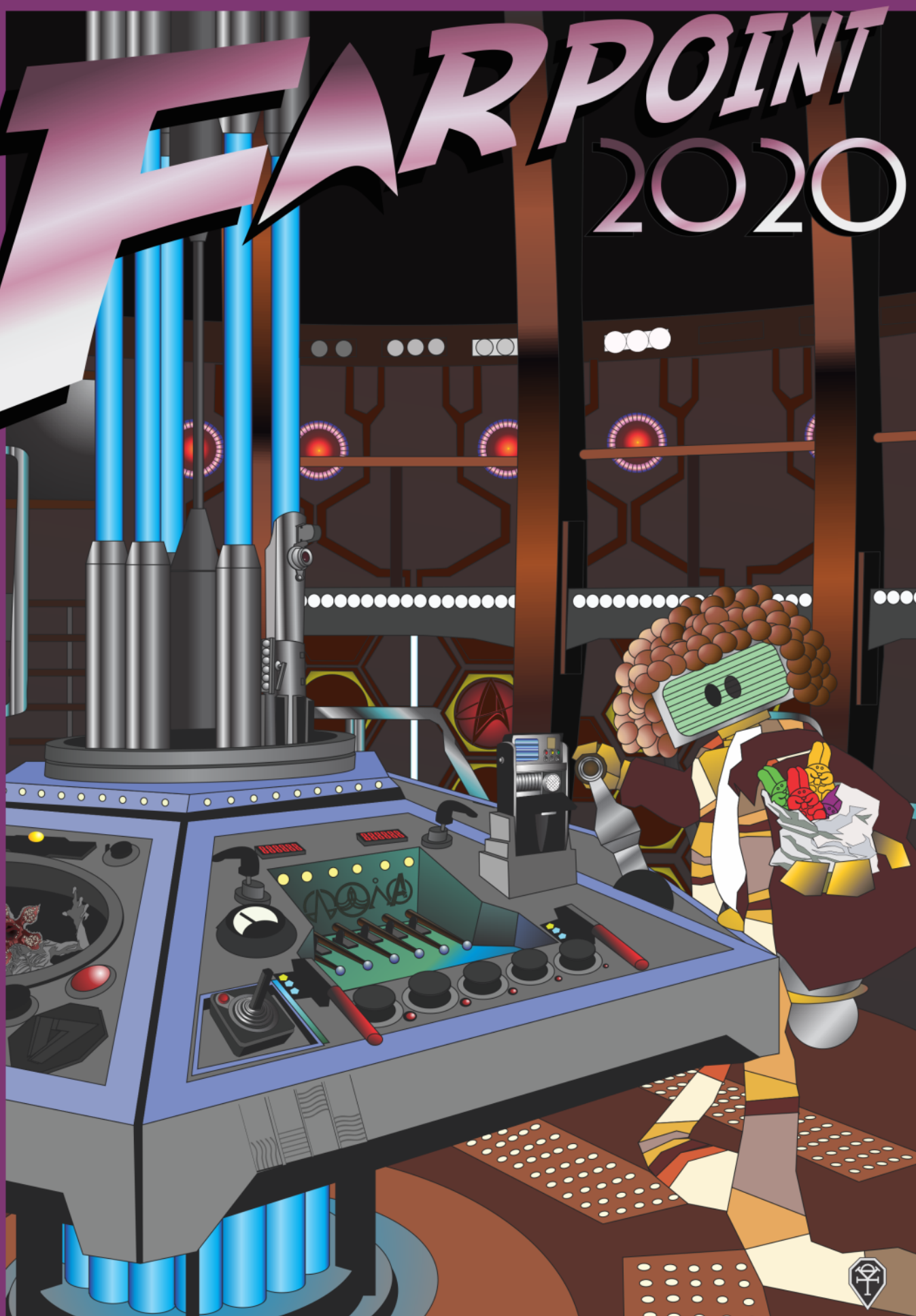


FARPOINT 2020



Farpoint Rules and Policies

Convention Attendance:

1. Farpoint is a public event and will take place regardless of weather or travel conditions. Convention membership tickets are non-refundable. Attendees may re-sell or gift tickets privately, with notice to Farpoint of the registration name change.

2. Seating is on a first-come, first-served basis in all programming rooms. There is disabled Attendee and VIP (Guests and Staff) seating available in the ballroom. Please observe all reserved signs for these seats.

3. Purchase of a convention membership ticket does not guarantee a Guest's autograph. Attendees are responsible for attending the scheduled autograph session(s) to secure a Guest's autograph.

4. You must wear your Farpoint badge to gain admittance to all convention areas. Badges are non-transferable. Lost badges will be replaced for a \$20.00 fee with proper photo identification.

Hotel:

1. Causing a disruption in any part of the hotel (rooms or convention areas) is grounds for expulsion without a refund from the convention. Farpoint and the Delta Hotel has sole discretion in determining the severity of the disruption.

2. All smoking is prohibited in the hotel (tobacco products, e-cigarettes and vaping). Attendees should use designated smoking areas on the lobby level outside the hotel, which comply with Maryland requirements that smoking areas be 15 feet away from building entrances/exits.

Conduct:

1. Farpoint does not tolerate harassment of Attendees, Staff, Vendors/Dealers or Guests by any other Attendee, Staff, Vendor/Dealer or Guest. This includes, but is not limited to:

- Stalking
- Intimidation
- Offensive Verbal Comments
- Physical Harassment and/or Unwelcome Physical Touching or Attention
- Symbols or Statements of hate toward, but not limited to, a person's Race, Color, National Origin, Gender, Sexual Orientation, Age, Body Size, Disability, Appearance or Religion

2. The above harassing actions, symbols and/or statements are also not permitted as part of a presentation, panel, exhibit, show or cosplay. Farpoint in its sole discretion will determine if a harassing action or statement has occurred or symbol has been used. Farpoint Staff will take prompt action in any form deemed appropriate toward anyone found in violation of this policy, which can range from asking an Attendee, Staff or Guest to leave the convention floor for a specified time up to expulsion from Farpoint Convention with no refund or a lifetime ban from the convention.

3. Any Attendee, Staff, Vendor/Dealer or Guest experiencing an uncomfortable or unsafe situation is asked to bring the matter to the nearest Farpoint Staff member, identified by their convention badge. They will be escorted to the convention operations office to make an official report. Attendees, Staff, Vendors/Dealers and Guests may also go directly to the convention operations office, located in the Pimlico Room around the corner from Convention Registration on the lower level, as circumstances dictate. After making a report, Farpoint Staff will contact local law enforcement or medical assistance, provide an escort, offer a safe place and/or otherwise assist the Attendee, Staff, Vendor/Dealer or Guest to feel safe for the remainder of the convention.

4. Overtly sexual imagery and language is not appropriate except during events or panels specified as covering adult topics that are open only to Attendees over 18 years of age. Attendees violating these rules may be expelled from Farpoint without a refund at the discretion of the co-chairs and/or committee.

5. Convention Attendees are expected to follow Maryland's Drug and Alcohol Abuse laws. The drinking age in Maryland is 21. Violation of these laws will result in immediate expulsion from the convention. The Delta Hotel requires all alcohol consumed in the bar, restaurant or convention space be served by hotel employees. Outside purchase alcohol must be consumed in the privacy of the Attendee's room.

6. Parents are responsible for the behavior of their minor children. If a child is seen behaving in a disruptive manner or in a way that might cause harm to themselves or others, Farpoint reserves the right to ask that the parent accompany the child when in convention areas.

7. Attendees should be aware that convention activities are often videotaped or photographed by other Attendees and the press. The photographer should ask for your permission prior to taping or photographing you at the convention. Attendees should be aware that they may appear in the background of someone else's video or photo and are responsible for notifying that photographer if they do not wish to be included in the image.

8. Celebrity Guests' contracts may prohibit videotaping of their stage appearance. An announcement will be made from the stage prior to the celebrity's appearance. Videotaping of other programming events is subject to the approval of the convention and person(s) on stage.

9. Video and still cameras may not be used to capture images in the Art Show or Dealers Rooms.

10. Requesting a Guest's personal information is considered a privacy violation and is grounds for expulsion from the convention. Examples include an Attendee asking a Guest for their hotel room number, travel itinerary or other contact information that the Guest considers private.

11. On-stage presentations of gifts or awards to or by an Attendee or Guest must be pre-approved by the Farpoint co-chairs. Making a presentation without this approval is grounds for expulsion from the convention.

12. No gunplay or swordplay is allowed at any time unless it is taking place at a demonstration event scheduled by the convention. All weapons must remain holstered or sheathed. Staff members may ask to inspect your weapon to verify it is a prop. When this happens, your weapon will be marked with a removable marker, such as a zip tie, to identify that the inspection has occurred. Items considered weapons include but are not limited to: paint ball or splatter guns; prop, blank or cap guns; laser tag guns; swords, lightsabers and similar articles with edges, blades and/or projectile capability. Laser target designators or laser pointers are not allowed in the convention areas (except as used by Guest speakers during a presentation) as they can cause injury if not used properly.

Service Animals and Pets:

1. The Delta Hotel allows pets in the sleeping rooms per their policy found online at <https://www.marriott.com/hotels/fact-sheet/travel/bwidth-delta-hotels-baltimore-hunt-valley/>. This policy limits Hotel Guests to 1 pet per room (pet maximum weight 50 pounds) with a non-refundable \$75 fee per stay. The animal must not be left unsupervised in the sleeping room or the convention levels and must be on a leash when not in the sleeping room.

2. Animals are not allowed on the convention levels except for Americans With Disabilities Act (ADA) service animals. Service animals must be leashed and always wear proper identifying tag, collar or vest on the convention levels. The ADA allows for trained service animals to accompany their matched partner in a place of business. Per the ADA, service animals are:

- individually trained animals matched with a specific disabled person to perform assistance tasks for that person; and
- working animals, not pets

The following animals are not considered service animals per the ADA and not allowed on the convention levels:

- household pets
- animals in training to be service animals who are not accompanying their matched partner; and
- animals used for emotional support or easing anxiety

This rule also applies to Search and Rescue (SAR) animals in training. A SAR animal is trained in public at either organized training events or only after permission is granted by the owners of the public premises for the training to take place. The hotel will not grant such permission unless the public event is an SAR training event or demonstration, which Farpoint is not.

3. All service animals on the convention floor are expected to behave in accordance with their training. Farpoint and the Delta Hotel will request the animal be removed if an animal becomes disruptive to the proceedings, to include (but not limited to) the following:

- Barking, growling, biting or snapping at Attendees, Staff, Vendors/Dealers or Guests
- Jumping on Attendees, Staff, Vendors/Dealers or Guests
- Knocking over, chewing on or otherwise damaging hotel or convention floors, furniture, equipment, displays and signage, including that of Guests, Vendors/Dealers and exhibitors
- Urinating or defecating on hotel or convention floors, furniture, equipment, displays and signage, including that of Guests, Vendors/Dealers and exhibitors
- Running loose on the convention floor and otherwise not staying with their matched partner while attending the convention

4. The seating area for disabled Attendees in the Valley Ballroom for main programming will include specified seats with enough floor space for an Attendee to keep their service animal safely next to them and out of the way of foot traffic. Attendees with service animals who do not utilize this reserved seating may be asked to re-locate to this specific area and/or leave the ballroom if the Attendee places their animal in a way that blocks foot traffic or causes a tripping hazard for Staff, Guests and Attendees.

5. Anyone experiencing an issue with an animal in the convention areas is asked to go to the Con Operations office in the Pimlico Room, the Registration Desk on the lower level of the convention center or the Information Desk on the upper level of the convention center and ask for a convention chair to be contacted.



Welcome to Farpoint Convention 2020!

2019 was both a sad and exciting year. On the sad side, we lost many wonderful friends from our fan community, whose contributions made fandom a better and happier place. Please take a moment to remember them during the weekend and hug friends still with us a bit tighter.

Our exciting news for this year is the establishment of the Farpoint Foundation, a non-profit with the mission to promote the cultural and educational advancement of literary, graphical, musical and theatrical art forms inspired by science fiction, fantasy, comics, anime, horror and all realms of the imagination in the

community at large. Please stay tuned for more exciting news about Farpoint Foundation in 2020. We hope this new initiative will expand our continuing support of the fan and creator communities.

Science fiction fandom is a real-life example of the Star Trek philosophy of Infinite Diversity in Infinite Combinations (IDIC). Coming together at conventions is a way to keep in touch with friends and learn from each other while also having fun. We are happy to see you at our 27th Farpoint Convention and hope you have a wonderful time this weekend. It is important to us that every one of our members feels safe and secure while they are with us. Stop by our Information and Helpers desk if you have any questions or require assistance during the weekend.

We are thrilled to welcome Penny Johnson Jerald, Anthony Montgomery and Mary Chieffo as our actor guests for 2020. They and all of our guests will be available throughout the weekend to meet with our convention members. There are activities of all kinds happening this weekend: panel discussions, games, costuming, films, live performances, dancing, singing & more. Stop by our art show and dealers room to pick up that perfect addition to your collection. Take a break in the con suite and enjoy a snack. Learn something new at a science presentation, writing workshop or costuming workshop. We hope you enjoy yourself at the activities you choose to participate in and invite you to consider submitting ideas for activities at future conventions. Our best ideas come from our members and we love to include you in our programs.

Thank you for supporting your friendly neighborhood Farpoint Convention!

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

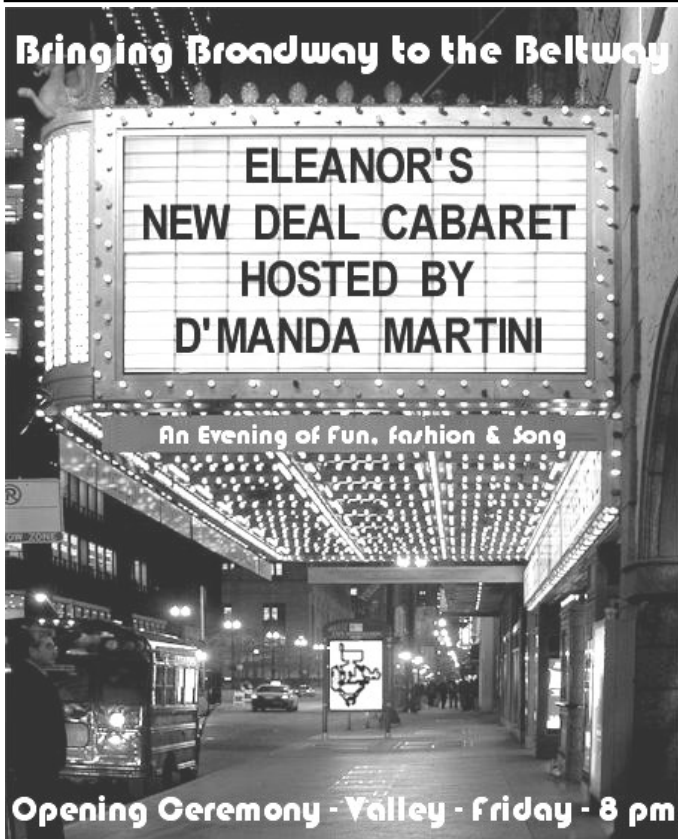


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In Memoriam



Lewis G. Aide

At 1701 hours, 26 September, 2019, Lewis G. Aide, West Point graduate, IT Wizard, Convention Magician and actual magician, first responder, senior center volunteer and NeighborRide driver, left this life.

And he left it better than he found it.

Lew joined the ClipperCon committee in 1987, after retiring from the Army and settling in Columbia, Maryland. He co-ran films (yes, actual 16MM!) until the tech crew discovered he knew video technology, and he became a fixture in the back of the main ballroom at ClipperCon, OktoberTrek, Farpoint and Shore Leave.

Lew was a lifetime member of Farpoint from the beginning, a generous donor to our charities, and once or twice our "bank" when disaster struck and finances got tight. He provided IT support to the Baltimore fan community at large, and was ready to help in a pinch whenever and wherever needed.

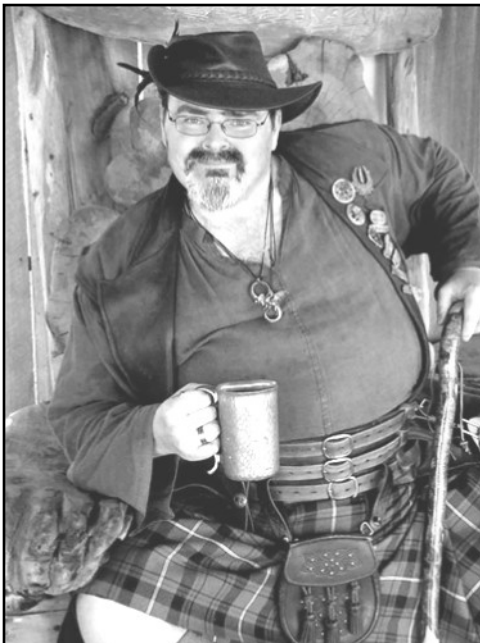
Lew was especially proud of his video work—filming the wreck of the Titanic underwater with a giant Trek comm badge on its prow; creating cgi-animated stargates, green screen Klingon weather reports, and even putting a shaggy X-Men's Beast in Frasier Crane's radio booth. He also directed the short features "The Mad Mad Mad Mad Professor" and a segment for "Survivorman," which

aired in part on Discovery Channel.

The Farpoint Committee can think of no more fitting candidate than Lew to receive, posthumously, the 2020 Volker/McChesney Award.

Safe travels, dear friend.

In Memoriam



Todd Brugmans

On September 26, 2019, we were stunned at the passing of friend and renowned artist, Todd Brugmans. An enthusiastic member of the Farpoint family and the east coast convention scene, Todd was unfailingly generous with his time and talents and his absence leaves a painful void in our community.

Todd graduated in 1993 with a Bachelor of Arts Degree from Kean University and brought his personal style, love of science fiction, and humor to a multitude of projects. Besides creating art, certificates, promo material, and chapter logos for fan groups, much which is still in use today, he was Farpoint's Artistic Director since 2010. In 2009 he created the Fully Automated Robot Participant, or FARP, our mascot, whose adventures have graced our program book covers and illustrated our program tracks ever since. This year's cover represents his very last piece of original artwork for any science fiction convention.

Todd provided cover art for several local authors and published a comic book, *Beware the Ides of March of the Penguins*, with his RenFaire cohort Willy Shakespeare.

Always willing to help with worthy causes, Todd's work has been featured in charity auctions and fundraising efforts for groups such as the Julian Fleming Memorial Fund. Todd produced, at his own expense, a run of FARP pins sold at local cons to benefit JFMF. In 2016, he received the Volker/McChesney Award

for Service to Fandom.

Todd is survived by his beloved wife Annie and we can only extend our deepest sympathies. Todd will be fondly remembered and sorely missed.

Guest Biographies



Mary Chieffo

The daughter of actors, Mary Chieffo was born in Los Angeles, California. She made her acting debut at three years old in the Sandra Bullock directed short film *Making Sandwiches* which premiered at the Sundance Film Festival. She received her Bachelor of Fine Arts from Juilliard in 2015, winning the Elizabeth Smith Voice and Speech Prize and the Saint-Denis Prize for "Outstanding Achievement and Leadership in Drama." One of her classmates was future *Star Trek: Discovery* castmate Mary Wiseman.

In her fourth year, she took on the title character in Erica Schmidt's all-female *Macbeth*, reprising the role with Schmidt in 2016 for Seattle Repertory Theatre's *The Other Season*. After portraying Iago in October 2015 for Harlem Shakespeare Festival's all-female *Othello*, Mary participated in workshops of *Lover, Beloved: An Evening with Carson McCullers* — a one-woman show written by Grammy Award-winning Suzanne Vega and Tony- and Grammy Award-winning Duncan Sheik. She performed the piece at the Sherry Theatre in LA and at the Alley Theatre in Houston, TX in March and August of 2016.

In 2012 Mary appeared opposite Academy Award-winner Octavia Spencer and Frances Fisher in *The Perfect Fit*, directed by her mother Beth Grant and

winner of the Audience Award at the SoHo International Film Festival and Best Ensemble Award at Women's Independent Film Festival.

Mary stars as Jane in the upcoming web series *Digital Detox* — a futuristic rendering of Charlotte Perkins Gilman's short story "The Yellow Wallpaper" — opposite her fellow Juilliard classmate Justin Lawrence Barnes, directed by Amber Benson (*Buffy The Vampire Slayer*).

Mary has become known internationally as the Klingon Commander L'Rell on *Star Trek: Discovery* — a strong, smart female warrior struggling to reunify the Klingon Empire, a particularly patriarchal alien society. She hopes to use her newfound platform to bring about greater intersectional gender equality in front and behind the scenes in the entertainment industry and beyond. To that end, Mary is currently producing, writing, and starring in a feminist, gender, and color conscious Shakespeare adaptation alongside Viola Davis and Julius Tennon's JuVee Productions. She is thrilled to reveal more details about the project soon!



Derek Tyler Attico

Derek Tyler Attico is an author, photographer and former cable-TV production editor. He is a two-time winner of the *Star Trek Strange New Worlds* anthology, his essays have appeared in *Star Trek* magazine, and he is a contributor to *Star Trek Adventures*. An avid reader, Derek enjoys exploring the possibilities of humanity's future while studying our past.

Derek lives in New York City where he has escaped the captivity of the corporate world and is now loose on the plains of imagination with his weapons of choice — a pen and a camera. Find him at derekattico.com or follow him on Facebook (derek.attico), Instagram (dattico), or Twitter (@DAttico).



T. Eric Bakutis

Award-winning author and game designer T. Eric Bakutis has won at least two of his awards at Farpoint, placing twice in its attending author short story contest. He also recently won a GLAAD award (along with his team) for his work in the videogame industry and has been working as a professional videogame designer for over ten years. His latest grimsnark sci-fi thriller, *Supremacy's Bounty*, is best described as "The Mandalorian meets Xena: Warrior Princess", and Don Sakars at *Analog Science Fiction and Fact* had some nice things to say

about his prior two books, *Supremacy's Shadow* (best described as violently explosive nonsense) and *Loose Circuit* (a cyberpunk police procedural involving waifu parlors and the Russian mob).

Eric's story from last year, "Going Interstellar", is right here in the program book, if you're looking for something to read between panels. If you enjoy that story, and if you enjoy explosions followed by feelings and then more explosions, you can read free excerpts from Eric's other books at tebakutis.com. If you prefer your explosions in audio, *Supremacy's Shadow* is also available through ACX, narrated by the ridiculously talented Mark D Delgado. And, of course, if you don't like any of those things, Eric also has a bunch of free fantasy/scifi/cyberpunk short stories on his blog, 1500wordstories.wordpress.com.

