

NECRONOMICON 2003



October 24th-26th
Tampa, Florida

OASIS 17

Author Guest of Honor
Allen Steele

Artist Guest of Honor
H. Ed Cox

Filk Guest of Honor
Michael Longcor

Special Guest Author - Jack McDevitt

Special Guest Artist - Rebecca Schumacher

May 28 - 30, 2004 Memorial Day Weekend

At the Radisson Plaza Orlando

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WELCOME...

... fragile humans. I'm your host and Convention Chairman for Necronomicon 2003, Dr. Mackenzie Cobb.



After a string of bizarre and highly unexpected “accidents” caused the loss of key staff members, I was asked to step in and run things.

“Please, Mac, we really, really want you to run Necronomicon!” they said as I set down my hot tongs. “But of course I will!” I said. “It will be my pleasure to channel the convention into areas dark and glorious. We shall plumb the very pits of the soul, dredge up the monsters that hide from the light, to let them run rampant amongst the multitude of defenseless members, to rend and, and... eh... em... to have a great time at the Con.

I have penned this guidebook for your convenience. In it you will find details on all aspects of the convention. Final panel schedules are printed separately for last-minute accuracy. As you experience the wondrous spectacle that is Necronomicon, the seed of its dark magic will take root in your mind. You will find you see the macabre joy in everyday life. And months later, when that growth bursts through your skull in a flash of soul-searing pain, you know you shall rise again and return to Necronomicon!

Dr. Mackenzie “Mac” Cobb

Ground Rules

1. No Smoking - The hotel, State of Florida, and Necronomicon have instituted a no smoking policy. The only places where members may smoke are the bar, on designated smoking floors, the crematorium, and outside.
2. No Weapons - No real weapons, bladed weapons, death rays, or simulated weapons that shoot a projectile are allowed. Also, if it looks like a real gun, it's not allowed. The only exception is for pre-approved Masquerade participants.
3. Badges - All members of Necronomicon must display their badges to gain entrance to events. Anyone without a badge will be refused entry. If you lose your badge, you must buy a new membership to get another one.
4. Live Action Role Playing - All live action role playing games must be sanctioned by the convention. Anyone wishing to run a LARP game (i.e., Vampire) should go to the registration desk to contact Jack or Marna Faber. They will sanction games provided they follow certain guidelines. Anyone found playing an unsanctioned game will be ejected from the convention.
5. Disorderly Conduct - No running in the hotel, yelling, damaging hotel and/or convention property, or fighting will be tolerated. Such behavior is grounds for immediate ejection from the convention and recycling for body parts.
6. Signs - There is no posting of signs except on convention bulletin boards. No signs may be posted in the elevators, on the walls, or on room doors. Bulletin boards, tacks, and thumbscrews are available at the registration desk.

Damage to the hotel jeopardizes our ability to put on future conventions. To insure that there will be another Necronomicon, please report any acts of vandalism to the hotel, or convention staff.

Guests of Honor

Gahan Wilson

Gahan Wilson is the world's greatest living cartoonist of the macabre. The event that may have nudged him down this career path happened on February 18, 1930 in Evanston, Illinois. After he was born blue and unbreathing, the delivery doctors were about to tell his parents he was dead when their family physician happened by and dipped him in cold and hot water, thereby saving his life. He began drawing monsters, skeletons, and other horrific stuff at an early age. He attended the Art Institute of Chicago from 1948-1952.



Mr. Wilson's cartoons have graced such magazines as *The New Yorker*, *Esquire*, *The Magazine of Fantasy & Science Fiction*, *National Lampoon*, *Paris Match*, and *Playboy*, for whom he is a monthly contributor. Collections of his works include *Gravedigger's Party*, *Gahan Wilson's America*, *Gahan Wilson's Still Weird*, and *Gahan Wilson's Even Weirder*. He has two new collections coming out, *The Best of Gahan Wilson* and *Gahan Wilson's Monster's Party*. He has written several children's books, edited two anthologies, and illustrated books by Roger Zelazny, Ambrose Bierce, and Isaac Asimov. While he is best known for his illustrations, he has written several short stories and two novels, *Eddy Deco's Last Caper* and *Everybody's Favorite Duck*. He was also the movie reviewer for the entire run of *Rod Serling's Twilight Zone Magazine*.

Gahan Wilson is one of the originators of the World Fantasy Convention, and even designed its award, the Howard (A bust of H.P. Lovecraft.) He resides in New York with his novelist and journalist wife, Nancy.

Steve Jackson

Steve Jackson is an author, game designer, and a graduate of Rice University. While there, he spent most of his time playing wargames and working for the student paper, the *Thresher*, which he edited for two years. Steve's first gaming design work was for Metagaming, who published *Ogre*, *G.E.V.*, *Melee*, *Wizard*, and several other of his games. Steve bought the *Space Gamer* magazine from them in 1980 and started his own company, Steve Jackson Games.



