

Time	Main Room – Salon E	Salon A-D	Cimarron/Las Cruces	Carlsbad (has screen)	Library Room	
3:00 pm	Artist Check-In open Registration & Dealers Room open		SCREEN up All Weekend	Note: The CON OFFICE is Now in Santa Fe!	3:00 PM: DEALERS ROOM OPEN	
4:00 pm	Panel # 1 – MY FAVORITE DRAGON: FROM SMAUG TO PETE Jane Lindskold, Benjamin Radford, Cassie Sanchez, Ursula Vernon MOD: David Lee Summers				4:30 PM: ART SHOW AND GAMING OPEN	
5:00 pm	Panel # 2 – MODERATING 101: HOW YOU DO IT J.L. Doty, Loretta Hall, Lauren C. Teffeau, Ian Tregillis MOD: Jon Black	50 MINUTES WITH Jeffe Kennedy	50 MINUTES WITH Melinda M. Snodgrass		5:00 PM CON SUITE OPENS	
5:30 pm						
6:00 pm	OPENING CEREMONIES 2024 Con Chair & Toastmaster					
6:30 pm	SCIENCE TALK: “MUTANTS AND CYBORGS, US AND THEM! A NEW NUCLEAR NEW MEXICO” Dr. Darren A. Raspa <i>ENDS BY 7:40 PM</i>	6:30 PM Panel # 3 – NO ONE LIVES FOREVER: IMMORTALITY John Barnes, Betsy James, S.M. Stirling, David Lee Summers. MOD: Yvonne Coats	6:30-7:10 PM 40 MINUTES WITH Sarena Ulibarri	6:30 PM Fan Panel “DOCTOR WHO: YEAR 1 REVIEW” Mark Gillespie, Erika Hanson, Lori Jansen, and Eric Klammer	6:30-7:05 PM 35 MINUTES WITH Chris Panatier	
6:45 pm		7:30 PM Panel # 4 – WHEN WE WERE YOUNG: EARLY FAVES Jeremy Brett, Liz Danforth, Brian D. Hinson, Diana Rowland MOD: Jeffe Kennedy	7:15 PM BROWNCOATS SET UP <i>(Room closed 35 minutes, please)</i>		7:30-8:20 PM Solo Presentation “FIRE ME UP, SCOTTY!” Loretta Hall	7:15-8:05 PM 50 MINUTES WITH Jane Lindskold
7:00 pm			8:00 PM Fan Program “DR. HORRIBLE’S SING-A-LONG BLOG” Film, Raffles, Prizes! CSTS Charity Event Suggested Donation \$2-5 Presented by Albuquerque Browncoats <i>ENDS BY 10:10 PM</i>	8:30-9:30 PM Solo Presentation “UNICORN LEGENDS AND LORE” Benjamin Radford <i>ENDS BY 9:35 PM</i>		8:15-9:05 PM 50 MINUTES WITH Walter Jon Williams
7:15 pm						
7:30 pm		8:30 PM Panel # 6 – ARTIST CHAT Jeff Benham, Liz Danforth, Dale Ray Deforest, Betsy James, Jon Sanchez, John Sumrow, Jess Tucker. MOD: Peri Charlifu <i>ENDS BY 9:50 PM</i>				
7:45 pm	7:45-8:35 PM					
8:00 pm	Panel # 5 – BANG & BOO: HORROR/THRILLER TROPES IN ONE STORY TJ Klune, Mur Lafferty, Chris Panatier, Vivian Shaw. MOD: Ursula Vernon					
8:15 pm						
8:30 pm						
8:45 pm	AUCTION SET UP <i>(Room closed 30 minutes, please)</i>					
9:00 pm						
9:10 pm						
9:30 pm						
10:00 pm						
10:10 pm						
12:00 am?					11:00 PM-ISH CON SUITE CLOSES	