When not writing, Eric is probably in Skyrim VR.



Diane Lee Baron

Diane Lee Baron is the author of *Gal Wonder* (FireBringer Press, 2017). This contemporary novel tells the story of a kindergarten teacher who becomes obsessed with her memories of the 1966 television *Batman* show and how all her friends indulge her in her quest to meet Adam West. Her non-fiction project, *The Fandom Fifty: 50+ Fascinating People of the Maryland Science Fiction Conventions*, debuted at Shore Leave 2019 and includes interviews of committee members, authors, artists, costum-

ers, techies, superfans, entertainers and more from the Farpoint, Shore Leave and Balticon conventions.

Diane warps into the science fiction realm with the upcoming *When the Skies Fell*, featuring an alien invasion and two strangers fighting for survival in a world of chaos and devastation. There are more than a few nail-biting scenes, but in the midst of it all, there is the human connections and the triumph of the spirit under impossible circumstances.

Diane teaches students having visual impairments in Montgomery County and lives in Columbia, MD.



Dr. David A. Batchelor

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

Guest Biographies

be encountered by NASA science satellites, space probes, and manned space missions) from 2006 to the present. He also has served as an adjunct Associate Professor at the University of Maryland University College, where he taught "Introduction to Physical Sciences" for six semesters.

His article "The Science in Star Trek" (www.nasa.gov/topics/technology/features/star_trek.html) is the most-read article about its topic on the Internet and has been widely republished. Consequently he has been consulted on futurist topics by Wired Online, *The Economist*, *Star Trek Communicator*, *The San Francisco Chronicle*, National Geographic Online, *NBC Nightly News*, *Fortean Times*, and numerous other publications. In 2017 he was a Skype guest on the *Star Talk* television show, along with William Shatner. His first science fiction novel, *The Metalmark Contract*, was published in 2011 by Black Rose Writing, and he is currently working on the sequel. His third science fiction short story, "Hawking's Nightmare," was published in the February 2019 issue of *Communications of the Association for Computing Machines*. He and his wife Laurie recently celebrated their 42nd wedding anniversary. Laurie has worked at NASA Goddard for 20 years in astronomy and Earth science satellite data support for scientists. They have both been attending Cons since 1990.



Dr. Arnold T. Blumberg

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

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

Speaking of the land of the undead, he co-authored *Zombiemania* (one of the first exhaustive guides to zombie cinema) and appears in film (*Doc of the Dead*, *The Walkers Among Us*), on TV, radio, and online venues, as well as contributing to books like *Triumph of the Walking Dead*; *Braaaaaaainnnss!!: From Academics to Zombies*; *The Undead and Theology* (which was nominated for a Stoker award), and *The Written Dead*.

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

See our Online Guide at:
myconschedule.com/farpoint2020



Dr. Padi Boyd

Padi Boyd is the Chief of the Exoplanets and Stellar Astrophysics Laboratory in the Astrophysics Science Division, and the Project Scientist for the Transiting Exoplanet Survey Satellite (TESS) Mission (a NASA Explorer Mission launched in 2018). She has been at Goddard since 1993, when she was a USRA visiting scientist with the High Speed Photometer and Polarimeter Team aboard the Hubble Space Telescope, studying the optical and ultraviolet polarization seen in X-ray binaries, pulsars and active galaxies.

In 1995, Boyd joined the Monitoring X-ray Experiment team, an X-ray all-sky monitor that was in development and testing as part of the Russian-led Spectrum X-Gamma mission. In 1997, she joined the Rossi X-ray Timing Experiment Guest Observer Facility performing science support for that mission. From 2003 to 2008, she managed that facility, as well as the Swift Science Center.

Padi spent a two-year detail at NASA Headquarters in Washington as the program scientist for the Kepler mission. While at NASA Headquarters, she was also the NASA point of contact for the MOST U.S. Guest Observer program and also served as a discipline scientist for X-ray and gamma-ray astronomy. She was also the Program Officer for the Origins of Solar Systems Exoplanets program.

Since returning to Goddard in 2010, she has held a number of positions including Deputy Project Scientist for Operations of the Hubble Space Telescope, Associate Chief of the Astroparticle Physics Laboratory, Acting Deputy Director of the Astrophysics Division, and Associate Director of the Astrophysics Division.

Her research interests focus on applying traditional and novel time series and spectral analysis techniques to uncover the drivers of stellar variability, and accretion in compact binaries and active galaxies, using data from a variety of space telescopes.



TA Chafin

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

Currently, he makes his living in the gambling community – on the house end, not as a player – and continues to lecture at conventions around the country about *Star Wars*, *Doctor Who*, and a myriad of other genres.



Russ Colchamiro

New or premiering book at Farpoint

Russ Colchamiro is the author of the rollicking space adventure, *Crossline*, the zany sci-fi backpacking series *Finders Keepers*, *Genius de Milo*, and *Antapalooza*, his newest project, *Murder in Montague Falls*, a noir novella collection, and was editor of the sci-fi mystery anthology, *Love, Murder & Mayhem*, all with Crazy 8 Press.

Russ has contributed to several other anthologies including *Tales of the Crimson Keep*, *Pan-gaea*, *They Keep Killing Glenn*, *Altered States of the Union*, *Thrilling Adventure Yarns*, *Brave New Girls* vols. 3&4, *Camelot 13*, *Footprints in the Stars*, and *TV Gods 2*.

He is now finalizing the first in an ongoing SFF mystery series featuring his hard-boiled private eye Angela Hardwicke and has several other projects in the works.

Russ lives in New Jersey with his wife, their twin ninjas, and their crazy dog, Simon. For more on Russ's works, visit www.russcolchamiro.com, and follow him on Facebook, Twitter (@AuthorDudeRuss) and Instagram (@AuthorDudeRuss).



Michael Critzer

New or premiering book at Farpoint

Michael is the author of *Heroic Inspirations*, an exploration of superhero stories and the life lessons we can draw from them. Michael's short fiction appears in a number of literary magazines and genre anthologies. As a cultural studies scholar, he has presented at academic conferences on the cultural and psychological roles superheroes play in our society. To that end, he is the Professor Geek behind the so named YouTube channel and one of the hosts of podcasts *Superman Lives* and *Holy Roman Fanboys: The Geek Shall Inherit the Earth*. When all of that play is done, he teaches writing, rhetoric and American literature at James Madison University. Subscribe to him on YouTube at Professor Geek. Follow him on Twitter @MichaelCritzer and on facebook at facebook.com/AuthorMichaelCritzer.

**GREETINGS,
GALACTIC TRAVELLER!**



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THAT THE
DISCERNING SHOPPER
VISIT THE
DEALERS ROOM**

HOURS:
FRI 3PM - 7PM
SAT 10AM - 6PM
SUN 10AM - 3PM

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GAMES • TOYS • AND MORE!**

Guest Biographies



Penny Johnson Jerald

Born in Baltimore, Maryland, Penny Johnson trained at the Juilliard School. She began her career with small guest roles, appearing in *The Paper Chase* (1984-86), *General Hospital* (1986), and *Do the Right Thing* (1989) before playing the title character's unflappable personal assistant, Beverly Barnes, on *The Larry Sanders Show*. Throughout the 1990s, Jerald guest starred in several television series, including *Parker Lewis Can't Lose*, *Star Trek: The Next Generation*, *Grace Under Fire*, *Cosby* and *Family Law*.

Following *Larry Sanders*, Penny appeared in the 1997 film *Absolute Power* and on *Star Trek: Deep Space Nine* playing freighter captain Kasidy Yates, the love interest for the series' main character Benjamin Sisko, a recurring role which she played from 1995 to the show's end in 1999. During those years, she also had a recurring guest role on *ER* as Lynette Evans, appeared as Roscoe Dellums in the Emmy Award-winning TV movie *The Color of Friendship*, and guest starred on *Frasier*, *The Practice*, *Touched by an Angel* and *The X-Files*.

Penny's arguably most-recognized role came in 2001 with the Kiefer Sutherland-led Fox series, *24*, playing Sherry Palmer, wife of Senator David Palmer. She appeared in all but two of the first season episodes and multiple episodes of the

second and third seasons. In 2003, Penny portrayed Condoleezza Rice in *DC 9/11: Time of Crisis*, a TV movie about the September 11 attacks in 2001, reprising the role in the miniseries *The Path to 9/11* in 2006.

Penny guest-starred on the sitcom *Eve*, playing Shelly's mother Beverly in four episodes, and on three episodes of the sci-fi series *The 4400*. Penny had a recurring role on ABC's *October Road* for the 2007-08 season. She also had guest appearances on Tyler Perry's *House of Payne*. She joined the cast of ABC's *Castle* in its fourth season as the new captain of the 12th Precinct, Victoria "Iron" Gates. She remained with the role through 2015; during this time, she also voiced the character Amanda Waller in the animated *Justice League: Gods and Monsters Chronicles*.

In 2017, Penny was cast as Dr. Claire Finn in Seth MacFarland's *The Orville*. The show's first 2 seasons aired on the FOX network and the cast is currently filming the third season which will be aired on the HULU streaming service. She returned to the world of animation as well, this time voicing Serafina in 2019's *The Lion King*.

Penny teaches acting workshops and produces and directs for Outreach Christian Theater Company, which she and her musician husband Gralin Jerald founded in 1994.



Jessica Crouse

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



Dame Dahlia

Pam Smith (Dame Dahlia) is a cosplayer from central Pennsylvania. She is originally from Dallas, Texas, and studied vocal performance at the University of North Texas focusing on opera and musical theater. She is a veteran of the United States Air Force and studied political science at Fort Hays State University where she focused on civil rights and liberties. As an advocate for the LGBTQ community, she speaks on civil rights and volunteers at the Central PA LGBT Center as well as performing with the Central Pennsylvania Womyn's Chorus. She also volunteers with the charity group Central PA Avengers, a volunteer team of cosplayers who partner with nonprofits, libraries, and other charity groups to bring smiles to kids and adults alike.



Kathleen O'Shea David

Kathleen O'Shea David started working with puppets when she was 2 and over 40 years later she is still "wiggling dolls" for fun and profit. Along the way she picked up a quite few more skills and careers. She has done just about everything from cancer research to rock and roll. Some of her favorite jobs have been in puppetry, theater, and publishing. With her husband Peter David, she adapted the first four issues of the Japanese Manga *Negima*. She is a published writer with a *Doctor Who* story in the Big Finish anthology *Short Trips: Qualities of Leadership* among others. She worked on *Star Wars: The New Jedi Order* with Shelly Shapiro. She has had a number of short stories in published in various anthologies. Her costumes have won awards at various science fiction conventions both for performance and workmanship. She has also created costumes for film and stage. She is a former employee of the Center for Puppetry Arts in Atlanta. Her puppets are in collections all over the world. She created the series *Headcases* with her husband



Peter David

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



Keith R.A. DeCandido

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

Recent and upcoming work includes the *Alien* novel *Isolation*; serialized stories set in the world of the game *Summoner's War*; *Mermaid Precinct*, the fifth novel in his fantasy/police procedural series; four new novellas in the *Super City Cops* series; *A Furnace Sealed*, the first book in his new urban fantasy series that takes place in his home borough of the Bronx, New York; and short stories in *Across the Universe*, *Footprints in the Stars*, *Brave New Girls: Adventures of Gals & Gizmos*, *Thrilling Adventure Yarns*, *Un-*



Guest Biographies

earthed, and *Release the Virgins!* He writes regularly about pop culture for Tor.com and also on Patreon.

Keith is also a third-degree black belt in karate (he not only trains regularly, but also teaches to both kids and adults), a professional musician (currently percussionist for Farpoint musical guests, Boogie Knights), and a professional editor of more than 25 years' standing to clients both personal and corporate. Find out less at his mediocre web site at DeCandido.net.



Mary Fan

New or premiering book at Farpoint
Mary Fan is a YA and SFF author hailing from Jersey City. Her books include *Stronger Than a Bronze Dragon* (YA steampunk fantasy, Page Street Publishing), the *Starswept* series (YA sci-fi, Snowy Wings Publishing), the *Fated Stars* series (YA fantasy, Snowy Wings Publishing), the *Flynn Nightsider* series (YA dark fantasy, Crazy 8 Press), and the *Jane Colt* trilogy (space adventure, Red Adept Publishing).

She is also the co-editor of the *Brave New Girls* sci-fi anthologies about tech-savvy teen heroines (proceeds from sales are donated to the Society of Women Engineers scholarship fund). Her short works have been featured in numerous anthologies, including *Thrilling Adventure Yarns* (Crazy 8 Press), *Love, Murder & Mayhem* (Crazy 8 Press), *Murder at Midnight* (Snowy Wings Publishing), and *Mine!* (ComicMix). In addition, she is the co-editor of Crazy 8 Press's upcoming anthology, *Bad Ass Moms* (due out July 2020).

When she's not writing, she can usually be found splitting bags at the kickboxing gym, tangled up in aerial silks, or singing too loudly at choir rehearsal. Find her online at MaryFan.com and on Facebook, Twitter and Instagram (@astralcolt).



Emily Finke

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



Kelli Fitzpatrick

Kelli Fitzpatrick is an author, educator, and community activist based in mid-Michigan. Her *Star Trek* story "The Sunwalkers" won the Strange New Worlds 2016 contest from Simon and Schuster. Her essays on *Star Trek* are online at StarTrek.com and Women at Warp, and she is currently writing for the *Star Trek Adventures* role-playing game from Modiphius. Essays on *Battlestar Galactica*, *Blade Runner*, and *Firefly* appear in print from Sequart and ATB Publishing. She is a strong advocate of the arts, public education, and gender rights and representation. Kelli can be found at KelliFitzpatrick.com and @KelliFitzWrites.



Dave Galanter

New or premiering book at Farpoint
Dave Galanter has authored (or co-authored with sometime collaborator Greg Brodeur) various *Star Trek* projects, including *ST: Voyager Battle Lines* and *The Next Generation* duology *Maximum Warp*. His solo projects include some short stories for the *ReDeus* series from

Crazy 8 Press, several *Star Trek* short stories, novellas and novels, including the original series novel *Troublesome Minds*, as well as his latest classic *Trek* book, *Crisis of Consciousness*, which was published in May of 2015. Dave lives in Maryland with his wife and family. Tweet him @DaveGalanter.



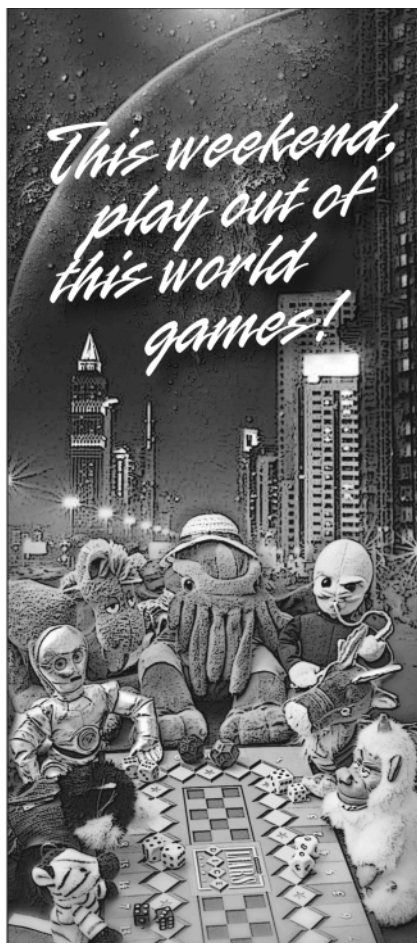
Allyn Gibson

The writer of Diamond Comic Distributor's monthly PREVIEWS catalog, Allyn Gibson writes about comic books, toys, and pop culture collectibles. He occasionally writes fiction, including "The Ginger Kid" in *ReDeus: Divine Tales* (Crazy 8 Press, 2012), a tale of a pitching phenom and a long-suffering baseball team in a world where gods walk the Earth; the acclaimed *Star Trek* short story "Make-Believe" in *Star Trek: Constellations* (2006); and the *Doctor Who* short story "The Spindle of Necessity" in *Short Trips: The Quality of Leadership* (2008). He has also penned articles for *Star Trek Magazine*. Get the latest on Allyn's life and times at allyngibson.com.



Phil Giunta

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



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Guest Biographies



Anthony Montgomery

Born and raised in Indianapolis, Indiana, Anthony Montgomery received a B.S. in Performance Theatre and Drama from Ball State University in Muncie, Indiana. He got his "big break" with a recurring role as George Auston on the WB television series, *Popular*. In 2001, Anthony landed the role as Ensign Travis Mayweather on *Star Trek: Enterprise*. For the next four years, Anthony piloted Enterprise's NX-01 into many adventures and into the hearts of loyal *Star Trek* fans around the world.

After taking time away from entertainment to focus on family, Anthony returned to acting in 2007 as Jay Brooks in the critically acclaimed independent feature film, *I'm Through with White Girls (The Inevitable Undoing of Jay Brooks)*. The next year, Anthony pursued a different artistic interest and released his debut Hip Hop music album, *A.T.* The album makes Anthony the first actor in the *Star Trek* franchise to release music in that genre. Anthony continues to record and do live performances when his schedule permits.

Returning to the camera early in 2009, Anthony guest starred on *NCIS*, *House*, and *Trust Me*. In 2010, he played Darryl Jenkins in the Queen Latifah produced TV movie *Single Ladies*, which became a series with Anthony reprising his role as a recurring character. Anthony also recorded and released the club hit,

"STIMULATION," which was featured on *Single Ladies* and has a video that debuted on VH1.com. He appeared on the soap opera *General Hospital* in 2011

Anthony added producer to his list of credits, taking the lead role of Cole Weathers in the independent suspense thriller *Chariot* (2013), which he co-produced with partners Eric Vale and Brad Osborne. In *Chariot*, seven strangers wake mid-flight with no idea how they got there or their destination. Cut off from the cockpit and with a dying smartphone as their sole source of communication, they learn the U.S. is under a devastating attack... and they might be the only survivors.

Anthony also launched his own sci-fi franchise *Miles Away*, beginning with a graphic novel about a teenage boy who develops a superhuman ability, finds alien battle armor, partners with a shadowy organization to battle evil, allies with alien refugees and falls into an interstellar war as he explores his family's dark past.

In 2015, Anthony returned to the daytime landscape of *General Hospital* as expert psychiatrist and government profiler Dr. Andre Maddox. He was nominated for a Daytime Emmy Award for the role in 2018. Most recently, Anthony has appeared in the independent feature film, *Truth* and had guest roles on *Magnum P.I.* and *Greenleaf*, and the movie *Carol's Christmas*. Another film, *Lost Girls: Angie's Story*, is in post-production for release in 2020.

Anthony has two children and resides in Los Angeles.

Phil's novels include the paranormal mysteries *Testing the Prisoner*, *By Your Side*, and *Like Mother, Like Daughters*, the last published in 2018 (all by Firebringer Press). Phil's short stories appear in such anthologies as *A Plague of Shadows* from Smart Rhino Publications, *Beach Nights* from Cat & Mouse Press, the *ReDeus* mythology series from Crazy 8 Press, and the *Middle of Eternity* speculative fiction series, which he created and edited for Firebringer Press. As a member of the Greater Lehigh Valley Writers Group (GLVWG), Phil also penned stories and essays for *Write Here*, *Write Now* and *The Write Connections*, two of the group's annual anthologies. He also served as chairman of the 2015 Write Stuff writers conference in Bethlehem, PA. Visit Phil's website: www.philgiunta.com Facebook: @writerphilgiunta Twitter: @philgiunta71. You can listen to *Testing the Prisoner* and *By Your Side* for free at Scribl: www.scribl.com/browse?au=1017.



Robert Greenberger

New or premiering book at Fairpoint

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

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

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

Producer before moving to Marvel Comics as its Director-Publishing Operations.

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

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

In 2012, he received his Master of Science in Education from University of Bridgeport and relocated to Maryland where he has taught High

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Guest Biographies

School English in Baltimore County. He completed his Master of Arts degree in Creative Writing & Literature for Educators at Fairleigh Dickinson University in 2016.

With others, he co-founded Crazy 8 Press, a digital press hub where he continues to write. His dozens of books, short stories, and essays cover the gamut from young adult nonfiction to original fiction. He's also one of the dozen authors using the penname Rowan Casey to write the *Veil Knights* urban fantasy series. His most recent works include the upcoming *100 Greatest Moments of the Flash* (September 2020) and short stories for the *Bad Ass Moms* anthology (summer 2020; Crazy 8 Press; Mary Fan, ed.) anthology and the third of Michael Jan Friedman's *Pangea* series.

Bob teaches High School English at St. Vincent Pallotti High School in Laurel, MD. He and his wife Deborah reside in Howard County, Maryland. Find him at www.bobgreenberger.com or @bobgreenberger.



Dr. Alexa Halford

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

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

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



Glenn Hauman

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

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

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



Kimberly Iverson Headlee

Kim Headlee lives on a farm in southwestern Virginia with her family, cats, goats, Great Pyrenees goat guards, and assorted wildlife. People and creatures come and go, but the cave and the 250-year-old house ruins — the latter having been occupied as recently as the mid-twentieth century — seem to be sticking around for a while yet. Kim has been a critically acclaimed novelist since 1999 (*Dawnflight*, Simon & Schuster; hailed as "compelling" by The Dallas Morning News and "intense" by USA Today) and a student of Arthurian literature for more than half a century.

Her science-fiction/fantasy crossover novel, *King Arthur's Sister in Washington's Court* (by Mark Twain as channeled by Kim Iverson Headlee) — *KASIWC*, for short — has been called "solidly entertaining" by *Publishers Weekly*. *KASIWC* won two national awards in the categories of science fiction and fantasy. Her latest release is book 3 in the series begun by *Dawnflight*, titled *Raging Sea*. Work on the sequel to *KASIWC* is under way.



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Guest Biographies



Dr. Inge Heyer

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

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

In addition to her professional work as senior data analyst at the Space Telescope Science Institute, Dr. Heyer also served as Deputy Press Officer for the American Astronomical Society and as the public information officer at the Joint Astronomy Centre, where she led the education and public outreach efforts. She has earned Shodan in both Judo and Karate and contributes as guest science blogger to StarTrek.com.

Dr. Heyer currently teaches astronomy and physics at Loyola University Maryland. She is co-author of six books, including *Investigating Astronomy* (4th Edition) and *Being a Successfully Busy Professor*. And if you have ever wondered how those beautiful Hubble images got into science fiction series like *Babylon 5* and *Star Trek*, Inge is the trouble-maker who instigated this....