One of his first games for his new company was *Raid on Iran*, which became a critical and sales success. He quickly followed up with *Car Wars*, *Illuminati*, and *GURPS*, the "Generic Universal Roleplaying System". The company made national news in 1990, when the Secret Service raided their offices because of a suspected hacker, and confiscated their computers and data files. Steve successfully sued the government and was awarded \$50,000. Steve remains active in the Electronic Frontier Foundation, which fights to prevent miscarriages of law enforcement like the one he experienced. His latest game is *Strange Synergy*, a card game built around one hundred power cards in which players combine any three superpowers, mutations, skills, and gadgets to build a perfect warrior.

Steve has also written interactive game novels. His first, *Scorpion Swamp*, was published by Penguin Books and spent six months on the British children's bestseller list.

Steve Jackson became the youngest person to be inducted into the Adventure Gaming Hall of Fame in 1983. He is an avid fan who enjoys attending gaming and SF conventions. He writes filksongs and enjoys singing, admittedly very badly. His other interests include beekeeping, gardening, dinosaurs, and tropical fish.

Ellisa Hawke Mitchell

Ellisa Mitchell's parents decided to teach her to read when she was four, and her first storybooks were science fiction magazines. This early exposure led to an undying love of science fiction, and ultimately propelled her into the field of fantasy illustration.

She actually went to college with the intention of becoming a veterinarian, but soon discovered she had a knack for drawing. Illustration work helped pay for classes but began to take over her life until she had little time to prepare for vet school. She ultimately graduated Summa Cum Laude from Texas A& M with a now-useless degree and the new goal of a career in Art. There are times she still regrets abandoning the veterinary dream, but a few hours assisting her local vet worm puppies, float stool samples, and taking skin scrapings for mange quickly quells those thoughts.

As it turned out, she might as well be a veterinarian. She has taken to rescuing unwanted cats and other odd critters, and now cares for over one hundred felines, nine dogs, several dozen chickens and guinea fowl, three horses, a mule, and two bait fish at her East Texas home. She spends more time opening feed sacks than drawing.

Despite this handicap, however, Ellisa's art career has been rewarding. She has worked for many of the best gaming companies in the nation, including Wizards of the Coast, Iron Crown, GDW, and Gary Gygax. She has had her bronzes—her favorite medium—exhibited at the Delaware Museum in the First Invitational Hall of Fame of Science Fiction and Fantasy. She is currently the main interior illustrator for TOR Books and St. Martin's Press, and has recently finished a cover for Hale, Ltd. in England. She has also designed a series of swords, knives, and axes from Robert Jordan's *Wheel of Time* series for Museum Replicas, and displays her art at more than fifty conventions each year. She writes in her spare time and enjoys a number of hobbies, including horseback riding, training mules, and occasional swamp kayaking.

Other Guests...

We would also like to welcome all of the following talented people to the convention. You will see them on panels, in the con-suite and lurking in dark hallways. We thank them for their continued support:

Tim Zahn, Lynn Abbey, Marty Burke, Richard Lee Byers, Matthew DiPalma, David L. Felts, Bill Fogarty, Charles L. Fontenay, Diana Gallagher, Owl Goingback, Keith Gouveia, Scott Hamilton, Michael Hinman, M.C.A. Hogarth, Chris Holland, Ed Howdershelt, Kitsume, Bill Liggins, Will Ludwigsen, Craig MacDougal, Dawn Joy Marks, Ben McSweeney, (artist & designer of four Necronomicon t-shirts), Kendall F. Morris, Dr. Michael Pinsky, Gary Roen, E. Rose Sabin, T. Devon Sharkey, Del Stone Jr., Jeff Strand, Dwayne Gill, Brian Pate, E.D. Detecheverrie, Diana Bennett, Craig Caldwell, Joseph Green, Thomas Green, Mitch Hyman, Rick Mohr, Kevin Kinne, Frank Frey, D.C. Black, John DeVito, Tressa Graves, James Fredrick, Joey Reynolds & Dave Durica, (of radio show SciFi Overdrive), Frederick Beaudoin, Glenda C. Finklestein, Frank Fradella, Rebecca Reichwald, Robert Shuster, Ross Winn, and Steven Marsh.

Un-Hallowed Places

Dealers Room

This is an exceptional place to pick up those hard to find items that no self-respecting practitioner of the dark arts can do without. Only the best purveyors of instruments of malevolence are allowed to display their wares at our convention. Whether you're in the market for potions, powders, talismans, idols, or something as mundane as t-shirts, videos, or shrunken-head bobble dolls, you can't go wrong. The hours of operation are Friday Noon to 6pm, Saturday 9am to 6pm and Sunday 9am to 4pm.