FRIDAY: Registration Hours 3:00-8:00 pm

Art Show Hours 4:30-9:00 pm

Dealer Room Hours 3:00-8:00 pm

Time	Main Room – Salon E	Salon A-D	Cimarron/Las Cruces	Carlsbad (has screen)	Library Room
9:00 am	KAFFEEKLATSCH IN CON SUITE Various Individually Wrapped Breakfast Items & Hot Coffee				
10:00 am	Panel # 7 – IF I HAD IT ALL TO DO AGAIN: LESSONS LEARNED Lynn Barker, Mur Lafferty, Cassie Sanchez, Robert Vardeman. MOD: Jane Lindskold	Panel # 8 – ALIEN CONTACT: THE GOOD, THE BAD, THE FUNNY Rachael Kuintzle, Joan Saberhagen, Melinda Snodgrass, Connie Willis. MOD: Kevin Sonney	50 MINUTES WITH Rebecca Roanhorse	Fan Panel “STARFLEET ACADEMY: XENOZOOLOGY” Troy Stull with the USS White Sands	50 MINUTES WITH Arkady Martine
10:30 am					
11:00 am	Panel # 9 – STOP THAT, DROID: BEYOND THE THREE LAWS OF ROBOTICS TJ Klune, Christopher Marsh, Ian Tregillis, Walter Jon Williams. MOD: Courtney Willis	50 MINUTES WITH Ursula Vernon	Writing Presentation “I’VE SEEN DEAD PEOPLE” Diana Rowland	Fan Presentation “MORGUE & KRYPT: WHY HORROR?” Bethany Sedden, Jeff Sedden, Aaron Barreda, Craig Hogan, Gary Hill	11:00 AM 50 MINUTES WITH Betsy James
12 Noon	Panel # 10 – THE ART OF THE CRITIQUE: I KNOW WHAT I LIKE Brian D. Hinson, Arkady Martine, Jess Tucker, Sarena Ulibarri. MOD: Lou J. Berger	Panel # 11 – MYTHS, GODS & MONSTERS ACROSS CULTURES Dale Ray Deforest, Loretta Hall, Benjamin Radford, S.M. Stirling. MOD: Jon Black	12:00 PM 50 MINUTES WITH Mur Lafferty	12:00-12:50 PM Fan Presentation “BUBONICON PRESENTS: MAKING A MOVIE POSTER” Jeremy Montoya, Jon Sanchez	12 NOON Fan Panel “COSTUME CONTEST ENTRY WORKSHOP” MOD: Geneva Schult Danielle Maurici-Pollock and Arthur Maurici-Pollock
12:30 pm					
12:50 pm					
1:00 pm	Panel # 12 – HOW YOUR CHARACTERS GROW: EVOLUTION OVER TIME Stephen R. Donaldson, Jeffe Kennedy, Rebecca Roanhorse, Vivian Shaw. MOD: Carrie Vaughn	50 MINUTES WITH TJ Klune	1:00-2:20 PM 80 MINUTES WITH George RR Martin	1:15 PM <i>FUN FOR KIDS – CHILDREN’S SCIENCE & CRAFTS</i> Jessica Coyle with assistance from Hilary E, Alan K, and ?? - Accompanying parent required -	
1:15 pm					
1:30 pm			<i>[IN ART SHOW, PERI CHARLIFU DOCENT TOUR 2:00-3:00 PM]</i>		2:00-2:45 PM 45 MINUTES WITH Lauren C. Tefteau
2:00 pm	Panel # 13 – A BOOK NAMED GIZMO: A NOVEL OR STORY BY ANY OTHER NAME Yvonne Coats, Arkady Martine, Cassie Sanchez, Connie Willis. MOD: J.L. Doty	Panel # 14 – SNACK WRITES: WRITING EXERCISES Mur Lafferty, Jane Lindskold, Diana Rowland, David Lee Summers, Robert E. Vardeman. MOD: Josh Gentry	GRR MARTIN ENDS BY 2:25 PM		
2:30 pm			2:30 PM Chapa’ai Game Show Set-Up	2:45 PM Kids Program Clean Up	<i>15 Minute Break In Programming</i>
2:45 pm					

SATURDAY: Registration Hours 9:30 am-6:00 pm

Art Show Hours 9:30 am-6:30 pm

Dealer Room Hours 10:00 am-6:00 pm

COMMUNITY TABLE IN DEALERS ROOM ----- **10:00-11:45 am** NM Museum of Natural History & Science
2:00-3:45 pm Morgue & Krypt Horror Fest

