



RAD CON

FEB. 13-15th, 2026

GUESTS OF HONOR

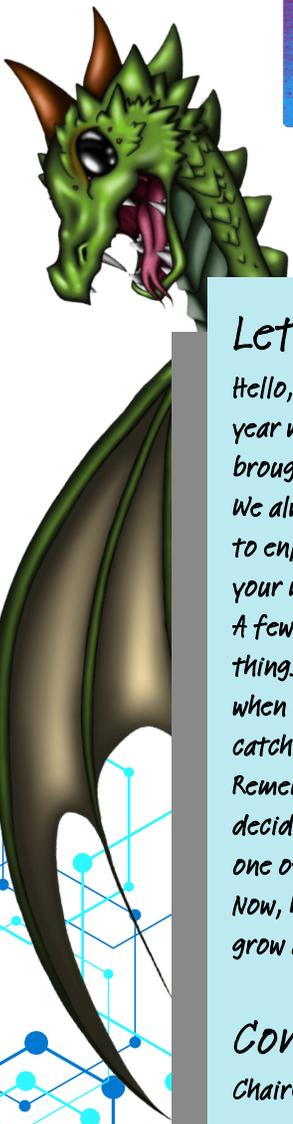
DAVID GERROLD
AUTHOR GOH

BRITTANY TORRES
ARTIST GOH

BOB BROWN
B CUBED.PRESS EDITOR GOH

9B: ALIENS

THE 35TH ANNUAL
SCIENCE FICTION CONVENTION
RED LION HOTEL, PASCO, WA



RAD-CON

9B: ALIENS

Letter from the Chair (9B-2026)

Hello, all my friends from across the universe! We hope your travels here were easy and pleasant. This year we have put together an event that we hope brings a great and happy time for you and yours. We brought back many fan favorites and some new and exciting things with an eye for both young and old. We always try to make things bigger better and well, more fun for all of our friends, so please feel free to enjoy those parts that you like most. Remember, there is always more to see. You just have to open your mind to find the next thing to do!

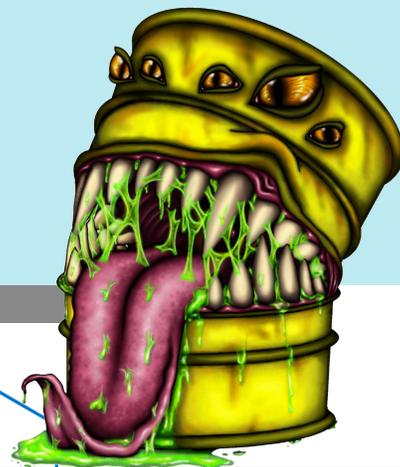
A few things to remember while you look around; we have many friends, so be thoughtful. We all have things that make us happy and things that bug us, try not to be the bug. Eat a couple meals, wash up when you can, and sleep when you can. We all need breaks. If you need assistance with finding something, catch a staff member or see the info table and we will help you as we can.

Remember, we (staffers) are all volunteer and we are not omniscient, but we are here to help. If you decide you want to help, talk to one of the team and they will get you started on the road to Minions or one of our many spots on staff!

Now, have fun! Let us know how we did too, as that's part of how we grow and make this all better next year!

Con Chair Chad Wilcox

Chair@radcon.org or Officers@radcon.org



WHETHER ESCAPING A VOGON POETRY READING OR SEEKING THE MEANING OF LIFE,
YOU CAN GRAB A DRINK AND TAKE A SEAT

OPEN NIGHTLY
FROM 5PM UNTIL
THE HEAT DEATH
OF THE UNIVERSE
(OR 2 AM)

RAD-CON

AFTERDARK

21+
WE ID ALL!



HITCHHIKERS GUIDE TO RADCON

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CONVENTION COMMITTEE

PRIMARY OFFICERS

Chair	Chad Wilcox
Vice Chair	Tiffany Whitelatch
Secretary	Jesse Vantine
Treasurer	Richard Pirtle

DEPARTMENT HEADS

Art Show	Karen Stiles
Communications	Jesse Sandbeck
Dealers Liaison	Maddie Wilcox
Gaming	Ross Hearne
Guest/Outreach	Dave Acton
Hotel Liaison	Annette Wilcox
Operations	Veronica Hernandez
Procurement	Robert Silvan
Programming	John Eckert
Masquerade	Arcana Silvan
Registration	Tye Lynch

