

WINDYCON 51

RISE OF THE MACHINES

November 7-9, 2025



Double Tree By Hilton Hotel Chicago, Oak Brook

A Message from Our Chairs

Hello and welcome to Windycon 51 Rise of the Machines!

The first law of scifi conventions is... Don't schedule your event to have a robotics theme on the very same weekend as a huge robotics event where everyone in the field will be.

sweeps that rule under a nearby rug

With that said I'm glad you're all here. The past year has been an intense trial for me on a personal level and I am very glad to have made it through this. I could not have made it without the wonderful people working hard behind the scenes leading up to the convention. Without them, I don't think I could have made it here today. With that in mind, if you see one of our staffers please give them a thank you for being here and putting on the show because I don't have enough thank yous for each and every one of them.

Much of this job does not come naturally to me, I prefer being one of the people behind the curtain, but here I am. I ventured outside my comfort zone and I can only hope that everyone enjoys the weekend. Several times, just while writing this, I have looked back to see what others have said before me and I wonder how they found the words. I find myself unprepared for the sheer amount of emotion I am feeling this year as I look back to those who sat in this chair before me and I think about those who will come after me. I am filled with excitement for the future and what it will bring with it.

I hope you all enjoy the weekend ahead. I know it's going to be a great one. I have learned a lot along the way this year. It's been an adventure.

"As the great Andrew Martin used to say, 'One is glad to be of service'."

Dana "Star" DeMichael, Chair

Austin "Alchemist" Regan, Vice Chair

Welcome to Windycon 51

RISE OF THE MACHINES

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Convention Rules

Remember to be nice to others and treat everyone as you would like to be treated. The convention reserves the right to revoke your membership with no refund for disrupting the convention or breaking any rules as well as causing trouble of any sort. If it's illegal in Illinois or Oak Brook it is illegal at the convention.

These rules are specific to Windycon, and are in addition to all of the policies set forth by ISFiC, including but not limited to the ISFiC Code of Conduct.

Here are a few rules you need to be aware of:

- You must have your badge with you at all times in order to enter or stay in any convention function.
- You must present your badge to any member of the staff, including our door guards, who request it.
- A lost badge may be replaced at Registration for the cost of an at-the-door badge.
- No real weapons or anything that can be mistaken for one can be carried on premises. Costume and prop weapons must be approved by Operations and Convention Security and, if necessary, be peace bonded.
- Any weapons purchased in the Dealers' Room, real or not, must be taken from the dealers room to your room or to Operations for approval if you wish to carry it.
- No projectile instruments of any kind. Not real, not Nerf, nothing.
- No live steel, period.
- All bladed weapons must remain sheathed at all times except for a presentation during the masquerade.
- If you wish to use a weapon in the masquerade you must clear it with the masquerade director and transport it directly to the event and then directly back to your room afterwards.
- Anything used as a weapon in any threatening manner, whether real, real looking, prop, toy, or otherwise, will result in its confiscation and possibly the revocation of your membership without refund.
- If you damage the hotel you will pay to fix it.
- We want to leave the hotel in as good, or better, condition than as we found it. They like us and we like them and we want them to invite us back.

Service Animals

- Windycon abides by the service animal requirements set out by the ADA.

Windycon observes the Federal ADA's definition of service animal. For their definition please use the following link. <https://www.ada.gov/resources/service-animals-2010-requirements/>.

All service animals must be registered with Windycon. When you arrive at the convention, head to Operations and inform them that you have a service animal. After your service animal is verified, as outlined below, it will be issued a Service Animal Badge at no cost.

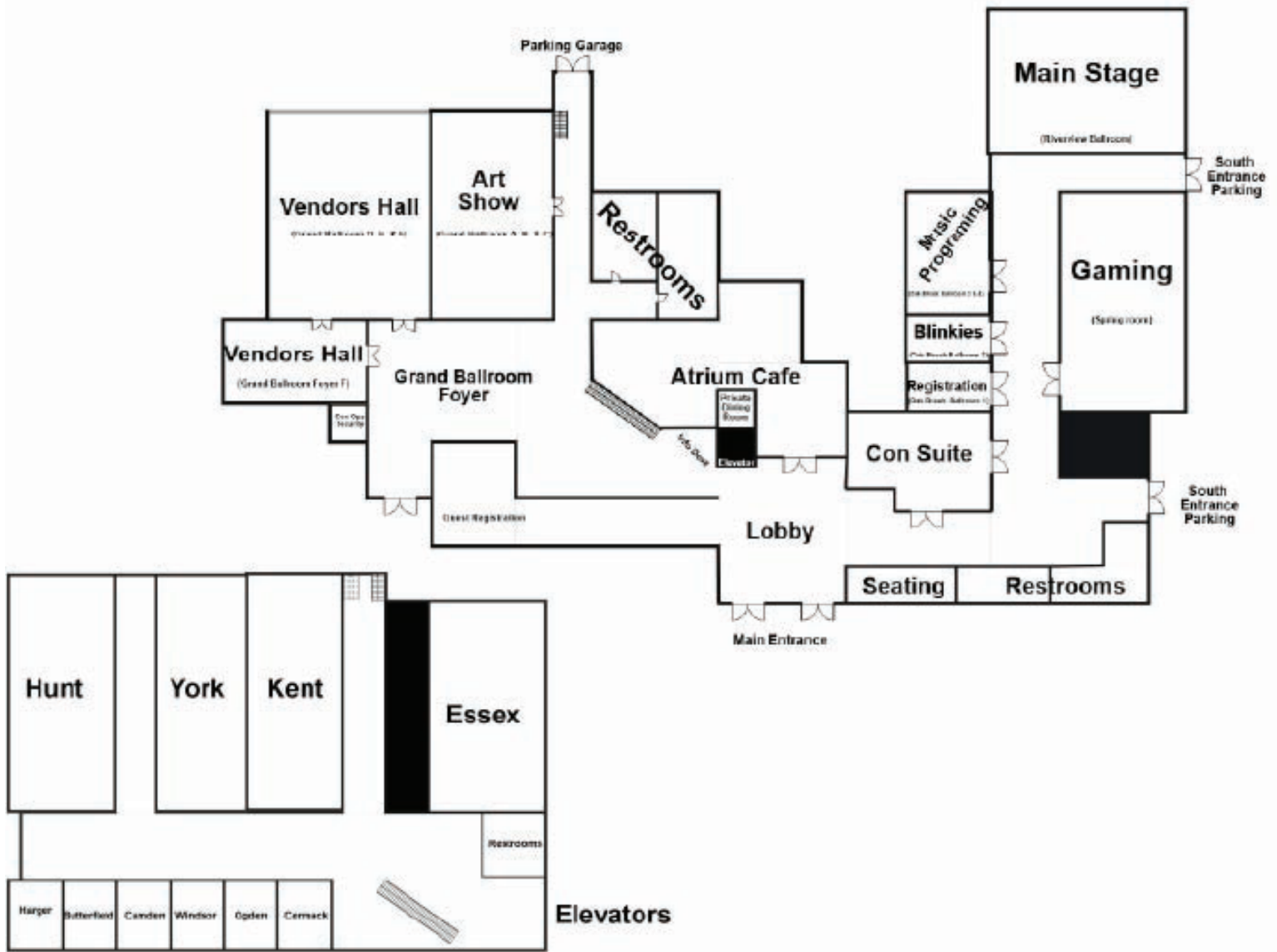
If you have any questions about service animals at Windycon, please contact hotel@windycon.org.

- All service animals must be registered with Windycon and have their service animal badge visible at all times.
- Only dogs or miniature horses will be recognized as service animals.
- Service animals are required to be leashed or harnessed except when performing work or tasks where such restriction would interfere with the animal's ability to perform their work or tasks.
- An animal whose sole function is the provision of emotional support, comfort, well-being, or companionship are not considered service animals under the ADA.

The ADA clearly defines that a service animal for neurological and psychiatric disorders must be trained to do work and perform tasks. The use of service dogs or miniature horses for psychiatric and neurological disabilities is explicitly protected under the ADA.

The ISFiC Harassment Policy can be found on Page 10. Please read it and follow it.

Map and Hours



Dealer's Room

Friday 2:00 p.m. - 7:00 p.m.

Saturday 10:00 a.m. - 6:00 p.m.

Sunday

VIP's 9:00 a.m.

General 10:00 a.m. - 3:00 p.m.

Gaming

Friday 4:00 p.m. - Sunday 3:00 p.m.

Con Suite

Friday 2:00 p.m. - 1:30 p.m.

Saturday 9:00 a.m. - 1:30 a.m.

Sunday 10:00 a.m. - 4:30 p.m.

Art Show

Friday

1:00 p.m. - 4:00 p.m.

Artist setup only

4:00 p.m. - 9:00 p.m.

Open to Members

Saturday

10:00 a.m. - 6:00 p.m.

Open to Members

8:00 p.m. - ????

Art Auction

Sunday

10:00 a.m. - 2:00 p.m.

Art pickup/ Print Shop

Code of Conduct

ISFiC Code of Conduct

Adopted by the ISFiC Board 2020-09-16

1. Introduction

1.1 ISFiC is committed to fostering an environment of comfort and safety for everyone. To achieve this, attendees should refrain from actions that a reasonable person would feel would limit, or threaten to limit, the safe enjoyment of the convention by another person.

1.2 ISFiC will not tolerate any form of misconduct toward convention participants.

1.3 Violations of this policy can be reported to any on-duty Operations staff member. How to report and how we handle reports is spelled out on the reporting page. If the violation is by a Board Member of ISFiC or by someone in Operations then someone from the Independent Incident Response Team (IRT) will be handling the report. Please use the link below for more information.

1.4 The Windycon Chair or their designated representative may choose to immediately impose penalties for violations of this Code of Conduct for the safety and well-being of our members. Such penalties may include, but are not limited to, a one-time warning, restricted access to convention activities, and immediate expulsion from the convention with or without a membership refund. In accordance with State and Local laws, Windycon may contact local law enforcement to report unlawful activity. All participants are expected to follow all local, municipal, state, and federal laws and ordinances while attending any ISFiC, Inc. event. If it's illegal OUTSIDE the con, it's illegal AT the con.

1.5 Some incidents which appear to violate the Code of Conduct may occur due to legitimate misunderstandings and, if they can be resolved to the satisfaction of all parties, ISFiC considers that to be a good outcome. Repeated violations of the Code of Conduct, especially those involving interactions with the same parties, will be regarded as intentional behavior and handled as explained in this Code of Conduct.

1.6 All reports of violations of the Code of Conduct will be referred to the Independent Incident Response Team for their review and recommendations. Additional penalties may be imposed, including a ban from ISFiC events for a minimum period of time.

1.7 Individuals who have been banned from ISFiC events are not automatically readmitted after the minimum period of the ban, but must petition the ISFiC Board to be allowed to return. The Board will consult with the IRT and any persons involved in making the original complaint before reaching a decision. ISFiC believes that there can be a path back to community involvement, but the safety of our members will always come first.

2. Hate Speech

Hate speech is not permitted at ISFiC events or on ISFiC forums. Hate speech is defined as abusive or threatening speech or writing that expresses prejudice against a particular group, especially on the basis of gender, sexuality, relationship status, political status, disability, physical appearance, body size, race, national origin, or religion.

3. Code of Conduct

3.1 WHAT IS MISCONDUCT?

Misconduct means different things to different people. Each complaint will be adjudicated by the IRT based on the facts of

the complaint. Misconduct may include any of the following, although it is not limited to this list below: Preventing any attendee from entering or participating in con events (except in accordance with con policies). Sustained disruption of talks or other events. Showing sexual images or conducting discussion about sexual topics in public spaces when the images or discussions do not allow attendees the opportunity to leave beforehand or are not presented in a respectful manner. Any activity which may endanger the event or individual attendees, regardless of intent. Intimidating, stalking, or following. Uninvited physical contact. Uninvited sexual attention. Pressuring or deceiving a person to consume any substance they do not desire. Deliberate misgendering. Making an individual the focal subject of a photograph or recording, against their consent.

(Windycon considers recording and photography of group activities to be part of the purpose for which we have come together to enjoy activities in public. There is a reasonable expectation at cons that public photos are being taken by the attendees in the public spaces of the convention. This can include panels rooms and the Con Suite.)

When photographing or videotaping individuals or costumes, use common courtesy and ask before photographing them. Respect their rights if they do not wish to be photographed or videotaped. If someone asks or otherwise indicates that they do not wish to be photographed, do not photograph them! Advocating for, threatening, or encouraging, any of the above behavior.

3.2 WHAT IS HARASSMENT?

3.2.1 Harassment is a category of misconduct, defined as “a pattern of misconduct toward a target over time.”

3.2.2 Making repeated disrespectful and unwelcome verbal, written, or social media comments may be considered harassment.

3.2.3 Windycon's Board (ISFiC) tracks reports of misconduct over multiple years, and takes patterns of misconduct into consideration for multi-year disciplinary action. We need your help to identify whether the incident you experienced was part of a pattern you might not know about. Isolated single incidents of misconduct can sometimes receive a multi-year disciplinary action, based on the best judgement of ISFiC.

3.2.4 Harassment applies to electronic communication as well as physical. Participants must not engage in misconduct at any convention venues or convention-related social events, not just during the Windycon weekend. Participants asked by the Board, Chair, Convention Committee, or Staff to stop misconduct are expected to stop immediately, or it may rise to the level of harassment.

3.3 WHAT SHOULD I DO IN CASE OF MISCONDUCT AND/OR HARASSMENT?

3.3.1 If you feel uncomfortable trying to handle a situation yourself, report the incident to the Windycon Operations office. If you feel comfortable trying to de-escalate the situation on your own, please feel free to do so in a responsible manner. We would appreciate it if Operations was still informed to help us identify any repeat offenders. If you feel threatened or unsafe, or if your attempts to resolve the situation yourself are unsuccessful, please seek help immediately.

3.3.2 If you are in a confrontation, or notice someone else in a confrontation, go to Operations for help. Operations will help participants contact venue security or law enforcement, provide escorts, or otherwise assist in creating a positive space for the duration of the con. Windycon encourages participants to consider the possibility of reporting any rape, assault, or other unlawful activity to law enforcement. We ask that all attendees try to foster an environment where speaking out is fully supported. Retaliating against a person who reports or complains about misconduct will not be tolerated.

3.4 SOCIAL INTERACTIONS

3.4.1. People commonly wear costumes at conventions. Please be respectful by not touching a person or their costume without a clear invitation. Silence does not imply consent.

3.4.2. Please keep your public displays of affection rated PG-13.

3.5 ATTIRE

Please conform to the Windycon Dress Code. Our current venue requires that all attendees must wear footwear on the main floor at all times. Failure to be properly attired could mean immediate removal from the premises by the hotel without refund.

3.6 MINORS & PARENTAL CONCERNS

3.6.1 Children ages 17 and under (hereby referred to as “minors”) are welcome at the convention.

3.6.2 Minors require a badge, either a full badge, a children’s badge, or Kid-in-Tow badge. Minors twelve or under must have a parent or guardian on the premises. Holders of Kid-in-Tow badges must be accompanied by a badged guardian at all times.

3.6.3 Anyone under the age of 18 must carry contact information for a parent or legal guardian at all times.

3.6.4 Please also consider that some convention topics may not be appropriate for young children, and that some evening and night convention functions may involve attendee costume and activities possibly inappropriate for children. Windycon cannot be held responsible for any unaccompanied minors.