12:00-1:45 pm ABQ Public Library System
4:00-5:45 pm USS White Sands

BUBONICON 55

SKED F2 – AS OF 8/19/2024

SATURDAY, AUGUST 24, 2024 CONT

Time	Main Room – Salon E	Salon A-D	Cimarron/Las Cruces	Carlsbad (has screen)	Library Room		
3:00 pm	Panel # 15 – RESEARCH JOY: WRITING ABOUT SOMETHING YOU KNOW NOTHING ABOUT Loretta Hall, Rebecca Roanhorse, Sarena Ulibarri, Walter Jon Williams. MOD: Lauren C. Teffau	50 MINUTES WITH Stephen R. Donaldson	Fan Game Show “CHAPA ‘AI OF FORTUNE” Charles & Tauni Orndorff MC: Gordon Garb <i>ENDS 4:15 PM AT LATEST</i>	3:05 -4:20 PM ARTIST GUEST SLIDE SHOW Dale Ray Deforest <i>ENDS 4:20 PM AT LATEST</i>	3:00-3:50 PM 50 MINUTES WITH Vivian Shaw		
3:15 pm							
3:30 pm							
4:00 pm	4:00-4:30 PM OPEN AIRWALL (Room Closed)				4:00-4:25 PM 25 MINUTES WITH Cassie Sanchez		
4:15 pm			4:15 PM Game Show Teardown				
4:30 pm	4:30-5:40 PM MASS AUTOGRAPHING SESSION – 70 MINUTES Bubonicon Guests Sign Their Wares <i><u>GENERAL POLICY:</u> 3 signatures from an author at a time, please. And then you can get back in their line for up to 3 more, etc...</i> <i><u>GEORGE RR MARTIN:</u> 2 signatures at a time, and then get back in line.</i>			4:30-5:40 PM Solo Fan Presentation “HYPOTHETICAL BIOLOGY AND EVOLUTION OF STAR TREK CREATURES: AN ASTROBIOLOGIST APPROACH” Clayton Pilbro	4:30-9:40 PM LIBRARY ROOM BECOMES GREEN ROOM FOR COSTUME CONTEST		
5:00 pm							
5:40 pm	COSTUME PREP TIME (Room Emptied & Closed – Reset Stage)						
5:50 pm			5:50-6:45 PM Solo Presentation “THE MATH (& PHYSICS) OF WILD CARDS” Ian Tregillis	5:50-6:45 PM Fan Program “HOT WHEELS ZOMBIE BOWLING” Greg Herring and Marian Skupski			
6:00 pm							
6:50 pm	Approximately 6:50 PM DOORS OPENED FOR AUDIENCE SEATING				6:00 PM REGISTRATION & DEALERS ROOM CLOSE		
7:15 pm	COSTUME CONTEST Master of Ceremonies: Kevin Sonney Organizer: Geneva Schult Judges: Lynn Barker, David Kubica & Nina Nguyen				6:30 PM ART SHOW CLOSES		
7:45 pm			7:45-9:15 PM Live Feedback Panel (#16) “INSTANT SLUSH PILE: LIVE REVIEWS” MOD: Lou J. Berger				
8:05 pm?	Half-Time Entertainment 2023 GREEN SLIME AWARDS Hosted by Jessica L. Coyle with the Slime Time Players			8:30-10:20 PM Fan Game Show “BOWL OF TRIVIA” Peri Charlifu and Lee Moody <i>ENDS 10:20 PM AT LATEST</i>			
8:30 pm							
8:40 pm?	COSTUME CONTEST WINNERS ANNOUNCED Master of Ceremonies: Kevin Sonney Plus Geneva Schult and Our 3 Awesome Judges		LASER DISC PREP TIME (Room Closed 30 Mins)				
9:15 pm							
9:30 pm	Approximately 9:30 PM				9:45 PM Room Closed For Day		
9:45 pm	Rooms Closed For Day		9:45 PM-ISH CHARLIE’S LASER DISC THEATER What will he be showing? Come and find out! (Ends around Midnight or so)				
10:00 pm				11:00 PM-ISH CON SUITE CLOSES			
11:30 pm							
Midnight							