CONVENTION HOURS

REGISTRATION

Fri 11a-9pm
Sat 9am-9pm
Sun 9am-4pm

DEALER'S ROOM

Fri 12pm-9pm
Sat 9am-8pm
Sun 9am-5pm

HOSPITALITY

Fri 12pm-12am
Sat 12:01am-12am
Sun 12:01am-2pm

ART SHOW

Fri 12pm - 9pm
Sat 9am-8pm
Sun 9am-11am

KIDCON

Fri 4pm-7pm
Sat 10am - 7pm
Sun 10am - 5pm

CON-TEEN-A

Fri 4pm - 7pm
Sat 10am - 7pm
Sun 10am - 5pm

See page 15 for kidcon info

MAINEVENTS

The 1st Rule of RadCon:
Don't Be A Pinhead
The 2nd Rule of RadCon:
Follow the 3-2-1 Rule

3



Hours of sleep

2



Meals

1



Shower

All other policies and rules are available at radcon.org

KEYNOTE PRESENTATIONS

Friday

7p Yoshi Vu

8p Jeff Sturgeon

9p Editor Bob Brown

Saturday

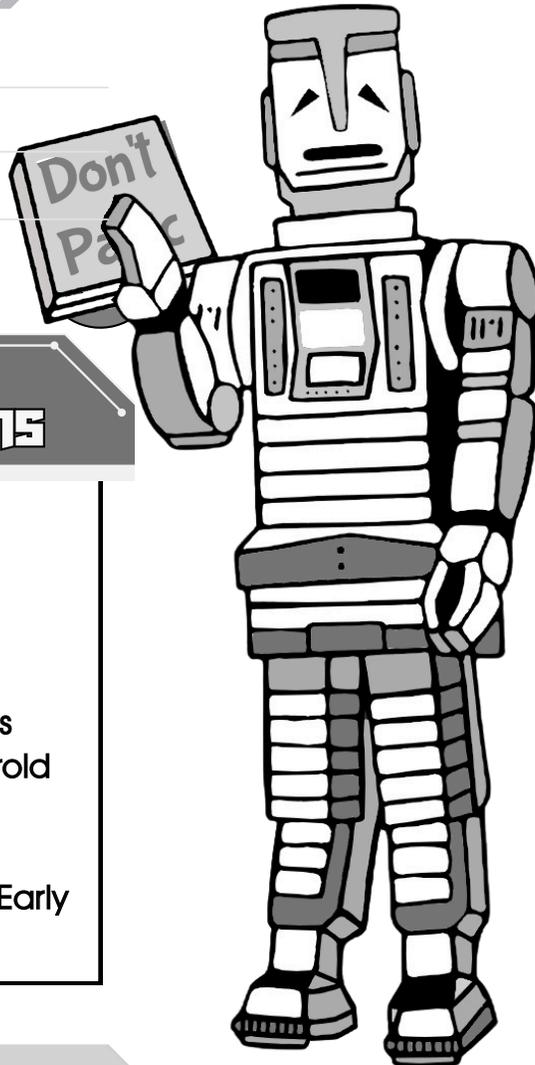
1p Artist Brittany Torres

2p Author David Gerrold

3p Isaac Singleton Jr.

Sunday

11am GROUP PANEL Early Influences in Sci-Fi



FRIDAY

OPENING CEREMONIES

5pm | Bronze Ballroom

AFTER DARK

5pm-2am | Workshop Rooms

DANCE PARTY

10pm - 2am | Bronze Ballroom

SATURDAY

TEA PARTY

2pm | Bin 20

CLAN VOLOS FIGHT DEMO

2pm | Courtyard

MASQUERADE

6pm | Bronze Ballroom

FRACTAL PHASE FIRE SHOW

8pm | Courtyard

AFTER DARK

5pm-2am | Workshop Rooms

DANCE PARTY

10pm - 2am | Bronze Ballroom

SUNDAY

ART AUCTION

1pm | Bronze Ballroom

CLOSING CEREMONIES

5pm | Bronze Ballroom

CHOOSE YOUR OWN RADCON ADVENTURE

Making a notable return, we introduce this year's
Chose Your Own RadCon Adventure
"Your Towel Is Out There"

Start at Registration and follow the prompts, pursuing a towel thief across the galaxy, while also discovering new and never-before seen by you areas of the convention



BRITTANY TORRES

**BRITTANY'S KEYNOTE ADDRESS WILL BE HELD
Saturday at 1pm in the Bronze Ballroom**

*You can find more examples of Brittany's work on the
inside back cover of this book!*

"I strive to create the type of artwork I would personally buy to hang in my home; work that evokes the magic, mystery, and power of women in the fantasy genre."

Brittany Torres is an award winning fantasy artist with a unique style of digital painting that focuses on luminous, fantastical female portraits.

She braved the college towns of MA to emerge armed with a Bachelor's of Liberal Arts from Mount Holyoke College and a deeper appreciation for female representation. To no one's surprise she majored in both English Literature and in Medieval Studies, specializing in King Arthur, Beowulf, and manuscript research.

