

FARPOINT

2019



Farpoint Rules and Policies

Convention Memberships:

1. Farpoint is a public event and will take place regardless of weather or travel conditions. Memberships are non-refundable. Members may re-sell memberships privately, with notice to Farpoint of the registration name change.
2. Seating is on a first-come, first-served basis in all programming rooms. There is disabled member and VIP (guests and staff) seating available in the ballroom. Please observe all reserved signs for these seats.
3. Purchase of a convention membership does not guarantee a guest's autograph. Members are responsible for attending the scheduled autograph session(s) and/or visiting the guest's signing station to secure a guest's autograph.
4. You must wear your Farpoint membership badge to gain admittance to all public convention areas. Badges are non-transferable. Lost badges will be replaced for a \$20.00 fee with proper photo identification.

Hotel:

1. Causing a disruption in any part of the hotel (rooms or convention areas) is grounds for expulsion without a refund from the convention.
2. All smoking is prohibited in the hotel (tobacco products, e-cigarettes and "vaping"). Members should use designated smoking areas outside the hotel.
3. Only Americans With Disabilities Act (ADA) service animals are allowed in the convention center, although the hotel allows guests to bring animals to their hotel rooms. The ADA allows for trained service animals to accompany their matched partner in a place of business. Per the ADA, service animals are: (a) individually trained animals matched with a specific disabled person to perform assistance tasks for that person; and (b) working animals, not pets. The following animals are not considered service animals per the ADA and are not allowed in the convention center: (a) household pets; (b) animals in training to be service animals who are not accompanying their matched partner; and (c) animals used for emotional support or easing anxiety. This rule also applies to Search and Rescue (SAR) animals in training. A SAR animal is trained in public at either organized training events or only after permission is granted by the owners of the public premises for the training to take place. The hotel will not grant such permission unless the public event is an SAR training event or demonstration, which Farpoint is not.

Conduct:

1. Farpoint is dedicated to providing a welcoming experience for all regardless of gender, gender identity and expression, sexual orientation, disability, physical appearance, body size, race, age or religion. We do not tolerate harassment of members in any form. Overtly sexual imagery and language is not appropriate except during events or panels specified as covering topics that are open only to members over 18 years of age. Members violating these rules may be expelled from Farpoint without a refund at the discretion of the co-chairs and/or committee.
2. Convention attendees are expected to follow Maryland's Drug and Alcohol Abuse laws. The drinking age in Maryland is 21. Violation of these laws will result in immediate expulsion from the convention. Alcohol purchased in the hotel bar or restaurant may be brought into convention spaces. Alcohol purchased outside the hotel must be consumed in the privacy of the attendee's room.

3. Parents are responsible for the behavior of their minor children. Farpoint reserves the right to ask that the parent accompany the child at all times when in convention areas if a child is seen behaving in a disruptive manner or in a way that might cause harm to themselves or others.
4. Members should be aware that convention activities are often videotaped or photographed by other members and the press. The photographer should ask for your permission prior to taping or photographing you at the convention. Members should be aware that they may appear in the background of someone else's video or photo and are responsible for notifying the particular photographer if they do not wish to be included in the image.
5. Celebrity guests' contracts may prohibit videotaping of their stage appearance. An announcement will be made from the stage prior to the celebrity's appearance. Videotaping of other programming events is subject to the approval of the person(s) on stage.
6. Video and still cameras may not be used to capture images in the Art Show or Dealers Rooms.
7. Requesting a guest's personal information is considered a privacy violation and is grounds for expulsion from the convention. Examples include a member asking a guest for their hotel room number, travel itinerary or other contact information that the guest considers private.
8. On-stage presentations of gifts or awards to or by any member or guest must be pre-approved by the Farpoint co-chairs. Making a presentation without this approval is grounds for expulsion from the convention.
9. No gunplay or swordplay is allowed at any time unless it is taking place at a demonstration event scheduled by the convention. All weapons must remain holstered or sheathed. Staff members may ask to inspect your weapon to verify it is a prop. When this happens, your weapon will be marked with a removable marker, such as a zip tie, to identify that the inspection has occurred. Items considered weapons include but are not limited to: paint ball or splatter guns; prop, blank or cap guns; laser tag guns; swords, lightsabers and similar articles with edges, blades and/or projectile capability. Laser target designators or laser pointers are not allowed in the convention areas (except as used by guest speakers during a presentation) as they can cause injury if not used properly.

We work to keep the content of our programming at Farpoint Convention friendly to all ages - young fans, teens and adults. However, in the course of active discussion, topics may stray into areas parents or guardians may not wish their children to participate in. It is ultimately the parent/guardian's responsibility to monitor the program events their children attend and to remove the child from any discussions they do not wish their children to participate in.

Panel Information is accurate as of publication. Please check the Schedule Insert, Room Notices, and Online Guide for any changes.



Welcome to Farpoint 2019

Welcome to Farpoint Convention 2019!

Science fiction fandom is a real-life example of the Star Trek philosophy of Infinite Diversity in Infinite Combinations (IDIC). Coming together at conventions is a way to keep in touch with friends and learn from each other while also having fun. We are happy to see you at our 26th Farpoint Convention and hope you have a wonderful time this weekend. It is important to us that every one of our members feels safe and secure while they are with us. Stop by our Information and Helpers desk if you have any questions or require assistance during the weekend.

We are thrilled to welcome Wallace Shawn and Maurice LaMarche to their first Farpoint Convention and Rob Paulsen to his second. They and all of our guests will be available throughout the weekend to meet with our convention members. There are activities of all kinds happening this weekend: panel discussions, games, costuming, films, live performances, dancing, singing & more. Stop by our art show and dealers room to pick up that perfect addition to your collection. Take a break in the con suite and enjoy a snack. Learn something new at a science presentation, writing workshop or costuming workshop. Activities debuting at this year's Farpoint include our first-ever Escape Room and an expanded costuming/cosplay track that includes a contest for dressing up your favorite stuffed friends. We hope you enjoy yourself at the activities you choose to participate in and invite you to consider submitting ideas for activities at future conventions. Our best ideas come from our members and we love to include you in our programs.

Thank you for supporting your friendly neighborhood Farpoint Convention!

*Sincerely,
Sharon VanBlarcom & Sandra Zier-Teitler
Farpoint Convention co-chairs*

OLD TRADITIONS NEW VOICES NEW IDEAS

Performing Live
Friday Night
8:25 PM
Valley Ballroom

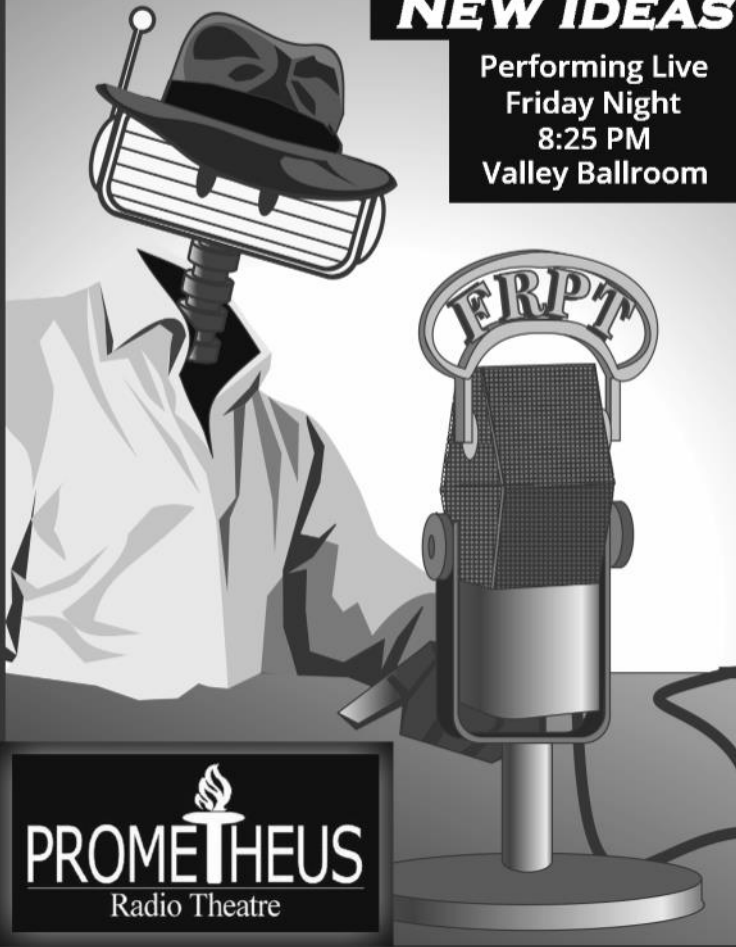


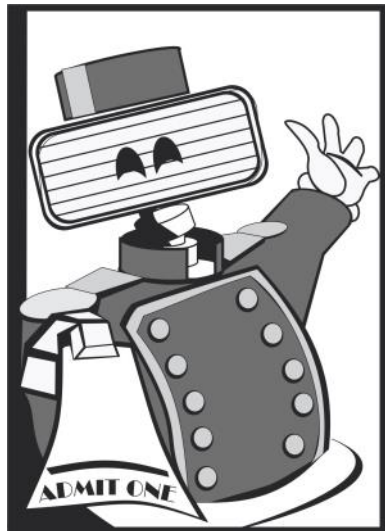
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Farpoint 2019 Committee

Lew Aide
Betsy Childs
Karen Donnelly
Tom Donnelly
Jackie Green
Eta Hack
Laura Inglis
Jaime Lancaster
George Laurence
Ann Lesnik
Stephen Lesnik
Heather Mikkelsen
Kat Nichols
Zan Rosin

Brian Sarcinelli
John Scheeler
Jennifer Stultz
Cyndi Van Blarcom
Sharon Van Blarcom
Tim Van Blarcom
Christian Wilson
Ethan Wilson
Renee Wilson
Steve Wilson
Cindy Woods
Sarah Yaworsky
Sandy Zier-Teitler



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Kathy Gonzales
Peter Gonzales
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Jessica Headlee
Jennifer Hill
Aaron Jarvis
Penny Jarvis
Becky Jarvis-Stockhausen
Stephanie Kiss
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Sandy Kratzer
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Jill Peters
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Ellery Rhodes
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Cindy Shockey
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Christopher Smith
Conrad Stockhausen
Dawn Stone
Dr. Barbara J. Thompson
Matt Thorpe
John Van Blarcom
Tish Wells
Albert Yokum

Farpoint Lifetime Members

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Lewis G. Aide
De Baisch
Diane Baron
Andrew Bergstrom
Laura Bergstrom
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T. Alan Chafin
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Maureen Connolly
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Paula Palmer
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Harvey Roberts
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Anthony Rowley
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Sinya Schaeffer
Eli Senter
Micah Strehlen Senter
Molly Strehlen Senter
Paige Strehlen Senter
Chris Shockey
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Mike Sullivan
June Swords
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Cyndi VanBlarcom
Sharon VanBlarcom
Tim VanBlarcom
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Russell Volker, Sr.
Howard Weinstein
Christian Wilson
Ethan Wilson
Renee Wilson
Steve Wilson
Cindy Woods
Greg Woods
Lance Woods
Sandra Zier-Teitler
† Deceased

Farpoint 2019 Staff-In-Training

William Books
Hunter Jarvis
Layla Shockey

Liam Thorpe
Molly Thorpe



THE ROGERS REVUE is the online magazine dedicated to entertainment news, reviews & interviews in the DMV (District of Columbia, Maryland & Northern Virginia).

It's our mission to explore all that this area has to offer in the world of entertainment. We cover the latest in movies, music, theatre, concerts & more. If it's newsworthy, we'll cover it. No matter if we are the spectators on the sidelines, movie watchers in the theatre or the reporter interviewing the artist – The Rogers Revue is the place.

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THE ROGERS REVUE

THE ENTERTAINMENT CAPITAL

Guest Biographies

Wallace Shawn

Wallace Shawn has appeared in various films, including four directed by Louis Malle, including *My Dinner with Andre* and *Vanya on 42nd Street*, and five directed by Woody Allen, including *Manhattan* and *Radio Days*. He also appeared in Amy Heckerling's *Clueless* and *Vamps*, Paul Bartel's *Scenes from the Class Struggle in Beverly Hills*, Alan Rudolph's *The Moderns*, Tom Noonan's *The Wife*, Rob Reiner's *The Princess Bride*, Patricia Rozema's *Kit Kittredge*, Richard Ayoad's *The Double*, and Paul Weitz's *Admission*.

He played the title role in *A Master Builder*, directed by Jonathan Demme. He is the voice of Rex in *Toy Story*, *Toy Story 2*, and *Toy Story 3*. He recently appeared on television in *The Marvelous Mrs. Maisel*, *The Good Fight*, *She's Gotta Have It*, and *Mr. Robot*, and has had recurring roles in the television shows *The Cosby Show*, *Murphy Brown*, *The L Word*, *Star Trek: Deep Space Nine*, *Gossip Girl*, *The Good Wife*, *Mozart in the Jungle*, and *Young Sheldon*.

On stage he has appeared in his own plays *The Hotel Play*, *The Fever*, *Aunt Dan and Lemon*, *The Designated Mourner*, *Grasses of a Thousand Colors* and *Evening at the Talk House* (both at The National Theatre in London and at The New Group in New York). Shawn's plays are published by TCG Books and Grove Press, and his books, *Essays* and *Night Thoughts* are published by Haymarket Books.



Danielle Ackley-McPhail

Award-winning author and editor Danielle Ackley-McPhail has worked both sides of the publishing industry for longer than she cares to admit. In 2014 she joined forces with husband Mike McPhail and friend Greg Schauer to form her own publishing house, eSpec Books (www.especbooks.com).

Her published works include six novels, *Yesterday's Dreams*, *Tomorrow's Memories*, *Today's Promise*, *The Halfling's Court*, *The Redcaps' Queen*, and *Baba Ali and the Clockwork Djinn*, written with Day Al-Mohamed. She is also the author of the solo collections *A Legacy of Stars*, *Consigned to the Sea*, *Flash in the Can*, and *Transcendence*, the non-fiction writers' guide, *The Literary Handyman*, and is the senior editor of the *Bad-Ass Faeries* anthology series, *Gaslight & Grimm*, *Dragon's Lure*, and *In an Iron Cage*. Her short stories are included in numerous other anthologies and collections.

She is a member of Broad Universe, a writer's organization focusing on promoting the works of women authors in the speculative genres. In addition to her literary acclaim, she crafts and sells original costume horns under the moniker The Hornie Lady, and homemade flavor-infused candied ginger under the brand of Ginger KICK! at literary conventions, on commission, and wholesale.

Danielle lives in New Jersey with husband and fellow writer, Mike McPhail and three extremely spoiled cats. Find her at www.sidhenadaire.com, Twitter (@DMcPhail) and Facebook (/danielle.ackleymcphail, /TheHornieLady, and /TheGingerKICK).



Rigel Ailur

Rigel Ailur has published twenty-two novels and novellas in numerous genres ranging from science fiction to romance, fantasy to mystery, futuristic to historical. Her work includes several ongoing series such as the *Lady Pirates*, *The Angel Cats Collection*, *The Vagabonds' Adventures*, and *The Patel Family Chronicles*. The author of over eighty short stories, Rigel wrote for the *Star Trek Strange New Worlds 10* anthology and for the *Shadowrun Seattle 2072* sourcebook. Online,

she's published "Azencer", a Tales of Mimion supershort piece of flash fiction at Daily Science Fiction, and "Deadly Hauntings" at Story Portals (storyportals.com). "Honoring Debts" appeared in *Spies and Heroes* from S & H Publishing. She wrote "Im Offene Anblick Verrecken" in German. It's currently the only version available until she translates it to English. Rigel's most recent novel will debut at Farpoint. She is currently working on several projects including *Aftermath*, book three in the *Sorcery and Steel* series co-written with Laura Ware.



Derek Tyler Attico

Derek Tyler Attico has been a filmmaker, screenwriter, and cable-TV production editor. A two-time winner of the *Star Trek Strange New Worlds* anthology, Derek is always considering where humanity has been while contemplating our future. Derek lives in New York City where he has escaped the captivity of the corporate world and is now loose on the plains of imagination with his weapons of choice -- a pen and a camera.



T. Eric Bakutis

T. Eric Bakutis is an author and professional videogame designer based in Maryland. He is still flabbergasted his story, "Splitting Arrows", won the Farpoint Short Story contest in 2018, and immensely grateful to everyone who voted. His first adventure fantasy, *Glyphbinder* (set in the same universe as "Splitting Arrows"), was a finalist for the 2014 Compton Crook Award, with two more books (*Demonkin* and *Bloodmender*) rounding out his first fantasy trilogy. His "grimsmark" sci-fi thriller, *Supremacy's Shadow*, is now available, and you can read the first four episodes of his cyberpunk police procedural, *Loose Circuit*, for free at loose-circuit.com. You can also find all of his published fiction, short and long, at www.tebakutis.com.

Eric is heavily invested in virtual reality and is a regular visitor to the nascent metaverse of VRChat (the first step toward the world seen in *Ready Player One!*) where he built his own space station and still putters around inside it. He is a frequent contributor to one of the first talk shows in virtual reality, *Endgame*, and also writes

book reviews and VR-centric articles for The Fantasy Hive. He is convinced that virtual and augmented reality will be a huge part of our future and will happily talk your ear off as to why.



Diane Lee Baron

Diane Lee Baron is the author of *Gal Wonder*, her first novel, published in 2017 by FireBringer Press. This contemporary novel tells the story of a kindergarten teacher who becomes obsessed with her memories of the 1966 television *Batman* show and how all her friends indulge her in her quest to meet Adam West. Diane is currently entering the realm of science fiction as she works on her alien invasion novel, *When the Skies Fell*. Diane is debuting her new book, *The Fandom Fifty: 50+ Fascinating People of the Maryland Science Fiction Conventions*, at Shore Leave 2019. This exciting new project includes interviews of committee members, authors, artists, costumers, techies, superfans, entertainers and more from the Farpoint, Shore Leave and Balticon conventions. Diane teaches students having visual impairments in Montgomery County and lives in Columbia, MD.



Dr. David A. Batchelor

Dr. David Batchelor earned his undergraduate B.S. in Physics from MIT and his Ph. D. in physics from University of North Carolina-Chapel Hill. The PhD dissertation was based on his research investigating solar flares as part of the science team for the NASA spacecraft Solar Maximum Mission. He later was hired by NASA and has been employed by the Goddard Space Flight Center in Greenbelt, MD, since 1988. He has performed scientific research in medical physics, and in astrophysics and elementary particle physics at NASA. He also managed educational web software development and joined in space mission proposal writing. He served as a Radiation Physicist (forecasting the solar and cosmic radiation doses that may be encountered by NASA astronomy and Earth science satellites, space probes, and manned space missions) from 2006 to the present. Currently he is performing sys-

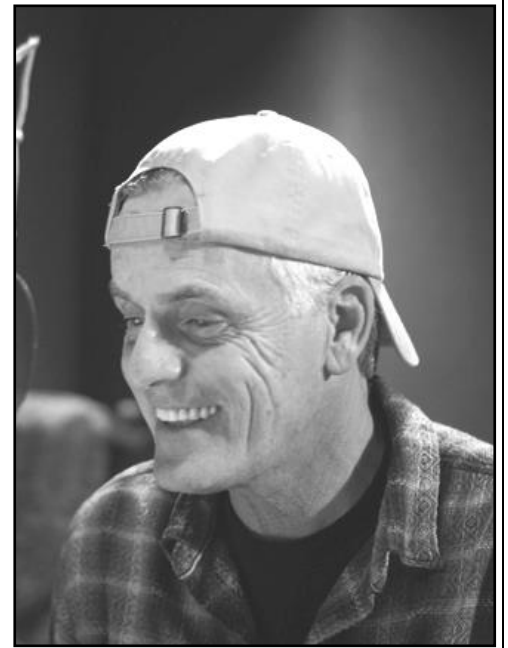
Guest Biographies

Rob Paulsen

Originally from Detroit, Michigan, Emmy-award winner Rob Paulsen aspired to be a professional hockey player. Acting was just something to “fall back on”. Rob has voiced beloved characters in several iconic series (Yakko Warner, *Ani-maniacs* and Carl Wheezer, *Jimmy Neutron*, *Boy Genius*), but may be best known to animation fans the world over as boisterous and energetic lab mouse Pinky in *Steven Spielberg Presents Pinky and The Brain* and *Pinky, Elmyra, and The Brain*. Rob has also had the unique opportunity going full circle with the *Teenage Mutant Ninja Turtles* animated series; having voiced Raphael in the original, he is now voicing Donatello in Nickelodeon’s *TMNT*.

With over 2,000 half-hours of animation to his credit, Rob’s versatility shines in his starring roles as the voices of Yakko, Dr. Scratch’N’Sniff and Pinky in various Warner Brothers shows. Currently, he can be heard as Peck (*Back at the Barnyard*), Birdbrain (*T.U.F.F. Puppy*), Jack Fenton (*Danny Phantom*), Mark Chang (*Fairly Odd Parents*) and others on Nickelodeon, as well as Disney projects including *The Little Mermaid III*; *Ariel’s Beginning*, Jacques and the Grand Duke (*Cinderella*) and Bobble (*Tinkerbell DVD series*). For young fans of *Play House Disney*, Rob voices Al (*Can You Teach My Alligator Manners?*), Ze Fronk (*Tasty Time with Ze Fronk*), and Toodles (*Mickey Mouse Clubhouse*). His many on-camera include *Body Double*, *Stewardess School*, *Eyes of Fire*, *The Perfect Match*, and *Warlock* and guest star roles on *MacGyver* and *St. Elsewhere*. As one of the most sought-after voices for commercials, his over 1000 credits include the voice of Mr. Opportunity (Honda, 2004-2010). Rob also hosts the *Talkin’ Toons* podcast (robpaulsenlive.com and iTunes).

Passionate about giving back, Rob supports Operation Smile, The Wounded Warriors Project, cancer and muscular dystrophy research, and other charitable organizations. A certified “gearhead”, Rob is also passionate about sports cars and motorcycles and an avid golfer. He still laces up the ole skates every now and then to scratch that hockey itch. Rob spends the majority of his free time with his wife, Parrish, son Ash, and two Yorkshire terriers, Pooshie and Tala.



tems engineering for planned NASA space missions. He also has served as an adjunct Associate Professor at the University of Maryland University College, where he taught “Introduction to Physical Sciences” for six semesters.

His article “The Science in Star Trek” is the most-read article about its topic on the Internet and has been widely republished. Consequently, he has been consulted on futurist topics by *Wired Online*, *The Economist*, *Star Trek Communicator*, *The San Francisco Chronicle*, *National Geographic Online*, *NBC Nightly News*, *Fortean Times*, and numerous other publications. In 2017 he was a Skype guest on the *Star Talk* television show, along with William Shatner. His first science fiction novel, *The Metalmark Contract*, was published in 2011 by Black Rose Writing, and he is currently working on the sequel. His second science fiction short story, “Welcome to the Singularity,” was published in the February 2018 issue of *Communications of the Association for Computing Machines*. He and his wife Laurie recently celebrated their 41st wedding anniversary. Laurie has worked at NASA Goddard for 20 years in astronomy and Earth science satellite data support for scientists. They have both been attending Cons since 1990. Be sure to check him out at www.amazon.com/David-Batchelor/e/B004XDMSQ/ref=dp_bylinecont_book_1



Dr. Charles Blue

Charles Blue is public information officer at the NRAO, and has nearly 30 years of experience communicating science, engineering, and technology. Charles has worked as the director of media services at the American Institute of Physics. He also served as the Writer/Editor for the National Science Foundation’s Directorate for Engineering

and the media relations specialist for the Thirty Meter Telescope Project.

Charles also served as public information officer for the National Academy of Engineering and public information coordinator for the American Geophysical Union. He also is an avid martial artist, sea chantey singer, and fitness instructor.



Dr. Arnold T. Blumberg

Dr. Arnold T. Blumberg is the “Doctor of the Dead” and “The MCU guru” – a world-renowned zombie expert and authority on the Marvel Cinematic Universe (he teaches courses in those and many other media subjects at the University of Baltimore). He spent 15 years in the comic book industry as writer and Editor of *The Overstreet Comic Book Price Guide* and curated a pop culture museum for five years.

