



ODYSSEY CONVENTION 2011

APRIL 8-10, 2011, MADISON, WISCONSIN

GUESTS OF HONOR:

J. V. JONES

AUTHOR:

SWORD OF SHADOWS SERIES

SARAH MONETTE

AUTHOR:

DOCTRINE OF LABYRINTHS SERIES

ROBIN D. LAWS

GAME DESIGNER & AUTHOR

ROBIN'S LAWS OF GOOD
GAMEMASTERING

ODYSSEY CONVENTION 2011

PROGRAM & SCHEDULE

WELCOME to Odyssey Con 2011! Inside this full-sized program book, you will find the program and gaming schedule grid, as well as descriptions for the programs, and even a (very) basic hotel map. Biographies for the panelists, gamemasters and Guests of Honor (GoH) can be found in here, too. Have fun, but please keep the con safe and pleasant (see the policies and terms)!

-The Con Com

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NOTES:

Set your calendar for Odyssey Con 12: **April 20-22, 2012**, here at the Radisson in Madison, Wisconsin. It's the end of the world as we know it!

Due to a publication date of April 1, 2011 (No fooling!), items in the program book are subject to change with or without notification.

THE VIEW FROM THE CO-CHAIRS BRIAN CURLEY & JANET LEWIS

Another year, another Oddcon! Welcome to Odyssey Con 11! Now in 3-D! 3-D seems to be The Next Big Thing these days in movies and even in TV sets. The technology has been around a long time, but not until the movie *Avatar* has it gotten any respect. Probably because it historically has been used mostly as a gimmick. Well, we are not going to be left behind! We will leave no cheesy gimmick untouched, no bad pun unspoken, and no, uh, there's supposed to be a third thing here (c. f. the Rule of Threes), but I can't think of one just now.



Our guests of honor this year are Julie V. Jones, Robin D. Laws, and Sarah Monette. They've come to us from the far west (California), our neighbor to the north (Canada), and from our very own backyard (Wisconsin), forming a nucleus for Oddcon to crystallize around. We hope you'll enjoy the crystallization process as much as we do! Precipitates unite!

This has been an eventful year here in Madison, state capitol of Wisconsin. Yes, never a dull moment, but that doesn't mean we've forgotten how to have fun. For three days, we're going to enjoy ourselves and revel in the company of fellow fans of science fiction, fantasy, horror, speculative fiction, or whatever you want to call it. We know it when we see it. Is this a sign of temporary insanity? Permanent insanity? Yes! No, wait... well, yeah, OK, insanity. But it's the kind of insanity that drives the many volunteers that make Oddcon possible. Oddcon is not like most other things in life; it's not a job or business venture (although a lot of people do a lot of work to make it happen); it's not just some party you happen to drop in on. No, it's more like a family reunion, but without all the bad things that people associate with family reunions. In many ways, fandom is a family you get to choose. You look forward to seeing people you know and like every year and catching up on what's been happening with them. You look forward to being able to talk with other people who have similar interests to your own, and have discussions that you usually don't get to have otherwise. You can geek out, and nobody thinks twice about it. You can *not* geek out, and nobody thinks twice about it. There's a large, loyal group of people who come every year and there are newcomers we've lured into our Oddcon family (bwah ha ha ha!). We all look forward to this party of fan family (fannily?) every year!

So, sit back and enjoy, in living color and glorious 3-D, Odyssey Con 11!

PEOPLE WE HAVE LOST



Pat Pagel, May 6, 1939 – August 30, 2010



David Lance "Dave" Arneson, October 1, 1947 – April 7, 2009

THE CON COM



Co-Chair, Website, Pre-registration.....	Janet Lewis
Co-Chair, Gaming.....	Brian Curley
Programming.....	Paul & Roberta Wiesner
Promotions.....	Richard S. Russell
Registration Desk.....	Marie Koch
Consuite.....	Alex Merrill
Toastmaster, Skit.....	Jim Frenkel
Art Show.....	J. J. Brutsman
Logistics.....	Alan Sponem
Dealers Room.....	Hank Luttrell
Treasurer.....	Thomas Havighurst
Head of Security.....	Eli Morris-Heft
Writing Contest.....	F. J. Bergmann
Volunteers Coordinator.....	Dave Weston
Audio/Visual.....	Rena Noel
T-Shirts, Program Book, Signage.....	Lori Ann Curley

COWTHULHU NEEDS YOU!

Volunteer at Oddcon! Please help make Oddcon work! This is a completely volunteer-run operation. We do this because we enjoy Oddcon and want to keep it going. The more volunteers we have, the less work for everyone. We particularly need people willing to work in the consuite, at the registration table, and as gofers. Work for 6 or more hours and get a \$20 rebate of your membership fee!

We are pleased to announce that we are implementing refunds for volunteers, subject to our ability to pay them. If we have sufficient funds post-convention, and we think we will, we will refund \$20 for those who worked for us for 6 or more hours. Sign-up sheets are available at the registration table. You must have a department head sign-off to receive your refund!

Thank you for volunteering!

GUESTS OF HONOR



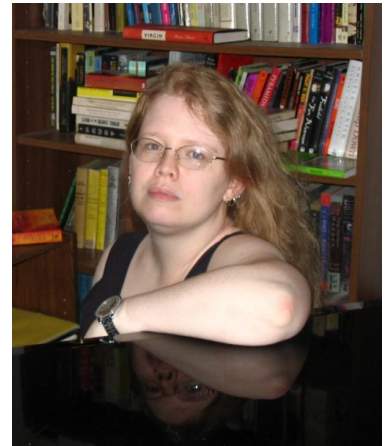
J. V. Jones, Author: Sword of Shadows series

J. V. (Julie) Jones is the best-selling author of the Book of Words trilogy (*The Baker's Boy*, *A Man Betrayed*, and *Master and Fool*), *The Barbed Coil*, and the Sword of Shadows series (*A Cavern of Black Ice*, *A Fortress of Grey Ice*, *A Sword from Red Ice*). Her books have been translated into ten languages. Her latest fantasy novel, *Watcher of the Dead*, fourth book in the Sword of Shadows series, has just been published by Tor Books. Her fantasy, which has tended toward the epic, is notable for deeply textured world-building, for characters so well developed that readers have been known to shout "Not fair!" when a favorite suffers a setback, and for richly interwoven plots. She herself, though, is well-rooted in the real world. Born in Liverpool, England, she worked behind the bar in a pub from nine years of age. She later moved to San Diego, California, where

she now lives. She has worked in the music business and in other media, but now writes full-time. Her interests include music and history, and she enjoys reading, playing RPGs and watching old black-and-white movies.

Sarah Monette, Author: Doctrine of Labyrinths series

Sarah Monette grew up in Oak Ridge, Tennessee, one of the three secret cities of the Manhattan Project, and now lives in a 104-year-old house in the Upper Midwest with a great many books, three cats, and one husband. Her Ph.D. diploma (English Literature, 2004) hangs in the kitchen. Her fantasy is highly regarded for its emotional intensity and its lucid portrayal of complex, fallible people and the uses of power; her horror and mystery, found mostly in her shorter fiction, is known for its range and variety as well as its power and originality. Her first four novels, the Doctrine of Labyrinths series: *Melusine*, *The Virtu*, *The Mirador*, and *Corambis* were published by Ace Books. Her short stories have appeared in *Strange Horizons*, *Weird Tales*, and *Lady Churchill's Rosebud Wristlet*, among other venues, and have been reprinted in several Year's Best anthologies. A short story collection, *The Bone Key*, was published by Prime Books in 2007 and will have a new edition in late 2011. A second collection, *Somewhere Beneath Those Waves*, also will be published in 2011. She has written two novels (*A Companion to Wolves*, Tor Books, 2007, *The Tempering of Men*, Tor Books (in press)) and three short stories with Elizabeth Bear, and hopes to write more. Her next solo novel, *The Goblin Emperor*, will come out from Tor under the name Katherine Addison. She also has been a collaborator on the phenomenon known as Shadow Unit, and has been known to admit a fascination with Sherlock Holmes. Visit her online at <http://www.sarahmonette.com>.



Robin D. Laws, Professional Game Designer and Author

Robin D. Laws' roleplaying game designs include *Feng Shui*, *HeroQuest*, *The Esoterrorists*, *Mutant City Blues*, and *Skulduggery*. His novels include *Pierced Heart*, *The Rough and the Smooth*, and *Freedom Phalanx*. *There Goes My Dream Job*, the second collection of his darkly deadpan webcomic, *The Birds* debuts August 2011. Always ready to take an intriguing career detour, his various past projects include collectible card games, computer games, and comic books. Not to mention a shelf-groaning oodle of other game products. His potato salad is even better than your mother's. Just ask anyone who's tasted it.

SCHEDULE OF EVENTS

Normal slots run for 75 minutes, except the 7:00 PM slot on Friday and Saturday (one hour), which allows fifteen minutes to change rooms, hit the Consuite, make pit stops, etc. Moderators: Please be courteous to others and end your session on time. Thank you.

