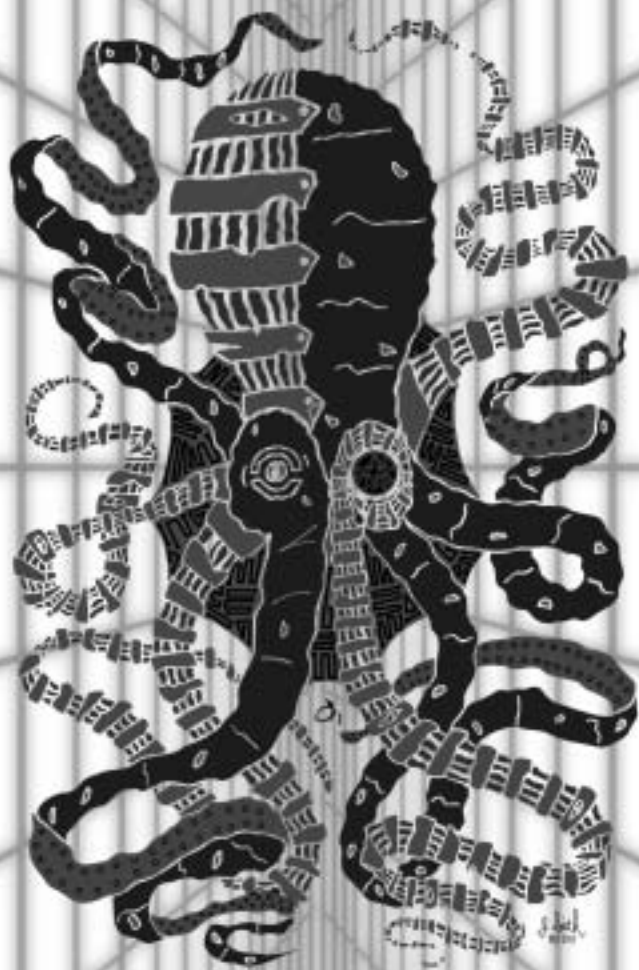


NECRONOMICON VERSION 2.0.07



OCT 5-7, 2007
TAMPA, FL

Beautiful Artisan Jewelry Bindis Aromatherapy

Natural Incense

Maui Lotus Tarot

Mention this ad for free incense!

Fairy Dust

In Author's Alley
§
afterhours by appointment

Feng Shui

(772)
618-
3122

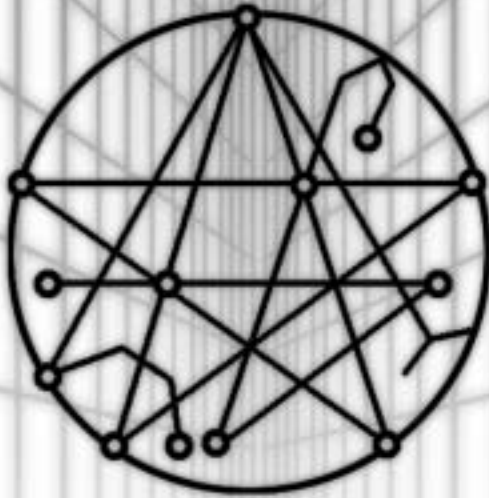
or

Crystals

(772)
342-
0344



Henna Girl Designs



necronomicon version 2.0.07 Readme.faq

Welcome, Programs! This readme file will fill you in on everything you need to know to navigate the virtual corridors of Necronomicon, the first fully non-corporal convention in Florida. We offer access via HyperNet Browser, VR telemetry, cyberdeck jacking, or full digitization of your physical body. This walkthrough describes all the activity nodes and indicates the time periods for events. The code badges issued to all members at Registration have your access privileges embedded. (Black I.C.E. protects all restricted areas, so we suggest you stay in the public directories.)

So, explore around the Convention Construct. We have some wonderful simulations programmed for you. By the time the next 18,72010 microcycles have elapsed, you will swear that you were at an actual Necronomicon!

N.E.U.L.A.

Necronomicon End User License Agreement.

By connecting to this convention, ether by jacking in, full digitization, or hyperbrowsing, you agree to abide by the following rules. Failure to follow these rules may result in aborted sessions, banning or terminal de-rezolution.

1. No Smoking - The hotel, State of Florida, Server farm, and Necronomicon have instituted a no smoking policy. The only places where con members may smoke are in designated smoking areas, the trash folder, and outside.
2. No Weapons - No real weapons, bladed weapons, virus code, 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 - Your badge must be readily visible at all times. Anyone without a badge will be refused login privileges. 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 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 reformat.
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 digital signatures 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.

HONORED GUEST PROGRAMMERS



Alan M. Clark

Alan M. Clark was born in Nashville, Tennessee in 1957.

