DON'T PANIC
LEPRECON 42
THE MEANING OF LIFE, THE UNIVERSE, AND EVERYTHING!
JUNE 23-26TH 2016
A LEPRECON INC PRESENTATION

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Welcome

Welcome to Leprecon 42! We are excited to have Jennie Breeden, Shanna Germain, D.C. Fontana, Ben Woerner, Gary Swaty, and Dain Q. Gore. This should be a fun and exciting event for all to enjoy. We could not have this convention without you!

Thank you,
Amanda Parker

LepreCon, Inc.
Annual Board Meeting

Sunday, August 28 at 3 PM - 5 PM

Spoke & Wheel

8525 N Central Ave, Phoenix, Arizona 85020

Special thanks to our sponsor: Legendary Games!

Guest of Honor

Sequential Artist, Jennie Breeden

Jennie Breeden is the creator of the autobiographical webcomic The Devil's Panties. She has a BFA in Sequential Art from Savannah College of Art and Design.

Ms. Breeden has been updating her comic daily since 2001 with over 3,000 comic strips online and multiple graphic novels that are in comic shops and book stores around the world.

Via the comic she documents her adventures at comic conventions and in life. From pirates to taxes, kilt blowing to real estate and knitting to romance, life always seems to have something new in store: sometimes to the chagrin of Jennie, but always to the delight of her fans.

Visit her comic and watch Life and Art argue it out:

http://thedevilspanties.com

Guest of Honor

Writer, D. C. Fontana

D. C. Fontana has numerous credits as a writer on such diverse television series as STAR TREK, BONANZA, THE BIG VALLEY, HIGH CHAPARRAL, LONESOME DOVE, BABYLON 5, STAR TREK ANIMATED, STAR TREK – THE NEXT GENERATION, STAR TREK DS 9, THE WALTONS, THE STREETS OF SAN FRANCISCO, and DALLAS. She has served as story editor on the original STAR TREK series, FANTASTIC JOURNEY and LOGAN'S RUN, as Associate Producer on STAR TREK ANIMATED and STAR TREK-THE NEXT GENERATION, and as Producer on a series of science fiction comedy sketches for Galaxy Online. She has written children's shows, science fiction, Westerns, action adventure, mysteries, animation, and interactive games. She is a member of Mystery Writers of America, Romance Writers of America, the Writers Guild of America, west, and Writers Guild of Canada.

In 1997 and again in 2002 Dorothy was honored with a Writers Guild Morgan Cox Award for service to the Guild. She was twice elected as a member of the Board of Directors of the Guild and has served on many committees. In August 2001 Dorothy was inducted into the American Screenwriters Association Hall of Fame. In December 2006 she was inducted into the "SHE MADE IT" program of the Museum of Television & Radio (now The Paley Center for Media), a program honoring outstanding women in radio and television. She has taught television and film writing at the American Film Institute since 1998.

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Continued from page 3

Dorothy has published three novels, THE BRAZOS RIVER (with Harry Sanford), THE QUESTOR TAPES, and VULCAN'S GLORY, an original series novel. A short story titled "Cut To: Murder" is included in the mystery anthology MURDER IN LOS ANGELES, published by William Morrow.

She has been married to Oscar-winning visual effects cinematographer Dennis Skotak since 1981

D. C. Fontana is appearing courtesy of a co-sponsorship with the United Federation of Phoenix.

The United Federation of Phoenix is the southwest's (and one of America's) oldest Star Trek and science fiction fan organization, continuously operating since 1975. The club meets every two weeks at various locations around the Phoenix metropolitan area. As a group the UFP have picnics, go to museums, watch science fiction, see movies, play games, as well as other things. The UFP also have a monthly newsletter, Subspace Chatter, which highlights science fiction and sci-fi media happenings, as well as other events that pertain to fandom.

The United Federation of Phoenix will be celebrating STAR TREK's 50th Anniversary with fandom at LepreCon this year.

A special thanks goes to our sponsors;

Guest of Honor

Game Designer, Shanna Germain

First and foremost, she is a leximaven of the highest order, exploring her love of the written word through a multitude of formats and styles. Shanna (pronounced like 'Shaun' with a sigh of pleasure at the end) also claims the titles of (in no particular order): girl, gamer geek, wanderluster, flower picker, tire kicker, knife licker, she-devil, vorpal blonde and Schrödinger's brat.

With a whole lot of writing years under her belt (or her collar, depending on the day), Shanna's poems, essays, short stories, novellas, articles and more have found homes in hundreds of magazines, newspapers, books and websites.

An Associate Fellow at The Attic Institute in Portland, OR, she has taught classes in writing, publishing, media and photography at a wide variety of places. She's even garnered an award here and there, including a Pushcart nomination, the Rauxa Prize for Erotic Poetry and the C. Hamilton Bailey Poetry Fellowship. She keeps her ego in a tiny glass jar and feeds it drops of sea water and baby crickets so that it will never outgrow its cage.

Currently the lead editor of Numenera and its follow-up products, Shanna's other recent works include Bound by Lust (Harper Collins), Geek Love (Stone Box Press), and The Lure of Dangerous Women (Wayzgoose Press).

Guest of Honor

Local Artist, Dain Q. Gore

Dain Q. Gore is a current Faculty Adjunct at ASU and Phoenix College, completing his MFA in 2009. Having studied End-Times myths of his culture, he presents Bible stories mixed with Apocryphal and other controversial philosophies, such as the Tarot, in a humorous way.

His cast of absurd characters shifts between the religious and secular worlds to suit his own vision of the supernatural realm. His recent area of interest has included puppetry, emulating the humor and questioning of his paintings in a manic sculptural and often bawdy performance-based setting. His art has exhibited in downtown Phoenix since 2002 and as far away from Phoenix as Himeiji and Beijing.

He has performed puppetry part-time for the Great Arizona Puppet Theater since 2007, at both Adult Puppet Slams and the kid-friendly Imagine This!, having also constructed puppets that performed in his solo shows at Eye Lounge in 2010-2011 and Trunk Space in 2012, as well Phoenix Comicon in 2012-2015 and the Phoenix Art Museum. He is also a current contributor to the new Meow Wolf project, The House of Eternal Return, in Santa Fe, New Mexico.

His most current investigations include merging paintings with his interest in puppetry, which refer to a childhood fascination with Bible stories told through puppets and their illusion of a subjectively formed, artificial reality. This began with a solo show in 2014 at Hot Box gallery, The ECSTATIC TRUTH.

Guest of Honor

Local Game Designer, Ben Woerner

Ben Woerner, by day, is a mild-mannered husband, father, and marketing manager for his family's business. By night he's a game designer. Having run games for over a quarter century he finally began to design them. In August of 2014, he published World of Dew, a samurai noir roleplaying game and sequel to John Wick's Blood & Honor. He's also written for John Wick Presents in Blood & Honor and Wield, as well writing for Call of Catthulhu. He just published the first supplement to World of Dew called The Sound of Water. It is full of chapters from some of the industry's hottest authors and artists. After that he's thinkin' of moseying over to the Old West for a bit, and then later download his avatar into a cyberpunk world. Maybe one day he'll get to write about magical kung-fu kids who can save the world.

He's a big fan of mitigated success and aspects in game design. He is an even bigger fan of his soccer playing daughter (she's a keeper), his gruff, adorable, little man, and the loveliest of all women, his wife, Emily.

Email: wwunderwerks@gmail.com if you would like to contact him about past or current projects.

Guest of Honor

Fan, Gary Swaty

Gary Swaty has been attending Science Fiction Conventions since the early 1970s. The first convention he worked was IguanaCon II, the 1978 Phoenix Worldcon. He worked Info Desk, Security, and did supply purchase runs during the Con. After that Gary confined himself to helping with Set-Up and Tear-Down at CopperCon and LepreCon until the 1990s. Sometime in the mid-nineties he was asked to be Filk Liaison to Phoenix metropolitan area conventions for the Phoenix Filk Circle. He was responsible for obtaining Filk GoHs and scheduling Filk Events at CopperCon and LepreCon from then until 2014. He handled Filk at Westercon 57/ConKopelli in Litchfield, Arizona in 2004. He has run Registration for HexaCon, World Horror, World Fantasy and DarkCon. He worked Ops at DarkCon '95 and was a General Henchman at AniZonas 1 and 2 and ran Registration at AniZona 3. He was Chairman of HexaCon 16 in 2006 and Chairman of CopperCon 28 in 2008. He was Committee for Filk at FiestaCon/Westercon 62. He also helped administratively at RandomCon in July of 2010. He handled Filk at CopperCon 30 in September of 2010, at LepreCon 36 in May of 2011, at CopperCon 31 in September 2011, and at LepreCon 37 in April of 2012. He did the Pre-Con Filk Preparation for CopperCon 33 which he could not attend. He was Staff for Things Musical at MythosCon in 2011. He ran Program for CopperCon 34 in 2014. He provided sound equipment and was a Participant at the LepreCon 2015 — 41st Annual Science Fiction Convention. Most recently he drafted the bid venue contract and was Bid Chair for Westercon 70 aka ConAlope.

CONALOPE

Seventy years after the massive government cover-up at Roswell, the full truth will finally be told! Complete details will be forthcoming, but for now we'll just say.. they saddled up their jackalopes and escaped to Tempe!

July 1-4, 2017

Tempe Mission Palms Hotel
Tempe, Arizona

Come visit our table at LepreCon 42 to learn more!

Chair: Dee Astell
Treasurer: Kevin McAlonan

ConAlope
c/o LepreCon Inc.
P.O. Box 26665
Tempe, AZ 85285-6665

Participants

Ken St. Andre
Ken wrote the first edition of Tunnels and Trolls in April 1975, self-published it in June of that year, a limited edition of 100 copies. Tunnels and Trolls went through four editions quite quickly and in 1975 the classic 5th edition, edited and re-written entirely by Liz Danforth from his notes appeared in 1981. That remained the standard until 2005 when Fiery Dragon Ltd. of Canada produced the 7th edition, entirely rewritten by him. In 2008 the 7.5 edition modified the 2005 rules slightly, and is now his preferred edition of the game. However, he has created a number of other games including Monsters! Monsters!, Stormbringer, and was one of the designers of the computer classic Wasteland.. He produced about a dozen new Tunnels and Trolls modules in 2011, and plans to continue with more of the same in the foreseeable future.

KellyAnn Bonnell
She is the creator and manager of the Pop Goes the Classroom Initiative. Mrs. Bonnell is an educational quality improvement specialist with over 20 years experience and a Master of Arts degree in ECE from Northern Arizona University. In addition to her work with them, she is a master coach for the University of Arizona After School Program Innovation, Reflection and Education Project. As a practicing artist, KellyAnn is a costume designer and soft form milliner.

David Riley
David is the editor of numerous horror and weird western anthologies. He is also the author of five novels and more than 100 short stories. He writes horror, science fiction and steampunk and is an active member of the Horror Writers Association. He edited Science Fiction Trails magazine for a decade and is now publisher of Story Emporium magazine. David lives in Colorado. His latest novel, Bond, has just been released.

Participants

David Carroll
Generally known as Simon Driscoll, he has published several books, including the Dragons' Bane Chronicles, and the Warriors & Watchmen series. Writing is his passion, as well as his hobby. He studied creative writing in college to learn the mechanics of written stories. He has been influenced in his writing by great authors such as Sir Isaac Asimov, Terry Brooks, and Orson Scott Card, to name only a few.

Simon can be reached in the following way: simon@grendelman.com

Steven Crompton
Steven's done probably several thousand illustrations for Flying Buffalo, GDW, Fantasy Games Unlimited, RSI, Raven Press, and other publishers. He's also the artist for eight Grimtooth Traps books and the artist who drew most cards for the five the Nuclear War card games Flying Buffalo published. Steven's also done over fifty comic books for various companies. Then there's all the City of the Gods. He created a whole new style of art for those, using a digital college technique that has really brought those books to life in a way few other books are doing at the moment. Now he's busy doing 100 sketch cards for Topps (Mars Attacks).

Eileeen Smith
Eileen is an energetic, bubbly, homeschooling, stay at home mom who runs a fun side business called, Madam Eileen's Balloon Creations, LLC. It began 4 years ago when she saw her first balloon sculpture of a Unicorn and wanted one so desperately she had no choice but to learn to make it herself and thus got hooked on the marvelous craft of balloon twisting. She started performing at birthday parties and soon added face painting to her skill set. She has added once again to her skills by learning Bubble Show & Play in which she makes bubbles so big that kids have named them UBBER BUBBLES! There are many skills this crafty mom has delved into: juggling, renaissance costume making, origami and many more. Eileen believes in encouraging and inspiring all she meets to find joy in life.

Participants

David Williams
Dr. Williams is an Associate Research Professor in the School of Earth and Space Exploration at ASU, Tempe, Arizona. Dr. Williams is the Director of the Ronald Greeley Center for Planetary Studies, the NASA Regional Planetary Information Facility at ASU. He is also the Director of the NASA Planetary Aeolian Laboratory at the Ames Research Center in California. David is currently performing research in volcanology and planetary geology, with a focus on planetary mapping, geochemical, and remote sensing studies. He was involved with NASA's *Magellan* Mission to Venus and *Galileo* Mission to Jupiter. He is a Co-Investigator on the European Space Agency's *Mars Express* orbiter mission, and he is a member of the Science Team on NASA's *Dawn* Mission to dwarf planet Ceres. In 2014 David was elected to become a Fellow of the Geological Society of America, and asteroid 10,461DAWilliams was named in his honor.

David is a life-long Star Trek fan, and a five-term past president of the United Federation of Phoenix, Phoenix Arizona's Star Trek and general sci-fi fan club. Motivated to pursue a career in space science from watching the original Star Trek series as a child, he now speaks about NASA space science missions, as well as the Star Trek franchise, to community groups and conventions.

Jennie Breeden
Jennie is the creator of the autobiographical webcomic The Devil's Panties. She has a BFA in Sequential Art from Savannah College of Art and Design. Ms. Breeden has been updating her comic daily since 2001 with over 5,000 comic strips online and multiple graphic novels that are in comic shops and book stores around the world.

Via the comic she documents her adventures at comic conventions and in life. From pirates to taxes, kilt blowing to real estate and knitting to romance, life always seems to have something new in store: sometimes to the chagrin of Jennie, but always to the delight of her fans.

Visit her comic and watch Life and Art argue it out:
http://thedevilspanties.com

Participants

Johnna Buttrick
Jay Dee has been active in cosplay community for too many years to count. She is a crafter, seamstress, and nerd girl extraordinaire. She loves to read books and comic books. Watches too much anime and so forth.