3.6.5 This code of conduct shall not apply to otherwise legal interactions between a parent and/or legal guardian and their minor children in their custody, e.g. disciplinary actions that fall within the bounds of municipal, state, and federal law.

4. Convention Rules

4.1 BADGES

4.1.1. All Windycon attendees must purchase a Windycon badge and wear that badge at all times when attending Windycon events or using convention event spaces.

4.1.2. Forging, duplicating, or sharing Windycon badges is not permitted and is grounds for removal from the convention without refund

4.2 ALCOHOL & MARIJUANA

4.2.1 Windycon recognizes that the use of alcoholic beverages by those of legal age is a matter of personal choice. Windycon requires that those who choose to drink during Windycon weekend and at other ISFiC sponsored events abide by state law and the ISFiC Code of Conduct. We expect such individuals will conduct themselves responsibly and respectfully in regard to others and to their environment, including the physical property of the host location.

4.2.2 As part of our hospitality, Windycon may serve alcoholic

beverages in the hospitality suites. There may also be other events that will do so. We require that everyone observe the law and follow these rules:

4.2.3 Windycon will be checking IDs before serving any alcoholic beverages. You must be 21 or over in order to drink in Illinois. Proof of age will be required to be served alcohol at the point of service, not during registration. In other words, you must bring your ID to the Con Suite in order to drink. Con badges will NOT be accepted as proof of age. Acceptable forms of ID are drivers’ licenses, state issued picture IDs, military IDs, and passports. Violations of state drinking laws will not be tolerated.

4.2.4 Each room party will need to decide how to handle appropriate alcohol management. Windycon asks only that everyone comply with hotel rules and requires that all parties follow state drinking laws. We hope that everyone has a safe and wonderful time!

4.2.5 Please follow the law and hotel rules in regards to open containers of alcohol. Do not take open alcoholic beverages out of the hospitality suites or private rooms where they are served.

4.2.6 Our venue does not permit the use of recreational marijuana on the premises. Please respect the rules of the venue.

4.3 PROPS AND WEAPONS

Windycon has a specific set of rules addressing Props and Weapons.

4.4 SWIMMING POOL

4.4.1 Pool hours will be posted, please pay attention to them!

4.4.2 Sleeping rooms are located near the pool and consideration should be given regarding noise.

4.4.3 If you have children, please supervise them.

4.4.4 Don't drink and swim.

4.4.5 Be courteous to other users of the area.

4.4.6 Keep your swim attire on.

4.4.7 Be safe.

4.5 GAME ROOM

4.5.1 Eating and drinking are allowed in gaming, but please take extra care not to spill and please properly dispose of all empty containers and waste materials.

4.5.2 Anyone under the age of 12 must be accompanied by an adult. Gaming staff will ask anyone who is unwilling to comply to leave.

4.5.3 Please respect the staff in the game room and comply with any requests or you will be asked to leave.

4.5.4 Please be very careful with our game library.

4.5.5 Win or lose, please play fair and have fun.

4.6 CON SUITE

4.6.1 Shoes and shirts are required for entry.

4.6.2 Please do not sleep in the Con Suite.

4.6.3 Dispose of any cans in the recycle bins and your trash in trash cans. We need your help to keep the Con Suite clean for everyone.

4.6.4 Alcohol may not leave the Con Suite's doors. Period. Even if you carry it into the Con Suite, once it is in our Con Suite you must consume it, or dispose of it prior to departure, no exceptions.

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Reporting Infractions

Adopted by the ISFiC Board 2020-09-16

What is the Independent Incident Response Team (IRT)?

The IRT is not part of ISFiC but has the authority to carry out actions concerning attendees, convention staff, and board members. The IRT was instituted by ISFiC so that everyone involved with ISFiC and by extension Windycon are held to the same standard of conduct and all incidents can be addressed. The IRT is staffed by persons in the community who are not on the ISFiC Board and not on Windycon's staff.

There is a Problem at the Convention, What Should You Do?

Should you choose to report misconduct, you can expect a member of the event Operations Staff or IRT to be called in to provide support, investigate, and take the necessary actions to ensure that the situation is handled with the utmost care and concern with clear and concise actions. ISFiC reserves the right to remove attendees from any ISFiC event and/or ban future attendance if conduct and safety guidelines are not followed. Operations and the IRT will maintain a record of active misconduct reports, while permanent records of resolved incidents will be maintained by the ISFiC Board.

In either case, we will make a written report, and ask you for the details needed to understand and resolve the problem or prevent further harm. If you give us your name and contact information, we will follow up with you as needed, but we also will accept anonymous reports.

We will tell you what our next steps will be and further action(s) to be taken, if any. If you request, we will follow up with you and let you know the outcome of our actions. We will endeavor to remain in contact, as per your choice, at least every 2 weeks until the matter has reached resolution.

If other people are named in the incident, they will be told that there is an incident against them, but if the reporter wishes to remain anonymous, the identity of the person making the report will not be named.

For Incidents Outside of Windycon (Delayed Reporting or Involving Other Sanctioned ISFiC Events)

Issues may be reported throughout the year, not just during Windycon, Picnicon, or any other ISFiC event. If you need to report an issue outside of Windycon or do not feel comfortable discussing the matter with the Operations Staff, you may contact the Independent Incident Response Team (IRT) directly at irt@isfic.org and someone will be in touch with you within 24 hours.

If the incident involves one or more Board members, IRT will handle the incident

If the incident involves a previous or current Chair or Vice-Chair, IRT will handle the incident

Otherwise, the incident is forwarded to the Board, who will either investigate it themselves, assign it to the previous or current Chair if appropriate, or request IRT to handle the incident if most appropriate

For All Windycon Staff and ISFiC Board members

As a staff member you are an important part of assuring our attendees are safe and happy. Our problem resolution process is designed to help accomplish this.

If someone approaches you with a problem that is either too complicated for you to solve or appears to be a Code of Conduct violation, stay with the person and help find a member of Operations or the Incident Response Team as appropriate. If there is an immediately dangerous situation, do not hesitate to call 911 first.

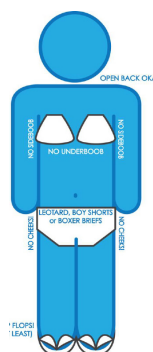
Please notify Operations after calling 911 so that convention leadership can stay in the loop.

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Dress Code

Adopted by the ISFiC Board 2020-09-16

1. The Windycon Dress Code tries to reach a balance between freedom of expression, the sensitivities of all our attendees, and the requirements of the venue.
2. It is applicable to all genders and in all convention spaces.
3. Windycon does not permit clothing that contains hate speech or explicit sexual content.
4. Bare feet are not allowed. Sandals are acceptable, but being barefoot or using footpads is not acceptable.
5. No roller-wear is allowed in convention areas including but not limited to Heelys, rollerblades/skates, and skateboards.
6. Please use the diagram on this page for a reference for the minimal coverage to be compliant with this policy. Thanks to Colorado AnimeFest for the diagram.
7. The Con Chair always has the final word on what is and is not acceptable attire in convention spaces.



Props and Weapons Policy

Adopted by the ISFiC Board 2020-09-16

1. Overview

1.1 This document is an extension of the ISFiC Code of Conduct.

1.2 As with all of our policies, the ISFiC Board has crafted this policy to try to strike a balance between the needs of our events, and the needs of our attendees. Any feedback you may have can be sent directly to board@isfic.org.

1.3 Violations of this policy can be reported to any on-duty Operations staff member per the Reporting Problems page. If the violation is by an ISFiC Board Member, Senior Convention Staff, or by someone in Operations then the Independent Incident Response Team (IRT) may handle the report.

1.4 The Windycon Chair or their designated representative may choose to immediately impose penalties for violations of this policy for the safety and well-being of our members. Such penalties may include, but are not limited to, a one-time warning, restricted access to convention activities, and immediate expulsion from the convention with or without a membership refund. Violators may also be referred to local law enforcement should that be deemed appropriate.

1.5 No prop shall be used in a dangerous or threatening manner. Do not draw blades. Do not point projectile weapons. Anything used as a weapon will be treated as a weapon.

1.6 Any item designed or created with the intent to cause injury or death to any person or property, as well as any item that is illegal in the state of Illinois and/or the Village of Oak Brook is not allowed.

1.7 Exceptions can be made to many of these policies for programming events and photography sessions. These exceptions must be made in advance with the appropriate Convention Staff and may be declined if the safety of other attendees is called into question. The Convention Chair always has final authority in these decisions.

2. Weapons

2.1 Firearms and Replica Firearms

2.1.1. Real firearms are not props and are prohibited from all ISFiCm events, Windycon included.

2.1.2. Realistic gun props, including antique and replica firearms, are not allowed. This is for the safety of you and fellow attendees as Convention Security and local law enforcement cannot easily identify if these are props or live weapons.

2.1.3. All other firearm props must be taken to Operations and peace bonded. This will take the form of a zip tie indicating that the item is a prop and that any triggering mechanism has been disabled. Operations will also note your compliance so that any later inquiries can be quickly answered.

2.2 Ammunition

2.2.1. No live ammunition for any projectile weapon may be carried in convention space. No bullets or cartridges, no darts, no NERF, no arrows or bolts. Nothing that can be fired or launched.

2.2.2. If you have costume pieces with fixed, non-live ammunition, take it to Operations to be noted and zip tied.

2.3 Knives and Edged Weapons

Any material which can be given and maintain a cutting edge is covered by this policy. We know many of our attendees participate in other activities where knives, swords, and axes play an important part and we have tried to balance this policy accordingly.

2.3.1. All live edges must be fully sheathed and peace bonded. Bring all such items to Operations to be approved and zip tied.

2.3.2. An exception exists for items being displayed in the Dealers' Room. Vendors will package any purchases for transportation to your room or vehicle. If you wish to carry or wear your new purchase, take it to Operations.

2.3.3. Non-edged blades can be worn and carried, but please be patient and respectful when approached by any Convention Staff and asked to verify the state of the item.

2.3.4. Utility blades, such as pocket knives, may be used in convention space. It is the responsibility of the user to ensure the safety of everyone around them using such tools.

2.4 Polearms and Mass Weapons

2.4.1. Spikes and blades on weapons place the entire weapon under the Knives and Edged Weapons rules as stated above.

2.4.2. Foam, rattan, and "boffer" weapons need to be handled on a case-by-case basis. Take any such props in question to Operations for review.

2.4.3. As with any other prop or costume element, if it may potentially cause issue for those around you, please consider leaving it in your room. You are always responsible for any damage done to the hotel or others by what you wear and what you carry.

3. Props and Special Effects

3.1 This should go without saying, but no open flames are allowed in convention space. This means no props or costumes that produce fire or flames in any form are allowed.

3.2 Strobe-lighting effects can trigger a form of epilepsy (known as photo-sensitive epilepsy, PSE, or light-sensitive epilepsy) if the flash frequency is broadly in the range 16–25 flashes per second (some people experience PSE at lower or higher frequencies). If you have any props or costuming elements that produce lighting effects, please be considerate of those around you.

3.3 Lasers, including laser pointers, are not permitted to be used in convention space. Exceptions may be made for specific presentations and convention programming.

3.4 Smoke effects of any type are prohibited from the convention space. Exceptions for the Masquerade must be obtained from the Masquerade Staff in advance.

3.5 Liquids and gels should not be used as a prop or as part of a costume unless they are appropriately sealed and will not transfer to another person or property.

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Health & Wellness

Windycon and ISFiC are committed to the health and safety of our fannish family, and that will always be our first priority. When planning each convention, we find ourselves making many decisions that try to balance that priority against providing all those elements that make a Windycon a Windycon.

Bottom Line Up Front

- Masks are welcome, but not required.
- Neither proof of vaccination or proof of a negative Covid-19 test will be required.

Masks are Welcome. Harassment is Not.

Some folks will mask-up to one degree or another. Others will not. Those are individual decisions made for personal reasons. We may not all agree with the reasoning on any side, but we remind all attendees to be respectful of the opinion of others.

Illness Pre-Convention

If you should fall ill before the event and become unable to attend, let us know by sending an e-mail to registration@windycon.org. Windycon will roll-over your membership in full to 2025 and work with you and the hotel in canceling your hotel reservation up to the day of check-in.

If you had Covid recently and have recovered, we ask that you consult the CDC Guidelines before deciding to attend Windycon.

Illness At Convention

If you should fall ill at the event, you are asked to remove yourself from the convention area. If you do so voluntarily, Windycon will roll-over your membership in full to 2025 and work with you and the hotel if you need to vacate early. Failing to remove yourself voluntarily or when asked by Convention Staff will be considered a violation of our Code of Conduct and any necessary action will be taken to protect the remaining attendees. If you have any questions about this policy, please email registration@windycon.org.

ISFiC Harassment Policy

Harassment of any kind is not tolerated. If someone tells you “no” or asks you to leave them alone, your business with them is done.

Your right not to be harassed is not a right not to be offended. All of us have different things that we find offensive. If you are offended, the best solution may be for you to walk away from the person who offends you. Should that person pursue you and continue to offend you, that could be harassment.

Unwanted physical contact is also not tolerated at Windycon. We understand that many fans view Windycon and other conventions as a safe space and enjoy greeting their friends with a hug, but please be aware that some people do not enjoy physical contact and if there is any question, please refrain from initiating physical contact with an individual. Similarly, a costume is not an invitation for physical contact.

If you feel that you are being harassed, or if you notice someone behaving inappropriately (such as violating hotel or convention policies), we respectfully suggest the following:

- If you feel comfortable doing so, point out the inappropriate behavior to the person(s) involved. Often this will solve the problem immediately.
- If you do not feel comfortable talking with the person(s) involved, or if talking to them does not resolve the issue, please report the situation immediately to any ISFiC/Windycon event coordinator (i.e., Windycon Operations, Security, the Windycon Chair, Vice-chair, Members of the ISFiC Board, Con Ombudsman, or to harassment@isfic.org).

It would be extremely helpful if you could provide a name, badge name/number, and/or physical description of the person(s) involved. We know reporting these issues is difficult. Please understand we cannot address issues if we do not know about them. While it is easier for us to investigate and address problems at the convention, it is more important that we know that something happened. If you need time before talking to us, take the time. But please talk to us when you are ready.

- Windycon and ISFiC reserve the right to revoke the membership of anyone failing to conform to the letter and spirit of these policies, those of our hotel, and the laws of the Village of Oakbrook and the State of Illinois.

What's an ISFiC?

“What's an ISFiC?” may not be the most popular party question at Windycon, but it does make for an excellent trivia question. Most fans, even in Chicago, are only vaguely aware that ISFiC exists.

ISFiC is Illinois Science Fiction in Chicago and is best known in its role as the parent body of Windycon. But there's more to ISFiC than that. ISFiC was formed in the early 1970s—a period of great change in convention running in SF fandom. The number of regional conventions was exploding, and it seemed every couple of months a new city would announce that henceforth they would be hosting an annual regional convention. In the course of about five years, the number of SF cons more than tripled.

Windycon was one of the conventions that led this surge. In 1973, Chicago fans felt frustrated at being in the second largest city in the country, right in the center of the Heartland, and nothing resembling a regional con existed nearer than Minneapolis. Since the Chicon III Worldcon in the early sixties, Chicago fandom had splintered, and there wasn't really a strong local club to serve as a focal point for a con committee, as was the case in Boston, Los Angeles, and other cities.