In the space-time vortex, he’s the owner of ATB Publishing (*Doctor Who* essay collections *Outside In* and *Outside In 2*, *Star Trek* essay collections *Outside In Boldly Goes* and *Outside In Makes It So*, and the 700+-page tome on American *Doctor Who* fandom, *Red White and Who*), co-author of the *Howe’s Transcendental Toybox* guides to *Doctor Who* merchandise from Telos Publishing, designer of other Telos books including *The Target Book*, and writer of licensed *Doctor Who* stories “Stolen Days” in *Short Trips: How the Doctor Changed My Life* and “Mardi Gras Massacre” in *Short Trips: Indefinable Magic*. ATB titles in 2018 include *Outside In Takes a Stab on Buffy the Vampire Slayer*, and *Journey of the Living Dead: A Tribute to Fifty Years of Flesh Eaters*.

Speaking of the land of the undead, he co-authored *Zombieman* (one of the first exhaustive guides to zombie cinema) and appears in

film (*Doc of the Dead*, *The Walkers Among Us*), on TV, radio, and online venues, as well as contributing to books like *Triumph of the Walking Dead*; *Braaaaiinnnss!*: *From Academics to Zombies*; *The Undead and Theology* (which was nominated for a Stoker award), and *The Written Dead*.

His lectures on zombies, Jewish comic creators, superhero history, and other pop culture topics have been presented at various conventions and symposia, and his zombie- and horror-focused podcast, *Doctor of the Dead*, is available via iTunes and other podcast apps, and also available at BlogTalkRadio and doctorofthedead.com.



T A Chafin

T A Chafin is a computer professional who has been, at various times, a video store manager, painter, auto-plant worker, book store manager, janitor, library clerk, and a legal case administrator. He is a published photographer, a filker, an award-winning costumer and filmmaker, and has written for *Starlog*, *Analog*, and the *Star Trek* comic book and is the lead author of *The Unauthorized Nitpicker’s Guide to the SW Saga*. He has spent a total of 20 minutes in zero-gravity, helped design the adult training program at Space Camp, is a SCUBA diver with an advanced rating, and a world traveler who has visited 4 of the 7 continents and plans to visit them all. He has an appearance in the final *Pink 5* chapter and, since Stacy (Pink 5) is now canon in the *Star Wars* Legends Universe, doesn’t that make him canon as well?

Currently, he makes his living in the gambling community – on the house end, not as a player – and continues to lecture at conventions around

Guest Biographies

Maurice LaMarche

Voted "Most Likely To Be Someone Else" by his high school classmates, Maurice LaMarche has been doing character voices and impressions since his childhood. He started actually getting paid for it at the tender age of 19, when he began performing standup comedy at Toronto's "Yuk Yuk's" comedy club, launching his career at the same time as longtime friends Howie Mandel and Jim Carrey. After moving to Los Angeles in 1980, Maurice began a ten-year stint in standup touring as the opening act for such performers as Rodney Dangerfield, George Carlin, Kool & The Gang, and The Temptations/The Four Tops Tour. In 1985, Maurice began a second career in the wonderful world of animation voiceovers, finding himself cast as Chief Quimby (*Inspector Gadget*) and Egon Spengler (*The Real Ghostbusters*) in rapid succession.

The work has kept coming ever since; he has performed on over one hundred animated series, and been Emmy-nominated five times for voice acting: 1989, for the primetime politically satirical puppet show *D.C. Follies*; 1998 for playing The Brain in *Steven Spielberg Presents Pinky & The Brain* (winning ASIFA-Hollywood's Annie Award later that year); and 2011, 2012, and 2014 for Matt Groening's *Futurama* (where his 70+ recurring, and one-off characters include



Morbo The Newscaster, Calculon, The Donbot, Clamps, Hedonismbot, and Zapp Brannigan's long-suffering First Officer, Kif Kroker), winning the Primetime Emmy Award for Outstanding Voice-Over Performance in both 2011 and 2012

Maurice is known in the commercial world as the voice of Toucan Sam (spokesbird of Kellogg's Froot Loops cereal) since 1987, and he is especially proud to have been chosen in 2009 to be the signature Voice of Lexus. He can currently be heard voicing numerous characters on the Netflix hit animated series *Disenchantment*.

the country about *Star Wars*, *Doctor Who*, and a myriad of other genres.

YouTube at Professor Geek. Follow him on Twitter @MichaelCritzler and on Facebook at /AuthorMichaelCritzler

focused on civil rights and liberties. As an advocate for the LGBTQ community, she speaks on civil rights and volunteers at the Central PA LGBT Center as well as performing with the Central Pennsylvania Womyn's Chorus. She also volunteers with the charity group Central PA Avengers, a volunteer team of cosplayers who partner with nonprofits, libraries, and other charity groups to bring smiles to kids and adults alike.



Russ Colchamiro

Russ Colchamiro is the author of the rollicking space adventure *Crossline*, the zany SF/F backpacking comedy series *Finders Keepers (The Definitive Edition)*, *Genius de Milo*, and *Astropalooza*, and is editor of the new SF anthology *Love, Murder & Mayhem*, all with Crazy 8 Press.

Russ lives in New Jersey with his wife, two ninjas, and crazy dog Simon, who may in fact be an alien himself. Russ has also contributed to several other anthologies, including *Tales of the Crimson Keep*, *Pangaea*, *Altered States of the Union*, *Camelot 13*, *TV Gods 2*, *They Keep Killing Glenn*, and *Brave New Girls*.

Russ is now working on the first novel in a new series featuring his hardboiled private eye Angela Hardwicke, and the first of three collaborative novella projects. He is represented by The Zack Company. For more on and Russ's books, you can visit www.russcolchamiro.com, follow him on Twitter @AuthorDudeRuss, and 'like' his Facebook author page /RussColchamiroAuthor.



Michael Critzer

Michael is the author of *Heroic Inspirations*, an exploration of superhero stories and the life lessons we can draw from them. Michael's short fiction appears in a number of literary magazines and genre anthologies. As a cultural studies scholar, he

has presented at academic conferences on the cultural and psychological roles superheroes play in our society. To that end, he is the Professor Geek behind the so named YouTube channel and one of the hosts of podcasts *Superman Lives* and *Holy Roman Fanboys: The Geek Shall Inherit the Earth*. When all of that play is done, he teaches writing, rhetoric and American literature at James Madison University. Subscribe to him on



Jessica Crouse

Jessica Crouse is an actress, model, cosplayer, playwright, and LGBTQ activist. She is also the mother of a 6-year-old son. Jessica has her BA in Theatre from the University of Maryland. She has been cosplaying for about 5 years and uses her knowledge of costume design, makeup, and fx makeup to transform herself into her characters.



Michael D'Ambrosio

Michael, a resident of the Philadelphia area, has written eleven science fiction/fantasy/horror novels and two short stories published in the *TV Gods* series. His is best known for his *Fractured Time* trilogy that started his writing career. Since then, his projects have included the *Space Frontiers* series, the *Pain* series, *Night Creeps I and II*, and coming next year is *Space Truckers*, the first book in his new *Space Trucking* series. Michael has also adapted several of his novels to screenplays and hopes to see his tales on the big screen one day. Michael can often be found at conventions around the country, having participated in over 105 already. Look for more details on Michael's appearances and projects at fracturedtime.com.



Dame Dahlia Cosplay

Pam Smith (Dame Dahlia Cosplay) is a cosplayer from central Pennsylvania. She is originally from Dallas, Texas, and studied vocal performance at the University of North Texas focusing on opera and musical theater. She is a veteran of the United States Air Force and studied political science at Fort Hays State University where she



Kathleen O'Shea David

Kathleen O'Shea David started working with puppets when she was 2 and over 40 years later she is still "wiggling dolls" for fun and profit. Along the way she picked up a quite few more skills and careers.

She has done just about everything from cancer research to rock and roll. Some of her favorite jobs have been in puppetry, theater, and publishing. With her husband Peter David, she adapted the first four issues of the Japanese Manga *Negima*. She is a published writer with a *Doctor Who* story in the Big Finish anthology *Short Trips: Qualities of Leadership* among others. She worked on *Star Wars: The New Jedi Order* with Shelly Shapiro. She has had a number of short stories in published in various anthologies. Her costumes have won awards at various science fiction conventions both for performance and workmanship. She has also created costumes for film and stage. She is a former employee of the Center for Puppetry Arts in Atlanta. Her puppets are in collections all over the world. She created the series *Headcases* with her husband.



Peter David

Peter David is the husband of renowned puppeteer Kathleen O'Shea David and father to his very talented daughters. He has been known to dabble in fiction writing in his spare time.

Guest Biographies



Mary Louise Davie

Born in Scotch Plains, New Jersey, the daughter of a model/actress and dramatic English teacher and a famous musician, creativity was always present in Mary Louise's life. Reading at 3½, authoring a novella by 8, and a poet by 11: it was no surprise when she began writing sci fi, particularly with her interest in science. She started out a chemist, moved into technology, but all the time writing.

For her next chapter she became interested in giving science presentations, many about NASA, writing spec-scripts especially adaptations, promoting science and working with the March for Science.

Currently she is working on three documentaries, one in post-production and making the festival rounds in the spring titled *NAÏVE - a tale of Climate Change*. She has written the *Sanacion* series (*Sanacion the Black Hole Mission*, *Sanacion II We Are the Aliens*, and *Sanacion III Remnants of the Dome*). In her spare time she is editing her next novel, *Target Mars*, aiming for release in August 2019.



Keith R.A. DeCandido

Keith R.A. DeCandido has written fiction in more than thirty licensed universes from *Alien* to *Zorro*, including TV shows (*Star Trek*, *Supernatural*), movies (*Cars*, *Serenity*), games (*World of Warcraft*, *Dungeons & Dragons*), and comic books (*Spider-Man*, *Thor*). He's also written bunches of work of his own creation, taking place in the fictional cities of Cliff's End and Super City and in the somewhat real cities of New York and Key West.

Recent and upcoming work includes the *Alien* novel *Isolation*; serialized stories set in the world of the game *Summoner's War*; *Mermaid Precinct*, the fifth novel in his fantasy/police procedural series; the *Marvel's Tales of Asgard* trilogy (prose novels featuring Thor, Sif, and the Warriors Three); short stories in *Aliens: Bug Hunt*, *Nights of the Living Dead*, *TV Gods: Summer Programming*, *Mine!* and both volumes of *Baker Street Irregulars*; three new novellas in the *Super City Cops* series; and *A Furnace Sealed*, the first book in his new urban fantasy series that takes place in his home borough of the Bronx, New York. He writes regularly about pop culture for Tor.com and also on Patreon. His short story "Ganbatte" in *Joe Ledger: Unstoppable* won a Scribe Award for Best Short Story by the International Association of Media Tie-in Writers.

Keith is also a third-degree black belt in karate (he not only trains regularly, but also teaches to both kids and adults), a professional musician

(currently percussionist for Farpoint musical guests, Boogie Knights), and a professional editor of more than 25 years' standing to clients both personal and corporate. Find out less at his mediocre web site www.DeCandido.net.



Mary Fan

Mary Fan writes sci-fi/fantasy stories about intrepid heroines and far-off worlds. Her books include the Jane Colt sci-fi trilogy (comprising *Artificial Absolutes*, *Synthetic Illusions*, and *Virtual Shadows*), *Starswept* (YA sci-fi), and *Flynn Nightsider* and the *Edge of Evil* (YA dark fantasy). She is also the co-editor of the *Brave New Girls* anthologies about tech-savvy teen girls that aim to inspire more young women to enter science and technology careers. Her short stories have appeared in multiple anthologies, including *Love, Murder & Mayhem* (Crazy 8 Press), *Mine!* (ComicMix), and *Magic at Midnight* (Snowy Wings Publishing). Her next release will be *Stronger Than A Bronze Dragon* (Page Street Publishing), a YA adventure about a girl warrior who fights demons and evil automatons in a China-inspired steampunk fantasyland.

Visit her at maryfan.com, on Facebook at /mfanwriter, and Twitter and Instagram (@astralcolt).



Emily Finke

By training a forensic anthropologist, but by passion a science communicator. Emily Finke is happiest when she is in a creek, teaching 10-year-olds how to catch crayfish and look for tardigrades. Or at a convention, dressed up as Batgirl while talking about animal reproduction, entomophagy or superhero science. When she is not talking about science professionally, she is... well, still talking about science or social justice. Her main blog can be found at This View of Life. Find her online on Twitter @Seelix. Find her offline at the pub talking to strangers about how penguins don't live at the North Pole.



Kelli Fitzpatrick

Kelli Fitzpatrick is an author, educator, and community activist based in mid-Michigan. Her short story "The Sunwalkers" won the Strange New Worlds 2016 contest and is published by Simon and Schuster. She took 4th place in the 2016 international NYC Midnight Flash Fiction Challenge, 5th place in the 2017 Short Screenplay Challenge, and was the champion of the Spring 2018 Flash Fiction War. She has a *Star Trek* essay in *Outside In* Makes It So from ATB Publishing, an essay on *Blade Runner* in *The Cyberpunk Nexus* from Se-

quart, and an essay on *Battlestar Galactica* forthcoming. Her work has also appeared in *Flash Fiction Online* and *Authors Publish Magazine*. She advises a teen writing group and is an avid promoter of the arts. Kelli can be found at KelliFitzpatrick.com and @KelliFitzWrites.



Michael Jan Friedman

Michael Jan Friedman is the author of more than 70 books of fiction and non-fiction, about half of them set somewhere in the wilds of the *Star Trek* universe. In 1992 Friedman wrote *Reunion*, the first *Star Trek: The Next Generation* hardcover, which introduced the crew of the *Stargazer*, Captain Jean-Luc Picard's first command. Over the years, the popularity of *Reunion* has spawned a number of *Stargazer* stories in both prose and comic book formats, including a six-novel original series. Friedman has also written for the *Aliens*, *Predator*, *Wolf Man*, *Lois and Clark*, *DC Super Hero*, *Marvel Super Hero*, and *Wishbone* licensed book universes. Eleven of his book titles, including the autobiography *Hollywood Hulk Hogan* and *Ghost Hunting* (written with Syfy's *Ghost Hunters*), have appeared on the prestigious *New York Times* primary bestseller list, and his novel adaptation of the movie *Batman & Robin* was for a #1 best-selling book in Poland (really).

Friedman has worked at one time or another in network and cable television, radio, business magazines, and the comic book industry, in the process producing scripts for nearly 180 comic stories. Among his comic book credits is the *Darkstars* series from DC Comics, which he created with artist Larry Stroman, and the *Outlaws* limited series, which he created with artist Luke McDonnell. He also co-wrote the story for the acclaimed second-season *Star Trek: Voyager* episode "Resistance," which guest-starred Joel Grey. He can be found on Twitter @FriedmanMJ and on Facebook. As always, he advises readers that no matter how many Friedmans they know, he is probably not related to any of them.



Dave Galanter

Dave Galanter has authored (or co-authored with sometime collaborator Greg Brodeur) various *Star Trek* projects, including *ST: Voyager Battle Lines* and *The Next Generation duology Maximum Warp*. His solo projects include some short stories for the *ReDeus* series from Crazy 8 Press, several *Star Trek* short stories, novellas and novels, including the original series novel *Troublesome Minds*, as well as his latest classic *Trek* book, *Crisis of Consciousness*, which was published in May of 2015. Dave lives in Maryland with his wife and family. Tweet him @DaveGalanter.

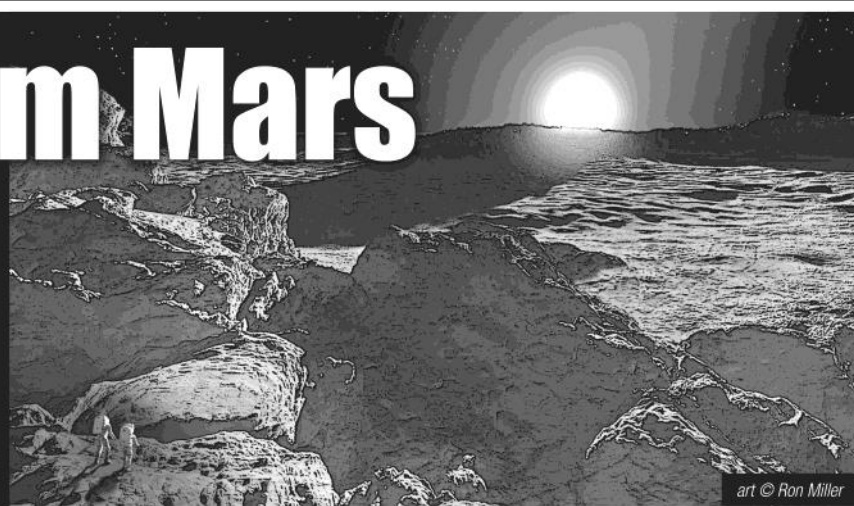
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art © Ron Miller

Guest Biographies



Allyn Gibson

The writer of Diamond Comic Distributor's monthly *PREVIEWS* catalog, Allyn Gibson writes about comic books, toys, and pop culture collectibles. He occasionally writes fiction, including "The Ginger Kid" in *ReDeus: Divine Tales* (Crazy 8 Press, 2012), a

tale of a pitching phenom and a long-suffering baseball team in a world where gods walk the Earth; the acclaimed *Star Trek* short story "Make-Believe" in *Star Trek: Constellations* (2006); and the *Doctor Who* short story "The Spindle of Necessity" in *Short Trips: The Quality of Leadership* (2008). He has also penned articles for *Star Trek Magazine*. Get the latest on Allyn's life and times at allyngibson.com.



Phil Giunta

A Pennsylvania resident, Phil Giunta graduated from Saint Joseph's University in Philadelphia with a Bachelor of Science in Information Systems back in the days when data was saved by chiseling it into stone. Phil continues to work in the IT industry, but honestly, he would love nothing more than to escape corporate America and open his own bait and tackle shop, or explore outer space in a starship, which might allow him to open a bait and tackle shop on another planet. At least he has a plan, but we digress....

Phil's novels include the paranormal mysteries *Testing the Prisoner*; *By Your Side*; and *Like Mother, Like Daughters*, the last published in 2018 (all by Firebringer Press). Phil's short stories appear in such anthologies as *A Plague of Shadows* from Smart Rhino Publications, *Beach Nights* from Cat & Mouse Press, the *ReDeus* mythology series from Crazy 8 Press, and the *Middle of Eternity* speculative fiction series, which he created and edited for Firebringer Press. As a member of the Greater Lehigh Valley Writers Group (GLVWG), Phil also penned stories and essays for *Write Here*, *Write Now* and *The Write Connections*, two of the group's annual anthologies. He also served as chairman of the 2015 Write Stuff writers conference in Bethlehem, PA. Visit Phil's website: philgiunta.com, Facebook: [/writerphilgiunta](https://www.facebook.com/writerphilgiunta), and

Twitter: [@philgiunta71](https://twitter.com/philgiunta71). You can listen to *Testing the Prisoner* and *By Your Side* for free at Scribl: scribl.com/browse?au=1017



Jennifer Glinzak

Jennifer Glinzak is a self-taught seamstress perpetually honing her craft and seeking projects to challenge and better her skills. She hopes to share the joy she has found by encouraging others to get involved with sewing, costuming, and cosplaying. She was elected President of the Northern Virginia chapter of the International Costumers Guild in September 2018. Find her online at jennieandnick.com/designer/ and follow her on Facebook at [/jenniferglinzak](https://www.facebook.com/jenniferglinzak).



Robert Greenberger

Robert Greenberger is a writer and editor. A lifelong fan of comic books, comic strips, science fiction and *Star Trek*, he drifted towards writing and editing, encouraged by his father and inspired by Superman's alter ego, Clark Kent.

While at SUNY-Binghamton, Greenberger wrote and edited for the college newspaper, *Pipe Dream*. Upon graduation, he worked for *Starlog Press* and, while there, created *Comics Scene*, the first nationally distributed magazine to focus on comic books, comic strips and animation.

In 1984, he joined DC Comics as an Assistant Editor, and went on to be an Editor before moving to Administration as Manager-Editorial Operations. He joined Gist Communications as a Producer before moving to Marvel Comics as its Director-Publishing Operations.

Greenberger rejoined DC in May 2002 as a Senior Editor-Collected Editions. He helped grow that department, introducing new formats and improving the editions' editorial content. In 2006, he joined *Weekly World News* as its Managing Editor until the paper's untimely demise. He then freelanced for an extensive client base including Platinum Studios, scifi.com, DC and Marvel. He helped revitalize *Famous Monsters of*

FilmLand and served as News Editor at ComicMix.com.

He is a member of the Science Fiction Writers of America and the International Association of Media Tie-In Writers. His novelization of *Hellboy II: The Golden Army* won the IAMTW's Scribe Award in 2009.

In 2012, he received his Master of Science in Education from University of Bridgeport and relocated to Maryland where he has taught High School English in Baltimore County. He completed his Master of Arts degree in Creative Writing & Literature for Educators at Fairleigh Dickinson University in 2016.

With others, he co-founded Crazy 8 Press, a digital press hub where he continues to write. His dozens of books, short stories, and essays cover the gamut from young adult nonfiction to original fiction. He's also one of the dozen authors using the penname Rowan Casey to write the *Veil Knights* urban fantasy series. His most recent works include *Captain America: The Never-Ending Battle* and *100 Greatest Moments of the Justice League* (out in June).

Bob teaches High School English at St. Vincent Pallotti High School in Laurel, MD. He and his wife Deborah reside in Howard County, Maryland. Find him at www.bobgreenberger.com or [@bobgreenberger](https://twitter.com/bobgreenberger).



J.L. Gribble

By day, J.L. Gribble is a professional medical editor. By night, she does freelance fiction editing in all genres, along with reading, playing video games, and occasionally even writing. She is currently working on the *Steel Empires* series for Dog Star

Books, the science-fiction/adventure imprint of Raw Dog Screaming Press. She is also the film review editor for SpeculativeChic.com. Previously, she was an editor for the *Far Worlds* anthology.

Gribble studied English at St. Mary's College of Maryland. She received her Master's degree in Writing Popular Fiction from Seton Hill University in Greensburg, Pennsylvania, where her debut novel *Steel Victory* was her thesis for the program.

2019 Volker/McChesney Award



The Farpoint Committee congratulates Dr. Inge Heyer, winner of the 2019 Volker/McChesney Award for Service to Fandom!

Inge is a well-known and respected supporter and promoter of *Star Trek* and science fiction fandom locally, regionally, nationally and internationally. She is a regular science track guest at many conventions, including Farpoint, ShoreLeave, Balticon, PhilCon, and Capclave, sharing her knowledge and experience from her work in astronomy and physics. Inge is the current co-chair of our sister convention, ShoreLeave, which just celebrated its 40th anniversary under her leadership.

Outside of her fandom work, Inge is a Visiting Assistant Professor/Senior Lecturer for Physics and Astronomy at Loyola University and can include the Space Telescope Science Institute and Johns Hopkins University as two of her past affiliations. She is interested in photography and martial arts and is an avid reader. Inge also collects *Star Trek* memorabilia and will often have the latest pieces from her collection with her at a convention for signing by guests and she will gladly show offer her new acquisitions to her friends.

Thank you, Inge, for your support, encouragement and friendship! Everyone at Farpoint Convention is proud to have someone like you in our corner.

Guest Biographies

She lives in Ellicott City, Maryland, with her husband and three vocal Siamese cats. Find her online at www.jlgribble.com, on Facebook at [/jlgribblewriter](https://www.facebook.com/jlgribblewriter), and on Twitter and Instagram @hannaedits.



Dr. Alexa Halford

As a child, I saw a butterfly in the North Woods of Wisconsin and I tried to stand very still. Everyone knew that butterflies had symmetric markings on their two wings. What I saw instead was that when it flapped its wings, it had four instead of two. That sense of discovery is what drove me into the sciences.

In my first year at College, my Prof. gave me a bunch of data and told me to find something interesting. When I showed him my results his response was "oh that's the aurora borealis, we already know about that". I may have been >50 years late for the credit of discovering the Aurora, but I was hooked. Since then I graduated with a BA and Honors in Math and Physics from Augsburg College in MN and received a Masters degree in Astrophysics and Planetary Sciences from the University of Colorado Boulder and a Ph.D. from the University of Newcastle Australia. I then went to Dartmouth College for a postdoc working on the Balloon Array for Relativistic Radiation Belt Electron Loss (BARREL) mission and continued this work as a contractor at NASA Goddard.