With a background in publishing, graphic design, along with website and social media marketing business, Brittany has always found ways to stay creative. She currently shows her artwork at fantasy and sci-fi conventions, both internationally (Glasgow Worldcon 2024) and locally, such as her home show Norwescon in Seattle where, among others, she has been awarded the People's Choice Best in Show Award in 2022, 2023, and 2024.

Brittany also sells her artwork at comic cons around the entire Pacific Northwest, while taking on commissions and doing collaborations, the latest being fan art collaborations with top authors on BookTok. When not glued to the computer you can find her with a cup of coffee in hand, living a ridiculously fun life with her growing family in Washington State.



[HTTPS://TORRESFANTASYART.COM](https://torresfantasyart.com)

RAIDCON 98 AUTHOR QUEST OF HONOR



DAVID GERROLD

**DAVID'S KEYNOTE WILL BE HELD ON
Saturday at 2pm in the Bronze Ballroom**

David Gerrold's work is famous around the world. His novels and stories have been translated into more than a dozen languages. His TV scripts are estimated to have been seen by more than a billion viewers.

Gerrold's prolific output includes stage shows, teleplays, film scripts, educational films, computer software, comic books, more than 50 novels and anthologies, and hundreds of articles, columns, and short stories. He has worked on a dozen different TV series, including *Star Trek*, *Land of the Lost*, *Twilight Zone*, *Star Trek: The Next Generation*, *Babylon 5*, and *Sliders*. He is the author of *Star Trek's* most popular episode "The Trouble With Tribbles."

Many of his novels are classics of the science fiction genre, including *The Man Who Folded Himself*, and *When HARLIE Was One*. His stunning novels on ecological invasion, *A Matter For Men*, *A Day For Damnation*, *A Rage For Revenge*, and *A Season For Slaughter*, have all been best sellers with a devoted fan following. He has also written a young adult series, *The Dingilliad* and his *Star Wolf* series of novels are in development as a television series.

A ten-time Hugo and Nebula award nominee, David Gerrold is also a recipient of the Skylark Award for Excellence in Imaginative Fiction, the Bram Stoker Award for Superior Achievement in Horror, and the Forrest J. Ackerman lifetime achievement award.

In 1995, Gerrold's semi-autobiographical story and adoption adventure *The Martian Child*, won the science fiction triple crown: the Hugo, the Nebula, and the Locus Poll. It was the basis for the 2007 film "Martian Child" starring John Cusack and Amanda Peet. He is the 2022 winner of the Heinlein award. His latest novel is *Hella*, an exploration of a world where everything is super-sized.

Gerrold's greatest writing strengths include his easily readable prose, easy wit, his facility with action, the accuracy of his science, and the passions of his characters. An accomplished lecturer and world-traveler, he has made appearances all over the United States, England, Europe, Canada, Australia, and New Zealand. His easy-going manner and disarming humor have made him a favorite with audiences.

[PATREON.COM/DAVIDGERROLD](https://patreon.com/davidgerrold)

RADCON 98 PUBLISHING QUEST OF HONOR



**BOB
BROWN**

**BOB'S KEYNOTE ADDRESS WILL BE HELD ON
Friday at 9pm in the Bronze Ballroom**

“B Cubed is a press dedicated to raising the words of truth, unbound by ideology, so they can be heard.”

Bob Brown is a Richland, Washington based editor and publisher as well as a Navy veteran. He began B Cubed Press with the publication of the book *Alternate Truths* as the first in the series known as *Alternative*. It came when on January 23, 2017 Brown and many of his friends asked what they could do in the face of the destruction of the America that they loved. “We could write, we could join that noble tradition of using the pen, to poke the powerful.”



“*Alternative Truths* is a look at the post election America that is, or will be, or could be. We attach no manacles to the word truth to bind it to our visions, but instead we free it to find its own way through the minds of the two dozen writers who have shared their vision of the future in either sensitively written allegorical tales... or raw humor...”

In a recent series of interviews on Lancer Kind's *SciFi Thoughts* podcast, Brown shared how a newly discovered niche in the book market led to the founding of B-Cubed. He also shared his journey from a young man in a conservative household to a navy man and beyond that to a science fiction author.

[HTTPS://BCUBEDPRESS.WORDPRESS.COM](https://bcubedpress.wordpress.com)

PADECON 98: RETURNING SPECIAL GUESTS

YOSHI VU



ARTIST

Yoshi Vu started as a student at The Art Institute in Orange County, CA before joining the United States Marine Corps. After basic training, school of infantry, and MOS school, he continued his education and graduated with a BA in Multimedia.

Yoshi's first major industry contract was with Pixomondo, working on Journey 2, and assisting with Green Lantern. He has since continued his career in film, branching out to video games as well, having the opportunity to work on Call of Duty: Black Ops 3 at Treyarch.