SATURDAY: Registration Hours 9:30 am-6:00 pm

Art Show Hours 9:30 am-6:30 pm

Dealers Room Hours 10:00 am-6:00 pm

BUBONICON 55

SKED F2 – AS OF 8/19/2024

SUNDAY, AUGUST 25, 2024

Time	Main Room – Salon E	Salons A-D	Cimarron/Las Cruces	Carlsbad (has screen)	Library Room
9:00 am	<i>GRANOLA BARS IN CON SUITE</i>				
10:00 am	Panel # 17 – CREATIVITY OFF THE PAGE: OTHER ENDEAVORS John Barnes, Liz Danforth, Dale Ray Deforest, Carrie Vaughn. MOD: Melinda M. Snodgrass	Solo Presentation <i>“THEME: WOVEN MESSAGE”</i> Connie Willis	10:00-10:50 AM Fan Presentation <i>“CONLANGING FOR THE HOPELESS MONOGLT”</i> Ronald Oakes	10:00-11:00 AM Solo Presentation <i>“ORBITAL MECHANICS – BASIC: HOW DO THEY DO THAT?”</i> J.L. Doty	10:00-11:00 AM Fan Panel <i>“ROAD TO FANDOM: FANS OF THE WILD”</i> C.J. Jury-Kiser, Danielle Maurici-Pollock, Michael Kiser & Arthur Maurici-Pollock
10:30 am					
11:00 am	CO-GUESTS OF HONOR PRESENTATION TJ Klune and Mur Lafferty In Conversation with Ursula Vernon & Kevin Sonney, Toastmaster Duo <i>ENDS BY 12:20...</i>		11:00-11:40 AM Solo Presentation <i>“FROM RED SONYA TO RED SONJA: FANTASY FEMINIST OR BOOBIE ARMOR BABE?”</i> Jess Tucker	11:30 AM-12:20 PM Solo Presentation <i>“THE FUTURE IS IN THE STACKS: PRESERVING THE LEGACY OF SF/F AT TEXAS A&M UNIVERSITY”</i> Jeremy W. Brett	11:30 AM-12:20 PM 50 MINUTES WITH Lou J. Berger
11:30 am					
11:45 am			11:45 AM-12:40 PM AUCTION PREPARATIONS		
12 Noon			12:00 NOON <i>2024 CON SUITE CLOSES</i> <i>ART SHOW CLOSES</i>		
12:15 pm					
12:30 pm	Panel # 18 – TOMORROW THROUGH THE PAST: ROME IN SPACE John Barnes, J.L. Doty, Melinda M. Snodgrass, S.M. Stirling. MOD: Arkady Martine	12:30 PM 50 MINUTES WITH Carrie Vaughn	(Room Closed, Please – NO ENTRY Before 12:40)	12:30-1:35 PM Short Film Presentation <i>“IT CAME OUT OF THE SKY”</i> Justin R. Romine	12:30-1:20 PM 50 MINUTES WITH Jon Black
12:40 pm			12:40 PM AUCTION ITEMS ACCEPTED		
1:00 pm			1:00-3:40 PM FUN AND CON AUCTION		
1:30 pm	Panel # 19 – CHANGING YOUR MIND: TURN & FACE THE STRANGER Rachael Kuintzle, Lauren C. Tefteau, Connie Willis, Courtney Willis. MOD: Ian Tregillis	1:30 PM 50 MINUTES WITH David Lee Summers	Auctioneers: Robert Vardeman, Patricia Rogers, Gordon Garb, maybe Craig Chrissinger. Money Takers: Jessica C, Mandy S, Geneva S, Heather H, Roberta J	1:45-3:15 PM Solo Presentation <i>“TRUTH, JUSTICE, AND THE AMERICAN: HOW COMICS ANIMATE CULTURE”</i> Jeff Benham	1:30-2:20 PM Fan Presentation <i>“TRIBUTE TO DUKE MCMULLAN”</i> Tanley McMullan, Troy Stull, Virginia DePauw
1:45 pm					
2:00 pm					
2:30 pm	Panel # 20 – CREATING ALIEN FAUNA: WHAT ABOUT THE BIRDS & BEES? Brian D. Hinson, Chris Panatier, Jim Sorenson, Ursula Vernon. MOD: Jeffe Kennedy	2:30-3:30 pm Fan Panel <i>“40 YEARS OF ABQ DOCTOR WHO FANDOM”</i> MOD: Michael McAfee Eric Klammer & Others	<i>Want to use a credit card?</i> \$8.00 minimum +3% fee (Items benefit Bubonicon and Individuals)	(Room Closed at 3:15 pm)	2:30-3:30 PM Fan Presentation <i>“REMEMBERING MY DAD, FRANK WILLIAMS”</i> Yvonne Coats
2:45 pm					
3:00 pm					
3:15 pm	Panel # 21 – POWER AND DANGER OF WORDS & LANGUAGE Lou J. Berger, Benjamin Radford, Lauren C. Tefteau, Jess Tucker. MOD: TJ Klune	(Room Closed at 3:30)	3:40 PM CLEAN UP FROM AUCTION 3:50 PM DONE, DONE, DONE! (Room Closed by 4:10)	(Room Closed at 3:30)	2:00-3:20 PM SUNDAY AFTERNOON TEA CON SUITE UPSTAIRS Jon Black, Mur Lafferty, Joan Saberhagen, Kevin Sonney, S.M. Stirling <i>[35 Attendees Max – You Must Sign Up On Board By Registration]</i>
3:30 pm					
3:40 pm					
3:50 pm	CLOSING CEREMONIES Con Chair + the 2024 Con-Com				
4:30 pm					
5:05 pm?	B55 IS DONE! Clean up hotel, pack up cars, get some dinner & sleep, be well & stay safe until August 2025...				