Currently, I am at the Aerospace Corporation continuing my work in space weather. Throughout my education, I have been lucky to work at NASA JPL looking at Uranus's moons and studying Saturn on the Cassini mission at the South West Research Institute. Today I stick a bit closer to home sticking to trying to better understand the Earth's magnetic field and its space weather phenomena.



Glenn Hauman

Glenn Hauman writes, edits, colors comics, designs websites, designs books, performs marriages, reaches things on high shelves, changes lightbulbs, bats right, sings baritone, snores loud, draws to inside straights, drinks too much DMD, and stays up waaay too late at night.

Having come to the grisly realization that the New York Observer called him a "young Turk of publishing" two decades ago, he now patiently awaits the sweet embrace of death - but not until all his enemies are vanquished. He looks forward to eventually publishing the book where this illustration comes from.

You can find out more at Glennhauman.com, going to ComicMix.com where he's the Chief Operating Officer (and incredibly proud of their anthology *Mine! A Celebration of Liberty and Freedom Benefiting Planned Parenthood*) or by looking at his Wikipedia page. No, really, someone wrote up an entry for him. He can't believe it either.



Dr. Inge Heyer

Inge Heyer, Ph.D., has spent decades developing a unique expertise in astronomy communications across a variety of settings, including college classrooms, K-12 schools, informal educational settings, professional scientific journalism, and science fiction venues.

Born and raised in Berlin, Germany, she completed her secondary education there before accepting a scholarship to attend Tenri University (Japan), where she studied Japanese. After later earning an undergraduate degree in Astronomy and Physics from Smith College, she earned a Master's degree in Astronomy from the University of Hawai'i at Manoa, and a Ph.D. in

Science Education from the University of Wyoming.

In addition to her professional work as senior data analyst at the Space Telescope Science Institute, Dr. Heyer also served as the public information officer at the Joint Astronomy Centre. She served as deputy press officer for the American Astronomical Society for many years. She has earned Shodan in both Judo and Karate, and serves as guest science blogger for Star-Trek.com.

Dr. Heyer currently teaches astronomy and physics at Loyola University Maryland and is co-author of six books, including the astronomy textbook *Investigating Astronomy*. And if you have ever wondered how those beautiful Hubble images got into science fiction series like *Babylon 5* and *Star Trek*, Inge is the troublemaker who instigated this. Visit her online at ingeheyer.com.



Larry K. Hubble

Larry K. Hubble has done Astrophotography for over 35 years. He has been published multiple times. His photos have appeared in *Astronomy Magazine*, *Sky & Tel*, *AL Leagues Reflector*, *Expanse Magazine*, *Night Sky Magazine* and others.

Larry has been a member in good standing of the Harford County Astronomical Society for over 37 years. He currently holds a position on the Board of Directors which directs Observatory Operations for The Harford Community College.



Heather Hutsell

Heather E. Hutsell began writing stories at age eleven. Her first - a murder mystery - won her an award through the Young Authors program, as did two more detective mysteries in as many years. Already set on becoming an author, she

published her first novella, *Awakening Alice* - a sequel to Lewis Carroll's *Alice in Wonderland* - in the collaborative work *Ghost on the Highway*, in 2006. She went on to self-publish an illustrated version of *Awakening Alice* along with its sequel, *A Ticket for Patience*, in 2007. A willing prisoner to her many muses, Heather has gone on to write and self-publish ten more novels, two novellas, and two short story collections. Her works include romantic horror, absurdist fiction, dystopian tales, fairytales gone awry, and a Steampunk mystery series known as *The Case Files*. She has also written two historical documentary series,

enjoys designing and constructing costumes, and is working toward her psychology degree.

Her blog and more information about her work can be found at heatherehutsell.com. Tweet her @Emprsslrukandji



Jazmine Cosplays

James 'Jay' Stilipec, a.k.a. 'Jazmine Cosplays,' is a non-binary, gender fluid cosplayer and Transgender Ambassador for LGBT HQ. Jay portrays strong female characters at conventions in the Maryland/Washington D.C. area, and they are

a panelist for various crossplay and LGBTQIA topics.

They are a member of the The Finest G.I. Joe Costume Club and was featured in their annual 'Girls of the Finest' calendar, which raised money for K9s for Warriors. They also work with Foundation 4 Heroes, a volunteer cosplay group that promotes the superhero in every child through doing the right thing, choosing healthy habits, and never being a bully. Jay is a 20-year U.S. Navy retiree who works in Maryland teaching entry-level military broadcast journalists of all the services.



Jay Justice

Jay Justice is a Jamaican-American cosplayer, editor, and advocate. Her work has been featured by Syfy, BBC America, and Marvel Comics, and she has been the inspiration for new characters in DC Comics and Boom Studios. Since 2009 she has

crafted over 70 costumes and created panels at conventions across the country on the topics of comics, gaming, diversity in media and costuming. As an outspoken POC, LGBTQIA+ and disability advocate, Jay is dedicated to creating lasting change within her community & inspiring others to do the same.



Dr. Rumen Kostadinov

Dr. Kostadinov's prime directive is to cure cancer. He performs experiments in the laboratory and works his computational programming magic to measure DNA changes in childhood leukemias. He enjoys science fiction both in print and on

the big screen: *Frankenstein*, *The Island of Dr. Moreau*, *Jurassic Park*, and many others that explore scientists gone mad and the consequences of their moral or immoral actions. Dr. Kostadinov is currently faculty in the pediatric oncology department at Johns Hopkins.

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Guest Biographies



Stephen Kozeniewski

Stephen Kozeniewski lives in Pennsylvania, the birthplace of the modern zombie. During his time as a Field Artillery officer he served for three years in Oklahoma and one in Iraq, where, due to what he assumes was a clerical error, he was awarded the Bronze Star. He is also a classically trained linguist, which sounds much more impressive than saying his bachelor's is in German. Check him out at his blog (manuscriptsburn.blogspot.com), Amazon (amazon.com/author/kozeniewski), Facebook (facebook.com/KozAuthor) and Twitter (@outfortune).



David Mack

David Mack is the award-winning and New York Times bestselling author of more than three dozen novels and numerous short works of science-fiction, fantasy, and adventure, including the *Star Trek Destiny* and *Cold Equations* trilogies.

Mack's writing credits span television (for episodes of *Star Trek: Deep Space Nine*), film, and comic books. His latest published works include the novels *Star Trek: Discovery - Desperate Hours*, *Star Trek Titan - Fortune of War*, and the just-released epic World War II fantasy adventure *The Midnight Front*, which is book one of his new *Dark Arts* series from Tor books.

His most recent work includes two new novels in the *Dark Arts* series, *The Iron Codex* (January 2019), a Cold War spy-thriller with black magick, and *The Shadow Commission* (June 2020), a 1960s-era conspiracy thriller and urban fantasy, both coming from Tor Books. Find him on Facebook

(TheDavidMack), Twitter (@DavidAlanMack), Amazon, and Goodreads.



D'Manda Martini

D'Manda Martini is a DC area Drag performer, cosplayer, theater artist, and the hostess of Eleanor's New Deal Cabaret. She is the current reigning Captain Green Lantern with LGBT HQ, the hub of everything gay at comic cons. Her favorite fandoms are *Wonder Woman*, *X-Men*, and *Star Wars*.



MSgt David McOwen

Master Sergeant David "McLovin" McOwen has served 23 years in the U.S. armed forces reserve, and the last 12 with the Air Force as an Aero-medical Evacuation Technician. His experience transporting sick and wounded civilians and Department of Defense personnel by air includes multiple operational channel missions and a deployment to Afghanistan.

His secret identity when not in uniform is as the mild-mannered (if overly sarcastic) Digital Media Developer for the Smithsonian Institution's National Museum of American History in Washington, DC.



Mike McPhail

Author and graphic artist Mike McPhail is member of the Military Writers Society of America; he is dedicated to helping his fellow service members (and those deserving civilians) in their efforts to become authors/editors/artists, as well as supporting related organization in their efforts

to help those "who have given their all for us." (milscifi.com)

His love of science, technology, and developing an understanding of the human condition play an important role in his writing, art, and game design, all of which are built upon his training as an aeronautical engineer and dreams of becoming a NASA mission specialist, balanced by his enlistment in the service.

In the late 80s he was involved in game design, namely the Martial Role-Playing Game (All'Arc MRPG), a manual-based, hardcore military science fiction adventure, set in his Alliance Archives universe; sections of which are being reissued under the title of *From The Archives* (FT'Arc) by AGM Publications, a division of eSpec Books, LLC., which he co-founded in 2014. (especbooks.com)

He is best known as the editor and illustrator of the award-winning *Defending The Future* series of military science fiction anthologies, which just celebrated its tenth anniversary with its *Best Of...* collection, and the continuation of the series. (defendingthefuture.com)

Visit him at mikemcphail.com.



Dr. Valerie J. Mikles

Valerie J. Mikles is a PhD astronomer who found a home at NOAA working on weather satellites. When not writing novels, she can be found at the community theater, acting, choreographing, costuming, or stage managing. She's also written and produced a series of comedic short films about asexuality, inspired by her own journey of self-discovery. Her motto in life is "I can be everything I want, just not all at the same time."

In Memoriam



Lee Warren
1949-2018

What can I say about Lee Warren? That he loved Star Trek? You all knew that already. That he loved to sing and dance and sing karaoke? Anyone who ever saw him at Vic's Place could have said the same. That he was fun, with a ready smile and a bad joke for everyone he met? That's common knowledge.

But Lee was so much more than that. He was a wonderful partner. We shared 25 years together and he could always make me smile, even when I didn't want to. He was a devoted son and brother. His brother was 18 years younger than he was and he taught him to love science and science fiction and that turned into a life-long love affair with the genre. He was a father, a fact almost no one knows.

Did you know Lee was a body builder? If you stop by Vic's Place and watch his memorial video you will be amazed at the young, buff, hunky guy you're going to see. Lee was a salesman his whole life but in high school he wanted to be a construction worker.

But I guess the most important thing about Lee was that he was a warm, loving, kind, friend and companion. And that he loved all of you so very much. And he will be sorely missed.

Rest well my love.

Chris Szverra

Guest Biographies



Dr. Timothy C. Miller

Dr. Miller is a member of the Principal Professional Staff at the Johns Hopkins University Applied Physics Lab in Laurel, MD, where he works on various NASA space and astrophysics projects. While hunting astrophysical neutrinos earlier in his

career, he traveled to the South Pole five times and to Greenland once. He also received a NIAC (NASA Innovative Advanced Concepts) grant to look at measuring the depth of the ice sheets on the moons of Jupiter and Saturn, a possible first step toward the search for life on such moons, by detecting the interactions of ultra-high energy neutrinos from an orbiting spacecraft. He's previously given presentations on his Antarctic astrophysics research at the World Science Fiction Convention.

For the past three years, he's been the Image Analysis Lead on NASA's DART (Double Asteroid Rendezvous Test) mission, set for launch in 2021 and a rendezvous with asteroid Didymos B in 2022. DART will be NASA's first test of planetary defense via kinetic deflection. Dr. Miller will tell us all about DART and NASA's planetary defense program in general, including contrasts between Hollywood versions of the concept and the soon-to-be real thing.



Marc Okrand

Marc Okrand devised the dialogue and coached the actors speaking the Klingon language heard in *Star Trek III: The Search For Spock*, *Star Trek V: The Final Frontier*, *Star Trek VI: The Undiscovered Country*, and *Star Trek Into Darkness*. He also created

the Atlantean language heard in the animated feature *Atlantis: The Lost Empire*. The Klingon language he developed has continued to be used in the later *Star Trek* TV series. In addition, he created the Vulcan dialogue for *Star Trek II: The Wrath of Khan* and *Star Trek III*, and both Vulcan and Romulan dialogue for 2009's *Star Trek*.

He is the author of *The Klingon Dictionary*, *The Klingon Way: A Warrior's Guide*, and *Klingon For the Galactic Traveler*. He did the translation for the Klingon opera 'u' that premiered in The Netherlands in 2010, as well as the expanded version of the opera's story in *paq'batlh: The Klingon Epic*.

He has degrees in linguistics from the Santa Cruz and Berkeley campuses of the University of

California and has conducted linguistic research as a postdoctoral fellow at the Smithsonian Institution in Washington, D.C. He is a member of the board of the theater company WSC Avant Bard in Arlington, Virginia, and is an associate producer of the documentary *Conlanging: The Art of Crafting Tongues* (conlangingfilm.com).



Jennifer R. Povey

Jennifer R. Povey is in her early forties, and lives in Northern Virginia with her husband. She writes a variety of speculative fiction, whilst following current affairs and occasionally indulging in horse riding and role-playing games. She has sold fiction to a number of markets including *Analog*, and written RPG supplements for several companies. Her latest novel, *Fallen Dark*, was released in the summer of 2017.

Visit her online at jenniferrpovey.com, jenniferrpovey.blogspot.com, and jenniferrpovey.tumblr.com.



L.G. Ransom

L.G. Ransom is a Young Adult Science Fiction writer and author of the *Sentinel Dawn* series with Caffeine and Ink Books. She was born in Miami, Florida but grew up living in various countries around the world – including England, Hungary, St. Martin, and Montserrat. L.G. is an avid science fiction fan (especially vintage *Star Wars*, *Sentai*, and *Star Trek*), who is geekily proud to say she was there for the original release of *Star Wars* back in 1977 (and a cosplayer way back when it was still a bit weird and not cool). Throughout her stories are hidden many "Easter Egg" nods to her favorite shows, characters, and actors.

L.G. is a black belt in Tae Kwon Do, a professional photographer and artist, a proud Lifetime Girl Scout, and a Hockey-mom-Pitbull-puppy (with lipstick). She is the mother of two (grownup... sort of) children, and a grand-aunt to four others. She lives in the suburbs of Washington DC with her husband, a precious senior-old-lady Cavalier King Charles Spaniel named Samantha, Mr. T the wonder-love-rescue cat, and the notoriously evil Momojojo (the demon ninja-cat from hell, whom nobody loves but L.G.).



Tony Ray

Tony Ray is a New York based actor, activist, costumer and model, with over a decade of experience as a public figure in the convention scene. His work can be seen on PBS, iO9, Time Out NY, and Marvel.com.

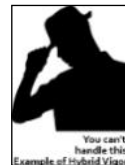


Dr. Seth Rittenhouse

Seth Rittenhouse is an Assistant Professor in the Physics Department at the United States Naval Academy in Annapolis Maryland. He received his Ph.D in Physics at the University of Colorado in 2009 where his dissertation work focused on collisions

between atoms and molecules at very low temperatures.

After a stint as a Postdoctoral Research Fellow at the Harvard-Smithsonian Center for Astrophysics and Harvard University Department of Physics, he taught at Western Washington University in Washington state before finally landing in Annapolis. Besides teaching and researching physics, he spends his time playing with electronics and watching terrible Netflix movies with his longtime partner and accomplice, Dr. Alexa Halford.



Rock Robertson

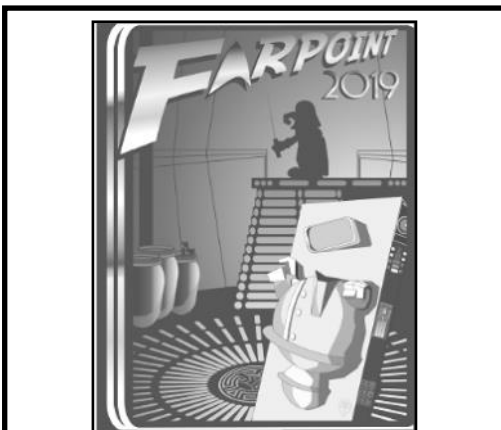
How to make a Rock Robertson: Mix two Adventure genomes (predominantly endurance-selected North African with a splash of European), decant in Asia and inoculate through Global Travel, ensuring at least four continents of pathogenic exposure. Introduce a disdain for blind Authority, while inculcating curiosity, Equanimity, loyalty, physicality and a Relentless pursuit of practical knowledge. Surround with literally peerless family and friend love and affection, seasoned with hardship, triumph and gratitude. Currently consulting in IT and Rapid Prototyping for a multinational, like something out of a science fiction novel.... Also a former President of PSFS, and a former Chair of Philcon.



Kenneth Rogers, Jr.

Kenneth is a member of the Rape Incest National Network (RAINN) Speaker's Bureau. Since 2010 he has been living and in Baltimore, Maryland, with his wife, Sarah, and two daughters, Mirus and Amare, and teaching 6-10th grade English. Kenneth has earned a master's degree in education from Johns Hopkins School of Education, ranked the number one school of education in the country. After growing up in Peoria, Illinois he graduated from Bowling Green State University in 2008 with a dual degree in Political Science and English.

His published works include *Thoughts in Italics*, a book of short stories ranging from speculative to science fiction; *Writing in the Margins*, a novel intertwining the characters of Jack Mueller and John Rubaker that makes the reader question what is reality and fiction; *Sequence* (winner,



Can you find the **Easter Eggs** in our cover?

Turn to page 28 to find out!

50+ interviews with the dedicated people on the Farpoint, Shore Leave and Balticon con scene

The FANDOM 50

Diane Lee Baron

"A fascinating behind-the-scenes extravaganza that will surprise you with the history, the humor, and the challenges involved in running conventions!"

Premiering at Shore Leave 2019 from Firebringer Press

Guest Biographies

Next Generation Book Award and NABE Pinnacle Achievement Book Award, both 2011), a dystopian sci-fi novel telling the story of Andrea Remus and Thomas Charon through the memories they are forced to relive when they are downloaded in the Pandora Complex computer to save the human race; the *Liturian* trilogy comprising *The Diary of Oliver Lee*, the story of Oliver, his ability to "stream" stories from the minds of those around him, and his search for the first couple he ever "streamed"; *Love and Fear*, the story of Kevin and his continued search for Oliver Lee and his possible future and fate; and *Infinite Truths and Impossible Lies*, the trilogy's finale; Kenneth's own story, *Raped Black Male: A Memoir*, exploring what it means to be a male rape survivor, overcoming stereotypes of what it means to be black and male, and the myth that men can't be raped; and the winner of the NABE Pinnacle Achievement Book Award and the Beverly Hills Book Award (both 2017), *Heroes, Villains, and Healing: A Guide for Male Survivors Using DC Superheroes and Villains*, which uses comic books and back research to help male survivors of child sexual abuse understand and heal from that trauma.



Aaron Rosenberg

Aaron Rosenberg is the author of the best-selling *DuckBob* series (consisting of *No Small Bills*, *Too Small for Tall*, and *Three Small Coinkydinks*), the *Dread Remora* space-opera series and, with David Niall Wilson, the *O.C.L.T.* occult thriller series. His tie-in work contains novels for *Star Trek*, *Warhammer*, *World of Warcraft*, *Stargate: Atlantis*, and *Eureka*. He has written children's books (including the original series *STEM Squad*

and *Pete and Penny's Pizza Puzzles*, the award-winning *Bandslam: The Junior Novel*, and the #1 best-selling 42: *The Jackie Robinson Story*), educational books on a variety of topics, and over seventy roleplaying games (such as the original games *Asylum*, *Spookshow*, and *Chosen*, work for White Wolf, *Wizards of the Coast*, *Fantasy Flight*, *Pinnacle*, and many others, and both the Origins Award-winning *Gamemastering Secrets* and the Gold ENnie-winning *Lure of the Lich Lord*). He is the co-creator of the *ReDeus* series, and a founding member of Crazy 8 Press.

Aaron lives in New York with his family. You can follow him online at gryphonrose.com, on Facebook @gryphonrose, and on Twitter @gryphonrose



Don Sakers

Don Sakers was launched the same month as Sputnik One, so it was perhaps inevitable that he should become a science fiction writer. A Navy brat by birth, he spent his childhood in such far-off lands as Japan, Scotland, Hawaii, and California. In California, rather like a latter-day Mowgli, he was raised by dogs.

As a writer and editor, he has explored the thoughts of sapient trees (*The Leaves of October*), brought ghosts to life (*Carmen Miranda's Ghost is Haunting Space Station Three*, Baen 1989), and beaten the "Cold Equations" scenario ("The Cold Solution," *Analog* 7/91, voted best short story of the year.)

Since 2009 Don has been book reviewer for *Analog Science Fiction & Fact*, where he writes the "Reference Library" column in every issue.

Don lives at Meerkat Meade in suburban Baltimore with his spouse, costumer Thomas Atkin-

son. Having recently retired from 42 years with the local public library, he is hard at work becoming a starving writer. Find him at scatteredworlds.com and rule-of-5.com or tweet him @meerkatdon.



Sara Cosplays

Sara (elected Vice President of the Northern Virginia chapter of the International Costumers Guild in September 2018) is on a mission to cosplay all the princesses. Follow her quest on Facebook at SaraGoBragh.



Dr. Stephanie Slater

Stephanie J. Slater, Ph.D., is a cognitive scientist specializing in how people of all ages and backgrounds learn to navigate the intersection of science and culture. Currently, she is the Director of the CAPER Center for Astronomy & Physics Education Research. After undergraduate studies at the Massachusetts Institute of Technology and graduate work at Montana State University, Dr. Slater earned her Ph.D. from the University of Arizona in socio-cultural learning studying how research experiences influence the professional career pathways and attitudes of women scientists. She is a widely read author and frequently invited speaker at science fiction conventions, describing how society reacts to the evolution of science and technology.

See our Online Guide at:
myconschedule.com/farpoint2019

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EXPANSE COSTUMING IN THE OUTER PLANETS

Join the crew of the MMS-225 Borracho for a discussion of Expanse costumes from the Belter perspective. Topics will include combining conventional clothing construction with maker techniques including 3D printing, laser cutting, graphic design, character creation, and alternate materials.

 **EXPANSE COSPLAY FACEBOOK GROUP**
<https://www.facebook.com/groups/31413902561329>



Guest Biographies



Dr. Tim Slater

Dr. Tim Slater is the University of Wyoming Excellence in Higher Education Endowed Chair of Science Education. Known as "the professor's professor" because he has taught many professional scientists how to teach, Professor Slater

earned his Ph.D. at the University of South Carolina, his M.S. from Clemson University, and two bachelors' degrees from Kansas State University. An internationally recognized scholar supported with long-standing federal grants from NASA and the NSF, he is an author on more than 100 scientific journal articles, 16 books, the winner of numerous awards, serves a scholarly journal editor, and is frequently an invited speaker on the popularization of science.



Toppie Smellie

Toppie Smellie is the creator and producer of *The Smellcast*, a personal journal style podcast that incorporates the fictional world of Pickle Hollow, a small hamlet in the Finger Lakes region of central New York.

For nine years now and some 480 episodes, *The Smellcast* has offered listeners an opportunity to climb into Toppie's sandbox to play and listen as he creates worlds and characters to tell multi-part stories (in the form of unscripted, improvised audio plays) about the odd and eccentric residents of his beloved Pickle Hollow.

In this sandbox of fun, you can hear Toppie's personal musings, his interviews with other podcast creators, strange audio-scapes, "live" travelogues and audio plays. Reality and fantasy interweave in unexpected ways and often include traditional elements and aesthetics pulled from genres including gothic mysteries, horror, science and fantasy fiction -- but always with a bent towards fun and often preposterously silly humor and occasional light adult sexual situations. Intended for adults, *The Smellcast* is Free! Fun! Entertaining! Mysterious! *The Smellcast!* It doesn't really stink all that much! For more information and links to archived episodes, visit thesmellcast.com.

In real-life Toppie is a 50-something gay man who lives and works in Ithaca, New York and enjoys collecting door wedges. Email him at smellcast@aol.com.



Jay Smith

Jay Smith is an award-winning creator of audio drama, including the horror series *HG World* and the pulp adventure serial *Hidden Harbor Mysteries*. His novels include the geek-noir mystery *The Resurrection Pact*, the Parsec Award-finalist *The Diary of Jill Woodbine*, and *Rise of the Monkey Lord*. Jay has contributed segments and content to various podcasts including *The Chronic Rift*, *Sci-Fi Diner*, and *Radio Free Gozeria*.

He holds a Master of Fine Arts from Seton Hill University and is owned by a deranged, flatulent polydactyl cat. Learn more about him (Jay, not the cat) at www.jaysmithaudio.com.

DJ Starsage is the creator and producer of *The Faraway Nearby*, a podcast set in a fictional, mystical kingdom where conversations (often with his bestie) take place on topics ranging from movies, music, television and current events. Frequent guests include popular podcasting personalities involved in producing, acting and writing. Currently in its Third Season!