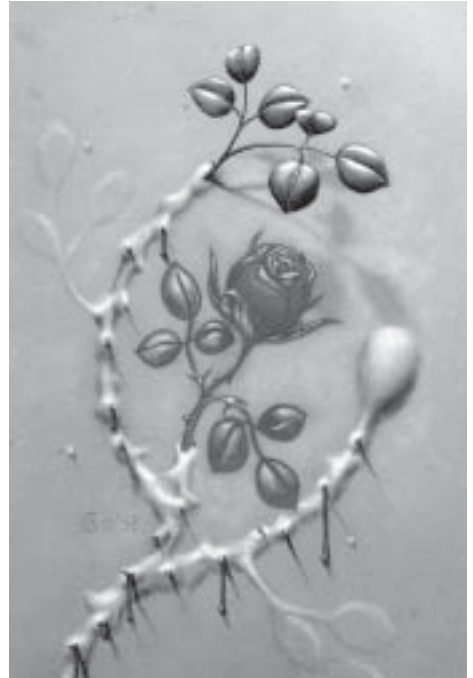
He graduated in 1979 from the San Francisco Art Institute with a bachelor of Fine Arts Degree.

In 1984 he became a free lance illustrator, and since has produced work ranging in subject from fantasy, science fiction, horror, and mystery for publishers of fiction, to cellular and molecular biology for college text books.

He has produced work for young adults and provided the artwork for two children's books.

Clark has illustrated the writing of such authors as Ray Bradbury, Robert Bloch, Joe R. Lansdale, Stephen King, George Orwell, Manly Wade Wellman, Greg Bear, Spider and Jeanne Robinson, and Lewis Shiner, as well as his own.

A major influence for his art comes from the Surrealists, particularly Max Ernst. He is fascinated with the use of what he calls "controlled accidents" and the possibility of "finding" images within the paint. A great advocate of collaboration, Clark has worked with many others in both literary and visual art.





His awards in the illustration field include the World Fantasy Award, four Chesley Awards, the Deathrealm Award, and the first International Horror Guild Critic's Award for Best Artist.

There are three anthologies, *The Imagination Fully Dilated* series, of stories based on his artwork by such authors as Jack Ketchum, Richard Laymon, Charles De Lint, Ramsey Campbell, Allen

Steele, Jeff VanderMeer and Poppy Z. Brite.

Clark has sold short fiction to the anthologies, *More Phobias*, *The Book of Dead Things*, *Dead on Demand*, and *Darkside*, and to the magazines *Midnight Hour* and *The Silver Web*. *Siren Promised*, his Bram Stoker Award-nominated novel, written with Jeremy Robert Johnson, was released in 2005. His two book series with Stephen Merritt and Lorelei Shannon, *The Blood Of Father Time, Books 1 & 2*, a dark time-travel fantasy, was released by Five Star Books in 2007.

Mr. Clark's publishing company, IFD Publishing, has released six books, the most recent of which is a full color book of his artwork, *The Paint in My Blood*, available on his website (www.alanmclark.com).

Currently, he and his wife Melody reside in Eugene Oregon.

Jack McDivvet

Jack McDevitt has been a science fiction fan since the age of four, when he watched Flash Gordon take down Ming. He fell in love with the rocket ships and has never been able to let go. Like every other SF fan, he always wanted to write in the genre. He started a novel, *The Canals Of Mars*, when he was about eight. His first submission came when he was sixteen. It was a short story for the *Magazine of Fantasy and Science Fiction*. Anthony Boucher passed on it, but wrote a note of encouragement.



At eighteen, McDevitt won the annual Freshman Short Story contest at LaSalle College with "A Pound of Cure." It was published in the college literary magazine, *Four Quarters*. Then life got busy and McDevitt drifted away from writing.

He became a naval officer, an English teacher, and a customs officer. He conducted leadership and management seminars for the US Customs Service. He did brief stints as a cabbie and an insurance investigator. He also directed theater and, in his spare time, played tournament chess.

A quarter century after the LaSalle contest, he tried writing again. His first attempt produced "Zip Code." *Twilight Zone Magazine* shocked him by buying it. They published it in their December 1981 issue under the title "The Emerson Effect."

His fourth story, "Cryptic," made it to the final Nebula ballot.

He started writing novels when Terry Carr invited him to contribute to the Ace Specials series. The result was *The Hercules Text*, which won a special Philip K. Dick Award in 1986. Since then, six of his twelve novels and eight stories have appeared on the final ballot. He finally won this year for *Seeker*.

In 2004, *Omega* won the John W. Campbell Award for best SF novel. McDevitt also won the first UPC international competition for his novella, "Ships n the Night." He has been the recipient of the Phoenix and SESFA awards for lifetime achievement. These are given to writers with Southern connections, and he is believed to be the only Philadelphia taxi driver to win either.