The Chicago fans then hit upon an idea—if a coalition of people from the various factions and clubs could work together on a local con, then a single large local club wouldn't be needed. Thus was born Windycon. ISFiC was created as part of this process, to provide continuity in leadership and overall guidance.

But the vision for ISFiC and Chicago fandom went far beyond creating a regional con. Though the initial thoughts were vague, the idea was that ISFiC would act as a sort of clearing house organization for fan activities in Illinois, and do things to support fandom in general.

As with many fannish actions, there was also an ulterior motive. ISFiC's founders, notably Larry Propp, Mark and Lynne Aronson, and Ann Cass, very carefully crafted things as a staging ground to prepare for a WorldCon bid.

Their idea was to have Windycon not only publicize Chicago's name, but also to act as a training ground for local fans in preparation for a Worldcon bid. The other ISFiC founders, including Jon and Joni Stopa and Mike and Carol Resnick supported the idea. Chicon IV, the 1982 World Science Fiction Convention, came to fruition as a result of this—although subsequent Chicons have been separately incorporated and were not directly affiliated with ISFiC. The early Windycons grew rapidly under such chairmen as Mark and Lynne Aronson, Larry Propp, Doug Rice, and Midge Reitan. Most of the Windycon staff worked on Chicon IV, and learned even more from that. After Chicon IV, there was a lot of reassessment of both Windycon and ISFiC. Having built an ongoing committee that could run Windycon from year to year (at least, as much as any local group can be said to do that), ISFiC looked for other ways to promote Windycon and science fiction in general. As a 501(c)(3) corporation, ISFiC has sponsored a number of activities, including loans and grants to other local science-fiction conventions, its own small press, ISFiC Press, and even an annual summer picnic, Picnicon, where fans gather to enjoy—with any reasonable luck!—some of Chicago's fine summer weather in the great outdoors. (Picnicon has been sadly suspended due to COVID the last few years, but has resumed as of 2024)

As a member of Windycon, you are a member of ISFiC. The ISFiC Board of Directors meets every year at Windycon (and usually at Capricon) and everyone is welcome to attend the meeting, although if you're not reading this until the con, you may need a time machine, as the meeting was on Thursday night, because so many of the Board members are busy working the convention. Our Board has nine members, three of whom are elected each year to a three year term by a vote of the sitting Board. Any Illinois fan is eligible to be elected—our current longest serving member of the Board was elected to the Board when he walked into his first meeting to see what ISFiC was all about. So come by and see what it's all about. You never know what will happen!

(The original article "What's an ISFiC?" was written by the late Ross Pavlac some 20+ years ago. This version was lightly edited by Bill Roper to bring it up to date. Thanks, Ross. I wouldn't be here if it wasn't for you.)

ISFiC Photo Policy

Last updated by the ISFiC Board 2025-10-09

When you enter an ISFiC/Windycon event or program, you enter an area where photography, audio, and video recording may occur.

By entering the event premises, you consent to interview(s), photography, audio recording, video recording and its/their release, publication, exhibition, or reproduction to be used for news, web casts, promotional purposes, telecasts, advertising, inclusion on websites, social media, or any other purpose by ISFiC/Windycon and its affiliates and representatives. Images, photos and/or videos may be used to promote similar ISFiC/Windycon events in the future.

By registering for the event, you release ISFiC/Windycon, its officers and staff, and each and all persons involved from any liability connected with the taking, recording, digitizing, or publication and use of interviews, photographs, computer images, video and/or sound recordings. By entering the event premises, you waive all rights you may have to any claims for payment of royalties in connection with any use, exhibition, streaming, webcasting, televising, or other publication of these materials, regardless of the purpose or sponsoring of such use, exhibiting, broadcasting, webcasting, or other publication irrespective of whether a fee for admission or sponsorship is charged. You also waive any right to inspect or approve any photo, video, or audio recording taken by ISFiC/Windycon or the person or entity designated to do so by ISFiC/Windycon.

In Memory

WE

REMEMBER

YOU



CHERYL STORM
"THE DRAGON LADY"

of those we have lost

Windycon Staff

Tim Griffin

Toastmaster



Tim Griffin is a retired STEM teacher, an award-winning writer and performer of geeky songs about science and fandom, and the founding director (now emeritus) of Griffin Education, a 501c3 nonprofit team of educators and performers making fun educational music for young people. Laugh and learn with fun, peer-reviewed songs about astrophysics, biology, and that weird stain on the lab floor. Tim's work streams free at www.GriffinEd.org

Geek rock star and social justice bard Tim Griffin taught elementary school in Los Angeles for eighteen years. As part of his work he wrote goofy songs about science, math, and other subjects to help students remember the vocabulary and content of their lessons. The music slowly grew into a second full-time job with several albums and awards,

so in 2012 Tim gave up his tenure to found Griffin Education (GriffinEd), a small nonprofit team of educators and performers sharing songs that make learning easy and fun. Think "Schoolhouse Rock" and you've got the basic idea; it's all free at www.GriffinEd.org

Tim has done hundreds of live shows and workshops for the hilarity and edification of kids and adults at schools, museums, libraries, fan conventions, and professional conferences of scientists and educators (NASA, NSTA, AAAS) across the United States and a few other countries. He has won four Pegasus Awards for his music, twice been a fellow of the Annenberg Foundation's Alchemy lab for nonprofit excellence, is a board member of the Blue Ridge Institute for nonprofit leadership, and makes an outstanding Irish coffee.

David Blazek

Gaming Guest of Honor



“Your reality is boring. Here, try a bottle of mine.”

Caught in the maelstrom of creativity that was 1977 when he was six, David spent that summer alternating between seeing a certain space opera way too many times (according to his parents, that is) and playing a brand new game called basic D&D. Ever the control freak, he quickly started running the games, then designing his own worlds and finally tweaking the rules of existing games so they made ‘more sense’... a very relative term as you will understand should you ever meet him.

This all came to stop when he hit high school and came down with a severe case of ‘trying to be one of the cool kids,’ which threatened to derail everything. Fortunately, his best friend Mike was there to show him what a jackass he was becoming and brought him back into the gaming fold.

He graduated from Eastern Illinois University with a BA in English and minors in Creative and Technical writing. This was accomplished even though he spent most of his collegiate

career hopped up on Mountain Dew and Marshmallow Fluff while running and playing every genre of table top game available, in addition to getting his ass squarely kicked every time he tried to branch into a war gaming.

After college he put his degree in a drawer , became an interior designer and discovered the wonderful world of LARPing. When the housing market crashed he got into hydraulics, earned a degree in Mechanical Engineering and is currently on the path to getting his Six Sigma Black Belt. Through all of this, he continued designing and writing games for his friends, which, over time, morphed into doing freelance work for other gaming companies and, finally, starting his own company.

He prefers spending time in his study (or ‘the cave’ as his lovely wife Karrin calls it) coming up with new ideas for games, writing various novels that may, one day, see print, tormenting Hobbits or other assorted short folk, and napping. He is an old man, after all, and needs his naps lest he get cranky.

Ashley Kennedy

Artist Guest of Honor

Originally from Texas, Ashley spent her high school and college years in Virginia before moving to Spain where she taught business English in Madrid. Always inspired by her surroundings, a sketchbook was a constant companion - with more than one full of depictions of the fountains, architecture, and natural scenes of Madrid and many other towns. When not capturing the world around her with pencil and paper, Ashley would throw large costume parties around the city - typically dressed as a heroic sci-fi character or as she would say, "a badass woman!"

After almost a decade abroad, Ashley returned to the United States in 2013 settling in Chicago. Not long after, she found work at an entertainment company where she quickly became lead sushi instructor and lead sip-and-paint instructor. This eventually helped her to sell her first few art pieces which encouraged and furthered her ambitions as an artist.

She was able to flourish and flaunt her many home-made costumes while forming lasting friendships through the many conventions, like C2E2, Acen, GenCon, and others. In 2019 Ashley became a bilingual architecture docent on the Chicago River for Shoreline Sightseeing. This change gave her the time off in the winter months to focus on her artwork.

Perhaps the greatest push came during the spring of 2020, during the initial months of the pandemic. Like so many others around the world, Ashley was stuck indoors. However, this allowed her to paint more detailed pieces at home, which doubles as her studio. And not long after, she was commissioned to paint a large piece for the Michigan Maritime Museum in South Haven, MI, where it is now on permanent display over the mantle on the second floor.

Finding a sense of community and getting to know her neighbors has afforded her the opportunities to leave her mark throughout Uptown and beyond. Her love of the outdoors has directly influenced many of her paintings and murals, perhaps none more so than her depiction of the endangered piping plovers of Montrose Beach in the Buena Park tunnel under Lake Shore Drive. Her mural welcomes visitors and residents alike to the neighborhood and to the park, and was immediately embraced by locals. Three other murals are a part of the ongoing Graceland Walls project where local artists are invited to participate, contributing their interpretation on various themes announced annually. Drawing on her love of science fiction and architecture, Ashley's first public mural shows Godzilla destroying the second tallest building in the city amid the Chicago skyline. In



addition to public art, Ashley has also collaborated with local businesses. Her work can be seen at Nubes Cafe on Broadway and Two Wheel Tacos along the Lakefront Trail, and in the Bridgehouse Museum on the Riverwalk.

Traveling has always been a major passion. Having bounced around the country and the world has left its mark - quite literally. Not content to paint just canvases and murals, Ashley has amassed a collection of tattoos, most of which she designed herself, and which pay homage to her travels and Mexican heritage. Her right "life-leg" is a collage of tattoos, each one a reminder of a place she has lived - a bluebonnet for Texas, a Madrid monument mashup with the tree of Gondor, the Chicago flag made out of a koi fish. Ashley's sense of fun and whimsy extends to other tattoos, like her Vitruvian Turtle - where all four Ninja Turtles are represented as one, arms and legs outstretched in "one perfect turtle circle."

....Continue on next page

John Burch

Science Guest of Honor

A paragon of virtue and exemplary example of masculinity, the truly spectacular being known to this world as John Burch has lived in the Chicago suburbs for his entire life. His storied journey has taken him from chopping firewood to designing power supplies to teaching to fabrication. The majority of his career was spent in the manufacturing sector but after a decade of crossing the globe to resolve the world's problems (in so far as they relate to CNC manufacturing), he has finally settled down as a technician and fabricator at a prominent national physics laboratory. He designs, builds, repairs, programs, and kludges his way towards expanding the foundational knowledge of the universe and, when he is not thus occupied, he writes science fiction and posts it to the internet under a nom de plume. Truly, he is the greatest of us, the most humble, and definitely didn't write this bio himself.

Huh. Don't know where that came from. Anyway, John Burch started out like many of us do, going to college and managing odd jobs, then using that knowledge and experience to move on to something bigger and better. His first real big boy job was repairing manufacturing equipment; routers, plasma cutters, knife machines, waterjets-

And lasers. Don't forget the lasers.
Who is that? Stop interrupting.

...

Anyway, after that he moved on to working at a tool and die shop, then became a travelling engineer and technician for another CNC company. Much of his work involved commissioning custom systems and one-off machines. When he wasn't doing that, he was sent around the world to train customers and help optimize their manufacturing processes.

...nothing? Huh. Kinda expected another interruption. He eventually left industry to-

You forgot the writing.

Oh. Yeah. He did a lot of creative writing and went to college for that instead of something useful.

You're being uncharitable.

Well, you keep interrupting. Anyway, he eventually found himself working for a large national physics lab where he has found his true calling in implementing the plans of the scientists and researchers. They come to him with an issue or idea and he designs, machines, 3D prints, and otherwise builds a solution that allows the project to go forward.

Before getting dragged on to the next one.



Hey, it beats spending ninety percent of your time driving or at the airport. Oh, and he still writes, but does a lot more now. In the last four or five years he's pumped out more words than The Hobbit, the Lord of the Rings, and the Simarillion combined. It's become kind of a problem.

I'd hardly call it a problem. He's the voice of a generation.

Ugh

.....Ashley Kennedy Continued

Exploring the many cultural institutions and museums throughout the city - like the Bridgeport Art Center, the National Museum of Mexican Art, the Museum of Science and Industry, or the Adler Planetarium are just a few of the things Ashley enjoys doing in her free time. And if she can get there on her trusty blue bike, even better!

When not working, painting, or galavanting around the city, Ashley enjoys watching Star Trek, Star Wars, and LOTR, in all of their many forms. She is currently watching Andor and Strange New Worlds. Some of her favorite sci-fi and fantasy authors are the classics, JRR Tolkien, Frank Herbert, Douglas Adams, Micheal Crichton, Philip Pullman, and Suzanne Collins, to name a few.

She has more murals in the pipeline, and will continue to sell at the local artist pop-up market in her neighborhood. Ashley looks forward to expanding her catalog of work over the winter, and has plans to show in more local galleries and venues in the year to come.

Harp Twins & Wolfgang Twins

Music Guests of Honor

Harp Duo

As the world's only identical twin professional harpists, Camille and Kennerly were trained classically (with University degrees in Harp Performance) but have a passion and flair for arranging and performing rock, metal, soundtrack and Celtic music for Harp Duet. The Harp Twins have also shown themselves to be formidable composers, lyricists, and storytellers through their three full-length all-original albums, ICEBORN, TWIN DESTINIES, and CELTIC CHARMS. Camille and Kennerly perform on Electric Harps that they wear on stage, as well as statuesque Acoustic and Electro-Acoustic Concert Grand Harps. With no backtracks, no studio, no production crew, and no record label, the Harp Twins are the archetype of true trail-blazing and inspiring independent artists.

As if the Harp Twins were not already unique enough, they have now joined forces with the Wolfgang Twins, who are featured on double tribal / Viking drums for the 2nd half of all of the Harp Twins live shows. The double twin quartet has released eight singles, including four original songs inspired by the Harp Twins' Nordic heritage and the Wolfgang Twins' Germanic heritage. The Harp Twins and Wolfgang Twins are releasing a joint full-length original album, ICE STORM, in summer of 2025. Audiences around the world have been enchanted by this electrifying foursome.

The Music

The Harp Twins have released 12 self-produced full-length albums: Harp Attack, Harp Attack 2, Harp Attack 3, Harp Attack 4, Harp Fantasy, Harp Fantasy 2, Harp Fantasy 3, Winter Lights, Harp Reflections, and three all-original albums, Iceborn, Twin Destinies, and Celtic Charms.

The Harp Twins' Nordic-inspired original songs from their original album ICEBORN harken to their Norwegian heritage and serve as a soundtrack for the continuing story of their original comic book, Legend of the Shaders.

Most recently, the twins joined forces with New York Times Bestselling author, Debbie Viguié, to create a novel and album collaboration series, TWIN DESTINIES. The 2nd installment, CELTIC CHARMS was released in November 2024 and was an instant hit, with pre-sales shipped around the world to 47 US states and 25 countries.

In addition to their original songs and stories, Camille and Kennerly are recognized for their remarkable duet harp arrangements of some of rock and metal's most



iconic hits by the likes of Metallica, Guns N' Roses, Iron Maiden, Led Zeppelin, Ozzy Osbourne, Megadeth, Aerosmith, AC/DC, Black Sabbath, The Rolling Stones, Blue Oyster Cult, Scorpions, Eagles, Bon Jovi, Pink Floyd, U2, Evanescence, Billy Idol, and many more. Showing the breadth of their arranging talents, the twins also arrange and perform TV and Movie Soundtrack, Anime, and Video Game hits. Some fan favorites include their renditions of music from Game of Thrones, The Walking Dead, Pirates of the Caribbean, The Elder Scrolls, Final Fantasy, Star Trek, Star Wars, Vikings, Doctor Who, Zelda, Mario, Silent Hill, Harry Potter, and The Lord of the Rings.