He enjoys the recognition of working on major releases as well as the fun, creative freedom, and enjoyment of independent projects, and is always looking to improve himself and learn new skills either in film or games.

YOSHI'S KEYNOTE ADDRESS WILL BE HELD ON

Friday at 7pm in the Bronze Ballroom

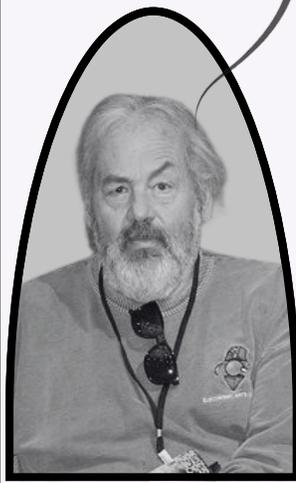
<https://www.artificialempire.com>

Jeff Sturgeon is a northwest artist known for his beautiful, award-winning metal paintings. His career spans over thirty years, coming up through the ranks as a young fan artist in the 80s, being hired in the first wave of computer game artists in the late 80s and early 90s, and moving onto being an artist, animator, concept artist, lead artist, game designer, and art director followed most notably for Electronic Arts. He also continued to paint and display his work at science fiction conventions and create new cover/interior work for clients such as Harper Collins Publishing and NASA JPL.

Jeff moved to painting full time with aluminum as his new canvas though he did not give up traditional canvas completely. Jeff's work has become nationally known with increased appearances at conventions around the country.

Jeff's world-sharing anthology **Jeff Sturgeon's Last Cities of Earth** was released in Jan. 2022 by Word Fire Press. His continued work in the Last Cities universe, book, and magazine cover assignments now take up most of his time as he creates new art and stories and works towards releasing a second LAST CITIES OF EARTH anthology. A collectable card game is also in the design stages. His most recent publication, **VISIONS, The Art of Jeff Sturgeon** was released January 2026.

JEFF STURGEON



ARTIST

JEFFS'S KEYNOTE ADDRESS WILL BE HELD ON

Friday at 8pm in the Bronze Ballroom

<https://www.jeffsturgeon.com>

RADCON 98 RETURNING SPECIAL GUESTS

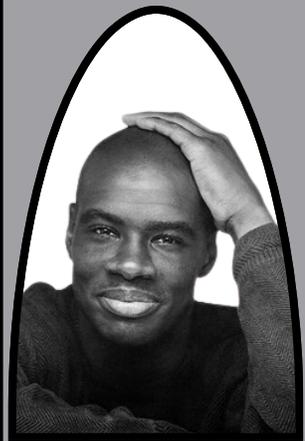
Isaac C. Singleton Jr. is an American actor and voice over artist who has held roles in multiple internationally distributed television episodes and films.

His film and television credits include Pirates of the Carribean: The Curse of the Black Pearl, Galaxy Quest, Planet of the Apes, Deadpool, The X-Files, Bones, Agents of S.H.I.E.L.D, The Mandalorian, and Anger Management.

Isaac's voice talents include the voice of Thanos for Avengers Assemble, Guardians of the Galaxy Marvel cartoons, the Black Panther Lego Movie and several Marvel video games. Other credits include The Lord of the Rings: The Battle for Middle-earth, Tom Clancy's Rainbow Six: Vegas, Street Fighter IV, and World of Warcraft, just to name a few.

Isaac is a previous Acting Guest of Honor for RadCon and has been a Returning Special Guest for the past two years.

**ISAAC
SINGLETON
JR**



ACTOR

**ISAACS'S KEYNOTE ADDRESS WILL BE HELD
Saturday at 3pm in the Bronze Ballroom**

<https://www.isaacsingleton.com>

Hospitality



THE FOOD PLACE AT THE END OF THE HALLWAY

**Room
2111**

Breakfast

Served 6am - 11am

**Biscuits & Gravy
Waffles
Donuts
Oatmeal
Muffins**

Dinner Specials

\$1.50
*suggested
donation

FRIDAY

Sloppy Joes

SATURDAY

Chicken Noodle Soup
served from
5p-6p

Lunch/Dinner

Served 11am - Midnight

**Death Dogs | Nachos
Salad | Pizza**

Suggested donations \$1-\$2 per item

Drinks

Available 24 Hours/Day

**Water | Milk | Chocolate Milk
Gatorade | Soda | Sunny-D
Hot Apple Cider | Coffee
Hot Cocoa | Tea**

Snacks

Available 24 Hours/Day

**Veggies & Dip | Fruit
Cheese & Crackers
String Cheese
Candy | Chips**

may close periodically for cleaning

STUDENT SHORT STORY CONTEST WINNER

The Student Short Story Contest is a RadCon Guild sponsored contest.