His most recent books are *Odyssey*, an Academy novel, and *Outbound*, a collection. Due within the next few weeks is *Cauldron*.

He is married to the former Maureen McAdams, of Philadelphia.

Owl Goingback

Having served as a jet engine mechanic in the Air Force, and the former owner of a restaurant and lounge, Owl Goingback became a full time writer in

1987. He has written numerous novels, children's books, short stories, and magazine articles.

His novel *Crota* won the 1996 Bram Stoker Award for Best First Novel, and was one of four finalists in the Best Novel category. The Bram

Stoker Awards are given annually by voting members of the Horror Writers Association and are considered the highest honor a writer can receive in the horror genre.



Owl's novel *Shaman Moon* was published by White Wolf Publishing as part of the omnibus edition *The Essential World of Darkness*. The book draws on his Native American heritage to tell a story of supernatural suspense, as do his other novels *Darker than Night* and *Evil Whispers*. He has also ghostwritten novels for celebrities.

His children's books *Eagle Feathers* and *The Gift* have received critical acclaim from both parents and teachers.

Eagle Feathers is a Storytelling World Awards Honor Recipient. The award was presented at the 1998 Annual National Convention of the International Reading Association.

Goingback's shorter works of fiction have appeared in numerous anthologies, including *Tales from the Great Turtle*, *Confederacy of the Dead*, *Phantoms of the Night*, *Excalibur*, *The Book of Kings*, *When Will You Rage?*, *Once Upon a Midnight*, *Quest to Riverworld*, *Grails: Visitations of the Night*, and *South from Midnight*. His story "Grass Dancer" was a Nebula Award Nominee for best short story of the year.

In addition to his writing, he has lectured throughout the country on the customs and folklore of the American Indians. He has also modeled and done a bit of acting. The author resides in Florida with his wife and two sons.

Programming Credits

The amount of effort it takes to plan, code, execute, and debug a virtual convention is staggering. This could not have been done without the help of a dedicated group of cyberjockeys. You'll see their avatars throughout the simulation.

Bruce Boston, Heather Brady, Jeffrey Breslauer, Richard Lee Byers, Craig Caldwell, Malcolm Deeley, Glenda C. Finklestein, Tony Finkelstein, Lynne Hansen, William Hatfield, Ed Howdershelt, Chris A. Jackson, William R. Logan, Craig MacDougal, Christopher McCoy, Christina McCoy, Kendall D.W. Morris, Kendall F. Morris, E. Rose Sabin, Bo Savino, T. Devon Sharkey & Tampa Fechtshcule Fencers, Marge Simon, Jeff Strand, Andrea Dean Van Scoyoc, Paul Vincenti, Ross Winn, Ed Wysocki, Shara Smith, Stuart Clark, K. L. Nappier, Bryan King, Tracy Akers, M. B. Weston, J. L. Benet, Kristy Tallman and Tim Zahn.

SITE MAP

Dealer Node

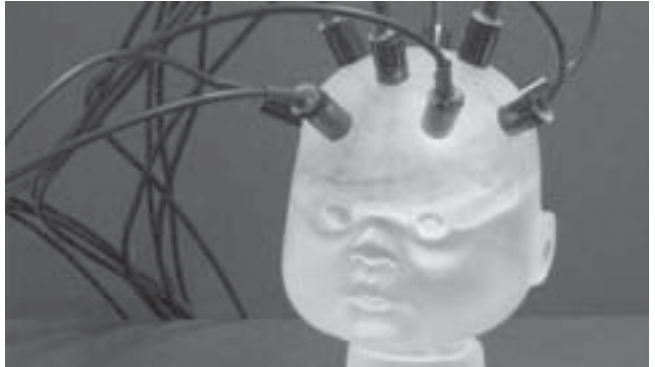
Vendors from across the HyperNet have gathered in our exclusive-access Dealer Node. Fully rendered versions of all products are available for your examination and purchase. And if you purchase an item here, you can take the 3D model of it with you for the rest of the con. After jacking out, you will find your product waiting at your meatspace location, delivered by special courier. The Dealer Node will be active on Friday from 12:00 till 19:00; Saturday from 10:00 till 18:00 and Sunday from 10:00 to 16:00. Users are warned not to try to copy & paste any items, as they are protected with trace programs.

Eye Candy

We invite those netrunners with a retro bent to visit our Digital Video Node. Here you can experience the paradox of being a fully digitized, 3D avatar sitting down to watch a 2D movie. Various films will resolve for your enjoyment, including a marathon of "Lovecraft" based content, and an anime track.

WaitState for beta Users

At least 37% of those attending the convention do so by full digitization of their meat bodies. Often they digitize the whole family.