More recently DJ has begun to produce a personal journal show, *Surely, You Jest!*, where he shares his day-to-day meanderings about home ownership, the daily grind and family life. DJ is also the founder and chairman of UniVoz, a guild of like-minded podcasting programming bonded together in support of issues facing the LGBTQ and ally community. "Unified, Unique, Voices!"

In real life DJ is a fortysomething gay man who lives and works in western New York State along with his husband Billy and three cats. Find out more about these podcasts and more at univozpodcasts.net.



John Stilwell

John Stilwell grew up in the Midwest. In the 1980s, he was regularly published in popular computer magazines. He was a contributing author to three Commodore Computer books. He earned two degrees in Electrical Engineering. Today, he is an engineer by day and an author by night.

He has traveled extensively overseas, with his hobbies being various and regularly changing. They have ranged from studying massage to bungee jumping. In the 1990s, he learned to draw and produced a respectable quantity of works. By 2010, he was back into serious writing, focusing on books and short stories.



Nico J. Vasilio

Nico J Vasilio, along with his husband and writing partner Kevo Risse, are two of the minds behind *Kid Riot & The Riot Squad* (over at kidriotcomics.com), a comic line featuring diverse characters where anyone can be a hero, with over 700 pages free to read online. When not producing comics (when's that?), Nico can be found making podcasts at The Cage Club Network (cageclub.me).



Ray Villard

Ray Villard has specialized in communicating astronomical research to the public for his entire career. As News Director for the Space Telescope Science Institute at the Johns Hopkins University he is responsible for translating the Hubble Space

Telescope's discoveries into stories for the mass media. In 2004 Villard published an illustrated popular astronomy book on discovery of extra-solar planets entitled *Infinite Worlds*. Villard co-wrote a video adaption of the book for the National Geographic Channel. The program, *Alien Earths*, was nominated for the 2010 Prime Time Emmy Awards. Mr. Villard hosts courses, public programs and seminars on astronomy, and has written numerous popular articles. He holds a M.S. in Science Communication from Boston University.



Dr. Ariel Vitali

Ariel Vitali, M.D., is a board-certified psychiatrist with clinical interests caring for LGBTQ+ and/or Spanish-speaking patients. Ariel has degrees from the University of California and Dartmouth College. He is an attending physician at Sheppard and Enoch Pratt Hospital, and lives in Columbia with his lovely wife Terry Bingham. Ariel trained in General Pediatrics, General Psychiatry, and Child and Adolescent Psychiatry.

Check posted schedules and Online Guide for times and locations of autograph sessions and readings.



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ART FROM CHAOS

Guest Biographies

Ariel's personal interests include lobbying to make *The Lord of the Rings* trilogy Christmas movies (It has elves!); playing trombone for the Columbia Concert Band; and he is a passionate fan of the Los Angeles Dodgers, Los Angeles Chargers, as well as science fiction/fantasy. He remains in good standing with the Cult of Apple and Ravenclaw House. Ariel has been a member of STARFLEET International approaching 20 years, a member of the USS Richthofen, which is based in Glen Burnie. Not only is he a doctor in real life, he also plays one in *Star Trek*.



Howard Weinstein

Howard Weinstein is best known for writing many *Star Trek* novels and comic books, and for his most recent book, the Western Fictioneers Peacemaker Award-winning historical novel *Galloway's Gamble* (available in hardcover, paperback and eBook from Five Star Publishing).

True West magazine says: "Anyone who loves Charles Portis's style of writing in *True Grit*, or readers ready [for] a great yarn... look no farther than *Galloway's Gamble*." Inspired by high-spirited classics like *Maverick*, *Butch Cassidy and the Sundance Kid* and *The Sting*, *Galloway's Gamble* is an Old West coming-of-age romp about bickering brothers Jamey and Jake Galloway, who grow up to be poker players in frontier Texas. Can these two young gamblers outfox a ruthless cattle baron and shady banker bent on destroying their Texas hometown—without getting themselves killed? Projected as a possible series, Howard is working on what he hopes will be the first of several *Galloway's Gamble* sequels.

His most recent *Star Trek* story is "The Blood-Dimmed Tide" in *Star Trek: Mere Anarchy*. Other writing credits include "The Pirates of Orion"

animated *Star Trek* episode; and *Puppy Kisses Are Good for the Soul*, a charming account of life with his legendary Welsh Corgi, Mail Order Annie. For more about his books, writing news and blog at www.howardweinsteinbooks.com.



Kyle Williamson

"Captain" Kyle Williamson is a writer and director of short original and fan films, as well as an actor appearing in them. Among his current projects are the *Professor O'What* parody series and the Farragut Films-backed *Star Trek* fan film *Trek: Isolation*. He is also a cosplay enthusiast, an organizer of charity geek events, a toy enthusiast, co-organizer of the Southeastern PA Nerd Herd and a published comic book writer.

Kyle is the founder and executive producer of Fandom Spotlight, a news and entertainment outlet that covers conventions, fandom, cosplay and geek culture. He is the host of *Cosplay Spotlight with Captain Kyle*, a talk show highlighting cosplayers. Visit him at fandomspotlite.com.



Gregory A. Wilson

Gregory A. Wilson is Professor of English at St. John's University in New York City, where he teaches creative writing, fantasy fiction and science fiction along with various other courses in literature. He is the author of the epic fantasy *The Third Sign* (Gale Cengage, 2009), and his second novel, *Icarus*, was published as a graphic novel by Silence in the Library Publishing last year; his third novel, *Grayshade*, the first book of *The Gray Assassin Trilogy*, was published in 2016 by The Ed Greenwood Group, with Book Two in that series, *Renegade*, in 2017 and Book Three later this year. He also has short stories in a number of places, most recently the *Heroes* (Silence in the Library Publishing, 2015) and *Monsters* (Silence in the Library Publishing, 2016) anthologies and *Mystery! The Origins Game Fair 2018 Anthology* (Down & Out Books).

With two-time Hugo finalist John Helfers, he is in the planning stages for a political speculative fiction anthology, with a number of well-known authors already on board. He co-hosts (with Mike Underwood) the critically acclaimed *Speculate! The Podcast for Writers, Readers, and Fans* which is in its seventh year of production and backed through Patreon. He has written three articles for the *SFWA Bulletin* and is a member of the Gen Con Writers' Symposium, the Origins Library, and several other author groups on and offline. He is regularly invited to speak on panels, conduct workshops, and read from his work at conventions and conferences nationally and internationally.

Wilson is the author of *The Problem in the Middle: Liminal Space and the Court Masque* (Clemson University, 2007) and numerous articles and book chapters on a variety of academic subjects. He is also the lead singer and trumpet player for the progressive rock band The Road (thebandtheroad.com), soon to release its third

album and follow-up to its critically acclaimed second album *Monomyth*, a finalist for Best Foreign Record in Progwards 2010. Finally, under the moniker Arvan Eleron, he is the host of a successful Twitch channel focused on story and narrative in gaming.

He lives with his wife Clea, daughter Senavene, and son Calen—both children named at his wife's urging for characters in *The Third Sign*, for which he believes they have forgiven him – in Riverdale, NY. His virtual home is gregoryawilson.com. You can also watch him on twitch.tv/arvaneleron, hear him on speculatesf.com, or Tweet him @gregoryawilson.



Steven H. Wilson

Steven H. Wilson created the Mark Time and Parsec Award-winning podcast series *The Arbiter Chronicles*, as well as authoring *Taken Liberty* and several other novels and novellas set in the Arbiters universe. His other works include the novel *Peace Lord of the Red Planet*, short stories for *Crazy 8 Press's ReDeus* series, and contributions to *Squart Press's Star Wars* essay collections.

He has written for DC Comics and *Starlog*, and is publisher for Firebringer Press, whose seventh and latest book, *Somewhere in the Middle of Eternity*, collects tales of science fiction, fantasy and the paranormal by Mid-Atlantic authors. Find him at www.stevenhwilson.com.



Dr. Willie K. Yee

Willie Yee, MD, is an amateur astronomer and past president of the Mid-Hudson Astronomical Association. He presently is a Solar System Ambassador, a program supported by NASA and the Jet Propulsion Laboratory in Pasadena, CA.



Dr. C. Alex Young

Dr. Young is a NASA solar astrophysicist studying space weather in our solar system and beyond. He led NASA national education and outreach activities for the August 2017 total solar eclipse. He is the Associate Director for Science in the Heliophysics Science Division at NASA's Goddard Space Flight Center and the head of the NASA Space Science Education Consortium. In this role, he is responsible for overseeing and coordinating education and public outreach in the Goddard Heliophysics Science Division as well as for the Heliophysics Division at NASA Headquarters. He works with the education and outreach teams as a liaison with the NASA offices of Education and Communication.

In addition, he works with the division scientists to promote and support their research. Dr. Young served as SOHO and STEREO senior support scientists as well as a Hinode Chief Observer before becoming an Associate Director. His research background includes high energy astrophysics, astrostatistics, and data analytics.

Farpoint Dealers Room

Hours of Operation

Friday

3:00 pm — 7:00 pm

Saturday

10:00 am — 6:00 pm

Sunday

10:00 am — 3:00 pm

Upstairs in the Maryland Ballroom & Hallway



DO YOU HAVE AN HOUR OF FREE TIME?

As good as the Farpoint Committee is, we can't be everywhere or do everything that is needed to make Farpoint go.

That's where you come in!

Volunteers fill jobs that help the committee, tech crew, art show, masquerade, badge checkers and other areas of the convention.

Stop by the Volunteer/Information table and find out how YOU can help!

Live Performers



The Boogie Knights

Songs of daring-do with nary a hey nonny nonny! Since 1982, the Boogie knights have put a humorous medieval/mythical twist on everything from commercial jingles to TV and movie themes, from golden oldies to the latest top-40 songs. Who are the Boogie Knights? Prolific lyricist David Keefer (Theodoric of York, Medieval Disk Jockey) and guitarist John Scheeler (Sir John of Denver) are founding members. The rest, in order of joining, are: Sharon "Smap" Palmer (Dionne of Warwick), Kate Pakaski (Alice the Cooper's daughter), Linda Swann (the Lady Pinque), percussionist Keith R. A. DeCandido (Krad the Obscure), and Lynn Cunningham (Mad Donna). Concerts on Saturday at 11AM and during Masquerade half-time. Pick up their latest CD, "The 7th Voyage of Sing-Bad"!



The Chromatics

The Chromatics are a high-energy vocal band on a mission to delight audiences with a full spectrum of songs about science, technology, life, and their intersections. They have taken their astronomically-correct a cappella songs, a project called AstroCappella, from coast to coast, and their CD has flown in space (for realz!). Back down on earth they have captivated young and old alike at the Kennedy Center's Millennium Stage, the National Air & Space Museum, the Mid-Atlantic Harmony Sweepstakes,

and numerous science fiction conventions, First Nights, festivals, concert series, and private parties.

Their CDs have been nominated for multiple Washington Area Music awards (WAMMIES) and Contemporary A Cappella Recording Awards (CARAs). Celebrating 25 years together they are a mainstay of the local music scene and still bring a youthful exuberance to their fun-filled, colorful, and scientifically accurate performances. In spectral order, the Chromatics are Alan Smale (red), Padi Boyd (orange), Karen Smale (yellow), John Meyer (green), Scott Rohrbach (blue), and Michelle Orhan (purple). Find them at thechromatics.com and on Facebook/TheChromatics.



Luna-C

Luna-C Productions is a comedy troupe that has been writing and performing live vaudeville style sketch comedy for the past 20+ years. Their spoofs are based on science fiction and fantasy movies and television shows. Nothing is safe from them; *Star Trek*, *Star Wars*, *Once Upon a Time*, *Stargate*, *My Little Pony*, *Doctor Who*, and *Warehouse 13* have all fallen prey to their humor.

For this year's Farpoint show Luna-C presents a special 10th anniversary version of their fast and furious *Potter Live in 45*, a raucous summary of all seven *Harry Potter* books in 45 minutes. Tell your friends, tell your relatives: come and see the show!



Maryland Kunst des Fechtens

MKdF is a school of European swordsmanship and part of the Historical European Martial Arts (HEMA) community. We primarily teach the art of the longsword based on medieval German fight-books, but also delve into sword and buckler, spear and pole-arms, messer, dagger, wrestling, and other esoteric weapons.

Training sessions include cutting practice, sparring games, fencing fundamentals and mechanics, technical interpretation drills, and coached free fencing. We also organize visits to other regional groups in an effort to remain involved in the wider HEMA community.

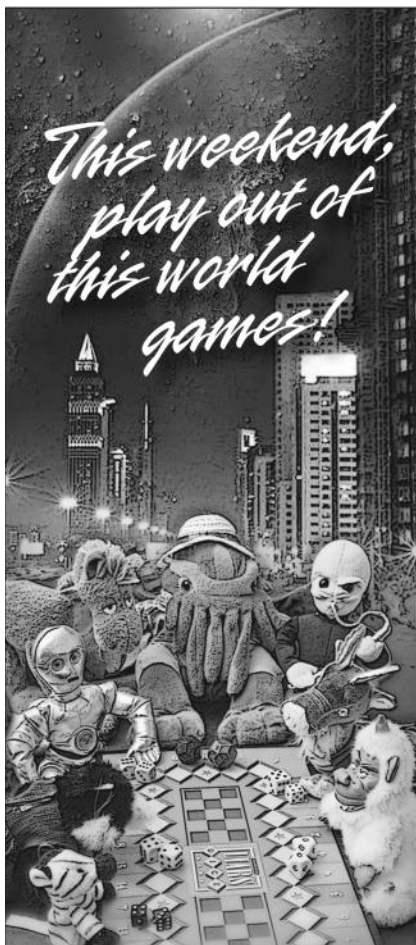
Potential members can visit marylandkdf.com or hemaalliance.com to learn about clubs in your area.



Wizarding Alliance of Non-Lethal Duels

W.A.N.D.s is a sport for all aspiring Wizards & Witches to showcase their dueling skills! Much like Muggle Amateur Boxing contests, participants face off with their opponents over 3 rounds of combat to be judged by an licensed W.A.N.D.s official.

The event will kick off with a seminar class on the official spell-book of W.A.N.D.s, featuring recommended hexes, jinxes, and counter-curses taught by an Auror official working with the Magical Games & Recreation Department of the Ministry of Magic, here on special assignment to MACUSA!



FARPOINT 2019 HAL's Place THE Gaming Oasis

February 8-10, 2019 • Delta Hotel by Marriott, Hunt Valley, MD

The place to go when you need a break from the convention; an alternative universe within an alternative universe!

Looking for a challenge?

TEST YOUR WITS and skills against other challengers in the Game Room. We have many games to discover here, hot new ones fresh from the creators workshops, some sizzling still with shrinkwrap clinging to the pieces. Some so intense you can't stop rolling the dice. Play them all here and get the opportunity to feel the thrill of winning an impossible victory.

Drop in for a quick round of simple classic games of cards like Uno, Phase 10 or Fluxx, or go for a rail building board game and make a bid for a monopoly on the trading market, or dare to command in a take-no-prisoners win in Risk. All types of games to try, cards, board games, role playing or combat. Some familiar, some unique and some you are going to want to play over and over again until you drop.

The game room will be open at the hours listed. Also look for related panels and demos posted on the Event Boards. Add your name to a tournament list, or just stop by to visit.

HOURS

FRIDAY

7pm - 1am

SATURDAY

10am - 2am

SUNDAY

10am - 4pm

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For more information contact Ann at: gamerom@farpointcon.com

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Farpoint Writer's Contest 2018 Winners

In 2018, members of the Farpoint Authors Track were invited to celebrate the convention's 25th anniversary by participating in our first Writer's Contest. Inspired by the photograph below, our writers submitted short stories that were then voted on by you, the attendees of Farpoint.

Showcasing the variety and versatility of Farpoint's authors, these stories ranged from magical realism to medieval fantasy, from the far future to a past that might have been.

We are pleased to present the winners of the 2018 contest.



1st Place

"Splitting Arrows"

T. Eric Bakutis



2nd Place

**"All That Matters Is
What You Believe"**

Phil Giunta



3rd Place

"Hillfolk"

Aaron Rosenberg



Splitting Arrows

First Place, Farpoint 2018 Writer's Contest

by T. Eric Bakutis

As humiliating failures went, Ona Fallon had experienced worse.

Grounding her boat on shallows during a sailing contest had been embarrassing, and accidentally kicking a hot coal into dry grass at Boon's Harvest Festival had been horrific. The blaze took the night to stop and almost burned down Boon, so losing an archery contest, by comparison, should have been downright tolerable.

Still, Ona had seen a future for herself after almost burning her own village down. She didn't see one now. Losing the royal archery tournament in the *first round* was absurd.

She brushed back her still sweaty bangs, settled her elbows on the wooden bar of Honest Jack's tavern, and considered how best to fill her last afternoon in Tarna. This tavern had a low ceiling, gray brick walls, and emaciated supports that looked liable to snap if any one big bumped into them. It was almost empty, as everyone who could afford to drink was doing so on the tourney grounds while she, sulking and alone, provided Honest Jack's honest business.

Ona slid back her empty mug. "Another."

Jack regarded her the way she'd expect a seasoned barkeep to regard a young woman half his weight on her fourth mug. "Mead's heavy, miss. Takes a bit to kick in."

"Is *that* how mead works?" She slapped another copper on the bar. "Pour."

Ona still wore her royal tourney garb, a frilled tunic in Mynt blue, and riding pants, but Jack had the sense not to comment on her clothing. He likely considered himself quite chivalrous. After a moment, he filled her mug to the top.

Ona no longer cared what anyone thought of her. She had nowhere to be, no one to impress, and no real future, apparently. Might as well have another drink.

The dark-haired man beside her grabbed her mug and gulped. He had a strong sailor's frame and a bow strapped across his back, but no quiver. He slammed her mug on the bar. "Why thank you, miss!"

This alarmed her for two reasons. First, there hadn't been a dark-haired man sitting beside her one breath ago. Second, he'd just *drained half her mug*.

Ona snatched back her drink as her other hand dropped to the knife hilt at her hip. How had he snuck up on her? She'd had one eye on the door since she arrived!

"Are you mad?" she asked, louder than she liked.

He wiped his mouth with the back of his hand. "Not today."

"Fancy getting stabbed in the neck?"

"My mistake." He leaned one arm on the bar and grinned wide. "I assumed you were buying me a drink."

He couldn't be more than a few years older than her, perhaps twenty. His dark hair was longer than hers and better kept than some of the women she'd just competed against. He also had the best teeth and chin this side of Prince Beren, both features being a particular weakness of hers, but still..

"Your mistakes are mounting by the moment," Ona said.

She subtly reassessed the tavern population. Tarna was as safe as anywhere for a young woman, and the tavern had two other patrons two tables away, old men nursing their mugs. She released her knife's hilt.

Her latest suitor offered a hand. "I'm Xander, mage of Lunyr." His gauzy shirt was clean and rather unbuttoned.

"Is that how you snuck up on me?" Ona checked the door for accomplices and realized the tavern *was* spinning a bit. "Blood glyphs?" She didn't take his hand.

"Just light on my feet." Xander dropped his hand. "But since you're no longer buying, how about a wager instead?"

As audacious attempts to engage her interest went, this was one of the more interesting ones. "What sort of wager?" Perhaps this afternoon wouldn't be so boring after all.

"Vandalism at thirty paces," Xander said. "Winner's the first archer to knock off Ruin's nose."

Ona snorted loudly despite her dour mood, because the idea was just outlandish enough she *really* wanted to do it. "I've better things to do than be arrested."

"Who's going to arrest us? Every constable in Tarna is patrolling the tourney grounds right now."

He was, she silently admitted, entirely right. The plaza of the Five Judges sat in the Pious District, and gestures of piety were about the last thing on everyone's mind right now. Those would come at the end of the week, after they sobered up.

Ona set down her mug. "What's our wager?"

"You knock that judge's nose off," Xander said, "and you'll gain the services of a Lunyr mage for one night. I'm absurdly talented."

Ona had never seen anyone practice blood magic — she'd grown up on the ass end of civilization — so Xander's offer was tempting. "And if you deface the local statuary?"

"You accept the last berth on the *Wailing Siren*," Xander said, "and join us on an expedition across the western sea. It's a year's sailing with steady meals and ten crowns a week."

He was serious. Five take her, this mad mage was serious, and offering a generous wage. "There's nothing to find across the western sea."

Xander's lips pressed together. "That we know of."

"And just what do you hope to find that the navy hasn't?"

"Captain Magnus won a map from a thoroughly disreputable smuggler in a dicer's game of notoriously high stakes." Xander leaned close, lowering his voice. "It shows a path through the rough-water to an island chain one week west, populated by sea-faring gnarls that toss around gold like copper. Wavecallers."

Ona took another drink, keeping one eye on Xander, because sailing off to find an unknown tribe of dogmen actually sounded like a *good* idea right now. "You honestly believe this?"

"Wouldn't sign on with the *Siren* if I didn't." Xander leaned back dangerously on his stool. "We've got twenty experienced sailors out of Jarel, a cook with enough spices to make rat taste good, and a minstrel from Rain who's actually an escaped slave. The captain has a weakness for ballads."

Ona leaned close enough that the tingle of their pleasant proximity warmed her more than the mead. "And you? What's your reason for sailing off to die?"

"I'm the *Siren's Mage*," Xander said, smiling with his remarkably bright teeth. "When a woman as famous as Captain Magnus offers you that title, how can you step aside?"

Splitting Arrows cont.

Ona laughed, finally, fighting the sway of mead and the pull of poor choices. "If only you'd introduced yourself that way."

"Like it, do you?"

"I'd have known how absurd this conversation might be."

His grin faded. "It's a real offer."

"I'm certain it is." Ona turned to the bar and waved him off before his nice muscles and strong chin led her to do something she'd regret tomorrow morning. "Have fun sailing off the world."

That was when Ona realized Honest Jack was gone. So were the two old men. The tavern, previously populated, was now entirely abandoned. She and Xander were alone.

She stood up so fast she almost knocked over her stool. Everyone vanishing was especially disturbing given she was now entirely alone with an acknowledged blood mage. Had Xander glyphed something on the others to send them away?

He watched her from his stool, lips quirked. "What'll it be, champion of Boon?"

Ona pulled her knife and took two steps back. "How do you know where I'm from? What do you want with me?"

His eyes widened. "Wait, what now?"

"How do you know I'm from Boon?" Ona demanded.

Xander watched her, and the knife, and slowly raised both hands. "The placard from the tourney grounds. The line that read 'Ona Fallon, Champion Archer of Boon'."

Ona's face heated as she backed toward the door, considering all possibilities. "You saw me at the tourney."

"I wouldn't be trying to recruit you if I hadn't." Xander kept both hands raised because mages, Ona remembered, did magic by slicing their fingers and scribing blood glyphs. "I haven't seen an archer knock down helmets that consistently since, well, ever. If you'd shot after Pavona instead of before her, you'd be in the finals now. You're the better archer."

Ona really wanted Xander to be right. Pavona Stavenar was the archer who'd split Ona's arrow in two, a feat more luck than skill. She was also the woman Ona almost punched in the nose after Pavona shouted "*Better luck next time, fishwife!*" Fortunately, a constable intervened.

Ona had defeated every other archer in the first round handily, but the last shot always decided ties. One shot had sealed her fate and wrecked her future. One split arrow.

"We need an archer for hunting, once we're ashore," Xander said. "Even someone who can land a flaming arrow on a distant ship, if pirates find us on the roughwater."

Ona shuddered at the thought of anyone, even pirates, burning alive. "I'm not some bloody mercenary."

"Yet you came here to become someone, didn't you?" Xander asked. "You won't do that back in Boon."

"Perhaps if you'd stop telling me what I want for a moment, I'd actually consider your ridiculous wager." She reached the open door. "How did you clear the tavern?"

Xander stood. "I slipped those old men some coppers to give us privacy. As for Honest Jack, he's an old friend."

Ona stared at him. "So it wasn't magic?"

Xander stared back with his brow furrowed, as if trying to decide if she was toying with him. Then he started laughing, broad shoulders shaking. It didn't sound like the laugh of a man who meant her harm. It sounded warm.

"No magic," Xander said. "Just bribery." His fresh grin faded as he finally, belatedly, seemed to understand. "This was a stupid idea, wasn't it?"

"Which one?" Ona waited.

"Trying to sweep you off your feet with humor and mystery. I see now how it might be taken as something more sinister."

Ona snorted. "You think so?"