Video Room

Television is indeed the opiate of the masses, and, when mixed with more potent elixirs, a truly sublime experience. Our video rooms begin operating at 12pm on Friday and run continuously until the end of the convention. Offered for your pleasure are a multitude of movies and television shows to make you feel transcendent. Also, from the Land of the Rising Sun, a culture that truly embraces the joys of the gruesome and profane, we have Anime, brought to you by the fine fiends of MetroCon.

Art Show & Auction

What is Art? A question that has been asked throughout the ages. While the painter and sculptor are commonly given their due, what about the ingenious mortician who crafts dead flesh into a pleasing palate for grieving mourners? Our Art Show is known to accept the unusual, but alas, they were sold out of space before I could finish my flesh sculptures. However, you will see a multitude of wondrous artwork that you may even purchase for your very own! Items with three or more bids will go to Auction on Sunday at 11:00am. I have my eye on an original by D. Gray that is a steal.

Babysitting

To quote an old friend, "The children of the night, what music they make!" But perhaps you've had too much "music" lately from your little monsters. To help you revel to the fullest, we are providing an "asylum" for your offspring. From 6:00pm on Friday till Midnight; and Saturday Noon to 4:00 and again from 6:00 till Midnight, you can incarcerate your tender tykes with our **certifiable**, certified professionals. Please, no children under two years old. There's just not enough meat on them yet.



Con Suite

What is life if not a constant search for sustenance? Your journey is far shorter thanks to our well-stocked hospitality suite. In it you'll find fountain drinks (Pepsi, Diet Pepsi, Mountain Dew, and Pepsi-cyanide Blue), snacks and the occasional sweetbreads. This is the perfect place to rest in peace and dig up some new friends, and likewise the location for the world famous Ygor Party and Ghourmet Bheer Tasting.

Events of Consequence

Masquerade

Since dear Mr. Poe wrote of his Masque of the Red Death; the Masquerade has been a staple of conventions the world over. I've been to many, many masques and while some have resulted in slaughter, that has never occurred at Necronomicon. (*But there's always hope!*) Victims, uh, I mean, contestants, must fill out a registration form (appropriately enough, found



at the Registration Table) with name, costume, next of kin, etc... The sepulcher doors will open for seating at 7:00 Saturday night. The Masquerade will begin at the stroke of 8:00. A panel of judges will pick the winners from among the survivors. Join us for a gruesome gala that will go down in infamy!

Hall Costume Contest

I can tell you first-hand that there is a euphoria to dressing up as someone you are not and stalking the halls in anonymity. Living the character and conversing with the unsuspecting multitude. Choosing a quarry and then cornering him, his eyes going wide as his face contorts in terror! YOU RAISE YOUR.. YOUR... Ehm. Sorry, got a little carried away there. What you do in costume is YOUR business, but there will be judges giving awards for those who wander the halls in outré attire. Costumes entered in the Masquerade are ineligible for a Hall Costume award. But that doesn't mean you still can't take a little trophy, eh?

Trivia Contests

Not since the heady days of the Spanish Inquisition have so many people been put to the question. This year Necronomicon will host four Trivia Contests. However, this year, I'll be putting my own special twist on the events. The first to occur is the Movie One Liners at 8:00pm Friday in Brandon 2. Anyone may show up to play or just watch, but expect players to be tranquilized & tagged for future study. The Main Trivia is at 3pm on Saturday, upstairs in Suite 445. Sign-up ahead at Registration to reserve your spot. This year all buzzers will be

hardwired to 110volts. Incorrect answers will be rewarded with a quick jolt by MC Tim Zahn for negative reinforcement and the amusement of the audience. Saturday at 9:00pm (or after the Masquerade) in Brandon 4 will see the surreal come alive in the Monty Python Jeopardy. Ten-ton weights have been installed above the ceiling panels. Finally, you can play Boob-Tube Trivia on Sunday at 2:00pm in Brandon 4. The top four finalists will be sold to a major network as part of a new slave-focus group and be forced to review TV shows 18 hours a day. Proceeds from the sale of the winners will, of course, go to our charity.

Filking

In the course of my varied experiments over the years, I've discovered the effects that sonics can have on people. Infrasonics in particular can produce feelings of fear, joy, wonder, nausea, and sometimes shut down major organs. With the myriad filking events going on this weekend, I'll be slipping in sometimes to do a few experiments. You can join in various sing-alongs at different times throughout the convention. Look in the Panels list for more details on time and location.