Prizes are awarded at RadCon Opening Ceremonies, held at the Pasco Red Lion.

On the Saturday of Convention, student authors have the opportunity to discuss their work with an author at a closed-door workshop. For more contest information or questions, please go to radcon.org

The Last Dance by Sarah Hamby RadCon 9A Student Short Story Contest Winner

The narrow streets of Montmartre were alive with the hum of Paris. Gas lamps flickered against the soft evening mist, their golden light spilling over cobblestone paths and the scattered footprints of those who hurried home. Tucked away in a quiet corner stood the little ballet school, its wide windows glowing softly as the strains of a piano floated into the night.

Inside, the air was warm and fragrant with the scent of beeswax and rosin. Girls in pale pink leotards moved like ripples on a pond, their laughter mingling with the voice of Madame Laurent, the stern but kind-hearted instructor. Among them was Élise Moreau, a wisp of a girl with dark curls pinned neatly back and eyes that shone with a light unmatched by others her age.

Élise had been born to dance. At the age of six, she had stumbled upon the ballet school while running an errand for her mother. She had pressed her face to the glass, mesmerized by the older girls spinning and leaping inside. From that moment, her world was filled with pliés and pirouettes, her dreams stitched together with the ribbons of her ballet slippers.

But her world had not always been kind. Her father, a violinist who played in the streets of Paris, had passed away when she was only eight. His music had been the heartbeat of their small family, and his loss left a silence that Élise sought to fill with her dancing. Her mother, a seamstress, worked long hours to keep a roof over their heads, often stitching late into the night by the light of a single candle.

"Dance, Élise," her mother would say, her voice tinged with both pride and worry. "Dance for him, for us, for yourself."

And so she did. By the time she was twelve, Élise had become the pride of the ballet school. Her movements were not merely precise; they were alive, as though the music itself flowed through her veins. Even Madame Laurent, who rarely offered praise, would watch her with something like awe.

"She has the soul of an artist," the instructor once whispered to another teacher. "But I fear she is too fragile for this world."

Élise WAS fragile, though she tried not to show it. Lately, the coughs had become harder to suppress. They came without warning, sharp and dry, leaving her chest aching.

At first, she told herself it was nothing—a passing chill from walking home in the winter air. But the fever that followed was harder to ignore.

It was on a brisk morning in late January that the first real shadow fell over Élise's world. The day began like many others—Élise rose before dawn, tying her curls into a neat bun before slipping into her well-worn leotard. She greeted her mother with a kiss on the cheek and grabbed a hunk of bread on her way out the door.

The ballet school was only a few streets away, but the cold air bit at her face, and her breath emerged in faint white puffs.

She clutched her shawl tightly around her shoulders, ignoring the faint tickle in her throat. She had been coughing more often in the past few weeks, but it was nothing serious, she told herself. A little cold couldn't stop her.

By the time she reached the studio, the other girls were already stretching, their voices lively with chatter. Élise joined them, smiling despite the dull ache in her chest.

"Élise, did you practice your solo last night?" asked Camille, one of the older girls, her blond hair shining like spun gold.

"Of course," Élise replied, her voice steady though a faint rasp clung to her words. "I'm ready for anything Madame Laurent gives us today." But as the lesson progressed, Élise found herself faltering. Her legs felt heavier than usual, her turns less sharp. Every so often, she had to pause, pressing a hand to her chest as if to steady her breath. Madame Laurent noticed.

"Élise," the instructor called, her sharp gaze softening as she approached. "You're not yourself today. Are you unwell?"

"I'm fine, Madame," Élise said quickly, straightening her posture. "Just a little tired."

Madame Laurent studied her for a moment before nodding. "Very well. But remember, even the strongest dancers must rest. Pushing yourself too hard will only lead to injury—or worse."

Élise nodded, but the words settled uneasily in her mind. Rest felt impossible. Every day spent away from the studio was a day wasted, a step further from the future she dreamed of.

By the time she returned home that evening, her body felt like lead. Her mother was seated by the fire, mending a torn hem with swift, practiced hands. She looked up as Élise entered, her brow furrowing.

"You're pale, ma chérie," she said, setting down her needle and thread. "Come, sit by the fire. You shouldn't push yourself so hard."

"I'm fine, Mama," Élise replied, forcing a smile. She leaned down to kiss her mother's cheek, but as she straightened, a sudden cough tore through her chest. She turned away, clutching her scarf to her mouth as her body shook.

Her mother was at her side in an instant, her hands cool and firm against Élise's flushed cheeks. "This is no ordinary cough," she said, her voice trembling. "You must see a doctor."

"No," Élise protested, pulling away. "It's nothing, I promise. Just the cold weather."

But her mother was not convinced. That night, as Élise lay in bed, her breath rasping softly in the stillness, her mother knelt by the window and prayed. She had lost her to illness—she could not bear to lose her daughter too.