Xander bowed. "I apologize for my presumption. I'll do this the way I should have done it." He straightened. "Miss Fallon, I'd like to offer you a job."

That *was* better. Xander seemed genuinely sorry to have alarmed her, and he'd gone to quite an effort to impress her. Foolish effort, perhaps, but she wouldn't fault a man for acknowledging mistakes.

She retrieved her bow and quiver from the rack beside the door. "I'll consider your offer." She slipped on her gear and eyed Xander. "Now, shall we go get ourselves arrested?"

Streets of worn cobblestone made up most of the Pious District, which was now acceptably empty. Fine temples with spires and gargoyles enclosed the plaza itself. A chain fence surrounded the statue of the Five Judges, probably to stop the faithful from getting handprints all over it.

According to its sculptor, the judges represented the Five Who Had Made the World — Ruin, Breath, Life, Heat, and Land. Ruin's judge had a nose prominent enough to be called "hawkish." Legend claimed it mimicked the visage of Royal Adept Vancer, a dead man known primarily for his crusade to ban alcohol. This had left him less than popular, even after death, which was one reason he often lost his nose.

The busts of the other four judges were similarly gaudy, with vestments and crowns more fitting for a Torasel performer than the Five. Ona wouldn't mind knocking all their noses off. They looked entirely too satisfied with themselves.

Ruin's replacement nose was plaster, not marble, and might just break if hit properly. Ona glanced at Xander to find him frowning. "Thirty paces, was it?"

"Sounds fair," Xander said. "Shooting first or second?"

Ona shrugged off her bow. "Seems obvious."

The plaza was still spinning — slightly — but Ona had made shots with more mead in her than she had now. She pulled out an arrow and nocked it without glancing at the string, working by touch and memory. She raised her bow and drew evenly, the motion as natural as breathing. Her vision narrowed to the statue, then its nose. She felt the breeze and understood it.

She loosed.

Her arrow glanced off the judge's wide-brimmed hat, but she wasn't discouraged. She had the range now. "Your shot." She lowered her bow and stepped back.

Xander stepped to her side. "Arrow, please?"

She glanced at him. "You're shooting my arrows?"

"All mine are glyphed," Xander said. "Magic, you'd agree, is cheating."

It certainly was. Ona handed him another arrow shaftwise, careful of the glinting head. "Mind the edges."

Xander nocked her arrow with a cursory examination and raised his bow, closing one eye. He breathed. He loosed. The arrow smacked the distant tiles.

Splitting Arrows cont.

Xander lowered his bow. "Your turn."

Was he serious? "Are you drunk?"

His shoulders hunched. "I usually shoot glyphed arrows. I can guide those better."

"So you've never shot real arrows before?"

Xander shrugged. "Your shot."

Ona nocked another arrow and raised her bow, arms taut and tingling. She remembered the cheering crowd, the split arrow, and Pavona Stavenar. She remembered she hated losing.

She loosed.

Her arrowhead smacked Ruin's judge in one nostril. It also clattered to the tiles without knocking anything off, least of all a nose. Ona's heart fluttered. It had been a perfect shot, just like this morning, and again she'd lost.

Ruin's nose crackled, shifted, and dropped right off. Not possible. Ona glanced at Xander just in time to see him tucking one hand into his pants pocket. He hadn't. He had!

"Show me your hand!" she demanded.

"You win, it seems." Xander popped his other hand in his other pocket. "I'm yours for the evening."

"Then show me your hands, right now."

"Why are you so interested in my hands?"

She snatched and tugged his arm until he relented. The cut on his index finger was dry — cuts sealed quickly when blood glyphs were involved — but it was recent. "You glyphed his nose off!"

He winced at her grip. "You made the shot."

She dropped his arm. "You realize you just lost your chance to recruit me, don't you?"

"I never earned it in the first place," Xander said. "As my service to you, I'll spend my day answering your questions and explaining what we offer." He gazed into her eyes. "Come on an adventure with me, Ona. Let's become legends together."

She almost considered leaving him here, but she wasn't winning the royal archery competition. She wasn't riding back to Boon. She might not be sailing off the edge of the world, either, but she now had a day to figure that out and a rather attractive man to figure it out with.

"You have until nightfall to convince me," she agreed.

"Thank you." Xander breathed out. "So, what's first? A fine meal or a look at our fine ship?"

Ona did appreciate a fine ship. "Let's see this *Wailing Siren*." And as she followed Xander, musing on strange fortunes, a path to her future opened once more.

All That Matters Is What You Believe

Second Place, Farpoint 2018 Writer's Contest

by Phil Giunta

Vienna, Austria — April 1952

The gothic stone pillars glowed with a kaleidoscope of colors the likes of which Bianka Vohler had never seen. So stunning was the spectacle that it barely resembled the memory of her first frantic visit here seven years ago.

That morning had been dismal and overcast and, like so many before it, ravaged by unremitting fear and death. That morning, which Bianka had expected to be her last, had offered no hope, no solace, no warm sunlight through majestic stained glass windows.

As she moved further into the nave of Saint Stephen's Cathedral on this mild spring morning, Bianka was sixteen again, hiding from a man hell-bent on murdering her in the middle of a city under siege.

"Stunning, isn't it?"

Bianka whirled as a priest, hardly older than she, approached from the back of the church. His ginger hair shifted from dark auburn to blazing orange as he passed through the spectrum of light to stand beside her. "Sorry, I didn't mean to startle you."

"That's okay, Father." She peered up at the ceiling. "I was just... overwhelmed for a moment."

"You're not the only one." He followed her gaze. "I've been here a year and I'm still in awe when the sun hits those windows. They did a beautiful job on the repairs. You'd never know there was a fire at all."

Bianka nodded until her gaze fell upon the stone pulpit in the center of the church. "I was here once before, near the end of the war. Just two days before that fire."

"Do you belong to the parish?"

"Oh no, Father, I'm Jewish."

"Ah, I see. So, what's a nice Jewish girl like you doing in a place like this?"

They laughed together for a moment before the priest extended a hand. "Father Mickey Mullan, but my friends call me Father Mickey. I was a chaplain for the United States Army until the end of the war. Now, I go wherever I'm needed."

Bianka raised an eyebrow as she shook his hand. "You're an American? Your German is flawless. Bianka Vohler."

"Bianka. That's a beautiful name. So, what brings you back to Saint Stephen's?"

"Well, I wanted to thank the clergymen who helped me when I was here last. I wonder if they're still with the church?"

"What were their names?"

Bianka lowered her gaze for a moment. "I'm embarrassed to say that I don't know, but... Father, can you spare a few minutes? Something happened to me here that I'm not sure I understand."

Father Mickey motioned toward the closest pew. Once they were seated, Bianka took a deep breath before launching into her tale.

"I was sixteen years old when the Soviet Army invaded Vienna, driving the Germans north. The streets became a battlefield. No one was safe. At first, the Russians were mostly well behaved, but some treated us no better than the Germans. They looted shops and killed civilians at whim.

"One morning, Soviet and German tanks exchanged fire not far from here. In the chaos, I was separated from my family while we were on work detail from the camp. Finally, I came across a regiment of Soviet troops. I don't know why I thought they would help. Instead, some of them began taunting me. I didn't understand their

All That Matters Is What You Believe cont.

words, but the look in their eyes told me what they were saying—and what they wanted to do to me. One of them chased me into an abandoned restaurant and tried to pin me to the floor, but I grabbed a brick from the rubble and hit him in the face. He chased me, taking shots at me until I came into the cathedral to hide...”

* * *

Bianka nearly stumbled as another bullet struck the wall of the cathedral inches from her head. She rounded the corner, not daring to glance back at the Russian taking aim at her from across the square. She pushed against the giant doors of Saint Stephen’s, surprised to find them unlocked since Hitler had ordered all places of worship closed or destroyed.

Though she had never stepped foot in a Catholic church before, there was no time to admire its lavish interior. Bianka sought only a place to hide. Ahead, a series of colossal stone pillars spanned the length of the cathedral, but one was adorned with a wrap-around staircase that led to a tall pulpit. As she approached it, Bianka caught sight of a narrow gap between the intricately carved column of the pulpit and the pillar—barely enough to conceal even a spindly waif like herself.

No sooner had she ducked into the space than the slow, deliberate clacking of boots signaled the arrival of her pursuer. The soldier called out in broken German, threatening to bring in tanks and blast the church into rubble. With slow, quiet breaths, Bianka pressed herself further into the shadows. She looked down and noticed, for the first time, the stone bust of a man carved into the plinth of the pillar. His sightless eyes stared across the church as he leaned out of a tiny window, one hand clutching a chisel. *If only I could crawl in and hide behind you, sir.*

Somewhere nearby, boots scraped the floor then began a slow jog. Seconds later, Bianka realized that the Russian had climbed the steps and was now standing at the pulpit directly above her.

“Where are you, little wench?” Once the echo of his voice had faded, he returned to ground level and began circling the pillar. Bianka would be dead before her next breath. She closed her eyes, clenched her jaw—and heard a new voice.

Bianka opened her eyes to find four men standing shoulder to shoulder as if deliberately shielding her from the Russian’s view. Judging by their unusual hats and extravagant vestments, they were obviously clergy. *Where did you come from?* With their backs to her, the priests took turns speaking to the soldier in his native tongue. Bianka understood none of it, but braced herself for the barrage of gunfire that would slaughter these men—and Bianka soon after.

She flinched at the clatter of metal against the tile floor. Someone began weeping. An imploring voice strained between labored breaths. The group of clergymen parted, revealing the soldier on his knees, face streaked with tears.

All four of the priests were elderly, though only three had full white beards. The closest one to Bianka wore an elegant red robe with a hood, atop which sat a wide-brimmed red hat. He waved her forward. “Come out, child. This one won’t harm you now. We have shown him the error of his ways and reminded him of his oath to Christ.”

Reluctantly, Bianka emerged from beneath the pulpit, but kept her distance from the Russian.

One of the other priests placed a gentle hand on her shoulder. “Do not fear, child. In the end, evil can never hold its own before the righteous. You see it happening now, all throughout the land. Soon, this conflict will be over and peace will prevail.”

Bianka nodded toward the soldier. “He said they were going to send tanks to destroy your church, like the Nazis did to our temples.”

The man in the wide-brimmed hat shook his head. “They won’t, but this house will not escape ruin in the days to come. Then it shall be rebuilt, as will your temples.”

“How do you know?”

“We have seen such things before, child.”

“I have to find my family. I don’t know if they’re still alive.”

“They are,” the third clergyman chimed in. “In the chaos of battle, your parents and brother managed to escape. They’re making their way to the Raimund Theatre. They’ll arrive safely, as will you.” He pointed toward a different door than the one she had entered. “Leave through the Bishop’s Gate. Avoid the main roads where the heavy fighting is happening.”

“What if I’m caught?”

“You will have guides and protectors along the way. You will know when you see them. Now make haste, child.”

“Thank you.” Bianka nodded. With one final glance at the whimpering soldier, she darted from the church.

* * *

Bianka hurried west, accompanied by the distant sounds of combat to which she’d become inured. Somewhere to the north, an explosion punctuated a salvo of machine gun fire. Locally, all seemed quiet as Bianka slipped into a narrow alley—and stopped at the sight of a white ox staring her down from the opposite end. For a moment, she wondered if it had escaped from a farm outside the city and had somehow managed to survive unnoticed. She had little time to ponder this as a line of German tanks rolled by on the street behind the animal. Bianka pressed herself against the wall, but the ox did not react until the tanks had passed. Then, it simply turned and trotted blithely across the street.

You will have guides and protectors along the way... Bianka crept toward the end of the alley and peeked out. There was no one in sight. Even the ox had vanished.

The next twenty minutes passed without incident until someone shouted at her from across a street. Bianka turned just as two German soldiers hiding behind the remains of a row house stood, rifles aimed in her direction. From the edge of Bianka’s vision, a lion sprinted toward the house and leapt at the men. The building exploded with a thunderous roar, sending debris in all directions. As the dust cleared, Bianka pushed herself up from the broken pavement, ears filled with a high-pitched whine. She gazed across the street just as the Soviet tank that had shelled the building trundled past.

Bianka crawled into the open doorway of a nearby shop. She wiped her eyes with trembling hands. A section of the roof had long since collapsed and a golden eagle was perched atop what was left of the back wall. It took off and flew toward the west, circling above the next cross street. Despite the surrounding maelstrom of battle, Bianka allowed the bird to lead her on a circuitous route for the next fifteen minutes—avoiding all further perils—until it landed on the roof of the Raimund.

* * *

“...I reached the theatre safely and reunited with my family hiding in the basement.” As Bianka concluded her story, she could see that Father Mickey was anxiously awaiting his turn to speak. When he did, his words tumbled out, but his German remained impeccable. “Bianka, you have no idea how remarkable your story is. These four clergymen that you saw by the pulpit, did two of them wear miters, the tall hats, like our bishops?”

All That Matters Is What You Believe cont.

Bianka nodded. "Yes, and another had a wide-brimmed red hat. The last man with no beard had what looked like a crown with three layers."

"The papal tiara," Father Mickey glanced over her shoulder for a moment, but he seemed ready to burst. He was already out of the pew and extending a hand when he asked Bianka to walk with him.

A moment later, they stood before the stone pulpit. Father Mickey pointed to three busts carved in high relief around its center. "Were those the men you saw? There is a fourth one around the other side. Look closely. Take your time."

Slowly, Bianka walked around the front of the familiar pulpit, examining all four holy men, each wearing the hats she remembered. "This is impossible. I didn't even notice these carvings when I ducked under here." She pointed to another relief carving in the plinth beneath the steps. "The only one I noticed was that man at the bottom leaning out from the window."

"That's Anton Pilgram, the sculptor." Father Mickey waved a hand toward the top of the pulpit, "but up there, we have Saint Augustine, Saint Gregory the Great—or Pope Gregory the First—Saint Jerome with the wide brimmed hat, and lastly, Saint Ambrose. The four doctors of the Catholic Church. So called because of their scholarly writings in theology and church doctrine."

"They look a bit different." Bianka pointed to Saint Jerome. "The man in the wide brimmed hat had a long beard and he looked a lot healthier than he does here, but... these were certainly the men. How can this be? Father, please believe me when I tell you that I saw them, not just as stone carvings, but very much alive! They stood right where we are now and spoke to me."

Father Mickey held up a reassuring hand. "I believe you, Bianka. I just wish I were here that day to witness it. You see, the story of the Ukrainian Catholic soldier found lying on the floor is well known among the clergy here. As the story was told to me, he admitted to hunting down a Jewish girl with intent to kill her, but when the holy

men appeared to him out of thin air, the soldier became frightened.

"By the time Monsignor Hausle found him, you must have just left. The soldier was so shaken by the experience, he refused to go back to his unit. The monsignor smuggled him out to a hospital. After that, I have no idea what happened to him, and he never revealed what the saints said to him. Only that he was overcome with guilt and shame.

"As for the animals you saw—the ox, lion, and eagle—they have significance in the Old and New Testaments and are often associated with the four doctors."

Bianka nodded. "Yes, the living creatures from the Book of Ezekiel. It all makes sense now."

"Bianka, if you can spare a few more minutes, I'd like to introduce you to Monsignor Hausle."

She glanced at her watch. "I really should be going. My family is working to build a new shul across town. I've been helping them clean up the area."

"Please, it will only take a few minutes. The monsignor is a stern, but open-minded old man. It might give him closure to hear your story. I promise he won't try to convert you."

"Okay," Bianka chuckled. "You're a lot funnier than I expected for a Catholic priest."

"It's the Irish in me, and if you need a helping hand with your shul, I'm no stranger to hard work."

"That's very generous of you, Father." Bianka gazed up at the pulpit, now bathed in brilliant lavender and orange, yet the shadow beneath is what Bianka would remember for the rest of her life—a dark corner of refuge on a day without color, but not without hope. "I hate to admit it, but I never even told my family what happened that day. I don't know if they would believe me."

"All that matters, Bianka, is what *you* believe."

Hillfolk

Third Place, Farpoint 2018 Writer's Contest
by Aaron Rosenberg

The old countryside beyond the cities and towns is a peaceful place, filled with narrow, winding roads and gentle, rolling hills, their muted swells swaddled in a downy coat of feathery green grass, soft and inviting and as calm and reliable as the first breath of spring.

But such was not always the case.

"How bad is it?" Jeremiah asked as he clambered to the top of the incline and paused to lean heavily upon his walking staff, the hood of his robes flung back so he could see more clearly in the evening gloom. Timothy had arrived first and was already at the peak—now the older man glanced back, forked beard trailing behind him as the fierce wind snapped it like a banner, dark eyes intent beneath his cowl, before facing forward again.

"Bad," was all he said in reply, but the weight of that one word settled over them both like a shroud, heavier even than the hard rain that was pelting down like bitter tears. "Mighty bad."

Together the two men stood and glanced out upon the valley beyond, and the trio of hills nestled there, a village topping each like the frippery on an ornamented hat—

—and each swaying and shaking as the massive faces below them contorted in grimaces and frowns and scowls. Faces formed out of the earth itself, part of the living ground that stretched all around but here coalesced into this triad of colossal visages. A triad it was Jeremiah and Timothy's job to care for and at times placate as best they could.

"Church bells?" Jeremiah asked now, but his companion's scowl only deepened.

"No help," Timothy snapped, rubbing at his forehead. "And the cows won't leave their barns in all this rain." The music of the church bells, tolling deep and low, their notes ringing across the valley, could often calm the trio—the ealdmunt, the hillfolk, as they were known—back into a more peaceful state. The lowing of the cows had a similar effect, and many a local had stopped to admire the contented smiles of the hillfolk as they listened to the area's livestock roaming the pastures that ran down the back of their heads.

The hillfolk disliked storms, however. The thunder and lightning caused them to start, and heavy rain made them wince and writhe as if in agony.

Hillfolk cont.

And when they writhed, buildings fell.

Just now, as the two men watched, a house atop the third face crumbled away. "That the tanner's place?" Jeremiah asked, but Timothy shook his head.

"Ostler," he corrected. Jeremiah was always astounded at how his partner could identify each and every building in all three villages from their watchpost here. He knew most of them himself, of course, but at this distance it was easy to mistake the fifth house in from the sixth, to see red tile as brown. They would receive a full tally after, but it helped when they already knew ahead of time who to speak with later, when the dust had settled.

Now he glanced at his companion. "Drums?" he asked, and sighed when Timothy nodded. Then he carefully set his staff into a natural crevice in the wall where it would not get tugged free by the wind and instead lifted a heavy wooden mallet in its place, the handle as long as a shepherd's crook and the cloth-wrapped head as big as his own. Timothy hefted a matching implement, and together they moved to the back of the shallow overhang, where two massive drums had been stationed, each one nestled into a hole carved for that purpose, the stretched leather of the top roughly level with a man's chest.

Taking up his station at the drum on the left, Jeremiah waited, mallet clenched in both hands. When Timothy, beside him at the other drum, nodded, he swung the mallet up and then brought it down as hard as he could, crashing its head against the drum. Timothy followed a second later, and the pair of deep, booming notes echoed throughout the valley, audible through the driving rain. They swung again, then again, settling into the rhythm as it had been taught to them as young lads, steady and solid and soothing.

Across the valley, the faces calmed and finally stilled. The drums did not always work—at times the hillfolk ignored the beat, other times the sound served only to agitate them further—but at times like this it was worth taking the risk.

By the time they finally stilled the drums, the rain had stopped, the sky had deepened into the rich velvet of true night, and Jeremiah's arms itched and ached like they had been set on fire. His robes clung to him, slick with sweat, and he was breathing like a small bellows, but as he leaned back against the rocks and used a mostly dry sleeve to mop his brow and cheeks and neck he still smiled, flush with victory.

Still, a part of him wondered—how many more victories did they have in them? Once they had only needed resort to the drums perhaps twice in a season. Now it felt more like at least once a fortnight. And the drums—and the bells, and the cows—were having less and less effect.

The hillfolk were growing restless.

* * *

A week later, matters came to a head—literally. "Keep drumming!" Timothy shouted over the thunder, but Jeremiah's next swing was so weak the heavy mallet fell against the drum with only a muted thump. He struggled to lift the implement again, but it was no use. His arms were shaking from pain and exertion, and he could not even raise them to brush rain from his face, let alone heft that mallet again. He collapsed back against the rock wall behind him, peering out through the storm, and moaned in horror and despair as the first of the hillfolk roared in pain and fury and tossed its head back hard enough that its chin nearly rose free of the ground at its base. All of the homes atop it shook from the motion, and beside him Timothy raised a hand as if he could somehow stop the catastrophe already occurring before them.

"Beorh, no!" he screamed, but his words were lost in the tumult of thunder and wind and rain—and even if Beorh had heard them, it most likely would not have listened. It had always been the most difficult of the three, the hardest to appease and the quickest to grow irritated. Now it thrashed about, whipping its head from side to side—and like droplets of water from a wet dog, the village that had nestled atop it shattered, walls and roofs flung about the valley.

And, no doubt, people with them.

When its crown was bare, a tall, tapering slope now devoid of dwellings, Beorh finally settled, its gargantuan chin once more sinking into the earth, its eyes fluttering shut. Beside it, Clud and Hlaw had reacted far less violently—indeed, they had frozen when Beorh had begun its tantrum, almost as if they too were afraid of their brethren's frenzied response. Soon all three were quiet again, and the storm began to abate as well, its downpour softening to a gentle drizzle, its sharp winds ceasing to howl.

Timothy collapsed to his knees, hands falling to the rough stone in front of him. Jeremiah slid down the rock wall at his back until he was seated as well, legs straight out before him, arms still shaking from their exertions.

"I am sorry, Timothy," he gasped out. "I tried."

Beside him, his friend shook his head, that long beard whipping from side to side. "Not your fault," he declared, also out of breath. "We did all we could." He sat up, then rocked back on his haunches, his face taut with grief. At least Beorh had held the fewest houses, due to its steep sides. Clud and Hlaw had gentler slopes and they were less volatile, so their settlements had always been larger.

"We will need to search for survivors," Timothy pointed out, making as if to rise to his feet but then falling back again. Neither of them had the strength to move just yet. "Once dawn comes we can discover if anything is salvageable." He sighed, his beard fluttering with the motion. "We will add homes to Clud and Hlaw to compensate." He did not suggest attempting to resettle Beorh—after tonight's display, it seemed the wiser choice.

But Jeremiah knew matters could not be left at that. "They are growing worse, Timothy," he pointed out as gently as he could. "You know it as well as I. Beorh is now uninhabitable. How long until Clud and Hlaw are as well?"

"What would you have us do?" Timothy demanded, his words heavy with despair. "This is our task, to watch and care for. Nothing more."

"Then we must make it more!" Jeremiah snapped, finding enough strength in his fury to straighten and glare at his friend. "The hillfolk have changed, and we must as well, or soon we will be caretakers of three empty hills and nothing more!" He shook his head. "I take my vows as seriously as you," he reminded his partner. "But we can no longer continue the way we always have. Not if we wish to keep the villagers safe."

"And what of the hillfolk?" Timothy replied, forcing himself to his feet though he was obliged to cling to the nearest drum for balance. "What of keeping them safe? That is our charge!" And it was, handed down through generations all the way back to the first settlers in this valley, who had gazed in awe upon the three faces that rose from the ground, their fierce visages scaring away any danger—and had humbly begged permission to build homes atop their massive brows. In exchange they had promised to care for the hillfolk, sweeping debris from their features, clearing their eye sockets and nostrils, preventing villagers from digging too deep for wells or cellars. Every generation had its caretakers, though their numbers had dwindled over the years until now it was just Timothy and Jeremiah,

Hillfolk cont.

with their sons already learning the lore but not yet ready to take up the mallets.

"I know," Jeremiah answered, standing as well and swaying on his feet but managing to stay upright. "But it has become the hillfolk or the villagers." He eyed his friend sadly. "I know which one I choose."

And, after a long moment, Timothy nodded, though the motion appeared to age him a decade in an instant. "Very well," he agreed. "What must we do?"

Jeremiah hated the fact that he had already considered exactly this question, but that did not stop him from outlining his plan.

* * *

A week later, a great festival was held in the valley. All the villagers turned out for it, dancing and singing and parading about, playing horns and flutes and drums. The cows and goats and sheep were loose among them, adding their bleats and baas and lows to the cacophony, and the church bells rang out overhead, a deep undertone to the lighter melodies.

And the three hillfolk nodded gently and smiled, eyes sliding shut as they listened to the music and were lulled by its song.