Hal Astell
While he still has a day job, Hal C F Astell is a teacher by blood and a writer by inclination, which gradually morphed him into a movie reviewer. He writes primarily for Apocalypse Later, his film review site, but also for others who ask nicely, such as the Nameless Zine for the Western Science Fiction Association.

In addition to being a film critic and author, he programs film festivals at a variety of conventions in Arizona and California, including FearCon, Wild Wild West Con, San Diego Comic Fest, LepreCon, DarkCon and CopperCon. He also screens submissions for a number of film festivals and has served as a judge on numerous occasions.

Elizabeth Leggett
Elizabeth is a Hugo award-winning illustrator whose work focuses on soulful, human moments-in-time that combine ambiguous interpretation and curiosity with realism.

She has been working for Lightspeed Magazine since 2014.

In addition to illustration, Elizabeth plans to return to writing later this year. Her short story, *Mercury* can be found in *Ravens in the Library*, a short story collection that includes the works of Charles De Lint and Neil Gaiman. More of her work can be found in *Deliria* (Quiet Thunder Productions).

Melissa McCollum
Lissa McCollum is the official photographer and videographer of Open Beta.

Participants

Mark Horning
Mark holds a Masters in Physics from ASU, where he developed a hybrid lighting system to calibrate the sensors used in the Vatican Advanced Technology Telescope (VATT) located at the Mt. Graham. For over a decade he worked at the United States Air Force Research Laboratory, where he performed research in the fields of Night Operations and Sensor Simulation. He is now the senior test engineer for the worlds largest Night Vision manufacturer. Well-known among Filk circles for bringing way too many guitars to the circle, he can often be found in the presence of his wife and three children who are naturally also SF fans.

Richard Wawiernia
Art Gecko has been in the Verde Valley since 1994,when he moved here to open a business in Sedona. The business was Art Gecko's, Air Wear, which was branding for the name, however, the name "Art Gecko" became associated more and more with Richard, or Rick, as his friends knew him.

Art has done work from auto pinstriping, airbrushed murals, clothing,I llustration, oil painting and more. Art has attended the prestigious IMC (Illustration Master Class) twice, and continues the lifelong process of learning. Most recently completed a mentorship program with illustrator Todd Lockwood.

He currently teaches watercolors, watercolor pencils, oil pastels and colored pencil techniques. Soon to be offering plein-air workshops for watercolorists in Sedona.

Dee Astell
Dee Astell aka Countess Chaos is a regular face at many conventions, including Wild Wild West Con, at which she's the fashion show manager. She's held the title of Steampunk Event Coordinator for a variety of conventions:Phoenix Comicon, LepreCon, DarkCon, FANtasm. She's also run a host of maker workshops including teacup headbands, fascinators, along with steampunk frames and weaponry. She's a popular set photographer for independant films, occasionally venturing in front of the camera for odd roles as well. She's also a co-founder of the Arizona Penny Dreadfuls, which was her brainchild.

Participants

David Lee Summers
David is an author, editor and astronomer living somewhere between the western and final frontiers in Southern New Mexico. He is the author of ten novels including Owl Dance, Vampires of the Scarlet Order, and The Solar Sea. His short fiction has appeared in such magazines as Realms of Fantasy, Cemetery Dance, The Vampire's Crypt, Aoife's Kiss and Science Fiction Trails. He has edited the anthologies A Kepler's Dozen and the Full-Throttle Space Tales Anthologies Space Pirates and Space Horrors. In addition to his work in the written word, David has also worked at numerous observatories around the southwestern United States. Currently he works for Kitt Peak National Observatory, outside of Tucson, Arizona.

Valerie Ritchie
Valerie "The Wanderer" Ritchie is a member of the filk band The Unusual Suspects and grew up listening to filk and attending conventions. She began performing in filk rooms at the age of 7. Growing up she also developed a love of live theater and acting. In 2008 she graduated from McKendree University with a Bachelor of Science in Education and a minor in theater. Valerie currently lives in Mesa, AZ with her husband, Michael, and daughter, Kaitlyn, born in 2015. She teaches fourth grade at Eisenhower Center for Innovation and performs in the Murder Mystery Company dinner theater Phoenix troup.

Band website:
http://www.artisttrove.com/artist/309605232500122/The+Unusual+Suspects+-+St.+Louis

Jason Cazares
Jason Anthony Cazares is an Indy comic creator and artist for Deimos Saga (2010 -) and Lyndwyrm. (2014 -)Has a drawing and composition background that is showcased in Deimos Saga.

An avid sci-fi/fantasy reader, he is rarely found without a book nearby.

His love for stories and art didn't cross paths until 2010 when talking with fellow artist Paul K.. A short while later Deimos Saga was **born and continues today as a exciting foray into visual story telling.**

Participants

Darryl Brown
Also known as Darryl Dawson, he has been writing professionally since 2009. His first book, the short story collection The Crawlspace, was published in October of that year. He is a Los Angeles native currently residing in Phoenix, AZ, where he works as a video editor for a local TV station. His occupation serves as the inspiration behind his horror novelette, If It Bleeds, available from Nightshade Publications. He will occasionally dabble in photography, listen to some old Yes or Genesis records, or take in a baseball or pro soccer game.

Ben Woerner
Ben Woerner, by day, is a mild-mannered husband, father, and marketing manager for his family's business. By night he's a game designer. Having run games for over a quarter century he finally began to design them. His first solo project was writing, designing, kickstarting, and publishing World of Dew, a samurai noir RPG and the stretch goal companion book, The Sound of Water. He's written for Call of Catthulhu, Blood & Honor, The Baby Bestiary vol.'s 1 & 2, and more.

He's the co-developer for Pirate Nations, the first expansion sourcebook for the Kickstarter record breaker RPG 7th Sea Second Edition. He hopes to work on more of those in the future between designing more of his own games like Historia Animalium, Red Dust, and something about magical kung-fu kids.

He's a big fan of mitigated success and aspects in game design. He is an even bigger fan of his dancing daughter, his gruff, adorable, little man, and the loveliest of all women, his wife, Emily.

Email: wwunderwerks@gmail.com if you would like to contact him about past or current projects.

Jenny Duncan
Jenny has been involved with sci-fi conventions since she was 9. She enjoys many aspects of sci-fi, and fantasy art, film and literature.

Participants

Quinn Duncan
Quinn has been going to cons since before she could walk. With the influence of her parents she has grown into a super fan who loves all things DC and Marvel.

Brian Duncan
Brian has been going to conventions since the age of 16, when his wonderful wife Jenny brought him to his first. He loves movies,comics, cartoons, and all aspects of sci-fi.

Khurt Khave
Khurt is an author, cult leader, steampunk philander and tea dueling world champion.

Terri Finch
Terri has been interested in astronomy since 4th grade and has had her telescope for over 25 years - about as long as she's been a PAS member! She was the Editor of the PAStimes Newsletter for 14 years, President of the Club for 2 years, Vice President for 2 years, and now is the Event Manager. PAS is her most favorite hobby and the people in PAS are awesome! Her favorite part of PAS is meeting new people. She strives to give them the best possible view of the night sky and loves listening to them "oooo" and "ahhhh" when they see something new in the telescope. If you are looking for a friendly, helpful bunch of amateur astronomers to share your hobby with, this is the club to be involved with.

Shanna Germain
Shanna has worked as a writer and editor for nearly 20 years, and has six books, hundreds of short stories, and myriad other works to her name. Over the years, she's won numerous awards for her work, including a Pushcart nomination, the C. Hamilton Bailey Poetry Fellowship, and the Utne Reader award for Best New Publication.

Currently the co-owner of Monte Cook Games, Shanna's most recent works include As Kinky As You Wanna Be, The Lure of Dangerous Women, and the family RPG No Thank You, Evil!

Participants

Sam Insana
Sam has been a continuous member of PAS since 1986 and for 30 years has enjoyed exploring the night sky with his 8 inch newtonian reflector telescope. He has participated in star parties, attended meetings and scientific lectures, enjoyed the many socials, provided weather analysis for the club, and was elected President of PAS in 2015. As President he would like to help the club organize field trips to planetariums, observatories, astronomical conventions, festivals, and other fun activities. He recognizes that the club has many talented members with a real passion for astronomy, so Sam would also like PAS to engage in scientific programs like occultation research, variable star studies, spectroscopic analysis, dark sky monitoring, meteor shower counts, and other activities the members could do individually or in groups. Sam has a Bachelor of Science degree in Engineering from Cal Tech, and worked with NASA's Planetary Quarantine unit in the late 1960's. He has been a member of the Arizona Science Center since its inception in 1984. He practiced law for 35 years, but now enjoys stargazing, music, golf, birding, travel, and most activities involving nature.

Paul Schmidt
From Illinois, Paul spent weekends with his grandmother, a pianist, singer, and composer who started teaching him piano and vocals when he was three. He enjoyed his choir and band activities in school, but discovered his passion later when he found Irish music at a local pub. Since then, Paul has played in a few local groups, at many pubs and festivals, and even furthered a solo career while looking for the right mix of friends and bandmates with whom to make music.

Dain Q. Gore
(See his biography under Guest of Honor on page 5.)

Alexander Canto
Alex is a Costumer, Cosplayer, and Historical Dance enthusiast. He can be found on facebook as Smart Alex Cosplay and teaches set dancing at conventions under the group name Az Shindig.

Participants

Jennifer Horning
Jennifer is a stay at home unschooling Mom. She has ducks, chickens, geese, horses, dogs, and a cat. She sings, plays guitar and also plays a little ukelele and drum. She has been active in the filk community for over twenty years.

Murray Writtle
Murray has practiced Taiko since 2002 after moving to Arizona from England and Italy. He has attended numerous workshops and Taiko conferences, a traditional dojo in Japan, shrines, temples, drum manufacturers and village festivals. He has performed across Arizona, at the national Taiko Conference, and in Japan. “I did not hear Taiko. It reached into my chest and grabbed me.”

Jen McAlonan
Jen has been a part of fandom and conventions for many years. According to recent tax documents, she teaches English at a local community college. She is also a member of the Fushicho Daiko Dojo and the West Coast Nerd Corps podcast.

Emma Sansone
Emma first became aware of taiko through the RPG "Bushido"; first saw a taiko performance by Wadaiko Ishiro in 1984; and started playing taiko as a student at Fushicho Daiko Dojo in Phoenix in 2002. She has since attended several North American Taiko Conferences, the 2015 World Taiko Gathering, and many taiko workshops with teachers from both North America and Japan. She performs with Phoenix Taiko Kai and Fushicho Daiko Dojo every February at Phoenix Matsuri.

Illeana Herrera
Illeana has had a love affair with fabrics, textiles, and crafts since childhood. She was introduced to steampunk in 2012 and has been actively sharing her passion and knowledge since.

Participants

Mike Marron
Mike has been an amateur astronomer for almost all of his life. When Mike was very young his father began working with the Roger B. Chaffee Planetarium in the Grand Rapids Museum. Both of Mike's parents have run the Grand Rapids Amateur Astronomical Association (GRAAA) and have long-term also been involved in acting, directing and the arts. As a youth Mike helped build and then teach astronomy at the James C. Veen Observatory built on a hill in his parents backyard in association with the G.R. Museum, the planetarium, and GRAAA. During the 60's Mike also helped his parents build a solar heated, ground cooled, Frank Lloyd Wright prairie-style house with a windmill electric generator. A graduate of Michigan State University, Mike has wide ranging interests and can be heard talking about his theoretical contributions to impact related planetary geophysics, stellar mechanics, galactic evolution, the reading of stellar and galactic jets, cosmology, quantum physics, and prime numbers. Mike is rebuilding a century old ranch house in Carefree and has a 6" Celestron. Mike can be found teaching stellar and planetary evolution to both the young and old with his touchable collection of meteorites at various public schools, colleges, hospitals and other venues.

Scott Wilke
My name is Scott Wilke and I come from the wonderfully cold and cheesy land of Wisconsin! I majored in English and minored in Film Production. (Useful, right?!) In 2010, I moved to Phoenix, where I currently live with my lovely wife Jennifer and my beautiful daughter, Rylee. I'm a family man to my core. I enjoy spending time with my parents, I love to hang out with my sisters and my niece and nephew, and there isn't anything better than cozying up next to my wife and daughter and watching Netflix! I love comic books, Steampunk, and comic books about Steampunk!

Participants

John Wick
John is a 20th and 21st century role-playing game designer best known for his creative contributions to the Alderac Entertainment Group (AEG) properties Legend of the Five Rings and 7th Sea. He self-published Ork-world under the Wicked Press banner, and later co-founded the Wicked Dead Brewing Company with Jared Sorensen. His games under that company include Cat, Schauermärchen, Enemy Gods, and Thirty. He has won the Origins Award for Best Role-Playing Game and Best Collectible Card Game twice (for both the Legend of the Five Rings and 7th Sea role-playing games and collectible card games).

He has also written for White Wolf, Inc., Pinnacle Entertainment Group, and worked for various video game companies, providing storyline and dialogue. He has written two regular on-line columns: The Game Designer's Journal (for The Gaming Outpost) and Play Dirty (for Pyramid Magazine). His current project is Houses of the Blooded.

Tom Blake
Tom is a member of Ember Aeonic which is a new Indietronica band from Phoenix. With themes driven by philosophical alien technology from the future

Melodic electronic music vocals are sung over a balance of old and new, simple and twisted beats, dreamy synthscapes and cutting sequences. Performances that incorporate improvised pieces, certainly not a 'just press play' act.

Originally created to perform an electronic equivalent of improvisational jazz, guitars and vocals were added after songs started developing organically. The music is created using synchronized analog modeling software instead of backing tracks and fixed waveforms to facilitate the original improvisational intent.

Participants

Michael Flanders
Writer, director and co-founder of Bloody Ramblings Inc., Michael Flanders is a budding filmmaker and author of the horror genre. When not writing about blood, guts and dismemberment, he can be found talking about 80's and 90's pop culture with Hal Astell and Jim Miller on their "Awesomely's" panels at various conventions.

Kat Bretcher
Kat has been making and designing costumes since 1996 and working in the fashion industry since 1997. She currently owns several businesses that sell and distribute costuming supplies worldwide. Her client list includes the New York Metropolitan Opera, Australian Opera Company, Baron's Men, Blackfriars Theater and numerous theater and movie production companies.

Brian Abernethy
Brian is a member of the band Open Beta. He brings the thunder with his bodhran, setting the pulse for their music. He also sings lead and harmony at times.