Find her at ingeheyer.com, on Facebook, and @IngeHeyer.



Heather Hutsell

New or premiering book at Farpoint

Heather E. Hutsell is an authoress of two novellas, thirteen novels, four short story collections, and a handful of historical documentary scripts.

Her works cover the spectrum of fantasy and include absurdist fiction, dystopian tales, Steampunk mysteries, vampire and werewolf romantic horror, and dark comedy. Her most recent release, *The Doll Collection: Volume Two*, may or may not require looking under

one's bed and the use of a nightlight prior to sleep after reading.

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



Jay Justice

Jay Justice (@ThatJayJustice) is a Jamaican-American cosplayer, writer, and advocate. Her work has been featured by Syfy, BBC America, and Marvel Comics, and she has been the inspiration for new characters in DC Comics and Boom Studios. Since 2009 she has crafted over 90 costumes and created panels at conventions across the country on the topics of comics, gaming, diversity in media and costuming. As an outspoken POC, LGBTQIA+ and disability advocate, Jay is dedicated to creating lasting change within her community & inspiring others to do the same.



Stephen Kozeniewski

Stephen Kozeniewski is the author of several horror and science fiction novels, including the Splatpunk Award-nominated *The Hematophages*. He is also a two-time World Horror Gross-Out Contest champion.

Check him out at his blog (manuscriptsburn.blogspot.com), Amazon (amazon.com/author/kozeniewski), Facebook (facebook.com/KozAuthor), and Twitter (@outfortune).



Cheralyn Lambeth

New or premiering book at Farpoint

Cheralyn Lambeth is a professional costume, prop, and puppet builder whose work includes feature films (*The Muppet Christmas Carol*, *The Patriot*, *Evan Almighty*, *The Hunger Games*), television shows (*Dinosaurs!*, *Homeland*, *Outcast*), and live/interactive properties (*Avenue Q*, *Star Trek: The Experience*, Sir Purr for the Carolina Panthers). She is also a published author with multiple books currently available, including *Haunted Theaters of the Carolinas* and *Creating the Character Costume: Tools, Tips, and Talks with Top Costumers and Cosplayers*, and two more recent publications (*Twas Halloween Evening: A Tale of the Zombie Apocalypse* and *Introduction to Puppetry Arts*).

Find her on Twitter and Instagram @CherLambeth.



Stephen Lesnik

Stephen Lesnik (CISSP-ISSEP-ISSMP, CCSP, CEH, CySA+) has been in the cybersecurity and education fields for nearly forty years. He has a history of working with both government and commercial organizations providing network development, systems engineering, and security engineering to big and small customers. He has provided both corporate and collegiate education, teaching both

specific capabilities and broad concepts in computing and cybersecurity, and has worked with independent professional organizations in the development of professionally recognized certification exams. He is currently serving as the treasurer of a new (ISC)2 Chapter in Annapolis Junction, Maryland. Outside of his professional career, Stephen is an avid Science Fiction fan who has assisted with running many, many media, literary, and costume-oriented conventions over the years, and has been a semi-pro photographer.



David Mack

New or premiering book at Farpoint

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

Mack's writing credits span television (for episodes of *Star Trek: Deep Space Nine*), film, and comic books. His latest novels are the *Star Trek: The Next Generation* novel *Collateral Damage* and *The Midnight Front* and *The Iron Codex*, the first two books of his *Dark Arts* trilogy published by Tor books.

His upcoming works include the *Dark Arts* series finale *The Shadow Commission* (June 2020), a 1960s-era conspiracy thriller and urban fantasy, as well as some yet-to-be-announced *Star Trek* novels. He currently serves as a consultant on two *Star Trek* animated television series. Find him at davidmack.pro and Facebook (TheDavidMack) or @DavidAlanMack.



Dr. Valerie J. Mikles

New or premiering book at Farpoint

Valerie Mikles is a PhD astronomer who defected from academia to work on weather satellites for NOAA. While developing her sci-fi novels, she wrote and produced a series of comedic films about asexuals surviving the hypersexual world, inspired by her own journey. In 2017, she began publishing her *New Dawn* novel series, and is here celebrating the release of her newest book, *The Confluence*.



Dr. Timothy C. Miller

Dr. Miller is a member of the Principal Professional Staff at the Johns Hopkins University Applied Physics Lab in Laurel, MD, where he works on various NASA space and astrophysics projects. While hunting astrophysical neutrinos earlier in his career, he traveled to the South Pole five times and to Greenland once. He also received a NIAC (NASA Innovative Advanced Concepts) grant to look at measuring the depth of the ice sheets on the moons of Jupiter and Saturn, a possible first step toward the search for life on such moons, by detecting the interactions of ultra-high energy neutrinos from an orbiting spacecraft. He's

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Guest Biographies

previously given presentations on his Antarctic astrophysics research at the World Science Fiction Convention.

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



Dr. Jay Nardeau

Jay Louise Nadeau is a professor of Physics at Portland State University, where she runs an interdisciplinary lab dedicated to the detection and characterization of microbial life in extreme environments. She is also

involved with educational efforts to make graduate physics education accessible to students from other fields, who wish to either transfer into physics or learn some modern techniques for applications to biology, chemistry, geology, or math. Prior to PSU, she was a professor of Biomedical Engineering at McGill University in Montreal for 11 years.

She runs a small publishing house, Biting-duck Press, whose aim is to publish unusual books by, for, and about scientists. She has published one textbook, *Introduction to Experimental Biophysics* (Taylor & Francis), and is working on a popular science photo book about the extreme Arctic. She got her PhD from the University of Minnesota in theoretical physics in 1996.



Marc Okrand

Marc Okrand devised the dialogue and coached the actors speaking the Klingon language heard in *Star Trek III: The Search For Spock*, *Star Trek V: The Final Frontier*, *Star Trek VI: The Undiscovered Country*, and *Star Trek Into Darkness*. He also created the Atlantean language heard in the animated feature *Atlantis: The Lost Empire*. The Klingon language he developed has continued to be used in the later *Star Trek* TV series. In addition, he devised dialogue in Vulcan, Romulan, Kelpien, and other languages for several *Star Trek* films and TV series.

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

version of the opera's story in *paq'batlh: The Klingon Epic*.

He has degrees in linguistics from the Santa Cruz and Berkeley campuses of the University of California and has conducted linguistic research as a postdoctoral fellow at the Smithsonian Institution in Washington, D.C. He is an associate producer of the documentary *Conlanging: The Art of Crafting Tongues* (2017) (conlangingfilm.com).



Jennifer R. Povey

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

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



Dr. Seth Rittenhouse

Dr. Seth Rittenhouse is a theoretical physicist specializing in describing the weird behavior of atoms and molecules at the coldest temperatures in the universe. After getting his PhD from the University of Colorado, he spent some time at Harvard University and the Harvard Smithsonian Center for Astrophysics as a postdoctoral fellow before moving around some and settling at his current position as an Associate Professor in the Department of Physics at the United States Naval Academy. Besides physics, he enjoys spending time tinkering in his workshop and watching terrible Netflix movies with his partner.



Dr. Scott O. Rohrbach

Dr. Scott O. Rohrbach is an optical Engineer working at NASA Goddard. He graduated with his Baccalaureate in Physics from Clark University in MA and obtained his PhD in Physics from the University of Albany, SUNY.

Scott has a strong interest in music and is part of The Chromatics acapella singing group. A tenor-baritone, Scott was the first new Chro-

matic in 11 years, bringing another scientific mind to the group. He has a high energy groove, and a high frequency voice, but enjoys the occasional ballad when things get a little too excited. He's been writing original astronomy songs and parodies galore and is amazingly proficient at transcribing music into software, helping us all learn more quickly! Visit him on [facebook.com/scott.rohrbach](https://www.facebook.com/scott.rohrbach).



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Aaron Rosenberg

New or premiering book at Farpoint

Aaron Rosenberg is the author of the best-selling *DuckBob* series (consisting of *No Small Bills*, *Too Small for Tall*, and *Three Small Coinkydinks*), the *Dread Remora* space-opera series and, with David Niall Wilson, the *O.C.L.T.* occult thriller series. His tie-in work contains novels for *Star Trek*, *Warhammer*, *World of Warcraft*, *Stargate: Atlantis*, and *Eureka*. He has written children's books (including the original series *STEM Squad* and *Pete and Penny's Pizza Puzzles*, the award-winning *Bandslam: The Junior Novel*, and the #1 best-selling *42: The Jackie Robinson Story*), educational books on a variety of topics, and over seventy roleplaying games (such as the original games *Asylum*, *Spookshow*, and *Chosen*, work for White Wolf, *Wizards of the Coast*, *Fantasy Flight*, *Pinnacle*, and many others, and both the Origins Award-winning *Gamemastering Secrets* and the Gold ENnie-winning *Lure of the Lich Lord*). He is the co-creator of the *ReDeus* series, and a founding member of Crazy 8 Press. Aaron lives in New York with his family. You can follow him online at gryphonrose.com, on Facebook @gryphonrose, and on Twitter @gryphonrose.



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

MARTY'S CORNER
CON SUITE & VIDEO GAMES

Friday
3:00 pm—12:00 midnight

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

Sunday
9:00 am—4:00 pm

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

Guest Biographies



Don Sakers

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

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

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

Don lives at Meerkat Meade in suburban Baltimore with his spouse, costumer Thomas Atkinson. Having recently retired from 42 years with the local public library, he is hard at work becoming a starving writer. Find him at donsakers.com and rule-of-5.com or tweet him @meerkatdon.



Jay Smith

Jay Smith is an award-winning creator of audio drama, including the horror series *HG World* and the pulp adventure serial *Hidden Harbor Mysteries*. His novels include the geek-noir mystery *The Resurrection Pact*, the Parsec Award-finalist *The Diary of Jill Woodbine*, and *Rise of the Monkey Lord*. Jay has contributed segments and content to various podcasts including *The Chronic Rift*, *Sci-Fi Diner*, and *Radio Free Gozeria*. He holds a Master of Fine Arts from Seton Hill University and is owned by a de-ranked, flatulent polydactyl cat. Learn more about him (Jay, not the cat) at jaysmithaudio.com.



John Stilwell

New or premiering book at Farpoint

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

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



Patricia Ann Straat, PhD

Patricia Ann Straat received her undergraduate degree from Oberlin College and her PhD from Johns Hopkins University in biochemistry. She spent six years at the Department of Radiological Sciences at Hopkins, four as a postdoctoral fellow and two additional years as an assistant professor. During her subsequent 10 years at Biospherics Incorporated, she was Co-Experimenter of the Viking Labeled Release experiment, one of three life detection experiments that landed on the surface of Mars on NASA's 1976 Viking Mission. During the Viking Mission, she participated as a Member of the Biology Team at the Jet Propulsion Laboratory, working with and analyzing data returned from Mars. Prior to Viking, she was a Team Member on the Infrared Spectroscopy experiment on board NASA's 1971 Mariner 9 Mission to Mars.

Following Viking, she became a science administrator at the National Institutes of Health, retiring in 2001. Her hobbies include horses and fox chasing, dog agility, woodworking, and photography. She recently published *To Mars With*

Love, a behind-the-scenes story of the development of the Viking Labeled Release flight experiment with all its crises, challenges, and humor. The book is available at tomarswithlove.com. She currently lives on her 10-acre horse farm in Maryland.



Dr. Barbara J. Thompson

Prior to working at Goddard Space Flight Center, Barbara J. Thompson was a graduate research assistant studying the acceleration mechanisms of energetic electrons in the Earth's magnetosphere. She moved to GSFC after completing graduate school to serve as an operations scientist for the Solar and Heliospheric Observatory (SOHO). In 1998, she began working for the Solar Physics Branch, and has participated in a number of instrument proposal and development projects. Currently her primary effort is focused on scientific research and the development of the Solar Dynamics Observatory for the Living With a Star program. Visit her at science.gsfc.nasa.gov/sed/bio/barbara.j.thompson



Dr. Ariel Vitali

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

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



Howard Weinstein

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

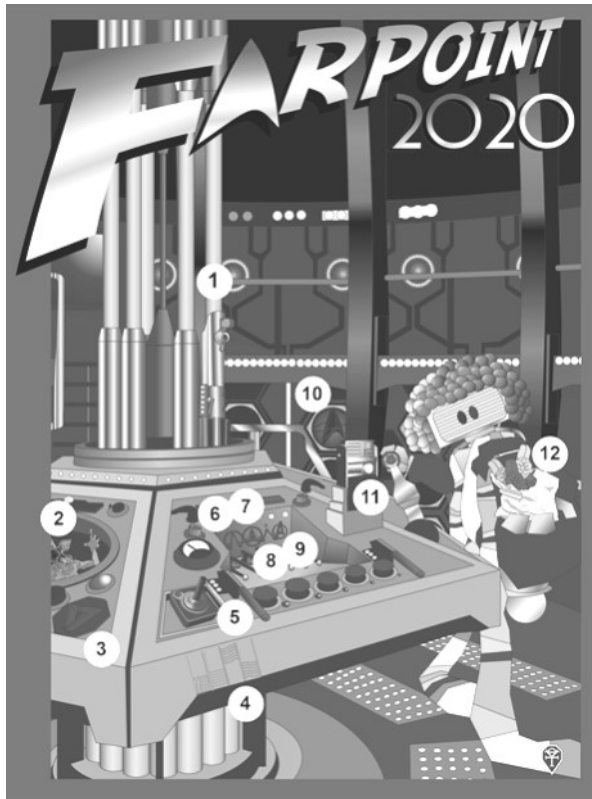
True West magazine says: "Anyone who loves Charles Portis's style of writing in *True Grit*, or readers ready [for] a great yarn . . . look no farther than *Galloway's Gamble*."

Inspired by high-spirited classics like *Maverick*, *Butch Cassidy and the Sundance Kid* and *The Sting*, *Galloway's Gamble* is an Old West coming-of-age romp about bickering brothers Jamey and Jake Galloway, who grow up to be poker players in frontier Texas. Can these two young gamblers outfox a ruthless cattle baron and shady banker bent on destroying their Texas hometown — without getting themselves killed?

Howie is working on a *Galloway's Gamble* sequel with a strong Maryland connection — a horse-racing story that starts in San Francisco, careens cross-country by rail and trail, and ends with a high-stakes match race at Baltimore's very own Pimlico course in 1873.

His most recent *Star Trek* story is "The Blood-Dimmed Tide" in *Star Trek: Mere Anarchy*. Other writing credits include "The Pirates of Orion" animated *Star Trek* episode; and *Puppy Kisses Are*

Cover Easter Eggs



- 1.) Skywalker lightsaber from *Star Wars*
- 2.) Demogorgon from *Stranger Things*
- 3.) Voight logo from *The Boys*
- 4.) Four stones from *The Fifth Element*
- 5.) Atari 2600 game controller
- 6.) Outer Planets Alliance logo from *The Expanse*
- 7.) Planetary Union logo from *The Orville*
- 8.) Earth glyph from *Stargate*
- 9.) Avengers logo
- 10.) Starfleet logo from *Star Trek: Picard*
- 11.) Tricorder from *Star Trek*
- 12.) Jelly Bunnies (a nod to our friends at Shore Leave)

Guest Biographies

Good for the Soul, a charming account of life with his legendary Welsh Corgi, Mail Order Annie.

Find more about his books, writing news and blog at howardweinsteinbooks.com.



Gregory A. Wilson

Gregory A. Wilson is Professor of English at St. John's University in New York City, where he teaches creative writing, speculative fiction, and various other courses in literature. In addition to academic work, he is the author of the epic fantasy *The Third Sign*, the graphic novel *Icarus*, the dark fantasy *Grayshade*, and the D&D adventure/sourcebook *Tales and Tomes from the Forbidden Library*. He also has short stories in a number of anthologies and has several projects forthcoming in 2020.

He co-hosts the critically acclaimed *Speculate! The Podcast for Writers, Readers, and Fans* (speculatesf.com) podcast, is a member of the Gen Con Writers' Symposium and other author groups, and is regularly invited to conferences nationally and internationally. Finally, under the moniker Arvan Eleron, he is the host of a successful Twitch channel focused on story and narrative, with several sponsored TTRPG cam-

paigns. He lives with his family in Riverdale, NY. His virtual home is gregoryawilson.com.



Steven H. Wilson

New or premiering book at Farpoint

Steven H. Wilson created the Mark Time and Parsec Award-winning podcast series *The Arbitrator Chronicles*, as well as authoring *Taken Liberty* and several other novels and novels-in-progress set in the Arbiters universe. His other works include the novel *Peace Lord of the Red Planet*, short stories for Crazy 8 Press's *ReDeus* series, and contributions to Sequart Press's *Star Wars* essay collections. He has written for DC Comics and *Starlog*, and is publisher for Firebringer Press. His latest story appears in *Hobnail and Other Frontier Stories*. Find him at www.stevenhwilson.com.



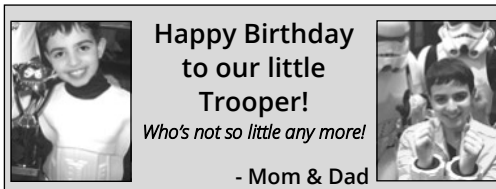
Sherri Cook Woosley

Sherri Cook Woosley has a M.A. in Language and Literature with a focus on comparative mythology from the University of Maryland. Her short fiction has been published in *Pantheon Magazine*, *Abyss & Apex Magazine*, and *Flash Fiction Magazine*. *Walking Through Fire* is her debut novel and combines her experience of being a parent of a child with cancer with Sumerian mythology. It has been longlisted for both the Booknest Debut Novel award and Baltimore's Best 2019 in the novel category. Sherri lives, writes, and teaches yoga in Harford County, MD.



Dr. Willie K. Yee

Willie Yee, MD, is an amateur astronomer and past president of the Mid-Hudson Astronomical Association. He has received numerous awards for astronomical observations and outreach activities. He presently is a Solar System Ambassador, a program supported by NASA and the Jet Propulsion Laboratory in Pasadena, CA. He is also an avid *Star Trek* fan and a magician specializing in science-fi magic.



Live Performers



The Boogie Knights

Songs of daring-do with nary a hey nonny nonny! Since 1982, the Boogie Knights have put a humorous medieval/mythical twist on everything from commercial jingles to TV and movie themes, from golden oldies to the latest top-40 songs.

Who are the Boogie Knights? Prolific lyricist David Keefer (Theodoric of York, Medieval Disk Jockey) and guitarist John Scheeler (Sir John of Denver) are founding members. The rest, in order of joining, are: Sharon "Smap" Palmer (Dionne of Warwick), Kate Pakaski (Alice the Cooper's daughter), Linda Swann (the Lady Pinque), percussionist Keith R. A. DeCandido (Krad the Obscure), and Lynn Cunningham (Mad Donna). Pick up their latest CD, "The 7th Voyage of Sing-Bad"!



Charnock's Comedy Cabaret

Charnock's Comedy Cabaret is a group of local comics with a sci-fi bent bringing laughs to audiences across the galaxy. Join David McOwen, Claudia Arceo, Michael Carrasquillo, and Andy Malecki as they nerd out on the Farpoint stage.



The Chromatics

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

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



D'Manda Martini

D'Manda Martini is a DC area Drag performer, cosplayer, and theater artist. She is the hostess of Eleanor's New Deal Cabaret, a musical theater themed cabaret. Though located at the New Deal Café in Greenbelt, MD, the Cabaret is starting to perform at other locations in the DC area. D'Manda is a huge comic fan, especially Marvel's Merry Mutants, the X-Men (and affiliated teams) and Wonder Woman. Her cosplay is mostly geared toward lesser known characters in the X-Universe, and has a soft spot for gay icon, The Dazzler.

A DC-Area nominated actor & costume designer in community theaters, D'Manda also works with adults with intellectual & developmental disabilities during the day and volunteers with a theater group promoting their inclusion and supporting their performance aspirations.

Join D'Manda for fun, fashion, and song during Farpoint's Opening Ceremonies on Friday night!



Luna-C

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

their humor. Luna-C is also the creator of *Potter Live in 45*, a raucous summary of all seven *Harry Potter* books in 45 minutes.

For this year's Farpoint show Luna-C has set their sights on all your favorite science fiction, fantasy and even children's shows. Tell your friends, tell your relatives: come and see the show!

Catch Luna-C on Facebook (Luna-C Productions), YouTube ([user/comedyoflunac](https://www.youtube.com/user/comedyoflunac)), and at comedyoflunac.com.



Maryland Kunst des Fechtens

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

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

Potential members can visit marylandkdf.com to learn more. If you are not a local resident, you can learn about clubs in your area at hemaalliance.com.



Wizarding Alliance of Non-Lethal Duels

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

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

Groups and Organizations

Act Together

acttogetherproductions.com

Act Together Productions is an independent filmmaking company specializing in science fact and science fiction. *Banner's Predicament* is our feature fanfilm project inspired by the 1980s television series *The Incredible Hulk*. Our episodes continue the spirit of that really awesome show. Episodes 1 and 2 are screening at Farpoint.

Balticon/BSFS

Baltimore, MD - May 22-25, 2020
balticon.org

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

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

BlerDCon

Crystal City, VA - July 17-19, 2020
blerdcon.com

Blerdcon is an event that high-lights and celebrates Blerd culture and creates a marketplace of ideas where sharing that culture can take place with proper context, attribution and positivity in an inclusive environment.

Blerdcon is derived from the term "Blerd" which is short for black nerd. Blerd culture encompasses creatives, fans, producers who are and have been contributing to every fandom, but don't get the recognition or notoriety.

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

Browncoat Ball

Salam, MA - September 11-13, 2020
browncoatball.com/2020

The New England Browncoats invite you to the Browncoat Ball in Salem & Wakefield Massachusetts, where we aim to misbehave! Join us for Browncoat Ball 2020 on the weekend of September 11-13 at the beautiful Four Points Sheraton in Wakefield, MA. An incredible weekend of entertainment awaits you at this finest of shindigs with Browncoats from all around the 'Verse!

Capclave

Rockville MD - October 16-18, 2020
capclave.org

Capclave is a small relaxed literary convention with a program that usually focuses on the short fiction form. Our Guests of Honor and other notable authors, editors, artists, and fans of the short fiction form will explore the creation and enjoyment of short fantasy and science fiction genre stories.

Past Capclaves have hosted discussions with authors and fans; readings by authors; a dealer's room with books, magazines, artwork, crafts, and other science fiction and fantasy related items; exhibits by artists; space science presentations from NASA; a hospitality suite; room parties; interesting conversations with other fans and professionals; and a relaxed atmosphere for visiting old friends and meeting new friends.