SUNDAY: Registration Hours 9:45-Noon

Art Show Hours 9:30-12:00 pm

Dealer Room Hours 10:00-4:00 pm

BUBONICON 55 PANEL DESCRIPTIONS ----

1. MY FAVORITE DRAGON: FROM SMAUG TO PETE -- There are lots and lots of dragons in fantasy fiction (and Pern). What is the appeal of these scaled giant lizards? What makes them so memorable? Can Godzilla be considered to be a dragon? And from Tolkien's Smaug and Disney's Pete to Asprin's Gleep and Paolini's Eragon, what are some of the panelists' favorite dragons? Why? Are there any dragons that just don't work as creatures and/or characters? What went wrong with them? And what about dragons who speak? The dragons of George RR Martin's *Song of Ice and Fire* books don't speak, but Smaug from *The Hobbit* is quite loquacious and Draco makes comments in *Dragonheart*...

2. MODERATING 101: HOW YOU DO IT -- A panel (ideally held during the first time bloc on Friday) for new and perspective moderators at which panelists (drawn from experienced moderators) discuss tips and techniques, the role of the moderator, and maybe share a couple of "challenging anecdotes"; and how they handled them. This is an idea borrowed from MileHiCon in Denver. While they don't make it mandatory, attendance for first time moderators is encouraged.

3. NO ONE LIVES FOREVER: IMMORTALITY -- How does SF/F handle immortality? What did Heinlein do with Lazarus Long's long life? What about *Star Trek's* Flint in "Requiem for Methuselah"? Not to mention Oscar Wilde's *The Picture of Dorian Gray* and James E. Gunn's *The Immortals*. After you've lived a couple of thousand years, would death come as a relief? Would it drive someone crazy? What are the implications of immortality or a very long life? How would it affect a person to watch their loved ones and friends pass away again and again? What about mind uploading to create digital immortality? Would you finally read all those books you've been meaning to tackle? Would we run out of parking?

4. WHEN WE WERE YOUNG: EARLY FAVES -- Panelists share their favorite books from when they were teens, tweens and children. Find out what books inspired their imaginations, which ones hooked them on SF/Fantasy, and which ones made them want to try their own hand at creating stories. Are these books still inspiring today's young minds? Which of today's books might be tomorrow's great memories? What got you started in speculative fiction? Was it delight, geekiness, escape from weird parents, escape from – or camaraderie with – weird peers?

5. BANG & BOO: HORROR/THRILLER TROPES IN ONE STORY -- There's all sorts of horror, from supernatural to psychological to cosmic; and thrillers range from psychological to police profilers to spy adventures. When a novel does several of these at the same time, is it too much? What are some examples where a book succeeded in pushing several subgenres? What are some examples where it didn't work out? What are the ingredients for success when a horror story has its feet in multiple subgenres? What about the same for a thriller? And what is the appeal of these genres? When is the "jump scare" effective or and when is tension palatable? Different people have different tastes – what will you not read in horror and/or thrillers?