Gary Swaty
Gary has been attending Science Fiction Conventions since the early 1970s. The first convention he worked was IquanaCon II, the 1978 Phoenix WorldCon. He worked Info Desk, Security and did supply purchase runs during the Con. After that Gary confined himself to helping with Set-Up and Tear-Down at CopperCon and LepreCon until the 1990s. Sometime in the mid Nineties he was asked to be Filk Liaison to Phoenix Area Conventions for the Phoenix Filk Circle. He has been responsible for obtaining Filk GoHs and scheduling Filk Events at CopperCon and LepreCon since then. He has run Registration for HexaCon, World Horror and World Fantasy. He has run ConSuite for one HexaCon and worked it for others. He worked Ops at DarkCon 1 and was a General Henchman at Anizona 1, 2 and 3. He was Chairman of both HexaCon 16 in October 2006 and CopperCon 28 in September 2008. He was Committee for Filk at FiestaCon/Westercon 62, held in Tempe, Arizona in July of 2009.

Participants

Gerald David Nordley

G. David Nordley is the pen name of Gerald David Nordley, an author and consulting astronautical engineer. A retired Air Force officer, he has been involved in spacecraft orbital operations, engineering, and testing as well as research in advanced spacecraft propulsion. He is an investor in a couple of relatively new Aerospace companies. As a writer of fiction and nonfiction, his main interest is the future of human exploration and settlement of space, and his stories typically focus on the dramatic aspects of individual lives within the broad sweep of a plausible human future. Gerald is a past Hugo and nebula award nominee as well as a four-time winner of the Analog Science Fiction/Science Fact annual "AnLab" reader's poll. His latest novel is *To Climb a Flat Mountain,* and the latest book is a collection, *Prelude to Stars,* available from Brief Candle Press or through Amazon.com. The latest new publication at this writing is "Last Call" in *How Beer Saved the World 2, due* from Skywarrior Press, 2016. He lives in Sunnyvale, CA. The website is www.gdnordley.com.

Victor Bugg

Victor is a studio medic and Fandom/Gaming Cons organizer. Born under Union Jack and Raised under Old Glory. Watercolor piece put into an art gallery as kid and same year on a TV quiz show. High school and college all-American in sports. College at Oklahoma and in Montreal. Pro football in Canada. Gamer. Geek. Grandfather. Athlete. Video gamer. Comic fan. Cosplayer. Corpsman. First responder. Helped at OKC bombing, 9-11, and Katrina. American gladiators, Xena, Buffy, Survivor, Highlander and Firefly as medical crew. Lived everywhere but Middle Earth. Favorite place is Tokyo. Favorite area is New Zealand. Favorite movie is Fantasia. Favorite sport is roller derby. Horse' name is Artemis. Hugs over handshakes. Misses Saturday morning cartoons. Collects original art. Loves B-movies. Loves Riverdance. Loved anime so much took Asian studies and learned Japanese. Krofft fan (H.R. Pufnstuf, land of the Lost, Bugaloos, Electra Woman and Dyna Girl, etc.). Nickname was Lightningbugg. Supports local artists and comic books. Community over Big Bang theory. Once upon a time over Grimm. Trek redshirts over storm troopers. Betty over Veronica. Pie over cake. CD in car player is Harp Twins. Thinks we are living in the Mirror Universe. Will meet you and say hi before con ends--count on it.

Participants

Lyndsey Hoffman
Lyndsey has been playing taiko for nearly five years and percussion for about 17 years. She performs with Phoenix Taiko Kai and Aozora and enjoys every second of it!

Erin Lewis
"Raised in a suburb of Lothlorien, Erin Lewis has played with just about every Irish band worth mentioning in the Phoenix area. A veteran of the AZ Renaissance Faire, she brings a lively energy to the stage that a certain drummer often has trouble keeping up with. Without Erin, Open Beta would be nothing more than 2 guys screwing around."

Ttommy Cannon
Tommy is a cartoonist and improv comedian living in Phoenix. His creations include Fred the Mustard Packet and Dr. Zombie.

Austin Aslan
Austin Aslan was inspired to write his debut novel, The Islands at the End of the World, while living on the Big Island of Hawaii. He earned a master's degree in tropical conservation biology at the University of Hawaii at Hilo. His research on rare Hawaiian plants located on the high slopes of Mauna Loa won him a pair of destroyed hiking boots, a tattered rain jacket, and a National Science Foundation Graduate Research Fellowship. He lives outside Tucson, Arizona, deep in the Sonoran Desert, where he pets scorpions and hugs saguaro cacti with his high-school-sweetheart wife and their two young children. Austin is pursuing a PhD in geography at the University of Arizona and thinking up new stories while conducting ecosystem resilience research atop the Peruvian Andes. He continues to write fiction and looks forward to the publication of The Girl at the Center of the World.

Rick Cunningham
Rick is a member of Phoenix Astronomical Society

Participants

Dennis Skotak
Dennis Skotak is an Academy Award-winning Visual Effects Cinematographer and VFX supervisor. In addition to sharing three Oscars with his brother, Robert -- for ALIENS, THE ABYSS, and TERMINATOR 2: JUDGMENT DAY -- they share a nomination for BATMAN RETURNS. The brothers have been making films together since they were teenagers in suburban Detroit, when they won two Kodak national student film awards. In 1978, they began making movies for Hollywood. Among their many films are: TITANIC, CHARLIE WILSON'S WAR, X-MEN 2, MOUSE HUNT, HEART AND SOULS, TREMORS, TREMORS 4, THE PAGEMASTER, ESCAPE FROM NEW YORK, EXPLORERS, THE HOLE, STEPFORD WIVES (new version), STARSHIP TROOPERS 3, HOUSE ON HAUNTED HILL (new version), BATTLE BEYOND THE STARS, NO ESCAPE, HONEY I BLEW UP THE KID, BRAM STOKER'S DRACULA, and DARKMAN. They have also done two Miller Lite commercials for noted director, Ridley Scott, plus commercials for 7-Up, Taco Bell, Overstock.com, Atari and Mattel.

Dennis's interest in photography also goes back to childhood days, when he got his first camera at the age of eight. Since then, he has traveled widely, capturing his unique view of the world on film. Dennis has won a number of blue ribbons in art show competition for his photography and digital art.

Dennis has been married to television writer/novelist D. C. Fontana since 1981.

Eric McCollum
Eric is the sound technician for Open Beta.

Inge Atkinson
Inge manages the promotional merchandising table for Open Beta

Making Donations

Help Make LepreCon Better!

Become a LepreCon Donor by Pledging Today

Donate toward the 2016 convention in general or mark your pledge toward a specific department or goal. Examples of earmarked donations include promotions, hospitality suite, badge supplies, guest travel, most neglected department, item currently most in need of funds, pre-funds for 2017's convention, corporate operating costs, et cetera.

Select Your Pledge Level*

Gold Donor: Your $146 pledge — about a dollar every other day — pays for one day of recording one panel room, about 150 two-sided full color tri-folded brochures, a guest hotel room for almost two nights, or almost two months of storage for our corporate inventory.

Cauldron Donor: Your $88 pledge — about a dollar every four days — pays one day's rental of a panel room, one day at a table promoting LepreCon at a festival or other convention, or a gift basket for one Guest of Honor.

Shillelagh Donor: Your $42 pledge — about $4 dollars every month — pays for one full page ad in an online 'zine or other convention's program book, about nine month's rental of our post office box, or a roll of gaffer's tape for the Tech department.

Shamrock Donor: Your $16 pledge — about $1 every month — pays for a roll of two-part tickets, one 24-pack of name brand soda for the Hospitality Suite, three 24-packs of generic brand soda for the Hospitality Suite, or a glue gun for the Cospitality Lounge.

Rainbow Donor: Want to make a donation of any other amount? This option allows you to pledge any amount, whether it's your literal $0.02 or $2,016. Just type in the amount, and enjoy our sincere thanks. Any amount helps make LepreCon a better time & place for us all!

Donor Form

Please enter the amount you would like to pledge. $_____

Real Name*

First _____

Last _____

Email _____

Earmark Your Donation?*

Yes ____

No ____

Examples of earmarked donations include promotions, hospitality suite, badge supplies, guest travel, most neglected department, item currently most in need of funds, pre-funds for 2017's convention, corporate operating costs, et cetera. A donation may also be earmarked to donate the cost of a badge, room night, or hotel restaurant meal towards a less fortunate member of fandom.

Earmarked for: _____Amt.$_____

Earmarked for: _____Amt.$_____

Earmarked for: _____Amt.$_____

Total $_____

Your donation is deductible on IRS Form 1040 Schedule A. You will be issued an e-mail receipt. Pledges are accepted by check or money order sent to LepreCon 42 Annual Science Fiction and Fantasy Convention, Post Office Box 26665, Tempe, Arizona 85285-6665 USA.

Art Gallery

What better way to emphasize art than an Art Gallery packed full of works by artists from all over the nation! We can guarantee you this is one year you do not want miss LepreCon's Art Gallery!

Jennie Breeden

(See information on page 2.)

Dain Q. Gore

(See information on page 6.)

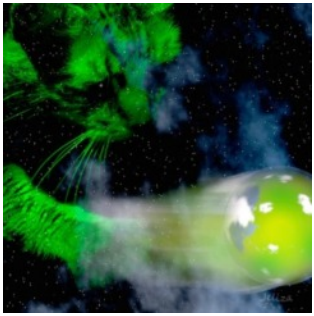
Art Gallery

Sarah Clemens

Sarah is the creator of the award-winning Magnus & Loki artwork, as well as other fantasy and science fiction art.

Jeliza

Whimsical space-inspired art and jewelry



Art Gallery

Elizabeth Leggett

Elizabeth's illustrations focus on soulful, human moments-in-time. It weaves curiosity with realism and Golden Age illustration.

Lubov

Romantic fantasy

Merchant Hall

Aortic Inkwell

Sequential Artist, Jennie Breeden
(See more information on page 2.)

Ben Woerner's WunderWerks
WunderWerks founded by Ben Woerner is a game design company that works to inspire players to tell epic stories and create legendary characters

Black Umbrella Industries
Buttons and magnets celebrating fandoms from Harry Potter to Lord of the Rings to Orphan Black, Mad Max: Fury Road, Doctor Who, Sense8, Borderlands, Stargate, and even Eddie Izzard.

Full Metal RPG
Fan swag for the devoted cultists of FMRPG.

Grendelmen Publishing
Books by Simon Driscoll:
Tween Fantasy – The Dragons' Bane Chronicles
Christian Thriller – The Warriors & Watchmen Series
Science Fiction – The Cyborg Chronicles

Creations by Christie:
Dragon Artwork on Wood
Beaded Dragons
And more!

IPulpFiction.com
iPulpFiction.com publishes quality original and classic genre fiction in trade paperback and eBook editions. It's "Black Mask Pulp Story Reader" series preserves the literature from the golden era of pulp publishing.
http://www.iPulpFiction.com

Merchant Hall

Jean's Beads
Jean's Beads will have hand made lampworked glass art work by Jeannie Cox. Jeannie makes small sculptures including her signature Dragon Eyes, little figures, cosmic and floral marbles, vessels and beads of all kinds.

Mark Rude
A local writer and illustrator, selling books and artwork.
http://www.markrude.net

Massoglia Books
Used, hard-to-find and rare books at reasonable prices. A wide selection for both readers and collectors.
http://www.biblio.com/bookstore/massoglia-books-canoga-park

Moebius Enterprises LLC
Jewelry (bronze/white bronze/sterling/other), Sci-Fi collectables. Steam-punk & Pagan related, Fan-art, novelty backpacks, soaps & balms Unique "Fantasy ID" badges – created on site – related to fan-favorite science fiction series/movies. http://www.moebiusenterprises.com

Strong Leather Goods
Hand made leather goods of geekiness – I make handmade quality leather products: wallets, purses and patches.

The Scribbled Hollow
Custom order fan gear printed on the spot. Mugs, caps and shirts to order. Any picture or saying that you want we can create. We also bring in some books, mostly children's books and fantasy.

Vented Hats
I create Vented Hats, Fascinator Hats, and Cast Resin and Watch Parts Jewelry.

Merchant Hall

Vixen's Cosplay Closet
I sell new and gently used clothing and accessories, specifically picked for their quality, uniqueness, and ability to be used for costumes.

Wee Gonza Bazaar

Fan Tables

HMS Claymore
HMS Claymore is the Arizona chapter of The Royal Manticoran Navy: The Official Honor Harrington Fan Association. Not only do we celebrate the author, David Weber, and everything in the Honorverse, but we get together for meals, games, conventions, cosplay, and (not surprisingly) books. Come to their table and learn more about this wonderful universe of military sci-fi!

Cactus Brick
Formed in June of 2008, Cactus Brick is a group of adult (over 18 only) fans of LEGO who collect, build, play with, and share ideas about the LEGO hobby. We meet officially on a monthly basis and present our creations at public displays throughout the year. Please feel free to attend one of our meetings or find us at one of our public displays.

OtherWorlds Alliance
Awaken your Otherness in a growing community of kindred spirits who will respect, nurture and celebrate you for it. Reclaim your power.

Phoenix Astronomical Society
We have many science and space related interests. We are amateur astronomers with a desire to learn more about the night sky and to share its wonders with others. Welcome all who wish to further their knowledge. Browse our website to learn more about PAS.

Pop Goes the Classroom
Pop Goes the Classroom provides support to educators who are wanting to engage their students in meaningful learning by learning their dialect.

Pop Goes the Classroom provides educational enrichment experiences to children and youth.

Pop Goes the Classroom develops and shares curricular resources related to pop culture arts integration as a tool for STEAM education.

Fan Tables

New Orleans 2018 Worldcon Bid
New Orleans has twice hosted Worldcons… in 1951 and again in 1988. By 2018, thirty years will have passed since Worldcon attendees enjoyed the southern hospitality that makes New Orleans one of the most desirable destinations in the world. It's time.

This is a local effort, supported by the accumulated experience and wisdom of Worldcon Fandom.

United Federation of Phoenix
The United Federation of Phoenix is a local Star Trek and general Sci-Fi fan club. This FB fan page is open to past and present members and those interested in the UFP. The club first met in September 1975 and has been meeting bi-weekly since.