Media Features

Camille and Kennerly and their music have been featured in worldwide mainstream media such as CBS News, National Geographic, PBS, The Huffington Post, The Huffington Post UK, The Huffington Post Chicago, Metal Hammer Magazine, Doctor Who Magazine, ABC News, Conan O'Brien's TeamCoco, Rolling Stone ES, The Soup, VSAUCE, BuzzFeed, Nintendo Life, Chicago's WGN News, Metal Underground, LA Weekly, AMCtv.com, Guitar World, Revolver, The Telegraph UK, Daily Mail, Yahoo! News, and Yahoo! Music Canada. The Harp Twins are so unique that they were highlighted in Ripley's Believe It or Not "Reality Shock" coffee table book, which heralded their one-of-a-kind duo. Most recently, the Harp Twins were two of only five featured musical guests in the national PBS special, Celtic Heart, alongside Celtic greats such as Máiréad Nesbitt of Celtic Woman.

Bill Fawcett

Special Guest



Bill Fawcett by Jody Lynn Nye-It was on a Saturday night at a long-ago CapriCon when he walked into my life. Fair-haired and blue-eyed, he had a twinkle about him that I couldn't resist. He asked for my phone number. I gave him my office line. You can't be too careful about the people you meet at a science fiction convention in the middle of the night. But it only got better after that. We started dating a few days later, and have hardly been apart from one another since then. He's kind, funny, generous, and is always trying to make our lives better. Smart chicks dig smart guys, and Bill is one of the most intelligent people I know. I love being able to ask him weird questions and get useful answers. (Take that, Google.) Before I knew him, he had been a teacher, a college dean, an insurance agent trainer, and the founder of a game shop which is still operating today. As a gamer myself, I knew I had found a kindred spirit. At the time we met, he was one of the partners running Mayfair Games. They were notable for a number of products, including an award-winning train game that he had designed, *Empire Builder*, card games like *Family Business*, and role-play-modules-suitable-for-playing-with-Advanced-Dungeons-&-Dragons™ known as *Role-Aids*. As a lover of D&D and puns, that only fired my ardor further. He wooed me with nice dinners out, evenings at jazz piano bars, and about a gallon or so of crystal dice. No gamer could resist that. He is also a writer. When we met, he had written a series of fantasy choose-your-own-adventures (remember those?) for Ace Books, and was working on a number of nonfiction books about mistakes in history. He had a number of other books in progress. He's also an editor. He wanted to work with other writers and promote young authors in the field. With David Drake, he created one of the most notable shared-world anthology series in *The Fleet*, which featured such authors as Poul Anderson, Gordon

R. Dickson, Anne McCaffrey, and Gary Gygax. Bill has also edited dozens of themed anthologies that were published by Ace, DAW, TOR Books, and Baen Books. One of the most interesting facets of these collections is that they always featured a young writer who had not yet been professionally published elsewhere.

But Bill makes no small plans. He's what's known in the industry as a book packager (or a book facilitator, if you ask the Executive VP at Harper Collins). For Ace and TOR, Bill created series of choose-your-own-adventures that were based in known SF and fantasy worlds, such as Anne McCaffrey's *Pern*, Piers Anthony's *Xanth*, Roger Zelazny's *Amber*, and so on. The writers he chose were largely newcomers, and had to know game mechanics as well as good writing. The series lasted until the coming of Nintendo, alas. That was fine. Bill moved on from there to create gazetteers of known SF and fantasy worlds. The first of those was *The Visual Guide to Castle Amber* written by Neil Randall and illustrated by Todd Cameron Hamilton. He also created illustrated guides for *Xanth*, *The Wheel of Time*, and *Pern*. His next big project was teaming well-known authors with young writers to help expand established series that the authors had no time to do on their own. Bill worked with David Drake, CJ Cherryh, Anne McCaffrey, and a number of others, and their protégés, including Elizabeth Moon, SM Stirling, Mercedes Lackey, and me. Later, he created the *Star Line* for Baen Books that paired actors from SF or fantasy television series with writers to pen books that were good yarns but could also become vehicles for those actors to star in. Armin Shimerman so enjoyed his *Merchant Prince* series with Irish writer Michael Scott that he started writing his own books, and has become a successful author on his own.

Bill has a deep interest in military history, particularly Napoleonic. He has worked with the Navy SEALs, helping to document their history and recording the experiences of many in the corps, from its foundation in the 1960s forward. *The History of the Navy SEALs*, written by Kevin Dockery, which Bill facilitated, has become their official textbook in their training regimen.

When not promoting other writers and penning his own books (*Never Again* came out recently from Chris Kennedy Books!), Bill plays a lot of online MMORPGs, participates in a weekly online D&D game, travels, reads a ton of books, and generally enjoys what he calls "retirement." Like me, he spends a good deal of his time catering to our three feline overlords. Chat with him if you get a chance this weekend. He has a wealth of good stories to tell.

Megen Leigh

Special Guest

Over the last several years I've been on a journey of self discovery through art. I have experimented with a variety of styles and mediums trying to find that one thing that defines me as an artist. I've come to the conclusion that I'm never going to stop evolving and experimenting. The journey is what keeps me going. Watercolor painting was my nemesis. I was used to pen and ink sketching which can be very tight and controlled. Exploring watercolor has been an exercise in letting go of some of that control. I can just play, let the colors flow and blend, let things take shape organically. I've since come back to ink, and find myself trying to bring the flow and freedom of watercolor with me, which has been fueling my abstract work. My pieces range from realistic to whimsical to abstract but all with an eye towards what's hidden in the world around us. One thing all of them have in common is that they all started out from that mindset of experimentation, imagination and spontaneity. My mood, my thoughts, my surroundings all inform what I lean into and what I leave alone. I use bold bright colors and imaginative scenes that evoke fairytale-like wonder, while creatures and monsters often appear within the scenery I create organically. I enjoy hiding small details and hints of stories throughout my pieces, so often the closer you look the more you see.

As the daughter of a science fiction writer, I grew up in the science fiction and fantasy community. This community has been the village that helped raise me and heavily informed the kind of person I've become. I also grew up always being encouraged to explore my creativity and express myself through art. I found myself constantly drawing fantasy creatures and characters, doodling dragons in the margins of all my textbooks, and creating characters for stories I was writing in my head. As I got older, I got into theatre and sports, but kept drawing. I always had a pen or pencil on me and a sketchbook close at hand. At some point I convinced myself that I didn't want to make art my career because I didn't want to take the fun out of it for myself. I got more concerned about what other people might think about my sketches and stopped showing people what I did. Imposter syndrome is real and can be crippling. I stopped practicing, stopped sketching, threw myself into trying to be an "adult". I stopped creating, and though I didn't realize it for a while, I had closed off a big piece of myself.

I graduated college with a Bachelor's of Philosophy. This doesn't exactly immediately illuminate a career path and I was burnt out on academia so going for an advanced degree was off the table. The daily grind of the retail world took a toll on my self worth and confidence.



Something big needed to change. My wife convinced me that I needed to find a creative outlet and challenged me to start drawing regularly again. Shortly after, I started volunteering as an artist mentor with a group of artists with various developmental disabilities and discovered a passion for working with this population. Being in a space regularly with a whole bunch of other people making art, especially a space where reactions are genuine and without judgement, pushed me to create more myself and find my voice. Since then, I've had my work in several exhibitions around Columbus, OH, including a solo exhibition titled Deconstructing Nature at the the German Village Society. I've participated in a number of juried arts festivals, including the Columbus Arts Festival and earned an Artist in Residency spot at High Road Gallery and Studios in Worthington, OH. While I still feel like a newcomer to the professional art world, I'm excited to be here sharing my work, my process, and myself with all of you.

This weekend at Windycon, I'll be hosting a fun painting party (come get creative with us), doing a live painting demo (with audience participation encouraged) and participating in panels around queer representation.

Jody Lynn Nye

Special Guest



Jody Lynn Nye lists her main career activity as ‘spoiling cats.’ When not engaged upon this worthy occupation, she writes fantasy and science fiction books and short stories.

Before breaking away from gainful employment to write full time, Jody worked as a file clerk, book-keeper at a small publishing house, freelance journalist and photographer, accounting assistant and costume maker.

For four years, she was on the technical operations staff of a local Chicago television station, WFBN (WGBO), serving the last year as Technical Operations Manager. During her time at WFBN, she was part of the engineering team that built the station, acted as Technical Director during live sports broadcasts, and worked to produce in-house spots and public service announcements.

Since 1987 she has published over 50 books and more than 200 short stories. Among the novels Jody has written are her epic fantasy series, *The Dreamland*, beginning with *Waking In Dreamland*, five contemporary humorous fantasies, *Mythology 101*, *Mythology Abroad*, *Higher Mythology* (the three collected by Meisha Merlin Publishing as *Applied Mythology*), *Advanced Mythology*, *The Magic Touch*, and three medical science fiction novels, *Taylor’s Ark*, *Medicine Show* and *The Lady and the Tiger*. *Strong Arm Tactics*, a humorous military science fiction novel, the first of *The Wolfe Pack* series. Jody also wrote *The Dragonlover’s Guide to Pern*, a non-fiction-style guide to the world of internationally best-selling author Anne McCaffrey’s popular world. She also collaborated with Anne McCaffrey on four science fiction novels, *The Death of Sleep*, *Crisis On Doona* (a New York Times and USA

Today bestseller), *Treaty At Doona* and *The Ship Who Won*, and wrote a solo sequel to *The Ship Who Won* entitled *The Ship Errant*. Jody co-authored the *Visual Guide to Xanth* with best-selling fantasy author Piers Anthony. She has edited two anthologies, humorous stories about mothers in science fiction, fantasy, myth and legend, entitled *Don’t Forget Your Spacesuit, Dear!*, *Launch Pad*, and an anthology of science fiction stories co-edited with Mike Brotherton. She has two short story collections, *A Circle of Celebrations*, holiday SF/fantasy stories, and *Cats Triumphant!*, SF and fantasy feline tales. She

wrote eight books with the late Robert Lynn Asprin, *License Invoked*, a contemporary fantasy set in New Orleans, and seven set in Asprin’s *Myth Adventures* universe: *Myth-Told Tales* (anthology), *Myth Alliances*, *Myth-Taken Identity*, *Class Dis-Mythed*, *Myth-Gotten Gains*, *Myth Chief*, *Myth-Fortunes*, and *Myth Fits*. Since Asprin’s passing, she has published *Myth-Quoted*, *Dragons Deal* and *Dragons Run* (Ace Books), third and fourth in Asprin’s *Dragons* series. For fans of PG Wodehouse, she has written the *Lord Thomas Kinago* humorous space opera series, beginning with *View From the Imperium* (Baen Books. With Dr. Travis S. Taylor (*The Tesla Files*), she has written a couple of young adult hard science fiction novels, *Moon Beam* and *Moon Tracks*.

Her newest book, co-written with the late Eric Flint is *1635: The Weaver’s Code*, set in Flint’s wide-ranging alternate history series, *1632*.

Over the last thirty or so years, Jody has taught in numerous writing workshops and participated on hundreds of panels covering the subjects of writing and being published at science-fiction conventions. She has also spoken in schools and libraries around the north and northwest suburbs. In 2007 she taught fantasy writing at Columbia

College Chicago. She also runs the two-day writers’ workshop at *DragonCon*. Jody is the Coordinating Judge of the *Writers of the Future* contest, the world’s largest science fiction and fantasy writing contest for new authors (free to enter!).

Jody lives in the northwest suburbs of Atlanta, with her husband Bill Fawcett, a writer, game designer, military historian and book packager, and three feline overlords, *Athena*, *Minx*, and *Marmalade*. Check out her website at www.jodynye.com. She is on Facebook as Jody Lynn Nye, TwitterX @JodyLynnNye, and Bluesky at JodyLynnNye.bsky.social.

Rick Heinz

Special Guest

What else can be said about this person that hasn't already been uttered in hushed murmurs from within hidden shadows by Eldritch Beings commiserating on how to remove the pesky thorn in their sides known only as... "Rick"?

For starters, I can say Rick Heinz is a damn fine storyteller, friend, and all-around human being. We'll get to the storytelling and writing credentials in a moment, but let's focus on Rick the human. In my personal experience with Rick, he has shown himself to be a truly genuine person who just wants everyone around him to be happy and successful. Don't let the gothy exterior fool you, Rick is a golden retriever in the skin of a human (he's going to be so annoyed with me for saying that, but I'm keeping it in).

When it comes to collaborating with Rick, the first thing you will notice is the guy is an absolute workhorse. If he tells you he's going to write 5,000 words by Thursday, expect to get 5,0001 words by Wednesday. The second thing is, he looks out for his people. I've personally witnessed him fall on his metaphorical sword more than once to protect people on his team. Another example of this mentality was on full display during our crowdfunding campaign for The Black Ballad:

Rick built in multiple stretch goals that only existed to give raises to our freelance collaborators. That was it. Nothing for us or for the studio. It was purely a small pay bump for the team. At Storytellers Forge, we want to make sure everyone else: the customers, the community members, and the professional collaborators get taken care of first whether it be due compensation or owed content. Them first, us last. Because there is no Storytellers Forge without those people. I give Rick the lion's share of credit for setting that tone. Speaking of work, let's talk about Rick's contributions to the creative world. We have to begin with The Seventh Age novel series, because really that was the vehicle in which Rick really entered the professional writing space. It was also part of how he and I connected in the first place, as both our debut novels came out from the same publisher relatively close to one another, which led to us meeting at a book signing. So for that alone, The Seventh Age will always be one of my favorite series. So far, Rick has released The Seventh Age: Dawn and The Seventh Age: Dystopia. And for those of you reading this who are already fans, I've got a scoop for you... come closer... Book 3, also known as The Seventh Age: Decay has been written and is currently in the beta reading phase (Shhhhhh, you didn't hear it from me). This series is a veritable smorgasbord of urban punk fantasy delights. Then of course we have Rick's prolific work in the Tabletop Gaming universe. He has written dozens



of articles on a wide array of TTRPG-related topics for numerous institutions including Nerdist and Geek & Sundry. He has worked as a professional Game Master for events like RPG in a Castle. Rick has co-authored multiple epic TTRPG campaign books such as The Red Opera, The Black Ballad, and the currently in-production Festival of the Forgotten. Rick has also written the official TTRPG adaptations of major franchise properties such as The Crow and Universal Soldier. And, with the launch of The ST Forge podcast, we can add "podcast host" to Rick's list of roles and responsibilities. I wish I could spill the tea on all the incredible projects Rick Heinz has in store for the future. But I won't. I've already said too much. You're just going to have to stick around and enjoy the ride. I know I am. Pat Edwards, Co-Founder of Storytellers Forge

Tom Smith

Musician Special Guest

A Depreciation of Tom Smith

Robert L. Rede

Tom Smith learned his craft at the knee of Lefty Wilson, a one armed filker who was so-fast he could play all the difficult bits. After besting Wilson in underwater filk composition, Tom left his apprenticeship (without killing a single youngling) and took his rightful place as a Master Filker. Tom immediately had a guitar grafted to his body and bionic fingers implanted, gaining him the title of the “World’s Fastest Filker.”