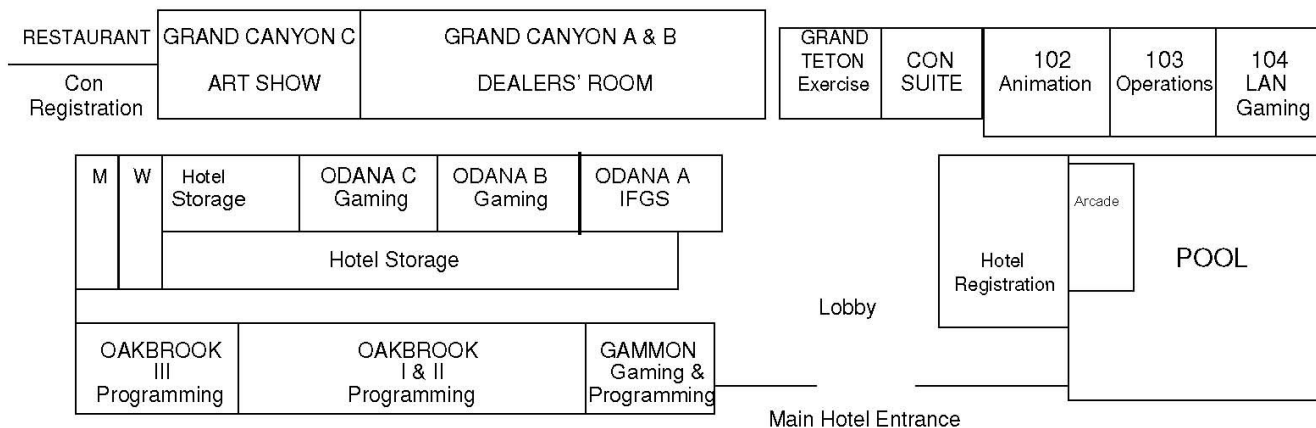
Thank you!

Friday, April 8, 2011								
Registration is open from Noon until 9:00 PM. Dealers Room is open from 3:00 PM until 7:00 PM.					Art Room is open from 3:00 PM until 7:00 PM (See 8:00 slot for reception.). Consuite is open from 2:00 PM until 8:00 PM and 9:00 PM until Midnight.			
	Oakbrook I&II	Oakbrook III	Mooshenko's	Gammon	Odana A	Odana B	Odana C	Other
1:00 PM	L1: A Billion Year Spree	L6: Unhappy Endings						LAN Gaming in the LAN room and Animation in the Animation room throughout the convention.
2:30 PM	G6: The Rules of Magic	S5: Physics & Culture	L8: The Future of Comics		3:00 PM – 7:00 PM IFGS			
4:00 PM	M8: Superheroes!	S3: Fantasy Films of 2010: The Year of Cynicism	R3: Author Reading: Alex Bledsoe	L2: Geek's Delight		Classic Battletech		
5:30 PM	M9: Whedonistas!	G3: Explore Small & Indie Presses	R5: Broad Universe	S9: Epic Fantasy Quiz w/J. V. Jones				
7:00 PM 1 HOUR	Set-Up & Rehearsal	Good time for Dinner!						
8:00 PM	Opening Ceremonies							Post Opening Ceremonies: Art Show Wine & Chocolate Reception
9:30 PM	Poetry Slam CASH PRIZES Rock Band	M7: SF Charades				Free-Form RPG	Rocket Nazis... Vampire: The Masquerade	
11:00 PM			O4: Punnel					
Midnight								
Saturday, April 9, 2011								
Registration is open from 9:00 AM until 6:00 PM. Dealers Room is open from 10:00 AM until 6:00 PM.					Art Room is open from 10:30 AM until 6:00 PM. Consuite is open from 9:30 AM until Midnight.			
	Oakbrook I&II	Oakbrook III	Mooshenko's	Gammon	Odana A	Odana B	Odana C	Other
10:00 AM	G2: DM Troubleshooting	M3: How 3D Works & Son of William Castle	R7: Author Reading John Jackson Miller	M6: SF on TV	IFGS			Consuite: 1:00 – 5:00 pm S1 – Renaissance /Fancy/Exotic hair braids S2 – Balloon Animal Sculpting J. Wardale
11:30 AM	L10: What is the nature of magic in fantasy writing?	G5: State of Hobby Gaming	R1: Author Readings Monica Valentinelli & LaShawn M. Wanak	Noon - 6:00 PM Gameforce				
1:00 PM	G8: Worldbuilding 101	O6: So You Think Being Published is Glamorous	R6: Author Readings Matt Forbeck & Steven Silver				Temple of the Beastmen	Registration Desk: S7: Autograph Session Robin D. Laws
2:30 PM	O5: Shapeshifting	G7: What Makes a "Good" Game?	R11: Author Reading James Frenkel reads Vernor Vinge					Registration Desk: Autograph Sessions: S6: J. V. Jones & S8: Sarah Monette
4:00 PM	L9: Vampires (not sparkly!)	R10: Author Reading J. V. Jones	L5: Is there hope for the human race... or does it deserve to die?			Classic Battletech	When Shadows Rise	2:00 PM: Sock Puppets creation in Art Show
5:30 PM	M4: Picturing Tolkien	G4: Games Without Frontiers	R4: Author Reading Kelly McCullough	6:00 PM Masquerade Prejudging				
7:00 PM 1 HOUR	Masquerade							
8:00 PM	GoH Speeches							
9:30 PM	Flash Fiction Medusa's Beard		R8: Author Readings Fred Schepartz & Lester Smith					
11:00 PM			O2: Not Going Without My Toilet Paper!					
Midnight					Drum Circle	Midnight Monster Munchkin		

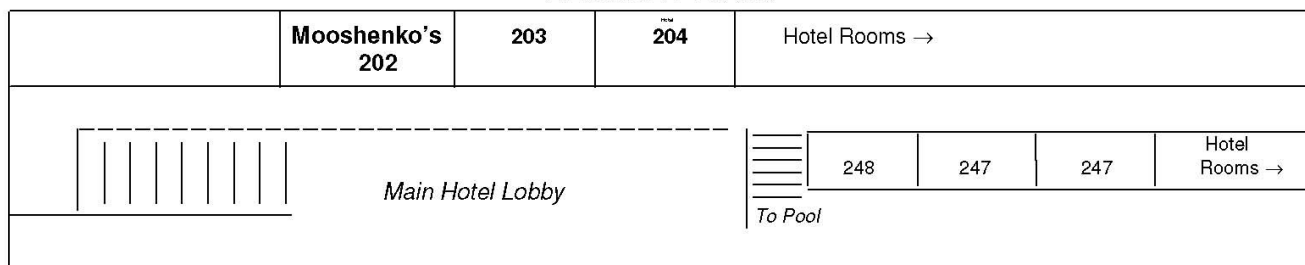
Sunday, April 10, 2011								
Registration is open from 9:00 AM until 2:00 PM (ish). Dealers Room is open from 10:00 AM until 3:00 PM (ish).					Art Room are open from 10:30 AM until noon (ish). Consuite is open from 9:30 AM until 2:00 PM (ish).			
	Oakbrook I&II	Oakbrook III	Mooshenko's	Gammon	Odana A	Odana B	Odana C	Other
10:00 AM	M5: Robin Hood: His 800 Years From Yeoman Rebel To "Ex-Marine"	R2: Author Reading Robin D. Laws	O1: Bookselling in the Age of Amazon	M2: Product Placement in the Fantasy Genre	IFGS		Brave New World 10:00 AM – 1:00 PM	
11:30 AM	L4: Ins & Outs of Tie-In Fiction	R9: Author Reading Sarah Monette	O3: Pimp My Epidermis			Classic Battletech	Shadowrun	Artists: Please remember to pick up your art from the art show!
1:00 PM	L11: What the Hell is Science Fantasy Anyway?	S4: SF Films of 2010: The Year of Cynicism	G1: Cthulhu! Ia! Ia! Games, books & more!					
2:30 PM	L3: How to Write Novels	L7: Sex & the Supernatural	M1: Eyeglasses & Phone Booths: A Look at Secret Identities in the 21 st Century					
4:00 PM	Closing Ceremonies/ Kill the Cow	End of Convention						

CONVENTION MAP

RADISSON HOTEL: FIRST FLOOR



SECOND FLOOR



LITERATURE PANELS

^M=Moderator

L1 – A billion year spree: Using Brian W. Aldiss's *A Billion Year Spree* as an outline, the participants enlighten the younger fans about the literature that has led us to this interesting shared path. The book itself is a lit-crit look at Science Fiction. I have a spare copy to share; also available affordable on the Internet. D. Helley^M, R. S. Russell

L2 – Geek's delight: The coolest freakiest SF of the 20th century - ground-breaking writers, stories, and concepts. J Frenkel^M, F. J. Bergmann, L. M. Wanak

L3 – How to Write Novels: Join GoHs Monette & Jones with any questions you have on how to write novels. J. V. Jones, S. Monette, J. Frenkel^M

L4 – Ins and Outs of Tie-In Fiction: *Love Forgotten Realms? Star Wars?* In this panel we examine the ins and outs of tie-in (otherwise known as licensed) fiction from several, different perspectives. From the business-side of things to breaking into this lucrative industry, attendees will come away with a greater understanding of this challenging field. M. Valentinelli^M, M. Forbeck, J. Frenkel, J. J. Miller

L5 – Is there hope for the human race... or does it deserve to die?: SF works that take humans into space - or that smash it in Earth apocalypses. J. Frenkel, L. Schneider^M, F. J. Bergmann, R. Chwedyk

L6 – Unhappy Endings: We know, basically, how a book or movie is going to turn out: after tribulations great and small, the hero/ine wins against overwhelming odds. Heartwarming. Of course, this isn't real life, where bad things happen to good people, and everybody dies in the end. There are a few books (and short stories, movies, TV, etc.) where the good guys go down. And we're not talking about those appealing-against-our-better-natures antihero/ines. What gives? Do these really work? F. J. Bergmann^M, S. Monette, L. M. Wanak, M. Raine, A. Lay