Castwave Studios

castwavestudios.com

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

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

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

Chessiecon/TSFS

Baltimore, MD - November 27-29, 2020
chessiecon.org

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

Crazy 8 Press

crazy8press.com

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

Why Crazy 8 when you started with only 6? Choose your favorite answer!

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

Dark Operations

facebook.com/darkoperations

Ten years after their initial film, the cast and crew of *Dark Operations* are back for their greatest adventure yet. This three-part mini-series wraps up the story of Captain McGregor and the USS Armstrong. A devastating battle leaves one of the crew on trial for genocide. Dark Operations Command is falling apart and the UEA President wants a quick and speedy end to the trial. Young, untested Defense Council Stephanie Strouse becomes more entangled in the web of deception and lies that surrounds Dark Operations as she faces off against the prosecution led by Col Gary Massey, a seasoned officer whose only goal is self-advancement, regardless of the cost. The crew faces the ultimate test: save themselves or risk everything for one of their own.

DC Anime Club

dcanimeclub.org

DC Anime Club is a 509(a)(1) not for profit organization established in 2003 to introduce and educate people in the DC Metro area about East Asian culture, through viewing and discussion of Japanese animation (also known as anime) and Japanese comics (manga). We also work to provide a positive, alternative activity to the youth in the area by exposing them to foreign culture, encouraging artistic expression and creativity, and providing opportunities for participation in community activities and leadership.

In addition to our meetings, the club holds an Art Show, a Cosplay Party fundraising event, and anime lectures at local schools. Our club works with the Japan Information and Culture Center, Embassy of Japan, Smithsonian Freer Gallery and DC Asian Pacific American Film Festival on their anime screenings. Our Marketing Team has helped promote performances for several Japanese bands such as Puffy Ami Yumi, Pine am, The Slants, The Captains and Ayabie. Other activities include our Anime/LiveAction Screenings, a monthly Video Game Day, and our Anime Swap Meets.

Escape Velocity Museum of Science Fiction

escapevelocity.events
museumofsciencefiction.org

Escape Velocity is a futuristic world's fair to promote science, technology, engineering, art, and math (STEAM) education within the context of science fiction using the fun of comic cons and fascination of science and engineering festivals. Our mission is to re-invigorate the interest of young people in STEAM by producing and presenting the most compelling, exciting, educational, and entertaining science festival using science fiction as the primary engine.

The Museum of Science Fiction and Escape Velocity are two sides of the same coin. The mission of the Museum of Science Fiction is to create a center of gravity where art and science are powered by imagination. Science fiction is the story of humanity: who we were, who we



See our Online Guide at myconschedule.com

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

Groups and Organizations

are, and who we dream to be, presenting this story through displays, interactivity, and programs in ways that excite, educate, entertain, and create a new generation of dreamers.

Firebringer Press

firebringerpress.com

Firebringer Press has been publishing since 2005, and released its latest title, the non-fiction *The Fandom Fifty* in July 2019. Focusing on Science Fiction, Fantasy and Paranormal stories, Firebringer reaches out to new authors in the Mid-Atlantic region and has published the works of founder Steven H. Wilson, Phil Giunta, Lance Woods, Michael Critzer, Stuart S. Roth, Susanna Reilly, Daniel Patrick Corcoran, Diane Baron, and Amanda Headlee. Please join us in the authors' room this weekend as our authors share readings of their work and we talk about future publication endeavors.

Fur the 'More

Crystal City, VA - March 6-8, 2020
furthemore.org

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

Our annual event is designed to provide education, and socialization within our community. We invite our Guests of Honor from within our community, and we showcase artists from all over the world as well as vendors. Each year we sponsor a charity - so far our event has raised over \$30,000 in total donations.

The Heinlein Society

heinleinsociety.org

The Heinlein Society exists to preserve the legacy renowned writer Robert Anson Heinlein left us in novels, essays, speeches, and short stories that remain as fresh as ever. We need your help to do it. We intend in Heinlein's words to "PAY IT FORWARD," since we can never pay back the benefits we got from him, by spreading the wisdom of Robert Anson Heinlein to others.

Our Pay It Forward programs include blood drives at conventions, Heinlein For Heroes (books for active military personnel, their families, and veterans in veterans' hospitals), scholarships, education (materials for educators interested in using Science Fiction to teach their students, and The Heinlein Journal (the leading source of new scholarship on Robert A. Heinlein).

Matinee Minutiae

matineeminutiae.com

A film and television trivia podcast hosted by DJ Starsage and Toppie Smellie.

MarsCon

Williamsburg, VA - January 15-17, 2021
marscon.net

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

If you're looking to game, we have lots of gaming. We have Japanese Animation. We have Special Musical Guests and excellent Comedy. We have Writers, Artists, and Costumers who discuss their trade. We have scientists from NASA. The 501st, Klingons and many other clubs line our hallways. We've even been visited by some

friendly GHOSTS! We always have Marso the Martian! And, Panels and Workshops, a great Dealers Room, Artist Alley, and an excellent Art show. There is our Costume Contest and Charity! We feature programming for your kids, so you can bring along the whole family, and they won't get bored! Add to all that, the Bounteous Magnificence of our Martian ConSuites and you have a great recipe for a con. Basically, we are lots of fun for everyone.

MD Comic Cons

Annapolis, MD - March 14, 2020
Waldorf, MD - TBA
mdcomiccons.com

Annapolis Comic Con and Southern Maryland Comic Con are Maryland's celebrations of geekdom and pop culture. Expect a wide assortment of comic books, collectibles, toys, games, original art, cosplay, and more. Events include costume contests, gaming, and activities for kids.

Nova Labs

nova-labs.org

Located in Reston, VA, just outside Washington, DC, Nova Labs is a membership-driven, all-volunteer makerspace, founded in 2011 with the purpose of empowering our community to Rediscover the Joy of Making Things!

Our current 10,500 sq. ft. facility houses classrooms, workspace, incubator offices, and a shop that includes both common tools and advanced fabrication equipment. Members enjoy 24/7 access and help co-manage our space by teaching classes, maintaining equipment, and promoting making in the community. We are a non-profit 501(c)(3) organization, supporting a wide range of open-source development projects that benefit both the local community and the world. Consider joining today to learn how and meet the people behind these projects!

Philcon

Cherry Hill, NJ - November 20-22, 2020
philcon.org

Join us for the 83rd anniversary of the world's first and longest-running conference on science fiction, fantasy, and horror!

Started in 1936, Philcon features cutting-edge programming about literature, art, television, film, anime, comics, science, gaming, costuming and cosplay, music, and other topics of interest to fans of sci-fi, fantasy, and horror. We will also have many other attractions, such as our awesome Art Show and Auction; a Vendors Room full of unique merchandise; Children's/Family programming; a full-featured Tabletop Gaming room; our Writer's Workshop (featuring professional authors and editors); Concerts; Dorian's Dance Party, our Masquerade/Costume Competition, and more!

SciFi Diner Podcast

scifidinerpodcast.com

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

Shore Leave/STAT

Hunt Valley, MD - July 10-12, 2020
shore-leave.com

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

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

STARFLEET

sfi.org

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

StarQuest

Frederick, MD - August 1-2, 2020
starquestconvention.com

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

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

UFV Vengeance/TUF

Welcome to the UFV Vengeance, a fandom club grounded in the *Star Trek* genre, located in Owego, NY. Though we believe in phasers and photon torpedoes, we do have realistic expectations of what we can do in the real world. We donate our time and resources to making our community a better place. We are also the first fandom chapter under The United Federation Inc., a 501(c)(3) organization out of Binghamton, NY. TUF believes that the world is our community and we can make the global community better one local chapter at a time.

As we are the Flagship chapter for TUF, we are honored to set the pace for what is expected of a fandom chapter under this organization. A chapter can be grounded in any fandom genre, not just *Star Trek*. You can be Marvel, DC, cosplay, *Star Wars* (yeah, we mentioned them), *Babylon 5* — oh, you get the idea, any fandom is accepted in this organization. We are allowed to poke fun at one another (even if your fandom is a Justin Bieber club). The more chapters in a community, the more they can make a difference, just like us!

Farpoint Writer's Contest 2019 Winners

In 2019, members of the Farpoint Authors Track were invited to celebrate the convention by participating in our Writer's Contest. Inspired by the photograph below, our writers submitted short stories that were then voted on by you, the attendees of Farpoint.

Showcasing the variety and versatility of Farpoint's authors, these stories ranged across the galaxy and explored the sometimes blurry line between war and peace.

We are pleased to present the winners of the 2019 contest.



1st Place

"Choices"

Derek Tyler Attico



2nd Place

"Going Interstellar"

Eric Bakutis



3rd Place

**"HOW DO YOU
FEEL"**

Peter David



Choices

First Place, Farpoint 2019 Writer's Contest by Derek Tyler Attico

The ash fell like malignant snowflakes through the cracked atrium into the store that once sold pieces of the future. Shrink-wrapped bricks of technology littered the space, worthless remnants from a forgotten time.

Henry Collins watched from the darkness as an old man knelt in a putrid swamp of collected rainwater over a soggy cardboard box like it was a Christmas present. The sounds of his whimpers reverberated off of the charred walls as he opened his prize, a silver packet taken from the box. The old man held it over his mouth, devouring the contents, barely taking time to chew, the letters M.R.E on the face of the bag appearing clearly in the dim light.

Collins stepped from the shadows, thumbing off the safety on his .45 pistol as he did so.

"You know, that was supposed to be my dinner."

Forgetting the silver packet, the old mass of skin and bones reached into the rags he wore and withdrew a jagged piece of metal, pointing it towards the intruder.

Collins held up his hands, pointing his weapon towards the ceiling, he understood the old man's fear. "Hey...it's okay, I'm Henry, Henry Collins, you got a name friend?"

The old man swallowed hard, opened his mouth, closed it and then opened it again as if he were trying to summon something long forgotten. Finally, a whisper escaped his lips. "Eli."

Henry lowered the weapon. It's good to meet you Eli, I was starting to think I had Manhattan all to myself."

The old man remained silent, the jagged piece of metal trembling in his hand.

Henry took a cautious step toward the frightened man and holstered his weapon. "You look pretty hungry Eli, don't worry there's lots more where that came from."

Suddenly the unmistakable sounds of weapons loading echoed throughout the darkness. "And where exactly, would that be? Behind the Genius Bar?"

Henry spun as he pulled his weapon and pointed it towards the voice. He expected to be greeted with a chest full of holes, but when that didn't happen, he spoke into the uncertainty of the darkness. "Why don't you come out and we'll talk about it."

A chuckle slipped out of the shadows. "Sure thing, but you're not gonna like it."

The muzzles of two AR-15s eased out of the blackness and into the light. The two men that followed them wore Army fatigues and boots, but that was where their similarities ended. The man closest to Henry was over six feet, in his fifties, bald and with a white beard while the other was younger, wearing a face pockmarked from the aftermath of the last few years and uncertain eyes.

"Military?" Henry asked.

The tall bearded man stepped up to Collins while his young companion held back, watching. "Militia out of Virginia," he said. "We gotta defend our own from all threats foreign..." The tall man allowed his voice to trail off as his eyes took in Henry. After a moment of reflection, he spat on his boots. "...and domestic."

Henry looked down at his boots and then read the faces of the two men watching him. He knew what was coming, and wondered how many like him had felt this way for being on the condemned shade of history. "It's the end of the world man. We don't have to do

this anymore. We don't have to be like this...we never did."

The tall man chuckled again. "You got it all wrong. The end of one thing is always the beginning of something else. "You just on the wrong end of it." The man smiled as he looked past Henry. "Ask your friend, he knows what's coming."

Henry glanced over his shoulder to see a puddle forming under the frightened man. When he turned back and eyed the two men, it was clear they hadn't eaten in some time, but their appetites had little to do with food. "Let the old man go, and I'll tell you what you want."

The younger soldier scoffed. "It's too late for that, in a few minutes you're gonna be telling us anyway."

On cue, the tall man pointed his weapon towards Henry's knees, but as he did, they were interrupted by the deafening shrills that froze them all in place, and filled their souls with terror.

After a long silence, Henry was the first to speak, lowering his weapon, his voice was barely above a whisper. "They're close. We've got to get out of here...all of us. Now."

The militia leader gritted his teeth and braced the AR-15 stock into his shoulder as he quickly aimed for Henry's head, then, plotting out the moves on the board, lowered his weapon. "Let's go Willie," he said, quietly.

The young man's anger pushed through as he rose his voice. "No Steve. I don't care what's outside, we ain't leaving without that food."

Steve turned and started walking back towards his companion while the younger man kept his eyes and his weapon trained on Henry. When Steve reached him, Willie started to voice his protest, but his mouth went wide and his eyes dimmed. Steve pulled back the slick knife as Willie's lifeless body slumped to the floor.

For a moment, Steve's eyes locked with Henry's, and then the tall man turned and disappeared back into the shadows.

Henry holstered his weapon. "Time to go," he whispered.

* * *

From the rooftop, Henry could see the Empire State Building, as it lay on its side the majestic skyscraper was no longer a testament to the achievements of mankind, but a carcass of a dying civilization. Collins watched as the dangers below patrolled the streets, searching for what was left of humanity. He looked up at the twilight haze that was once a noonday sky. "We can't stay up here long, and the streets are crawling with scorpions." Henry swung the oversized bag he'd been carrying off his shoulder and laid it on the ground next to where Eli was sitting. Squatting in front of the bag, he grinned as he reached in and pulled out a crossbow with a makeshift spindle of cable attached to it. "So we go across, it's how I've been getting around." Without looking up, Henry handed binoculars over to Eli. "See if you can find a spot for me to secure the line across the street."

When there was no response to his outstretched hand, Henry looked up.

"Why did you help me? Protect me?" The old man's voice was strong and inquisitive, not at all what was expected.

Henry stared at Eli for a moment and then sat down next to him, he reached into his jacket and handed him a tattered photograph. "There was a time when I wouldn't. I didn't care about anyone or anything, and then I met Kam."

Eli looked at the beat up photograph. A young woman in army

fatigues crouching in front of a weapon stared back at him, the worn paper couldn't disfigure her beauty, or hide how tired she appeared, or obscure the sadness in her eyes.

Henry tried to read Eli's face, he didn't know if what he saw there was a moment of reflection or some kind of recognition. "Kam's not one for a lot of talk, but lucky for me she's patient. Doesn't matter who you are, if you need help, she helps. That's just Kam, after a while that's who I became too. She made me see we're only gonna make it out of this together, all of us."

The love in Henry's voice expressed more than the picture ever could. Eli traced his finger along the woman's face, she looked too young for the determination on it. "Where is she now?"

Henry looked down at his feet. "We got...separated, helping people." After a few moments of silence, Henry looked back up, a pained smile on his face. "She would always tell me — helping or hurting isn't something that just happens, it's a choice."

Eli handed the picture back to Collins. "The weapon in the picture, I've never seen a gun like that before."

Henry's face broke into a genuine smile. "She's a sniper, best I've ever seen, thirty-four confirmed scorp kills."

Eli frowned as his voice became weaker. "Do you really think we can kill them all?"

Collins went back to the business of prepping the crossbow as he spoke to the old man. "We better. You've seen those...things. We nuked their ships before they landed because it was pretty clear they weren't coming in peace." Henry set the bowstring in place and threaded the grapple and cable into the flight groove. "We've gotta defend ourselves. Personally, a stinger in my brain isn't how I wanna go out." As Henry stood up, he tried to hand Eli the binoculars again. "Here, find me a spot across the street."

For the second time, Eli didn't take them. "There's something you need to see," he said.

Collins looked down at the old man sitting on the roof, he could feel his chest start to tighten. "What did you say?"

Eli stared into Henry's eyes making sure he was understood. "On the roof, directly across the street."

For a moment Henry stared at the man who said nothing more, silently waiting for his request to be fulfilled. Collins slowly put the binoculars up to his face, disbelieving what he was seeing.

A half dozen scorps surrounding a seventh, with a human in its grasp.

Neither humanoid, nor insect, the alien creatures were reminiscent of the Scorpion men of ancient mythology, but unlike those cautionary tales, these monsters had become an all too real nightmare for humanity. Henry spoke more to himself than his companion. "But... how did you...they weren't there just a minute ago."

Eli turned his face away from Henry and brought his knees up to his chest as he spoke quietly. "Look closer," he said.

Once again, Henry peered through the binoculars, this time turning the diopter ring to tighten the focus, not on the aliens, but the human at the center of their attention. The surrounding scorps were blocking his line of sight, but he could see the captured human was dressed in military fatigues and the seventh scorp had its stinger injected into the side of the poor soul's head.

Sifting.

He'd seen this before, Kam had killed thirty-four sifters. Before they all died, the people removed from the sniped scorps said that's what the aliens were doing, searching their memories for dates, places, information — sifting. After the first few, the name stuck. As the

Sifter moved, Henry had a direct line of sight, seeing the human for the first time he took a step back, dropping the binoculars. "My God...it's...me."

Eli stood up and put a reassuring hand on Henry's shoulder. "We found you after the events in the store, that is when we decided to interface with you."

Henry shrugged Eli's hand off of his shoulder as he pulled out his firearm, pointed it at the man and took a step back. "Interfaced? What...are you saying this...isn't real?"

Eli slowly lowered his hand and smiled. "No, this is an amalgamation of memories. You are across the street on the roof."

Henry looked across the street at the stinger impaled into the side of his head and then back to the old man. He cocked the .45, "is this how you do it?" Not waiting for an answer Henry grabbed the old man and put the gun to his temple. "Dig into our minds, coax information out of us before you kill us?"

Eli ignored the anger in the young man's voice. "No. This is simply how we communicate with other species. The procedure is not harmful when done properly, it has taken us some time to realize that you see this as an act of aggression."

The words from the Eli-thing were pushing in on Henry faster than he could take them.

"Liar! All the people we tried to rescue died after you...things sifted them!" Collins screamed as he unloaded his clip into the old man's chest.

Eli glanced unconcerned at the holes in his body. "No. Those individuals expired because the Aqrabuamelu they interfaced with were killed while a physical and mental link had been established." Eli sighed. "In essence, the actions of your people killed them, just as your first strike upon our communication ambassadors started this global conflict."

Henry looked at the .45 in his hand, it made him feel as powerless as his anger. Could it be possible? Could what Eli or this scorp or whatever the hell it was, be telling the truth? Could all of this have started out of fear? "How do I know this...any of this...what your saying is true?"

Eli smiled as he slowly reached out and took Henry's hand. "As we understand it, humans have an idiom: *show don't tell*. We have shown you the events in the store to express what we have observed about humanity, but we have also chosen to show you the last memories...of your husband, as he perceived them." Eli turned and faced the group on the roof across the street. "Look again, and see your true self."

Kameko Collins opened her eyes.

As Kameko took in her surroundings, she realized she was on the roof that her husband had been viewing moments ago, or perhaps, it had been a lifetime. When she looked over to the other roof, no one was there. Slowly Kameko tried to speak, but her throat felt as if she had swallowed sand. Finally, she looked to her captors who now, somehow, seemed less threatening and managed to whisper. "I don't understand."

Remarkably, Eli was still there, standing with the scorps. Kameko realized he was an aspect of the interface to make interaction easier for her. The old man no longer looked emaciated, but healthy. "The man from the store followed Henry to the roof. Your husband was injured defending Eli, we interfaced with him to try to heal his wounds, but they were too extensive. Henry's last thoughts were of you, and it was then that we understood we must do everything possible to locate you."

The Eli-thing's words touched more than a stinger ever could. Kameko could feel Henry's memories, sense his love for her, but now, they were all she would ever have; her husband was gone. One question floated to the surface amidst a universe of grief.

"Why?" Kameko asked.

Eli disappeared, and the scorp holding Kameko slowly removed

its stinger from her as it placed her on the roof. Remarkably, the entry point for the wound seemed to close of its own volition. The Aqrabu-amelu rose up to its full height in front of Kameko, and for the first time, the humanoid aspect of its biology spoke to her. "Because Kameko Collins, helping or hurting is not something that just happens...it is a choice."

Going Interstellar

Second Place, Farpoint 2019 Writer's Contest

by T. Eric Bakutis

The robot the Orchestra had sent to kill her was smaller than she expected, a child-sized humanoid wrapped in a dark blue cloak. Aly knew she should reach for her gun belt, but rigid dread held her captive in her sleeping bag. A steady rain tapped on the plasteel storage shed in which she'd fallen asleep.

She wasn't surprised her assassin had found her, even in this remote settlement on the dark side of this small, temperate moon. There was no world where the Orchestra could not find her. The only tools she had to protect herself were the time it took to make planet-fall from a warp gate, the distance from that planet to the nearest Orchestra pit, and the speed of light. Tonight, those calculations had failed her.

Yet wouldn't it feel better to finally stop running?

She should move. She needed to move. Yet their eyes remained locked, hers dark and its bright, gleaming blue. When the robot finally broke the silence, it spoke in a child's voice.

"We assure you this will not hurt," it said, with the heart-melting earnestness of a young refugee offering to share his lunch. "You will simply fall asleep, warm and content." Behind it, in the darkness, rain fell.

Aly knew the robot wasn't lying. The Orchestra had no emotions, being artificial, and it couldn't lie. All its servants, unsleeping and legion, were bound by its principles.

The Orchestra's inability to lie was so integral to its functions that changing them would make the Orchestra not the Orchestra any longer. For all its homicidal faults, the hive mind that now dominated humanity remained unflinchingly honest, but that was why those brilliant and impossibly ignorant engineers built it. So it could tell everyone the truth.

The assassin robot gently closed the shed's single door. "Is there any deity to whom you wish to pray? We will wait, if you must pray."

No one would have noticed this robot in the dark. No one would brave the weather to check on her in the middle of the night. No one would come to help her, and Aly was glad of that.

These people were miners, not soldiers, but that wouldn't stop them from attacking this robot to protect her. If they did it would kill them rapidly, effortlessly, and without regret, regardless of sex or age. Aly wouldn't let anyone else die for her. That was why she didn't scream.

Unlike the generous people who'd carved this settlement out of a rocky wilderness slick with rain, Aly didn't have much to live for — no partner, no child, no hopes and no dreams — and she'd been running for six years now, ever since the resistance took the archive of her last mission interstellar. It showed Corporal Alyssa Quan, staring

defiantly while holding her sniper rifle, and it came to symbolize the one trait the Orchestra couldn't breed out of humanity no matter how many times it recombined their DNA. Stubbornness. Bravery. Spirit.