Nero Central Arizona
Tel Zohar is a land of two regions; The south is an arid desert with little water, and less shade. Its sandy landscape is dotted with scraggly low trees and ragged brush mixed with proud cactus. Rises of craggy hills break up the otherwise flat monotony of the land and offer the best options for travelers looking for relief from the unforgiving sun. Somehow among this harsh and unforgiving land the people have found ways to thrive, their art and clothing bright with color and adorned with elegant stones and precious metals. To the north the desert slowly gives up its hold to the mountains, cactus replaced by sparse evergreens that fill in as the elevation rises until forming a respectable forest. Rivers and lakes add lushness and draw various game animals to their banks. Many of the people are a mix of desert dwelling folk and immigrants from the north seeking the bounty of fur, and logging trade in the area.

Hospitality

Our Hospitality Lounge will be a great place to unwind. Nestled in 2117, it overlooks the swimming pool and lawn to give you an overview of any outdoor events. Inside you'll find a few snacks and beverages to share while chatting with friends both new and long term.

Volunteer Den

Volunteers of all levels need a place to unwind for a few minutes, away from the bustle of the convention. Our Volunteer Den will be a great place to unwind. Nestled in 2109, it overlooks the swimming pool and lawn to give you an overview of any outdoor events. Inside you'll find upholstered seats, a flat screen television airing genre related items, and a few snacks and beverages to share while chatting with friends both new and long term.

Cospitality Lounge

Welcome to the future! While we don't have self-tying shoes we do provide all our costuming members a place to cool down, relax, and fix a few things. LepreCon's Cospitality Lounge is also a pho-to-free zone, so please keep your camera (phones and otherwise) at bay when visiting this area.

Our scheduled hours will typically be 10-6 Friday & Saturday and 10-4 on Sunday. We have room for volunteers as well. If you can manage a couple hours of your time, provide friendly service, watch over things, think on the spot, and possibly provide costume fixing needs we appreciate your contributions.

Cospitality will be located in 2119.

LepreCon 42 Committee

Chairwoman: **Amanda Parker**

Program Director: **Paul Tanton**

Pre-Con Treasurer: **Mike Wilmoth**

At-Con Treasurer: **Barrie Barri**

Pre-Con Venue Liaison: **Mike Wilmoth**

At-Con Venue Liaison: **Barrie Barri**

Food Coordinating Director: **Jenna Greensmith**

Art Gallery Director: **Annette Sexton-Ruiz**

Registration: **Margaret Grady and Mike Cassidy**

Publications: **Susan Nixon**

Rangers: **Victor Bugg**

Games: **Hal Semmens**

Programming

This year we will be focusing on the art of Speculative Fiction including the creation process behind drawing, crafting, composing, and writing plus the thought process behind the genres we know and love. Join us for a weekend of diving into the realms of creativity!

Thursday 7pm – 10pm

Friday 11am – 10pm

Saturday 8am – 11pm

Sunday 8am – 7pm

All program descriptions and participants are subject to change. Please refer to the Pocket Program for the most up-to-date information. Any last minute changes from Thursday onward will be posted at information kiosks around the convention and in Operations (room 2123 across the bridge from the Merchant Hall).

Sincerely,

Paul Tanton

Programming

Art

"The Devil's Panties" - Not Satanic Porn... Honest
Who is Jennie Breeden? We spotlight our Guest of Honor as she discusses all aspects of her career, including her semi-autobiographical webcomic.
1 hour Participant: Jennie Breeden
Saturday 1 pm Suite C

A Very Brief History of Puppets
Dain Q. Gore and Tommy Cannon present a very condensed survey of the history of puppets, theories on their original functions, and where they are now!
1 hour Participants: Dain Q. Gore, Tommy Cannon
Saturday 5 pm Suite E

Artist Spotlight: Dain Q Gore
Dain Quentin Gore is a painter, puppeteer, hobbyist, and art instructor. Here he will share almost two decades of art-making, discussing his imagery, process, and themes.
1 hour Participant: Dain Q. Gore
Saturday 12 pm Suite C

Ask the Ladies of Steampunk: Tips from the Tops
Get tips and advice from some of the best seamtresses of steampunk. These talented ladies will share their knowledge and answer your costuming questions.
1 hour Participants: Illeana Vega Herrera, Johnna Buttrick, Kat Bretcher
Saturday 12 pm Suite E

Coloring Fun for Steampunks
Come color with us! These days, coloring has become a cool and relaxing activity for everyone. Color pages, crayons, markers and colored pencils will be supplied. We'll have Steampunk, Victorian, and Cthulhu color pages for all ages.
1 hour Participants: Dee Astell, Kat Bretcher
Sunday 10 am Suite D

Programming

Dead Dog Filk
1 hour Participant: Valerie Ritchie
Sunday 7 pm Suite 1109/1111

Drum Circle
Bring your own percussion, or borrow one of ours. All are welcome in the circle!
1 hour Participants: Valerie Ritchie and Jennifer Horning
Friday 3 pm, Saturday 3 pm Suite 1109/1111

Everything Under the Sun: Genres of Filk
To say there are many types of Filk is an understatement, but how do we manage with so many options?
1 hour Participants: Valerie Ritchie, Gary Swaty
Sunday 10 am Suite 1109/1111

Generalized Science Fiction and Fantasy Crafting
Do you like science? Do you like making cool crafts? Well come spend some time making cool sci-fi crafts. We will have several stations with things to do from coloring to beading.
1 hour Participants: Jenny Duncan, Brian Duncan, Quinn Duncan
Friday 1 pm Suite D

Graphic Novels: Steampunk Style
Does your comic book reading need a hefty dose of steam? Could your graphic novel collection use a dash of aetherpunk Western? Are your comic choices woefully bereft of Victorian scientists toting ray guns and having adventures?
1 hour Participant: Scott Wilke
Saturday 9 am Suite E

Guitar 101: Which Way Do I Hold This Thing?
Beginners workshop. Some guitars will be available, or bring your own.
1 hour Participant: Mark Horning
Sunday 3 pm Suite 1109/1111

Programming

Jennifer Horning Concert
Music
1 hour Participant: Jennifer Horning
Sunday 12 pm Suite 1109/1111

Kids Costume Make & Take
1 hour Participants: Jenny Duncan, Brian Duncan, Quinn Duncan
Friday 3 pm Suite D

Life Drawing Workshop
A drawing event where the model(s) dress in cosplay. Members are supplied newsprint/boards etc.
Materials Fee: $5.00/ Limited to 15 members
1 hour Participants: Art Gecko, Dain Gore
Sunday 12:30 Suite D

Make and Take Flower Fascinators
In this workshop we will create lovely hair accessories to add to your steampunk collection. Fascinators were highly popular hair pins worn for special occasions during the late 1800's.
Materials Fee: $5.00
1 hour Participants: Dee Astell, Illeana Vega Herrera
Friday 7 pm Suite D

Making and/or Adding Props to Your Steampunk Costume
In this panel we'll discuss the props and accessories that help give your costume that extra something to bring it to life.
1 hour Participants: Johnna Buttrick, Dee Astell, Illeana Vega Herrera
Sunday 11 am Suite D

Mark Horning Concert
Music
1 hour Participant: Mark Horning
Saturday 4 pm Suite 1109/1111

Programming

Mask Decorating 101
Join us for tips and ideas on how to take a basic mask and make it special. We'll have assorted masks, markers, crayons, feathers, and other goodies on hand to decorate with.
Materials Fee: $2.50
1 hour Participants: Dee Astell, Kat Bretcher
Saturday 2 pm Suite D

Mini Adult Puppet Jam!
Tommy Cannon and Dain Q. Gore present a short series of puppet shows designed for an adult audience. The humor will be straight from our grown-up kid minds and sometimes improvised, but always very bawdy! So, that means no kids, please! Followed by a short Q&A Session.
1 hour Participants: Dain Q. Gore, Tommy Cannon
Saturday 10 pm Suite C

Mini Kid Puppet Jam!
Tommy Cannon and Dain Q. Gore present a short series of puppet shows for kids. The humor will be from the silly kid-at-heart side of us, so please DO bring kids and adults alike! Followed by a short Q&A Session.
30 minutes Participants: Dain Q. Gore, Tommy Cannon
Sunday 9:30 am Suite C

Mini Painting Open Studio/Paint-and-Take
Come in and paint miniatures with Dain Q. Gore, or even just come in and talk minis if you wish! Designed for every skill level, but additional adult supervision strongly suggested as we will be using intermediate-level acrylic paints, and brush care is a tricky thing!
Materials Fee: $5.00
1 hour Participant: Dain Q. Gore
Saturday 3 pm Suite D

Programming

Mixed Media Steampunk Art and Crafts
A discussion and look at steampunk art and craft projects created with mixed media.
1 hour Participants: Dee Astell, Illeana Vega Herrera
Saturday 7 pm Suite D

Music and Lyrics: Putting a Song Together
So, you've got some great verses? Now what? Where does the music come from?
1 hour Participants: Valerie Ritchie, Mark Horning
Saturday 1 pm Suite 1109/1111

Open Beta Live Music Performances
Open Beta is an eclectic Geek-folk band. With Brian drumming, Erin fiddling, Paul... guitar-ing?, and all lending vocals to music inspired by Firefly, Star Wars, The Hobbit, Peter Gabriel, Great Big Sea, and more, you can't keep from clapping along!
1.5 hours Participants: Paul Schmidt, Brian Abernethy, Erin Lewis
Friday 6 pm, Saturday 8 pm Suite C

Open Filk
1 hour Participant: Valerie Ritchie
Friday 9, Saturday 9:30 Suite 1109/1111

Paper Fan Make and Take
All ages come join us for a paper fan make and take!! Paper fan,paints, crayons, ect. Included.
Materials Fee: $5.00/ Limited to 25 members
1 hour Participants: Johnna Buttrick, Khurt Khave
Saturday 1 pm Suite D

Performing for Geeks
How does performance work when you're not mainstream?
1 hour Participants: Open Beta
Saturday 6 pm Suite 1109/1111

Programming

Phoenix Taiko Kai: Traditional Japanese Drumming
1 hour Participants: Emma Sansone, Murray Writtle, Jen McAlonan, Lyndsey Hoffman
Saturday 10 am, Sunday 5 pm Suite C

Rub-N-Buff Gun Workshop
Personalize your own gun to fit your style. Gun, rub-n-buff, gears, and accessories will be provided in the supplies. There will be assorted guns to choose from.
Materials Fee: Small Gun $2.00/Medium Gun $5.00/NERF Maverick: $15.00
1 hour Participants: Dee Astell, Khurt Khave
Saturday 11 am Suite D

Shield and Cape Making
Ever want to be a superhero? Well now you can come by and make your very own shield like Captain America or cape like Superman.
1 hour Participants: Jenny Duncan, Brian Duncan, Quinn Duncan
Friday 5 pm Suite D

Sketch Off
Come watch artists in a race to make the most compelling piece of art. The subjects of their art will not be revealed to them until the timer is about the start!
2 hours Participants: Dain Q. Gore, Gilead, Art Gecko, Jason Youngdale
Sunday 2 pm Suite C

The Wandering Storyteller
Stories in Song for All Ages
1 hour Participant: Valerie Ritchie
Friday 12 pm Suite 1109/1111

Wand Making
"You're a wizard!" are words we all want to hear. Come to this wand making class and create your very own wand with which to learn spells.
1 hour Participants: Jenny Duncan, Brian Duncan, Quinn Duncan
Saturday 4 pm Suite D

Programming

What is Taiko?
A casual discussion of traditional Japanese drumming.
1 hour Participants: Murray Writtle, Emma Sansone, Jen McAlonan, Lyndsey Hoffman
Saturday 7 pm Suite 1109/1111

Autographing

Length	Participants	When	Where
0.5	Ben Woerner, G. David Nordley, David Lee Summers	Fri. 1:30 pm	Suite E
0.5	D. C. Fontana, David B. Riley, Simon Driscoll	Sat. 1 pm	Suite E
0.5	D. C. Fontana, Gary Swaty, Hal C.F. Astell	Sat. 1:30 pm	Suite E
0.5	Dain Q. Gore, Elizabeth Leggett, Darryl Dawson	Sunday 9 am	Suite E
0.5	Jennie Breeden, Steven S. Crompton	Sat. 3:30 pm	Suite E
0.5	Shanna Germain, Ken St. Andre, Austin Aslan	Sun. 12:30 pm	Suite E

Programming

Ceremonies

Art Gallery Reception
Please join our Guests of Honor for drinks and snacks at the Art Gallery Reception.
2 hours Participants: Annette Sexton-Ruiz, Jennie Breeden, Dain Q. Gore Friday 4 - 6 pm Salon DE

Closing Ceremonies
Don't Panic! We still get to say our goodbyes!
1 hour Participants: Amanda Parker, Dee Astell
Sunday 6 pm Suite C

Masquerade Competition
All participants must have a LepreCon 42 convention badge. Contestants have the choice to do a walk-on or a skit:--Walk-on - Quick presentation consisting of a few poses intended to show off a costume. Up to 30 seconds. OR --Skit - Characters interacting with each other or the audience and acting out a scene. Duration up to 90 seconds. A group skit can last up to 180 seconds.

RULES :-Offensive language of any kind is not allowed—no racial or sexual epithets; no profanity; etc. this includes messages on signs or clothes. -Be clever, not crass! If you think your costume or presentation might be too risqué or offensive, it probably is. -No using stage time to make political, religious, insulting, or other demonstrations not related to your entry. -No excessive violence. -No sexual activity or contact—real or implied. -No nudity—No costume is no costume. -If you need to throw something during your presentation first clear it with the Masquerade Competition Coordinator.-No fire, smoke, flashpots, explosive devices, messy substances, lasers, pressurized gases, or liquids. -All prop weapons must be peace bonded and approved. -All non-prop weapons must be non-working and peace bonded. No functioning projectile weapons – including water pistols, silly-string guns, and ping-pong pistols. Bladed weapons must be cased or sheathed at all times -You may surprise the audience, but NEVER SURPRISE THE CREW. -By registering for the Masquerade Competition, all participants agree to allow LepreCon to use their images for promotional purposes, both photo and video.