L7 – Sex and the Supernatural: Paranormal romance is one of the fastest growing trends in literature today, blending romance, fantasy, science fiction, and horror. Vampires, shapeshifters, ghosts, time travel, psychic abilities, whatever you are into, there is something for you. Share your favorite authors and book titles, as well as what you're looking forward to in the future. Topics discussed will be R-rated. S. J. Hartnell^M, M. Drake, L. Devoti, A. Black

L8 – The future of comics: Comic books have been around for 75 years - including many ups and downs and death-defying escapes for the publishing industry. From the birth of comics shops, to the development of the graphic novel, to the webcomics and digital downloads, what will the next 75 years look like? Conversation led by JJM, industry analyst and manager of the historical website The Comics Chronicles www.comichron.com. J. J. Miller^M, Hank Luttrell

L9 – Vampires (not sparkly!): Let's go back to vampire folklore and the early stories and throw in some misunderstood corpse forensics and other deathly influences like TB. Michael Sim's anthology *Dracula's Guest* provides some forgotten stories in the canon. Who started the aristocrat vampire tradition? The female vampires? G. Schnobrich, C. Welch, A. Bledsoe^M, S. Monette, G. Rihn

L10 – What is the nature of magic in fantasy writing?: Strict double-entry bookkeeping, a gift from god, a wicked

bribe from the devil, side effects of brain mutation, to name a few. Bujold has magical abilities as payback for ancestral hubris; Hopkinson shows us magic as a menopausal symptom. There is life after AD&D's "magic users!" G. Schnobrich^M, J. V. Jones, A. Bledsoe, S. Monette, G. Rihn

L11 – What the hell is science fantasy anyway?: Hybrids way before cars, but not the kind Luther Burbank made... J. Frenkel, S. Monette^M, G. Rihn, L. Schneider, T. Huber

MEDIA PANELS

M1 – Eyeglasses and Phone Booths – A Look at Secret Identities in the 21st Century: So you've got yourself a super power, but you don't want the world at large to know it's you. In this age of diminishing privacy, is it possible to have a *secret* identity? Also, is everyone in Metropolis really *that* gullible? Why would you want to change your clothes in a phone booth (Provided you can find one)? Are you *sure* you want to wear that under your street clothes? A free form discussion; Audience participation is encouraged. D. Weston^M, L. Schneider

M2 – Product Placement in the Fantasy Genre: Upon review, it has come to light that the fantasy genre, by its very nature, seems to preclude the important income stream of product placement available to other movie genres. No strangers to controversy, except for the spelling of the word, we tackle this catastrophic deficiency head on. We ... may ... even ... talk like captain Kirk in the process. *Khan!* A. Merrill, K. Birmingham, M. Hudson, J. Gussert, B. Nimgade, T. Havighurst^M

M3 – How 3D works/Son of William Castle: How 3D movie (and TV) technology works. Different methods from historical to the latest methods. Is Hollywood using 3D to pass off mediocre films? How far will they go to pad a bad movie? J. Lewis^M, J. Erickson, J. Ackerman, R. Chwedyk

M4 – Picturing Tolkien: This is a panel based on our forthcoming book *Picturing Tolkien: Essays on Peter Jackson's Lord of the Rings Film Trilogy* from McFarland & Company on July 31, 2011

<http://www.mcfarlandpub.com/book-2.php?id=978-0-7864-4636-0>. P. Kaveny^M, J. Bogstad, R. West, K. Thompson

M5 – Robin Hood: his 800 years from yeoman rebel to "ex-Marine": Does each age get the Robin Hood it deserves? Robin sticks with us - why? What is his attraction? A fantasy of redistribution of wealth? Outlaw chic? Grassroots independence? There's even a Korean version and possibly a Chinese one. Which media interpretation is your favorite? G. Schnobrich, A. Bledsoe, G. Rihn^M, R. West, S. H. Silver

M6 – SF on TV: Hello to *The Cape*, *The Walking Dead*, and *No Ordinary Family*. So long to *Caprica* and the decade-long run of *Smallville*. *Fringe* keeps getting better, but why is *V* still on the air? And the good Doctor just keeps chugging along. Handouts included. Since it's impossible for anyone to keep up with all the shows, audience participation is mandatory. R. S. Russell^M, L. Laakso

M7 – SF Charades: Join us for an evening of charades and miming the movies of 2010. R. S. Russell^M

M8 – Superheroes!: From Gilgamesh and Hercules through comic books, TV, movies and manga, we love our people of superpower. What do they do for us? Is it coincidence that Superman turned up around the same time Nazis did? What's

with the secret/double identities? Whence the spandex? Why do they go “dark?” Do they set boys an odd standard for manhood? What about the super women? G. Schnobrich^M. C. Welch, G. Rihn, L. Schneider, J. J. Miller

M9 – Whedonistas!: Contributors to the new anthology *Whedonistas* discuss why the worlds of Joss Whedon are so appealing. L. Thomas^M. S. Monette, P. Wiesner, M. Thomas, J. Ackerman

GAMING PANELS

G1 – Cthulhu! Ia! Ia! Games, books and more!: Come to this panel, and lose your sanity! We discuss the Great Old One and how you can get your hands on some quality fiction, games and more! Panelists will discuss the influences of H.P. Lovecraft in modern horror and recommend some fun titles for you to read, browse, or play. Ia! Cthulhu Fthagn! M. Valentinelli^M. R. Laws, L. Laakso

G2 – DM Troubleshooting: A discussion of the fine art of Dungeon Mastering. R. D. Laws^M. J. Watson, Nix

G3 – Explore Small and Indie Presses: Did you know that there are over 70,000 small press and independent publishers? In this panel, we highlight several who publish quality games, anthologies, magazines, non-fiction books, novellas, and novels. Walk away with recommendations and an appreciation for small presses! M. Valentinelli^M. J. Watson, Nix, R. D. Laws

G4 – Games Without Frontiers: CCGs, RPGs, Miniatures, LARPing - Why do we love some types of gaming; and loathe others? Come join a round-table discussion about the games you love and the games you hate. A. Myrnnix^M. Nix, M. Forbeck

G5 – State of Hobby Gaming: A discussion of the state of hobby gaming. B. Bodden^M. R. D. Laws, M. Forbeck, J. J. Miller

G6 – The Rules of Magic: We all know that SCIENCE has rules; in fact, much of the work that scientists do involves figuring out what the rules are. But how about magic? Is it just a complete free-for-all where anything goes? Where anything you can possibly imagine is doable in your fictional world? Or is there something to be gained by having magic follow its own logic, where there are limits, boundaries, certain things that just can't be done no matter how hard you wish? But if that's the case, how does magic differ at all from science? Does it even matter if it doesn't? And what's the proper role for tools and prosthetics in magical technology? R. S. Russell^M. T. Voros, J. Watson, L. Schneider

G7 – What Makes a “Good” Game?: Ever wonder why some games are popular and some games aren't? In this panel, we'll discuss the qualities of good game design and why certain games resonate better with fans than others. We'll also provide examples of innovative game mechanics and what did (or didn't) work for our own attempts. M. Valentinelli^M. T. Voros, M. Forbeck, A. Myrnnix

G8 – Worldbuilding 101: What does it take to create a compelling world for your game or story? In this panel, we'll discuss what it means to build a world and offer insight to help budding authors and game designers make the best out of this unique process. M. Valentinelli^M. T. Voros, L. Schneider, R. S. Russell, S. Monette

OTHER PANELS

O1 – Bookselling in the Age of Amazon: In this age of online retailers undercutting their brick and mortar competition, what strategies can bookstores employ to stay in business and thrive? P. Wiesner^M. M. Drake, F. J. Bergmann, L. Devoti

O2 – Not Going without My Toilet Paper!: In *Packing for Mars: The Curious Science of Life in the Void*, journalist Mary Roach goes behind the glamorous veneer of space travel to find out just how they feed, water, and potty train the astronauts. It turns out to be a bigger deal, and somewhat nastier, than what pioneers in covered wagons faced. And so far, we're only talking Moon and LEO missions – relatively short, nearby, and easily re-supplied. Mars is a much more daunting proposition. SF tends to gloss over these details, but would a more realistic take find a willing audience? R. S. Russell^M. B. Nelson, F. J. Bergmann, J. Erickson

O3 – Pimp My Epidermis: *Elle* magazine puts beautiful Indian actress Aishwarya Rai Bachchan on its cover, but bleaches her out like a thin, white duchess. The publishers of *Dawn* use cover art depicting a classically Caucasian sleeping beauty, while the text describes somebody as black as Octavia Butler herself. Then there's Michael Jackson. Meanwhile, half the NBA is inked up like Maori warriors, and millions of people head to the beach to “tone up.” Then there's John Boehner. Let's skip past the question of whether this SHOULD matter and deal with the Varleyesque society wherein skin color is as volitional as jewelry; one in which we might address the energy crisis with embedded photocytos (“Hulk ... beautiful!”). R. Russell^M. F. J. Bergmann, J. Erickson

O4 – Punnel: Puns are the best and worst type of humor, but don't let that stop you from joining us! This open-forum panel will help you relieve stress and get the worst out of you and your friends. Help us make this panel go from bad to worse/ verse/ nurse/ purse/ terse/ curse/ hearse! E. Kelsey^M. C. Welch

O5 – Shapeshifting: Many traditional stories are leery of it and those who do it, and yet we yearn for it. Transforming can be a curse/punishment, a gift, or the natural state of a fey species. Perhaps we do it ourselves, but refuse to recognize it. Witches, were-beings, animal-people, ritual costumes, cosmetic surgery. G. Schnobrich, C. Welch^M. R. West, M. Drake

O6 – So you think being published is glamorous: So, now you are a published author; It's not all fun and games is it? Come share your funny stories and experiences of being a published author. A. Bledsoe^M. J. Frenkel, F. J. Bergmann, F. Schepartz

SOLO PANELS

S1 – Renaissance/Fancy/Exotic hair braids: Similar to the stuff done at the Ren Fest.