6. ARTIST CHAT (with as many artists as possible) -- Ever wonder about your favorite artist? What to know more about their process? Are you just nosey and want to learn some juice tidbits? Them come to the Artists Chat, and see what you can learn. This relaxed chat is designed to make the artists more accessible and have a little fun at the same time.

7. IF I HAD IT ALL TO DO AGAIN: LESSONS LEARNED -- Looking back at their early careers, authors discuss what they would have done different. What has hindsight brought to their careers and writing techniques? What about discipline at the beginning versus now? What advice can authors share based on their early days?

8. ALIEN CONTACT: THE GOOD, THE BAD, THE FUNNY -- In a lot of Alien Contact fiction and movies, the aliens are invaders hell-bent on destroying us, taking over or using us for food (*War of the Worlds*, *Independence Day*, *Twilight Zone's* "To Serve Man") - Not to mention Slugs from Space (*Slither*, *Grabbers*). In other fiction, they are friendly or observers (*E.T.*, *Starman*, *The Day the Earth Stood Still*). And then there are the funny aliens (*Martians Go Home*, *The Road To Roswell*, *3rd Rock from the Sun*). Why so much invasion? Is it a stereotype based on our feelings about "The Other"? What are some of the panelists' favorite alien contact stories? What about favorite invasion stories? What are some other recommended friendly alien or funny alien stories/films/TV shows? How do you make alien contact funny but also believable?

9. STOP THAT, DROID: BEYOND THE THREE LAWS OF ROBOTICS -- AI and Machine Learning seems to have gone beyond what Asimov predicted when he created the Three Laws of Robotics. Based on current science and technology, what might be the next laws to be installed in these artificial lifeforms? What about social taboos, racism and derogatory language? Looking at Martha Wells' *Murderbot*, is it possible that a real-life robot or Artificial Intelligence could overwrite its programming? Given that they might find us fallible, how important are these robotic rules? And should ChatGPT be consulted?

10. THE ART OF THE CRITIQUE: I KNOW WHAT I LIKE -- We've all seen a lot of online "critiques," which really don't help much or give a lot of information. What is needed in an effective critique? What's the difference between a review and a critique? What are the reasons you like something or dislike it that should be explained in your critique? Why doesn't a culture of critique exist now? Is social media to blame or is it creating an atmosphere of low expectations? Does a work of fiction or an art piece have to work for everyone?

11. MYTHS, GODS & MONSTERS ACROSS CULTURES -- The new *Percy Jackson* adaptation was released on Disney+ in January and there are several books, movies, and shows that explore classic mythologies from Roman and Greek to Norse to Egyptian to Hindu to Chinese to Korean and Japanese. This doesn't seem to be a passing fad, right? What do they have in common? What is uniquely different? How many times can a story be told? Why go back to the folklore well over and over? What is the appeal? What's the most unique folklore panelists have heard/read?

12. HOW YOUR CHARACTERS GROW: EVOLUTION OVER TIME -- When you're writing multiple books with the same characters, how can they evolve without torpedoing the series? What nuances can you use? Can a character totally change during the course of a series? Which characters in published fiction live and breathe for the reader because of their emotional and/or spiritual journey?

13. A BOOK NAMED GIZMO: A NOVEL OR STORY BY ANY OTHER NAME -- It's been pretty well established that character names have power or description. But what about the title of a book or story, or even a chapter heading? What's in a name? Does it matter whether a book is simply named *Gizmo* or *Space Adventure*? What about a short story title? Do titles have power or do they just help publicize/sell a book? Can a story's title add appeal for readers? How do you come up with cool titles? Is there a difference in creating a title for SF vs Fantasy? And what about chapter headings? What is their purpose? Do they add to the joy of reading a book or distract? What are some of the best titles in genre fiction?