In 1986, Tom took Larry Niven’s essay “Man of Steel, Woman of Kleenex” to heart and composed the song “Superman Sex Life Boogie” at Ohio Valley Filk Fest (OVFF). It won him his first Pegasus Award. It was only the first of many. Fourteen at last count, including three in 1991.

Tom is a fan. He shows his fannish love by writing songs about the works that speak to him. You can catch up on all of Babylon 5 by listening to “Five Years” or learn the cast of Firefly with “I’m on Firefly.” If you share his love of old films, there’s “When I Grow Up, I Want to Be Peter Lorre” (another Pegasus winner). Of course, who can forget “The Ballad of Jedi Clampett.”

Although Tom, or, as I like to call him, Tom, is known for his humorous songs that use pop culture as a starting point and tack on an almost Dalíesque sense of the surreal, he has also written masterpieces such as “A Boy and a Frog” and “Honey Baked Ham,” which will leave even the most rock-hearted listeners broken down. He can write love songs such as “Rich Fantasy Lives” and “The Ballad of Rupert.”

You can often find Tom at conventions, not just in the Midwest, but throughout the country. A mainstay at Windycon, he has also attended Capricons, He can also be found at OVFF, Dragon Con, various Worldcons, and numerous other conventions. In 2015, he was one of the guests of honor at Sasquan, the 73rd World Science Fiction Convention.

Challenging himself, he decided to take suggestions of comic book style titles to create a filk opera, The Last Hero on Earth in twenty-four hours. He asked for suggestions, chose twenty of them including “Behold the Crossing Guard,” “Romance of George and Al,” and “Mad Scientists United” to create a rock opera with a plot. Someday, someone should create animation to go along with the album.

Tom has also written holiday standards, including the official song for “Talk Like a Pirate Day,” the Thanksgiving anthem “So, Thanks,” and the Christmas carol classics “Ultimate Ultimate Christmas” and “We Need A Little



Krampus.” In the tradition of musical satirists, he often unleashes his frustration with the political world with songs that skewer the hypocrisy, greed, and dishonesty of politicians and pundits.

By this time, you’re asking yourself where you can hear these and other songs. Since you’re at Windycon, you can go to Tom’s concerts and the open filk. When he isn’t playing, he’ll have a big stack of CDs you can buy (because Tom understands that some of us love our old physical media). However, since in all probability you’re not reading this until after the con is over, you can also head over to Bandcamp (<https://tomsmith.bandcamp.com/>) and buy his music at your convenience.

Larry Niven

Special Guest

The NIVEN file

Born April 30, 1938, in Los Angeles, California, USA, to Waldemar Van Cott Niven and Lucy Estelle Niven (later Washington.)

Raised in Beverly Hills, California. Hawthorne Public School (Beverly Hills,) Cate School (Carpinteria.)

California Institute of Technology, September 1956 to February 1958. Flunked out after discovering a book store jammed with used science fiction magazines.

Honest employment: gas station attendant, summer 1960.

Graduated Washburn University, Kansas, June 1962: BA in Mathematics with a Minor in Psychology. Half the university was scattered to the winds by a tornado a month after I left. They later gave me a D. Litt., an honorary doctorate in Letters.

First story publication: "The Coldest Place", Worlds of If, December 1964.

Met Marilyn Joyce (Fuzzy Pink) Wisowaty at the Nycon World Science Fiction Convention, 1967. Married September 6, 1969. No children. Marilyn passed on December, 2023, in Tarzana, California.

I have written fiction at every length, and speculative articles, speeches for high schools and colleges and conventions, television scripts, political action in support of the conquest of space, graphic novels, and a couple of comic book universes. I've collaborated with a wide variety of writers.

My interests:

Science fiction conventions. AAAS meetings and other gatherings of people at the cutting edges of science. Comics. Filk singing. Hiking and pilates and other approaches to longevity. Racquetball and yoga may be part of my past.

Saving civilization and making a little money. The defense of Earth against incoming giant meteoroid impacts. Moving mankind into space by any means, but particularly by making space endeavors attractive to commercial interests.

In 1980 Jerry Pournelle talked me and Marilyn into hosting a gathering of the top minds in the space industry in an attempt to write a space program for the Reagan government, with goals, timetables, and costs. The Citizens Advisory Council for a National Space Policy met four times during the Reagan Administration, and twice since, for harrowing three day weekends. Attendees have included spacecraft designers, businessmen, NASA personnel, astronauts, lawyers. Adding science fiction writers turns out to be stunningly effective. We can translate! We can force these guys to speak English.

We've had some effect on the space program. SDI 22



(Space Defense Initiative, or Star Wars) was drafted at our house in Tarzana. In '93 we watched the DC-X fly. It was a toy version of a single-stage ground-to-orbit spacecraft, and the Council generated it. Our design lost out to the Skunk Works' X-33, but the Council caused the revival of the X Program itself.

I grew up with dogs: Keeshonds, the breed my mother raised and shaped for sixty years. I lived with cats, and borrow dogs to hike with. I have passing acquaintance with raccoons and ferrets. Associating with nonhumans has certainly gained me insight into alien intelligences. I've written on computers since 1978.

Awards

Hugos (or Science Fiction Achievement Awards) for "Neutron Star", 1966; RINGWORLD, 1970; "Inconstant Moon", 1971; "The Hole Man", 1974; and "The Borderland of Sol", 1975. Nebula for Best Novel: RINGWORLD, 1970. Ditmars (Best International Science Fiction, Australian) for RINGWORLD, 1972, and PROTECTOR, 1974. Japanese awards for RINGWORLD and "Inconstant Moon", both 1979. Inkpot, 1979, shared with Jerry Pournelle, from the San Diego Comic Convention. Heinlein Award for Career Achievement in the Field of Science Fiction. Sir Arthur Clarke Imagination Award for Service to Society. SFWA Grand Master. Writers of the Future Lifetime Achievement.

In the Pipeline:

RINGWORLD, a high-end edition from Jerad Walters, with old and new material added.

UNDERTOLD STORIES, my stuff never yet collected, now being shaped by David Sooby (Lensman) and Carol Philips.

ASSASSIN, with Steven Barnes, awaiting publication.

"Potlatch" awaiting publication in Analog magazine.

Wanderverse

Special Guest



Come see the greatest fantasy tabletop RPG improv sketch comedy PowerPoint show there is! Welcome to a one-of-a-kind experience that blends the thrilling elements of tabletop role-playing games (RPGs), improv comedy, sketch performances, and multimedia interaction all into one unforgettable show. Whether you're a seasoned RPG player, a fan of live comedy, or completely new to both, WANDERVERSE - Adventures Improvised promises to be an exhilarating ride filled with laughter, adventure, and endless surprises.

At its core, WANDERVERSE is a live-action improvisational comedy show unlike any other. The cast of talented improvisers and comedians take the audience on an epic journey through the mystical realms of the Common Lands. Each show is a completely original and unscripted adventure, where the story unfolds based on audience input and the quick-witted performances of our cast. Imagine the energy and unpredictability of a live improv show combined with the deep lore and world-building of a tabletop RPG—this is the heart of what makes WANDERVERSE so unique.

But that's just the beginning. As a member of our audience, you don't just watch the show—you become an essential part of it! Each audience member assumes the role of a non-playable character (NPC) in the story, influencing the decisions of our heroes and guiding their fate. From the moment you enter the theater, you're a part of the action. You'll provide key suggestions that help

shape the storyline, determine the obstacles our heroes face, and even influence how they achieve victory—or meet their hilarious downfall.

Our Interactive Twist

In addition to live improv, WANDERVERSE takes audience participation to the next level with our custom-built Digital Participation Software (DPS). Imagine this: while our cast is performing on stage, you, the audience, are actively shaping the course of their journey. Using your smartphone or device, you'll dive into our original animated storybook and cast your votes for key plot decisions in real time. Want to send our heroes into a dragon's lair? Maybe you'd prefer to pit them against a team of rival adventurers in a chaotic tournament? With DPS, the choice is yours.

Throughout the show, you'll be able to trigger surprises, cast magical spells, or even summon creatures to either aid or hinder our adventurers—all from your device. You have the power to drastically alter the storyline, and because each show is completely improvised, no two performances are ever the same. Every performance is a fresh adventure, making each show a must-see, even for returning fans.

Join the Adventure and Shape the Fate of the Common Lands!

.....Continued on next page

..... WANDERVERSE Continued

In the world of WANDERVERSE, the Common Lands is a vast and fantastical realm filled with diverse regions, strange creatures, and powerful magic. Every performance explores a different corner of this rich world, offering a new story that is created live, right before your eyes.

The cast of WANDERVERSE—playing a group of adventurers known as the Wanderers—are tasked with completing quests, navigating treacherous dungeons, and facing a wide variety of foes. Their success hinges on their own quick thinking and, of course, your input as an audience member. Will you guide them toward triumph, or will they stumble into disaster? That's for you to decide.

And don't worry if you've never played a tabletop RPG before. Our friendly cast and crew will guide you through the process, making sure everyone can participate, whether you're an experienced gamer or a total beginner. The emphasis is always on fun, spontaneity, and hilarity, so there's no wrong way to play!

Our History

WANDERVERSE originally started as a tabletop roleplaying game set in, "The Common Lands," an ever-expanding Cosmos filled with uncharted lands, planets (called Realms), arcane mysteries, and whimsical wonders. The Common Lands can be described as a blend of sword-and-sorcery fantasy with a touch of sci-fi and modernity. What started as a small, private game quickly grew into a larger community as more and more people were drawn to its blend of storytelling, creativity, and collaboration in the Chicagoland and Indianapolis gaming communities. The game was designed to be accessible to players of all experience levels, with simplified rules and an emphasis on storytelling and character story development.

In 2022, the Laugh Out Loud theater in the Chicagoland area took notice and contracted the creators - Common Lands Associated Media to take their flagship game - WANDERVERSE - and draft a comedy show based on their original game world - The Common Lands.

What Makes WANDERVERSE Special?

Wanderverse - Adventures Improvised offers a one-of-a-kind experience that blends the thrilling elements of tabletop role-playing games (RPGs), improv comedy, sketch performances, and multimedia interaction all into one unforgettable show. Whether you're a seasoned RPG player, a fan of live comedy, someone who just likes dressing up like an elf, or completely new to the world of the Common Lands, WANDERVERSE Adventures Improvised promises something for everyone with an exhilarating ride filled with laughter, adventure, and endless surprises.



Marshmallows Hope

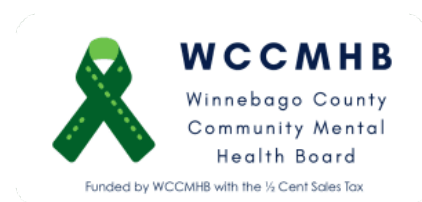
Honored Charity Organization



“At Marshmallows Hope, our vital work in mental health counseling, suicide prevention, and survivors therapy is made possible by the generous support of our dedicated funders. Through their compassion and commitment to the well-being of our community, we have been able to offer crucial services to those in need, providing a beacon of hope in times of darkness. Their unwavering belief in our mission empowers us to continue our efforts in destigmatizing mental health issues, offering support to those struggling, and fostering resilience in survivors. We extend our heartfelt gratitude to each and every one of our funders for their invaluable contributions, as together, we strive to build a future where mental health is prioritized and every individual feels heard, supported, and valued.” – Laura Kane

Our Mission Statement

We do this for the ZOWS—the Zacharys of this World. Founded in Zachary’s honor, Marshmallow’s HOPE is his legacy, devoted to saving lives and ensuring every youth feels seen, supported, and hopeful—because he should still be here.



BHEER SUITE, CON SUITE, & ATRIUM CAFE

- **THE CON SUITE** will be providing coffee, tea, soda, and snacks. We have a comfortable lounge area — The Con Suite Annex — across from the Con Suite for you to meet up and hang out with your friends.
- **THE ATRIUM CAFE** has a all-you-can-eat buffet available for purchase each day/time. See schedule outside The Atrium Cafe for more information.

Each day/time is a separate purchase.

Our Bheer Suite, will be providing you the same Beer and Cider that you have come to enjoy at Windycon, And this year our Bheer Suite has its very own Sponsor, Flipside Brewing. Please follow the rules below.

Bheer Suite- Room 655

BEER & CIDER RULES

1. Red Cups Do Not Leave The Bheer Suite. Ever. All red cups, which are to be exclusive vessels for beer, are prohibited to be removed from the Bheer Suite
2. You Must Show ID and Badge. Those who wish to bring any alcoholic concoctions will be required to show the Bheer Gods your convention badge, and you must also have your genuine government issued Driver's License or State ID. This is to confirm that you are indeed, the actual person identified on the back of your convention badge, as well as at least 21 years of age.
3. Our Bheer Gods may request to see your government issued Driver's License or State ID at any time.
4. The Bheer Gods are only allowed to dispense alcohol in the Bheer Suite, as per our Hotel contract.
5. Anyone caught serving their own alcohol will be asked to leave.

The logo for Flipside Brewing features the word "FLIP" in dark blue, "SIDE" in light blue, and "BREWING" in yellow letters on a dark blue rectangular background. The letters "i" and "S" are stylized with yellow dots.

**Thank you
to our
Bheer Suite
Sponsor!**



Please check them out in Tinley Park! They serve amazing smash burgers and beer!

<https://www.flipsidebrewing.com/>

PARTIES

- **Friday only:** RM742: Elvin Toast - Toast the Elvin Gods and Goddesses with us Join us to help toast the Elvin Gods & Goddesses. We meet to drink and toast, going around the room so everyone can participate. Please bring your own drink for toasting. **21+ only**
- **Friday and Saturday:** RM554: Lance's Party - Dance music, drinks, mood lighting. Been throwing parties longer than I like to admit around the country as a hobby. Will be serving a refreshing ginger, lime, cucumber drink **21+ only**
- RM555: GT (General Technics) People from a wide range of industries are willing to talk about just any topic that comes to mind. **All Ages Welcome**
- RM648: Minneapolis in 2073 A bid party for Minneapolis to host the Worldcon in 2073! **All Ages Welcome**
- RM654: Capricon & Box Fort - Age of Cardboard: Boxmen Come rise up with Box Fort and Capricon, as boxes and humans join forces once again! Join us in our fort once again, to drink, doodle on cardboard, and have a whimsical time! **All Ages Welcome**
- RM655: Bheer Suite- A refreshing con speakeasy serving a variety of beer and cider for attendees to enjoy. **21+ only**
- RM710: TRMN-Family friendly party - there will be both leaded and unleaded pre- mixed drinks and pod rolls along with our usual real-food snacks. You will be carded at the door and at the bar. Wrist bands required if you wish to partake of our alcoholic drinks. trmn.org **All Ages Welcome**
- RM754: Barfleet- Abandon.Barfleet.org **21+ only**

We all love a party, and we'd like to thank all of the groups throwing parties here at Windycon. Of course, there are:

Rules

- The legal drinking age in Illinois is 21 and the parties will be checking IDs at the door, so please be sure to have your ID on you at all times.
- Be respectful of the hotel and the others around you.
- The Double-Tree is a NON-smoking hotel. If you wish to smoke or vape you must go outside.
- Please dispose of all trash in trashcans.
- Keep the parties in the party rooms not the hallways.

REMEMBER! If its illegal in the non-convention world, it is illegal in the convention world too.

Awards

These are this year's party awards: Be sure to vote for your favorites!