For those who brought Beta version users along, we offer cyberbabysitting services. You can drop programs between rev 2 and rev 5 behind our firewall on Friday from 18:00 to 24:00 and Saturday 12:00 to 16:00 and 18:00 to 24:00. Our NannyBot will keep them safe and entertained for many microcycles.

do you want to play a Game?

Most users at Necronomicon run rigs supporting full sensory reproduction. Nowhere does the olfactory component manifest more dramatically than in the Gaming Node. We've allocated extra CPU cycles to reproduce the environment of an early 21st century Game Room in every detail. Users can join in the many tabletop, RPG, and LARP games that will run over the weekend. The Game Node is located in the lower directory, just past Hotel Login. In the interests of irony, there is even a LAN Gaming Node that simulates PCs running FPS games. Those who are susceptible to recursion sickness should not attempt this.

Refresh Your Browser

A convention without a Con Suite would be like Microsoft without crashes. Well, no need to worry, because we have one located on the same simulation level as the rest of the functions. Enjoy the well stocked supply of memory buffers, file defraggers and the latest patches. Network with other fan simulations, or just idle your processors for a few cycles. Due to past hacking of supplies, all Con Suite downloads must be processed before leaving the node.

You can never have enough gaming stuff!



20% OFF



All of our new and used RPG books!

Great selection of cool RPGS from the '70s '80s '90s and today

www.evelandtrading.com

Enter the coupon `necro07` for your discount. No limit, buy as much as you want!

Event Viewer

Ice Cream Social

Be sure to connect to the Third Annual Cthulhu Memorial Ice Cream Social. Our best bitpounders have been slaving over their cyberdecks to simulate the experience of eating frozen dairy treats. Simply configure your interface to allow write access to your sensory registry. Then enter the job queue on Friday at 19:00 in the Ballroom Node and indulge, secure in the knowledge that you can't get fat from eating ice-cream-code.



Ygor Macro Party

Schedule run: Friday, 20:00. Location/ConSuite node. Goto Party. If Ygor=true then set value to Y and enter. If lgor=true then set value to l and enter. If age=>21 then accept armband. Take random sample; subset=beers of the world. If age=any then enjoy great party. 22:00 End.

Audio Swapping

Long ago in the first age of Fandom, the traditional songs of fans were spread by primitive reproduction methods involving mind-altering chemicals. Today, the mnid alkernig part is eqectkonic anl the Fidkengp is tebber naht e2eu. Ali iengwrj aipp nt xrrgql c liw



In Memoriam



TIMOTHY  HIELEN

February 1, 1975, to September 1, 2007

Gamer, filker, I33t, friend to many.

Tim died of complications from diabetes. Learn more about the disease, or donate in his name, at www.diabetes.org.

Audio Swapping

Long ago in the first age of Fandom, the traditional songs of fans were spread by primitive reproduction methods involving mind-altering chemicals. Today, the mind altering aspect is electronic and the Filking is better than ever. All singers will be issued VoicePro 3, for perfect pitch, and the ClapBot 9000 for keeping tempo. Check the Panels listing at the end of this file for times and locations.

Avatar Masquerade

In the simulated environment of Necronomicon, all users can project the avatar of their choice. For those with a particular theatrical/graphical bent, we offer a showcase for your hacking skills. Entrants in the Masquerade must sign up by 16:00 Saturday. (Note: all participants are subject to scans to detect



off-the-shelf software.) Seating slots open at 19:30 in the Ballroom Node and the event begins at 20:00. Expect a heavy load on the server, as this is one of the most well-attended events.

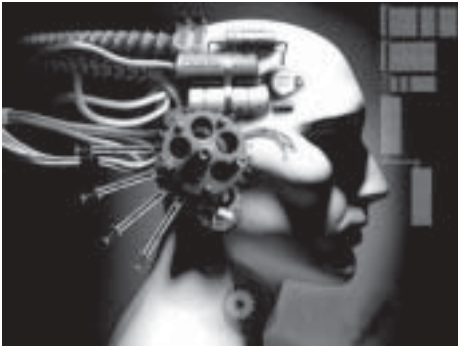
Avatar Costume Queue

For many, a fancy Masquerade avatar is a Run-Once code fated to crash soon after its execution. If you like to pimp-your-avatar but create a more durable persona, the Hall Costume Queue is for you. Report to Galleria B at 13:00 Saturday then process thorough the corridors in a set program. This will permit the scrutiny of users and judges who will award ribbon tokens to exceptional designs. This is the relaxed way to show off your leet skillz at modding in a beta-release environment.

Knowledge Base Retrieval

With the advent of the HyperNet, vast knowledge is available to every wired citizen on the planet. However, during these three events, contestants will be denied access to outside channels. A Faraday Firewall will insure that all answers come from each User's "mind." No buffer files are allowed either.