They did not notice as each villager collected a pail from a pile that had been prepared over the last few nights, while the hillfolk slept. Each pail was filled with dirt, and the villagers began to dance in a long line, weaving their way past the giant heads—and each person emptied their pail at the base of one of the hills as they frolicked by, only to collect another and snake about to begin again. The dirt was soft and cool and likely felt good against the hillfolk's chins and jaws, and they did little more than smile wider as the strange procession continued—

—until Beorh blinked and peered down, realizing that the dirt had now mounded up over its mouth and nearly to its nostrils. Then it snarled, sending clods of soil flying from the massive exhalation, and bared teeth like sharpened boulders.

But the villagers were ready for this. A band of their young men and women had stealthily crept down the ealdmunt's forehead and alongside its nose, carrying bales of hay wrapped in cloth. These they now quickly stuffed up its nostrils. Then they pulled a mass of ropes

taut beneath its nose and hammered long stakes in on either side to hold them there, pinching its nostrils closed.

Beorh tried to roar, but the sound came out as a choked gasp instead. It swallowed dirt, and hacked, then thrashed, but the youths held on, keeping its nose shut. And its struggles grew weaker and weaker, until finally its chin crashed back into the ground with a colossal tremor, its eyes slid shut, and a thin, wheezing gasp escaped its lips before it shuddered into stillness.

The first of the hillfolk was dead.

Clud and Hlaw had now realized the danger, and jerked this way and that, attempting to dislodge the men and women who had snuck into place on them as well. It was too late, however. Both hillfolk were quickly stoppered and suffocated, and collapsed, their eyes closing for the last time, their breath leaving them as they became nothing more than inanimate earth.

Jeremiah and Timothy leaned on their staves and stared at the three heads that had been their charges. The heads they had just snuffed out. "It had to be done," Jeremiah stated, perhaps trying to convince himself. "It was the only way."

Timothy nodded but said nothing. And neither of them looked away from the monstrous faces, now nothing more than carved visages. Jeremiah wondered if they would ever look upon such marvels again, and felt his heart break at the thought that he had been responsible for ending such a wonder.

Yet, as the villagers crowded around him to thank him for saving them, he knew that he would do it again, if he had to. In order for his people to live, the hillfolk had had to die.

Still he vowed then and there that he would pass on the stories about them, telling his grandchildren of the great faces that had once animated their homes. Perhaps someday those stories too would pass away, but he would keep them alive as long as he could, and some small part of the hillfolk with them.

In that way, at least, the wonder would survive a little longer, to brighten their world with the knowledge that such creatures as the ealdmunt had once existed here.

And that it had been his job to care for them—and his responsibility to end them.

Farpoint 2019 Writer's Contest

Farpoint is holding a short story contest amongst our invited authors and YOU get to vote for the winner!

Participating authors have submitted a short story based on a common photograph.

Now it's your turn -- just READ, VOTE & SEE WHO WON!

READ: Go to either our contest website at <https://goo.gl/ikcfSQ> (you can use the QR code) to read the stories online or download a PDF copy; or stop by the Contest Balloting Stations throughout the hotel to read posted hardcopies of the stories.



VOTE: Use a balloting card located at the Contest Balloting Stations. **Voting opens Friday evening and closes at 6:00 pm Saturday.**

- write your badge number in the top box of the ballot
- write the number of the story you liked best in the second box
- place your ballot card in the ballot box at the station.

Don't forget to write in your badge number or the vote will be invalid. Note: You must have a Farpoint membership of any sort (Guest, Weekend, Single-Day)

SEE WHO WON: Come to the award ceremony during the Masquerade Saturday evening. The awards will be presented after the halftime show.

Groups and Organizations

Awesome Con

Washington, D.C. - April 26 - 28, 2019
www.awesome-con.com

Awesome Con is a celebration of geek culture, bringing over 70,000 fans together with their favorite stars from across comics, movies, television, toys, games, and more! And just like DC, we're smart, family-friendly, and inclusive - as Awesome Con is home to:

- Future Con, an area of Awesome Con exploring where science and science fiction meet - created with the Smithsonian!
- Awesome Con Jr, an all-ages destination for the next generation of fans
- Pride Alley, a celebration of queer creators and fans curated by GeeksOUT

Balticon/BSFS

Baltimore, MD - May 24-27, 2019
www.balticon.org

The Baltimore Science Fiction Society (BSFS) is a non-profit, charitable, literary and educational organization, dedicated to the promotion of, and an appreciation for, science fiction in all of its many forms.

Balticon, our annual regional science fiction & fantasy convention, features authors, editors, publishers, artists, filmmakers, and, most importantly, fans. Occurring over the four-day Memorial Day weekend, Balticon has speeches by our guests, author readings, panels, slide shows, films, videos, an art show, a dealers room, board gaming, card gaming (collectible and otherwise), computer gaming, a masquerade show, science programming, a writer's workshop, and much, much more.

BlerDCon

Crystal City, VA - Jul 12-14, 2019
www.blerdcon.com

BlerDCon highlights and celebrates Blerd culture and creates a marketplace of ideas where sharing that culture takes place with proper context, attribution and positivity in an inclusive environment.

BlerDCon comes from the term "Blerd", or "black nerd". Blerd culture encompasses creatives, fans, producers who are and have been contributing to every fandom, but don't get the recognition or notoriety.

BlerDCon celebrates our connection with LGBTQ, the disabled, POCs and the international community! All are welcome to partake in the experience; we are an open community who love all the same nerd-dom. Our many events include: panels, celebrity guests, presentations, workshops, gaming tournaments, cosplay contests, cosplay guests, music, dance, anime screenings, and a maid café.

BronyCon

Baltimore, MD - August 1-4, 2019
www.bronycon.org

BronyCon is the world's largest convention for and by fans of the animated TV series *My Little Pony: Friendship is Magic*. Beginning as a one-day event in New York City with just 100 attendees,

BronyCon has grown to a weekend-long extravaganza drawing over 10,000 fans from every corner of the globe. Featuring show guests, an incredible panel lineup, BronyPalooza, vendor hall, screenings, contests and so much more, BronyCon has something for everyone.

Castwave Studios

www.castwavestudios.com

The idea was a studio where local podcasters could pool their resources and create more than just audio content. Audio, video, photography, music, comedy, these were all things that could now be created under the umbrella of Castwave Studios. Soon after the first two shows merged as a studio, they opened a new segment called *BGN Correspondence*, a series of short reviews and sketches that introduced more content to the website. Out of this show came two segments in particular, *One Drunk Geek* and *The SynapZe Reviews*...

One Drunk Geek became its own show hosted by Brian Massey, while *The SynapZe Reviews*... was a testing ground for Jordan Hazelwood's work on *Geek Criteek*; both shows have now become staples of the Castwave Studios channel on YouTube.

With all this that happened, we're still on the lookout for new talent, new shows and new guests to host! Castwave Studios: it's entertainment for nerds, by nerds.

Chessiecon/TSFS

Timonium, MD - November 29 - December 1, 2019
www.chessiecon.org

Chessiecon is a science fiction and fantasy convention held annually by the Thanksgiving Science Fiction Society (TSFS). They are dedicated to celebrating and encouraging those who are interested in science fiction, speculative fiction, fantasy, and related genres in all forms. They also award the Turkey Awards, Chessiecon's own version of the Bulwer-Lytton Fiction contest, for the "worst possible opening to the worst possible SF/F novel (n)ever written".

Crazy 8 Press

www.crazy8press.com

Crazy 8 Press is a consortium of writers who have decided to by-pass the traditional publishing process to bring our work directly to you, the reader.

- Why Crazy 8 when you started with only 6? Choose your favorite answer!
- We started with eight authors, but two spontaneously combusted. (And now we've regenerated.)
- Glenn's big enough for three.
- Aaron's multiple personalities wanted to be counted, or else they'd start playing with knives.
- If we went with Secret Six, DC would want royalties.
- We wanted to name ourselves after a card game, and Bridge Publications was taken.

Dark Operations

www.facebook.com/darkoperations

Dark Operations is a series that follows the epic journey of Captain Royce McGregor and his brave crew as they are recruited by Dark Ops for a mission almost certain to take their lives.

Following the destruction of his ship, and the death of most of his crew, Capt. McGregor and his fellow survivors find themselves pulled in to a society that the outside world doesn't even know exists.

Led by the highly decorated Admiral John Winston Cross, Dark Operations sits as Earth's only hope for survival against the increasing Vrill threat. After the strong-arm recruitment by the Admiral, Capt. McGregor and his crew are trained for battle and given Dark Operations' newest flag ship. The USS Armstrong is a powerful warship built to survive the long engagement that her crew will face against the Vrill. As our pilot episode closes, Captain McGregor and his crew leave Dark Ops Headquarters and begin their mission of genocide. Their goal: to neutralize the Vrill threat and return home.

Endlight Entertainment

www.endlightentertainment.com

Endlight Entertainment is an independent studio known for their podcast network and the *Ninjas vs...* film series.

Farragut Films

www.starshipfarragut.com

Established in 2004, Washington, DC-based Farragut Films Inc. specializes in producing feature-length films, vignettes, trailers, and other videos in a variety of genres. We have established partnerships with other film companies to include CGI, special effects, make-up effects, sound mix/effects, musical scores/soundtracks, and specialized post-production work.

The company's flagship effort, the *Starship Farragut* series, was conceived by John Broughton and launched in 2005. Working on the premise of "New Ship, New Crew, New Adventures - but based on the era of Classic Trek", the series encompasses ten episodes, including two animated entries.

Firebringer Press

www.firebringerpress.com

Firebringer Press has been publishing since 2005, and released its seventh title, the anthology *Somewhere in the Middle of Eternity*, in the Summer of 2014. Focusing on Science Fiction, Fantasy and Paranormal stories, Firebringer reaches out to new authors in the Mid-Atlantic region, and has published the works of founder Steven H. Wilson, Phil Giunta, Lance Woods, Michael Critzer, Stuart S. Roth, Susanna Reilly, Daniel Patrick Corcoran, Diane Baron, and Amanda Headlee. Please join us in the authors' room this weekend as our authors share readings of their work and we talk about future publication endeavors.

Fur the 'More

Tysons, VA - March 15-17, 2019

www.furthemore.org

Fur the 'More began when a few friends in the Maryland anthropomorphics community wondered, "Why doesn't Baltimore have a convention?" Now Fur the 'More is an annual 3-day anthropomorphic convention for enthusiasts of anthropomorphics and the first of its kind in the Maryland, DC, and Virginia area.

Our annual event is designed to provide education, and socialization within our community. We invite our Guests of Honor from within our community, and we showcase artists from all over the world as well as vendors. Each year we



See our Online Guide at:
myconschedule.com/farpoint2019

- Up-to-the-Minute Updates •
- Personalized Schedules •
- Links to our PDF Program Book and More •

Groups and Organizations

sponsor a charity - so far our event has raised over \$20,000 in total donations.

MarsCon

Williamsburg, VA - January 2020
www.marscon.net

We like to think of MarsCon as a weekend long party for people who enjoy Science Fiction and Fantasy. It's a chance to gather with 1,200 or so of your closest friends (or make new friends if you don't know all 1,200 of us), and talk about science fiction, fantasy, cosplay, gaming, your favorite author, or whatever else you like to talk about.

If you're looking to game, we have lots of gaming. We have Japanese Animation. We have Special Musical Guests and excellent Comedy. We have Writers, Artists, and Costumers who discuss their trade. We have scientists from NASA. In 2017 we had some friendly GHOSTS and 2018 some fierce WEREWOLVES! Who knows what 2019 has in store? (Spoiler: FAERIES!)

Of course, we always have Marso the Martian! And, Panels and Workshops, a great Dealers Room, and an excellent Art show. We feature programming for your Kids, so you can bring along the whole family, and they won't get bored!

PA Browncoats/Browncoat Ball

Las Vegas - September 27-29, 2019
www.facebook.com/groups/PABrowncoats

The Pennsylvania Browncoats is a group of more than 500 *Firefly/Serenity* fans located in or near the Commonwealth of Pennsylvania. We organize social events as well as charitable activities, such as the "Can't Stop the Serenity" screenings of the *Serenity* movie.

Since Pennsylvania is so large we've subdivided the state into five (5) loose regions, which we call "Brigades" in honor of the Independents divisions from *Firefly*. These smaller groups can get together much more often than the state as a whole, but we have several statewide activities in various stages of planning and development.

Potemkin Pictures

potemkinpictures.com

Potemkin Pictures is a production powerhouse, offering up over 70 Star Trek fanfilms following the adventures of six different Federation ves-

sels and their crews—and one Klingon battle-cruiser!

ReGeneration Who/Potterverse

Rockville, MD - March 29-31, 2019
www.regenerationwho.com

Onezumi Events is pleased to bring you (Re) Generation Who 5, will be March 29-31, 2019 at the Bethesda North Marriot in Rockville, MD. Visit regenerationwho.com and potterversecon.com for more info.

SciFi Diner Podcast

www.scifidinerpodcast.com

Welcome to the SciFi Diner where we serve up spicy conversations from a tasty menu of the latest sci-fi movies and television shows! Whether you're in the mood for interviews with your favorite actors, reviews of new movies, recaps of the hottest shows, or rewatch/discussions of old favorites, there's something for every appetite at the Diner.

Shore Leave/STAT

Hunt Valley, MD - July 12 - 14, 2019
www.shore-leave.com

The Star Trek Association of Towson, Inc. (STAT) was founded in 1978 by a small group of people who shared an interest in *Star Trek*. A year later, we held the first Shore Leave Convention, which attracted even more *Star Trek* enthusiasts to the group.

As the club grew, our interests expanded to include the promotion of not only *Star Trek*, but also of science fact and other areas of science fiction. Activities have included costumed visits to local hospital pediatric units, visits to libraries and schools to promote literacy, participation in the Towson 4th of July Parade and pre-parade entertainment. Our current major activity, of course, is holding our annual Shore Leave Convention in July.

STARFLEET

www.sfi.org

For over 35 years, Starfleet has provided *Star Trek* fans a way to meet each other, make friends, have fun, give back to their communities, and show that the dream of Gene Roddenberry can live long and prosper. On the local level, members can gather with other fans for a variety of enjoyable activities. On the international level, Starfleet offers our members a wealth of resources that you won't find in any other *Star Trek* fan clubs. In addition to a great set of membership materials and our regularly-

published newsletter, Starfleet offers members the chance to get involved with Starfleet Academy, the Starfleet Marine Corps, the Department of Technical Services, and much, much more.

StarQuest

Frederick, MD - July 27-28, 2019
www.starquestconvention.com

StarQuest was formed to embrace the imagination of the universe, to scrutinize the knowledge of what we think the future will be, and to share this incredible experience with other tellurian beings. We are a fan run convention organized and brought to other fans by the media. We are fans of and celebrate all things science fiction (sci-fi) and fantasy. We embrace the vastness of the Science Fiction Universe including *Star Trek*, *Star Wars*, *Babylon 5*, *Flash Gordon*, *Warehouse 13*, and *Doctor Who*; just to name a few.

After meeting over the years and discussing how one show related to the another, and debating the enormous sci-fi universe, we decided that we should have a fan based convention here in Frederick, to (1) find how many fans there are in our community, (2) to celebrate our interests with other fans, and (3) to make the rest of the cosmos aware that we are here to experience the universe together.

TeeCon

www.facebook.com/pg/officialteecon

Tee-Con is a Convention that celebrates T-Shirts, Urban Wear, Comics, Skateboarding, Sneakers, The Arts and more.

T-Shirts are universal! We pride ourselves in cultivating an urban, artistic atmosphere. It is comprised of an interactive Market Place that will feature dozens of: T-Shirt Brands, Exclusive Sneakers, Guest Speakers, Educational Seminars, Fashion Shows, Cosplay and More.

All ages are welcome! So, make sure to bring your family and friends. Dress in your BEST Cosplay and have a great time.

USS Vengeance/TUF

The U.S.S. Vengeance is based in Binghamton, NY, and we are not just a *Trek* group! We embrace all sci-fi, cosplay, LARP, renaissance, anime and more. We enjoy attending local events and meeting new friends as well as helping our com-

DOES THE THOUGHT OF A BITE & 8-BITS TEMPT YOU?
FIND WHAT YOU SEEK AT...

MARTY'S CORNER

CON SUITE & VIDEO GAMES

Friday
3:00 pm—12:00 midnight

Saturday
9:00 am—8:00pm
10:00 pm—2:00 am*

Sunday
9:00 am—4:00 pm

* No food or beverages available from 10:00 pm—2:00am



Photo by Stephen Lesnik

Live Events & Performances

Conlanging, The Art Of Crafting Tongues

Hunt Ballroom - Friday 2/8 - 3:00pm

The first feature documentary about the global phenomenon of constructed languages and the extraordinary people who invent them. From languages like Klingon and Dothraki in blockbuster productions, to the diverse personalities engaging in the practice today, to its relevance in education and even efforts to save dying languages — there's much more to conlanging than almost anyone might imagine.

The art of language construction is currently undergoing a renaissance, as the emergence of the Internet empowers its communities and popular culture embraces it as an important detail in world-building for sci-fi and fantasy. This revelatory film tells the rich story of passions that have expanded far beyond Tolkien's "secret vice." *Marc Okrand*

Cocktail Party

Valley Ballroom - Friday 2/8 - 7:00pm

Everyone's welcome to mix and mingle! A cash bar will be available. For an additional cost, you can buy a ticket for all-you-can-eat light buffet. A limited number of tickets available at the door.

Opening Ceremonies

Valley Ballroom - Friday 2/8 - 7:45pm

The party continues! Please join us for the presentation of the Volker/McChesney Award, the Friday Live Charity Auction, and a performance by Prometheus Radio Theatre with special appearances by our convention guests.

Prometheus Radio Theatre

Valley Ballroom - Friday 2/8 - 8:25pm

Tune in during Friday's Opening Ceremonies as the award-winning Prometheus Radio Theatre and convention guests continue a Farpoint tradition, breathing new life into a vintage art form. It's a one-time only live show you don't want to miss!

Book Fair

Hunt Valley Hallway - Friday 2/8 - 10:00pm (2hr)

Meet and mingle with the authors at the Book Fair!

Vic's Place

Hunt Ballroom - Friday 2/8 - 10:00pm

Karaoke party! *Chris Carothers, Karen Carothers, Chris Szverra*

Starfleet Meeting

Salon A - Saturday 2/9 - 9:00am

Club meeting. *Karen Carothers*

LGBT Podcasting

Hunt Ballroom - Saturday 2/9 - 10:00am

DJ Starsage (*The Faraway Nearby*) and Toppie Smellie (*The Smellcast*) explore their beginnings and discuss launching your own podcast! *DJ Starsage, Toppie Smellie*

Robert Greenberger

Valley Ballroom - Saturday 2/9 - 10:00am

Bob talks movies... and tv... and other stuff... *Robert Greenberger*

Escape From Mars Escape Room

Derby - Saturday 2/9 - 11:00 am, 1:00 pm, 3:00 pm, 5:00 pm, 7:00 pm

The "Escape from Mars" puzzle escape room will feature a series of interlinking puzzles that your team will have to solve in order to "escape" from Mars. Teams have 50 minutes to escape, and hints will be available upon request. The suggested age range is 13 and up. To sign up, there will be a first-come, first-serve list outside the Derby Room starting at 5pm on Friday.

W.A.N.Ds

Hunt Ballroom - Saturday 2/9 - 11:00am

W.A.N.Ds is a sport for all aspiring Wizards & Witches to showcase their dueling skills! Much like Muggle Amateur Boxing contests, participants face off with their opponents over 3 rounds of combat to be judged by an licensed W.A.N.Ds official. The event will kick off with a seminar class on the official spell-book of W.A.N.Ds, featuring recommended hexes, jinxes, and counter-curses taught by an Auror official working with the Magical Games & Recreation Department of the Ministry of Magic, here on

special assignment to MACUSA! *Brooks Miller, Kathy Mainhart, Glenda Miller*

Boogie Knights

Valley Ballroom - Saturday 2/9 - 11:00am

History and fantasy-inspired parodies of modern songs. Come for the melody, stay for the words! *Lynn Cunningham, Keith R.A. DeCandido, Dave Keefer, Kate Pakaski, Sharon Palmer, John Scheeler, Linda Swann*

Kunst des Fechtens: Learn to Fight BETTER Than a Lannister!

Hunt Ballroom - Saturday 2/9 - 12:00pm

Have you ever wanted to wield a great sword like Ned Stark? Conquer enemies like Brienne of Tarth? If you want more than just stage combat, this is the class for you! Come learn the basics of European longsword so you too can face the White Walkers. *Kunst des Fechtens*

Wallace Shawn

Valley Ballroom - Saturday 2/9 - 12:00pm

An hour with our guest. *Wallace Shawn*

Sci-Fi Diner Podcast

Hunt Ballroom - Saturday 2/9 - 1:00pm

Check out the Sci-Fi Diner crew as they record their podcast at Farpoint! *Dave Sellars, M Sieiro Garcia, Miles McLoughlin*

The Chromatics

Valley Ballroom - Saturday 2/9 - 1:00pm

A capella stylings with pop culture riffs and science facts! *Padi Boyd, John Meyer, Michelle Orhan, Scott Rohrbach, Alan Smale, Karen Smale*

Self-Defense Workshop

Hunt Ballroom - Saturday 2/9 - 2:00pm

A demonstration of self-defense techniques by a second-degree black belt in karate. Or, how to defend yourself with more than mere words. *Keith R.A. DeCandido*

Rob Paulsen & Maurice LaMarche

Valley Ballroom - Saturday 2/9 - 2:00pm

An hour with our guests. *Rob Paulsen, Maurice LaMarche*

Marc Okrand

Valley Ballroom - Saturday 2/9 - 3:00pm

If you've ever heard Shakespeare the way it was meant to be spoken, thank Marc. He's the man who taught the Klingons their own language and inspired linguists all over the galaxy. *Marc Okrand*

Remembering Lee Warren

Hunt Ballroom - Saturday 2/9 - 4:00pm

A gathering to remember our friend and karaoke maven, Lee Warren. *Karen Carothers, Chris Carothers*

TA Chafin

Valley Ballroom - Saturday 2/9 - 4:00pm

Find out what's going on in the Star Wars universe! *TA Chafin*

Luna-C: Potter Live in 45!

Valley Ballroom - Saturday 2/9 - 5:00pm

Celebrating the 10th Anniversary! Potter Live in 45 is a warp-speed look at all of the Harry Potter books handled irreverently by the minds of Luna -C Productions. In a scant forty-five minutes (or more) the cast of Luna-C hits the high points of all seven books. Catch us as we attempt to cover over three thousand four hundred and seven pages in forty-five minutes, or roughly two pages a second!

Masquerade Costume Contest

Valley Ballroom - Saturday 2/9 - 8:00pm

Join us for one of the best Masquerades in fandom. Stay for the Halftime Show and the Saturday Live Charity Auction, featuring awesome items including special items donated by our guests.

Ten Forward Dance Party

Hunt Ballroom - Saturday 2/9 - 10:00pm

Dance and party the night away!

Game Show Trivia

Hunt Ballroom - Sunday 2/10 - 10:00am

Jeopardy-styled game show trivia featuring questions from categories of sci-fi/fantasy movies and tv shows. *DJ Gallifrey*

Bob & Howie Show

Valley Ballroom - Sunday 2/10 - 10:00am

Books, movies, tv, baseball. The important things in life. *Robert Greenberger, Howard Weinstein*

Cooking for Trekkies

Hunt Ballroom - Sunday 2/10 - 11:00am

Feed your inner geek — literally! *Jessica Moran*

Cash Con

Valley Ballroom - Sunday 2/10 - 11:00am

Have you seen Cash Con on TV? With the cabbie picking up passengers and asking them trivia questions for money? Well, we're putting on Cash Con. Since we can't have a real New York Yellow Cab, we'll set up a cardboard one, take volunteers on stage and ask them all kinds of pop culture, science fiction and historical questions. The 'passengers' work together to win money (or not) according to how many questions they get correct in the allotted time. If they get too many wrong, the cabbie will evict them from the cab. Cash Con is ready to roll. Are you ready to play? *Diane Lee Baron*

Castwave Studios

Hunt Ballroom - Sunday 2/10 - 12:00pm

Come hear the latest from the Castwave Studios team! *Colin Caccamise, Sean Holmes, Brian Massey, Clayton Myers*

Rob Paulsen & Maurice LaMarche

Valley Ballroom - Sunday 2/10 - 12:00pm

An hour with our guests. *Rob Paulsen, Maurice LaMarche*

Kunst des Fechtens: CLASH! BANG! Swords in Media and Reality

Hunt Ballroom - Sunday 2/10 - 1:00pm

Outlining your nefarious plan mid-sword fight is a hallmark of many fantasy movies and shows, but what really goes on during a proper sword fight? Is it quick and precise like *The Princess Bride*, or is it slow and noisy like *Highlander*? Come find out the answers to these questions and more in this one-of-a-kind talk that guarantees to ruin how you watch your favorite shows! *Kunst des Fechtens*

Wallace Shawn

Valley Ballroom - Sunday 2/10 - 1:00pm

An hour with our guest. *Wallace Shawn*

Conlanging, The Art Of Crafting Tongues

Salon D - Sunday 2/10 - 1:00pm

The first feature documentary about the global phenomenon of constructed languages and the extraordinary people who invent them. From languages like Klingon and Dothraki in blockbuster productions, to the diverse personalities engaging in the practice today, to its relevance in education and even efforts to save dying languages — there's much more to conlanging than almost anyone might imagine.