The days that followed were a blur of rehearsals and quiet struggles. Élise's cough grew worse, her fever rising and falling like the tide. Yet she refused to stop dancing.

THE LAST DANCE BY SARAH HANNEY

Each morning, she wrapped herself in layers to ward off the chill and made her way to the ballet school, determined to prove she was as strong as ever.

Her classmates began to notice her decline. Camille offered to carry her bag, and little Margot, who idolized Élise, started bringing her warm tea during breaks. Even Madame Laurent seemed gentler, her sharp corrections softened by concern.

"Élise," she said one afternoon as the girl paused to catch her breath. "You have a gift. But you must take care of yourself if you wish to keep it. Promise me you'll rest."

"I will, Madame," Élise lied, her voice barely above a whisper.

But resting felt like giving up, and giving up was not an option. For Élise, dancing was not just a dream—it was her lifeline, the thread that held her fragile world together. If she stopped, even for a moment, she feared everything would unravel.

The days grew longer as February settled over Paris, a bitter chill clinging to the air. Élise pushed herself harder than ever, her movements fueled by a desperate urgency.

She knew something was wrong—her strength was waning, and the persistent ache in her chest refused to fade—but she dared not speak it aloud.

Madame Laurent's lessons became increasingly demanding, preparing the girls for the upcoming recital. Each session left Élise drained, but she refused to falter. She stayed late after class, practicing her pirouettes until her legs trembled and the dim light from the studio windows faded into dusk.

Her mother grew more insistent. Every night, she pleaded with Élise to rest, her hands wringing a worn handkerchief as she spoke.

"Ma petite," she said one evening, her voice trembling, "you're growing weaker by the day. You cannot keep this up."

"I have to, Mama," Élise replied, her voice firm despite the hoarseness that clung to it. She sat at the kitchen table, meticulously sewing the ribbons onto her worn ballet slippers. "The recital is everything. If I perform well, maybe someone will notice me—a patron, perhaps. They could help us, Mama. Don't you see? This is our chance."

Her mother's eyes filled with tears, but she said nothing. She had seen the same determination in Élise's father, who had once played his violin with such fervor that it seemed the world stopped to listen. That passion had sustained him even as his body gave way to the illness that eventually took him. Now, it burned in their daughter, a flame that could not be extinguished.

But even Élise's indomitable spirit could not hide the toll the illness was taking on her. At the studio, her movements, once effortless and fluid, began to falter. Her jumps lacked their former height, and her turns grew less precise. Still, she pressed on, her jaw set in defiance of the pain.

One afternoon, Madame Laurent stopped the class mid-rehearsal. "Élise," she called, her tone sharper than usual. "Come here."

Élise froze, her cheeks flushing as the other girls turned to watch. She stepped forward, her legs trembling slightly.

Madame Laurent studied her for a long moment, her piercing gaze softening as she saw the faint sheen of sweat on Élise's pale forehead. "You're unwell," she said finally, her voice quiet but firm. "I cannot allow you to continue like this."

"I'm fine, Madame," Élise protested, her voice stronger than she felt. "Please, let me stay."

"You're lying to yourself," Madame Laurent said gently. "I know you love to dance, Élise, but no dream is worth your

health—or your life."

Élise opened her mouth to argue, but before she could speak, a sudden cough wracked her body. She doubled over, her arms clutching her stomach as she struggled to catch her breath. The room fell silent, the only sound the harsh rasp of her coughing.

Madame Laurent stepped forward, placing a steady hand on her shoulder. "Enough," she said softly. "You will rest. That is an order."

Tears welled in Élise's eyes, but she nodded, too exhausted to argue. She gathered her things and left the studio, the weight of the world pressing down on her slight frame.

At home, her mother greeted her with open arms, relieved to see her daughter finally taking a break. For a few days, Élise stayed in bed, her fever rising and falling like the tide. Her mother brought her bowls of broth and pressed cool cloths to her forehead, humming the lullabies she had sung when Élise was a child.

But rest did not come easily to Élise. The walls of her small bedroom felt like a prison, and every cough was a reminder of her frailty. Her mind drifted constantly to the studio, to the music and the movements she loved so dearly.

When her fever subsided, she returned to the school against her mother's wishes. "Just for a little while," she promised, though she knew it was a lie. The recital was only weeks away, and she could not afford to lose any more time.

The cold gray light of February mornings often cast long shadows across the ballet studio, but on one particular day, there was an air of excitement that seemed to chase away the gloom. The girls buzzed with anticipation as they filed into the practice room, their chatter spilling over Madame Laurent's attempts to quiet them. Rumors had been swirling for weeks about a grand recital at the prestigious Palais Garnier, and today was the day they would find out who had been chosen to perform.