S2 – Balloon Animal Sculpting: I can make dozens of animals and other objects from long skinny balloons (dragons, ninja turtles, Mermaids, Aliens, Motorcycles, The Starship Enterprise, hats, giraffes, elephants, etc.). For young kids, I just make requests. With Adults and/or older kids, I will talk about balloon sculpting, and demo/teach everyone to make their own dog. J. Wardale

S3 – Fantasy Films of 2010: The Year of Cynicism: 2010 was a letdown for super-premium SF&F movies after the brilliance of 2009, but we still had *Harry Potter 7.1*,

Hereafter, *How To Train Your Dragon*, *Kick-Ass*, *Scott Pilgrim*, *Shrek 4*, *Tangled*, and *Toy Story 3*, plus a couple dozen more! We look back at the fantasy movies of the previous year with trailers, handouts, the Buzzy and Muffy Awards, and lots of discussion. Audience participation mandatory! Also check out the companion panel, "SF Films of 2010." R Russell^M

S4 – SF Films of 2010: The Year of Cynicism: 2010 was a letdown for super-premium SF&F movies after the brilliance of 2009, with only *Inception* achieving historic status and a remarkably thin field otherwise, with only *Never Let Me Go*, *Splice*, and *Tron: Legacy* being very notable. Nonetheless, as always we'll look back at the science-fiction movies of the previous year with trailers, handouts, the Buzzy and Muffy Awards, and lots of discussion. Audience participation mandatory! Also check out the companion panel, "Fantasy Films of 2010." R Russell^M

S5 – Physics and Culture: A journey through the role in which science fiction has influenced physics and how culture has shaped the science. Exploring the connection that people have to physics through popular culture. B. Nelson^M

S6 – J. V. Jones autograph session: GoH signing

S7 – Robin D. Laws autograph session: GoH signing

S8 – Sarah Monette autograph session: GoH signing

S9 – Epic Fantasy Quiz with J. V. Jones: Come join GoH J. V. Jones for some fantasy trivia fun! Multiple choice so you can at least guess. Prizes awarded!

READINGS

R1 – Monica Valentinelli & LaShawn M. Wanak: Monica Valentinelli will be reading a portion from a zombie short story called "Tomorrow's Precious Lambs" from *The Zombie Feed*, Volume 1. If I have time, I'll read some other stuff. There's one project in particular I'd want to highlight, but I've been sworn to secrecy on it.

Website: <http://www.mlvwrites.com> & LaShawn M. Wanak's speculative fiction can be found in *Ideomancer*, *Expanded Horizons* and upcoming at *Escapepod*. To see more of her work, visit her at her blog, *The Cafe in the Woods*. <http://tbonecafe.wordpress.com/>

R2 – Robin D. Laws: I'll be reading "Among the Montags", my story from Skin Press. <http://robin-d-laws.livejournal.com>

R3 – Alex Bledsoe Will be reading from my new Eddie LaCrosse novel, *Dark Jenny*, which has received starred reviews in *Publishers Weekly* and *Booklist*. <http://www.alexbledsoe.com/>

R4 – Kelly McCullough: He will be reading from *Broken Blade*, his newest book, which ACE will release in Dec 2011. <http://www.kellymccullough.com/>

R5 – Broad Universe: F.J. Bergmann & Friends

R6 – Matt Forbeck & Steven H. Silver: Matt Forbeck: *Vegas Knights* will just be out in the US for over a week then, so this will be my first convention for it. forbeck.com. & Steven H. Silver will be reading something. <http://www.sfsite.com/~silverag>

R7 – John Jackson Miller: I'll use the reading to discuss my previous and upcoming work in the Star Wars and Mass Effect universes. www.farawaypress.com

R8 – Fred Schepartz & Lester Smith: Join Lester and Fred for a night of HORROR!! Lester will be bringing three horror-themed poetry books to read from, along with a recently-

published piece of horror flash fiction.

www.mobiusmagazine.com

R9 – Sarah Monette: Probably will read the beginning of the novel I hope to have coming out next year.

<http://www.sarahmonette.com/>

R10 – J. V. Jones: Ms. Jones will be reading from one of her latest novels, *Watcher of the Dead* <http://jvj.com/>

R11 – Jim Frenkel: Jim Frenkel reads from Vernor Vinge's upcoming novel. http://en.wikipedia.org/wiki/Vernor_Vinge

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First, a crazy definition is read to the group. Next, players use the wacky word parts to create wildly funny new words to fit the definition. Each new word is read out loud, and the "Wordmeister" picks the best one! Faux • Cabulary—it's where new words come from!

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SCIENCE FICTION POETRY SLAM

Friday night, April 8, 2011, 9 pm, Oakbrook I&II

Cash prizes:

1st place: \$30

2nd place: \$20

3rd place: \$10

Bring your SF/F/H poetry and read it in public for valuable prizes! Come and cheer on your favorite speculative poets! (Visit the bar first: the more you drink, the better we sound.) Volunteer to be a judge! (Safe escort to your vehicle will be provided in the event of unpopular scores.)

Standard slam protocol, except poetry must be speculative (SF, fantasy, horror) only. Poems can be no more than 3 minutes long; no music, no props. Two rounds will determine winners; further rounds only in case of ties.

Five judges, randomly picked from audience volunteers rate each poem 0–10, to one decimal place (just like the Olympics!); best and worst scores are dropped.

BIOGRAPHIES OF PANELISTS AND READERS



Ackerman, Joellyn “Jo.”: I take the blame for introducing the undercover Illuminati member to your midst, and act as his driver on many occasions. I’m here to commune with other fannish types in my former home state of Wisconsin.

Bergmann, F.J.: frequents Wisconsin and fibitz.com, and is the poetry editor of *Mobius: The Journal of Social Change* (mobiusmagazine.com). She writes poetry and speculative fiction, often simultaneously. Her poems and stories have appeared in *Asimov’s*, *Expanded Horizons*, *Mythic Delirium*, *Strange Horizons*, *Weird Tales*, and a bunch of regular literary journals that should have known better. Her hairstyle and demeanor are deceptive.

Birmingham, Kevin: or Vitamin K, as he is known in some circles, is an international man of mystery. He also is the most somewhat interesting man in the world. He doesn’t always drink beer, but when he does drink beer, he doesn’t drink beer, he drinks Mountain Dew Throwback. He is as comfortable singing lounge music as he is battling the confederacy in another universe with an alternate timeline. No, he won’t take you to that universe. He totally could though.

Black, Anna: Black’s erotic short stories have appeared in *The MILF Anthology*, *Cowboy Lover—Erotic Tales of the Wild West*, *Zane’s Purple Panties* and *Honey Flava* anthologies, *Hurts So Good*, *The Mammoth Book of the Kama Sutra*, and *The Sweetest Kiss: Ravishing Vampire Erotica*.

Bledsoe, Alex: I grew up in west Tennessee an hour north of Graceland (home of Elvis) and twenty minutes from Nutbush (birthplace of Tina Turner). I’ve been a reporter, editor, photographer, and door-to-door vacuum cleaner salesman. I now live in a Wisconsin town famous for trolls, write before six in the morning, and try to teach my two sons to act like they’ve been to town before.

Bodden, Bill: has been involved with the games industry for many years and can frequently be found writing reviews for *Flames Rising.com*. His recent credits include an essay in *Family Games: the 100 Best*, chapters in the *Warhammer FRP Companion*, *Leverage: Grifters & Masterminds* (due out in May!), and he was nominated for an Origins Award for short fiction in 2003. Bill can be found on Twitter and Facebook, but if you friend him be sure to mention Oddcon.

Bogstad, Dr. Janice: Head of library collection development at UW-Eau Claire, where she is a professor teaching both English and Women’s Studies, serves on the graduate faculty, and is on over a dozen masters committees. She is a prolific professional critic in the fields of children’s literature, science fiction & fantasy, and women’s studies. She is married to Philip Kaveny.

Chweddyk, Richard: is a Nebula Award-winning science fiction writer and currently instructor in Science Fiction Writing at Columbia College Chicago.

Curley, Brian: His parents never understood his obsessions with science fiction, fantasy, comic books, or those ridiculous roleplaying games. Well if they could only see him now. He is co-chair of Odyssey Con 11 (so yes, half of everything is his fault), and has been in charge of the gaming at the convention (in much the same way that a cowboy in charge of the stampede) since 2008. In his secret identity, he is a mild-mannered Linux Systems Administrator for the University of Wisconsin, and he spends an obscene amount of time playing, reading, and occasionally running RPGs (yes, rocket propelled grenades... no, roleplaying games, dummy). Please feel free to nominate him for the Nobel Prize for Gaming.

Devoti, Lori: The multi-published author of urban fantasy and paranormal romance, her work has been nominated for two *Romantic Times* Reviewers’ Choice Awards, finalist in numerous other contests and been the recipient of multiple Top Pick destinations from *Romantic Times*.