- Best Party
- Best Alcoholic Drink
- Best Non-Alcoholic Drink
- Best Food/Snacks

There will be QR codes on every party floor to scan. Scan the code with your smartphone camera to vote for your favorites.. Winners announced at closing ceremonies!

Alcohol will not be served without ID, but you can still join in on the fun and party games.

Ratings

Ratings help communicate what each party has to offer. Be on the lookout for these symbols on party fliers, the party listing in the main lobby, and on each party floor.



Everyone is welcome.



Mature 18+ content. Enter, but be aware of content..



Adults only 21+. Be prepared to show ID to enter



Alcohol is served. Be prepared to show ID to be served.

Build-a-Blinkie

Is a 501(c)3 organization dedicated to the teaching of STEM (Science, Technology, Engineering, Mathematics). We run a number of learn-to-solder workshops in the Great Lakes area. We have the world's largest number of mobile soldering stations and participate at numerous Maker Faires, Libraries, Universities, Maker Spaces, and area conventions.

Build-a-Blinkie is happy to be running our Learn-to-Solder workshop this weekend in the Grand Ballroom Foyer.

Friday 5:00am to 8:00 pm

Saturday 10:00 am to 8:00 pm

Sunday 10:00 am to 2:00 pm

Build-a-Blinkie Workshop

This is where **you** get to Learn-to-solder building one of the flashing LED things you might have seen people wearing. You start with a kit, using the equipment we have setup, you build your blinkie. We have Blinkie Techs to help you get started, and walk you through the process and guarantee your success. When you're done you have a working blinkie.

Why Build-a-Blinkie?

A number of us have successful careers in software and electrical engineering and we noticed it was getting harder and harder to do home projects. We also noticed the kits and parts market we used in our youth was gone.

At some point the general public's view of soldering shifted to something too dangerous. Kids can bicycle, ski, or toboggan, but don't use that soldering iron. It's too dangerous. The era of build and repair it yourself was dying and companies like Heathkit and Radio Shack have faded into the sunset. Even today with the new emphasis on STEM education, we still hit multiple obstacles. Many events have to clear our appearance with the fire marshal and have to run it past the legal department. We are working to prove soldering is easy, and not a deadly activity.

www.build-a-blinkie.org

www.linkedin.com/company/build-a-blinkie

Art Show

Friday

1:00 PM—4:00 PM (artist setup)

4:00 PM—9:00 PM (open to membership)

Saturday

10:00 AM—6:00 PM (open to membership)

8:00 PM Art Auction

Sunday

10:00 AM—2:00 PM (open for pickup, Print Shop)

The Art Show will run a silent auction on Friday and Saturday until the Art Show will close to set up for the Art Auction. Pieces with 1 or 2 bids are sold to the high bidder on the sheet. Pieces with 3 or more bids will go to the Art Auction. All charity pieces will be treated just like any other art. They will not go to auction automatically.

Fan Choice awards will be given to the artists who receive the most votes, so please, look around, find the artwork you like the best, and vote! Awards will be given for 2D monochrome, 2D color, 3D jewelry, 3D non-jewelry, and Best in Show So make sure you look at everything.

The Art Auction will be at 8:00 p.m. Our illustrious auctioneers and their crew provide some of the best entertainment at the convention, so come to watch, come to bid, come to have fun, and don't forget your wallet. You never know when something will strike your fancy...or when you will find that perfect gift for someone.

While the Print Shop will be open on Sunday, the Art Show will only be open to allow for art pickup and for artist checkout.

Print Shop

If you are looking for art at a fixed price, check out the Print Shop inside the Art Show. We have a wide selection of artwork from a variety of talented artists available at prices that won't break the bank.

The Print Shop carries more than just prints, so make sure to stop in and look at the calendars, mouse pads, bookmarks, and other wonderful works for sale.

If you find you have money left after the Art Show closes, pieces in the Print Shop are available for purchase at a fixed price during art pickup, so you are welcome to keep shopping right up until we close at 2:00 p.m. on Sunday.

Special Events

All of the programming at Windycon is special, but there are a lot of things going on over at the Main Stage that we'd like to make sure that you know about. We'll start off on the Main Stage Friday night at 5:00 PM with The Harp Twins and Wolfgang Twins Concert, then at 7:00 PM with Opening Ceremonies, where you'll have a chance to meet our guests and get a preview of what's coming up this weekend. Then at 8:00 PM Alexander James Adams takes the stage. On Saturday, at 10:00 AM come see the Mini-Bots Face Off. You call the shots: buy raffle tickets, vote on which robot will triumph, and score some awesome prizes while supporting a great cause! Then at 1:00 PM The Harp Twins and Wolfgang Twins will take the stage with all NEW music. After that stay and join Bill Higgins and find out about the Europa Clipper as NASA Investigates an Icy Ocean. At 3:00 PM we Welcome Back to Windycon the Legendary Larry Niven and have a sit down interview with hear what he has been up to. Starting at 4:00 PM we have more Live Music from the Amazing Tom Smith and the music continues at 5:00 PM with our Toastmaster himself Tim Griffin. Wanderverse is Back this year at 7:00 PM and closing out our Main Stage Fun is Klingon Karaoke at 9:30 PM. Don't drink too much on Saturday night, because you'll want to wake up in the morning on Sunday to catch the Last Harp Twins and Wolfgang Twins Concert starting at 11:30 AM. Wanderverse will perform at 1:00 PM. All good things must come to an end, so catch our Closing Ceremonies at 3:00 PM, where we review what's happened and let you know what we've got planned for next year.

We'll look forward to seeing you there!

Social Media

Meet the Windycon Social Media Team!

This year, Windycon is getting a little more connected — and a lot more photogenic. For the first time, our official Social Media Team will be roaming the convention to capture the magic, mischief, and memorable moments that make Windycon so special. Whether you're cosplaying your heart out, deep in a literary debate, or just enjoying the atmosphere, don't be surprised if one of our photographers asks for a quick snapshot.

You'll see our team around panels, parties, and all the little corners where the fun happens. We'll be taking photos, filming short interviews, and sharing updates across our official social media platforms. If you love seeing yourself (and your fellow fans) in action, keep an eye on our feeds throughout the weekend and join in by tagging your own posts with #Windycon51 and #Windycon.

If you want to be part of the fun, grab a friend, strike your most epic pose, and don't be shy about saying hello if you spot us wandering with cameras in hand. Windycon is built on community, and our social media presence is here to celebrate it. So smile, share, and spread the word. Together, we'll make this year's con one for the archives!

Want More Music?

Along with our Music Concerts on the Main Stage we also have lots of additional music happening in the Oak Brook Ballroom. David Rantanen will be performing on Friday Evening starting at 9:00 PM And, of course, closing out Friday evening there will be The Windycon open music circle. Kicking off Saturday's music we have Bill & Brenda Sutton, then have fun at the Robot Petting Zoo. Then at 2:00 PM listen to the amazing sounds of Jason Neerenberg and Michael Nixon in Hazardous Curriculum. Klingon Pop Warrior kicks off at 3:00 PM followed by a special Q&A session with the Harp Twins and Wolfgang Twins to find out if the Wolfgang Twins talk and about their music and amazing construction of a full size Fire Breathing Dragon Viking Ship and the Harp Twins special Sci-Fi projects with a New York Best Selling Author. Sassafras blasts off at 7:00 PM and Beth Kinderman at 8:00 PM. Our Windycon Open Music Circle closes out our eventful Saturday. Sunday we enjoy the music of Court and Country.

Our Open Music Circles welcome everyone who has something to share—accompanied songs, a cappella singing, instrumental music, and dramatic spoken word or poetry. Of course, listeners are welcome, too! We ask that performers seat themselves closer to the center of the room and that listeners/crafters hold down the perimeter.

We tend to follow Polite Midwest Chaos in our circles, which means no designated direction or “turns” around the room but fairness in giving all performers equal opportunity to share BUT we are happy to be flexible, so the designated Music Anchor will gladly change the flow of the circle if you ask. At Windycon there is often an unspoken invitation for other musicians or vocalists to join in with each other on familiar songs, but it is absolutely okay to request that no one else play or sing along with you.

Photo Studio

Come join Bruce Medic Photo at the amazing Windycon Photo Studio shoot on Saturday from 5:00 to 8:00 PM! Have your photo taken (costumes are great, but not required) and your photos will be available within two weeks at:

<https://www.brucemedicphoto.com/conventions>

There's no charge for having your photo taken and no charge to download the images! Everyone's favorite word—free! Come join us..

Cosplay

Windycon has long been a proud supporter of the vibrant and creative world of cosplay. Whether you're here to showcase your latest creation, meet other like-minded fans, or simply enjoy the artistry on display, our convention is the place to be for cosplay enthusiasts. We celebrate all forms of cosplay—from intricately detailed costumes to fun, casual interpretations—and encourage everyone to embrace their fandom through self-expression. All we ask is that you follow Windycon's Dress Code and Props and Weapons Policies that are listed on page 8 of the Program Book.

Amateur Radio

Come by 739/741 to try out Amateur Radio. As we do every year, we will be operating a Special Event Station, W9W, and talking to radio operators all over the world. We'll be doing SSB and FM (voice), CW (Morse Code) and Digital modes (using your computer). If you are a licensed operator or just want to stop by and ask questions, we will gladly answer them. And there are always microphones available for you to get on the air yourself and try it out.

73
N9MUF and W9DUP

Dealers

The Windycon Dealers' Room is located in Sections A-F of the Grand Ballroom on the main level of the hotel, to the left of the main lobby. There you will find a horde of eager merchants willing and able to trade you treasures for your money. Remember that the holiday season is fast approaching, and that it's never too early to begin shopping for your fannish family and friends, or even just to treat yourself!

The public is prohibited from bringing food or drink into the Dealers' Room.

A room guide and map will be near the entrance of the Dealers' Room. Our list of dealers and where to find them are listed below:

Annabelle Sigmond	49
Blacky Cat Creations	1
Cyberpop Shop	13
Danger Laser Creative	58-59
FrankenWerks Studios	9
Fudgie Wudgie	37
Kulay Illustrations	7
New Horizon Comics	10
Rob Hogan Creates	14
Serpent & Flame Candle Co	2
Spazzi & Inu'O	4
Stitched Comics	60
Tina Jens's Crawdance Productions:	
Genre Books & Jewelry	57
13th Moon Games	8
Brian Pinkerton	44
Clay Urn Publishing LLC	48
David Hankins	33
Derelict Books	56
Fannie Price Novels	36
Josh Katz	6
KincadeFiction.com	12
Meri's Creations	3
P. Finian Reilly	51
5 Authors In Search of a Buck	46
Amber Hammer Creations	20-21
Black Sheep Stitches	45
Dodeka Records, Ltd.	17-18

DVD World Books and Toys	30-31-32
Games Plus	40-41
Gavin Otteson Art	38-39
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Dealer's Room Hours

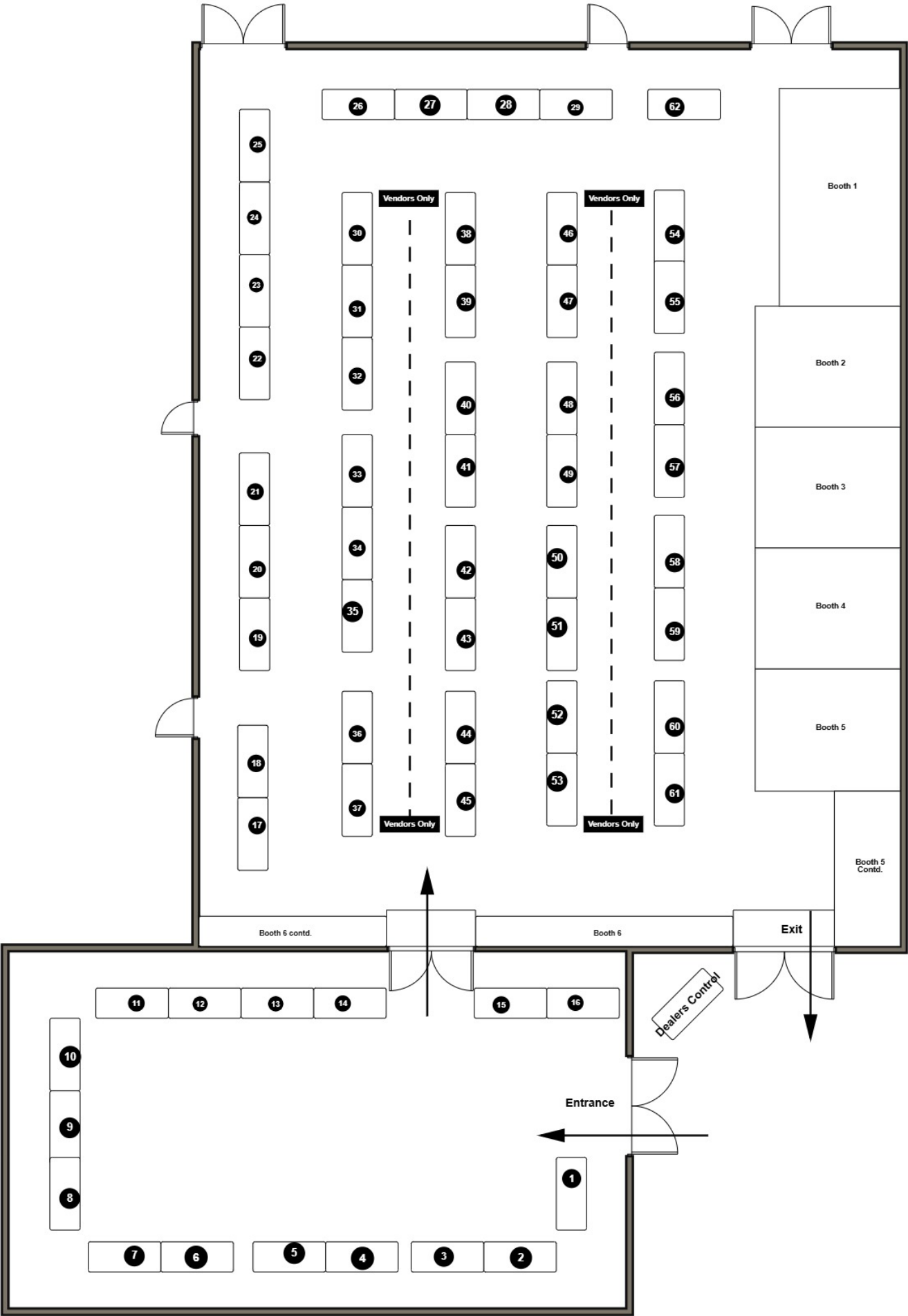
Friday 2:00 p.m. - 7:00 p.m.

Saturday 10:00 a.m. - 6:00 p.m.

Sunday
VIP's 9:00 a.m.
General 10:00 a.m. - 3:00 p.m.

See the Map on the next page

Dealers Room Map



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MAIN STAGE

Friday

5:00 Riverview Ballroom (Main Stage)

The Harp Twins Featuring The Volfgang Twins

2 sets of identical twins. Double Electric Harps and voices. Double Viking Drums. The HARPTWINS featuring VOLFGANG TWINS show is “dazzling, comedic, and loved by audiences of all ages”!! From The Rolling Stones to Metallica, Nordic-fantasy originals to ancient Celtic tunes to movie soundtrack hits - the Harp Twins ft. Volfgang Twins show is hilarious one moment and haunting the next. This TWO-of-a-kind concert experience is “not to be missed”!