Madame Laurent finally silenced the room with a sharp clap of her hands. She stood tall and poised at the front of the room, a single piece of paper in her hand. "Girls," she began, her voice carrying over the polished wood floor, "as you may have heard, the recital this year will be held at the opera house. This is a great honor for our school, and only the finest dancers will take the stage. The selection was not easy."

The room fell into an anxious silence as the students stood in neat rows, their breath bated. Élise, despite the growing weakness in her body, stood among them, her hands clasped tightly behind her back.

Madame Laurent read the names aloud, one by one, assigning roles to each girl. Gasps of delight and murmurs of disappointment rippled through the room as the list grew shorter.

"And finally," Madame Laurent said, her eyes scanning the rows of eager faces, "the solo in the second act—Tahé Dying Swan—will be danced by Élise Moreau."

A stunned silence fell over the room. Élise's heart skipped a beat, her breath catching in her throat. The other girls turned to look at her, some with envy, others with admiration.

"Me?" Élise whispered, her voice barely audible. Madame Laurent nodded. "Yes, Élise. Your interpretation of the swan is unmatched. It is a role that requires not only skill but emotion, and you embody both."

For a moment, Élise felt as though her body was weightless, as though she had already begun to dance. She could scarcely believe it. To perform at the Palais Garnier was every dancer's dream. It was a stage where legends were made.

After class, Élise lingered in the studio, staring at her



STUDENT SHORT STORY CONTEST WINNER

reflection in the mirror. Her dark eyes glimmered with a mixture of joy and fear. She knew what this opportunity meant—it was her chance to prove herself, to bring honor to her school, and perhaps even to secure her future as a dancer. But the coughing fits that wracked her body reminded her of her fragile state.

At home, her mother's reaction was far less celebratory. "You cannot do this, Élise," she said, her voice trembling. "You're too sick. What if—"

She paused, unable to finish the sentence. "Mama," Élise interrupted, taking her mother's hands in her own. "This is my dream. If I don't dance now, I may never get another chance."

Her mother's face crumpled, but she did not argue further. Instead, she held Élise close, as though her embrace might shield her daughter from the cruel world outside.

The weeks leading up to the recital were a blur of rehearsals and restless nights. Élise spent every waking moment perfecting her solo, her movements growing more fluid and expressive with each practice. She poured all her strength into the role, embodying the swan's grace and sorrow, its fleeting beauty and inevitable decline.

But her body was betraying her. The coughing fits became more frequent, the fever more stubborn. There were days when she could hardly get out of bed, and yet she forced herself to rise.

"Only a little longer," she whispered to herself one night as she lay awake, staring at the ceiling. "I just need to hold on until the recital."

Even Madame Laurent noticed her decline. One afternoon, as the students filed out of the studio, the instructor called Élise aside. "Élise," she said gently, placing a hand on the girl's shoulder. "You're pushing yourself too hard. I can see it. You're pale, you've lost weight. Are you certain you can handle this?"

"I can," Élise replied, though her voice was thin. "I have to."

Madame Laurent studied her for a long moment before sighing. "You're a remarkable dancer, Élise. But remember, the soul of the swan is in its fragility. Don't lose yourself trying to be stronger than you are."

Élise nodded, but her resolve remained unshaken. She had given everything to her art, and she would not stop now.

The night of the recital arrived, cloaked in the elegance and grandeur of Paris's cultural elite. The Palais Garnier stood majestic, its gilded glowing under the gas lamps that lined the street. Carriages pulled up to the grand entrance, and finely dressed men and women spilled out, their laughter and chatter filling the air.

Backstage, the atmosphere was alive with nervous energy. Dancers adjusted their costumes, stretched their limbs, and whispered encouragement to one another. Élise sat quietly in a corner, her delicate hands trembling as she tied the satin ribbons of her pointe shoes.

Her costume for *The Dying Swan* was a shimmering white tutu, adorned with feathers that caught the light like frost on a winter morning. Her dark curls had been smoothed into a bun, and her cheeks were lightly rouged to mask her pallor. Yet, no amount of makeup could hide the hollows beneath her eyes or the faint tremor in her movements.

"Élise," Camille said softly, kneeling beside her. "Are you all right? You look... tired."

"I'm fine," Élise whispered, offering a faint smile. She did not trust herself to say more. Her chest felt tight, and each breath came with a faint wheeze, but she had come too far to falter now.

Madame Laurent approached, her sharp heels clicking against the polished floor. She crouched before Élise, her expression uncharacteristically tender. "You are the heart of this recital, Élise," she said. "But remember, the swan's beauty lies in its fragility. Let the music guide you—don't force it. Do you understand?"

Élise nodded, her throat too tight to form words. Madame Laurent placed a gentle hand on her shoulder, then rose and walked away, leaving Élise to her thoughts.