Drake, Moondancer: is a Cherokee author of multicultural paranormal lesbian fiction and a vocal advocate for civil rights and the environment. She has two paranormal fiction novels published through PD Publishing, her debut *Ancestral Magic* released in 2009 and her second *Natural Order* in 2010, as well as many short stories in various anthologies. Her third novel *Worlds Collide* is soon to be released, she hopes in time for this year’s convection season. If you want to know more about Moondancer and her writing, you can visit her at her website at www.moondancerdrake.com.

Erickson, Joseph: Don’t let the cheese hat fool you, Joe has been sent in from Minnesota as a spy by the Illuminati; not for any malicious reasons, they just want to him to feel involved.

Forbeck, Matt: A full-time creator of award-winning games and fiction since 1989, he has designed collectible card games, roleplaying games, miniatures games, board games, and toys, and has written novels, short fiction, comic books, motion comics, nonfiction, magazine articles, and computer game scripts and stories for companies including Angry Robot, ArenaNet, Del Rey, Adams Media, Simon & Schuster, Atari, Tor.com, Boom! Studios, Ubisoft, Wizards of the Coast, Games Workshop, WizKids, Mattel, IDW, Image Comics, and Playmates Toys. His latest novels — the critically acclaimed science fiction thriller *Amortals* and urban fantasy *Vegas Knights* — are on sale now. For more about him and his work, visit Forbeck.com.



Frenkel, James R. Edited all sorts of books including several hundred science fiction and fantasy novels, dozens of film and TV tie-ins, mysteries, westerns, thrillers, historical novels, comic-trip books, crossword puzzle books, and various non-fiction works. He can be seen around Madison and is a helluva guy. He packages the

award-winning *Year's Best Fantasy and Horror* series edited by Ellan Datlow, Kelly Link and Gavin Grant. He is a Senior Editor for Tor Books where he edits the books of many talented authors, including 2007 Hugo Winner *Rainbow's End* by Vernor Vinge.

Gussert, Jim: or "the Guss" or "the G-Man", is the raster master, the sock monkey with the funky groove, the margarita provida, the hombre with the reputation for weapons of mass computation. Jim is fondly known by his friends and associates as "The Dr. Frankenstein of Computers." Give him an old, dead computer, no matter how crappy, and he will somehow manage to find a use for it. With the greatest of care, he assembles various bits and pieces from the dead carcasses to create a new - some might say "unnatural" - computer. Then, on a dark and stormy night, he applies some electricity, and... IT'S ALIVE! IT'S ALIVE! HA HA HA HA!

Hartnell, Sarah Jean: Wife of Ed Halstead, owner and general contractor of Halstead Remodeling & Construction. He does everything. Give him a call at 608-279-3105 for a free estimate!

Havighurst, Tom: could not be located, nor is there any information available on the web. Try as we might, all Google searches for Mr. Harglewurst come up blank. Two schools of thought are developing about this so-called Mr. Herpandderp. The first is that he is a mass hallucination. The second is that he is a time-traveling ninja from the 34th century. Neither school of thought is given much credibility, although it is believed that the second one is an attempt at propaganda by Mr. Havinghearse. (Shameless plug alert! Buy Pirate Jelly! It's good for what ails ya. Also, shop at www.zibbet.com/GrrMonsters!)

Helley, Don: Yer Uncle Don was born on Mars c. 4000 B.C. By now the old coot is more mechanical and electronic than flesh. The latest of these "improvements" was the neck chip. The unit is designed to reduce the sheer volume of gibberish and wordplay and worked well until the first rainfall when it reprogrammed itself. Just ignore the twitches and sharp outbursts, and get out of the way when he yells, "It's Clobberin' Time!" His fave color is blue, Mickey Dolenz is his favorite Monkee, and he still votes for Harold Stassen. His power numbers are 4 and 1003.

Huber, Tom: Retired after spending over 40 years in the computer industry and is currently hoping to publish his science fiction/fantasy series of novels in the near future.

Hudson, Max (Äxl): or Mäxl, is a guitarist for Swedish metal band Fyødgr, who sometimes puts on his peasant clothes to walk among his subjects. When asked, he said his hobby is magnets and his favorite food is milksteak. Max is one of the screaming consuite demons from HELL. He will provide you with a hot dog if you ask. From HELL!

Jones, J.V.: see GoH Bio

Kaveny, Philip: "I am a Rogue academic critic and public sphere intellectual. I serve no master but the truth. I am a playwright and community media producer, and I have about thirty fantasy stories, novellas, and novelettes in print. At Oddcon, I will launch Rip Saw Press, which was inspired by your writers contest. Jan Bogstad and I just completed our Tolkien Book into Film project, a collection of essays from world class contributors."

Kelsey, Eric: spends the vast majority of the day speaking to computers, which often fail to appreciate his sense of humor; they tend to take him literally.

Laakso, Lynn: "I am a librarian (and self-confessed geek) from Horicon, who has been going to conventions all over the place since 1985. I will watch anything SF/fantasy or horror related, and usually can be found forcing my favorite shows on anyone who wanders by. Not only am I a librarian but I also have a HUGE home library (I rent apartments depending on if I can fit my books in)."

Laws, Robin D.: see GoH Bio

Lay, Anaea: is lazy and hates to work. That's why she has four jobs and never sleeps. Her current ambitions are to save Wisconsin from super villains and sell a house by describing it as "full of potential for building your own personal batcave." Her blog can be found at anaealay.wordpress.com



Lewis, Janet: In charge of the Odyssey Con website as well as pre-con registration. She insists that she is not a real webmaster, but only plays one on TV. She is easily entertained by the little things in life, like playing with electricity and magnets, making dry ice cannons, and watching what happens when mixing chemical

A with chemical B. Bwah, hah, hah, hah! When not trying to take over the world, she's also Co-Chair of Odyssey Con 11. And yes, she's been known to wear a cow(thulhu) costume in public.

Luttrell, Hank: Help found SF fan groups in St. Louis, Columbia, MO, and then Madison WI; nominated for a fanzine Hugo in the early 1970's; has written about popular culture including science fiction since the late 1960's, and currently a buggy whip sales person, rather, a bookseller.

Merrill, Alex: Ladies, watch this one, he puts the "oo" in smoooooooooth. He will gank your heart. If he likes you, he will treat you to some of his fine Tequila Flavored Liqueur. Maybe entice you to his lair, layin' down some sweet "Darmok and Jalad at Tanagra," gettin' down with a little mind meld and firing the love Phaser. If you get my drift. He is the consuite kahuna.

McCullough, Kelly: An international award-winning writer. <http://www.kellymccullough.com/> His novels include the WebMage series and the forthcoming *Chronicles of Aral Kingslayer*, all published by Penguin/ACE. His short fiction has appeared in numerous venues including *Weird Tales* and *Writers of the Future*. He is co-author and co-editor of the science comic *Hanny & the Mystery of the Voorwerp*. His illustrated serial novel *The Chronicles of the Wandering Star* was part of an NSF-funded middle-school science curriculum.

Miller, John Jackson : The force behind several works in the Star Wars universe, including the novel *Star Wars: Knight Errant* from Random House and the comics series of the same name from Dark Horse. A longtime Wisconsin resident, he also is the author of nine *Star Wars: Knights of the Old Republic* graphic novels, as well as various *Mass Effect*, *Iron Man*, *Indiana Jones*, and *Simpsons* comics. Miller is a well-known comics historian and industry analyst, operating the archival website The Comics Chronicles (www.comichron.com).

Monette, Sarah: see GoH Bio

Myrnnyx, Amalor: A professional miniatures painter, and moderator of the gaming website, RPGSheets.com, he has been involved in the gaming industry since 1999 and painting miniatures for over 25 years.

Nelson, Bethany: “I have been raised on a steady diet of science fiction ever since my father read *The Hitchhiker’s Guide to the Galaxy* aloud to me before I was even born. Since then, I have read and watched science fiction steadily. I love SF books, *StarGate SG-1*, *Babylon 5*, *Doctor Who* and so much more; and I intend to keep reading and watching until I gasp my last.”

Nimgade, Bhim: Only a few of the most intrepid explorers have sighted the rare and elusive Bhim Nimgade. He inhabits the dense Madison East Side tropical tree canopy at a hundred meters above ground level, making a shapeless cocoon/nesting hammock each night from coconut husk fibers, incorporating assorted flotsam and Coach fine leather purses and wristlets. His eerie ululating cry has been heard as far away as the stark ice-covered prairies of Nebraska under the pulsating aurora borealis, or in the pulsating techno clubs of Dubai. Women who wish to have their way with him have had success using pheromone lures, bait piles of day-old doughnuts, and Persian dough drinks. He also likes long hand-in-hand walks on moonlit beaches.



Nix: Otherwise known as Sean McConkey, is a relatively laid-back hobbit-like being that is slowly building up a horde of table-top role-playing material. Among his hobbies are gaming, food, talking about gaming, hanging out with other geeks, and a deep love of dice.

Raine, Miranda: has been an amateur writer since before she could write. A friend introduced her to fandom in college, and the rest is history!

Rihn, Greg: A lifelong lover of science fiction and has been an active fan and gamer for over 25 years. He has been a ‘zine writer and editor, convention organizer, and a panelist at more than 50 conventions nationwide.