Any questions contact the Masquerade Coord. fhoenix88@yahoo.com

Programming

Opening Ceremonies
We kick off Life, the Universe, and Everything!
1 hour Chairwoman: Amanda Parker
Friday 11 am Suite C

Star Trek 50th Anniversary Party
Join LepreCon Science Fiction Convention and United Federation of Phoenix as we celebrate fifty years of Star Trek!
4 hours Participants: United Federation of Phoenix
Saturday 6 - 10 pm Suite 2117/2119

Tea Dueling
Have you ever wanted to learn to Tea Duel? Are you already a champion Duelist? Whatever your skill level, come join the Arizona Penny Dreadfuls for a spot of tea, and a duel or two.
1 hour Participants: Arizona Penny Dreadfuls
Saturday 3 pm Room 2117

Commerce

"Step Three, Profit!"
How to make money from your free online webcomic (not a pyramid scheme).
1 hour Participant: Jennie Breeden
Sunday 4 pm Suite E

Gender in the Business of SF
Female artists/writers in the business of creative professions.
1 hour Participants: Shanna Germain, Elizabeth Leggett
Friday 12 pm Suite C

Options Beyond MFAs and Agents
Taking an unexpected route to publishing with options like Patreon, Kickstarter, and other methods.
1 hour Participants: Shanna Germain, Ben Woener, Ken St. Andre, Steven S. Crompton, Liz Danforth, John Wick
Sunday 1 pm Suite C

Programming

Responding to Reviews
Learn how creators can best respond to the good, bad, and funny reviews they receive online.
1 hour Participants: Ben Woerner, David Lee Summers, Elizabeth Leggett, KellyAnn Bonnell, Shanna Germain, Jennie Breeden
Saturday 11 am Suite C

Family

Action Figure Chat Session
Keep one in the package and one for display? You just might be an action figure collector. Dain Q Gore presents a discussion on action figure collecting, some history and anecdotes on this niche hobby. Show and tell encouraged!
Participant: Dain Q. Gore
Sunday 5 pm Suite E

Beginner Juggling Class - Part 1 of 2 - Craft
Make juggling balls from balloons and pop corn.
Materials Fee: $2.00/3 juggling balls
1 hour Participant: Madame Eileen
Saturday 10 am Suite D

Beginner Juggling Class - Part 2 of 2 - The Skill
Learn the theory -- Psychology! -- and fun of juggling.
1 hour Participant: Madame Eileen
Saturday 12 pm Suite D

Bubble Show & Play
Madame Eileen shows how to make bubble wands of gigantic proportions then lets our attendees play with them. She has bubble wands that have a circumference of 5 feet, 8 feet, and 10 feet.
1 hour Participant: Madame Eileen
Saturday 8 am Suite 1109/1111

Programming

Gary Swaty
Discover just how long Gary Swaty has been in fandom, and how much work he has put in behind the scenes for many different fannish organizations and fannish events.
Participant: Gary Swaty
Friday 5 pm Suite C

NERF Battle with Royal Manticoran Navy
ACTION STATIONS! Prepare to repel boarders! Here's your chance to get involved with large gun battles without that nasty downside of dying. The officers and crew of HMS Claymore invites you to bring your Nerf weaponry (or if you don't have any, we'll lend you some) and fight in a series of battle scenarios with your fellow con attendees. It's time to fight! 1 hour Participants: HMS Claymore
Sunday 2 pm Suite D

Social Set Dancing for Everyone!
Come learn to dance like the characters in Cinderella, Firefly, and Pride and Prejudice. A social event for geeks of all ages, everyone is invited to learn some English and Irish Community set dances! No experience or partner necessary!
1 hour Participants: Alex Canto, Tom Blake
Friday 8 pm Suite C

Top Ten Boardgames You Should Be Playing
Which big, popular games are worth the hype? Which small, hidden gems should you know about? Can there be only ten?
1 hour Participants: Ken St. Andre, Jason Cazares
Thursday 8 pm Suite D

Fiction

19th Century Martians
Why did large numbers of people in the 19th century believe there was life on Mars? Canals were everywhere. Inventors were receiving radio signals from Mars.
1 hour Participants: David B. Riley, Hal C. F. Astell
Sunday 1030 Suite E

Programming

7th Sea: 2nd Edition
Théah is back, bigger and bolder than ever before. What secrets await us as the 2nd Edition Core Rulebook PDF goes on sale this week?
1 hour Participants: John Wick, Ben Woerner
Friday 4 pm Suite E

Advice to the New Author
A panel of authors with varying levels of experience giving advice to those starting out.
1 hour Participants: Ben Woerner, Simon Driscoll, Austin Aslan, David B. Riley
Saturday 6 pm Suite E

Apocalypse Later Mini-Film Festival
Hal C F Astell of Apocalypse Later returns to LepreCon for a fourth year with three more sets of international award-winning short films. Thursday's set of science fiction and fantasy shorts is FREE and open to the public and may feature a Q&A with local filmmakers present. Friday's set will contain completely different material so don't miss that one either. Saturday's set will be dedicated to steampunk and include some of the most popular films screened at Apocalypse Later mini-film festivals at steampunk conventions in Arizona and California over the last year. As always, Apocalypse Later provides a free convention ribbon to all mini-film festival attendees!
2 hours Participant: Hal C. F. Astell
Thursday 7:30 Suite E

Apocalypse Later Mini-Film Festival
Hal C F Astell of Apocalypse Later returns to LepreCon for a fourth year with three more sets of international award-winning short films. Friday's set of science fiction and fantasy shorts will contain completely different material fom Thursday and Saturday so don't miss it. As always, Apocalypse Later provides a free convention ribbon to all mini-film festival attendees!
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Programming

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Hal C F Astell of Apocalypse Later returns to LepreCon for a fourth year with three more sets of international award-winning short films. Saturday's set will be dedicated to steampunk and include some of the most popular films screened at Apocalypse Later mini-film festivals at steampunk conventions in Arizona and California over the last year. As always, Apocalypse Later provides a free convention ribbon to all mini-film festival attendees!
2 hours Participant: Hal C. F. Astell
Saturday 8 pm Suite E

Ben Woerner, Local Games Guest
A spotlight on Ben Woerner as he discusses all aspects of his career as a local writer, gamer, and marketing manager.
1 hour Participant: Ben Woerner
Saturday 9 am Suite C

Classic Science Fiction
Fan Guest of Honor Gary Swaty leads a Classic Science Fiction discussion. 1 hour Participants: Gary Swaty, Jason Cazares, Randall Whitlock
Saturday 11 am Suite E

Creating a World for Publication
There are many ideas to consider when creating a world: creating the type of society in which a story takes place and how that effects the protagonist's path; creating foils and villains which fit into the overall world; crafting slang, jargon, idioms, and even whole languages; how discoveries in magic or science affect the day to day cultures and expectations; et cetera. But how do you make the leap from world creation to something which is publishable?
1 hour Participants: Shanna Germain, Steven S. Crompton, Jason Cazares Saturday 4 pm Suite E

Cultural Diversity in Horror
The bulk of classic horror tales tend to be blue collar straight white cisgendered males going through life when suddenly “horror” breaks. What are publishers, broadcasters, artists, and writers doing to diversify the marketplace, and what can consumers do to advocate more diversity?
1 hour Participants: Shanna Germain, Darryl Dawson, John Wick
Sunday 10 am Suite C

Programming

D.C. Fontana: Writing for Different Media - TV, Movies, Games, and Novels
We spotlight D.C. Fontana as she discusses all aspects of her career, with less of an emphasis on Star Trek and more on everything else.
1 hour Participant: D. C. Fontana
Sunday 11 am Suite C

Deluxe Tunnels & Trolls
The latest edition of Tunnels and Trolls has really stepped up its game with new optional rules, a Trollworld atlas and gazetteer, weapons glossary, and more! Learn about the process it took to make the deluxe edition, and what new things might be in store in the realms of T&T.
1 hour Participants: Liz Danforth, Steven S. Crompton, Ken St. Andre
Sunday 3 pm Suite E

Flying Saucers of the 19th Century
Folks think Roswell was the start of UFO phenomena. Guess Again.
1 hour Participants: David B. Riley, Hal C. F. Astell
Friday 3 pm Suite E

Future of Steampunk Literature
A brief look at the history of Steampunk literature and where the future might lead us.
1 hour Participants: David Lee Summers, Scott Wilke
Friday 5 pm Suite E

Horror Roleplaying
1 hour Participants: Full Metal RPG, Jim Miller, Tasha McEntire
Saturday 9:30 pm Suite E

Lyrical Poetry: Writing Lyrics
Not sure how to start a song? Started, but can't finish? This will be a hands-on workshop, so come prepared to write!
1 hour Participants: Valerie Ritchie, Mark Horning
Saturday 11 am Suite 1109/1111

Netflix Exclusive Series
1 hour Participant: Scott Wilke
Friday 9:30 pm Suite E

Programming

Practical Effects in Hollywood
Presentation of practical visual effects as done in such classic films as Aliens, Terminator 2, The Abyss, and many others people know. Visual effects include current methods of CGI as well as models, miniatures, and composites as seen in many well-known films.
1 hour Participant: Dennis Skotak
Sunday 4 pm Suite C

Sci-Fi Musicals
Discussing Rocky Horror, Dr. Horrible, Zombie Prom, Harry Potter, and others. 1 hour Participant: Brian Duncan
Saturday 10 am Suite 1109/1111

Shanna Germain, Leximaven of the Highest Order
Join us as we spotlight Shanna Germain wherein she discusses all aspects of her career as a writer, editor, gamer, and business owner.
1 hour Participant: Shanna Germain
Saturday 2 pm Suite C

Signs of the Times: Apocalypse Now!
From the most recent terrorist attacks, to Russia's ideals from before the dark ages, prophecies are being fulfilled before our eyes. Come learn how the news today can help us understand ancient prophecies, and plan for the future.
1 hour Participant: Simon Driscoll
Saturday 8 am Suite E

Speculative Fiction Poetry
A reading of Science Fiction and Fantasy Poetry drawn from the works of Isaac Asimov, Robert A. Heinlein, Robert E. Howard, H.P. Lovecraft, Clark Ashton Smith, and others.
1 hour Participant: Gary Swaty
Thursday 8 pm Suite 1109/1111

Programming

Star Trek: The Animated Series Retrospective
Join Star Trek The Animated Series story editor DC Fontana and members of the United Federation of Phoenix to discuss this lesser known Trek series. Is it truly years 4 and 5 of the 5-year mission?
1 hour Participants: D. C. Fontana, United Federation of Phoenix
Thursday 8 pm Suite C

Star Trek: The Original Series - A Retrospective on its 50th Anniversary Join a panel of Treksperts including Guest of Honor D.C. Fontana and ASU Professor Dr. David Williams as we look back at Star Trek: The Original Series, how the show was created and evolved, and discuss its impact on American culture.
1 hour Participants: D. C. Fontana, Dr. David Williams
Saturday 3 pm Suite C

Star Trek: The Original Series - LepreCon Picks the Top Ten Episodes Attention Star Trek fans! Here's your chance to vote on the top ten episodes of Star Trek: The Original Series. Make an argument to convince the audience of why your favorite episode should be in the top ten, and maybe win a prize!
1 hour Participants:United Federation of Phoenix
Sunday 2 pm Suite E

Steampunk Before It Was Steampunk
A discussion of film, TV and books that had steampunk elements before the term "steampunk" was coined.
1 hour Participants: Michael Flanders, Hal Astell, David Lee Summers
Sunday 12 pm Suite C

Programming

Victorian Science Fiction and Its Impact on Real History
A discussion of Victorian Science Fiction and its impact on the development of Science in History.
1 hour Participants: KellyAnn Bonnell, Hal C.F. Astell
Friday 6 pm Suite E

What Is Steampunk?
Steampunk is often referred to as the "greatest era that never was." Our panel discussion will open the door to what Steampunk is for those new to the genre. 1 hour Participants: David Lee Summers, Ben Woerner, Johnna Buttrick Thursday 9 pm Suite C

Witchcraft in Pop Culture
1 hour Participants: Krystal Miller, Jim Miller
Thursday 9:30 Suite E

World Building: Developing the Rules of Magic
From the world of high fantasy, where magic always comes at a price, to urban fantasy, where anything goes, your world will be more believable if your magic follows a set of rules. Do you need a wand? certain words? or an understanding of how magic flows? We will be discussing how to create these rules for your own world.
1 hour Participants: Simon Driscoll, Jason Cazares
Friday 2 pm Suite E

Writing Star Trek and Sci-Fi for TV
Join Guest of Honor and Star Trek: The Original Series writer and story editor D.C. Fontana to discuss how story ideas for Star Trek: The Original Series, Star Trek: The Animated Series, and other Sci-Fi shows evolved into shooting scripts.
1 hour Participant: D. C. Fontana
Friday 1 pm Suite C

Programming

Science

Ethics of Technology in Warfare
1 hour. Participant: Mark Horning.
Saturday 10 am. Suite E

Here There be Dragaroos!
Do you want your very own dragon with a pouch? We are already creating one-celled animals that never before existed. Why stop there? People are talking about "mamaphants" for instance. And, of course, there are Beefalo. We're only going to get better at this. Could it become an art form? Look at dog, cat, and bird breeding and imagine it cubed and squared. What about plants that grow on Mars? Will artificial species someday outnumber evolved species? Is this a case where some peoples utopia will be other people's nightmare?
1 hour Participant:G. David Nordley
Saturday 8 am Suite C

Human Speciation in an Interstellar Culture
Isolated by travel times in decades or centuries, interstellar settlements might satisfy some of the criteria for speciation, even with low birthrates. Genetic drift or intentional modifications might leave some parts of humanity unable to breed with others, at least by normal methods. How long would that take? Can we imagine what our great to the nth grandchildren might look like?
1 hour Participant: G. David Nordley
Sunday 8 am Suite E

Military SF and the Technology of War
1 hour Participant: Mark Horning
Sunday 1 pm Suite E

Science Fiction and Its Impact on Science Identity
An exploration of how science fiction impacts those who pursue STEM careers.
1 hour Participants: KellyAnn Bonnell, David B. Riley,
Dr. David Williams
Saturday 2 pm Suite E

Programming

Space Science Talks: Dawn at Ceres, New Horizons at Pluto
What are the high points of what we've learned from Ceres and Pluto? What are the implications for the settlement of the solar system and beyond?
2 hours Participants: Dr. David Williams, G. David Nordley
Friday 2 pm, Suite C

Star Party
The Phoenix Astronomical Society will provide telescopes for your viewing pleasure. Weather permitting, come take a look through our telescopes at Jupiter, Saturn, Mars, the Moon, and more. This is a FREE viewing session for all ages. More details about PAS can be found at www.pasaz.org.
3 hours Participants: Terri Finch, Mike Marron
Thursday 7 - 10 pm Patio

Star Party
The Phoenix Astronomical Society will provide telescopes for your viewing pleasure. Weather permitting, come take a look through our telescopes at Jupiter, Saturn, Mars, the Moon, and more. This is a FREE viewing session for all ages. More details about PAS can be found at www.pasaz.org.
3 hours Participants: Terri Finch, Mike Marron, Sam Insana, Rick Cunningham
Friday 7 - 10 pm Patio