Their willingness to kill each other.

Her assassin spoke again. "May we ask a question?"

As the veteran soldier inside her focused on survival, as her brain shrugged off recent sleep and paralytic terror, Aly found her mental footing. If she kept this assassin robot talking, it might give her the opening she needed to escape.

She slid her legs out of her tangled sleeping bag, still wearing her boots. Several bright red emergency oxygen canisters hung beside the door. "Sure," she said. "Knock yourself out."

"Why did you murder President Antonio Sayez?"

Aly stood. She'd asked herself that question more times than she liked after she went on the run. When she shot Sayez in the chest from an elevated position 3000 meters away, she'd thought she knew the answer. It was only after, when the Orchestra spread the archive of Sayez's husband and daughters weeping over his grave, that Aly doubted herself.

Sayez had been an evil man helping the Orchestra enslave humanity, yet as the planets Aly fled across blurred together and those who sheltered her talked of how she'd inspired them, she doubted. She asked herself, again and again, if her unit's assassination of Sayez had been the right way to start a rebellion. She asked herself if the people who died fighting would agree, if their loved ones would agree.

Aly slowly picked up her gun belt, and the robot made no move to stop her. "You aren't going to ask me about my crappy childhood?" They both knew her bullets would bounce off its hardened metal body. "What about where I was radicalized?"

"Murder has not ceased," her assassin said, as if it had not heard her, "but it now occurs 82 percent less often. Any information you offer about your reasons for murdering President Sayez would provide useful data points in the Orchestra's quest to improve humanity." It tilted its childlike head. "You would be doing humanity a service."

"I'd be helping you brainwash us," Aly said, as she fastened her belt with a click. "How's that working out for you?"

"Did you hate Sayez?" her assassin asked. "Had he wronged you or your family? Did you wish to start a war or to send a message?" Its child-like voice softened. "Were you coerced? It is all right if you were coerced."

Its suggestion angered her more than its plan to flood her veins with poison. "I did this for all of us, you talking scrap heap." She

Going Interstellar cont.

popped open the strap on her gun holster. "You can't understand me, so don't try."

"Then help me understand. How does assassination make humanity better?"

Aly kept talking to keep the robot talking. "Sayez insisted we join the Orchestra." She remembered the shock on his face when her bullet punched through his chest. "We declined."

"By murdering a man who came to offer you peace."

"By proving it was still possible to tell you 'No'."

"Yet Ceti Three still joined the Orchestra."

"And twenty-one other systems rose up in rebellion." That was the reason she could die contented tonight.

"Your action caused incredible harm and hardship," her assassin said. "Do you not regret?"

Aly did, far too often, but she wasn't going to tell that to the Orchestra. She wasn't going to share the deep fears that stole her sleep. She couldn't share her fears with anyone.

"Please don't mistake this task for vengeance," her assassin said. "It is unpleasant, but necessary to save lives. We cannot allow you to instigate further bloodshed."

"All you know is what we taught you." Aly drew her pistol in one smooth motion, squeezed an eye shut, and aimed carefully. "That's why we're going to beat you."

She shot the small red air tank next to the door. Compressed air and shards of metal exploded in all directions. Most went into the robot, knocking it away from the door frame.

Aly's heart pounded as she sprinted for the door, boots finding strong purchase on the metal floor. She'd fallen asleep dressed — she'd learned the perils of falling asleep on the run without being dressed — and she reached the door as the robot flipped right back to its feet. She opened it, rushed out, and slammed the door behind her.

This heavy door locked from the outside — this was a storage shed, after all — and as Aly threw the locking lever with a loud clunk, the world around her swam and slowed. She stood trembling in the rain, panting as adrenaline surged and terror unspooled and rain beat down on her short, black hair. She breathed, and turned, and slammed her back against the door.

Eight more child-sized assassin robots stood in the rain, ringing the shed with gleaming blue eyes. All wore dark blue cloaks. All now stared at her, still and quiet.

"Miss Quan?" The thick shed walls muffled the voice of the child robot inside. "Could you open the door, please?"

Running wouldn't save her. Fighting wouldn't save her. Even if Aly somehow got past these fiendishly agile killer robots without one sticking her with its poison needle, she'd never get to a shuttle before they took her down. From the archives she'd seen of these things in action, they moved absurdly fast.

She'd chosen a shelter with only one way out. She'd allowed herself to be cornered. In the past she'd always chosen better ground than this, but she had spent six years running, six years staying vigilant and paranoid and prepared.

Six years was a long time to stay prepared.

"Miss Quan," the other child robots said, in freakishly polite unison, "please unlock the door."

Why not let it go? What harm was there in that? Aly was already dead. She might as well ensure this last little killer robot left the settlement after it killed her. At least that would stop some poor miner

from finding it tomorrow, after they found her body, and dying in a foolish attempt to avenge her.

Aly holstered her pistol and grabbed the locking lever with both hands. She grunted, struggling until it popped free, and opened the door. The last little assassin padded out, cloak torn. The tattered cloth revealed a thin layer of shredded skin hanging off its metal body. It gleamed in the glow of the light above the storage shed.

"We know it goes against your nature to surrender," her assassin said, "but we don't wish to hurt anyone else." And like every other word it had spoken tonight, that was truth.

Weariness filled Aly's aching body as she shuddered, hard. She wanted to hate these little child robots, but couldn't. She'd wanted to hate President Sayez in the weeks after she assassinated him, but couldn't. She'd grown to pity him instead.

Sayez had not created the Orchestra. Men and women generations before him had done that after mankind took to the stars, after the first mass drivers pulverized planets, after the targeted genocides and bio-engineered plagues. After humanity proved it had not grown beyond its greedy and violent past despite the gift of warp gates to travel the galaxy.

The Orchestra was to be the solution to humanity's inability to govern itself without bloodshed. It was to be an honest, impartial, pacifistic mediator upon which all sides could rely for judgment, but despite countless parallel decision systems intended to prevent the path it chose, the Orchestra soon became yet another tyrant. It concluded it could save humanity by making them all *better*, and it simply wouldn't *stop* doing that.

Habitation lights flickered in the rain to the north, someone awake in a building within sight of the shed. Someone who could die and didn't deserve to. Aly turned to her assassin. "Please don't kill anyone else. I'll go with you."

The little robot nodded. "Follow us." It strode off at a brisk pace and Aly followed, the other cloaked robots keeping her ringed. Soon the settlement lights were gone. Soon all that made up Aly's world was rain, and cold, and dark, and nine little metal children with poison needles in their hands.

"Would you like to be cremated?" her first assassin asked. "Or buried? We cannot offer a public grave ... it risks giving insurgents a place to rally ... but we can bury you in an unmarked grave on any world you wish. It is no trouble."

Aly numbly considered as she walked. It might be nice to be buried on her family's farm on Ceti Three, though that farm must be nothing but burned out buildings and scorched fields by now. Maybe they could bury her by the river beside that lovely waterfall on Gliese, where they held the water lily festival with the paper lamps. Maybe they could shoot her into a sun.

Aly spotted an all too common hole as the robots fanned out to avoid it, and the fire dying inside her flared. Focus honed by years of training disciplined her muscles and mind. She dashed forward, caught herself on the lip of the hole, and swung feet first into a drone-carved mining cave. She dropped her body into dark, damp air, not to live, but to finish one more mission. Her last mission. When she landed, one leg snapped.

The pain was excruciating, but Aly let no cry escape. She dragged herself across sharp rocks until she found a descending tunnel filled with slick mud. She crawled into it face first and slid like a child down a slide, listening for pursuit she didn't expect to hear. Killer child robots moved very quietly.

She braced her arms, fighting not to flip in mud and dark, until she slammed into a wall of machined rock. Trembling in agony, Aly

Going Interstellar cont.

pulled her military-issued PDA from her fatigues and fired it up. Its palm-sized screen flooded the tunnel with sickly yellow light. She thumbed Archive.

"My name is Corporal Alyssa Quan," Aly said, right into her camera, "and tonight, the Orchestra caught up with me." Out of the corner of her vision, glinting in the faint yellow light, a gleaming metal child slid closer and closer. "I died fighting for all of us, for our free will." She kept her eyes on humanity and the camera. "Don't disappoint me."

Aly thumbed Save. She thumbed Send. Even in this tunnel, beneath meters of rock, she knew her transmission would make it to an orbital relay. The warp gates weren't the only advanced technology humanity discovered before it left Earth.

Her assassin slid to a stop beside her, but she didn't shoot it. She didn't want her ears ringing in her last moments. The little robot watched her, close enough to touch, and raised one slim hand. A needle *snicked* out of its index finger.

"Are you in pain?" It watched her with gleaming and impartial blue eyes. "Are you afraid?"

For the first time since she went on the run, Aly found no reason to lie to herself. "Yes." She had no one left to be brave for, and she was terrified only darkness waited where she was going next. "Do you know what a martyr is?"

"We are familiar."

"You're making one."

"That's all right," the robot said. It raised its right hand, the one with the needle, as its left hand took hers. Its metal skin was shockingly soft and surprisingly warm. "We don't hate you, Alyssa. We understand why you did everything, and we forgive you. You always did what you felt was right."

Aly watched the robot in silence, hopelessly confused by its acceptance, its kind tone, and its gentle smile. A warm hand clutching hers was more than she expected in her last moments. It had been so long since anyone held her hand.

"Rest now," her assassin said, as it gently injected her with poison, "and do not fear. You need run no longer, and we will remain here, holding your hand, until you fall asleep."

HOW DO YOU FEEL?

Third Place, Farpoint 2019 Writer's Contest

by Peter David

How do I feel? What the fuck do you mean, how do I feel?

Language, officer, please. This is going out live to everyone at home.

I'm not a fu--damned officer. I'm a corporal. I'm just a damned corporal. The only reason everyone does what I say is because I've been here the longest. Okay? Call me Asha. That's my name.

Asha, then.

And keep that camera out of my fu—my face. Okay? I'm trying to shoot here and having you shoving that thing in my face isn't making it any easier. You think the enemy has a damned newswoman asking them stupid questions? Jesus.

I notice you haven't actually answered it.

What was the damned question?

How do you feel, a teen girl being out here in the marshes, firing away against an enemy she hasn't even seen and really doesn't know?

I can't feel. It's not allowed. It's a luxury I don't have time for. It's an enemy okay? It's a damned alien. They came down from the skies sixty-seven days ago, and they wiped out everyone over the age of twenty-one. It's obvious that they wanted a world full of slaves. So they figured if they killed all the adults, we'd all surrender and do whatever they wanted. And they were wrong. We fought back. Most of our parents had guns and the gun stores were open, so we formed armies. And we're fighting back. Why're you asking me about this? You're a damned news caster. You're only a few years older than me. What the hell are you doing here?

Someone has to tell the story.

No, you really don't. Somebody has to fight and kill the aliens. That's all that needs to happen.

For what kind of future? What--?

Shut up.

--kind of...

I said shut up, goddamnit. Yes, I copy that.

Copy what?

The enemy seems to be withdrawing. We're supposed to follow them, to wipe them out.

Can't you just let them go?

Are you out of your mind? They're the enemy. You don't let the enemy go. You kill the enemy. Beginning, middle, end. Squadron! All hands—

But what about?

Oh my God, shut up or I'm going to put a bullet in your brain. Squadron! All hands, we are in pursuit! Tombori, Maximus, take point! Move out, people, move out!

What if they try to surrender?

We assume it's a trick and we shoot them.

You're not even allowing for the possibility that they may want to surrender?

Watch where you're walking.

I'm fine.

Watch the damned ground. They're big on land mines.

Oh. Crap.

You bet your ass "Oh crap." Be careful of where you walk.

Thanks for the tip. What did you do before this?

ROTC.

What else?

Doesn't matter.

It does to me.

Theater major, okay? I was going to be a theater major. But it doesn't matter. None of it matters. All that matters is that I can fight and shoot and don't let my mind wander in useless directions like worrying about sparing aliens if they surrender.

If they surrender, then don't you have t--?

HOW DO YOU FEEL *cont.*

You think it matters? You think any of the rules matter? This isn't the world the way it used to be! We're being invaded! Don't you get it, asshole? Invaders, coming down from the sky! They made no attempt to contact us. They didn't tell us what they want. They just showed up and started killing and killing and killing! And if one of them wants to surrender, I'm supposed to accept that? Are you insane? STOP MOVING!

What? I didn't...what?

Right in front of you. Step around.

Oh my God.

That's what one of their mines looks like. Move very carefully around it. That's it. Careful. Good.

How did you learn to recognize them?

One of them blew up my lover.

I'm...I'm sorry. Were you together long...?

Thirteen days. I saw it a split instant before he stepped on it and I knew something was wrong, it wasn't an ordinary piece of army debris. I shouted a warning and I was too late. He was obliterated. I had a piece of shrapnel in my thigh.

You seem to be walking okay.

I don't have time to be limping.

Thirteen days. That wasn't very long.

Nowadays? It's an eternity. You really don't get it, do you, news lady? It's not like when we were kids. It's not like we get to dream about what we're going to do. We can't climb into an oversized refrigerator box and pretend it's a submarine or a rocketship. We don't get to dream about being ballerinas or astronauts or cowboys or any of that shit. We get to dream about one thing and one thing only: living out the day. That's it. That's all.

Do you dream about peace?

Of course not. There's not going to be any peace. Every person out here knows that we're going to fight until we die. We're not going to live to see any peace. We're fighting monsters, and this isn't a monster movie where viruses are going to kill it or Will Smith is going to come swooping in with a jet and blow up the mother ship. We're fighting an enemy that's going to keep at us until it's managed to blow away everyone who is able to stand up to it, and enslave the rest. This isn't some sci-fi thing with a happy ending. We're going to die.

If you have that attitude, maybe...

Jesus Christ. What did you do? Before you took on this job?

I was...I studied philosophy.

Jesus. So you're useless.

I'm not useless.

You keep talking about accepting their surrender! That is the most useless attitude to have. All they want to do is kill us.

We don't know that for a fact.

Yes, we do.

1914.

What?

In World War I. On the Western front. Around Christmas time. The troops declared cease fires. They exchanged souvenirs, and held burial ceremonies, and they played soccer. During a war. It is possible for ground troops to get along with each other, to behave, to cooperate. Maybe word can work its way up the chain and they can be persuaded to –

They're ALIENS! So soldiers got along for a couple of days. They were still all human! You still don't...get down. Right now.

Bullets are flying...

We're taking heavy fire.

How many--?

No clue. Don't move. Stay down. Don't do anything.

Where's the rest of the squadron?

Scattered. Wait. There's something up ahead. A fallen body.

One of ours?

I don't know. Stay here.

No freaking way.

Fine. Just don't get in my way.

. . . Who is it?

Holy crap. It's one of them.

Are you sure?

It's wearing some kind of armor I've never seen, so yeah, pretty sure. It's got a hole blown in its shoulder. My God, no one's ever seen one.

We've never captured one?

No. They self-destruct if they die or are captured. Hold on, I'm getting its helmet off.

Won't that kill it?

Who cares? Hold on...almost got it...almost...

Oh my God. It's...

It's beautiful. I just...I never....

Its face looks like an ancient Greek statue.

Please don't kill me.

Jesus Christ, it speaks English.

I surrender.

I'm...I'm not supposed to take prisoners...

Please...I'm begging you...I...I don't want to be here...

I can't...

Asha...she...it's surrendering. It's not going to fight you...

It could be a trick.

It's wounded...Asha, for God's sake...

Please...

Shut up. Bravo One, this is Asha. I've founded an alien alive. Request instructions. Bravo One, this is Asha. Come in.

There's no response.

I know there's no response! I can hear the static, same as you!

Asha...you have a chance to do something here. To show mercy. To show the aliens that we can be reasoned with, that we can be compassionate. You can –

Shut up! You...can you walk?

Yes. I can walk, I think.

All right. I'm going to help you up. Give me your hand..... one...two...th—

ZWAAAAAK

Oh my God. Oh my God, you...you killed her!

Yes. She is the enemy.

But she was sparing you! She accepted your surrender!

I wasn't surrendering. I was waiting for my defense system to recharge. Who are you?

I'm...I'm a reporter.

HOW DO YOU FEEL? *cont.*

A what?

I provide...news coverage of the war. I film it and people are able to see what's happening.

So you are not a soldier.

No, I swear, I don't even have a gun. I'm just doing my job.

You have a very curious profession.

I...I guess I do.

Perhaps I will let you follow me. You could be amusing. Do you wish to follow me?

I...yes. Yes, I do...

All right. Come with me. Record how a war is won...what is wrong? You seem to be hesitating.

No, I'm coming. It's just...you killed her. She was willing to spare you, to accept your surrender, and you took advantage of her and tricked her and killed her. I was just...I was wondering...

Wondering what?

How do you feel?

...How do I feel?

Yes.

Pretty damned good.



Farpoint 2020 Book Fair

Mix and mingle with your favorite authors, and discover new ones, at the Farpoint 2020 Book Fair.

Our author guests will be selling and signing their works . Be on the lookout for new titles — including those premiering at Farpoint!

Friday at 10:00pm in the Hunt Valley Hallway

**THEY WERE READY
FOR THE HUMAN
ADVENTURE**

**NOTHING COULD
HAVE PREPARED
THEM FOR THIS**

ALTERNATE COMMENTARY 2K20

**SALON A • FRIDAY 8 PM
HOSTED BY CASTWAVE STUDIOS**

AN ORIGINAL THREE PART
INDEPENDENT SCI-FI MINI-SERIES EVENT

**DARK OPERATIONS
TERMINUS**

“FOR IN THE SHADOWS LIES THE TRUTH”

DINNER
AND ◦ Bring you dinner
◦ Enjoy the show
A MOVIE

Saturday ◦ 7pm ◦ Salon A

Authors Panels

Conflict and Utopia

Salon C — Friday 2/21/20 — 3:00 pm

Writing utopian stories may seem to lack conflict, which may partially explain the current focus on dystopic futures. *Star Trek*, however, is at least in part a utopia. How do you tell good stories in a utopia? Do they need to focus on the frontier? *Jennifer Povey, John Stilwell*

Legacy of Le Guin

Salon C — Friday 2/21/20 — 4:00 pm

Ursula K. Le Guin is a giant in the world of literary sci-fi and left a lasting mark on the genre. Let's talk about our favorite pieces of her writing, how her work challenged the status quo, and how it's held up over time. *Kelli Fitzpatrick, Don Sakers*

Fanfic Confessions

Salon C — Friday 2/21/20 — 5:00 pm

Professional authors who still write fanfic or participate in fanfic-like habits such as PBEMs will talk about the differences between fanfic, tie-ins and original writing and how one can make the jump from writing fanfic to writing original works. They also may possibly confess some guilty secrets. *Jennifer Povey, JL Gribble, T. Eric Bakutis*

How to Write Satisfying Endings

Salon C — Friday 2/21/20 — 6:00 pm

You know them when you see them: those insanely satisfying endings that leave you applauding. Our panel will discuss tips and techniques for setting up and delivering on a satisfying conclusion to a story. *Gregory Wilson, Cristin Kist, Derek Tyler Attico, Stephen Kozeniewski*

Tales of Woe -- And Healing

Salon C — Friday 2/21/20 — 7:00 pm

How can narratives help us learn to cope with different kinds of trauma? Have prose and film/TV differed in handling this subject matter? How could it be done better? *David Mack, Pam Smith, Sherri Cook Woosley, Michael Critzer*

Furry Familiars and the Like

Salon C — Saturday 2/22/20 — 10:00 am

How do animals or creatures enhance storylines? *Sherri Cook Woosley, Jennifer Povey, Kim Headlee*

Firebringer Press Presents

Salon C — Saturday 2/22/20 — 11:00 am

The team from Firebringer Press will discuss current and future publications. *Steven Wilson, Phil Guinta, Michael Critzer, Diane Lee Baron*

Icons and Mantles: When Characters

Transcend Their Origins

Salon C — Saturday 2/22/20 — 12:00 noon

Sometimes, a fictional character becomes such a cultural force, fans and creators alike begin reimagining them in different forms. They're more than people on a page - they're mantles to be passed on and icons to be re-conceived. Afro-Latino Spider-Man. Female Sherlock Holmes. Young Merlin alongside a Young King Arthur. When does a character transcend their origins? *Mary Fan, Peter David, Jay Smith*

The Business of Writing:

Publishing Your E-Book

Salon C — Saturday 2/22/20 — 1:00 pm

Sit down, buckle up, and be prepared to ask lots of questions while twenty-year publishing veteran Kim Iverson Headlee helps you investigate how to publish and distribute your e-book. Topics include ISBNs, imprints, publication plans, vendor platforms, and more. *Kim Headlee*

Killing Characters 101

Salon C — Saturday 2/22/20 — 2:00 pm

What goes into planning and writing the deaths of major series characters? How does one make a character's death as meaningful as their life? *David Mack, Aaron Rosenberg, Stephen Kozeniewski, Heather Hutsell*

Crazy 8 Press

Salon C — Saturday 2/22/20 — 3:00 pm

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

Crowdfunding Your Work

Salon C — Saturday 2/22/20 — 4:00 pm

Our panelists will show how you can self-publish your work and use crowdfunding to help pay for it. *Michael Critzer, Keith DeCandido, Phil Guinta*

Star Trek and Contemporary Science Fiction

Salon C — Saturday 2/22/20 — 5:00 pm

Star Trek has become part of popular culture to the extent that "I'm a doctor, not a..." shows up all over the place. Panelists will discuss how *Star Trek* has influenced both their own work and the books they love, for good or bad. *Derek Tyler Attico, Jennifer Povey, Kelli Fitzpatrick, Glenn Hauman*

The Pursuit of the Pankera

Robert A. Heinlein's "Newest" Novel

Salon C — Sunday 2/23/20 — 10:00 am

In 1980, the first Dean of Science Fiction released a novel which had had a difficult birth, *The Number of the Beast*. Heinlein rarely rewrote his manuscripts, but this one was originally written while he was awaiting brain surgery, and he decided the first effort was "mediocre." The rewrite was not a critical success, but launched the final phase of Heinlein's career — his "World as Myth" novels. In 2019, Phoenix Pick publishers announced that they will be releasing Heinlein's original version, now titled *The Pursuit of the Pankera*. Will modern fans find this more media-friendly version of the book — which features characters created by L. Frank Baum and Edgar Rice Burroughs — to their liking? *Steven Wilson, TA Chafin, Betsy Childs*

Building a Better World

Hunt Ballroom — Sunday 2/23/20 — 11:00 am

World building is an integral part of science fiction and fantasy. By using intersectionality, writers can learn to create and expand upon fictional universes without infusing them with real world prejudice. This panel explores many methods of inclusive storytelling from both the fan and creator perspective. *Jay Justice, Robert Greenberger, Sherri Cook Woosley, Tony Ray*

Writer's Hobbies

Salon C — Sunday 2/23/20 — 11:00 am

Writers often talk about the ways their day jobs creep into their writing, but what about their hobbies? Our panelists will discuss the ways their secret and not-so-secret hobbies have influenced their work. *David Mack, Phil Guinta, T. Eric Bakutis, John Stilwell*

Indie Publishing 101

Salon C — Sunday 2/23/20 — 12:00 noon

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

What is Authenticity, Anyway?