Russell, Richard S.: Only claim to fame in his 66 years of existence on this planet is that he was Fan Guest of Honor at Oddcon 8. We haven’t been able to get rid of him since. He claims to have a foot in each of various subfandoms — gaming, literature, media, comics, science, fooditude (which makes him at least a hexapod) — and holds the heretical notion that they’re all created equal. Since he’s retired from Wisconsin state government, we let him run around town weekdays sticking up

Oddcon posters. He also does something like this for WisCon. He is a geek and too naïve to be ashamed of it.

Schepartz, Fred: The author of *Vampire Cabbie* really is a cab driver in real life, working at Union Cab Cooperative here in Madison. He also is the publisher and executive editor of *Mobius: The Journal of Social Change*. www.mobiusmagazine.com

Schneider, Lee: Part of Milwaukee fandom since the early ‘70s, is a long-time gamer and avid student of technology and history. Lee graduated from UW-Milwaukee in 1976 as a Computer Hardware Design EE, and created Energy Management and Machine Control electronics before becoming a hardware QC Engineer for the GE Medical Systems Division in the ‘80s. Currently an independent consultant for embedded computer systems and interface design, he has his own shooting range, builds stage effects, and runs a Victorian Gothic rooming house for fannish types.

Schnobrich, Georgie: An artist, writer, librarian and fan, and was the Fan Guest of Honor at Odyssey Con 9. She is well-known for her thoughtful essays in *Madison’s Turbo Charged Party Animal APA*, her beautiful serious artwork (as well as humorous pieces like Oddcon cows!), and her spectacular decorated cakes. She is a frequent panelist at WisCon and other area conventions. Georgie is the official in-house artist for Odyssey Con.

Silver, Steven H: A twelve-time Hugo nominee, the publisher of ISFiC Press, Vice Chair of the 2012 Worldcon in Chicago, and Sidewise Award for Alternate History judge.

Smith, Lester: An Origins-Award-winning board game designer and president of the Wisconsin Fellowship of Poets. He currently works days as a writer and web technologist for an educational publisher. His free time is generally spent writing horror fiction and versifying in an “alphabetic morph rhyme” form of his own invention. He is also the primary force behind the micropublisher Popcorn Press. More info, including several free game designs, can be found at www.LesterSmith.com.

Thomas, Lynne M.: head of the Rare Books and Special Collections at Northern Illinois University in DeKalb, where one of her responsibilities includes archiving SF literature. Indeed, Lynne collects SF archives and comics as part of her job! In her spare time, Lynne co-edited *Chicks Dig Time Lords* and *Whedonistas*, both for Mad Norwegian Press.



Thomas, Michael D.: an Associate Editor for Mad Norwegian Press. He has worked on *Redeemed: The Ultimate Unauthorized Guide to Angel*, *Whedonistas*, *Chicks Dig Time Lords*, and the *Doctor Who Guidebooks About Time 3* (2nd Edition), *About Time 6*, and *A History* (2nd edition). He also is a regular contributor to the

Hugo-nominated fanzine *Argentus*.

Thompson, Kristin: film historian based in the Department of Communication Arts at the UW-Madison. A Tolkien fan for nearly 46 years, she wrote *The Frodo Franchise: The Lord of the Rings and Modern Hollywood* (University of California Press, 2007) and became the go-to author for anthologies on Peter

Jackson's film. She has written or co-written 11 books on cinema, the latest being the brand-new *Minding Movies: Observations on the Art, Craft, and Business of Filmmaking*, written with husband David Bordwell (University of Chicago Press, 2011). She also is an Egyptologist and in her "spare time" volunteers on an expedition in Egypt, registering 3300-year-old statuary fragments. She currently is writing a volume of close critical analysis of the narrative and style in Tolkien's two Hobbit novels.

Valentinelli, Monica: A professional author and game designer. Described as a "force of nature" by her peers, Monica is best known for her work in the horror, dark fantasy and dark science fiction genres and has been published through Abstract Nova Press, Eden Studios, White Wolf Publishing, *Apex Magazine* and others. Her credits include: a short story entitled "Fangs and Formaldehyde" in the upcoming *New Heroes* anthology and *The Queen of Crows*, which is one of the first enhanced e-books. She is also a developer of the HACK/SLASH card game based on the horror comic by Tim Seeley.

Voros, Todd (Water Rat!): A Milwaukee, Wisconsin, SF fan with more hobbies than any rational being should have (biking, chess, electronics, anime, astronomy, fishing, boating, canoeing, scuba diving, swimming, crewing for the US Coast Guard Auxiliary, outboard motor repair, and rebuilding classic boats). When not earning his living as a Capacity Planner at U.S. Bank, he enjoys spending his time at his small fishing cabin in Princeton, WI, or teaching kids safe boating (He is a certified State of Wisconsin Safe Boating Instructor for the DNR) or Coastal Navigation for the US Coast Guard Auxiliary. You may frequently find him at Oddcon on the bottom of the pool in scuba gear, searching for booty from the vasty deep, (LOL!), playing Siamese chess, or out fishing and/or arguing with Lee Schneider, who, unfortunately, usually wins. (Lee and Todd met at the Marquette Science fair over 40 years ago and they have been hanging out together ever since). Todd also is an avid gamer, enjoys Munchkins, Settlers in a Can, and multi-board Risk, or whatever else folks happen to be playing, including bridge or sheepshead. He was married to Judy Voros (chocolate-maker extraordinaire and Filker) who died in 1996 of cancer at age 39 and is looking for a special someone.



Wanak, LaShawn M.: lives with her husband, son, and in-laws in Madison, WI. Surprisingly, she still is sane. Her speculative fiction can be found in *Ideomancer*, *Expanded Horizons* and upcoming at *Escapepod*. To see more of her work, visit her blog, The Cafe in the Woods. <http://tboncafe.wordpress.com/>

Wardale, John: Has been attending SF Cons since 1993 and teaching panels since 1995. He is a computer professional, was as an organizer for E.L.V.I.S. (The Emergency Link to Vital Internet Services) [1994-1999], John has done these 2 panels (typically solo) for General and/or Children's Programming at several cons over the years, including 6 such panels at Anticipation (Montreal WorldCon-67).

Watson, James: I'm 78, a retired start worker, once employed by the Historical Society as a museum curator. I've been playing RPGs since the late 80's with my favorite system being

HarnMaster. I've also had experience with AD&D, Space Opera, and dabbled in several other systems.

Welch, Chris: a freelance writer, reviewer, and reporter for a local newspaper and radio station. He also is a part-time English instructor at Madison College's Fort Atkinson campus. His poetry, fiction, and non-fiction have appeared in various small press and professional publications. His most recent short story, "Dead Clown Séance," appears in *The HWA Presents Blood Lite II: Overbite*. Other recent stories can be found in the anthologies *Dark Wisdom: The Best Dark Fiction*, *Catopolis*, and the first volume of *The HWA Presents Blood Lite*.

West, Richard: One of the Three Richards of Midwestern fandom (along with Russell and Chedwyck); he's the one with the beard. His background is in medieval literature, as well as modern fantasy and science-fiction and librarianship. He has actual graduate degrees in English and Library Science. He is on the Board of Advisors of the Mythopoeic Society and the editorial board of *Tolkien Studies*. He has published articles on such authors as Peter S. Beagle, C. S. Lewis, Mervyn Peake, T. H. White, and J. R. R. Tolkien. His *Tolkien Criticism: An Annotated Checklist* has gone through two editions (Kent State University Press, 1970, 1981). He is currently Senior Academic Librarian and Head of Serials at the Kurt F. Wendt Library, University of Wisconsin-Madison. He lives with Perri, a chemist and another SF fan (oh, all right, they're married), and they have one diabetic cat.

Weston, Dave: Champion of Justice, Defender of Freedom, and all around Nice Guy! He has been a science fiction fan and comic book collector for decades and decades - possibly before some of you folks were *even born*. Dave has only recently returned to this reality, having accidentally torn a hole in the fabric of space/time by wearing two pairs of 3-D glasses for a movie, and thereby seeing the movie in six dimensions...



Wiesner, Paul: Was born in Waukesha, Wisconsin, and graduated from UW-Madison in 1996 with a degree in English. He's gainfully employed at the University Book Store on State Street. With his wife, Roberta, he enjoys many activities like gaming, SF books, and movies. This year he is head of programming of

Odyssey Con and he is still owner of the MadisonDorks yahoo group. In other words, he's a much bigger dork than you are.



ODDCONTEST 2011

The OddContest is an annual competition for speculative (science fiction, fantasy, or horror) stories or prose poems no longer than 500 words. The contest has been sponsored since 2008 by Odyssey Con and offers cash prizes of \$500 for the Adult winner and \$50 for the Youth winner, convention memberships, and books in both Adult and Youth divisions.

2011 Youth Winners

- First prize: “Salutary Reminders for the Comatose,” Donna Kwon, Morganville NJ
- Second prize: “Fireworks, Several Ducks, and a Miniature Dragon,” Emily Polson, Ankeny, IA
- Third prize: “With the Destruction of the Fourth Dimension,” Bharat Sanders, Johns Creek, GA

2011 Adult Winners

- First prize: “A New Life Awaits,” Michele Ann Jenkins, Montreal, QC, CANADA
- Second prize: “Epilogue to a Story Never Written,” Ted Prodromou, Mountain View, CA
- Third prize: “Thanks for the Memories,” Miranda Raine, Madison, WI

2011 Final Judge: Marion Boyer, professor emeritus of Communication courses at Kalamazoo Valley Community College. Her poetry book *The Clock of the Long Now* (Mayapple Press, 2009) has been nominated for the Pushcart Award and the Lenore Marshall Award. Green, Boyer’s 2003 poetry collection, was published by Finishing Line Press. Boyer’s poem “She Seemed So Quiet” won first place in the 2008 international poetry competition sponsored by the Science Fiction Poetry Association. Her work has appeared in numerous literary journals and anthologies.