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The Phoenix Astronomical Society will provide telescopes for your viewing pleasure. Weather permitting, come take a look through our telescopes at Jupiter, Saturn, Mars, the Moon, and more. This is a FREE viewing session for all ages. More details about PAS can be found at www.pasaz.org.
3 hours Participants: Terri Finch, Mike Marron, Rick Cunningham
Saturday 7 - 10 pm Patio

Programming

Surveying the Universe
Kitt Peak's mission is evolving. A new large spectrographic instrument is being deployed on the Mayall 4-meter and a new Doppler Spectrometer is being deployed on the WIYN 3.5-meter. What are these instruments and what do we expect to learn? What's different about this science than the astronomy that's been done at Kitt Peak in previous years.
1 hour Participant: David Lee Summers
Sunday 9:30 am Suite E

Tesla vs. Edison: Electrifying Trivia
Come test your knowledge with this trivia game of quotes and facts about these famous inventors.
1 hour Participants: Michael Flanders, Dee Astell
Friday 4 pm Suite C

The Electromagnetic Universe
All the objects and properties of the universe are derived from quantum mechanical electromagnetism.
1 hour Participant: Mike Marron
Friday 12:30 pm Suite E

What Kind of Planet Do We Want?
Human beings have been part the ecology for so long that a "world without us" would be utterly different than anything that existed in the past. Like it or not, we are in the anthropocene. So what kind of planet should it be? Given that mass exterminations of people are neither moral or likely, what are realistic objectives? Are there political and engineering pathways to get there?
1 hour Participants: G. David Nordley, Austin Aslan
Sunday 11:30 am Suite E

Policies

Anti-Harassment Policy

LepreCon wishes to provide a safe, hospitable, harassment-free convention experience for everyone, regardless of gender, gender identity, gender expression, sexual orientation, marital status, physical or mental ability or disability, physical appearance, coloration, physical attributes, age, body size, body shape, race, ethnicity, citizenship status, employment, socioeconomic status, financial status, familial status, military or veteran status, achievements, national origin, ancestry, worldview, political party preference, political belief, political affiliation, operating systems, platform preference, programming language, text editor preference, creed, or religion (or lack thereof). The purpose of this policy is to deter and address harassment and harmful conduct, not to limit consensual interaction and free and open discussion.

We expect all attendees, participants, guests, members, volunteers, and staff to act responsibly, courteously, and considerately, and to follow this code of conduct during all conventions, convention-related events, and LepreCon meetings.

“Yes” means yes, “no” means no, and “maybe” means no. Please take “no” for an answer for any request or activity and do not repeat your request again. Do not corner people socially–if someone is looking apprehensive or trapped, give them space. If someone tells you to go away or to leave him or her alone, your business with that person is done and you should not attempt to initiate further contact with that person.

No touching or photographing other people without consent. This includes glomping, hugging, kissing, fondling, and hands on knees, backs, shoulders, and hair–ask first! The fact that someone is in costume does not imply consent for photographs or touching–ask first! Obtain permission before posting images of people or recordings of the convention online. Do not assume that physical contact will be welcome or appreciated. Some folks do not like to be touched and will respect and like you more if you respect their personal space. You are encouraged to ask for unequivocal consent for all activities.

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Anti-Harassment Policy

LepreCon welcomes families with children and expects all attendees, participants, guests, members, and staff to treat these families with courtesy. Use of explicit sexual language and imagery should be limited to panels, events, and situations where those in attendance know that such content may be presented. Parents or guardians should be aware not all panels or events may be suitable for children. Parents or guardians bringing children are responsible for the children's behavior.

LepreCon does not tolerate harmful conductor harassment of or by attendees, participants, guests, members, volunteers, and staff in any form. Harmful conduct or harassment is verbal or physical conduct that creates an unpleasant or hostile situation. This includes, but is not limited to:

Physical assault;battery; disregarding the safety of other persons; theft or robbery; intentional destruction of property; deliberate intimidation; stalking; deliberate impeding or blocking another's movement; sexual attention, gestures, questions, or comments that are known or ought reasonably to be known to be unwelcome; sexual advances or propositions that are known or ought reasonably to be known to be unwelcome; sexual advances or propositions toward a person under the age of 18; making or threatening reprisals after receiving a negative response to sexual advances or propositions; inappropriate and non-consensual physical contact, including pinching, grabbing, patting, groping, or brushing against another's body; repeated heckling, interruption, or other disruption of panels or other events or meetings; photography or audio- or video-recording without the subject's consent; posting images or content on the internet, Facebook, or other media without the consent of the subject of the image or content, or not removing images or content you have been asked to take down by the subject of the image or content; providing or offering to provide alcoholic beverages or illegal substances to someone under the age of 21; threatening, bullying, hectoring, coercion, or any other abusive conduct that has the purpose or effect of unreasonably interfering with another person's ability to enjoy and participate in the convention, convention-related events, and LepreCon meetings;

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Anti-Harassment Policy

inappropriate verbal comments or gestures related to gender, gender identity, gender expression, sexual orientation, marital status, physical or mental ability or disability, physical appearance, coloration, physical attributes, age, body size, body shape, race, ethnicity, citizenship status, employment, socioeconomic status, financial status, familial status, military or veteran status, achievements, national origin, ancestry, worldview, political party preference, political belief, political affiliation, operating systems, platform preference, programming language, text editor preference, creed, or religion (or lack thereof); falsely accusing an innocent person of harassment; or any other action or behavior that causes significant interference with convention operations, adversely affects the convention's relationship with its venues or the public, or causes excessive discomfort to other attendees, participants, guests, members, volunteers, or staff.

Reasonable and objective examination of beliefs, including critical commentary on another person's views, does not by itself constitute harassment. One of the underlying rationales of this policy is to promote–not inhibit–discussion and free exchanges of ideas between persons of differing views. Furthermore, the responsibility for settling interpersonal disputes lies solely with the individuals involved, and LepreCon will not tolerate being used as a leveraging point in such disputes.

Persons asked to stop any harmful conduct or harassing behavior are expected to comply immediately. The exact remedy for harmful conduct or harassing conduct will depend on an evaluation of all relevant circumstances, such as the severity of the conduct and prior violations by the person engaging in prohibited conduct. Anyone violating this policy may be expelled from the meeting, event, or convention without a refund at the discretion of the convention organizers, and sanctions may include permanent suspension of membership in LepreCon. When there is a reasonable basis for believing the conduct is illegal, appropriate law enforcement authorities will be notified.

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Anti-Harassment Policy

If you are being harassed, notice that someone else is being harassed or engaging in harmful conduct, or have any other concerns, please contact a member of convention staff or a LepreCon Board member immediately. Convention staff can be identified by special badges.

Where convention staff or a LepreCon Board member witnesses to the prohibited conduct, immediate remedial action may be taken. Where a report of harmful conduct or harassment is made to convention staff or a LepreCon Board member after the conduct has occurred, reasonable measures will be taken to establish the facts. This will typically include discussion with witnesses, if any, and the person accused of engaging in the prohibited conduct. Inquiries into harmful conduct or harassing conduct will be carried out as confidentially as possible given the circumstances.

Convention staff will be happy to help participants contact hotel/venue security or local law enforcement, provide escorts, or otherwise assist those experiencing harassment to feel safe for the duration of the convention. We value your attendance.

Photography & Videography Policy

No photographic or videographic recording other people without consent. The fact that someone is in costume does not imply consent for photos or videos – ask first! Obtain permission before posting images of people or recordings of LepreCon online. Program participants and Guests of Honor may or may not allow recording of their likeness or voice. You are encouraged to ask for unequivocal consent for all activities.

Fan Table Policy

Fan Tables are complimentary for non-profits or community outreach organizations. If someone wants to sell something for a profit venture, then they have to be in the Merchant Hall. If a convention or fan group wants to sell memberships or merchandise to raise funds to help their parent organization, that's ok.

Fan Table Coordinators must purchase at minimum an Attending Full Membership, but others staffing that Fan Table are encouraged, but not required, to purchase their own memberships. A Fan Table is defined as above; anything outside this definition requires a Vendor Table or Booth.

Room Party Policy

Room Party Coordinators must purchase at minimum an Attending Full Membership, while others staffing or attending a party are encouraged, but not required, to purchase their own memberships. Room Party Coordinators are allowed to book a room/suite for a party at the convention rate, be located in the party area, and must conform to any convention-specific party rules & regulations as specified by the convention chair or committee.

Weapons Policy

Carrying and wearing of weapons of any kind will not be permitted, except as part of cosplaying in a hall costume if peace-bonded by our Rangers Director. No real or realistic looking firearms are allowed and all bladed weapons must be sheathed.

Any weapons purchased in the Vendor Hall must be securely wrapped before they are taken out of the room.

The committee realizes that most people who would like to carry and wear weapons are sensible and careful individuals. However, because of the present liability laws, the risk of weapons causing accident or distress, and in observance of the hotel's weapons policy, we have no choice but to comply. The safety of convention members is our overriding consideration, as well as cooperating fully with the hotel's security personnel.

THE DEVIL'S PANTIES
BY JENNIE BREEDEN
WAIT, I HAD MY SH*T TOGETHER LAST WEEK. WHAT THE HECK HAPPENED?
WHY HASN'T MY SH*T STAYED TOGETHER?
WHY IS MY SH*T EVERYWHERE? WHERE DID ALL MY SH*T TOGETHERNESS GO?!?
WELCOME TO ADULTHOOD.
DON'T WANNA ADULT NO MORE.
THEDEVILSPANTIES.COM TM JENNIE AND ©BY BREEDEN © 2015

Bylaws of Leprecon, Inc.

Bylaws of Leprecon, Inc. Approved 13 November 2005; and amended 05 May 2013, 17 November 2013, 18 May 2014, & 03 November 2015

1. PRIMARY PURPOSE

Leprecon Inc. is organized primarily to operate an annual science fiction convention in the Phoenix metropolitan area. It may also hold other social functions during the year in connection with and in support of the primary purpose.

2. MEMBERSHIP

2.1. Active and Passive members

2.1.1. Becoming a member

Membership in the organization is conveyed to a person by petition at a quarterly meeting, by obtaining a convention membership in the annual event, or by Board of Directors decree. Membership is open to all persons with an interest in science fiction, fantasy, and/or related topics. The Corporation may refuse to accept memberships for cause. If the annual event is combined with a special event, then membership in the organization shall be specified at the time of registration or as soon as possible after such registration; the default shall be to not include membership in the organization.

2.1.2. Term of membership

Membership begins at the start of the Annual Meeting and ends at the start of the next Annual Meeting. Membership is considered active until at least one (1) quarterly meeting is not attended. Membership is considered passive until returning to active by attending a quarterly meeting before the next convention. Membership is considered either active or passive unless terminated as indicated below. Proxies may be substituted for attendance if necessary.

2.1.3. Termination of membership

Membership may be revoked for disorderly, inappropriate, or illegal behavior or other specified cause during or in connection with a convention or other corporate sponsored event. Membership is terminated automatically if the member fails to obtain an attending membership in the annual convention. Membership is terminated involuntarily if a two-thirds (2/3) majority of all active members vote to terminate. Membership is terminated voluntarily if the member sends a signed resignation letter to the Secretary or other designated Board of Directors member. Membership is terminated automatically if the member enters the Art Gallery with art for sale or enters the Vendors Hall with intent to sell merchandise.

2.1.4. Rights of membership

Membership entitles the holder to attend quarterly meetings and vote at such meetings, attend the convention for which a convention membership was obtained, or any other function sponsored by the organization.

2.1.5. Classes of membership

Current classes of membership include Active and Passive. The Corporation may declare other classes of membership as needed.

Bylaws

2.16. Petition for membership

A person may petition for membership at a quarterly meeting by circulating a petition asking to become a member. Active members may sign the petition to indicate that the petitioning person is acceptable as a member. If the petitioning person obtains signatures from at least two-thirds (2/3) of the active members present and submits the petition to the Secretary or designated board member, then the person becomes an active member seven (7) days after the end of that quarterly meeting. A petitioner who did not have an attending membership at the immediately previous convention must pay a membership fee equal to the lowest advertised attending full weekend membership rate at that convention.

2.17. Convention membership

A person may obtain an attending convention membership by purchasing one through the Treasurer or authorized agent, or by holding a convention position (past or present) that is authorized to receive a complimentary membership.

2.2. Member rights

2.2.1. Active members are eligible to vote for the Board of Directors, to hold positions on the board, to vote for changes in these Bylaws or for any other reason designated by the Board.

2.2.2. There must be at least fifteen (15) active members. Should the number fall below this, the Board of Directors shall appoint new active members as necessary.

2.2.3. Obligations of members

2.2.3.1. Active members must be legally competent in the State of Arizona.

2.2.3.2. Active and passive members must maintain their current mailing address, email address and telephone number with the Secretary.

2.2.3.3. Active members must respond to a ballot.

2.2.3.4. Active members must attend each of the regular quarterly meetings of the Board of Directors or submit a proxy to the Secretary and to the Chairman or Vice-Chairman of the Board.

2.2.3.5. Active and passive members must be an attending member of the annual convention.

3. DIRECTORS

3.1. Composition of the Board of Directors

3.1.1. There shall be five (5) voting Directors.

3.1.2. Three (3) Directors shall be selected by election for three (3) year terms, electing one Director after each Annual Meeting, and taking office at the end of that meeting.

3.1.3. Each person who completes a term as President shall become a Director for a two (2) year term commencing at the end of the Annual Meeting following the completion of the previous convention.

Bylaws

3.1.4. The President (current convention chair) shall be a non-voting member of the Board.

3.1.5. The Vice-President (next convention chair after current) shall be a non-voting member of the Board.

3.1.6. The Assistant Vice-President (following convention chair after next) shall be a non-voting member of the Board.

3.2. Election of Directors

3.2.0. To be eligible for a voting position on the Board of Directors, a candidate must be an active member who has attended at least three (3) of the last four (4) quarterly board meetings immediately prior to the election.

3.2.1. Directors shall be elected by ballot of the active members. Such elections may take place at any scheduled quarterly meeting. Nominations for such elections may be called for at such scheduled meetings. Typically, elections occur at the Annual Meeting usually held in August.

3.2.2. In meetings where nominations and elections are to take place, all active members must be notified one (1) week in advance.

3.2.3. Active members not able to attend meetings where elections are held may vote by notifying the Secretary, the President, or the Chairman of the Board in writing of their vote.