Writing SFF Across Cultures

Salon C — Sunday 2/23/20 — 1:00 pm

As discussions about diversity in fiction evolve and non-Western sci-fi/fantasy gains popularity, many writers are questioning and challenging preconceived notions and expanding their boundaries. What are we allowed to write, and when should we stay in our lanes? Let's discuss! *Mary Fan, Derek Tyler Attico, Dr. Valery Mikles*

Setting as Character

Salon C — Sunday 2/23/20 — 2:00 pm

Like Hogwarts or Diagon Alley in the *Harry Potter* novels, what are some examples where the setting becomes a character in the story? *Sherri Cook Woosley, Howard Weinstein, Gregory Wilson*

All Ages/Child Friendly Panels

Movie Party

Belmont — Friday 2/21/20 — 8:00 pm

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

Salt Dough Monster Pets

Belmont — Saturday 2/22/20 — 10:00 am

First, we make the salt dough. Next, using the same magic TV uses, we will create our Monster Pets! What could be more fun? *Eta Hack*

Cookie Decorating with Princess Leia

Belmont — Saturday 2/22/20 — 11:00 am

Decorate Princess Leia and Chewbacca cookies! *Stephanie Kiss*

Magical Land Building

Belmont — Saturday 2/22/20 — 12:00 noon

Create a magical model to house your magical creatures using all kinds of found and craft items. *Eta Hack*

Puppet Fun

Belmont — Saturday 2/22/20 — 1:00 pm

Make the most exciting characters! *Eta Hack*

Science Magic!

Belmont — Saturday 2/22/20 — 2:00 pm

Cool and exciting science fun! *Eta Hack*

You've Been Slimed!

Belmont — Saturday 2/22/20 — 3:00 pm

Make and take slime. *Eta Hack*

The T.A.R.D.I.S. Has Landed

Belmont — Saturday 2/22/20 — 4:00 pm

Make a sonic screwdriver, play a trivia game, or build a diorama, all in the world of the Doctor. *Eta Hack*

Garden Tiles

Belmont — Saturday 2/22/20 — 5:00 pm

Decorate a ceramic tile to adorn your (fairy or gnome) garden! *Eta Hack*

Legos Fun

Belmont — Sunday 2/23/20 — 10:00 am

Create amazing structures! *Eta Hack*

Cookie Decorating with Princess Leia

Belmont — Sunday 2/23/20 — 12:00 noon

Whether you missed it the first time or just want to do it again! Decorate Princess Leia and Chewbacca cookies. *Stephanie Kiss*

Check out the Movies, Television, & Fandom Interests panel list for the Art Way Alliance programming!

These sessions offer interactive opportunities for creative fans of all ages.



Listen to readings from your favorite authors!

Check the Salon E schedule and Online Guide!

www.myconschedule.com



Anime Video Room

Bestars

Derby — Friday 2/21/20 — 12:00 noon

In a civilized society of anthropomorphic animals, an uneasy tension exists between carnivores and herbivores. At Cherryton Academy, this mutual distrust peaks after a predation incident results in the death of Tem, an alpaca in the school's drama club. Tem's friend Legoshi, a grey wolf in the stage crew, has been an object of fear and suspicion for his whole life. In the immediate aftermath of the tragedy, he continues to lay low and hide his menacing traits, much to the disapproval of Louis, a red deer and the domineering star actor of the drama club. When Louis sneaks into the auditorium to train Tem's replacement for an upcoming play, he assigns Legoshi to lookout duty. That very night, Legoshi has a fateful encounter with Haru, a white dwarf rabbit scorned by her peers. His growing feelings for Haru, complicated by his predatory instincts, force him to confront his own true nature, the circumstances surrounding the death of his friend, and the undercurrent of violence plaguing the world around him.

Cautious Hero

Derby — Friday 2/21/20 — 1:00pm

There is a popular saying: "you can never be too careful." It is very important to prepare for every situation you may face, even if it seems like an unnecessary waste of time. Also, in games like RPGs, it is good to exceed the level of your enemies to achieve total victory.

These words describe Seiya Ryuuguuin a little too perfectly. After being summoned by the goddess Ristarte to save the world of Gaeabrande from destruction, the hero prepares himself for his noble journey. While this might be normal, he spends a very long time training himself, despite having overpowered stats. He fights weak enemies using his strongest skills and buys excessive amounts of supplies and potions -- all to stay safe.

While his attitude may be a bit annoying, it might just be the saving grace of Gaeabrande, especially considering that it is a world where the forces of evil dominate each and every expectation.

Hi Score Girl II

Derby — Friday 2/21/20 — 2:00pm

The year is 1996, and second-year high school students Haruo Yaguchi, Akira Oono, and Ko-

haru Hidaka live their lives as passionately about video games as they were five years ago. Brought together by arcade games, what began as a healthy rivalry and friendship has turned into something more. As they endeavour towards understanding their unfamiliar feelings, they work with allies, navigate high school, and find that, although life has its many challenges, there's always a game or two they can rely on.

Africa no Salaryman

Derby — Friday 2/21/20 — 3:00pm

The comedy follows a lion, toucan, and lizard as they live the lives of office workers in a capitalist society in Japan, while also dealing with their unique situations as animals living beyond the savanna and the food chain.

Seven Deadly Sins

Derby — Friday 2/21/20 — 4:00pm

The Seven Deadly Sins were the strongest and cruelest order of Holy Knights in the Kingdom of Liones. Unbeknownst to even most of its members, the Seven Deadly Sins were formed for the expressed purpose of defeating the Demon Clan's Ten Commandments.

Houkago Saikoro Club

Derby — Friday 2/21/20 — 5:00pm

Miki Takekasa is an introverted high schooler who does not socialize with her classmates. However, she wants to know what "fun" really is, waiting for someone who could help her understand its true meaning. One day after school, she crosses paths with her classmate Aya Takayashiki, who takes her on a little adventure. Miki discovers wonders she had never seen before, opening a way to change her withdrawn life. On their way home, Miki and Aya see their class representative Midori Oono entering Saikoro Club, a store specializing in board games. After trying out a German board game, Miki soon understands the kind of fun she had been looking for: playing various games after school along with the friends and acquaintances she makes from her newfound pleasure.

Fairy Gone Season 2

Derby — Friday 2/21/20 — 6:00pm

Fairies possess and reside within animals, granting them special powers. By surgically removing and transplanting the organs of a possessed animal into a human, humans can partially summon the fairy and use it as a weapon.

Azure Lane

Derby — Friday 2/21/20 — 7:00pm

Grotesque, strong enemies called "Siren" have suddenly appeared from the sea. In order to fight against them, a navy group called Azure Lane has formed. They were successful in stopping the attack from Siren for a moment using warships. The different ideals from the people who formed it have shown. The story is about girls fighting the strong enemies that they've never faced before while dealing with the trouble in each camp.

Show By Rock!! Mashumairesh!!

Derby — Saturday 2/22/20 — 12:00 noon

New Show by Rock!! TV Series featuring the new band Mashumairesh!!

Koisuru Asteroid

Derby — Saturday 2/22/20 — 1:00pm

When she was little, Mira Kinohata met a boy named Ao at a campsite in town. While gazing at the starry sky together, Mira learns that there's a star with the same name as herself, but no star named Ao. The two then promised to one day explore asteroids together and find a star to name it after him. Several years later, Mira enrolls at the Hoshizaki high school and decides to join the astronomy club to fulfill her promise. However, she learns that the astronomy club will be merged with the geological research society to form the earth science club. Reluctantly, Mira goes to the club room and is reunited with Ao Manaka, the person she made the promise to explore asteroids with, and is shocked to learn that she is a girl!

Kuutei Dragons

Derby — Saturday 2/22/20 — 2:00pm

Dragons, the rulers of the sky. To many people on the surface, they are a dire threat, but at the same time, a valuable source of medicine, oil, and food. There are those who hunt the dragons. They travel the skies in dragon-hunting airships. This is the story of one of those ships, the Quin Zaza, and its crew.

Somali to Mori no Kamisama

Derby — Saturday 2/22/20 — 3:00pm

The world is ruled by spirits, goblins, and all manner of strange creatures. Human beings are persecuted, to the very point of extinction. One day, a golem and a lone human girl meet. This is a record of the pair, one a member of a ruined race, the other a watchman of the forest. It tells



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

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

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Anime Video Room

of their travels together and of the bond between father and daughter.

Housekishou Richard-shi no Nazo Kantei

Derby — Saturday 2/22/20 — 4:00pm

The novel follows Richard Ranashinha Dvorpian, a handsome British jewelry appraiser, and Seigi Nakata, a bright and upright Japanese college student. The duo solves various jewel-related cases by unraveling the hidden psychological aspects of their owners that lie within the gems.

Pet

Derby — Saturday 2/22/20 — 5:00pm

There are people who can get into people's minds and control their memories. This power is used to eradicate mysteries and cases or worse, to assassinate. The potential of said power is strong enough that it is able to destroy people's minds, however, it can backfire and eat up one's own heart. To counter it, chains are used to lock and protect each other's weak and dangerous hearts. From one's growing fear and disdain, they're consequently called as a "Pet."

Plunderer

Derby — Saturday 2/22/20 — 6:00pm

In a post-apocalyptic world dominated by the so-called "Numbers," each human will have their identity branded with their own "Count," which could define any number related to their life. May it be one's walked distance or amount of compliments given to them by others, this Count could lead them to the abyss when it has dropped to zero. In the year 305 of the Alcan calendar, Hina has inherited a mission from her Mother, whose Count has depreciated to zero, to search for the Legendary Red Baron. In her adventure, she meets a half-masked swordsman named Licht who tries to hide his identity, as he is known as a degenerate for having an incredibly low Count.

Runway de Waratte

Derby — Saturday 2/22/20 — 7:00pm

Runway de Waratte starts with the story of Fujito Chiyuki, an aspiring fashion model and daughter of a fledgling Modeling Agency, Mille Neige. Ever since she was little, Chiyuki's dream was to be the star model of her dad's agency and perform at Paris Fashion Week. With great looks and a gifted environment, it seemed like she was on the right track to fulfill her dream, but she soon found herself faced with a seemingly insurmountable wall when her height stopped growing at 158 cm; too short to be a professional model. Although Chiyuki still kept on believing in herself for years despite everyone telling her it's impossible, Chiyuki's resolve starts to crumble as she enters her last year of high school. This is when she meets Tsumura Ikuto, a lame classmate with a surprising talent for designing clothes, who is also considering giving up his dream due to unfortunate circumstances. Together, they begin the journey of doing the impossible in order to realize their dreams.

Medabots

Derby — Sunday 2/23/20 — 12:00 noon

Medabots, powerful robots granted artificial intelligence through special "medals", serve at the whims of their owner. They are more commonly used in "Robbatling," a popular combat sport where two medabots face off against one another. In its professional form, Medafighters use their Medabots to qualify for the World Tournament and fight amongst the elite to gain the title of champion.

Elementary schooler Ikki Tenryou has just gained his first Medabot: Metabee, an outdated model with no medal. Fortunately, however, Ikki manages to find a medal in the nearby river; but when Ikki places it into Metabee's head, the latter starts to exhibit strange behaviour. Short-tempered and rebellious, he refuses to obey

Ikki's orders. However, to climb the ranks to the World Tournament, Ikki and Metabee must first learn to work together, no matter how difficult the prospect may seem.

Samurai Pizza Cats

Derby — Sunday 2/23/20 — 1:00pm

Kyattou Ninden Teyande takes place in the city of Little Tokyo, a meld of feudal and modern Japanese culture, whose citizens are walking, talking animals.

When the head palace guard catches wind that the corrupt prime minister Seymour Cheese decides to become emperor and take over Little Tokyo, he knows that only one group can save Little Tokyo: the owners of a local pizza joint, the Pizza Cats! Serving delicious pizza by day, this trio's true occupation is "meowvelous" warriors of justice! The Samurai Pizza Cats will do whatever it takes to protect Little Tokyo!

Hamtaro

Derby — Sunday 2/23/20 — 2:00pm

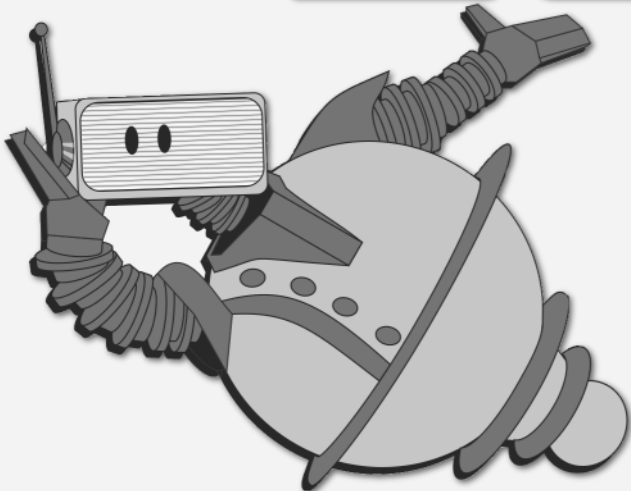
He's small, fluffy, and absolutely adorable: Hamtaro is one perfect little hamster! After moving to a new house with his owner, 5th grader Hiroko Haruna, Hamtaro discovers other hamsters and quickly makes friends.

The group of hamster explorers call themselves the Ham-Hams, and there's nowhere they won't go. The Ham-Hams go on crazy adventures all around the city while their owners are away, visiting everything from plays to magical lands of candy. Meanwhile, the humans face their own dramas...

Hamtaro meets a huge cast of different personalities, gets himself into (and out of) some pretty tight spots, and even helps Hiroko and her friends out more than once. Through it all, he never stops being unbearably cute. It's Hamtaro time!

FARPPOINT

28



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FARP cordially invites YOU
to attend Farpoint 28

February 19-21, 2021
Hunt Valley, MD

Farpoint, Fandom's Family Reunion!

Check the program insert for early
registration details

Live Events & Performances

Cocktail Party

Valley Ballroom — Friday 2/21/20 — 7:00 pm
Everyone's welcome to mix and mingle! A cash bar will be available. For an additional cost, you can buy a ticket for all-you-can-eat light buffet. A limited number of tickets available at the door.

ST:TMP Alternate Commentary 2k20

Salon A — Friday 2/21/20 — 8:00 pm
Castwave Studios brings you a live riff on a classic film — *Star Trek: The Motion Picture*! Colin Caccamise, Amanda Cavanagh, Sean Holmes, Brian Massey

Opening Ceremonies

Valley Ballroom — Friday 2/21/20 — 8:00 pm
The party continues! Please join us for the presentation of the Volker/McChesney Award, the Friday Live Charity Auction, and a performance full of fun, fashion, and song by DC's own, the very fabulous D'Manda Martini!

Book Fair

Hunt Valley Hallway — Friday 2/21/20 — 10:00 pm
Meet and mingle with the authors at the Book Fair! Be sure to check out our authors with new and premiering books.

Vic's Place

Hunt Ballroom — Friday 2/21/20 — 10:00 pm
Karaoke party! Chris Carothers, Terpette, Bob Smith, Tracey Vogelsang

Matinee Minutiae

Hunt Ballroom — Saturday 2/22/20 — 10:00 am
A podcast about film and TV trivia. The audience will choose one from a list of three movies/TV shows, and your podcast hosts will amaze and astound with their knowledge of the show, the world history of the year that the show was released, the resumes of the cast and crew, etc.. They will also recommend related and/or similar entertainment. Come join the fun! *DJ Starsage, Toppie Smellie*

Robert Greenberger

Valley Ballroom — Saturday 2/22/20 — 10:00 am
Bob talks movies... and tv... and other stuff. *Robert Greenberger, Glenn Hauman*

Cooking for Trekkies

Garden (Con Suite) — Saturday 2/22/20 — 11:00 am
Sample intergalactic delicacies and feed your inner geek – literally! *Jess Moran*

Cosplay Quickfire

Hunt Ballroom — Saturday 2/22/20 — 11:00 am
Back by popular demand! A roster of experienced cosplayers (over 200 total costumes completed) will instruct you on how to make any costume for under \$100 in less than 7 days. No costume is unattainable, the sky is the limit! Whether you sew, sculpt, shop or alter, where there's a will, there's a way! With a mix of suggested costumes from internet polls and ideas from the audience, the goal is for everyone to gain crafty, affordable methods of costuming. *Jay Justice*

Boogie Knights

Valley Ballroom — Saturday 2/22/20 — 11:00 am
History and fantasy-inspired parodies of modern songs. Come for the melody, stay for the words! *Keith R.A. DeCandido, Dave Keefer, Kate Pakaski, Sharon Palmer, John Scheeler, Linda Swann*

Sci Fi Diner Podcast

Hunt Ballroom — Saturday 2/22/20 — 12:00 noon
Check out the Sci-Fi Diner crew as they record their podcast at Farpoint! *Scott Hertzog, Miles McLoughlin, M. Garcia Sieiro*

Mary Chieffo

Valley Ballroom — Saturday 2/22/20 — 12:00 noon

An hour with our guest. *Mary Chieffo*

Maryland KdF: Learn To Fight

Like A Witcher!

Hunt Ballroom — Saturday 2/22/20 — 1:00 pm
Have you ever wanted to slay monsters like Geralt? Wield a greatsword like Ned Stark? Conquer enemies like Eowyn? If you want more than just stage combat, then this is the class for you. Come learn the basics of historical European longsword so you too can take on whatever monsters prowl your way! *Jess Rozek, Andrew Bakry, Isaiah Baden-Payne, Nate Dorr*

Anthony Montgomery

Valley Ballroom — Saturday 2/22/20 — 1:00 pm
An hour with our guest. *Anthony Montgomery*

Self-Defense Workshop

Hunt Ballroom — Saturday 2/22/20 — 2:00 pm
A demonstration of self-defense techniques by a second-degree black belt in karate. Or, how to defend yourself with more than mere words. *Keith DeCandido*

Penny Johnson-Jerald

Valley Ballroom — Saturday 2/22/20 — 2:00 pm
An hour with our guest. *Penny Johnson-Jerald*

Marc Okrand

Hunt Ballroom — Saturday 2/22/20 — 3:00 pm
If you've ever heard Shakespeare the way it was meant to be spoken, thank Marc. He's the man who taught the Klingons their own language and inspired linguists all over the galaxy. *Marc Okrand*

The Chromatics

Valley Ballroom — Saturday 2/22/20 — 3:00 pm
A capella stylings with pop culture riffs and science facts! *Padi Boyd, John Meyer, Michelle Orhan, Scott Rohrbach, Alan Smale, Karen Smale*

TA Chafin

Hunt Ballroom — Saturday 2/22/20 — 4:00 pm
The latest and greatest about what's going on in the Star Wars universe! *TA Chafin*

Masquerade Tech Run-Through

Valley Ballroom — Saturday 2/22/20 — 4:00 pm
Costumers can attend as the tech crew goes through sound and light cues for the Costume Contest. The crew sees/hears what to expect and costumers can get tips on how the flow goes.