Movie One-Liners launches Friday at 21:00 in Regency Node 2. Audience users will read movie quotes to a panel of expert-bots. Candy files will be dispensed for stumping the panel, or whenever the host feels like it.



The Main Trivia Game launches on Saturday at 14:00 in Regency Node 6. Up to six teams of four users each compete for prizes and to demonstrate they can think without cyber enhancements. Sign up at Registration and read the full rules there.

The Enemy Within launches Sunday at 14:00 in Regency Node 3. Six contestants answer questions and guess which player has hacked the answer file before the game. Audience lurkers are encouraged to help identify the trojan.

Mass Media Show and Sell

The Net runs on content, and content derives from users with a passion to create. But passion alone is not enough; creators have to make a living. Our Art Show affords you the opportunity to support their continued creation by purchasing limited edition content.





Hours of operation are Friday: 12:00 to 18:00, Saturday: 10:00 to 19:00 and Sunday 10:00 to 14:00.

Items that generate three bids go to auction on Saturday night at 22:00 in Regency 2. The content is copy protected to prevent unauthorized duplications. 'Rents should be aware that we do not use censorware in the Art Show. Before granting access to 2nd-generation units, you may want to preview the area first.

RAVERS UNITE!

Hey Chummers, this sim ain't nothen but scam! They think they've got some hot \$#!& ICE, but that don't stop the Hax0r skillz of The 5A\| |)m/\N. And this lame yada-file isn't all that I've hacked. I've H-jacked some prime Node time/space and we're gonna PARTY!



So, my boostergang's gonna rock you with some Dances! Fri-night at 21:00 in the Ballroom will be the Fantasy Masquerade Ball. We're going old school Fan-boys, so come tricked out for the gig. Later, at 02:00 in the AM, we'll run the rig with the Late Night Dance. The Ballroom 5-7 Node has been such an easy slice, we were able to take it again on Saturday night. The Chiba city boys will be the runners of the Anime Dance at 22:00. Asian Techo-pop will be the upload of choice for all you Deckers. And if all this doesn't melt your wires, we'll be doing the Late Night Dance again at 00:00. Oh, and if any of you posers were thinking of going weasel to the staff, then I've got a couple of Razorboys that will send you off for some Deep Sleep.

The 5 A \| |) m /\ N

Charity Events

Even in the insular environment that is Necronomicon, we know life in the real world is still going on. There are those who work to benefit society, and we try to help them.

For several years now, we've supported a local group, Kids & Canines, who teach at-risk high school students to train service dogs. Their work enhances their social skills and academic performance, and the dogs go on to assist the disabled with their daily needs.

To benefit this worthy cause, our photographer Kent Akselsen has created a limited edition 15-month Necronomicon Calendar featuring costume photos taken at Necro 2006. These are on sale at the Photo Booth on Saturday for \$10 each. In addition, we are raffling two fabulous prizes at the Masquerade.



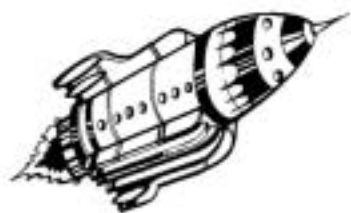
In Exile By Joanne Hall

The sequel to the Eppie
Finalist Fantasy novel
"Hierath" is now available from
www.epress-online.com

"A great story! Really, really
difficult putting this book down!
Very recommended to everyone,
particularly those who enjoyed
Hierath" -xanthein, Lulu.com

SCIENCE FICTION CONVENTION IN ORLANDO

OASIS 21



Writer
Guest of Honor
David Gerrold

Hotel Information

\$98/night, single-quad
through 4/30/08
Mention OASIS for rate

Sheraton Orlando Downtown
60 South Ivanhoe Blvd
Orlando, FL 32804
407-425-4455

3-Day Memberships:

\$25 until 1/1/08,
\$30 until 4/30/08,
\$35 at the door.

Make checks payable to:
OASFiS
P.O. Box 592905, Orlando,
FL 32859

Artist

Guest of Honor
Paul Vincenti

Filk

Guests of Honor
Bill Sutton &
Brenda Sutton

Plus the usual suspects...

Gaming by FRAG

Keep tuned to <http://www.oasfis.org>
for more guest announcements...