3.2.4. If there is a vacancy on the Board, the Board of Directors may appoint a Director to fill the vacancy until a replacement can be elected for the remainder of the regular term of the Director being replaced. This election shall be within three (3) months of the vacancy.

3.3. Termination of Office

The Secretary shall conduct a recall election when requested by petition of the active members. This election shall be conducted by mail ballot and shall begin within one (1) month of the request. A vote of two-thirds (2/3) of the active members is required for removal. In the event that the recall election involves the Secretary position, then the Chairman of the Board shall assume the Secretary's duties for the recall election. Termination of office is not a termination of active membership. A separate vote would be required to terminate an active membership.

3.4. Rights of Directors

The Board of Directors manages the operation of the corporation by appointing and removing the Operating Officers and monitoring their performance in office. The Directors shall have exclusive control of any matter which might reasonably be expected to affect more than a single convention.

3.5. Obligations of the Board of Directors

The Directors shall exercise reasonable care in the management of the corporation and shall consider the opinions and concerns of the active and passive members in any decision. Each Director must be legally competent in the State of Arizona, must attend three (3) of the four (4) regular quarterly meetings of the Board of Directors and must meet any other requirements set by the Board for its own operations. Proxies may substitute for attendance if necessary.

Bylaws

3.6. Chairman and Vice-Chairman of the Board

The Board of Directors shall elect one of the Directors as a Chairman and one of the Directors as a Vice-Chairman. The Chairman runs the quarterly meetings. The Vice-Chairman runs the meetings in the absence of the Chairman.

4. MEETINGS OF THE BOARD OF DIRECTORS

4.1. Regular meetings of the Board

4.1.1. Quarterly meetings shall be held on the second Saturday of August, November, February, and May, these being the second month of each quarter. Active and passive members and members of the Board are responsible for finding out the time and place of the meetings. No notifications are required. Quarterly meetings may be held within 20 days of the above dates if necessary to accommodate the attendance of a majority of the Directors.

4.1.2. Other scheduled meetings may be held at the discretion of the President or the Chairman of the Board as needed. For scheduled meetings other than regular quarterly meetings, all active members, all Directors, and all operating officers shall be provided with the time and place with a minimum of one (1) week notice. This notice shall be distributed as widely as practical before the meeting.

4.1.3. All regular Board meetings shall be open to all interested people.

4.1.4. A quorum is required to make a meeting official. This applies to quarterly, annual, unscheduled, or special meetings. A quorum is defined as at least three (3) voting Directors in attendance or by proxy.

4.2. Unscheduled Board meetings

Unscheduled Board of Directors meetings are those that do not meet the notification requirements for regular meetings. They may be called as desired by the Chairman, as long as a majority of the Directors are present. These meetings may be held informally over the telephone, online, or in person so long as a majority of the Directors are contacted and a majority opinion is reached on the question(s) under consideration. Any action taken by an unscheduled meeting must be ratified at the next regular meeting to be valid.

4.3. Annual meeting

Leprecon, Inc. shall hold an Annual Meeting which shall be the first quarterly board meeting after the start of the 01 August fiscal year. This meeting shall serve as a general report to the convention members on the previous convention and act to set the direction for the next convention. The Annual Meeting shall be one of the regular quarterly meetings. The time and place of the Annual Meeting shall be published in the convention program book.

Bylaws

5. CORPORATE OPERATING OFFICERS

5.1. President

The President is the Chief Operating Officer (COO) of the current convention. S/he supervises the activities of his/her appointed staff. S/he is responsible for the smooth operation of the convention and shall perform whatever duties are necessary to ensure that occurs. The President shall function under the supervision and direction of the Board of Directors and shall make regular reports informally to the Directors and formally and in detail at each quarterly meeting, including the Annual Meeting. The President shall also perform any other duties assigned by state or federal law or by the Board of Directors. The President may not simultaneously hold any other Corporate office.

5.2. Treasurer

The Treasurer is the Chief Financial Officer (CFO) of the corporation. S/he maintains the financial records and accounts of the corporation. S/he is responsible for the proper handling of all corporation assets and shall perform whatever duties are necessary to ensure that occurs. The Treasurer shall function under the supervision and direction of the Board of Directors and shall make regular reports informally to the Directors and formally and in detail at each quarterly meeting, including the Annual Meeting. The Treasurer shall also perform any duties assigned by state or federal law or by the Board of Directors.

5.3. Secretary

The Secretary is responsible for keeping the non-financial records of the corporation. S/he is responsible for maintaining copies of all necessary corporate records and making copies available as necessary. S/he shall perform all duties necessary to ensure proper performance of this function. The Secretary shall function under the supervision and direction of the Board of Directors and shall make regular reports informally to the Directors and formally and in detail at each quarterly meeting, including the Annual Meeting. The Secretary shall also perform any other duties assigned by state or federal law or by the Board of Directors.

5.4. Vice-President

The Vice-President is the COO of the convention following the current convention (next convention). Duties are the same as for President.

5.5. Assistant Vice-President

The Assistant Vice-President is the COO of the convention following the next convention (convention after next). Duties are the same as for President.

6. AMENDMENTS TO THE BYLAWS

6.1. Amendments may be proposed

6.1.1. By petition.

6.1.2. By resolution of the Board of Directors.

6.2. Amendments may be enacted by

6.2.1. A two-thirds (2/3) vote of the active members.

6.2.2. A two-thirds (2/3) vote of the Board of Directors.

6.3. Procedures

6.3.1. Amendments must be enacted at a regular meeting. The meeting notice shall announce a vote on a pending bylaws change.

7. DISSOLVING THE CORPORATION

The Corporation shall be dissolved by vote of three-quarters (3/4) of the active members. This vote must be held by mail and must be conducted within one (1) month of a petition requesting it.

8. INTERPRETATION OF THE BYLAWS

The Board of Directors shall have the authority to make binding interpretations of these Bylaws in any case where the Bylaws are ambiguous.

9. PROCEDURES

9.1. Petition to the Board of Directors

9.1.1. The Secretary shall provide a list of the present active members to anyone requesting it. A processing fee may be charged.

9.1.2. Petitions must contain:

9.1.2.1. The request being made.

9.1.2.2. The dated signatures of the required number of active members. All signatures must be dated within one (1) month of the time the petition is submitted. Unless otherwise specified, signatures of a majority of the active members are required.

9.1.2.3. Petitions are submitted to the Secretary who shall promptly take action as required.

9.2. Mail Ballot

9.2.1. The Secretary shall prepare the ballot specifying the issue to be voted on and instructions for voting.

9.2.2. Anyone interested may include a one-page statement to be mailed with the ballot. Sufficient copies must be provided to the Secretary.

9.2.3. The ballot shall be mailed to all active members.

9.2.4. The Secretary shall allow three (3) weeks for responses to be received. The Secretary shall then tabulate the votes and announce the results.

9.2.5. Any active member who does not respond within the required period shall become a passive member.

9.3. Proxies

9.3.1. All telephonic proxies must be submitted to the Secretary and to the Chairman or Vice-Chairman of the Board prior to the start of the meeting.

Game Schedule 10:00 am - 2:00 pm

Table name	10am	10:30am	11am	11:30am	Noon	12:30pm	1pm	1:30pm	2pm
Arena 1&2					Open Gaming				
Goblin Table	Games Guest of Honor Shanna Germain & Local Games Guest Ben Woerner. Time TBD.								
Knight Table				Fluxx: The Board Game		Doodle Dice Demo		Doodle Dice Demo	
Dragon Table		Dixit							
Thieves Table				Numenera RPG Demo				The Strange RPG Demo	
Orc Table		*(D&D5E set-up)*				Dungeons & Dragons, 5th Edition, "Save the Villagers"			
Mage Table						Pitch Car demo		Federal Commander	

Game Schedule 2:30 pm - 6:30 pm

Table name	2:30pm	3pm	3:30pm	4pm	4:30pm	5pm	5:30pm	6pm	6:30pm
Arena 1&2						Open Gaming			
Goblin Table	Games Guest of Honor Shanna Germain & Local Games Guest Ben Woerner. Time TBD.								
Knight Table			Fishing for Terrorists					Red Dragon Inn	
Dragon Table									
Thieves Table		Strange RPG cont			Numenera RPG Demo				
Orc Table			Dungeons & Dragons, 5th Edition, "Save the Villagers" (continued)				*(D&D5E clean-up)*		
Mage Table						Federation Commander (continued)			

Game Schedule 7:00 pm - 11:30 pm

Table name	7pm	7:30pm	8pm	8:30pm	9pm	9:30pm	10pm	10:30pm	11pm	11:30pm
Arena 1&2						Open Gaming				
Goblin Table		Games Guest of Honor Shanna Germain & Local Games Guest Ben Woerner. Time TBD.								
Knight Table	RDI cont							Smash Up		
Dragon Table			Munchkin Marvel							
Thieves Table					Abyss					
Orc Table						Morrow Project, 4th Edition				
Mage Table										

LepreCon 42 Gaming Guide

7th Sea, 2nd Edition
2-6 players
Role Playing Game – Swashbuckling Adventure
Game Description: You're the officers of a small ATC Seahorse mail courier. You've only worked for the ATC in Theah for a few years, and you were recently promoted and transferred to the Atabean Sea region. But what you've found here disturbs you. The Company isn't a simple trading enterprise like most people think back in Theah. They're slavers and worse, and you work for them! You've been talking amongst yourselves the entire last voyage about when and how you'll leave the service, when you were called back to Fort Freedom to make a special delivery. The cargo you've been ordered to deliver might just be what you need to break free from the ATC and find service elsewhere. But first you have to escape Fort Freedom, escape the Company ships chasing you and find your way, far to the North, to the infamous island of the Brotherhood of the Coast: Aragosta.
Note: Game is being run by one of its designers, LepreCon 42 Gaming Guest of Honor Ben Woerner
Parental Warnings: PG - think *Pirates of the Caribbean*
Times scheduled: TBD

Abyss
2-4 players
Card Game – Science Fiction
Game Description: The Abyss power is once again vacant, so the time has come to get your hands on the throne and its privileges. Use all of your cunning to win or buy votes in the Council. Recruit the most influential Lords and abuse their powers to take control of the most strategic territories. Finally, impose yourself as the only one able to rule the Abyssal people!
Times scheduled: Saturday 8pm-10pm

DC Deck Building: Heroes Unite
2-5 players
Card Game – Deck Building – DC Comics
Game Description: In the ***DC Comics Deck-Building Game: Heroes Unite***, each player takes on the role of a Super Hero such as Shazam!, Hawkman, Red Tornado, Nightwing, Black Canary, Batgirl, or Booster Gold. Your Super Hero has an ability that will guide your strategy throughout the game. Each player starts with his own basic ten-card deck and draws a hand of five cards each turn. Power is the currency you will use to buy new, stronger cards to add to your deck.
Times scheduled: Thursday 7:30-8:30pm

Dixit
3-5 players
Card Game – "Artsy"
Game Description: Dixit Journey is a wonderful way to practice your skills at creating unique and subtle clues, while your friends test their abilities to bluff and mislead. In each round one person assumes the role of "active player" where they create a clue made up of one or more words or can even be a sound or group of sounds. The other players will then try to mislead everybody by finding a card in their hand that also represents the same clue.
Times scheduled: Saturday 10am-11am

Doodle Dice
2-5 players
Dice & Card Game – Competitive Survival Game – Cartoon Pen Sketches
Game Description: Doodle Dice is a competitive survival game, where players roll their sets of dice in phases to contend each other for the best "score", typically, the highest number.
That's the basics.
The *real* trick of the game is clever application of cards which temporarily manipulate the rules, mechanics, or even terms of victory for the game.
Note: Game is in late play-testing phase, being demoed by its creator.
Times scheduled: Friday 12:30pm-1:30pm & 4:30pm-5:30pm, Saturday 12:30-1:30pm & 1:30-2:30pm

Dungeons & Dragons, 5th Edition, "Save the Villagers"
2-9 players
Role Playing Game/Miniatures – Medieval Fantasy
Skill Level: Normal (Players will be 2nd level with easy to learn skills & abilities)
Game Description: A small village has been overrun by a band of raiders who are busy looting & burning. The party members belong to a local militia group who are tasked with rescuing the villagers.
Note: This game scenario is stand alone. It is a simplification of a scenario that was recently run as part of a larger campaign. A 3ft-by-3ft area of model terrain will be set in the middle of the table in which the action will occur.
Parental warnings: It will be typical D&D with conflict occurring as the party attempts to rescue villagers from a group of raiders. There will be fighting & killing of the villains. No sexual themes (unless they are introduced by other players in the course of role playing).
Times scheduled: Friday 5pm-10pm, Saturday Noon-5pm

Federation Commander (by Amarillo Design Bureau)
8 players
Hex & Counter Wargame – *Star Trek* Starship Combat
Skill Level: Hard
Game Description: Command a starship in detailed but fast playing space combat! Defend the interests of the Federation or fight for the glory of the Klingon Empire!
Times scheduled: Saturday 2pm-7pm

Fishing for Terrorists
2-6 players
Card Game – Go Fish – Comical Government Bureaucracy
Game Description: In this twisted take on Go Fish, you fight against terrorism as the heroic head of a government agency. You must utilize cunning, connections, wire taps, & covert ops to hunt down & capture the likes of the Cultists of Invincible Anarchy, the Gun Toting Maniacs, & the Militant Satanic Gamers. Of course, whoever captures the most terrorists will get a presidential commendation, a significant budget increase, and win the game!
Times scheduled: Saturday 3pm-5pm

Fluxx: The Board Game
2-4 players
Board Game
Game Description: Just like the bestselling card game, the rules of this game are constantly changing. But Fluxx: The Board Game replaces the "Keeper" cards with a series of interchangeable tiles with different symbols on them.
Times scheduled: Saturday 11am-Noon

Game of Thrones: Westeros Intrigue
2-6 players
Card Game – Hand Management – *Game of Thrones*

Game Description: Every game is played over a series of rounds, as you and your opponents play character cards in an attempt to claim the Iron Throne for yourselves. In each round, you pursue your own plans and seek to foil your opponents by playing character cards. Each turn, you will play a character card from your hand, adding to the court at King's Landing. You can advance your own prospects by playing your character cards cleverly, but certain rules govern exactly where you can place your character cards. Times scheduled: Sunday 11:30am-12:30pm

High Noon Saloon
2-6 players
Board Game – Combat – Western
Game Description: You are a combatant in an all-out brawl fought in the High Noon Saloon, the roughest, toughest waterin' hole in the Old West. Shoot it out from a distance or get in close and beat on your opponents directly. The last one standin' wins!
Times scheduled: Friday 2pm-4pm

Love Letter
2-4 players
Card Game – Royal Romance
Game Description: All of the eligible young men (and many of the not-so-young) seek to woo the princess of Tempest. Unfortunately, she has locked herself in the palace, and you must rely on others to take your romantic letters to her. Will yours reach her first? ***Love Letter*** is a game of risk, deduction, and luck. Your goal is to get your love letter into Princess Annette's hands while deflecting the letters from competing suitors. Note: Also available in *Batman* & *The Hobbit* variations. Times scheduled: TBD

Morrow Project, 4th Edition
2-8 players
Role Playing Game – Cooperative – Apocalypse
Game Description: You are part of the Morrow Project, teams frozen before the end of the world to be woken after the disaster to rebuild the country. You were assured nothing would go wrong.
Note: New edition of game.
Parental Warnings: PG-13, some possible adult themes
Times scheduled: Saturday 7pm-Midnight

M.U.L.E.
2-4 players
Board Game – Resource Management – Sci-fi Western

Game Description: In M.U.L.E. (abbreviated from "Multiple Use Labor Element"), you are one of the pioneering and industrious species of a Galactic Federation. Together with your fellow colonists, you attempt to settle the distant Planet Irata with the so-called help of a mule-like machine you all learn to hate. Players claim plots of land and install mechanical robots (M.U.L.E.s) to work on them. M.U.L.E.s produce goods that colonists can use, sell for profit, or stockpile for (hopefully) even more profit.