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Movie Presentation: Dreams With Sharp Teeth

Valley Ballroom - Sunday 2/10 - 2:00pm

A documentary made in 2008 about the life and career of Harlan Ellison, introduced by our own Peter David. (View Discretion Advised) *Peter David, Phil Giunta*

Open Committee Meeting

Salon A - Sunday 2/10 - 4:00pm

Come and tell us how your Farpoint went! Suggestions and feedback welcome! *Farpoint Committee*



Livetweet Your Con! #FarpointCon2019

Movies, Television & Fandom Interest Panels

Book to Movie Comparison of *Ready Player One*

Salon A - Friday 2/8 - 3:00pm
Did you like the book? How about the movie? What was your favorite Easter Egg in the film? Our panelists will discuss. *Jasmine Cosplays, Betsy Childs*

Voltron on Netflix

Salon A - Friday 2/8 - 4:00pm
One of the best anime shows is a Netflix exclusive. What makes it so awesome? How does it respect the original while forging its own path? *T. Eric Bakutis, L.G. Ransom, Kyle Williamson*

Outlander: Brave New World

Salon A - Friday 2/8 - 5:00pm
Join Jamie & Claire, plus many of our favorite characters, as they find themselves thrust into a new world. A world no less filled with intrigue, danger and forces beyond their control than was in Scotland and France. Now in America, they have to find their way and meet new challenges to become a family once again. *Annie Brugmans, Betsy Childs, Maggie Restivo*

Kira Nerys: The True Protagonist of Deep Space Nine?

Salon A - Friday 2/8 - 6:00pm
The heart and soul of the show, its driving force and its backbone. *Deep Space Nine* boasted arguably the best cast and best writing of all the *Star Trek* series. Of all those fantastic characters, was Kira also the real lead of the show? *Rigel Ailur, Derek Tyler Attico, Kelli Fitzpatrick*

Jean-Luc Picard: The Man, The Legend & What the Future Holds

Salon A - Friday 2/8 - 7:00pm
A look back at Picard's creation, his story arc, what his next adventure could hold, and the impact on the life of Patrick Stewart. *Josh Pritchett, Mary Fan, Brandon Troy*

The Future of Superhero Movies

Salon A - Saturday 2/9 - 10:00am
Superhero movies have pretty much taken over the silver screen. But are they a fad that'll eventually fade like the western? And even if they remain Hollywood's darling, how will they evolve? Will we see new superhero franchises originate in movies rather than in comic books? *Michael Jan Friedman, Ryan Permison, Kenneth Rogers, Jr., Russ Colchamiro*

Escape From Mars Escape Room

Derby - Saturday 2/9 - 11:00 am, 1:00 pm, 3:00 pm, 5:00 pm, 7:00 pm
The "Escape from Mars" puzzle escape room will feature a series of interlinking puzzles that your team will have to solve in order to "escape" from Mars. Teams have 50 minutes to escape, and hints will be available upon request. The suggested age range is 13 and up. To sign up, there will be a first-come, first-serve list outside the Derby Room starting at 5pm on Friday.

Social Groups For Geeks

Belmont - Saturday 2/9 - 11:00am
No matter what your fandom, there's probably a fan group out there waiting to welcome you. If not, our panelists will show you how to start one of your own! *Kyle Williamson*

You Killed My Father!

Salon A - Saturday 2/9 - 11:00am
Inigo Montoya, Luke Skywalker, Harry Potter. Many science fiction and fantasy protagonists have dead, absent, or evil fathers (bonus points to Luke for both). Panelists will discuss why the dead father trope is so popular, talk about counter examples (such as Kamala Khan), and attempt to ascertain whether it has a purpose or whether it is something we should be moving away from. *Jennifer Povey, Thomas Atkinson, Colin Caccamise*

Big Bang - The Final Season

Salon A - Saturday 2/9 - 12:00pm
It's the final season for a TV show that has introduced mundanes to the fun of being a geek/nerd/fanboy. How far have they come and how do you think it will end? We will also discuss *Young Sheldon* and how characters like Georgie

and Tam are crossing over into *Big Bang*. *Don Sakers, Betsy Childs, Thomas Atkinson*

A Fannish Sense of Entitlement

Belmont - Saturday 2/9 - 1:00pm
Used to be, when you were a fan of a show, book or film, you proclaimed your devotion with multiple viewings/readings, joining fan clubs, purchasing merchandise, even writing letters to protest cancellations. Now, fans feel entirely justified in trashing an actor's performance or criticizing directors for their choices -- even boasting that the fans could do better! Where did this sense of entitlement come from? Can we blame social media? *Jay Smith, Don Sakers, Phil Giunta*

Parrots, Cheese, Spaniards and Naughty

Boys: Monty Python At 50
Salon A - Saturday 2/9 - 1:00pm
The legendary sketch comedy *Monty Python's Flying Circus* debuted in the autumn of 1969. Fifty years later, the panel will discuss the sketches, the Pythons, the films, the albums, and the legacy of a half century of something completely different. Comfy chairs not provided. *Allyn Gibson, Peter David, TA Chafin, Dr. Ariel Vitali*

TV Show Themes

Salon A - Saturday 2/9 - 2:00pm
Let's discuss the theme songs that we remember connected with shows we watched. They stuck in our heads so much that we can still sing all the words even today ("They call him Flipper, Flipper, faster than lightning..."). Basically just a fun panel to discuss our favorite tv shows - from when we were kids to now. *Dr. Ariel Vitali, L.G. Ransom, Ryan Permison*

Fandom In Miniature: Toy Collecting

Belmont - Saturday 2/9 - 3:00pm
Come join our panel as they discuss the toys they love, how their collections got started, how toys have changed over the years, and the most important question: to open or not to open! *Phil Giunta, Ethan Wilson, Cindy Woods, Thomas Atkinson*

GoT Season 8: We Shall Never See Its Like Again

Salon A - Saturday 2/9 - 3:00pm
Come hear our panel's predictions and desires for *Game of Thrones* Season 8! *Pat Sponaugle, Jonathan Eigen*

Browncoats Unite!

Salon A - Saturday 2/9 - 4:00pm
Let's explore the state of the fandom 15+ years after the *Firefly* TV series, and 13+ years after the movie *Serenity*. How are the comic books? How are the collectibles? How is the fandom? Is *Firefly* still relevant after all these years? *Matt Black, Dr. Ariel Vitali, Kelli Fitzpatrick*

The Case for a Captain Worf Series

Salon A - Saturday 2/9 - 5:00pm
A look back at the life of Worf and why he deserves his own television series. *Josh Pritchett, Mary Fan, Brandon Troy*

The Good Doctor

Salon A - Sunday 2/10 - 10:00am
Let's talk about the newest incarnation of the Doctor, her companions, her TARDIS, her stories. Does she get a thumbs up or a thumbs down? *Kathleen David, Jennifer Povey, Thomas Atkinson, Brian Massey*

Shows Of The CW

Salon A - Sunday 2/10 - 11:00am
A forum for fans to share their appreciation, aggravations, and wishes for the great line-up of shows on The CW Network. We'll cover *Supergirl, The Flash, Black Lightning, Arrow, and Legends of Tomorrow*. Our panelists will also discuss the podcasts and social media outreach of the casts, particularly the "SheTherity" efforts of the ladies of the casts. *Stella Sutkiewicz, Robert Greenberger, Don Sakers*

The Star Wars "Multiverse"

Salon A - Sunday 2/10 - 12:00pm
Disney has thrown open the hangar bay doors,

allowing many more projects outside the main films. Do you agree with Disney's business plan? Should they just stick to making [insert Episode number & title here]? We'll talk about *Solo*, the *Resistance*, the *Rogue One* TV series and Jon Favreau's *The Mandalorian*, among others. *Thomas Atkinson, Mary Fan, Dave Sellers, Allyn Gibson*

Marvel in a Snap

Salon A - Sunday 2/10 - 1:00pm
Our panelists will discuss *Infinity War* and its repercussions. Will the Phase 4 films be able to restore order to the Marvel Universe? How does *Captain Marvel* figure in all this? Even if order is restored, which heroes won't be coming back? *Keith RA DeCandido, Nathan Schell, Glenn Haurman, Derek Tyler Attico*

Women In Star Trek

Salon A - Sunday 2/10 - 2:00pm
Who are your favorite female Trek characters? Where has Trek gotten it right? Where do they need improvements? *Karen Carothers, Mary Fan, Dr. Valerie Mikles*

Aquaman

Salon A - Sunday 2/10 - 3:00pm
Did we love it? Did we hate it? Our panelists will discuss. *Miles McLaughlin, Ryan Permison, Kenneth Rogers, Jr.*



From Sindarin...
...to Klingon...
...to Dothraki...
...and beyond...

CONLANGING

THE ART OF CRAFTING TONGUES

The fascinating history and intriguing future of creating languages

Introduced By

Marc Okrand

Q & A Session Following Film

Friday 3:00 pm

Hunt Ballroom

ENCORE PRESENTATION

Sunday 1:00 pm

Salon D

All Ages/Child Friendly Panels

Movie Party

Chase - Friday 2/8 - 8:00pm (2-Hours)

Come enjoy the storytelling of Mr. Don, watch a fabulous flick, and enjoy yummy snacks! *Eta Hack, Don Sakers*

Cookie Decorating with Princess Leia

Chase - Saturday 2/9 - 11:00am

Decorate Princess Leia and Chewbacca cookies! *Stephanie Kiss, Eta Hack*

Welcome to Hogwarts!

Chase - Saturday 2/9 - 12:00pm (3-Hours)

Hogwarts School orientation. Meet your teachers and sample our classes by visiting magical craft stations. *Merrily Wolf, Eta Hack*

Stuffed Animal Cosplay Contest

Salon F - Saturday 2/9 - 1:00pm

Do you have a stuffed companion who attends cons with you? Does that stuffed companion cosplay? If so, this is the place for you! *Liz Scott,*

Laura Scott

Puppet Fun

Chase - Saturday 2/9 - 3:00pm

Make and take the coolest paper bag puppets! *Eta Hack*

Chromatography Fun

Chase - Saturday 2/9 - 4:00pm

When art and science come together. Make fantastic art using scientific techniques. *Eta Hack*

Masquerade Costume Contest

Valley Ballroom - Saturday 2/9 - 8:00pm

Join us for one of the best Masquerades in fandom. Stay for the Halftime Show and the Saturday Live Charity Auction, featuring awesome items including special items donated by our guests.

Lego Fun

Chase - Sunday 2/10 - 10:00am (2-Hours)

Create amazing structures! *Eta Hack*

Cookie Decorating with Princess Leia

Chase - Sunday 2/10 - 12:00pm

Missed it the first time or just want to do it again? Decorate Princess Leia and Chewbacca cookies! *Stephanie Kiss, Eta Hack*

Kids and Cosplay

Salon F - Sunday 2/10 - 1:00pm

A discussion for both parents and young cosplayers on the challenges they face in the cosplay world - scaling patterns down to fit the young fan, how adults and kids can work together to build a costume, sources for smaller sized props and accessories appropriate for young cosplayers, reactions from members of the public to young fans in costume and more. *L.G. Ransom, Dame Dahlia*

New Media Panels

Conlanging, The Art Of Crafting Tongues

Hunt Ballroom—Friday 2/8—3:00pm

The first feature documentary about the global phenomenon of constructed languages and the extraordinary people who invent them. From languages like Klingon and Dothraki in blockbuster productions, to the diverse personalities engaging in the practice today, to its relevance in education and even efforts to save dying languages — there's much more to conlanging than almost anyone might imagine.

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popular culture embraces it as an important detail in world-building for sci-fi and fantasy. This revelatory film tells the rich story of passions that have expanded far beyond Tolkien's "secret vice." *Marc Okrand*

From Idea to Execution: A Crash Course on Bringing Your Indy Project To Life

Salon D - Saturday 2/9 - 10:00am

Having an idea for a film or web project is not even half the battle! Talk with experienced filmmakers and web producers on how to go from idea through financing, scripting, casting, filming/recording, editing and distribution. Learn about fitting each small piece into place to produce your finished idea and share it with the world. *Jay Smith, Glenn Hauman*

LGBT Podcasting

Hunt Ballroom - Saturday 2/9 - 10:00am

DJ Starsage (*The Faraway Nearby*) and Toppie Smellie (*The Smellcast*) explore their beginnings and discuss launching your own podcast! *DJ Starsage, Toppie Smellie*

The Road to Dark Ops: Terminus

Salon D - Saturday 2/9 - 11:00am

An overview of the history behind the *Dark Operations* project and the many lessons learned along the way. *Royce Essig, Nathan Schell*

Potemkin Pictures

Salon D - Saturday 2/9 - 12:00pm

Come meet the Potemkin Pictures team and hear about any upcoming works. *Michael Day, Michael Bednar*

The State of Virtual Reality - 2019

Salon D - Saturday 2/9 - 1:00pm

An update on the state of virtual reality headsets, social VR, and how virtual reality tech has advanced since last year. *T. Eric Bakutis*

Sci-Fi Diner Podcast

Hunt Ballroom - Saturday 2/9 - 1:00pm

Check out the Sci-Fi Diner crew as they record their podcast at Farpoint! *Dave Sellars, M Sieiro Garcia, Miles McLoughlin*

Storytelling With New Technology

Salon D - Saturday 2/9 - 2:00pm

A discussion of how to use podcasting and other new media to tell your stories. *Royce Essig, Nathan Schell, Stephen Kozienewski*

Adventures in 3D Printing

Salon D - Saturday 2/9 - 3:00pm

We'll discuss the emerging technology and industry of 3D printing, its applications, and the practical (but overlooked) knowledge required to design for and print 3D. *Rock Robertson*

Farragut Films

Salon D - Saturday 2/9 - 4:00pm

We'll get the latest from Farragut Films, including any new projects. *Krystina Victor, John Broughton, Paul Sieber, Ari Seamon, Case Aiken*

Dinner & a Movie: The Assassin's Apprentice

Salon D - Saturday 2/9 - 7:00pm (2-Hours)

An assassin-in-training must undergo a final test, but she decides to do things her own way. Winner of 13 awards from various film festivals around the world!

Using Social Media Effectively

Salon D - Sunday 2/9 - 10:00am

Twitter, Instagram, Facebook and the like can seem daunting to the uninitiated. But, if you want to be an author (or any kind of business person, really) ignoring social media is like leaving fans (and money) on the table. Our panelists will discuss tips, tricks, and best practices for getting the most out of your internet platform. *Stephen Kozienewski, L.G. Ransom, Danielle Ackley-McPhail, Dr. Ariel Vitali*

Writing for Games

Salon D - Sunday 2/9 - 11:00am

What's it like to write for video games and tabletop games? How does one get into writing for games? *T. Eric Bakutis, Aaron Rosenberg, Gregory A. Wilson*

Castwave Studios

Hunt Ballroom - Sunday 2/10 - 12:00pm

Come hear the latest from the Castwave Studios team! *Colin Caccamise, Sean Holmes, Brian Massey, Amanda Cavanagh*

The State of Fan Films in 2019

Salon D - Sunday 2/9 - 12:00pm

Our panelists will talk about the legality of fan films, the rules, the challenges, and what makes fan films great! *Kyle Williamson, Miles McLoughlin*

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Science Panels

Living and Working in Space

Salon B – Friday 2/8 – 5:00 pm

Using the servicing missions to the Hubble Space Telescope as examples, we will examine the environment in which astronauts live and work. How is it different from what we experience here on Earth? What does it take to become an astronaut? How do they prepare for their missions? We will take a short glimpse into a world only a few hundred miles beyond our own. *Dr. Inge Heyer*

The Return to Human Spaceflight

Salon B – Friday 2/8 – 6:00 pm

NASA will be making major strides to putting American astronauts into space. Seeking an alternative to using the Russian Soyuz craft, NASA's partners are working on two different vehicles and launch systems. Launches and test flights scheduled for 2019 will be reviewed. *Dr. Willie Yee*

Silicon-Based Life Forms

Salon B – Friday 2/8 – 7:00 pm

Since Isaac Asimov's famous short story about the alien, space-dwelling silicony, writers and scientists have explored the possibility of Silicon as opposed to Carbon-based life in the Universe. In this talk, Dr. Batchelor will give some highlights, show how some of our Carbon-based life on Earth makes use of Silicon, and describe the prospects for finding such Si life. *Dr. David A. Batchelor*

Radio Cosmos! Greatest Discoveries in Radio Astronomy in the Past Year

Salon B – Saturday 2/9 – 10:00 am

Baby planets, exploding stars, weird chemistry in our galaxy, it's all here in a review of the biggest, most interesting, and downright unusual discoveries in radio astronomy from the past year. To quote famed researcher David S. Pumpkins, Any questions?! *Dr. Charles Blue*

The DART Mission: Testing Planetary Defense via Asteroid Deflection

Salon B – Saturday 2/9 – 11:00 am

NASA's DART (Double Asteroid Rendezvous Test) mission is set for launch in 2021 and a rendezvous with asteroid Didymos B in 2022. DART will be the first test of planetary defense via kinetic deflection. Dr. Miller will tell us all about DART and NASA's planetary defense program in general, including contrasts between Hollywood versions of the concept and the soon-to-be real thing. *Dr. Timothy C. Miller*

Tsunamis and Tidal Waves in Science Fiction

Salon B – Saturday 2/9 – 12:00 pm

Tsunamis, tidal waves, and killer surf, oh my! Death, destruction and devastation from raging walls of water is a common catastrophic trope across science fiction, but what defines the blurry lines separating scientific fact, engaging fiction, and editorial license for entertainment's sake? Always know where your towel is! *Dr. Timothy Slater*

How Cold is Cold: Physics at the Coldest Temperatures in the Universe

Salon B – Saturday 2/9 – 1:00 pm

The coldest place that we know will soon appear our neighborhood of space. This fact might not sound too surprising, until you realize that it will not at some point beyond our solar system, but aboard the International Space Station in the freshly operational Cold Atoms Lab (CAL). There a group of scientists are trying to cool a gas of rubidium atoms down to just a few picokelvin (that is just a few hundred quadrillionths of a degree above absolute zero). In this presentation, I will talk about how labs here on Earth (and now in orbit) are able to cool atomic gases down to these extreme temperatures. I will also introduce some of the bizarre things that we see when a gas is cooled down that far and the strange world of quantum mechanics takes over. *Dr. Seth Rittenhouse*

Star Trek Discovery vs. Canon

Salon B – Saturday 2/9 – 2:00 pm

ST Discovery feels different than what we're used to, but why? Let's explore how a film maker's use of sound, light, science, and camera angles changes everything about how we perceive the Star Trek Discovery universe. *Dr. Stephanie Slater*

Exploring the Mysteries of Mars

Hunt Ballroom – Saturday 2/9 – 3:00 pm

There have been a number of rovers crawling around Mars in recent years, and they, together with the orbiters, have discovered an amazing amount of new information about our neighbor planet. We will take a tour of Mars, of the surface and in time, to find out the current status of our knowledge of the red world. Undoubtedly we will also find a lot of new questions that need answering. *Dr. Inge Heyer*

SpaceX and NASA: Better Together for Getting to Mars

Salon B – Saturday 2/9 – 4:00 pm

This talk relates some of SpaceX history and discusses the plan for Mars and how both SpaceX and NASA contribute to it. *Mary Louise Davie*

The Ethics of Hacking Humans

Salon B – Saturday 2/9 – 5:00 pm

A Chinese scientist claims to have edited the genome of twins. What now? An exploration of the technology, medical and commercial potential, ethics, and possible abuses. *Steven H. Wilson, Dr. Rumen Kostadinov, Dr. Beatrice Kondo, L.G. Ransom*

The Science of Space

Salon B – Saturday 2/9 – 6:00 pm

Doctor Young takes us on a journey through the Solar System to explore the environment created by the Sun as it extends all the way out to the Heliopause. Hear how it interacts with planets, moons and asteroids and affects their local environments. *Dr. C. Alex Young*

Space Weather: Cloudy with a Chance of Radiation

Salon B – Sunday 2/10 – 10:00 am

Thinking of a weekend trip to the space station, or a vacation to the lunar plains? Before you pack make sure to check out the weather. As both national and commercial entities are expanding further out in space, with plans for human exploration, it is important that we understand how environmental changes affect our technology and astronauts. We will look at our current understanding of space weather and how it affects our lives, how examining space weather at other stars helps us better understand the extremes we may experience at Earth, and how it may affect our future in space. *Dr. Alexa Halford*

Hubble's Technicolor Universe

Salon B – Sunday 2/10 – 11:00 am

Astronomy has been a visual science since man first looked at the heavens. Powerful telescopes, combined with the advent of photography, extend our reach deep into the universe by capturing light from objects much fainter than our eyes are able to see. This is epitomized by the legendary Hubble Space Telescope that has visually redefined the universe for whole new generations of space enthusiasts with its evocative color images of the universe. The power of these images cannot be underestimated. They convey the wonders of the heavens much more quickly to lay audiences than text alone. A common question is: are the Hubble images too good-looking to be true? How close these celestial snapshots are to reality? Actually, this is a moot point. Hubble's powerful vision captures the essence of space phenomena through a careful blend of science and photographic aesthetics. This talk will explain how Hubble's images are assembled and processed for the public. *Dr. Ray Villard*

Astrophotography

Salon B – Sunday 2/10 – 12:00 pm

Larry will present updates on the new Holtwood PA and Muddy Run Observatories. He will also share some of his images, tell you how he made them, and tell you what you need to get started if you are interested in doing Astrophotography yourself. *Larry Hubble*

Weather Satellites: Saving Lives from Low-Earth Orbit

Salon B – Sunday 2/10 – 1:00 pm

Keeping an eye on the earth is a full-time job. Whether tracking a hurricane, a drought, a flood, or a wildfire, the data from weather satellites has become indispensable to NOAA's mission of saving lives. Dr. Mikles introduces GOES-16 and JPSS-1, the next generation weather satellites that are changing the game. *Dr. Valerie Mikles*

Toasters Are Trying To Kill Me. JUMP! JUMP!

Salon B – Sunday 2/10 – 2:00 pm

Many works in science fiction focus on the topics of oppression and responses to it. Sapiient beings (meatsack and robot alike) often don't take to oppression very well and revolt ensues. The subject by its very nature is heavy, so light-hearted audience participation is strongly encouraged. Opening material will come from sources such as "Battlestar Galactica" as well as works from Shelley to Butler. *Dr. Ariel Vitali*

Sick Bay at 30,000 Feet: US Air Force

Aeromedical Evacuation

Salon B – Sunday 2/10 – 3:00 pm

Aeromedical Evacuation crews have been transforming cargo aircraft into flying Intensive Care Units since WWII. More recent advances like Critical Care Air Transport teams, Burn teams, Transportation Isolation Systems for safe transit of patients infected with level 4 pathogens like Ebola, and even flying surgical teams mean that the line between modern day cargo aircraft and Star Trek sick bay are getting blurrier. Join an Air Force Aeromedical Evacuation Technician for a discussion of the modern military "airevac" aircraft, missions, and technology that make science fiction seem a lot like just another day at work. *MSgt. David McOwen*



The Party Continues!