- 14. SNACKWRITES: WRITING EXERCISES** -- In 2018, SnackReads launched SnackWrites to help people – whom life gives little time – to be able to learn some writing craft and keep the dream alive. The moderator and participants will lead attendees through some of the writing exercises, and offer suggestions for time-constrained writing.
- 15. RESEARCH JOY: WRITING ABOUT SOMETHING YOU KNOW NOTHING ABOUT** -- How much detail is enough to sound credible without bogging down the story? How do you avoid “facts” that are irrelevant or inaccurate? How does one become an instant expert in time to meet an editorial deadline? Just how much research is needed? And what do you do with all that research that would just bog down the book/story?
- 16. INSTANT SLUSH PILE: LIVE REVIEWS** -- This is a live feedback panel. If you are interested, bring a printed-out page (no more than 300 words) for review. It should be completely anonymous (don't include your name anywhere on the manuscript). You can turn in your manuscript at Registration on the day of the panel, or at the very beginning of the panel. Manuscripts will be shuffled and then read out loud. Editors (and other panelists) will indicate whether they would buy this story or finish reading it, and provide a quick critique of the work. Submitters can choose to reveal themselves or not. *[Lou J. Berger moderates.]*
- 17. CREATIVITY OFF THE PAGE: OTHER ENDEAVORS** -- Many authors pursue other creative endeavors, such as art, costuming, cooking, knitting and photography. What do they get out of these activities that they don't get out of writing? In what ways do these other activities feed their writing? Can they be considered research or stress-reducing techniques?
- 18. TOMORROW THROUGH THE PAST: ROME IN SPACE** -- From Asimov's *Foundation* to Palmer's *Terra Ignota*, writers have been using examples from history to worldbuild the future, whether it's putting the Napoleonic Wars or Vietnam in space or re-enacting the settlement of the American west on other planets. Ken MacLeod has said, “History is the trade secret of science fiction.” Why do we have this compulsion to re-enact the past when thinking about the future? What are some of the advantages of doing it? What about challenges and drawbacks?
- 19. CHANGING YOUR MIND: TURN & FACE THE STRANGER** -- If you could take a pill to make yourself smarter, would you? How about to make yourself, or someone you know, less violent? Or more forgiving? What if you could turn off your fears with a switch, letting you do a dangerous job without distraction? As neuroscientists learn more about the brain and how to affect it, possibilities like these move closer to reality. Is this a good thing? Panelists discuss the possibilities.
- 20. CREATING ALIEN FAUNA: WHAT ABOUT THE BIRDS & BEES?** -- What considerations should you make when imagining animals on an alien world? Would alien worlds have mammals, reptiles, and birds? Or would evolution create other types of life? What would limit the types of life you would find on an alien world? How do you keep the alien lifeforms relatable for the reader? What odd animals exist here on Earth that would be a great basis for an animal on another planet?
- 21. POWER AND DANGER OF WORDS/LANGUAGE** -- Yes, Words can lift people up. But Words also can start fights and wars and religions and cults. Words in a certain order can make people weep with joy or sadness. Just how important are our words and the intent behind them? What creates such power in Words? How are Words used for Good? How are they used for Bad? Society seems to be becoming more and more divisive – did certain Words make this more possible? Can works of fiction have enough power to influence people? Do “labels” help words gain power? What Words do we hear more in an Election Year? Why?

GREEN SLIME AWARDS RECOGNIZE WRETCHEDNESS

The Green Slime Awards were first presented in 1976 by the late Roy Tackett, inspired by a viewing of the post-holocaust movie *Glen and Randa* (“shot by a blind man with a Super 8 camera”). RoyTac quickly realized there was a need to recognize the worst stuff of each year.

Roy Tackett retired in 1991, and then Roy Buergi ran the Green Slimes 1992-1998. Kathy K. Kubica served as Slime Mistress 1999-2010 before retiring.

The 49th annual Green Slime Awards see Jessica L. Coyle in her 14th appearance as Slime Mistress, continuing the tradition with her choices approximately 8:05 pm Saturday. A list of the 2023 recipients follows:

FOOD: Lucky Charms Oatmeal (Hot mushy mess), BOOK: *Silk Fire* by Zabé Ellor (Alternates between being overly edgy and trying to be poetic), TELEVISION: *Gotham Knights* (Sad, destined to be ignored), COMEDIC MOVIE: *Haunted Mansion* (Overlong cluttering mess), SCI-FI MOVIE: *Gray Matter* (Feels like the result of a focus group creating a generic superhero franchise), HORROR MOVIE: *Winnie the Pooh: Blood and Honey* (Rock-bottom, fails on basic expectations set up by its conceptual gimmick).

SPECIAL THANKS TO
EVIL GENIUS GAMES and EMPIRE BOARD GAME LIBRARY
 for their sponsorships/donations to Bubonicon 55 Gaming

HANDY-DANDY MAP OF THE ALBUQ MARRIOTT UPTOWN!