Luna-C

Valley Ballroom — Saturday 2/22/20 — 5:00 pm
Nothing is safe from them. *Star Trek, Star Wars, Once Upon a Time, Stargate, My Little Pony, Doctor Who, Warehouse 13, Harry Potter* - Luna-C sets their sights on all your favorite science fiction, fantasy and even children's shows. Tell your friends, tell your relatives. Come and see the show! *Richard Siebigteroth, Bella Siebigteroth,*

Costuming/Cosplay Panels

Fix & Finish Room

Salon F — Friday 2/21/20 — 1:00 pm
FRIDAY ONLY! Hang out with other costumers and repair or complete your costume in our open work area and lounge. Some equipment/supplies will be available. Open late! *Brian Sarcinelli, Sarah Yaworsky*

Cosplay as Coping

Salon F — Saturday 2/22/20 — 10:00 am
It can be a lot to cope with trauma, mental illness or disability. Cosplay has provided a safe space for many to explore their emotions and understand their experiences. Join us to talk about how cosplay has helped you grow and learn about yourself and others. *Pam Smith, Ryan Permison, Jessica Crouse*

Cosplay Quickfire

Hunt Ballroom — Saturday 2/22/20 — 11:00 am
Back by popular demand! A roster of experienced cosplayers (over 200 total costumes completed) will instruct you on how to make any costume for under \$100 in less than 7 days. No costume is unattainable, the sky is the limit! Whether you sew, sculpt, shop or alter, where there's a will, there's a way! With a mix of suggested costumes from internet polls and ideas from the audience, the goal is for everyone to gain crafty, affordable methods of costuming. *Jay Justice, Emily Finke, D'Manda Martini*

Costume Presentation Clinic

Salon F — Saturday 2/22/20 — 11:00 am
Do you have a costume, but no presentation? Want help sharpening your shtick. Award-winning costumers are here to help us all put on

a better show. So come get feedback while you still have time to make changes and practice. *Sarah Yaworsky, Stephen Lesnik*

Advanced Prop Making for the (Almost)

Complete Beginner

Salon F — Saturday 2/22/20 — 12:00 noon
Are you ready to move beyond floor mats and cardboard? Want to build a prop that's light enough to carry all day and sturdy enough to survive the whole weekend? Then join us to learn about next level tools and resources, how to build your building skills, and practical tips for better props. Hosted by Nova Labs. *Steve Fritzinger*

Expanse Cosplay Discussion and Meet-Up

Salon F — Saturday 2/22/20 — 2:00 pm
Back by popular demand! *Expanse* fandom is growing and so are the opportunities for cosplay! Join us for a meet up and discussion of what it means for makers, how social media and digitally shared templates (patterns, 3DPrint files, etc.) have changed our way of thinking about fandom, and individual identity vs. group identity in costuming. *Crew of the MMS-225 Borracho*

Foamsmithing

Salon F — Saturday 2/22/20 — 3:00 pm
What is foamsmithing? What are the tools of the trade? What do you need to get started? A "how-to" on working with EVA foam. *Pam Smith*

You Can't Cosplay That! And Other Things

We Are Tired of Hearing

Salon F — Sunday 2/22/20 — 10:00 am
Tired of being told what you can and can't co-

splay because of your gender, race, or body type? So are we! Come be confident and cosplay whatever you want with us and get some helpful tips on how to do it, even on a budget! Cosplayers of all shapes, sizes and every variation of uniqueness are welcome to share stories and tips, and just be the confident and awesome cosplayers we all are! *Pam Smith, Jay Justice, Jessica Crouse, Nathan Schell*

Masquerade Critique

Salon F — Sunday 2/22/20 — 11:00 am
Relive the Masquerade and discuss what worked and what did not in a round table discussion. Orders will be taken for Masquerade DVDs. *Brian Sarcinelli, Sarah Yaworsky, Stephen Lesnik*

Makerspaces: The Ultimate

Resource for Cosplay

Salon F — Sunday 2/22/20 — 1:00 pm
A discussion of the various ways cosplayers can use makerspaces for their costumes and props. Hosted by Nova Labs. *Super La Mario, Steve Fritzinger*



Live Events & Performances

Cynthia Hardesty, Cheralyn Lambeth, Susan Doner, Kristin Sirota, Chris Carothers, Dana Stewart, Natalie Kurczewski, Em Baisch, Ann-Marie Stewart, Cora Edmiston, Andrew Harasty

Starship Magic By S'kai

Hunt Ballroom — Saturday 2/22/20 — 6:00 pm

Farpoint presents S'kai, Vulcan's Greatest Magician! He brings magic to an age where transporters and replicators are commonplace. He has performed everywhere from the bridge of the original Enterprise NCC-1701 (no bloody A, B, C or D) to Farpoint. S'kai is wanted by the Bureau of Temporal Investigation for multiple violations of the timeline and for theft of technologies from other eras. Although exiled from Vulcan for being too emotional, he has harnessed his emotionality to bring you an exciting time. This is an adult show, though family friendly. Not recommended for children under 8. *Dr. Willie Yee, Howard Brown*

Charnock's Comedy Cabaret

Hunt Ballroom — Saturday 2/22/20 — 7:00 pm

If you, like Data, want to know what is funny, stop in for nerdy performances from great local stand-up comics! *David McOwen, Claudia Arceo, Michael Carrasquillo, Andy Malecki*

Dinner & A Movie: Dark Operations: Terminus (Premiere)

Salon A — Saturday 2/22/20 — 7:00 pm

Ten years after their initial film, the cast and crew of *Dark Operations* are back for their greatest adventure yet. This three-part mini-series wraps up the story of Captain McGregor and the USS Armstrong. A devastating battle leaves one of the crew on trial for genocide. *Dark Operations* Command is falling apart and the UEA President wants a quick and speedy end to the trial. Young, untested Defense Council Stephanie Strouse becomes more entangled in the web of deception and lies that surrounds *Dark Operations* as she faces off against the prosecution led by Col Gary Massey, a seasoned officer whose only goal is self-advancement, regardless of the cost. The crew faces the ultimate test:

save themselves or risk everything for one of their own. *Royce Essig, Nathan Schell*

Masquerade Costume Contest

Valley Ballroom — Saturday 2/22/20 — 8:00 pm
Join us for one of the best Masquerades in fandom. Stay for the Halftime Show and the Saturday Live Charity Auction, featuring awesome items including special items donated by our guests.

Ten Forward

Hunt Ballroom — Saturday 2/22/20 — 10:00 pm

Dance and party the night away!

Wizarding Association of Non-lethal Duelists (W.A.N.D.s)

Hunt Ballroom — Sunday 2/23/20 — 10:00 am

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

Bob & Howie Show

Valley Ballroom — Sunday 2/23/20 — 10:00 am

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

Building A Better World

Hunt Ballroom — Sun 2/23/20 — 11:00 am

World building is an integral part of science fiction and fantasy. By using intersectionality, writers can learn to create and expand upon fictional universes without infusing them with real world prejudice. This panel explores many methods of inclusive storytelling from both the fan and creator perspective. *Jay Justice, Robert Greenberger, Sherri Cook Woosley*

Sci-Fi Jeopardy

Valley Ballroom — Sunday 2/23/20 — 11:00 am

After a multi-year hiatus, IT'S BACK! Six contestants compete in the classic answer & question trivia game for a shot at nice prizes! Think you know your sci-fi, fantasy, and horror? Come to the tryout and maybe you'll be chosen to be a contestant! *Dean Rogers*

Castwave Studios

Hunt Ballroom — Sunday 2/23/20 — 12:00 noon

Come hear the latest from the Castwave Studios team, including any upcoming works. *Colin Caccamise, Amanda Cavanagh, Sean Holmes, Brian Massey*

Anthony Montgomery

Valley Ballroom — Sunday 2/23/20 — 12:00 noon

An hour with our guest. *Anthony Montgomery*

Maryland KdF: CLASH! BANG!

Swords in the Movies vs. Reality

Hunt Ballroom — Sunday 2/23/20 — 1:00 pm

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

Penny Johnson-Jerald

Valley Ballroom — Sunday 2/23/20 — 1:00 pm

An hour with our guest. *Penny Johnson-Jerald*

Todd Brumans - A Life

Hunt Ballroom — Sunday 2/23/20 — 2:00 pm

A celebration of the too-short life of our friend, Todd Brumans. *Annie Brumans*

Mary Chieffo

Valley Ballroom — Sunday 2/23/20 — 2:00 pm

An hour with our guest. *Mary Chieffo*

Open Committee Meeting

Salon A — Sunday 2/23/20 — 4:00 pm

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

Using Social Media Effectively

Salon D — Saturday 2/22/20 — 10:00 am

Twitter, Instagram, Facebook and the like can seem daunting to the uninitiated. But if you want to be in business, ignoring social media is like leaving fans (and money) on the table. Our panelists will discuss tips, tricks, and best practices for getting the most out of your internet platform. *Stephen Kozeniewski, Stella Sutkiewicz, Gregory Wilson*

PC Building in 2020

Salon D — Saturday 2/22/20 — 11:00 am

How easy is it to build your own PC? If you know where to look, the experience is no more complex than some Lego sets! *Sean Holmes, TA Chafin*

Nerdy YouTube Q&A

Salon D — Saturday 2/22/20 — 12:00 noon

So you want to be a YouTuber? Join Captain Kyle and Maeden from *Fandom Spotlight* for this Q&A session where they answer questions about the algorithm, promotion, monetization, growth and more! Whether you are about to post your first video or your thousandth, this panel is for you! *Kyle Williamson*

3D Printing and You

Salon D — Saturday 2/22/20 — 1:00 pm

Rock Robertson will discuss the ins and outs of 3D printing and provide samples of his work. *Robert Robinson*

The Road to Dark Ops: Terminus

Salon D — Saturday 2/22/20 — 2:00 pm

An overview of the history behind the *Dark Operations* project and the many lessons learned

along the way. *Royce Essig, Nathan Schell*

The State of VR 2020

Salon D — Saturday 2/22/20 — 3:00 pm

With the launch of the next generation of VR headsets and the first true, standalone (Oculus Quest), how is VR doing? And where is it going next? *T. Eric Bakutis*

Act Together presents:

Banner's Predicament Ep 1

Salon D — Saturday 2/22/20 — 4:00 pm

"Entangled States" - David takes a job as a hired hand in what turns out to be a secret lab studying the interface between quantum computing and the mind. But when he attempts to utilize its cutting-edge research to finally separate his monstrous alter ego from himself, he gets caught in a plot far more sinister than he had expected. And now his entanglement with the Creature is needed more than ever!

Act Together Productions

Salon D — Saturday 2/22/20 — 5:00 pm

The team from Act Together Productions will discuss current and future projects.

Act Together presents:

Banner's Predicament Ep 2

Salon D — Saturday 2/22/20 — 6:00 pm

"Bringing Down The House" - David befriends a young musician, only to get caught up in a sinister agenda unbeknownst to them both... and now the Creature must force everyone to face the music!

How to Speak Good(er)!

Salon D — Sunday 2/23/20 — 11:00 am

From podcasts to YouTube to viral videos, fans

are speaking out. Public speaking skills, diction, breath control — there are plenty of tips and tricks to help you get your message out loud and clear. *Russ Colchamiro, Pam Smith, Gregory Wilson*

Podcasting Techniques

Salon D — Sunday 2/23/20 — 12:00 noon

Want to learn how to make your podcast sound more professional? Our panelists will show you how. *Dr. Arnold Blumberg*

VR: 6 Degrees of Freedom

Salon D — Sunday 2/23/20 — 2:00 pm

Is VR going to be the mainstream of media consumption? How does affordable HMDs like Oculus Quest change this? *Sean Holmes, John White, T. Eric Bakutis*

Did you remember your "Bring Back Swag?"

When you visit the Farpoint table at other conventions throughout the year, you can pick up a piece of our Bring Back Swag.

When you attend Farpoint, show it at the Registration Desk for an extra gift in your Welcome Bag!



Look for the Farpoint table at conventions throughout 2020 for next year's Swag!

Movies, Television & Fandom Interest Panels

Throwback Friday

Salon A — Friday 2/21/20 — 3:00 pm

Our panelists will discuss those sci-fi classics we still love to watch, shows like *Quantum Leap*, *Babylon 5*, *Lost*, *Space 1999*, *Fringe*, and the like. Come join us! *Betsy Childs*, *Dr. Arnold Blumberg*

Outlander: The Fiery Cross

Salon A — Friday 2/21/20 — 4:00 pm

Season 5 of *Outlander* premiered exactly SIX days prior to Farpaint! There will be LOTS to talk about! What changes from book to screen may we expect to see? We'll be introduced to new characters and reunited with returning favorites. Life in pre-Revolutionary War America hasn't been easy for the Fraser clan as they're pulled closer and closer into a web they may not be able to escape. Bring your thoughts, your ideas and we'll have a braw discussion. *Tulach Ard!* *Annie Brugmans*, *Maggie Restivo*, *Betsy Childs*, *Lisa Crocker*

Disney Plus

Salon A — Friday 2/21/20 — 5:00 pm

The streaming service has been live for about three months now. Your thoughts? *Bram Crocker*, *Lisa Crocker*, *Dr. Arnold Blumberg*, *Brian Massey*

Return to Downton Abbey

Salon A — Friday 2/21/20 — 6:00 pm

Three years after *Masterpiece's Downton Abbey* ended its highly rated six-year run on television, audiences flocked to theaters this autumn to see *Downton Abbey* on the big screen. Panelists will discuss what worked about the film, what could have been better, and what the future has in store for the Crawley family. *Allyn Gibson*, *Kelli Fitzpatrick*, *JL Gribble*

What We're Actually Doing In The Shadows

Salon A — Friday 2/21/20 — 7:00 pm

The Staten Island Vampires request and require your presence! We'll discuss the care and feeding of familiars, how to keep romance alive when you're undead, and advance our plans for taking over Staten Island. Werewolves (reluctantly) welcome. BAT! *Sarah Yaworsky*, *Brian Sarcinelli*

Sci Fi (and Fantasy) From the Parent's Eye

Chase — Saturday 2/22/20 — 10:00 am

Our panelists will discuss how to introduce a new generation of fans to SFF in an age-appropriate way. *Russ Colchamiro*, *Aaron Rosenberg*, *Jay Smith*

Star Wars: End of a Saga

Salon A — Saturday 2/22/20 — 10:00 am

Was *The Rise of Skywalker* a fitting end to the *Star Wars* movie saga? And is it really the end of the movie saga, or is there another trilogy on the horizon? Our panelists will discuss. *Betsy Childs*, *TA Chafin*, *Thomas Atkinson*, *Bram Crocker*

Critical Role

Chase — Saturday 2/22/20 — 11:00 am

A discussion of the live stream D&D game on Twitch. How did it start, and where is it going? *Jackie Green*, *Tim VanBlarcom*

The Ladies of Star Trek: Enterprise

Salon A — Saturday 2/22/20 — 11:00 am

Come talk about the ladies of the NX-01! Sub-commander T'Pol and Ensign Hoshi Sato are inspiring characters and encounter some interesting challenges in their character arcs. Let's examine what we loved about them and what we would have liked to see more of, along with some of the memorable guest characters. *Kelli Fitzpatrick*, *Derek Tyler Attico*, *Mary Fan*

Pokémon Go & Draw: Art Battle Edition

Chase — Saturday 2/22/20 — 12:00 noon

Join AWA Artists as they show you how to draw some of your favorite Pokémon characters. From the original 151 to the new Sun & Moon starters, these artists know them all. Participants may even help the Artists create a battle scene that will show off the power of Pokémon! *Anna Richardson*, *Chelsea Auernheimer*

How Streaming & Cable Have

Enhanced - And Ruined - Watching TV

Salon A — Saturday 2/22/20 — 12:00 noon

We live in a Golden Age of TV. But when is so much great television TOO much? How does the splintering of the audience detract from fandom? Are we becoming Haves (those who can afford ever more subscription streaming) and Have-Nots (those who can't)? *Howard Weinstein*, *Betsy Childs*, *Russ Colchamiro*, *Ann White*

Diversity in Fandom

Chase — Saturday 2/22/20 — 1:00 pm

A round-table discussion on issues of diversity in fandom; what limits diversity in our clubs and conventions, what can we do to encourage more diversity? *Karen Carothers*, *Dr. Ariel Vitali*, *Terry Street*, *Beryl Belcher*

DC's TV Crisis

Salon A — Saturday 2/22/20 — 1:00 pm

The crossover to end all crossovers! How did it compare to the original comic series? *Robert Greenberger*, *Don Saker*, *Allyn Gibson*, *Kyle Williamson*

Sketch Card Art & Design

Chase — Saturday 2/22/20 — 2:00 pm

An artist and Professor at University of Maryland Eastern Shore, Brad Hudson has created over 4,000 sketchcards for Topps, Upper Deck and Dynamite Comics since 2015. In this seminar he will discuss the basics of creating a sketchcard and demonstrate some of his process. *Brad Hudson*

So Bad It's Good: What Does It Mean?

Salon A — Saturday 2/22/20 — 2:00 pm

"That tv show is a total guilty pleasure." "That film is so bad, it's good!" You've heard these phrases over the years; our panel will discuss movies and tv shows generally belittled by critics or fans but are enjoyed anyway. *Ryan Permison*, *Lisa Crocker*, *D'Manda Martini*, *Bram Crocker*, *Cristin Kist*

Boomers, GenX-ers, And The Final Frontier

Chase — Saturday 2/22/20 — 3:00 pm

The generation that grew up after television but before the Internet saw the birth of a whole new kind of popular culture, and tales of other worlds, possible futures, and strange alien life forms captured the imaginations of many. From math club nerds to geek chic, from hiding comics in our textbooks to Marvel movies dominating the box office, fans of the fantastic have come a long way. *Steven Howell Wilson*, author, publisher, science fiction convention promoter, fan fiction writer, blogger, podcaster, and *Star Trek* comics scribe (and, yeah, math club nerd) leads you on a journey through the history of an amazing era. Millennials and GenZ-ers welcome — if you promise not to make fun of our flip phones! *Steven Wilson*

Killjoys: Hokk, Hullen and Happy Endings

Salon A — Saturday 2/22/20 — 3:00 pm

A chance for fans to share their fond goodbye to *Killjoys* after 5 years of the most complex and intelligent show The Quad could provide. *Stella Sutkiewicz*, *Ann White*, *John White*

The Art of Illustration

Chase — Saturday 2/22/20 — 4:00 pm

Using random adjective, nouns, and verbs, artists will practice creating their own characters. This brainstorming project is a great way to warm up before doing heavy drawing that can be done anywhere. *Kofi Jamal Simmons*

Doctor's Report Card

Salon A — Saturday 2/22/20 — 4:00 pm

So, what do we think of the newest incarnation of the Doctor? Her companions? Where do you think the show will go from here? *Kath David*, *Jennifer Povey*, *Dr. Arnold Blumberg*, *Dave Galanter*, *Brian Massey*

The Expanse Explores A Strange New World

Salon A — Saturday 2/22/20 — 5:00 pm

On Season 4, we see the Rocinante crew go through the gate and visit New Terra, one of the first worlds colonized. While Naomi and Alex

mind the ship, Holden and Amos try to make peace between colonists and scientists. Meanwhile, Bobbie and Avaserala investigate a mystery. And then there's Proto-Miller, hanging around with Holden and causing trouble. Let's discuss Season 4, and what's coming up in Season 5. *Ann White*, *John White*, *Russ Colchamiro*, *JL Gribble*

Mirror Universe: We Love It Despite the Flaws

Salon A — Saturday 2/22/20 — 6:00 pm

The *Star Trek Mirror Universe* has thrilled fans ever since its introduction in the Original Series episode "Mirror, Mirror." In this panel, we will discuss the other storylines involving that universe. We'll explore what doesn't make sense, the possible origins of it and why we love it anyways. *Kyle Williamson*, *Keith DeCandido*, *Royce Essig*, *Miles McLoughlin*

Face-to-Face Fandom in the Digital Age

Chase — Sunday 2/23/20 — 10:00 am

Fan clubs used to be the heart of fandom, organizing social events and letting fans connect personally. But as fan interaction has moved online, they're a dying breed. How can fan clubs recapture their energy, reconnect face to face, and keep the personal and social aspects alive? *Garry Hickman*, *Brenda Dorsch*, *D'Manda Martini*, *Royce Essig*

Trek All Access

Salon A — Sunday 2/23/20 — 10:00 am

A look at *Star Trek: Discovery's* season 2 and speculations for season 3. Plus we'll talk about *Picard* — where it fits in and where it's going. *Keith DeCandido*, *Derek Tyler Attico*, *JL Gribble*

Writing for the World Around

You and Beyond

Chase — Sunday 2/23/20 — 11:00 am

Jordan Clark guides writers aspiring to create works of pure fiction to create worlds that are completely unrealistic... however totally believable! *Jordan Clark*

The Orville Ups the Ante

Salon A — Sunday 2/23/20 — 11:00 am

The Orville has grown up from the first season's "Star Trek with Jokes" attitude. It's establishing itself as a premier science fiction show. In the second season, we've seen the Kylon homeworld, an uneasy alliance with the Krill, and (finally) a resolution to the Ed/Kelly relationship. As we wait for Season 3 on Hulu, let's discuss the last season and what we would like to see in the next. *John White*, *Ann White*, *Stephen Kozeniewski*, *TA Chafin*

Memories Of The FANTastic

Chase — Sunday 2/23/20 — 12:00 noon

Baltimore has a rich Fan culture and history, going back over half a century. Exceptional individuals, funny stories and natural disasters have all figured into it. Join us as we recall — as best we can — the days gone by and the absent friends. *Steven Wilson*, *Jonathan Fuhrman*, *Melissa James*, *Martha Sayre*, *Sandy Zier-Teitler*

Reboots and Remakes: New Ideas

Salon A — Sunday 2/23/20 — 12:00 noon

There are certain movie or TV properties we feel should have a chance — or another chance — at glory. The first attempt may not have worked out, or the property ended up in development "heck" and never got made. We will discuss movie or TV properties that should (or should again) have a shot at the big time, and how we go about bringing them to life. *Ryan Permison*, *Betsy Childs*, *Royce Essig*

BadSandwich Studios Drawing Challenge

Chase — Sunday 2/23/20 — 1:00 pm

Join 3 Morgan State University students (BadSandwich) as they show the basics of drawing some of their favorite science fiction characters against the clock. After a few rounds, join them at the drawing board to see if YOU can beat the clock! *Daniel Aribiyi*, *Brianna Gregory*, *Andre DeNeal*

Movies, Television & Fandom Interest Panels

The Infinity Saga

Salon A — Sunday 2/23/20 — 1:00 pm

22 films and a massive inter-connected story later, what did you think? And what do you think is next for Marvel? *Jay Smith, Dr. Arnold Blumberg, J.L. Gribble, Jay Justice*

Did We Win? The Mainstreaming of Geek Culture

Chase — Sunday 2/23/20 — 2:00 pm

Once upon a time, you played D&D in a basement — now it's broadcast on YouTube. Comics were hidden under the bed, now they're dis-

played on the shelf and sold at school book fairs. "Trekkie" is no longer an insult (except to *Star Wars* fans). How can you be an outsider when it's the "in-thing?" Are we losing something by being so popular? *Glenn Hauman, Phil Giunta, Don Sakers, Jay Smith*

World's Finest: Past, Present and Future

Salon A — Sunday 2/23/20 — 2:00 pm

Both Superman and Batman have now celebrated their 80th birthdays. So what's next? We will talk about our favorite memories of both these iconic characters from all mediums and speculate on where they could go next. *Robert Greenberger, Ryan Permission, Michael Critzer, Allyn Gibson*

Science Panels

Safe and Secure Online: A Cybersecurity Presentation for Parents

Salon B — Friday 2/21/20 — 5:00 pm

The (ISC)² organization (isc2.org) through their outreach organization, Center for Cyber Safety & Education, provides a number of cybersecurity awareness programs. This one is focused on helping parents teach and guide their children toward safe use of the Internet. Topics covered include cyberbullying, online identity and image protection, social networking safety, and computer safety. *Stephen Lesnik*

The Space Junk Crisis

Salon B — Friday 2/21/20 — 7:00 pm

Since the space programs of many nations began in 1957, space junk and debris have been left in orbit, accidentally or on purpose, unintentionally or malevolently. Currently there are tens of thousands of orbiting objects posing lethal hazards to astronauts and valuable spacecraft, some trackable with radar, many too small to be detected. The risk is currently at crisis level, since countermeasures are feeble while the roster of threatening objects grows. This talk will summarize the danger today and the trend. *Dr. David A. Batchelor*

Small, Sparse, Sluggish, and Strange: The Challenge of Looking for Life on Other Planets

Salon B — Saturday 2/22/20 — 10:00 am

Even on Earth, there are more bacteria in more places than anyone realizes. In the open ocean, in the ocean subfloor, at hydrothermal vents, inside glacier ice - all of these niches are home to microscopic life, most of which has never been cultured or imaged. With "life detection" so difficult even on our own planet, how can we expect to find microbial life on places like Europa, Enceladus, or even Mars? There hasn't been a life detection mission since Viking in 1976, largely because this question is such a hard one to answer. Some day we will have to look for living, dormant, or dead microorganisms on other planets. How? *Dr. Jay Nardeau*

Is There Life on Mars?