7:00 Riverview Ballroom (Main Stage)

Opening Ceremonies: Rise of the Machines!

Boot up your weekend at Windycon 51 as we power on for an adventure of science, stories, and sentience! Join us as our Guests of Honor take the stage to officially activate the convention and give you a preview of all the thrilling panels, events, and parties in store. Whether you're human, cyborg, or somewhere in between, this is your system startup for an unforgettable con weekend. Let's flip the switch and bring Windycon 51 online!

Maurice Broaddus, John Burch, Harp Twins & Volfgang Twins, Ashley Kennedy, David

8:00 Riverview Ballroom (Main Stage)

Fiddlefire & Faerie Songs: A Concert with Alexander James Adams

Prepare to be swept away on a journey of myth, magic, and melody with Alexander James Adams, a legendary singer-songwriter and master of Celtic-infused world music. With a career spanning over forty years, Adams blends haunting fiddle tunes, soaring vocals, and stories steeped in fantasy, folklore, and the fae.

Whether he's conjuring ancient woods with his fiddle, channeling old legends through his songs, or calling the wild parts of our hearts into being, this performance promises to enchant, uplift, and transport. Join us for an unforgettable evening where music becomes magic and the audience becomes part of the tale.

Saturday

10:00 Riverview Ballroom (Main Stage)

Robot Riot: Clash of the Mini-Metal Titans!

It's time to rumble, robo-style! Witness tabletop-sized machines of mayhem face off in a no-holds-barred battle for mechanical glory. Tiny bots, big attitude — and only one will rise victorious! Think BattleBots meets Comic-Con, all in the name of charity.

You call the shots: buy raffle tickets, vote on which robot will triumph, and score some awesome prizes while supporting a great cause!

Raffle Ticket Prices:

1 Ticket – \$3

2 Tickets – \$5

5 Tickets – \$10

12 Tickets – \$20

So charge your circuits, place your bets, and get ready to cheer for your favorite bot — because in this arena, *the gears will*

grind and only one shall shine!

1:00 Riverview Ballroom (Main Stage)

The Harp Twins Featuring Volfgang Twins Concert

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2:00 Riverview Ballroom (Main Stage)

Europa Clipper: NASA Investigates an Icy Ocean

Europa, one of Jupiter's four biggest moons, appears to harbor a liquid ocean not far beneath its bright, icy surface. Is there life there? NASA plans to fly the Europa Clipper spacecraft, launched last year, to orbit Jupiter and, making frequent flybys of Europa, will study the satellite's geology, composition, and subsurface ocean. Learn about the mission, its scientific objectives, and the suite of sophisticated instruments it will employ in the decade to come. *Bill Higgins*

3:00 Riverview Ballroom (Main Stage)

An Interview with Larry Niven

In the 60s and 70s, Niven was one of the new, young voices in science fiction. Winner of multiple Hugo awards, Niven has written stories and novels across the SF and fantasy spectrum, as well as television scripts and comic books. We're happy to welcome him back to Windycon after many years and are interested to hear what he has to say about his long and varied career. *Rick Heinz, Larry Niven*

4:00 Riverview Ballroom (Main Stage)

Tom Smith: The World's Fastest Filker- Live in Concert

Prepare for an unforgettable evening with Tom Smith, the legendary “World's Fastest Filker,” as he takes the stage for a high-energy, family-friendly performance filled with laughter, wit, and really, really bad puns. Known for his lightning-fast songwriting and infectious humor, Tom has been a staple in the filk community since 1985, earning fourteen Pegasus Awards for Excellence in Filk and a well-deserved spot in the Filk Hall of Fame.

From his iconic songs like “A Boy and His Frog” to his rapid-fire improvisations, Tom's concerts are a delightful mix of clever parodies, original compositions, and spontaneous creativity. Whether he's riffing on pop culture, science fiction, or everyday life, his performances are a testament to his quick wit and deep love for the fandom community.

Join us for an evening of music, laughter, and a celebration of the filk tradition. Don't miss the chance to experience Tom Smith live—it's an event that promises to be as entertaining as it is memorable.

5:00 Riverview Ballroom (Main Stage)

Cosmic Chords & Earthbound Echoes: A Musical Performance with Tim Griffin

Prepare for an unforgettable set by Tim Griffin, award-

winning songwriter and performer famed for his work in the filk and geek-music spheres. With roots as a STEM teacher and a decade-spanning career blending science, humor, and fandom tones, Tim crafts songs that resonate with educators, fans, and space-farers alike. His music is catchy, clever, and full of nerdy joy—perfect for a convention atmosphere!

Join us for a live performance where Tim will take you on a journey through speculative sounds, lyrical twists inspired by science and fandom, and a show unlike any other. Whether you're here to nod along, sing out, or simply soak in the vibes, this is your chance to experience music that lives at the intersection of imagination and melody. Don't miss this unforgettable performance!

7:00 Riverview Ballroom (Main Stage)

Wanderverse: McTasker's Circus

Adventures Improvised - Live at Windycon

Step right up, curious traveler - the tent is open and the lights are low. The smell of popcorn mixes with something... unfamiliar. Laughter floats through the air, but there's a tension beneath it - like the space between thunder and lightning. Welcome to McTasker's Circus, where the marvelous meets the macabre, and every story is rewritten on the fly.

Your ringmaster tonight is Madame McTasker - confident, commanding, and just a little too charming for comfort. With a wink and a grin, she leads her troupe of wandering performers through a show that's equal parts comedy, chaos, and creeping dread. No script, no safety net - just pure improv spun from audience suggestions and a dash of fark carnival energy.

Here, the acts are as unpredictable as the ringmaster herself. One moment you're laughing at a clown who's misplaced his smile, the next you're gasping as the lights flicker and something unseen whispers from behind the curtain. McTasker calls it "interactive storytelling." The audience calls it "unsettlingly fun."

But don't be afraid - or do. Either way, the show must go on. And McTasker always delivers a grand finale... even if the performers aren't entirely sure what they've agreed to by the end.

So join us at Windycon for an improvised plunge into the uncanny corners of Wanderverse, Adventures Improvised. No two performances are ever the same. Laughter, fear, and wonder - all swirling together under one haunted big top.

Because at McTasker's Circus, the jokes might fall flat - but the screams always land.

The cast of WANDERVERSE, playing a group of adventurers known as the Wanderers, are tasked with completing quests, navigating treacherous dungeons, and facing a wide variety of foes. Their success hinges on their own quick thinking and, of course, your input as an audience member. Will you guide them toward triumph, or will they stumble into disaster? That's for you to decide.

And don't worry if you've never played a tabletop RPG before. Our friendly cast and crew will guide you through the process, making sure everyone can participate, whether you're an experienced gamer or a total beginner. The emphasis is

always on fun, spontaneity, and hilarity, so there's no wrong way to play!

9:30 Riverview Ballroom (Main Stage)

Klingon Karaoke: Unleash Your Inner Warrior

Prepare to boldly sing where no fan has sung before! Hosted by the one and only Klingon Pop Warrior, this is your chance to take the stage and belt out your favorite tunes — Klingon-style or otherwise. Whether you're a seasoned performer or just looking for a laugh, come join the fun, cheer on fellow fans, and embrace your inner warrior with every note. Honor, applause, and maybe a few battle cries await — let your voice be heard across the galaxy!

Sunday

11:30 Riverview Ballroom (Main Stage)

The Harp Twins Featuring Volfgang Twins Concert

2 sets of identical twins. Double Electric Harps and voices. Double Viking Drums. The HARPTWINS featuring VOLFGANG TWINS show is "dazzling, comedic, and loved by audiences of all ages"! From The Rolling Stones to Metallica, Nordic-fantasy originals to ancient Celtic tunes to movie soundtrack hits - the Harp Twins ft. Volfgang Twins show is hilarious one moment and haunting the next. This TWO-of-a-kind concert experience is "not to be missed"!

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3:00 Riverview Ballroom (Main Stage)

Closing Ceremonies: System Shutdown Sequence Initiated

All good programs must eventually power down — and so we arrive at the end of Windycon 51: Rise of the Machines. Join us one last time as we hand out awards, share announcements, thank our incredible Guests and volunteers, and let our weary Chairs finally reboot. But don't log off just yet — there's news you'll want to download about what's coming next for Windycon! Gather 'round for one final transmission before we power down the system... until next year.

MORE MUSIC AND FUN

Friday

9:00 Oak Brook Ballroom 3&4 (Music)

David Rantanen

Dave has been a filker for 19 years, first connecting to the community in 2006 in Massachusetts before moving to Illinois 10 years ago. He brings his guitar to Windycon to share some favorite cover and original songs about sci-fi, space, fantasy, and life in general.

10:00 Oak Brook Ballroom 3&4 (Music)

Songs Among the Stars: The Windycon Open Music Circle

When the panels wind down and the stars come out, it's time to make some music! Join fellow fans, musicians, and cosmic crooners for our Open Music Circle — a relaxed, welcoming jam session where creativity and community take center stage. Bring your instrument, your voice, or just your love of melody. Whether you're strumming a folk tune, belting out a sci-fi ballad, or just tapping along to the beat, everyone's invited to share in the rhythm of the galaxy. No experience needed — just passion, imagination, and maybe a touch of starlight.

Saturday

12:00 Oak Brook Ballroom 3&4 (Music)

Galactic Folk & Fandom Hymns: A Concert with Bill & Brenda Sutton

Join Bill & Brenda Sutton, legendary filkers, for an unforgettable journey across the stars of song and story. With roots in the early days of online fandom, and a career spanning decades of performances, parodies, and space-tinged ballads, this

duo blends humor, heart, and interstellar charm into every note. From power tools to pub songs, from comedy to cosmic myth—Bill and Brenda bring the full spectrum of filk, folk, and fandom together in harmony.

Whether you're a longtime fan or new to the genre, this concert promises laughter, inspiration, and music that hits the warp drive—and stays in your heart long after the final chord fades.

1:00 Oak Brook Ballroom 3&4 (Interactive)

Robot Petting Zoo: Circuit Champions Unleashed

Step into the aftermath of Robot Riot and meet the mechanical warriors up close at our Robot Petting Zoo! These tabletop titans have survived the arena's chaos, and now it's your chance to explore their circuits, quirks, and builder secrets. Snap photos, ask questions, and interact with the bots that battled it out for glory. Perfect for fans of mech mayhem, tech tinkering, and geeky fun, this is your backstage pass to the champions of the robot battlefield!

2:00 Oak Brook Ballroom 3&4 (Music)

Hazardous Curriculum

Brought together by the machinations of two friends - who totally know who they are - to keep us "occupied" and "out of trouble", we present... Hazardous Curriculum. Members are Jason Neerenberg from Toyboat and Random Fractions, and Michael Nixon from Toyboat and not much else. Think about a fusion of Toyboat and Random Fractions. Then forget it, because we don't sound like that at all. What DO we sound like? You'll just have to come and see. *Jason Neerenberg, Michael Nixon*

3:00 Oak Brook Ballroom 3&4 (Music)

Qapla' and Rock On! The Klingon Pop Warrior Live!

Raise your bat'leths and your voices—Commander jenbom sutai-toQqul, the one and only Klingon Pop Warrior, has landed to deliver an unforgettable concert that's part warrior's chant, part intergalactic rock show! From pop anthems to power ballads—reimagined entirely in Klingon—jenbom brings the fire of Qo'noS to Earth with energy that could shake the hull of a Bird-of-Prey. Join this out-of-this-world performance as she shares the passion, humor, and heart behind her musical mission to bridge worlds through song. Whether you're fluent in tlhIngan Hol or just ready to jam, this is one performance you won't want to miss. Qapla'! *Klingon Pop Warrior*

4:00 Oak Brook Ballroom 3&4 (Interactive)

Q&A: Harmony and Mischief with the Harp Twins and Wolfgang Twins

Step into the spotlight with Camille and Kennerly Kitt — the Harp Twins - and Dromil and Dromal - the Wolfgang Twins! These two sets of identical twins have enchanted audiences around the world with their ethereal covers of rock, metal, fantasy, and film music, as well as their original compositions on harp and double Viking drums, now's your chance to ask them anything - like.. 'do the Wolfgang Twins speak?' From touring tales and creative inspiration to how they bring such epic energy to the harps and drums. No topic is off-limits. Bring your questions, your curiosity, and maybe even your inner bard - or Viking - for this fun, interactive Q&A session with our Music Guests of Honor! *Brenda Fruhauf(M), The Harp Twins & Wolfgang Twins*

7:00 Oak Brook Ballroom 3&4 (Music)

Infinity in Harmony: A Concert with Sassafras!

Sassafras is a singing group performing original acapella folk music, mostly with fantasy, mythology and science fiction themes. Our pieces are set in close harmony, with a somewhat Renaissance feel, for women's or mixed voices. Our songs usually tell stories and have a lot of lyrical complexity, often with multiple different lines of lyrics woven together to communicate different characters or aspects of a story.

8:00 Oak Brook Ballroom 3&4 (Music)

Beth Kinderman

Beth Kinderman is a progressive folk-rock musician based in Minneapolis. Come hear songs from her newest record, *Sisyphus: Ten Songs About Hope*, as well as all the classics about myth, transformation, and video game characters who won't sleep with you. She is joined this year at Windycon by Justin Hartley, the drummer from her band, *The Player Characters*.

9:00 Oak Brook Ballroom 3&4 (Music)

Songs Among the Stars: The Windycon Open Music Circle

When the panels wind down and the stars come out, it's time to make some music! Join fellow fans, musicians, and cosmic crooners for our Open Music Circle — a relaxed, welcoming jam session where creativity and community take center stage. Bring your instrument, your voice, or just your love of melody. Whether you're strumming a folk tune, belting out a sci-fi ballad, or just tapping along to the beat, everyone's invited to share in the rhythm of the galaxy. No experience needed — just passion, imagination, and maybe a touch of starlight.

Sunday

1:00 Oak Brook Ballroom 3&4 (Music)

Echoes of the Realm: A Concert by Court & Country

Step into a sonic tapestry where ancient voices rise in harmony—Court & Country, Chicago's acclaimed a cappella ensemble, brings medieval and Renaissance choral music to life with vivid clarity and modern flair. From sacred Latin hymns to rousing drinking songs sung in Klingon, their performances span centuries and styles with a blend of scholarship, vocal power, and playful heart.

Join us for a concert that traverses time and culture: elegant polyphony, vibrant storytelling, and pure vocal magic. Whether you're drawn to historic melodies or curious about how old-world music meets new-world fandom, Court & Country delivers an unforgettable experience of sound, story, and shared wonder. Don't miss this journey through time—where every note bridges the court and the country, the sacred and the secular, the familiar and the fantastical.

GAMING

Friday

2:00-6:00 Cermak

7:00-11:00 Spring Room

SPARKS: A Star Wars Adventure

*****Limited Capacity seats available*****

Step into a galaxy far, far away with Game Base 7's legendary SPARKS campaign — the longest-running Star Wars organized play experience in the known universe! New players are welcome — you can start a brand-new character or bring your existing SPARKS character along. Choose from dozens of thrilling modules spanning daring rescues, galactic intrigue, and classic West End Games Star Wars RPG adventures. Whether you're a first-time recruit or a seasoned veteran, there's a seat at the table for you. The Force is strong with this one — don't miss your chance to play!

Friday 2:00 - Sunday 4:00 Spring Room

Open Gaming: 50 Hours of Nonstop Play!