Panel s

Friday

3:00 PM

Regency 2

Best SF You Might Have Missed - Our panel recommends some of their favorite SF reads. -- *Boston, Ewing, McDevitt* -- Host: *Hatfield*

Regency 3

How to Build a Story I - Writer's workshop, part 1 of 3. Bring ideas, questions. -- Host: *Black*

4:00 PM

Regency 2

Choosing the Right Genre for You - Not sure where your story ideas fit? Get help from our panel. -- *Ludwigsen, Byers, Akers, Sabin* -- Host: *Jeffers*

Regency 3

What makes for compelling illustration? - How to involve your audience in the creative process. -- *A. Clark, Simon, Vincenti* -- Host: *Caldwell*

5:00 PM

Regency 2

Meet the Guests Q&A - Interview with our Guests of Honor -- *A. Clark, McDevitt, Goingback*-- Host: *May*

6:00 PM

Anime

Video Room

Waiting For Our 'Ship To Come In -- The good and bad points of emotional relationships between major characters. -- Host: *Mark D.*

7:00 PM

Regency 4-7

3rd Annual Cthulhu Memorial Eye Scream Social - Come, eat ice cream, visit our "yard sale."

9:00 PM

Regency 2

Movie One-Liners - Trivia game for movie buffs. -- Host: *Lung*

Regency 3

Karaoke - You know what this is. Come show off your talents. -- Host: *Wiener*

Regency 5-7

Fantasy Masquerade Ball - Dress as your favorite fantasy character and dance your cares away.

11:00 PM

Regency 2

Slash Fiction - It's not just Kirk/Spock anymore. (adult themes) -- Host: *Hicks*

12:00 AM

Regency 2

Open Filk - Singalong for everyone. -- Host: *Bruns*

Regency 5-7

Rocky Horror - The traditional midnight madness of Rocky.

2:00 AM

Regency 5-7

Late Night Dance - Didn't dance enough at the fantasy ball? Here's your chance to dance till the wee hours.

Saturday

10:00 AM

Regency 2

Where's My Darn Personal Jet Pack? - Why haven't we seen the gadgets SF promised the future (which is now) would bring? -- *S. Clark, McDevitt, Wysocki, Hatfield, Zahn* -- Host: *Caldwell*

Regency 3

American Indian Legends in Horror - How is native lore used and is it done well? -- *Logan, Benet, Goingback, Ewing* -- Host: *May*

Regency 5

Dark Poetry - Lines and rhymes to creep you out! -- *Simon, Malcohn, Deeley, Boston, Tallman* -- Host: *Ambrose*

Regency 7

Children's Program - Crafts, stories, costuming for kids and their parents. -- Host: *Hoffmann*

10:30 AM

Regency 6

Whose Line Is It? - Improvisation game; you know the one. -- Host: *Dryer*

- 11:00 AM
Regency 2 **How Can Science and Religion Coexist?** - Do science and religion have to be "enemies?" This could be quite lively. -- *MacDevitt, MacDougal, Chrissy McCoy, Conrad* -- Host: *Sabin*
- Regency 3 **Small press publishing: POD, E-Pub, Traditional Pub** - What benefits do they offer and how are they different from vanity presses? -- *G. Finkelstein, Ewing, Howdershelt, T. Finkelstein* -- Host: *Winn*
- Regency 5 **Best Sword & Sorcery You Might Have Missed** - Our panel recommends some of their favorite sword & sorcery reads. -- *Byers, Jeffers, L.Dwyer, Weston* -- Host: *Sharkey*
- 12:00 PM
Anime
Video Room **Avatar: The Last Airbender - The Panel** - A discussion of the characters and storyline up to now and speculation about where it's going. -- Host: *Mark D.*
- Regency 2 **The Best Horror You've Never Heard Of** - Our panel recommends some of their favorite horror reads. -- *Ludwigsen, Strand, Benet, Goingback* -- Host: *Rosamilia*
- Regency 3 **The Ins & Outs of E-books for Readers** - Learn what gadgets and software are out there to make e-books accessible to you. -- Host: *Nappier*
- Regency 5 **Alternative Arts** - It's not all drawing and painting, you know. Our artists will introduce you to other artistic media. -- *A. Clark, Jeffers, Cornett, Morrison* -- Host: *Conrad*
- Regency 6 **Voice Acting Workshop** - Professional actor Jeffrey Breslauer's short course in voice acting. -- *G. Finkelstein, T. Finkelstein* -- Host: *Breslauer*
- 1:00 PM
Galleria B **Hall Costume Parade** - Show off your duds for our hall costume judges and let the folks at the con get a look at your finery too. -- *Wells, Damewood* -- Host: *A. Morris*
- Regency 2 **Living La Vida Loca: the scientist's life** - What do scientists really do and how their lives are affected by their work. -- *K. Morris, Jackson, Wysocki, MacDougal* -- Host: *Caldwell*
- 1:00 PM
Regency 3 **How to Make Sure Your Manuscript Gets Rejected** - G.o.H. Jack McDevitt tells you what not to do if you want someone to take your manuscript seriously. -- Host: *McDevitt*
- Regency 5 **Crafting Believable Characters** - Find out how to make your characters "live." -- *Boston, Van Scoyoc, Akers, Joy, Weston* -- Host: *Sabin*
- 2:00 PM
Galleria B **Autographing Owl Goingback, Jack McDevitt**
- Regency 2 **Medieval Martial Arts** - Join the Tampa Fechtschule folks for a lesson in medieval combat. Be prepared to participate. -- Host: *Sharkey*
- Regency 3 **How to Build a Story II** - Writer's workshop, part 2 of 3. Bring ideas, questions. --- Host: *Black*
- Regency 5 **How Does the Artist Create a Work That Scares You?** - Artists discuss how their work can give you the creeps. -- *A. Clark, Conrad, Morrison, King* -- Host: *May*
- Regency 6 **Main Trivia** - Annual "Jeopardy" style trivia game. There's some new cool stuff this year. Come see. -- *Warren, Bruns, Dryer, Zahn* -- Host: *Jones*
- 3:00 PM
Anime
Video Room **Metrocon Panel** - Come find out all the info about Florida's largest anime convention. -- *Roy Harms, Mark D., TBA*
- Regency 3 **The possibility for true immortality** - Can medical science hold the grim reaper at bay? -- *Caldwell, Jackson, McDevitt, K.D. Morris* -- Host: *MacDougal*