The 1979 Viking Test Results

Salon B — Saturday 2/22/20 — 11:00 am

Dr. Straat recounts her experiences on the Viking Lander project, the science involved in the LR experiment to detect life on Mars, and the results of the LR experiment. You can decide for yourselves whether it found life. *Dr. Patricia Ann Straat*

Likely Hosts for Life in the Solar System

Salon B — Saturday 2/22/20 — 12:00 noon

Life resides in all sorts of environments here on Earth, even in such seemingly inhospitable spots as solid rock 3 miles down, scalding hot water vents, antarctic lakes under glaciers, and mountain tops at nearly 30,000 feet. But if we look around carefully, we find organic materials in all sorts of places in our Solar System. Putting these two observations together we can consider the possibilities of life existing (past and/or present) in other locales among our planets and moons. Let's explore! *Dr. Inge Heyer*

Strange New Worlds: The latest discoveries of planets around other stars

Salon B — Saturday 2/22/20 — 1:00 pm

Exoplanets - planets that orbit other stars - are everywhere! Earth-based and space-based telescopes show us that there are more planets than stars in our Milky Way galaxy. This multimedia presentation briefly reviews how we got here, highlights some recent planet discoveries, explore the next steps to look for atmospheres that might host life, and shows how you can help discover strange new worlds. With music by The Chromatics. *Dr. Padi Boyd*

Weather Watches and Warnings

Salon B — Saturday 2/22/20 — 2:00 pm

A retrospective on how we predict extreme weather events, how successfully we prepared, and what we're trying to do better. (Alternatively, a look at what the future holds for weather forecasting and satellites.) *Dr. Valerie Mickles*

Geek Trivia Challenge

Salon B — Saturday 2/22/20 — 3:00 pm

Bring a team of 3-6 people (or join up with one when you get there) for an hour of challenging nerdy trivia questions. Winning team gets a prize. *Barbara J. Thompson, Dr. Seth Rittenhouse*

Geek Trivia Challenge

Salon B — Saturday 2/22/20 — 4:00 pm

Bring a team of 3-6 people (or join up with one when you get there) for an hour of challenging nerdy trivia questions. Winning team gets a prize. *Barbara J. Thompson, Dr. Seth Rittenhouse*

JWST and WFIRST: NASA's future large observatories

Salon B — Saturday 2/22/20 — 5:00 pm

The James Webb Space Telescope (JWST) is just completing integration and will be heading to launch next year. JWST will be the largest space-based observatory ever and will transform our understanding of the universe the same way the Hubble Space Telescope has done over the last quarter century. Meanwhile, the Wide Field Infrared Survey Telescope (WFIRST) is in development, scheduled to launch in the mid-2020's. WFIRST will have the same size mirror and imaging resolution as Hubble, but will be able to see 100 times as much of the sky at once, taking 300 megapixel pictures. Its primary mission is to help us understand the expansion of the universe, be it via dark energy or something even more esoteric, map out how clusters of galaxies grew and evolved over time, and survey the sky for evidence of exoplanets, supporting other missions like Kepler and the Transiting Exoplanet Survey Satellite (TESS). This talk will provide an overview of each of these observatories and delve into the hardware that makes many of these amazing capabilities possible. With music by The Chromatics. *Dr. Scott Rohrbach*

Woke Media: Successes and Failures

Salon A — Sunday 2/23/20 — 3:00 pm

Television and movies are struggling to increase diversity, address social issues and spread awareness. Which productions have gotten it right? From the original *Star Trek* and *The Expanse* to the CW's *Supergirl* and *Terminator: Dark Fate*, we will look at those who have succeeded and those who have failed. In addition, we'll discuss what's more important... the ratings, the message or the story? *Kyle Williamson, Derek Tyler Attico, Jennifer Povey*

Black Hole Science Update

Salon B — Sunday 2/23/20 — 10:00 am

An update on black holes, including the science of the Event Horizon telescope image and LIGO. *Dr. Willie Yee*

The Latest Updates to the DART Project

Salon B — Sunday 2/23/20 — 11:00 am

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

Starship Propulsion from Three Fictional Universes: the Real, the Plausible, the Impossible

Salon B — Sunday 2/23/20 — 12:00 noon

The speakers compare and contrast starship propulsion in *Star Trek*, the *Honorverse*, and *The Expanse*. Each will be considered from the framework of what aspects are realistic science as we now understand it, what aspects are plausible extensions of current science, and what is completely unrealistic because it conflicts with known science. *Dr. Ariel Vitali, Terry Street*

Rydberg Atoms and Molecules: Exploring the physics nether-region between Newton and Heisenberg

Salon B — Sunday 2/23/20 — 1:00 pm

A Rydberg atom that contains a single highly excited electron. In this highly excited state, the atom straddles the line between classical Newtonian physics and the bizarre land of quantum mechanics. This allows for the experimental realization of a number of interesting phenomena such as exotic molecule and new states of matter. In this talk, I will discuss the behavior of these giant oddities and some of the progress in the field over the last decade. *Dr. Seth Rittenhouse*

Artemis: Returning to the Moon and Looking to Mars

Salon B — Sunday 2/23/20 — 2:00 pm

It has been decades since humans last visited the moon and the nation is looking to return sooner rather than later. However, traveling over 230,000 miles, outside of our Earth's protective atmosphere and magnetosphere requires a bit of planning. We'll take a look at what science and engineering are currently enabling our efforts to return to the moon. Visiting the moon will allow not just new science to be conducted but will provide a proving ground for new technologies and applications to be developed for a crewed mission to Mars. This is an exciting time with lots of potential. We hope to have a great discussion about these ongoing efforts, and what new things to expect in the coming years. *Dr. Alexa Halford*



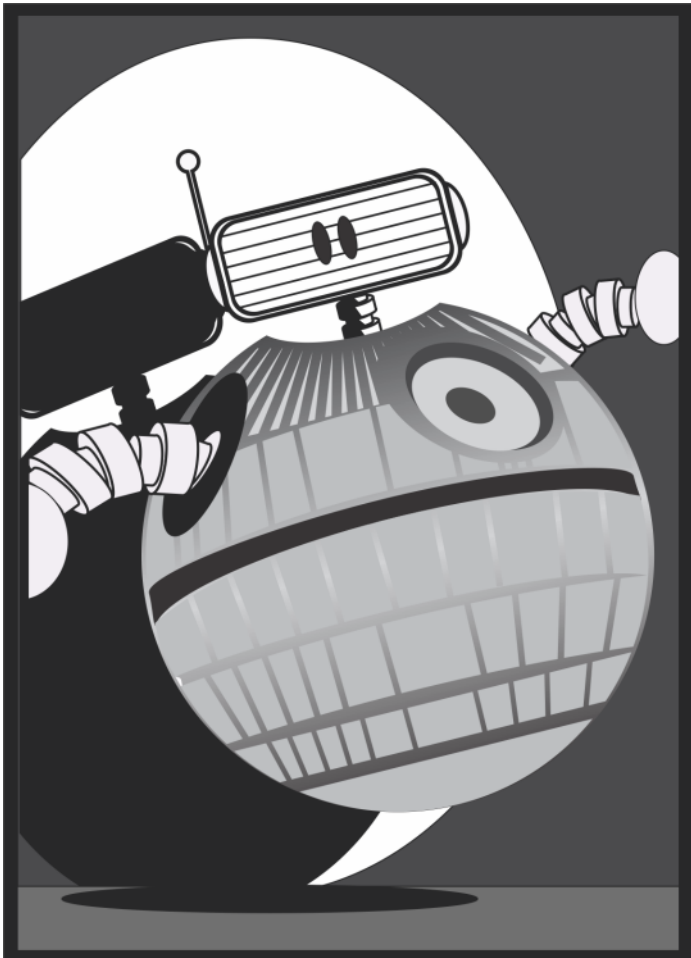
Masquerade Costume Contest

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

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

Ready to compete? The Masquerade Registration table is downstairs under the escalators across from Convention registration. Masquerade staff will answer any questions you may have and guide you through the registration process. Need to talk to about tech? One of the tech crew will also be on hand. New this year -- Masquerade Tech Run-Through. Registered contestants can attend as the tech crew goes through sound and light cues for the Costume Contest.

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



WHERE • WHAT • WHEN

Masquerade Registration

Downstairs under the escalators
across from Convention registration
Saturday 10:00 am to 4:00 pm

Entries cannot be accepted after 4:00 pm.

....

Masquerade Tech Run-Through (optional)

Valley Ballroom Saturday 4:00 pm
Costumers can attend as the tech crew goes through
sound and light cues for the Costume Contest.

....

Workmanship Judging

During Green Room
immediately preceding Masquerade

Farpoint 2020 Art Show and Auction

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

Art Sales Pickup on Saturday Night (NEW)

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

Quick Sale on Saturday:

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

Bidder's Rules:

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

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

Art Show Reminders:

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

ART SHOW SCHEDULE

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

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

2020 CHARITY AUCTION

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

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

FRIDAY NIGHT LIVE AUCTION – during the Opening Ceremonies

An enticing selection of items, including private meet-and-greets with guests!

SATURDAY – after celebrity guest talk

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

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

More amazing items, including items donated by our guests!

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

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

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

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



Julien Fleming Memorial Fund, Inc.

PO Box 710152
Oak Hill, VA 20171-0152

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

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

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

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

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

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

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

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



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

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

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

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

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

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



The Baltimore Science Fiction Society Invites You to

The Maryland Regional Science Fiction Convention

BALTICON 54



Artist Guest of Honor

Lee Moyer



Cosplay Special Guests

Jay & Leigh Targaryen

Guest of Honor
Wen Spencer



Music Guest of Honor
Cheshire Moon

Plus:

2020 Compton Crook
Award Winner & 2020
Heinlein Award Winner



2019 Compton Crook
Award Winner

R.F. Kuang

May 22-25, 2020
Memorial Day Weekend

Renaissance Baltimore
Harborplace Hotel

202 E. Pratt Street, Baltimore, MD 21202

Sponsored by the Baltimore Science
Fiction Society, a 501(C)(3) non-profit
educational organization.

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Baltimore, MD 21203-0686

BALTICON.ORG

Email: balticoninfo@balticon.org
Phone: 410-JOE-BSFS (563-2737)



REGISTRATION

	thru 2/29	3/1-4/15	4/16-5/15	At-the-Door
Adult (21+)	\$66	\$72	\$75	\$78
Young Adult (age 13-20)	\$33	\$36	\$38	\$39
Child (age 6-12)	\$22	\$24	\$25	\$25

Kid-in-Tow (under 6) **FREE** (must be accompanied by adult). Age is determined as of the first day of the convention, May 22, 2020.

Pet Policy: No pets (except service animals) allowed in Balticon function space.

Refund Policy: Balticon memberships are not refundable, except in case of emergency. For details and questions about transfers and rollovers to future conventions, please see: www.balticon.org/wp54/registration/reg-policies.

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Shore Leave 42

10-12 July 2020



A Fan-run Media Science Fiction
Convention in Baltimore, MD

Presented by the Star Trek Association of Towson, Inc. (STAT)



Alex Kingston

Dr. Who – River Song
Arrow – Dinah Lance
Discovery of Witches – Sarah Bishop



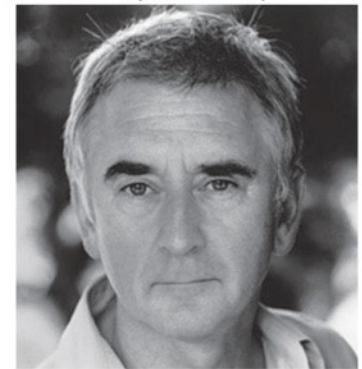
Brent Spiner

Star Trek TNG – Lt. Cmdr. Data
Warehouse 13 – Brother Adrian
Threshold – Dr. Nigel Fenway



Gates McFadden

Star Trek TNG – Dr. Beverly Crusher
Marker – Kimba
Hunt for Red October – Caroline Ryan



Denis Lawson

Star Wars – Wedge Antilles
Bleak House – John Jarndyce
New Tricks – DI Steve McAndrew



Adam Baldwin

Firefly – Jayne Cobb
Chuck – John Casey
The Last Ship – XO Mike Slattery



Jewel Staite

Firefly – Kaylee Frye
Stargate Atlantis – Dr. Jennifer Keller
The L.A. Complex – Raquel Westbrook



Robert Duncan McNeill

Star Trek Voyager – Lt. Tom Paris
Chuck – Operative
24 – FBI Agent

?

stay tuned!

More guests will be announced as they are confirmed.
Convention and hotel registrations are now open.

For Hotel Information:

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

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

Make your own reservations and mention **Shore Leave**
for a special room rate of \$137 plus applicable taxes.

For Any Other Information:

Shore Leave 42
PO Box 6809
Towson, Maryland 21285-6809

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

Chessiecon 2020

November 27-29, 2020

www.chessiecon.org

Guest of Honor



Charlie Jane Anders

www.cityinthemiddleofthenight.com

Special Musical Guest



Tom Smith

www.tomsmithonline.com

Lord Baltimore Hotel

20 West Baltimore Street, Baltimore, MD 21201
www.lordbaltimorehotel.com

Room Rate: \$119 single/double, \$139 triple, \$159 quad, plus applicable tax; until 28 October 2020

Reservations: 855-539-1928 or www.lordbaltimorehotel.com
use group ID: 20CHESSIEC

New this year: Holding a party? Ask for a room on the party floor
(May be subject to a \$150 clean-up fee. Keep your party clean!)

Membership:

	1159PM ET 17 March 2020	1159PM ET 31 October 2020	At-Door
Adult:	\$45	\$55	\$60
Young Adult (12-18)	\$35	\$40	\$45

Philcon 2020

November 20-22, 2020

The Crowne Plaza Hotel, Cherry Hill, NJ



© 2019 Artwork copyright Romas Kukalis

Max Gladstone
Principal Speaker

Romas Kukalis
Artist Guest of Honor

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

Rates through 3/31/20:

Adult: \$45

Student/Military: \$30

Teen: \$25

Child (7-12): \$20

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

**Thank you to our Farpoint Family and Friends
who make this event possible every year.**

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Tom Donnelly
Jackie Green
Eta Hack
Jessica Headlee
Laura Inglis
Jaime Lancaster
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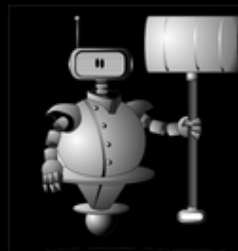
Liam Thorpe
Molly Thorpe
Albert Yocum

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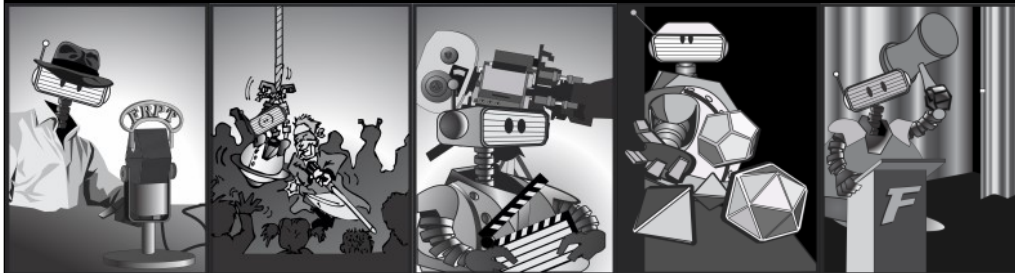
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Lance Woods
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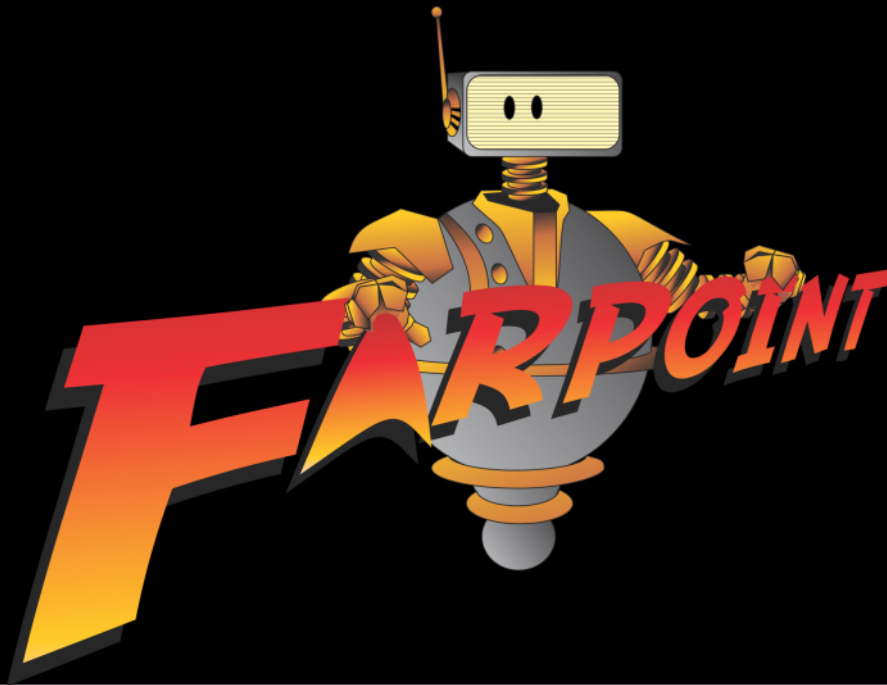
KEEP CON AND FARPOINT ON



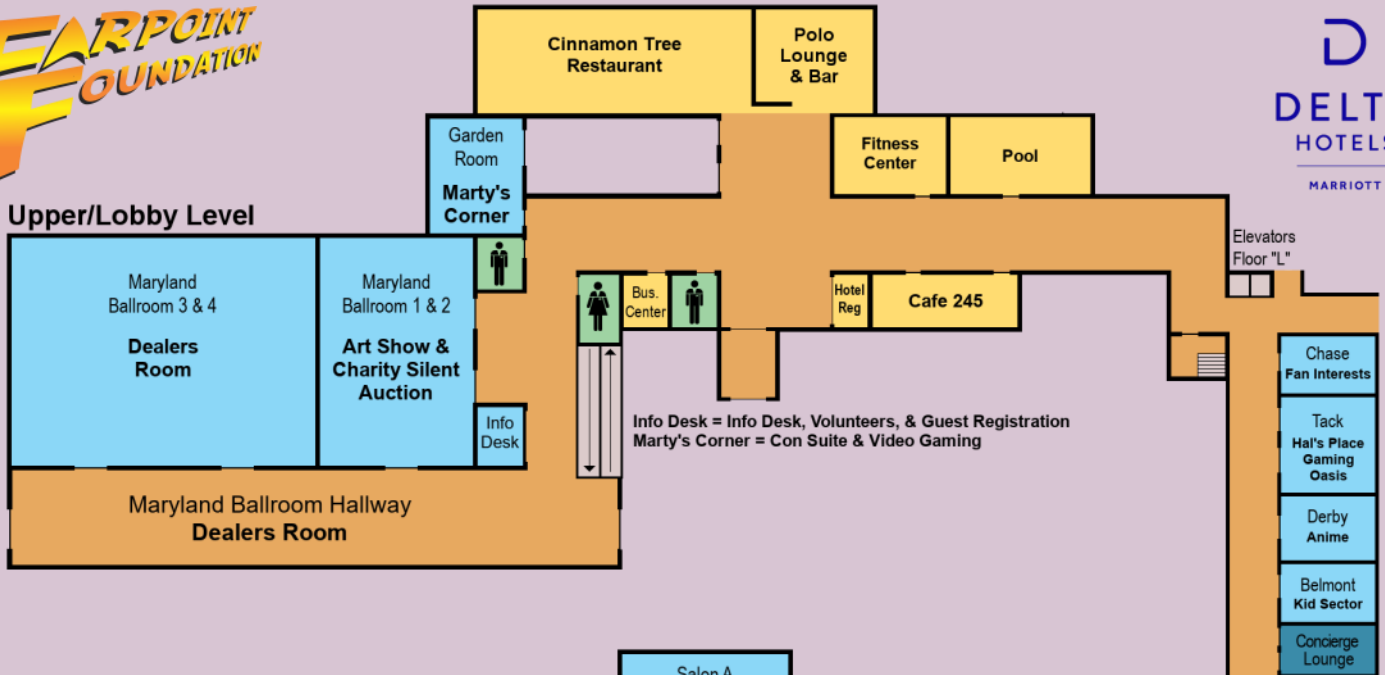
We work to keep the content of our programming at Farpoint Convention friendly to all ages - young fans, teens and adults. However, in the course of active discussion, topics may stray into areas parents or guardians may not wish their children to participate in. It is ultimately the parent/guardian's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

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

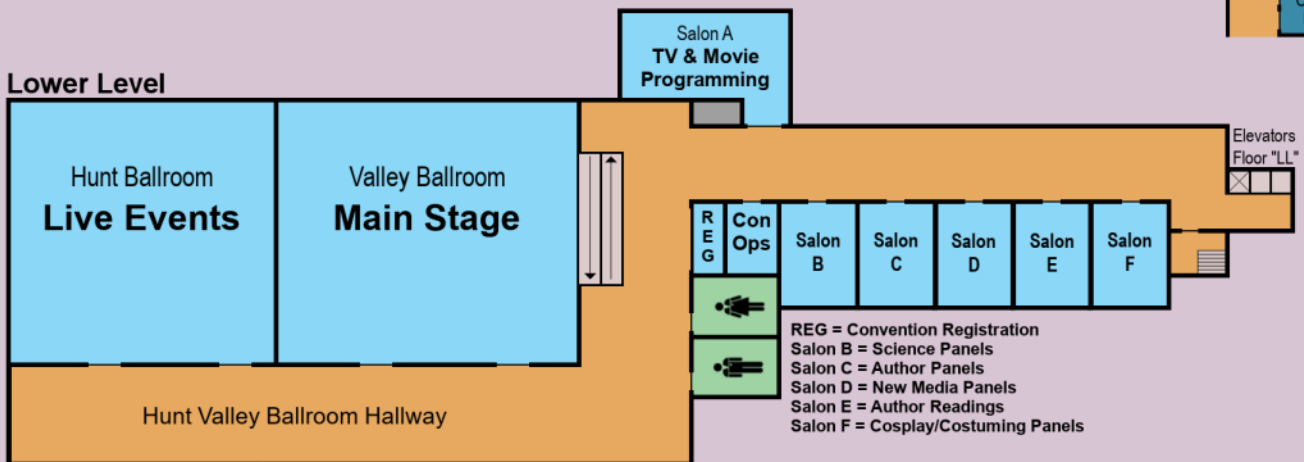




Upper/Lobby Level



Lower Level



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