Hunt Ballroom—10:00 pm

Friday

Vic's Place Karaoke

Saturday

10-Forward Dance Party

Authors Panels

Cities in Space

Salon C - Friday 2/8 - 3:00pm

Space stations have been used as a setting many times in science fiction - Deep Space 9, Babylon 5, Ceres station in *The Expanse*, etc. What are the best and most evocative space stations? How can authors and other creatives make use of a space station as setting and make it a character in its own right. *Jennifer Povey, T. Eric Bakutis, Michael D'Ambrosio*

Indie Publishing 101

Salon C - Friday 2/8 - 4:00pm

So you've decided to strike out on your own and self-publish your book. What now? This panel will offer tips on how to successfully self-publish your novel... and how to avoid the pitfalls and scams. *Heather E. Hutsell, John Stilwell, Stephen Kozeniewski*

Writing Projects Gone Awry

Salon C - Friday 2/8 - 5:00pm

Not every project goes as planned. Sometimes they even go spectacularly off course. What are instances where yours have been utterly derailed--and how did you deal with that? *Aaron Rosenberg, David Mack, L.G. Ransom*

Magrathea: Building Worlds in Fiction

Salon C - Friday 2/8 - 6:00pm

From exoplanets to artificial worlds, our panel of scientists take you through what we know to help you build fictional worlds. Are you working with double moons? Ice planets? Life on an asteroid? How does this affect the kind of life that would evolve there? Put the best science in your fiction. *Dr. Valerie Mikles, Stephen Kozeniewski, John Stilwell*

Humor and Grimdark

Salon C - Friday 2/8 - 7:00pm

Can grimdark books be humorous? Can humorous books be grimdark? Panelists who've written grim, violent, and often funny books discuss when it is appropriate to mix these elements and how to do it. *T. Eric Bakutis, Heather E. Hutsell, Jay Smith*

Alternate History: Creating Stories

by Changing The Past

Salon C - Saturday 2/9 - 10:00am

Author and editor J.L. Gribble hosts an interactive presentation on the alternate history genre for readers and writers alike. *J.L. Gribble*

Firebringer Press Presents

Salon C - Saturday 2/9 - 11:00am

The team from Firebringer Press will discuss current and future publications. With Steven H. Wilson, Phil Giunta, and the rest... *Steven H. Wilson, Phil Giunta, Michael Critzer, Diane Lee Baron*

All Kinds Of Writing Workshop

Salon C - Saturday 2/9 - 12:00pm (2hr)

Join veteran writers Howard Weinstein, Bob Greenberger, Dave Galanter, Kelli Fitzpatrick, and Bob Jones as they tackle anything aspiring writers want to know about the craft and business of writing. We'll focus on as many puzzle pieces of fiction and non-fiction storytelling as we can squeeze into 2 hours, including characters, plot, structure, humor, tension, theme, and more -- so bring your best, most-vexing questions. No registration needed, and it's free! *Howard Weinstein, Robert Greenberger, Kelli Fitzpatrick, Dave Galanter, Bob Jones*

Diversity vs. Appropriation: Where's the Line?

Salon C - Saturday 2/9 - 2:00pm

What's the difference between creating cross-cultural, diverse fiction and appropriating stories that aren't yours to tell? Where's the line between the diversity everyone purports to love and the cultural appropriation that gets so many creators in trouble? Let's discuss! *Mary Fan, Derek Tyler Attico, Rigel Ailur, Dr. Valerie Mikles*

Publishing In 2019 And Beyond

Salon C - Saturday 2/9 - 3:00pm

The publishing landscape has changed drastically in the last five to ten years. Our panelists will talk about your options for getting published in 2019 (and beyond), as well as how to navigate the strange new world of being a contemporary writer. *Stephen Kozeniewski, David Mack, Glenn Hauman, Russ Colchamiro*

Crazy 8 Press

Salon C - Saturday 2/9 - 4:00pm

An hour-long panel with members of Crazy 8 Press to discuss current and future publications. *Peter David, Kathleen David, Robert Greenberger, Russ Colchamiro, Mary Fan, Glenn Hauman, Aaron Rosenberg, Michael Jan Friedman*

Military Fact Vs. Fiction

Salon C - Saturday 2/9 - 5:00pm

We've all seen what life is like serving in fictional militaries like Starfleet, the Rebel Alliance, or the Colonial Forces. Our panel of veterans and authors will discuss how that compares to serving in today's military. *Stephen Kozeniewski, Mike McPhail, Mike D'Ambrosio, Dame Dahlia*

Story Contest Awards Presentation

Valley Ballroom - Saturday 2/9 - Masquerade

Halftime (9:30pm Approx.)

Join us during the Masquerade Halftime Show as we present the awards to our Story contest winners, as voted on by you! *Stephen Lesnik*

Constructing a Story

Salon C - Sunday 2/10 - 10:00am

How do writers build a story from the ground up? *Derek Tyler Attico, Mike D'Ambrosio, Heather E. Hutsell, Michael Jan Friedman*

Writing To A Deadline

Salon C - Sunday 2/10 - 11:00am

Writing is hard enough; writing to a deadline is even harder. Our panelists will discuss the pros and cons, and how they manage their time. *Kelli Fitzpatrick, Peter David, Russ Colchamiro, Michael D'Ambrosio*

Writing Genre Mash-Ups

Salon C - Sunday 2/10 - 12:00pm

Dystopian fantasy. Sci-fi horror. Steampunk epic. Not all stories fit neatly into one genre or another. On this panel, we'll talk about some of our favorite genre mash-ups, and how to approach them as writers. *Glenn Hauman, David Mack, Danielle Ackley-McPhail, Steven Kozeniewski*

Heroes, Villains & Healing

Salon C - Sunday 2/10 - 1:00pm

How to use comic books to heal past traumas. *Kenneth Rogers, Jr., Michael Critzer, Jennifer Povey*

First Drafts Are Allowed To Suck

Salon C - Sunday 2/10 - 12:00pm

It has been suggested that a writer should just get words down on paper, without caring so much about the plot making sense, the characters having a proper arc, or even the dialogue being that good. Writer Scott Sigler suggests writing a "bad" novel, just for the sheer satisfaction of getting it done. He suggests if you get "stuck" in the story or plot, then just let anything happen, like aliens landing or an earthquake leveling the city, no matter the setting, just to keep things moving. Our panelists will discuss. *Jay Smith, Aaron Rosenberg, Allyn Gibson, John Stilwell*

I've Written A Book: Now What?

Salon C - Sunday 2/10 - 3:00pm

Congratulations, you've written a whole book! What are you going to do next? What are the options available to authors today? How do you go about finding a publisher anyway? This panel provide tips for taking your finished manuscript to the next step. *Keith R.A. DeCandido, J.L. Gribble, Don Sakers, Gregory A. Wilson*

Cover Easter Eggs



- 1.) Cover made to resemble blister packaging for original Kenner *Star Wars* action figures
- 2.) Gonzo as Dearth Nadir from *The Muppet Show*
- 3.) Morse Code "SOS"
- 4.) Pinky and The Brain from *AniManiacs*
- 5.) HAL 9000 from *2001: A Space Odyssey*
- 6.) Knight Industries 2000 (KITT) from *Knight Rider*
- 7.) Chang Sing salute from *Big Trouble in Little China*
- 8.) Omega 13 device trigger from *Galaxy Quest*
- 9.) DeLorean time machine panel from *Back to the Future*
- 10.) The maze symbol from HBO's *Westworld*

Listen to readings from your favorite authors!

Check the Salon E schedule and Online Guide!

myconschedule.com/farpoint2019

Costuming/Cosplay Panels

The Fix-n-Finish Lounge

Salon F - Friday 2/8 - 3:00pm

FRIDAY ONLY! Hang out with other costumers and repair or complete your costume in our open work area and "lounge" Some equipment/supplies will be available. Open late!

Gender Identity & Expression in Cosplay

Hunt Ballroom - Friday 2/8 - 5:00pm

Experienced cosplayers explore gender identity and expression through costuming. For cis cosplayers, genderbending is a fun way to reimagine characters through the lens of a different gender. For trans/non-binary/queer cosplayers, gender-bending or crossplay can be a way to find yourself through the transformation & become someone entirely new. *Jay Justice, Jazmine Cosplays, Jessica Crouse, Tony Ray*

Adaptive Cosplay

Salon F - Saturday 2/9 - 10:00am

Our panelists will show you how to seamlessly combine eras and styles. *Jennifer Glinzak, Sara Cosplays*

Cosplay for Cause

Salon F - Saturday 2/9 - 11:00am

Many cosplay groups and individuals do charity work: visiting hospitals, appearing at events, raising money for various causes. This panel considers the pros and cons of it and important information people should know before getting involved. *Dame Dahlia, L.G. Ransom, Jazmine Cosplays*

Costume Presentation Clinic

Salon F - Saturday 2/9 - 12:00pm

Do you have a costume, but no presentation? Want help sharpening your shtick? Need to record dialog since you cannot speak from the stage? Award-winning costumers are here to help us all put on a better show. So come get feedback while you still have time to make changes and practice. Limited recording equipment will be available for use during the panel only. *Rachel Wyman*

Stuffed Animal Cosplay Contest

Salon F - Saturday 2/9 - 1:00pm

Do you have a stuffed companion who attends

cons with you? Does that stuffed companion cosplay? If so, this is the place for you! *Liz Scott, Laura Scott*

Expanse Costuming in the Outer Planets

Salon F - Saturday 2/9 - 2:00pm

Join the crew of the MMS-225 Borracho for a discussion of Expanse costumes from the Belter perspective. Topics include combining conventional clothing construction with maker techniques including 3D printing, laser cutting, graphic design, alternate materials and character creation. *Cricket Z, Mike Bryan, Sean Conlon, Natalie Kurczewski*

Come as You Are - or As You'd Like to Be!

Salon F - Saturday 2/9 - 3:00pm

The intersection of costuming & writing: Does it help for writers (and fans) to walk a mile in the literal shoes (and other clothing) of their characters? To handle the props and walk the streets their characters encounter in daily life? Writers on the panel can dress up; and we invite anyone interested in costuming - or wearing a hall costume -- to come and share why they chose this costume, character or period, and how wearing a costume makes them feel. *Howard Weinstein, Heather E. Hutsell, Mike McPhail*

Cositivity (Cosplay + Positivity)

Salon F - Saturday 2/9 - 4:00pm

There's a lot of negativity in the costuming and cosplay community. This panel discusses how to deal with negative comments and reactions and turn them into positivity. *Dame Dahlia, Jazmine Cosplays, Nathan Schell, Kyle Williamson*

Disability in Cosplay & Pop Culture

Hunt Ballroom - Saturday 2/9 - 5:00pm

Disabled cosplayers & creators discuss representation of people with disabilities in the media we consume & how that influences the perception of disabled people in real life. Disability is a spectrum, and this panel will have perspectives from people with invisible disabilities as well as those that can be seen, but are frequently misunderstood. *Jay Justice, Nico Vasilo, Emily Finke*

Masquerade Costume Contest

Valley Ballroom - Saturday 2/9 - 8:00pm

Join us for one of the best Masquerades in fan-

dom. Stay for the Halftime Show and the Saturday Live Charity Auction, featuring awesome items including special items donated by our Guests.

Cosplay Is Better With Friends

Salon F - Sunday 2/10 - 10:00am

Our panelists will discuss crafting collaborative cosplays. *Jennifer Glinzak, Sara Cosplays, Kyle Williamson, Dame Dahlia*

Masquerade Critique

Salon F - Sunday 2/10 - 11:00am

Relive the Masquerade and discuss what worked and what did not in a round table discussion. DVDs of the Masquerade will be for sale at the panel. *Stephen Lesnik, Brian Sarcinelli, Sarah Yaworsky*

Kids and Cosplay

Salon F - Sunday 2/10 - 1:00pm

A discussion for both parents and young cosplayers on the challenges they face in the cosplay world - scaling patterns down to fit the young fan, how adults and kids can work together to build a costume, sources for smaller sized props and accessories appropriate for young cosplayers, reactions from members of the public to young fans in costume and more. *L.G. Ransom, Dame Dahlia*

Intermediate Wig Styling: Cut, Razor, and Tease Your Way to Perfection

Salon F - Sunday 2/10 - 2:00pm

Our cosplayers will show you how it's done! *Jennifer Glinzak, Sara Cosplays*

Cosplay Quickfire

Hunt Ballroom - Sunday 2/10 - 2:00pm

A roster of experienced cosplayers (over 400 total costumes completed!) will instruct you on how to make any costume for under \$100 in less than 7 days. No costume is unattainable, the sky's the limit. Whether you sew, sculpt, shop or alter, where there's a will there's a way. With a mix of suggested costumes from internet polls & ideas from the audience, the goal is for everyone to gain crafty, affordable methods of costuming. *Jay Justice, Tony Ray, Emily Finke, Jessica Crouse*

MASQUERADE COSTUME CONTEST

You are cordially invited to Farpoint's Masquerade - one of the highlights of the con! Novices and seasoned pros alike bring their original and recreation costumes to the stage in a feast for the senses and the funny bone!

Ready to compete? The Masquerade Registration table is downstairs under the escalators across from Convention registration. Masquerade staff will answer any questions you may have and guide you through the registration process.

Don't be shy -- new costumers are encouraged to compete!

And don't forget to sign up for Workmanship Judging! Workmanship awards are completely separate from our stage show. You'll get to show experienced judges your craftsmanship up close and personal in a quiet, private setting Here's where details count - you can tell them how you turned fun foam into armor, attached a thousands sequins, or transformed a video game character to a wearable design.

Masquerade Registration

Downstairs under the escalators across from Convention registration

Saturday 10:00 am to 4:00 pm

Entries cannot be accepted after 4:00 pm.

Workmanship Judging

During Green Room immediately preceding Masquerade

Farpoint 2019 Art Show and Auction

Welcome to the Farpoint Art Show and Auction! We are located in Maryland 1 and 2 which is near the top of the escalators. We are open on Friday evening and all-day Saturday for bidding! Please stop by, admire, and buy some artwork!

Art Sales Pickup on Saturday Night (NEW)

Do you want to place a bid but will not be at the Con on Sunday? No Problem! Go ahead and bid. If you are the winning bidder at the close of the Art Show on Saturday evening, come back to Maryland 1 and 2 between 10:30 PM to 11:00 PM Saturday night.

Quick Sale on Saturday:

When our doors open on **Saturday morning**. If an item **DOES NOT** have a bid on it, it may be purchased at the **QUICK SALE PRICE** listed on the bid sheet. On the bid sheet itself, write your Bidder Number where indicated, but instead of writing a dollar amount, write "QS." Once you have purchased the item, you may take it with you, or you may leave the item to hang in the Art Show until Sunday. If the item you wish to purchase is 2D (flat art), you may remove the art from the panel and bring it to the Art Show table for checkout. If the item you wish to purchase is 3D (ceramic/jewelry, etc. – something breakable) please ask one of the friendly Art Show staffers to remove the art for you. Please do not handle the breakable items yourself!

Bidder's Rules:

Bidders must be registered with the convention and with the Art Show desk. Art Show staffers will assign you a bidder number. Pieces with only **1 BID** at close on Saturday evening will be sold to that bidder. Pieces with **TWO BIDS** at close on Saturday evening will be sold to the second (higher) bidder. Pieces with **3 OR MORE BIDS** go to auction. If you place the third bid on a piece of art, plan to attend the auction. The Art Auction is **SUNDAY** starting at **11:00 AM** in Maryland 1 and 2. ALL registered convention members (one-day and weekend) may attend the Art Auction.

Payments for artwork can be made by **CASH, CHECK, TRAVELER'S CHECKS, or CREDIT CARDS (VISA, MASTERCARD, AMEX, DISCOVER)**. Maryland sales tax (6%) will be collected on all sales. Complete rules for bidding and purchasing will be available at the art show desk.

Art Show Reminders:

NO photographs may be taken inside the art show room. **NO** food or drink allowed. Small children must be supervised while in the art show room. Larger children will be put to work by the Art Show staff...

ART SHOW SCHEDULE

Friday:	Artists' Registration:	4:00 PM to 7:30 PM
	Art Show Hours:	6:00 PM to 7:30 PM*
Saturday:	Artists' Registration:	10:00 AM to 12:00 Noon
	Art Show Hours:	10:00 AM to 7:00 PM
	Art Sales Pickup:	10:30 PM to 11:00 PM (New)
Sunday:	Art Auction:	11:00 AM to 12:00 Noon
Art Sales Pickup:	SHORTLY AFTER AUCTION ENDS to 1:00 PM BUT NO LATER THAN 3:00 PM	
Artists' Pickup:	BEFORE or AFTER AUCTION, CIRCUMSTANCES PERMITTING BUT NO LATER THAN 3:00 PM	

***Art Show will close at 7:30 PM Friday night so that the Art Show staff can participate in the opening festivities; Art Show may reopen at 9:00 PM if demands warrant.**

2019 CHARITY AUCTION

The Farpoint Silent Charity Auction is located upstairs with the Art Show, in Maryland Ballrooms 1 & 2. It is open during Art Show hours. Silent Auction bidders must be registered with the convention and at the Art Show desk. Art Show staffers will assign you a bidder number.

A complete guide to bidding is available in the Charity Auction room.

FRIDAY NIGHT LIVE AUCTION - during the Opening Ceremonies

An enticing selection of items, including private meet-and-greets with guests Rob Paulsen and Maurice LaMarche!

SATURDAY - after celebrity guest talk

A special item by the Wonder Twins to benefit the Julien Fleming Fund!

SATURDAY NIGHT LIVE AUCTION - during the Masquerade Half-time Show

More amazing items, including items donated by our guests!

SILENT AUCTION - Friday and Saturday (Quick Sale Sunday 10:00 am to 11:00 am)

Things you didn't know you needed - try your luck and hope you're the high bidder or go for the quick sale price and walk off with your prize right away! **Quick Sales also available on Sunday!** Rummage through our Trunk Sale!

All items \$2.00 or as marked. No bidding required! Kids will love our selection of 25¢ and 50¢ action figures, dinosaurs, toy cars, and more!

All proceeds benefit Farpoint's permanent charities, the Julien Fleming Memorial Fund and Art Way Alliance.



Julien Fleming Memorial Fund, Inc.

PO Box 710152
Oak Hill, VA 20171-0152

*Make the World a Better Place,
One child at a Time*

The Julien Fleming Memorial Fund was established in order to help families whose critically or terminally ill children need treatment beyond the families' ability to pay. Even for those with medical insurance, non-covered expenses can easily soar to thousands of dollars.

We strive to keep Julien's memory alive by giving grants to these families in Julien's memory. Recipients are selected by our Board of Directors, which includes Julien's mother.

Please help us continue these grants. No donation is too small. To a child in need, every penny is a symbol of love and caring.

***If you know someone who might qualify for a grant,
please contact us at <http://www.jfmf.org/>***

For more information see us at <http://www.jfmf.org>

Like us on Facebook -- [julienflemingmemorialfund](https://www.facebook.com/julienflemingmemorialfund)

The Julien Fleming Memorial Fund is a 501(c)(3) public charity and a proud member of the Central Fairfax Chamber of Commerce.



Art Way Alliance is committed to providing students with opportunities and experiences in media arts and related careers.

AWA provides these opportunities to those who would otherwise not have direct access to instructors, materials, and other like-minded individuals.

AWA teaches students how to create and market their original comic books, manga, and cartoons in an environment free of judgment and derision. AWA works through classes, events, conventions, and partnerships with wonderful and dedicated artists and volunteers.

AWA emphasizes the educational value of comics and cartoons by incorporating STEM (Science, Technology, Engineering, and Math) or Common Core elements into our curriculum. In the past year, AWA has hosted multiple workshops and classes in the DMV area. Our STEAM program in particular has been incredibly popular. We've also participated in events ranging from a Back to School Jamboree to Awesome Con and have created amazing partnerships with schools, non-profit, and profit businesses.

For more information see us at <http://www.artwayalliance.org>

Art Way Alliance is a 501(c)(3) public charity.

FURTHERMORE 007: FURRY NEVER DIES

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**Guest of
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BALTICON 53



May 24-27, 2019
Memorial Day
Weekend



Photo by Gage Skidmore

Guests of Honor
Elizabeth Bear
Scott Lynch



Photo by Gage Skidmore



Artist Guest of Honor
Charles Vess

2018 Compton Crook
Award Winner

Nicky Drayden



2019 Robert Heinlein
Award Winner

Gregory Benford

Ghost of Honor

Jack L. Chalker



\$66 Adult/\$50 Young Adult/\$33 Child thru 3/1 \$71 A/\$53 YA/\$36 c thru 4/15

\$74 A/\$56 YA/\$37 c 4/16-prereg close \$77 A/\$58 YA/\$39 c at the door*

**Young Adults aged 13-21, Child aged 6-12. Kid-in-Tow (under 6) FREE (must be accompanied by adult).*

Pet Policy: No pets allowed in Balticon function space.

For more information and online registration, please visit **BALTICON.ORG.**

Sponsored by the Baltimore Science Fiction Society,
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Shore Leave 41

A Fan-run Media Science Fiction Convention in Baltimore, MD
Presented by the Star Trek Association of Towson, Inc. (STAT)

12-14 July 2019

We will celebrate our 41st year with:

discussion panels, guest Q&A, writing workshops, stargazing, game room, actor photo ops, actor and author signing sessions, masquerade, art show, film festival, dealers, science programming, charity events, children and teen programming, and much more.

www.shore-leave.com

Guests will be announced as soon as they
are confirmed.



Convention registration is now open.

For Hotel Information:

Hunt Valley Inn (Delta Marriott)
245 Shawan Road
Hunt Valley, Maryland 21031

Tel. 410-785-7000 or 866-764-8359

Make your own reservations and mention *Shore Leave* for a special room rate of \$135 plus applicable taxes.

For Any Other Information:

Shore Leave 41
PO Box 6809
Towson, Maryland 21285-6809

E-Mail: information@shore-leave.com
Web: <http://www.shore-leave.com>

Philcon 2019

November 8-10, 2019

The Crowne Plaza Hotel, Cherry Hill, NJ



Principal Speaker:

Tim Pratt

Editor & Hugo Award-winning author

Artist Guest of Honor:

Stephanie Pui-Mun Law

Three-time Chesley Award nominee

Special Guest:

Heather Shaw

Author/Editor

Rates through March 31, 2019:

Adult: \$45

Student/Military: \$25

Teen: \$25

Child (7-12): \$20

- Free parking & public transit access
- Panels, art show, masquerade, concerts, gaming, anime, writers' workshop, meet the pros, filking, vendors and more!

www.philcon.org

[www.Facebook.com/Philcon.PSFS](https://www.facebook.com/Philcon.PSFS)



Chessiecon 2019

November 29-December 1, 2019
Red Lion Inn North Baltimore

Guest of Honor: Charlie Jane Anders



Charlie Jane Anders' next novel is *The City in the Middle of the Night*, which comes out in January 2019. She has written two previous novels and a number of shorter works, winning the Nebula, Crawford, Locus, Hugo, Sturgeon, and Lambda Awards in the process. She's also currently hard at work on a young adult trilogy. Her short fiction has appeared on Tor.com, and in *F&SF*, *Wired*, *Slate*, *Asimov's*, and *Lightspeed*, and many others. And her journalism and reviews have appeared in *The NYT*, *The WSJ*, *The San Francisco Chronicle*, *Mother Jones*, and elsewhere. She was also one of the founders of *io9.com*, and organizes the *Writers With Drinks* reading series.

Music Guest of Honor: Cathy McManamon



Cathy McManamon is a Chicago musician and 8-time Pegasus nominee for both songwriting and performance. She sings about space, Doctor Who, trees, water, faeries, dragons, and humans - sometimes solo, sometimes with her bands *Random Fractions* or *Toyboat*.

Special Guest: Tom Smith



The only recording artist to appear on both NPR's *Sound and Spirit* and *The Dr. Demento Show*, Tom Smith combines high-energy folk rock, SF/fantasy, popular culture, progressive politics, cartoon voices, unbelievably bad puns, and the occasional recipe into a show you will never forget.

Full programming tracks in science fiction, fantasy, spirituality, music, costuming, and steampunk!
Workshops, vendors, art show, dances, videos, gaming, author readings, bardic circle, and much more!

Membership Rates			
	Adult	Age 12-18	Under 12
Through December 31, 2018	\$45	\$35	Free
Through March 15, 2019	\$50	\$40	Free
Through November 15, 2019	\$55	\$45	Free
At Door	\$60	\$45	Free



<http://www.chessiecon.org>
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