- Regency 5 **Latex Costuming with Shara Smith** - Master costumer Shara Smith clues you in on how she makes a great costume. -- *Host: Smith*
- 4:00 PM
Regency 2 **Just What Is the Scientific Method?** - You don't just dive into an experiment. Our science guys tell you how research is really approached. -- *S. Clark, K Morris, K.D. Morris, Jackson, MacDougal* -- *Host: Pinsky*
- Regency 3 **Small press publishing: POD, E-Pub, Traditional Pub II** - What benefits do they offer and how are they different from vanity presses? -- *Chris McCoy, Nappier, Conrad, Savino, Chrissy McCoy* -- *Host: Boston*
- Regency 5 **Humor in SF & Horror** - How do you use humor to enhance horror and/or SF? -- *Ludwigsen, A. Clark, Strand, Breslauer* -- *Host: Hatfield*
- Regency 6 **Plague Knight Presentation** - Richard Lee Byers' story "The Plague Knight" is being translated to film: media presentation. -- *Byers--Host: Johnny Atomic*
- 5:00 PM
Regency 2 **Global warming, fact or fiction** - Who should you listen to? -- *Caldwell, Jackson, MacDougal* -- *Host: May*
- Regency 3 **Most Common Writing Mistakes** - How to avoid the boo-boos that just about everyone makes. -- *Logan, Benet, Savino, Akers, Weston* -- *Host: Hansen*
- Regency 5 **Alan Clark Reading** - Guest of Honor Alan Clark shares some of his written work with you. -- *Host: A. Clark*
- 6:00 PM
Regency 2-7 **Masquerade Set-Up** - Don't look behind the curtain.
- 7:30 PM
Regency 2-7 **Masquerade Seating** - Come on in, find a seat.
- 8:00 PM
Regency 2-7 **Masquerade** -The Costume contest. *Judges-- Morrison, Byers, Smith, Podolak-- Host: A. Morris*
- 10:00 PM
Regency 2 **Art Auction** - Auctions of items with three bids or more
- Regency 3 **SF Name That Tune** - Music trivia game. -- *Host: Harben*
- Regency 5-7 **Anime Dance** - Meet your fellow anime fans and dance to your favorite J-pop. --- *Host: AnimeMetro*
- 11:00 PM
Regency 3 **Open Filk** - Singalong for everyone. -- *Host: Bruns*
- 12:00 AM
Regency 5-7 **Late Night Dance** - Compete for the crown and then dance the night away.
- Regency 2 **Anime Wild Card Panel** - Talking about any and all aspects of Anime. -- *Host: Dmuchowski*

Sunday

- 10:00 AM
Regency 2 **Crafting Believable Characters** - Making your characters "live." -- *Tallman, G. Finkelstein, Logan, Breslauer-- Host: Hansen*
- Regency 3 **What Makes a Story Science Fiction, Not Fantasy?** - Anne McCaffrey says her dragon books are SF but they read like fantasy--how do you know the difference? -- *Caldwell, S. Clark, McDevitt, Conrad* -- *Host: Caldwell*
- Regency 5 **The Joys and Sorrows of Art Illustration** - Artists tell you about putting someone's written ideas into their visual form.-- *A. Clark, King, Deeley, Atomic* -- *Host: Simon*
- Regency 6 **Post Apocalyptic Themes in SF** - Does the end of life as we know it have to be all doom and gloom? -- *Hatfield, Pinsky, Ewing, Zahn* -- *Host: May*