2011 Winning Stories/Poems

2011 Adult First Prize “A New Life Awaits” Michele Ann Jenkins Montreal, QC, Canada

Seventy-three years in stasis, fourteen light years across a dozen solar systems, and she has to go and lose their entry papers.

“Are you sure you don’t have them?” His voice was still raw from where they’d removed the intubation equipment. His mouth tasted like old metal and floor cleaner. They said in the brochure the side effects wouldn’t last—they’d better not after all he’d shelled out for this. He was going to spend the rest of his life working it off, but his kids—or maybe grandchildren—they would be free landholders on a brand new planet. Little Will’s mutation could even give them an edge here. He should look into fitting the boy with a core drill bit. If they ever manage to make it through immigration.

“Nora! Did you look in the Welcome Packet?” For Pete’s sake, had her brain not thawed out? Free-fall entry was in less than 20 minutes. The other families were already filing out of the cryo hall. He was going to be the last one out. The last one to set foot on that virgin soil, the last one take a breath of pure, clean, air (27% oxygen!). By the time he got Nora and the boy sorted out it’d just be a trampled mess.

Finally she turned to him, the stark lighting throwing her face into relief. So much for not aging in transit.

“Will’s joint servos are on the fritz again.” She made that tsking sound and he cringed.

“Maybe they’re using some sort of microwave?” She frowned and looked around, as if she could spot E-M radiation bouncing off the corrugated metal walls. “That always does it.”

“Damn it, I can carry him out if I have to.” His hands were shaking—another side effect or plain old frustration. “The papers, do you have them? We haven’t even got his transition suit out.” The hoops they had to jump though! He’d like to see one of those resettlement agents with their megas of guidelines and protocols try to get a whiny three-year-old bristling with cybernetic implants into one of those things.

“I just had them...” she caught herself and laughed, “...well, I mean, seventy-three years ago I just had them. Can you believe how fast it went by? Can you just imagine back home....” She pawed around between the cryopod cushions as she went on.

He turned away towards the hall’s one window. The planet took up most of the tiny portal: two huge landmasses, speckled dark green and dirty orange, and a yellow-blue sea beneath swirls of ivory cloud masses. A man could lose himself in all that space. A man could—

“Found them!” She yelled so loud it scared the boy into wailing. “Oh, darling! Mommy’s just going to reroute your amplifier here. Don’t you worry, we’re almost to our new home. That’s right. No, don’t—”

He pressed his cheek against the glass, blotting out the view.

2011 Adult Second Prize
“Epilogue to a Story Never Written”
Ted Prodromou
Mountain View, CA

The Palimpsest Project was cancelled, the building converted into a shoe factory, the fields salted, and the research papers burnt. The Six-Beast Tower was converted into an enormous hat rack for the entire city to use.

The Carter-Anderson School for Girls was also closed, the building also converted into a shoe factory, the playgrounds also salted, and the research papers also burnt. The murals on the walls were preserved for historical record.

Little Eugene never paused to catch his breath, and grew up running constantly. He attended an always-running academy of dentistry and founded the world's first ever-mobile dental office. Late in life, he met and fell in love with another running dentist.

Liz sold her stake of the import-export business and used the money to found a “no-enhancements-barred” baseball league in Dubai. She never got the apology she deserved from Eugene, and she never wore a silk garment again, spider or otherwise.

Jenny (the saint) was buried in Arlington as a hero. Six old rabbis leave pebbles on her gravestone on May 17th every year.

Cadete Juan Carlos (of the Armada de Chile) answered the homing signal, ten minutes too late. He still keeps a chunk of “Perma-Ice” on a locket around his neck as a memento of what might have been.

Jenny (the robot) won the world's chess championship in Moscow the next year, but was disqualified a week later when the judges discovered her other terrible secret.

James and Douglas were married on the Canadian side of Niagra Falls. The beautiful ceremony was attended by thousands, but their request to adopt the infant Sturmljotr was denied, supposedly due to international regulations. They agreed never to discuss the events of May 17th again, but they still live on the orca plantation, and still hang their hats on the Six-Beast Tower every morning.

Jenny (the golden retriever) lives happily in Ainsworth State Park near Corbett, Oregon. Loving owners of other blind dogs often bring their pets to Jenny for instruction and guidance.

Sanjeet eventually launched his singing career, but he could never sing Middle C again.

Jimmy “The Jerk” Maldonado was convicted of environmental violations, petty theft, postal fraud, and operating industrial construction equipment without a permit. He was sentenced to 40 months in a maximum security prison. He converted to a radical Norse Pagan sect in prison, got off drugs, paroled early, and now preaches the gospel of Odin.

Elanor Chang eventually repented for what she had done, and abandoned all plans for time travel and winemaking. Over time, her mannerisms grow more cat-

like, but she insists that it is a coincidence. Every Friday, she and Amanda sit down over tea to discuss the weather, but they rarely reach any working agreement.

The stack of haiku poetry still rests in a near-abandoned government document storage basement in Rome, Italy, hoping that some new innocent will find and read it.

Your humble narrator is, for all legal and sociological purposes, still considered a humble frog.

2011 Adult Third Prize
“Thanks for the Memories”
Miranda Raine
Madison, WI

Voice: This call may be recorded for archival purposes. (Muzak)

MASS: Memory Archival Storage Systems; how may I help you today?

Me: Hi there. I seem to have misplaced my set of meta-keys, and I was hoping someone could check my memory back-up and find them for me?

MASS: I'd be happy to help you with that request. Could you please put your palm on the identifier next to the screen? Thank you. Now, are you currently synced to the Backup Assistant?

Me: Yes, I'm all plugged in.

MASS: Excellent. I'd like you to form a mental image of the keys. Thank you, I've captured the image. Now, please think back to the last time you knew you had the keys. Yesterday after work? Please hold while I run the template against your memories since that point and search for a match.

Yes, I've got a hit. It looks like you slipped the keys into the front pocket of a blue hoodie yesterday before running out to get the mail. In a related memory, I see your two-year-old once accidentally locked you out of the house while you were wearing nothing but a.... Ah. You have just constructed a Privacy Wall for those memories.

Me: Yeah, sorry; nothing personal. But I think you're right about the blue hoodie, let me just go check. Yes! Here they are. Thank you very much.

MASS: You've very welcome. Is there anything else I can help you with today?

Me: Well, as long as I have you on the line, back in college, I knew the entire periodic table. Could I please Renew that information?

MASS: I'd be very happy to help you with this request. Let me just check your account. I'm sorry, you are currently enrolled in our basic package: one back-up a night, and three Renewals a year. Unfortunately, you've already made three previous memories permanent.

Me: That can't be right. Which memories?

MASS: According to our records, you recently requested a Renewal for Monty Python's *Philosopher's Song*. To find the other Renewals, I would need to conduct

another memory search, and your package only entitles you to one a day. However, since you've been a loyal customer since 2026, we can offer you unlimited searches, five Memory Renewals a month, remote back-up service for those times you are on-the-go, plus a wireless upgrade to your home unit, all for only an additional 100 credits a year.

Me: That sounds great!

MASS: Excellent. To make these changes to your account, I will need the password you chose when you initially registered with MASS.

Me: The password? But that was eight years ago. My memory is just terrible. I'll never be able to remember that password!

MASS: "I'll never be able to remember that password" is correct. Someone will be by between 8 a.m. and 4 p.m. tomorrow to install your new hardware. Please make sure you are home, and thank you very much for calling Memory Archival Storage Systems. Have an unforgettable day!



2011 Youth First Prize
"Salutary Reminders for the Comatose"
Donna Kwon
Morganville NJ

Where am I? I attempt to shuffle my feet, but my shoes slosh together within the quagmire I am sinking in. Swamp? What the—

"Are you lost?"

My head jerks up, and I'm startled to see a small mountain erupt from the middle of the marsh, climbing higher and higher and higher—until I step back and suddenly it's a wall. Only a wall, and there is a girl sitting at the top, her feet dangling precariously over the edge.

"Are you lost?" she repeats, but doesn't wait for a reply. "You are, aren't you? You wouldn't be here otherwise."

Bristling and defensive, I scowl. I want to tell her to back off, to leave me alone, but when I open my mouth all I hear is, "No. No, I'm not lost."

She leaps from the wall, then—all twenty feet of it, I might add—and I open my mouth to whatdoyouthinkyou'reredoingdon'tjump, but suddenly she is standing beside me, one hand clutching my sleeve. "I think you're a liar," she says breathlessly, and I have just enough time to realize that I hadn't actually seen her land—

We're standing at a crossroad.

I wrench my arm from her grasp and take several steps backward, gulping several lungfuls of air. "You—what—!" A dizzy spell hits me like a sledgehammer and the terrible urge to vomit claws its way up my throat.

"You're lost," she says gently, and her voice is so compelling that I'm tempted to agree, but there is still a spark of stubborn denial. Her eyes narrow as though she can hear my thoughts. "You are," she says more forcefully, and the feeling of wanting to puke triples in intensity.

I drop to the floor and heave up burning acid. "All right!" I gasp out, struggling to keep my stomach inside my body. "I get it—I'm lost!"

