kingdoms, he wanders out to the LARP Confederation, the Masonic lodges and the science-fictional nation-states. For a living, he develops *Social Purposeful Online Tools*, and is a convergence geek. He and his wife are accumulators of Media, of all sorts. *FA-121-ICA, CM-215-IRA, ME-312-IMP, FA-214-1BA*

**Jeff Warner** is: a former president of the *Science Fiction Forum*, a co-founder of *I-Con* and *Albacon*, a guerilla panelist at *WorldCon*, remotely responsible for the death of *LastCon*, unsolicited advisor to *Pi-Con* & *2Pi-Con*, a published writer, and has been everything from gofer to guest at *SF-Conventions* since 1976. Despite all of this he denies repeated allegations of *SMOF-dom*. *FA-314-2CA, ME-121-IMP*

**John C Watson** *ME-121-2CA*

**Michelle Wexelblat, MSW** A reader and teller of stories; Motherer and Mom to many; Counselor, healer, comforter, writer, and poet; Keeper of culture, tradition, and the FUJT. She'll watch your back and maybe even rub it when you're no longer against the wall. She is *Pygment*, *Blue*. *FA-312-ICA, LF-215-1BA*

**Alan Wexelblat** *LF-122-ICA, FA-313-ICA, ME-312-IMP*

**Ramona Louise Wheeler** *FT-314-216, LI-311-ICA, LI-212-IWA, LI-119-IWB, LI-216-IWB*

**Valerie White** Lawyer, parent, and director of *Sexual Freedom Legal Defense Fund*, Valerie White has spoken on sex, polyamory, and parenting at national and regional conferences. She serves on the board of *UU's for Polyamory Awareness* and on the *Coordinating Council of Family Tree*. She has lived in a triad for 12 years. Her writing on these topics has been published in "Loving More" and "The Humanist." A long-time sexual rights activist, she was president of the *Vermont Civil Liberties Union*. *LF-222-IRA, LF-215-1BA*

**Wednesday White** has written for and is co-owner of *websnark.com*. She is a former editor-at-large and writer for the webcomics site *Comixpedia*, and a former co-host of the *Digital Strips webcomics* podcast. *CM-312-IWB, CM-212-IRA, CM-215-IMP*

**Michael Whitehouse** Michael's full time job is starting things, and on the side he does stuff for money. This is how he ended up owning a game store, chairing a convention, and directing a *Rocky Horror* cast. Michael considers himself a metageek. He is not so much a geek about any one medium as he is a geek about geeks, studying how they interact and build community, and helping those activities where possible. *FA-314-2CA, FA-119-ICA*

**Stephen R. Wilk** submitted his first article for publication at the age of 10, and finally got his foot in the door a dozen years later when *Scientific American* published "The Physics of Karate." It's been downhill ever since, with books and articles on *History*, *Greek Mythology*, *Spectroscopy*, *Lasers*, *Rainbows*, and other *esperica*. He regularly contributes to two magazines and is at work on another book on *mythology*. *ME-210-IMP, LI-120-IWB, SC-311-IRB*

**Jennifer Williams** is a published author of poetry and short stories. Her work has appeared in various small press publications including the *Night's Children* comic book series. She has also done work for film and television, including the movie review shows "Movietime" and the recently premiered film "House of Usher" starring Beth Grant. Boston based fans may also remember her from the band *Women of Sodom* and from doing fetish model work and performance art at *ManRay*. *LF-122-IWA, ME-210-IMP, LF-222-IRA, LF-123-ICA, ME-314-2CB, ME-312-IMP*

**Trish Wilson** writes under the pseudonym *Elizabeth Black* for several magazines. She writes about pop culture, sexuality, and relationships for *Nuts4Chic*, *Sex Kitten*, and *Bare Back Magazine*. Her erotic short stories and supernatural romantic stories have been published by *Scarlet Magazine*, *Xodtica*, and *Tit-Elation*. *KA-121-2AQ, LI-311-IPA, LI-213-IWB*

**Jonathan Woodward** is the author or co-author of over a dozen RPG books, including *GURPS Banes-torm*, *Trinity*, and the *Hellboy* RPG. He also annotates comics, deconstructs maps, and studies *dungeon ecology*. He lives outside of Boston. *GM-212-IPA, LF-122-ICA, FA-120-ICA, CM-217-2CA, FA-214-1BA*

**Tom Wismuller** Meteorology studies at NYU led to forecasting at *Royal Dutch Weather Bureau* in Amsterdam. Selected for *NASA* internship; served before, during, and after the moon landings. Was an *Administration* director of government operations at *Pratt* and *Whitney*. In 1970, wrote the program that solves the *Polynomial Regression Algorithm* providing least-squares fit to data, for *Texas Instruments*, now resident in every high-end TI calculator. He continues to lecture worldwide on *Global Warming*. *SC-311-IWA, SC-213-IMP*

**Aimee Yermish** is an educational therapist, providing assessment, remediation, enrichment, and overall strategizing, for children who are gifted, learning disabled, or twice-exceptional. In her former lives, she was a molecular biologist, a schoolteacher, a black belt, and a *Master Assassin*, and she is working on a future life as a clinical psychologist. She also loves to sing, read, ride her bike, and do a great many crafts, and is busy raising a husband and two lovely children. *FT-210-2CA, FA-312-ICA, FT-119-2CB, LI-119-IWA, FT-210-214*

**James Zavaglia** has worked with the media since the age of 15. He currently works at a local university as a media specialist. He also has helped on political campaigns since age 9, and worked on everything from ward councilor to president. *ME-120-IMP, ME-314-IMP, ME-313-IMP, SC-211-IRB*

**Susan de Guardiola** is best-known for her role as a masquerade emcee at various *Lunacons*, *Arisias*, *Philcons*, and *worldcons*. She has absolutely nothing to do with any sheep, or any baaaad puns relating to sheep. Along with making costumes, collecting bad vampire novels, and knitting chainmail, Susan can be found in *musty library stacks* researching *historic social dance*, which she teaches at *workshops* and *dance events* across the *United States*. In her spare time, she herds *baby pathologists*. *FT-216-214, FO-120-1PR, AR-211-16C*

**jan howard finder (The Wombat)** has enjoyed being active in *SF fan circles* for over 30 years. He's chaired several cons, and was *Honored Guest* at *CONFRAN-CISCO 1993*. He's been a *Masquerade* participant, judge, and MC; gives best backrubs north of *South Pole*; put out an award winning fanzine, *The Spang Blah*; published a short story in *81 in Microcosmic Tales*; edited *82 SF anthology Alien Encounters & Finder's Guide to Australterrestrials*; attended *A3 99*; and spent *174 days* looking for wombats and likes *aerobics*, *scuba*, *sailing*, and *cricket*. Buy him a *Pepsi!* *CO-120-2CA, CO-313-2CA, FT-212-214, CO-210-ICA, RD-213-1BA*