The Third Annual Cthulhu Memorial Ice Cream Social



Skull & CrossCones

Every year since the inception of this event, hundreds of fans have endured our migraine-inducing ice cream. Many liken the feeling to having a ball peen hammer slammed into their foreheads. This year, I'll see that relief is at hand. Staff members, armed with cordless drills, will perform trepanation on anyone wishing to make the pain stop (*or randomly, if demand is light*).

The frivolity begins on Friday at 7:00pm in the main ballroom. Come meet the Guests of Honor, buy some stuff at our yard sale, take a chance on a raffle, and eat ice cream until it hurts. You'll thank Cthulhu you did.

Gaming

What is life but a game? You roll the bones and take your chances. Snake eyes come up and WHAM, a guy in a clock tower decides your face looks good in his crosshairs. Our Gaming department has put together a gruesome grouping of games that will surely satisfy the need for vicarious violence in even an off duty postal worker. We have a diverse program of mayhem. First, you can fireball your friends in Card Game conflicts. Then proceed to the hack-and-slash (always a favorite of mine) in Role Playing Games of all ilk. You can also spend some adrenaline-pumped minutes in Network Gaming, fragging all you see. And for those who want a more immersive experience, our Live Action Role Playing may be just the schizophrenic outlet you are looking for. Check in with Gaming registration and LARP headquarters for more details.

The Charity Events

I'll be the first to admit that I may have a, um, somewhat darker side. But hey, grave-robbing is just a hobby, I can stop anytime I like. In order to balance my karma to some extent, I like to do charity work. The fine fiends at Necronomicon do too, that's why they have helped others for two decades now. Kids & Canines is a group that has at-risk students help train guide dogs for the handicapped. Necronomicon helps raise money for this worthwhile cause. This year, there will be a raffle for a wonderful prize that will be awarded at the Masquerade. Also, the Fiendish Flea-market of items at the Ice-Scream Social on Friday will benefit them too. So, come lend a hand! I plan to give them three.

Ygor Party

They say dead men tell no tales. That may be true, but they do tend to nag incessantly. There are only two ways to silence one. One is to put fifteen men on his chest. The other is to keep his mouth full of grog. There will be ample time for both at this celebrated event honoring the underrated lab assistant on Friday night at 10:00pm in the Con Suite. If you haven't figured it out by now, the theme this year is Pirates of the Caribbean. Why, you ask?

Because before he became the ill-fated do-boy for Dr. Frankenstein, Ygor served as cabin boy to Captain Jack Sparrow aboard the *Black Pearl*. He was forced to find other employ when the Captain asked him for a "wench." Ygor thought he said "retch" and vomited on Jack's boots.



Anime Dance

The Japanese have given us many delightful things over the years. Geisha girls, the Yakuza, Kaiju and Sepaku to name a few. Currently the most popular import is Anime, Japanese cartoons that can contain two things that most Americans can't get enough of, sex and violence. To celebrate this form of expression, we will have a dance that will allow you to get down like your favorite Anime character. Japanese pop will warp your mind and make you cavort uncontrollably. Come in costume on Friday night from 9pm to 11pm in the main ballroom. Brought to you by our fiendish friends from MetroCon.

Dances

Back in the 14th Century, poems and drawings known as *danses macabre* depicted Death (usually in the form of a skeleton) leading a procession of people lined up based on their rank and station in life. Usually the most hip and

important people (like the Pope) were at the head of the line and the dregs of society would bring up the rear. It is no different at our dances. Death (in the form of DJs Mike LoBue and Jim Shippey) leads the march with the refrain of demise filling the air. The hip and important people take the dance floor, flailing about as if to celebrate their departure from this mortal coil. The dregs lurk in the shadows, occasionally making requests for songs they say they'll dance to, but don't. Unaware that the hooded figure with the scythe is *not* a costumer. This far from solemn affair is scheduled for Friday and Saturday night at midnight in the main ballroom.

Live Band

Musicians like Brian Jones, Jimi Hendrix, Janis Joplin and Keith Moon lived their lives flirting with oblivion before finally falling into the dark abyss. Most people alive today never got to see them perform, either sober or in a drunken and drug-hazed stupor, trying valiantly to remember the next chord or word. Since those guys are six feet under (unlike Jim Morrison, who is still alive), we present to you bands that will try to live up to the legends of rock and roll, in their temperate and most creative stage. On Saturday at 9:30 in the main ballroom, Warband hits the spotlight for a dizzying blend of hard rock, feedback, and mayhem.

THIEVES GUILD

Thieves Guild is a new fantasy adventure boardgame from Iron Sun Games. Players control 1 of 3 Thieves Guilds (Human, Elf or Orc). Each guild is made up of 4 thieves that the player may use to sack the medieval city of Ladroness. The 4th player takes on the role of the Knight Marshal and 5 bounty hunters that are used to round up thieves and defend Ladroness. So gather your mates and sharpen your blades, it's time to enter the world of Thieves Guild!