Times scheduled: Sunday 1:30pm-3:30pm

Munchkin Apocalypse
3-6 players
Card Game – Hand Management/Variable Player Powers – End of the World
Game Description: Munchkin Apocalypse is a core set in the Munchkin series with an end of the world theme that includes natural disasters, zombie takeovers, Armageddon, alien invasions, nuclear war, etc. And while this is still a standard Munchkin game where you try to level up by killing the monsters, stealing the treasure, and stabbing your buddy, there's a new "Seal" mechanic that significantly changes the game play.
Times scheduled: Sunday Noon-2pm

Munchkin Marvel
3-6 players
Card Game – Hand Management/Variable Player Powers – Marvel Comics
Game Description: ***Munchkin Marvel*** fuses the classic card game fun of monster-slaying and role-playing with the most iconic characters from the Marvel universe, complete with new monsters (villains), allies (heroes), and custom S.H.I.E.L.D. Identification Cards.
Times scheduled: Saturday 7pm-9pm

Munchkin Steampunk
3-6 players
Card Game – Hand Management/Variable Player Powers – Marvel Comics
Game Description: **Munchkin Steampunk** adds gears, goggles, and steam-powered robots to the backstabbing and goofy humor of the long-lived card game *Munchkin*, a game in which you kick down doors, battle monsters, gain treasure, and try to reach level ten before anyone else.
Times scheduled: Sunday 10am-Noon

Munchkin The Nightmare Before Christmas
2-6 players
Card Game – Hand Management/Variable Player Powers – *The Nightmare Before Christmas*
Game Description: You can play as a citizen from Halloween Town, Christmas Town, Thanksgiving Town or Easter Town. Battle and banish foes like Oogie Boogie, Doctor Finkelstein, and Lock, Shock & Barrel from Halloween Town. Charge into battle on Santa's Sleigh as you wield new weapons, curses and treasures. Times scheduled: Thursday 8pm-10pm

Numenera RPG Demo
2-5 players
Role Playing Game – Science Fiction & Weird Fantasy
Game Description: Numenera is an award-winning science fantasy tabletop RPG set on Earth in the far distant future. This game is presented by the Monte Cook Games Asset Team and all materials will be provided.
Times scheduled: Friday 10:30am-12:30pm & 3:30pm-5:30pm, Saturday 10:30am-12:30pm & 3:30pm-5:30pm

Olympus
3-5 players
Board Game – Worker Placement – Greek City-States
Game Description: Asking favors of the gods to build up your city for points.
Times scheduled: Sunday 1pm-3pm

Parade
2-6 players
Card Game – Set Collection – Unrelated *Alice in Wonderland* Artwork

Game Description: The characters of *Alice in Wonderland* are having a Parade! On your turn, you play a card (from your hand of five) to the end of the parade. Unfortunately, that card might cause other cards to walk off the parade. These cards count as negative points in the end.

Times Scheduled: TBD

Pitch Car demo
2-8 players
Board Game – Dexterity – Auto Racing
Game Description: Players race around the track by flicking their wooden cars.
Times scheduled: Friday 11:30am-2:00pm ongoing, Saturday 11:30am-1:30pm ongoing

Red Dragon Inn
2-9 players
Card Game – Medieval Fantasy Tavern Brawling
Game Description: After a hard day of dungeon questing, you & your party have killed the villains, divided up the treasure, and returned to the sanctuary of the Red Dragon Inn. Now the party begins! You & your fellow players try to cheat, steal, & gamble away each other's gold OR get them so drunk & beaten up that they pass out, allowing everyone else to take their gold. Choose from a wide variety of characters, each with their own strengths & weaknesses.
Parental warnings: Simulated drinking & bar fighting
Times scheduled: Friday 10pm-Midnight, Saturday 5:30pm-7:30pm, Sunday 4pm-6pm

Revolution!
3-4 players
Board Game – Bidding/Area Control – City Influence
Game Description: Bidding on actions that allow influence to be placed in areas so as to gain controlling influence for points.
Times scheduled: Friday 7pm-9pm, Sunday 2pm-4pm

Smash Up
2-4 players
Card Game – Multiple Genre Crossover
Game Description: The "shuffle-building" game ***Smash Up*** starts with a simple premise: Take the twenty-card decks of two factions, shuffle them into a forty-card deck, then compete to smash more Bases than your opponents! Each faction brings a different game mechanism into play and every combination of factions brings a different play experience.
Times scheduled: Saturday 10pm-Midnight, Sunday 11am-1pm

Star Wars: Epic Duels
2-9 players
Board Game – Card-Based Combat – *Star Wars*
Game Description: Select a set of iconic characters from the 6 original *Star Wars* films to fight each other. Last player standing gets to rule the galaxy!
Times scheduled: Thursday 10pm-Midnight

The Strange RPG Demo
2-5 players
Role Playing Game – Multiple Genres/Alternate Reality
Game Description: The Strange is a multi-genre tabletop RPG set on present-day Earth and multiple alternate dimensions. This game is presented by the Monte Cook Games Asset Team and all materials will be provided.
Times scheduled: Friday 1:30pm-3:30pm, Saturday 1:30pm-3:30pm

Ticket to Ride
2-5 players

Board Game – Hand Management/Route Building – Early 20th Century Railroads
Game Description: Players collect cards of various types of train cars they then use to claim railway routes in North America. The longer the routes, the more points they earn. Additional points come to those who fulfill Destination Tickets – goal cards that connect distant cities; and to the player who builds the longest continuous route.
Times scheduled: Friday 6:00pm-7:30pm

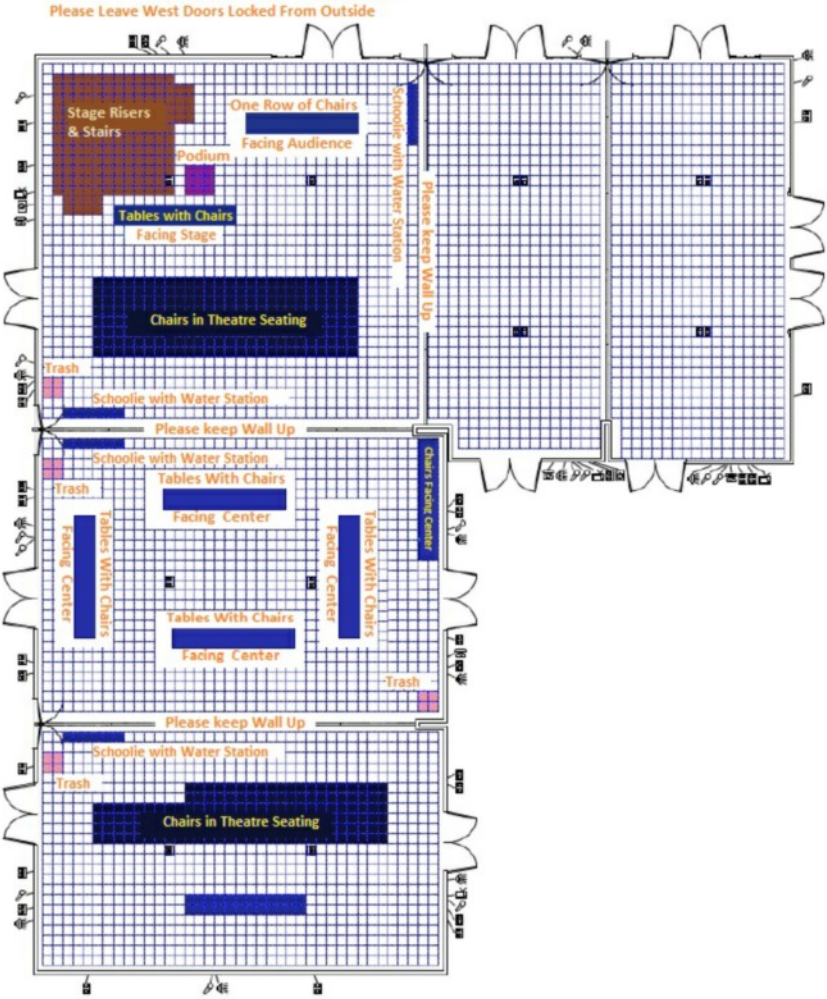
Timeline Americana
3-5 players
Card Game – Trivia
Game Description: From the first Stetson hat to the unveiling of the first iPad, America's history and its popular culture have gone hand in hand. See if you can remember when the Red Sox traded Babe Ruth, or when Lindbergh crossed the Atlantic. American popular history was never this much fun! Each player has a hand of cards and they take turns placing those cards correctly into the growing timeline. Guess correctly to get rid of all your cards and win the game!
Times scheduled: Sunday 10am-11am

Tsuro: The Game of the Path
2-8 players
Board Game – Tile Placement
Game Description: A beautifully simple game of laying a tile before your own token to continue its path on each turn. The goal is to keep your token on the board longer than anyone else's, but as the board fills up this becomes harder because there are fewer empty spaces left and another player's tile may also extend your own path in a direction you'd rather not go.
Times scheduled: TBD

Unspeakable Words
2-6 players
Card Game – Word Game – Cthulhu
Game Description: Decode the ancient secrets of R'lyeh by forming words with the letters you find in this sanity-sapping letter game. The more angles that appear in the words, the greater their mystical value, but beware! For each word that is created, you must roll a sanity check against its value to see if the word's power drives you mad!
Times scheduled: Friday 10am-11am

World of Dew
2-6 players
Role Playing Game – Samurai Noir
Game Description: Play cunning geisha, dastardly yakuza, jaded police detectives, or lonely Ronin in noir cities with rain slicked streets and bodies floating in the gutter of Tokugawa Era Japan. The system is fast, with a razor sharp wit. It can kill you just as quickly as a Ronin can draw his sword or the gaijin can shoot you.
Note: Game is being run by its creator, LepreCon 42 Gaming Guest of Honor Ben Woerner
Parental Warnings: PG-13 - think Japanese chambara cinema - lots of violence and some lurid details. Times scheduled: TBD

Suites Floorplans



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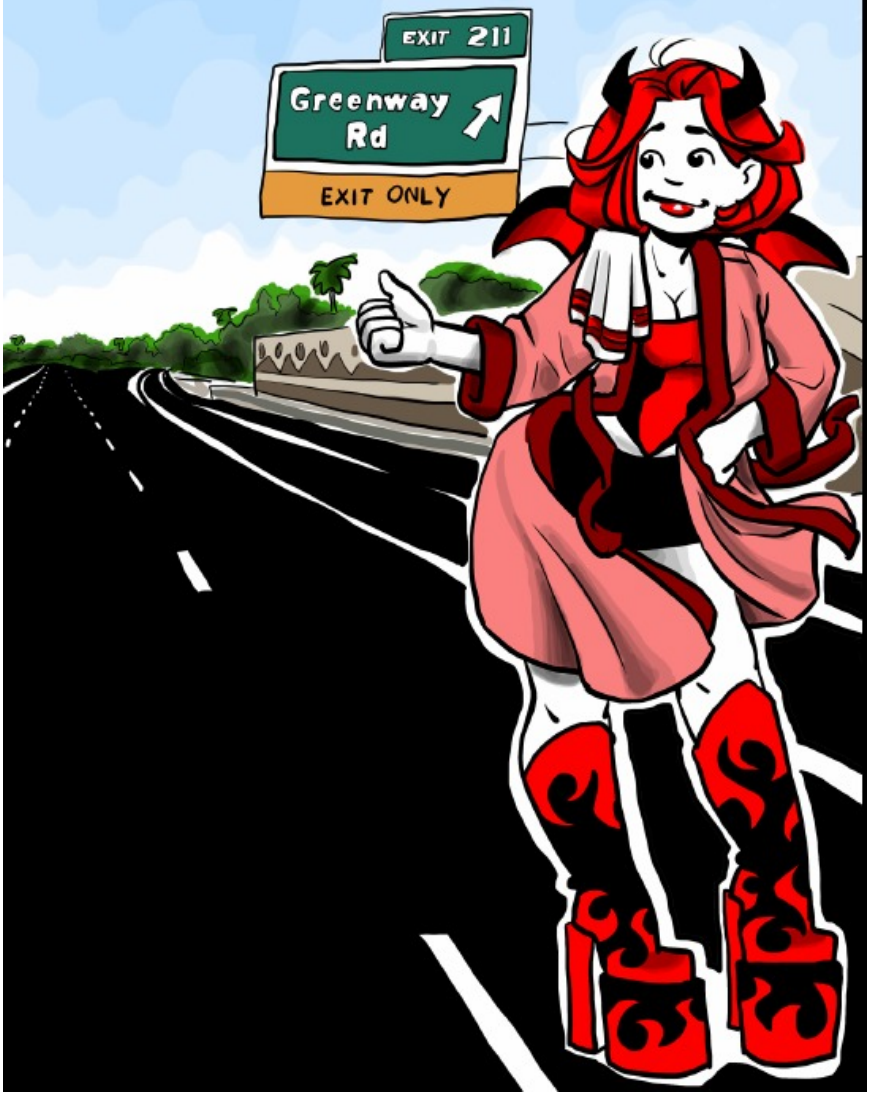
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