Welcome to gamer paradise! We've once again teamed up with the legendary Gen Con Games Library to bring you an incredible collection of over 1,000 tabletop, card, and board games — from timeless classics to the latest fan favorites. There's something for every kind of player, whether you're a dice-slinging adventurer, a strategy mastermind, or just here for the party games. We're open nonstop from 2 PM Friday to last call at 3 PM Sunday and closing at 4 PM, so whether you're starting strong or closing out the con, the tables are always ready. Can't sleep after the late-night room parties? Grab some friends, roll some dice, and dive into something new (or old-school)! Come for the games, stay for the laughter — because in this Game Room, the fun never hits pause.

Friday 4:00-8:00 Spring Room

Magic: The Gathering-Learn to Play (Universes Beyond: Final Fantasy)

Have you always wanted to learn Magic: The Gathering, or are you looking for the perfect entry point into the world's most popular trading card game? This casual session is for you! We'll be using the beautiful Universes Beyond: Final Fantasy Starter Kits, which feature iconic heroes and villains like Cloud and Sephiroth. Our staff will guide you through the basics of deck building, casting spells, and combat. No experience required—just show up and start playing! Hosted by Grogard Games

Friday 6:00-7:00 Hunt

Saturday (TOURNAMENT) 5:00-6:00 Hunt

Video Gaming

HARKEN back to a time, when video games were played with friends... ON THE COUCH. Enjoy 64 bits of absolute supreme video gaming bliss and pleasure on an authentic NINTENDO 64 ENTERTAINMENT SYSTEM. 4-Players in heated head-to-head competition, with snack duties and bragging rites on the line - the stakes have NEVER been higher. MARIO KART, GOLDENEYE, SMASH BROS, MARIO TENNIS, POKEMON STADIUM AND MORE!!! Come down, sign up or sit back and enjoy the pleasures of a foregone, but not forgotten, era of gaming. Come by Friday evening and we'll have some open gaming and free play. Sign up to join a gaming tournament bracket that will be held Saturday evening!

Friday 7:00-9:30 Cermak

Blood on the Clocktower: 21-15-9-Ravenswood Mental Gym

*****Limited Capacity seats available*****

Get ready for a mental workout like no other! Originally crafted for Competitive Edge Uptown, this Blood on the Clocktower script is designed to challenge your wits, strategy, and deduction skills. With character swapping, secret voting, and even the Storyteller playing their own character, you'll feel like you've been through a Ravenswood-sized CrossFit session — puzzle-solving has never been this intense. If you haven't played before, Blood on the Clocktower is a social deduction game where good and evil clash in a web of secrets, lies, and strategy. Every player has a unique ability, and even when "killed," you stay in the game, influencing outcomes, sharing clues, and driving the story forward. Step into the Ravenswood Clocktower Gym, test your brainpower, and see if you can survive the mental wringer!

Friday 7:00-11:00 Spring Room

SPARKS: 292: Aywoo, You Rascal

*****Limited Capacity seats available*****

A shopping trip gone off the rails... Chase after a humble repulsorlift salesbeing, and fight off others who pursue him. Game Base 7's WEG ongoing Star Wars campaign. Start a character or bring an existing Sparks character. Written by: J. McCash; Sponsored by: Game Base 7; Available for Replay

Friday 8:00-10:00 Kent

Saturday 2:00-4:00 Kent

Blasters at the Ready! The Royal Manticoran Navy Nerf Battle Returns!

Back by popular demand! Join the Royal Manticoran Navy Westmarch Rifles for an epic Nerf battle simulation that's fun for all ages. Whether you're a seasoned space marine or a first-time recruit, grab a blaster, dodge some foam, and test your tactical prowess in this fast-paced, laughter-filled skirmish. Glory, bragging rights, and interstellar honor await — because nothing says "military precision" quite like brightly colored Nerf darts flying everywhere.

Friday 9:30-11:59 Cermak

Blood on the Clocktower: Demons in the WindyCon City

*****Limited Capacity seats available*****

Something strange is stirring in Ravenswood Bluff... and this time, the story's written just for this convention! Step into a custom Blood on the Clocktower script packed with twists, turns, betrayals, and cliffhangers worthy of a great novel. Roles may shift, alliances may crumble, and who you start as might not be who you end up becoming. If you've never played, Blood on the Clocktower is a thrilling social deduction game where good and evil battle in a world of lies, logic, and deception. Every player has a unique ability, every death still matters, and even the quietest whispers can change everything. Will you uncover the truth, or fall victim to the chaos of the night? One thing's for sure — this game is a wild and windy ride through mystery, mayhem, and pure convention magic. Gather your courage, sharpen your wits, and join the madness in Ravenswood Bluff!

Saturday 9:00-1:00 Spring Room

An Introduction to Draw Steel

*****Limited Capacity full*****

A town beset by troubles, a girl missing, and a Tomb holding dark secrets. Come, Heroes, it is time to DRAW STEEL. Come, Heroes, to try the new system, Draw Steel, at Windy Con. This is a Heroic Tactical Fantasy TTRPG system released on July 31st, 2025, by MCDM led by Matthew Colville. Jump into a new system with fast-paced, tactical combat while also introducing an engaging downtime and negotiation system to keep the story moving, while also letting the players fully enjoy roleplay outside of combat. This Table will use the beginning of the Intro Adventure, the Delian Tomb, which is designed to teach people to run and play the system. We hope to see you there. Everything will be provided for players; you only need to bring yourself.

Saturday 9:00-1:00 Cermak

SPARKS: 296

*****Limited Capacity seats available*****

Saturday 9:00-1:00 Cermak

SPARKS: 64: Going Old School

*****Limited Capacity seats available*****

The Rebel group is sent on a strange mission. A frontier scout sent an incomplete comm transmission back to the Rebel base. The group is to find out what happened. What is up? Game Base 7's WEG ongoing Star Wars campaign. Start a character or bring an existing Sparks character. Written by: D. Stairs; Sponsored by: Game Base 7

Saturday 10:00-1:00 Kent

Cribbage Showdown: Hosted by The Royal Manticore Navy

Sharpen your wits and your pegging skills! Join the Royal Manticore Navy for a single-elimination cribbage tournament where you'll face off against all challengers — including the current and former Bosuns of the HMS Demon. Whether you're a novice or a seasoned card shark, there's a seat at the table for you. Strategize, outwit, and outscore your opponents in this fast-paced, competitive, and downright fun contest. Victory brings glory, bragging rights, and the chance to claim your place among the fleet's finest cribbage tacticians!

Saturday 10:00-1:00 Spring Room

Saturday 3:00-6:00 Spring Room

Sunday 10:00-1:00 Spring Room

Play Like It's the Middle Ages: Historical Board Games with Lady Strawberry

Step back in time and experience the games that entertained nobles and commoners alike! In this session, Lady Strawberry will introduce you to authentic board games from the Middle Ages, sharing their fascinating history and teaching you how to play. All materials are provided—just bring your curiosity and a love of play. Whether you're exploring medieval culture or simply looking for a new challenge, you'll enjoy this hands-on journey into the roots of modern gaming. Sponsored by the Society for Creative Anachronism.

Saturday 11:00-3:00 Spring Room
Battletech Grinder: Mech Combat Mayhem
MechWarriors, report for duty! Step into the Inner Sphere for the Battletech Grinder, a fast-paced, continuous drop-in event perfect for all skill levels. You'll pilot a single 'Mech and fight in glorious, chaotic combat! When your 'Mech is destroyed, you immediately upgrade to a bigger, better machine and jump right back into the fray. This format is all about maximum carnage and fun, providing a fantastic way to experience Battletech without the commitment of a full tournament. Supplies, including 'Mechs and dice, will be provided. NEW PLAYERS WELCOME! Hosted by Grogard Games

Saturday 2:00-6:00 Spring Room
An Introduction to Draw Steel
****Limited Capacity seats available****

A town beset by troubles, a girl missing, and a Tomb holding dark secrets. Come, Heroes, it is time to DRAW STEEL. Come, Heroes, to try the new system, Draw Steel, at Windy Con. This is a Heroic Tactical Fantasy TTRPG system released on July 31st, 2025, by MCDM led by Matthew Colville. Jump into a new system with fast-paced, tactical combat while also introducing an engaging downtime and negotiation system to keep the story moving, while also letting the players fully enjoy roleplay outside of combat. This Table will use the beginning of the Intro Adventure, the Delian Tomb, which is designed to teach people to run and play the system. We hope to see you there. Everything will be provided for players; you only need to bring yourself.

Saturday 2:00-6:00 Cermak
SPARKS: 12A: Discovery Round 1
Sunday 8:30-12:30 Cermak
SPARKS: 12B: Discovery Round 2
Sunday 1:00-5:00 Cermak
SPARKS: 12C: Discovery Round 3
****Limited Capacity seats available****

The reconnaissance cruiser Discover is sitting at dry dock waiting for someone to haul her out to her graveyard. The rebel High Command has a much better idea, however, as our PC's are assigned the task of finding a way to retrieve the cruiser for the rebel alliance. Round 1 of 3. Game Base 7's WEG ongoing Star Wars campaign. Start a character or bring an existing Sparks character. Written by: Jim Mills, J. Stein and J. Cannon; Sponsored by: Game Base 7

Saturday 2:00-6:00 Cermak
SPARKS: 184: Garrison of Alderaan
****Limited Capacity seats available****

Whatever happened to the Imperial Garrison on Alderaan? Follow the trail of 4 pilots who say they were there and want to defect. Of course Rebel Intelligence thinks it's a trap; better send someone to spring it. Game Base 7's WEG ongoing Star Wars campaign. Start a character or bring an existing Sparks character. Written by: D. Hird; Sponsored by: Game Base 7; Available for Replay

Saturday 7:00-9:30 Cermak
Blood on the Clocktower: Nothing Gold Can Stay
****Limited Capacity seats available****

Death comes for everyone in Ravenswood Bluff — but in this haunting Blood on the Clocktower script, it's the key to everything. Nothing Gold Can Stay turns tragedy into strategy, as every death reveals a clue, a whisper, or a secret

that might save the town... or doom it. Can you piece together the truth before the final bell tolls for you? If you've never played, Blood on the Clocktower is a thrilling social deduction game of lies, logic, and deception where good and evil battle in a web of secrets and suspicion. Every player has a unique ability, and even when you die, you're never out of the game — your voice, your clues, and your ghostly influence still matter. In this custom, convention-exclusive script, the truth hides among the fallen. Will you solve the mystery... or be the next to fall when nothing gold can stay?

Saturday 7:00-11:00 Spring Room
SPARKS: Shore Leave
****Limited Capacity filling up****

It is time for some R & R away from the Rebel Alliance. Head out on your own or with a group on posted jobs, bounties, and other activities. Get in a little training or just brush up on your social skills. This is a loosely structured Personal Initiative driven event.

Players must have an existing Sparks character for this event. Game Base 7's WEG ongoing Star Wars campaign.

Saturday 9:00-11:59 Spring Room
Chaos at the Red Dragon Inn: Charity Card Clash!
Grab your luck, sharpen your wits, and prepare for mayhem at the Red Dragon Inn! Join Wolf Den Gaming for a **\$5-per-player** charity tournament full of scheming, bluffing, and outrageous antics. Prizes await the cleverest, sneakiest, and luckiest competitors, so bring your game face (and maybe a sense of humor). Come for the cards, stay for the chaos, and help support a great cause while reveling in the Inn's legendary madness!

Saturday 9:30-11:59 Cermak
Blood on the Clocktower: Down on the Dark Carnival Midway
****Limited Capacity seats available****

Step right up! Enter the Dark Carnival, a Blood on the Clocktower script full of thrills, secrets, and spectacle. Meet the Wizard who grants your darkest desires, the Fortune Teller who knows more than they should, the daring Acrobat who might tumble at any moment, and the local Barber — who may have more than scissors in mind. Can you survive the twists of the Mirror Maze and make it out alive? For newcomers, Blood on the Clocktower is a social deduction game where good and evil clash in a web of secrets, strategy, and deception. Every player has a unique ability, and even if your character “dies,” your influence shapes the story until the very end. Come test your cunning and see if you can navigate the chaos of the Dark Carnival!

Sunday 8:30-12:30 Cermak
SPARKS: 251: Bleeding Lines
****Limited Capacity seats available****

Someone once said Logistics can save or destroy you. The sector has been having issues recently with supplies, and command wants you to fix some of it. Game Base 7's WEG ongoing Star Wars campaign. Start a character or bring an existing Sparks character. Written by: S. Holder; Sponsored by: Game Base 7; Available to Replay

Sunday 11:00-3:00 Spring Room

Halo: Flashpoint Demos

The Spartans are mobilizing! Join us for a hands-on introduction to Halo: Flashpoint, the official tactical miniatures game from Mantic. This event is entirely free and casual. Our staff will walk you through the intuitive rules, teaching you how to command your Spartan Fireteam or Covenant forces in tense, 60-90 minute skirmishes. If you love the Halo universe and are looking for a tactical tabletop experience that's easy to learn but challenging to master, stop by and test your skills! NEW PLAYERS WELCOME Hosted by Grogard Games

Sunday 1:00-5:00 Cermak

SPARKS: 237: Help's on the Way

****Limited Capacity seats available****

After Imperials breakup negotiations between the Rebellion and a potential ally, our operatives come across a distress call. Will our heroes answer the call? Perhaps they can salvage a victory from the jaws of defeat. Game Base 7's WEG ongoing Star Wars campaign. Start a character or bring an existing Sparks character. Written By: J. Griesel; Sponsored by: Game Base 7; Available for Replay

LARP

Welcome to Tijoros in the year 2100!

Step into the future with this interactive game, where one of your party is selected for termination! Protect them from a highly advanced cyborg assassin. Survive to protect the timeline from being overtaken by artificial intelligence.

In this LARP, we offer multiple characters, not just a default adventurer. Be a Sharpshooter, Warrior, or Artificer to navigate combat against an enduring assassin and overcoming tech challenges.

Overcome dangerous combat, secure your timeline and, more importantly, win prizes!

45 Minute Adventure

****Limited Capacity seats available****

Saturday

- 10:00-11:00
- 11:00-12:00
- 1:00-2:00
- 2:00-3:00
- 3:00-4:00
- 4:00-5:00
- 7:00-8:00
- 8:00-9:00
- 9:00-10:00

Sunday

- 10:00-11:00
- 11:00-12:00

Welcome to Tijoros in the year 2100!



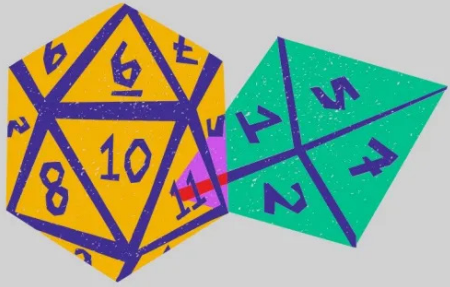
45 Minute Adventure!



As you step into the future with this interactive game, one of your party is selected for termination!

Protect them from a highly advanced cyborg assassin, Survive to protect the timeline from being overtaken by artificial intelligence!

SOLVE PUZZLES AS A TEAM!



Win prizes!



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APRIL 2^{1/2}-5, 2026 EASTER WEEKEND

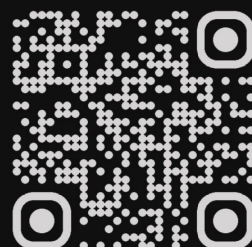
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