Stop by the demo table for a Quick Mission game. Game time is only 30-90min and makes for a great filler while you're waiting for another event. Game creators Dominique Garay and Adam Tozer of IRON SUN GAMES will be running the demos. See you there!

www.thievesguild.com

- Panels of Peril -

----- Friday -----

3 pm

Brandon 2 **Writing Good Dialog** - How to make your character speak as people (or things) really do – *Finkelstein, Bennett, Roen, Sabin, Abbey* – host: *A. Aylward*

Brandon 4 **Efforts to Recreate Medieval Martial Arts** - How well do RenFests depict medieval fighting methods? – *Sharkey, Byers, Carroll* – host: *Caldwell*

Suite 445 **This is Filk** - Introduction to science fiction and fantasy sing-alongs. – *Bruns*

4 pm

Salon 1 **Meet and Greet our Guests** - Come say, “Hi,” and get autographs from our guests of honor. – *Wilson, Mitchell, Jackson* – host: *May*

Salon 2 **Rules for Fan Fiction** - Basics every fan writer should know about writing a good story. – *Hicks, Lellouche* – host: *Hicks*

Salon 3 **World Building** - How writers create worlds that feel like a real place. – *Byers, Strand, Abbey, Finkelstein* – host: *P. Aylward*

5 pm

Brandon 2 **The Fall TV Lineup** - Get the scoop on the new season’s best bets and worst. – host: *Lellouche*

Salon 1 **Basics of Short Story Writing** - Professional writers give you tips on how to write a good short story. – *Byers, Shuster, Stone, Hogarth* – host: *J. Green*

Suite 445 **Lord Of The Rings —Movie spoilers** - Find out the inside info on the upcoming finale of the LOTR movie trilogy – *Cotter*

7 pm

Ballroom **Ice Cream Social/ Flea Market** - Eat ice cream, spend money on cool SF stuff, have fun.

8 pm

Ballroom **Live Band**

Brandon 2 **Movie One-Liners (trivia)** - Test your knowledge of movie quotes and maybe win a prize. – *Lung, Wetherill*

Brandon 4 **What’s New at Steve Jackson Games?** – *Jackson*

9 pm

Ballroom **Anime Dance** - Don your favorite anime character togs and rock out to Asian pop.

Brandon 2 **Writers Panel - Good Plotting** Professional writers tell you how they create the actions and intrigue. – *Black, Finkelstein, Hogarth, Abbey* – host: *A. Aylward*

Brandon 4 **Humor in Art** - Find out how funny pictures replace a thousand words. – *Wilson, Mitchell, Conrad, Mcsweeney* – host: *Caldwell*

Suite 445 **Reading by Will Ludwigsen**

10 pm

Brandon 4 **Open Filk** - Come join in the sing-along.

Suite 443 **Ygor Party** - Join in the Pirates of the Caribbean theme at this year’s Friday night Ygor Party and Gourmet Bheer (Where’s the rum?) tasting.

10 pm (continued)

Suite 445 **Reading by Stephen Sobotka**

11 pm

Ballroom **Interactive Rocky Horror Picture Show**

Brandon 2 **Seven Deadly Cliches** – How to avoid the seven worst things a fan writer can do. – *Hicks*

Suite 445 **Reading by James Fredrick**

Midnight

Brandon 2 **Bad Guys - Why we Love Them** - Pro and fan writers discuss the appeal of a roguish character. – *Bennett, Stone* – host: *Bennett*

1 am

Ballroom **Dance** – DJ Mike LoBue

----- Saturday -----

10 am

Brandon 4 **Writing Dark Poetry** - Scary, creepy stuff is not the domain of narrative fiction alone—poets write about it too. – *Detecheverrie, Fradella, Roen* – host: *P. Aylward*

Salon 1 **Basics of Net Publishing** – *Kinne, Howdershelt, Sobotka* – host: *Fredrick*

Salon 2 **Publish on Demand** - How do you do a good job of publishing or getting published on the Internet? – *Liggins, Gouveia, Detecheverrie, Schuster* – host: *Finklestein*

Salon 3 **SF Sidelines** - Panelists discuss interests that are related to science fiction such as designing haunted attractions, making movies, comics and gaming. – *Reynolds, Forgarty, T.Green, Greenberg* – host: *May*

Salon 4 **Movies and Why We Love Them** - They are bad but we love them anyway. Why do we love such funky stuff as “Message From Space” and “Redneck Zombies?” – *Holland, Hamilton, Strand* – host: *Pinsky*