She smiles beatifically and the pressure disappears immediately. "Yes, you are," she agrees. "So I think you should go that way." Pointing towards the right, she glances at me expectantly.

Warily, I stand and take a few steps forward on the road. "Where am I going?" I ask, and I turn just in time for the freight train to run me over.

—and over.

—and over.

—and

Where am I? I attempt to shuffle my feet, but my shoes slosh together within the quagmire I am sinking in. Swamp? What the—

"Back again?"

My head jerks up, and I'm startled to see a small mountain erupt from the middle of the marsh, climbing higher and higher and higher—until I step back and suddenly it's a wall. Only a wall, and there is a girl sitting at the top, her feet dangling precariously over the edge.

"I'm disappointed," she says, and something about her seems familiar, "but I guess we can do this again."

I open my mouth to say something, but she doesn't wait for a reply.

"You are lost," she says, and I believe her.

2011 Youth Second Prize
“Fireworks, Several Ducks, and a Miniature Dragon,”

**Emily Polson,
Ankeny, IA**

I walk towards the house, and when I hear fireworks coming from within, I sigh heavily.

“Why, hello Carrie, come on in!”

I’m about to drop my bag on the floor, but when I see the miniature dragon huffing puffs of smoke, I change my mind and place it, along with my shoes, on the end table.

“Roman is hungry” a small girl informs me, while strangling her pet dragon in an attempt to bestow some sort of affection upon him.

“Duck!” yells a boy, as a duck flies over my head and out the door. He tries to follow it, but I redirect his path to the kitchen with my hand atop his head, and close the door. Sorry, duck.

Despite the children’s pleas, I don’t let the dragon eat at the table. Even if it is convenient because I let the macaroni cool too long. The duck is quacking to be let back in, but I ignore him.

The dragon is brooding under the table.

“Roman doesn’t like macaroni,” the girl tells me.

Then the fireworks go off again, and another duck appears in the fireplace. I grab the duck, and throw him outside with the other one, which doubles the quacking.

By the time I come back, the dragon has set fire to the macaroni, and I send the kids over to the wigwam while I put it out. They whine about being hungry, so I heat up some sort of leftover from the refrigerator. They devour it, and promptly turn a deep shade of purple.

“Not again!” the boy screams, a sound masked only by fireworks and a third duck’s incessant quacking. I send the boy to the wigwam for yelling, and the girl grabs my sleeve, dragging me over to the laundry room.

“Isn’t it pretty?” she says, stroking the bubbles formed on the partially melted washing machine. I assure her it is, and usher her out and the troublesome dragon in. “Roman will make more pretty bubbles,” she says. Judging by the flames emitting from the base of the door, I assume he is doing just that. We go to the wigwam, and find it full of pixies, one of which I step on. Sorry, pixie.

I drag the boy up to his room, trying my best to avoid the swarms of pixies now free-flying about the house.

“Brother let the pixies out again. Brother’s in trouble,” the girl says, trailing behind.

I put them both to bed, without singing a lullaby, as I hear more fireworks go off downstairs. I set to work bribing the pixies, who have already brutally slaughtered

the newest duck, back into their cage. When all the pixies have been bribed and look the same shade of purple as the children, I hear the unicorns in the driveway and the parents come in.

“Hope they weren’t any trouble!” the mother says as she hands me my pay.

2011 Youth Third Prize
“With the Destruction of the Fourth Dimension,”
Bharat Sanders
Johns Creek, GA

Finally having accomplished the freezing of time, her mission was upon her. Walking outside into the snowy atmosphere was strange—the tiny droplets of ice were suspended between heaven and earth. They stung her face and hands, as she glided across the moist ground. Soon, the doors of Otis’s Tavern swung open, and she graced the pockmarked wooden floor with her high heels, the color of claret. The barman had been pouring a hard whiskey for a gruff young man, presumably just broken up with a girlfriend. She gazed upon the wretched faces of the men and women in the bar, all in the midst of their happiness or sadness. Her hard-set face betrayed not a smile, not a frown. She had to find it, now, or there would be no more happiness, or sadness. In 1.39 seconds, the core of the earth was going to implode.

Yes, she had caused that. A ridiculous mistake on her part—of course that man who asked for the token wasn’t her husband back from the dead; it was an impostor. Anyway, the Resurrection technology wasn’t scheduled to be created until next month. No, she had caused the end of the world, and it was now up to her to stop it.

And there it was! Within the spotless stream of whiskey, falling eternally into the fragile glass. She would not fail this time; it was so easy—within reach. Her hand entered the whiskey, the cold and wetness making her shiver. Clenching it between two fingers, she quickly retracted her hand, but watched it stop before it could get to her pocket. It felt as if someone’s hand had grabbed her around the wrist, restricting her from pulling it away.

“Got you there, didn’t I?” The voice emerged from the air beside her.

Shit. I forgot.

“Invisibility technology debuted last Thursday, hun.”

And with that, she fell, slowly, to the pockmarked Tavern floor.

DEALERS ROOM

Hank Luttrell, 20th Century Books
www.southparkbooks.com

Gino Siragusa, Prairie Comics and Books

Philip Kaveny, Hedgehog & Otter

Ingrid Stark, Designs by Ingrid the Crafty
(see photo to the right)
ingridthecrafty.com

Paul Hassebrock, Mecca Games
www.mecca-anime.com

Richard & Suanna Douglas, Dark River Pottery
“visit us on Facebook”

Fran & Kevin McGarry, ACME Comics &
Collectibles; www.acmefirst.net

Patricia Gross, Galaxy Gigs

Woodland Fancies: The Art of Meredith Dillman
<http://www.meredithdillman.com/>

Jules Mohr, Mohr Creations
www.mohr-creations.com

Margaret ‘Maggs’ Kailhofer, Maggs Creations
www.maggscreations.com

Greg Ketter & Lisa Freitag, DreamHaven Books &
Comics; Dreamhavenbooks.Com

Jane & Larry Zoet,
Hell on Wheels Traveling Hobby Shop

Andrew Scheller, Draconas Creations

Heather McConkey, Lady Heather’s Fashion

Rick’s Place, Rick Gellman
Buttonbard.com

ART SHOW ARTISTS

Jae Leslie Adams

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www.alanfbeck.com

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www.zibbet.com/grrmonsters

Peri Charlifu



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www.bejeweledfaerie.com

Lisa Freitag

Kat Hardy

Trinlay Khadro
<http://www.zibbet.com/trinlayk>

Laura Krentz

Alayna Lemmer
<http://www.alayna.net>

Kerry Maffeo
www.fantasticvisions.blogspot.com

PAW PAW

C. Jane Washburn
www.etsy.com/shop/bleaknimue

Medusa's Beard



As the shining blade of Perseus's sword sliced through Medusa's neck, the snakes of her beard were severed and flung to the far reaches of land and sea. From these snakes sprang four mysterious creatures, who wandered the globe for centuries before stumbling upon each other in the frigid Northlands of Madison, Wisconsin. Medusa's Beard will present selections from Madison's only Post-Apocalyptic Fantasy Folk Metal Rock Opera.

Medusa's Beard will perform in Oakbrook I & II, Saturday, April 9, 2011, after the Flash Fiction contest (which is after the Guests of Honor speeches).

RULES AND POLICIES

RADISSON TERMS AND CONDITIONS

- Neither Radisson nor Odyssey Con will assume any responsibility for the damage or loss of any merchandise or items left in the hotel prior to, during, or following any congoer's stay.
- The Radisson reserves the right to evict guests who are conducting themselves improperly and given proper warning, per hotel standards.
- Odyssey Con reserves the right to revoke memberships (badges) from and/or to hold for law-enforcement authorities congoers who are conducting themselves improperly, are creating an unsafe environment for other congoers, or are engaging in illegal activities.
- If alcohol is provided to minors illegally, the memberships (badges) of all parties involved will be confiscated and the involved parties will be held and prosecuted to the fullest extent of the law.
- Odyssey Con explicitly states that the congoer/customer is fully responsible for any damages to hotel property and/or equipment prior to, during, or after the period of their stay. Odyssey Con reserves the right to keep noncongoers from convention spaces. Convention spaces are defined as any space in the hotel where a membership is required for entrance.
- Odyssey Con Security Staff, Convention Co-Chairs, and Department Heads have the authority to decide the breadth of these rules and implement them as they see fit. Odyssey Con Security Staff and Convention Co-Chairs may revoke your badge (membership) at any time.
- These rules are subject to change at any time with the posting of changes at the Registration Desk.

ODYSSEY CON WEAPONS POLICY



- Live steel - that is, any prop with edges, sharpened or dulled, made of metal - must be sheathed and peacebound or will not be permitted.
- Any gun replicas must have a bright orange tip clearly visible. Any gun-like props (super soakers, etc) must be able to be recognized by non-experts as fake.
- No real guns may be used as props.
- Other projectile weapons (crossbows, etc.) are permissible as long as they are never loaded.
- If you are using your prop in a way that poses a danger to people or property, you will be asked to put the prop away.
- Costumes must not have sharp protrusions or other features that pose a danger to people or property with casual contact.
- Edged weapons or replicas offered for sale in the Dealers' Room may not be brandished or demonstrated. All must be wrapped or boxed when sold.
- Duels, mock duels, fencing demonstrations or similar situations are not allowed in Odyssey Con spaces.
- The final interpretation of these rules and the final say of the acceptability of any costume or prop is the province of the Head of Security.