- 11:00 AM
Regency 2 **Ethical versus Non-ethical research** - It's not just about stem cells. Learn what the ethical guidelines for research are. -- *S. Clark, K. Morris, K.D. Morris* -- Host: *Jackson*
- Regency 3 **Writing the One Damn Thing After Another Story** - How writers keep the action going and going and going... -- *Byers, Savino, Strand, Van Scoyoc* -- Host: *Hatfield*
- Regency 5 **Where Have All the Conventions Gone?** - Are SF conventions an endangered breed? What is the changing face of Fandom? -- Host: *Hicks*
- Regency 7 **Where Has the Sense of Wonder in SF Gone?** - Why aren't we seeing the stories that made our hearts glad when we were young? -- *Ludwigsen, A. Clark, Logan, McDevitt* -- Host: *Winn*
- 11:30 AM
Regency 6 **Whose Line Is It?** - Improvisation game--you know the one-second chance to join the fun. -- *Breslauer* -- Host: *Dryer*
- 12:00 PM
Regency 2 **Medieval Martial Arts** - Tampa Fechschule folks teach you medieval combat. You can and should participate. -- Host: *Sharkey*
- Regency 3 **Poisoning the Planet** - How we are creating our own doomsday scenario. -- *Caldwell, Cornett, Goingback*, -- Host: *May*
- Regency 5 **Manuscript Mechanics: What You Need to Know** - Form does matter. Learning how to get your manuscript into shape. -- *Hansen, Sabin, Strand, Chris McCoy* -- Host: *Benet*
- Regency 7 **How to Build a Story III** - Writer's workshop -- Host: *Black*
- 1:00 PM
Galleria B **Autographing** -- *Alan Clark, Jack McDevitt, Timothy Zahn*
- Regency 3 **Writing Villains Readers Love to Hate** - How writers make the bad guys look good. -- *Byers, G. Finkelstein, Logan, Goingback* -- Host: *Winn*
- Regency 5 **How Artists Look at The World** - Do artists see things differently than the rest of us? Let's find out. -- *Vincenti, Deeley, Cornett, King* -- Host: *Jeffers*
- Regency 6 **Paranormal Research** - We have ghost hunters right here in the Tampa Bay area. Find out how they do their stuff. -- Host: *Stark*
- Regency 7 **Can Anyone do Anything New With Vampires and Werewolves?** - Are there just too many cliché's now to be able to surprise anyone? -- *Joy, Nappier, Chris McCoy, Chrissy McCoy, Rosamilia* -- Host: *Benet*
- 2:00 PM
Regency 2 **Why We Love RPGs** - Gamers and game writers give you their view. -- *Chris McCoy, Chrissy McCoy*, -- Host: *Winn*
- Regency 3 **The Enemy Within** - Trivia game with a twist--someone is cheating and you have to find out who it is. -- Host: *Dryer*
- Regency 5 **The Mystery Story in SF, Horror and Fantasy** - Everyone loves a whodunnit. How do writers put the mystery into other genres? -- *Byers, Van Scoyoc, McDevitt, Tallman, Rosamilia* -- Host: *May*
- Regency 6 **Danse Macabre** - Renaissance depictions of death and the paranormal. (adult themes) -- Host: *Stark*
- Regency 7 **Costuming Tips & Tricks** - Our master costumers tell you how you can make great costumes too. -- *Damewood, Atomic, Smith, Cornett* -- Host: *Conrad*
- 3:00 PM
Galleria B **Presentation of Check to Kids & Canines** -- Host: *A. Morris*
- Regency 2 **Open Filk** - Singalong for everyone. -- Host: *Bruns*
- 4:00 AM
Shutdown

See you 10/10/08, for Necronomicon '08! End of Line.

SOULGEEK.COM is the Premiere Cyber-Home for Fan-Gals and Fan-Guys who love all things Science Fiction, Horror, Fantasy and Animation!

Create Personals
Q&A's With Industry Gurus
Audio/Video/Text Chatrooms & IM
Categorized News Pages

Forums
Unlimited Member Searches
Search & Post Fan-Fic
Host Your Own Searchable Blog

Create Up To 400 Galleries For Your Fan-Art & Con Pics!!!



FIND YOUR SOUL GEEK AT...

SOULGEEK.COM

Where The Passion of Fandom Thrives

And it's all only a few mouse clicks away, PLUS Basic Membership is FREE, so what the frak are you waiting for? Become a Soul Geek today!

Thar be Treasures to
Plunder in a...

Brave Knowne World_{LLC}

Whether ye be a seriously devoted
Re-Enactor, a Con go-er, or dock
yer ship at Renaissance/Pirate
Festivals & Faires,
Hats to Boots

BKW is Thee Outfitter for You & yer Crew!

Garb for	Historically Accurate
Men & Women	Ready-Made &
of ALL Sizes!	Custom Orders
	High Quality
	Handmade in the USA

www.braveknowneworld.com