11 am

Brandon 2 **Does NASA Have a Future?** - Can NASA come back from its current difficulties and gain the support of the public and the government for future endeavors? – *J. Green, Caldwell, Evans, Stone* – host: *Macdougall*

Salon 1 **Minorities in the SF Field** - How difficult or easy is it for minorities to work in the SF field. Does prejudice make it harder for members of some groups to get published than others? – *Goingback, Stone, Liggins, Evans* – host: *Hinman*

Salon 3 **What's New In Gaming** - Panelists from the gaming field discuss new games and trends. – *Jackson, Fradella, Frey, Greenberg* – host: *Winn*

Salon 2 **Autographing** – *Wilson, Mitchell, Zahn* – host: *Staff*

Suite 445 **You Know You're a Tolkien Addict When...** Come get a basic lesson in Elvish and more. – *Cotter*

Noon

Brandon 2 **Reading by Lynn Abbey from *Thieve's World***

Brandon 4 **Can F & SF Art Compete with Mainstream Art?** - Artists discuss the pros and cons of working in the F & SF art field as opposed to mainstream or commercial art. – *Kinne, Morrison, Vincenti, Reichwald, Mitchell* – host: *Caldwell*

- Salon 2 **Mini Medical School** - Get a taste of what it's like to be a medical school student by taking Dr. Morris's one-hour class just for NECRONOMICON members. – *K Morris*
- Suite 445 **How To Build A Story** – Bring pen & paper – we're going to write a story from start to finish. – *Black*
- 1 pm**
- Brandon 2 **Let's Get Silly (Filk)** - Come learn a bit about the silly stuff and join in the sing-along that follows. – *Bruns, A. Morris, Gallagher, Burke – host: Bruns*
- Brandon 4 **Writing for Young Readers** - How is writing for teenagers or elementary school readers different than writing for adults? Our authors talk about their work and how they did it. – *Goingback, Fontenay, Gallagher, Sabin*
- Salon 1 **Modern Metaphysics in Fantasy** - There's a lot of use for "New Age" material in fantasy literature and film. Our guests discuss how it's used and what they think about it. – *Fogarty, Abbey, Marks, Graves – host: May*
- Salon 2 **Art and Music Connection** - Artists discuss the music that helps them create and how visual and musical art is related. Listen to some music that they work to. – *Mitchell, Hogarth, Vincenti, Conrad – host: Macdougall*
- Salon 3 **Sneak Previews With Evil Stevie** - Steve Jackson and his Men In Black will demonstrate at least four unreleased games or supplements. Maybe more. Who knows? If you find a horrible bug, you might even get a playtest credit. Or an unmarked grave. Fnord.
- 2 pm**
- Brandon 4 **Piracy, Intellectual Property and Freedom** - Writers speak to the issue of how the use of their material without pay affects them and you. – *Frey, Stone, Byers, Pinsky – host: P. Aylward*
- Salon 1 **Getting into the Field** - Panel members give you hints on how to get started writing fiction and gaming material and how to get paid for it. – *Finklestein, Beaudoin, Kinne, Greenberg*
- Salon 2 **Print to Movies - What Works** - What kinds of media translate well to movies? – *Wilson, Holland, Hamilton, Strand – host: A. Morris*
- Suite 445 **How Have SF Views of the Apocalypse Changed** - How differently did authors in the past portray the end of the world as we know from the authors of today? – *Green, Felts, Zahn, Caldwell – host: May*
- 3 pm**
- Brandon 2 **Superheroes in Comics & Other Fiction** - What makes a good superhero character and how well do superheroes fit into fiction outside comics? – *Fradella, Byers, Hyman, Fontenay – host: Fredrick*
- Brandon 4 **Just How Do you Write a Novel?** - How do novel and short story writing differ and how do you plan a novel? – *Goingback, Bennett, Evans, Marks – host: P. Aylward*
- Salon 1 **Making Movies in the South** - You don't have to go to Hollywood to get into the movie business anymore. Find out what's going on in the film business right in your own back yard. – *Fett, Semple, Holland, Hamilton, Shuster – host: T. Green*

3 pm (continued)

Salon 2 **What Inspires You?** - Artists tell you what grabs them and makes them feel the urge to create. – Reichwald, Mitchell, Vincenti, Pate, Gill – host: A. Aylward

Suite 445 **Trivia Contest** - Sign up at Registration. Compete for prizes!
– Zahn, Jones, Dryer, Warren

4 pm

Brandon 2 **Writing Evil Ones You Love to Hate** - You need conflict in your fiction and one of the basics is to write a really good villain. How do you do that? Come let our authors tell you. – Hyman, Finklestein, Shuster, Sabin, Abbey

Brandon 4 **Future of EBooks** - Are Ebooks going to replace hard copy? Are they just a fad? Is the Internet the next big bookstore chain? – Howdershelt, Ludwigsen, Liggins, Sobotka – host: Macdougall

Salon 1 **What Makes a Good Screenplay** - What makes a good book does not necessarily make a good screenplay. Our guests clue you in on what it takes to write for film or TV. – Wilson, Strand, Fradella – host: Black

Salon 2 **Modern Tech & Art** - How have computers and other technology influenced what artists produce? – Pate, Gill, Morrison, Vincenti – host: Caldwell

5 pm

Brandon 2 **Believable Characters** - Professional authors tell you how they create characters you can relate to. – Fontenay, J. Green, Evans, Graves, Dipalma

Brandon 4 **The Future of Print Media** - Will print books go out of style? Will there always be some people who want the comfort of a printed book to cuddle up with on a cold night? – Zahn, Goingback, Howdershelt, Beaudoin – host: Fredrick

Salon 1 **Wilson & Mitchell Q & A** - Come ask our artist guests of honor all those nagging little questions you have about their work. – Wilson, Mitchell – host: May

Salon 2 **Mars Chronicled** (PowerPoint Presentation) - Craig MacDougall of the Museum of Science and Industry shows you many views of the red planet and talks about what we have learned about our fabled neighbor. – Macdougall

Suite 445 **Shared Worlds** - What are the advantages and the disadvantages of writing in a world someone else first imagined? – Byers, Abbey, Vincenti

6 pm

Suite 445 **You Can Sing Along** (Filk) - Sing-along for filk enthusiasts

7 pm

Ballroom **Masquerade seating begins now.**

8 pm

Ballroom **Masquerade** – Kitsune, Mitchell, Caldwell, Abbey – emcee: A Morris

9 pm

Ballroom **Anime Dance** – After the Masquerade, don your favorite anime character togs and rock out to Asian pop.

Brandon 2 **Pirates of the Caribbean-Fan** - Fan panel for those who can't get enough of Jack Sparrow and the rest of the rogues. – Hicks

Brandon 4 **Monty Python Jeopardy** - Enter our Monty Python trivia quiz and show off your stuff. – Lung, Wetherill

- Suite 445 **Reading by E.D. Detecheverrie – Vampire poetry**
10 pm
 Brandon 2 **New Fan Fic Fandoms** - What are fan authors writing now that they were not writing a year ago? – *Hicks*
 Brandon 4 **Open Filking** -
 Suite 445 **Reading by Robert Shuster from *I, Vampire***
11 pm
 Ballroom **Live Bands: Warband followed by Yeti**
 Brandon 2 **Slash Panel-Fan** - Like those boy+boy pairings in fan fiction? This is the place to be. – *Hicks*
 Suite 445 **YAOI-Fan** - All you anime fans who enjoy same sex fiction gather here to discuss your likes and dislikes, what’s good and bad in Yaoi. – Discussion Group – *Led By Kitsune, Sobotka*
- Midnight**
 Brandon 2 **Erotica in SF/F/Horror-Pro** - Professional writers talk about writing erotic fiction, what you can and can’t get away with, what the market for it is, etc. – *Kitsune, Bennett, Stone, Devito, Detecheverrie*
 Suite 445 **Vidcon Party** - If you have attended VIDCON or would like to know more about this yearly fan fiction convention, come eat cookies and candy, drink soda, talk and learn. – *Hicks*
- 12:30 am**
 Ballroom **Dance** – *DJ Jim Shippy*

----- **Sunday** -----

- 10 am**
 Brandon 2 **Smallville** - What has made this show a hit? Where is it going from here? – *Gallagher, Black* – *host: Hinman*
 Brandon 4 **Making a Living at Art** - Can you find a way to earn your daily bread in the art field or do you have to keep your day job to make ends meet? – *Mcsweeney, Morrison, Mitchell, Conrad* – *host: Caldwell*
- 11 am**
 Brandon 2 **Religious Parody—Will It Put You in Hell?** - What constitutes religious parody and satire as opposed to just being mean spirited? – *Pinsky, Devito, Ludwigsen, Strand* – *host: P. Aylward*
 Brandon 4 **Humor in Horror** - What is scary as hell and makes you bust a gut laughing? – *Conrad, Wilson, Detecheverrie, T. Green* – *host: May*
 Salon 1 **Art Auction** - Come bid on amazing works of art!
 Salon 2 **Art Pick Up** - Be sure to pick up those artworks you bid on!
 Salon 3 **Fights in Fiction** - Would the fights you see described in fiction really work as they do in the stories? Do movies show realistic fights? Our experts tell you what they think. – *Byers, Mullen, Sharkey, Abbey*
 Suite 445 **Stargate Fandom** - Are you in love with Colonel O’Neill? Would you go through the Stargate if given half a chance. Come hang out with others like you for a fan discussion of your favorite show. – *Victoria*
- Noon**
 Brandon 2 **ST: Myth and Legends: T or F** - SyFy Portal guru Michael Hinman and local “Star Trek” convention maven Rolaine Smoot give you the skinny on which stories about ST are true and which are just so much baloney. – *Hinman, Smoot* – *host: Hinman*

- Brandon 4 **Keeping Ahead of Science** - In a world where technology is being developed at an ever-increasing rate, how does an SF author speculate about the science of the future and keep it from being the past by the time his work is published? – J Green, Felts, Evans, Zahn – host: Caldwell
- Salon 3 **The Adventurer’s Kitchen**-How to eat while questing - Cooking demo for the hearty sort who goes tramping through the woods and fights 10 or 12 orcs before lunch. Taste testers and gourmet cooks, come one. Come all. – *Chef Kym, Aris* – host: *Aris*
- Suite 445 **Writing Workshop** - More with author D.C. Black who’ll help you become a better writer. – *Black*
- 1 pm**
- Brandon 2 **Ghost hunting** - How-To Presentation - Brandy Stark discusses ghost hunting in the Tampa Bay area. If you have wanted find out where the spirits abide, come listen to what Brandy has to say. – *Stark*
- Brandon 4 **Autographing** - *Wilson, Mitchell, Zahn*
- Salon 1 **Time & Again Combat Troupe Workshop** - So you want to wield a battleaxe? You want to fight like those cool medieval guys did? Here’s where you can learn the tricks of the warrior trade. – *T. Devon Sharkey*
- 2 pm**
- Brandon 2 **Dead Dog Filk** - Didn’t get enough filk on Friday and Saturday? Well, walk right in. Sit right down. Baby, let the filk roil on. Sing till you drop.
- Brandon 4 **Boob Tube Trivia Contest** - Here’s your last chance at this year’s con to win a prize for having a whole lot of silly stuff stuck in your head. If you have test pattern dreams, this one’s for you. – *Ann Morris*
- Salon 3 **What Scares You?** - People who deal in scary stories and art tell you what makes them quake with fear. – *Wilson, Devito, Graves, Finklestein* – host: *A. Aylward*
- Suite 445 **Research, Why You Need It** - Getting the facts in your fiction right is important. Our fan authors show you why. – *Hicks*
- 3 pm**
- Brandon 4 **Current Military Tech** - How does current military technology show up in fiction and how is it the basis for speculative fiction’s weaponry? – *Zahn, Felts, DiPalma* – host: *Caldwell*
- Salon 1 **AnimeMetro** - Find out how 2003 went and what they plan for the 2004 convention. – *Roy & Amy Harms of AnimeMetro*
- Salon 2 **Magazine Publishing - Print and Net** - Local magazine publishers talk about how they got started and what they hope to accomplish in their work. – *Hamilton, Holland, Aris, Greenberg* – host: *Roen*
- 4 pm** **The End!?!**





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The Devil's Apocrypha

There are two sides to every story

By John A. De Vito

Paperback ISBN 059525070X: 240 pages

Hardbound ISBN 059565021X: 240 pages

"A terrifying blend of science, religion and philosophy!"

—OccultForums.com, R.L. Davis

"Electrifying! ...a very imaginative tale that shocks the audience with its suppositions and historical interpretations."

—Midwest Book Review

"Dark and terrifying...the next Omen!"

—Daniel Farnands, Halloween 6: The Curse of Michael Myers

John A. De Vito's critically acclaimed book, *The Devil's Apocrypha*, has become an instant cult classic. Written in biblical English, *The Devil's Apocrypha* is a retelling of the Bible from Satan's point of view.

An Amazon.com international bestseller, it is a tale that begins in another universe, before creation, and ends with a chilling prophecy: It describes the origins of God, Satan and the Angels, their journey to our universe, and the battle for heaven. It tells of God's manipulation of Man, the reason for his commandments ...and why one being dared to try and stop him.

The movie rights were quickly optioned by screenwriter and director Daniel Farnands (the known for *Halloween 6: The Curse of Michael Myers* and *The Amityville Horror* documentary).

There has been much debate by readers as to whether the book is fact or fiction. A group in Florida has actually formed the Church of the Fallen, a religion based on the philosophies found in *The Devil's Apocrypha*.

John is currently working on a trilogy, which uses the prophecies of *The Devil's Apocrypha* as its basis. He is also working on a graphic novel and a screenplay. John was once the lead singer of a New York punk band called *The Printed Circuits* and still writes lyrics in his spare time.

John A. De Vito