The first act passed in a flurry of movement and music. Élise watched from the wings, her heart pounding as the other dancers took the stage. Their performances were beautiful, but she hardly noticed. Her mind was consumed by the solo that awaited her, the role she had spent months perfecting.

Finally, the moment arrived. The stagehands adjusted the lights, and the orchestra began the mournful strains of Camille Saint-Saëns' *The Swan*. The melody was soft, haunting, and as it filled the grand hall, Élise stepped onto the stage.

The audience fell silent.

For Élise, the world seemed to dissolve into the gentle glow of the footlights and the music that swelled around her. She moved like a whisper, her arms floating as though they were wings. Each step was deliberate, each gesture filled with longing and grace.

She was no longer Élise—she was the swan, gliding across an invisible lake, its beauty tinged with the sadness of its fleeting life.

Her movements told a story of fragility and strength, of hope and despair. The audience watched in rapt attention, many leaning forward in their seats as though afraid to miss a single moment.

But behind the beauty of her performance, Élise was struggling. Her lungs burned with every breath, and her legs trembled beneath her. A sharp pain shot through her chest as she leapt into the air, but she landed softly, her expression betraying nothing.

The music swelled, reaching its final crescendo. Élise spun, her arms outstretched, her body folding gracefully to the floor as the swan reached its final moments. She knelt, her head bowed, her hands fluttering like the last, desperate beats of a bird's wings.

As the music faded, Élise froze in her final pose, her body still as the night. For a moment, there was only silence. Then the applause began—slow at first, then growing into a thunderous ovation.

But Élise did not rise.

The applause thundered through the Palais Garnier, echoing off its ornate walls. The audience stood, their ovation a testament to the power of Élise's performance. But as the cheers swelled, Élise remained kneeling in her final pose, her head bowed, her body eerily still.

Backstage, Madame Laurent's smile faltered. "Élise," she whispered, her voice barely audible as she watched from the wings. The other dancers exchanged nervous glances, sensing that something was wrong.

The silence on stage stretched, and murmurs rippled through the audience. A stagehand stepped forward hesitantly, his boots scuffing the polished floor as he approached Élise.

When he touched her shoulder, she collapsed into his arms, her body limp. Gasps echoed through the hall as the realization struck. Élise's fragile form was carried gently from the stage, her white costume trailing behind her like a ghostly shadow.

In the dimly lit dressing room, Élise lay on a fainting couch,

THE LAST DANCE BY SARAH HAMEY

her breaths shallow and labored. Her mother knelt beside her, tears streaming down her face as she clutched her daughter's hand. Madame Laurent hovered nearby, her usual stern demeanor replaced by visible anguish.

"Call a doctor," Madame Laurent ordered a stagehand, but Élise shook her head weakly.

"No," she whispered, her voice barely audible. "It's too late."

Her mother sobbed, pressing Élise's hand to her lips. "Don't say that, ma petite. You'll be fine. You just need rest."

But Élise knew better. The sharp pain in her chest, the relentless fever, the blood she had coughed into her handkerchief that morning—these were not things that rest could cure.

"Mama," she said softly, her dark eyes meeting her mother's. "I did it. I danced. That's all I ever wanted."

Her mother shook her head, her tears falling onto Élise's pale cheeks. "But you have so much more to give, Élise. You're too young—"

Élise smiled faintly, the corners of her lips trembling. "I gave

everything I had... to the stage. It's where I belong."

Madame Laurent stepped forward, her eyes glistening. "You were magnificent, Élise. No one will forget what you did tonight."

Élise's gaze flickered to her teacher, her breath growing weaker. "Thank you, Madame. For believing in me."

The room fell silent, save for the ragged sound of Élise's breathing. Her mother stroked her hair, whispering words of comfort as the light in her daughter's eyes began to fade.

"Do you hear it, Mama?" Élise murmured suddenly, her gaze distant.

"Hear what, ma chérie?" her mother asked, leaning closer.

"The music," Élise said, a faint smile gracing her lips. "It's so beautiful."

Her breath hitched, and for a moment, her chest rose and fell unevenly. Then it stopped.

The room was still. Élise's mother let out a wail of grief, clutching her daughter's lifeless body to her chest. Madame Laurent turned away, her hands trembling as she pressed them to her face.

STUDENT ART CONTEST

The Student Art Contest is a RadCon Guild sponsored event

Student Art will be a part of the art on display within the RadCon Art Show for the duration of the convention weekend. During that time, judging is completed by experienced Pacific Northwest artists.

Winners are announced at the start of the RadCon Art Auction. Applications for next year can be found online at radcon.org. On Saturday of this year's Convention, student artists have the opportunity to discuss their work with experienced artists at a closed-door workshop.



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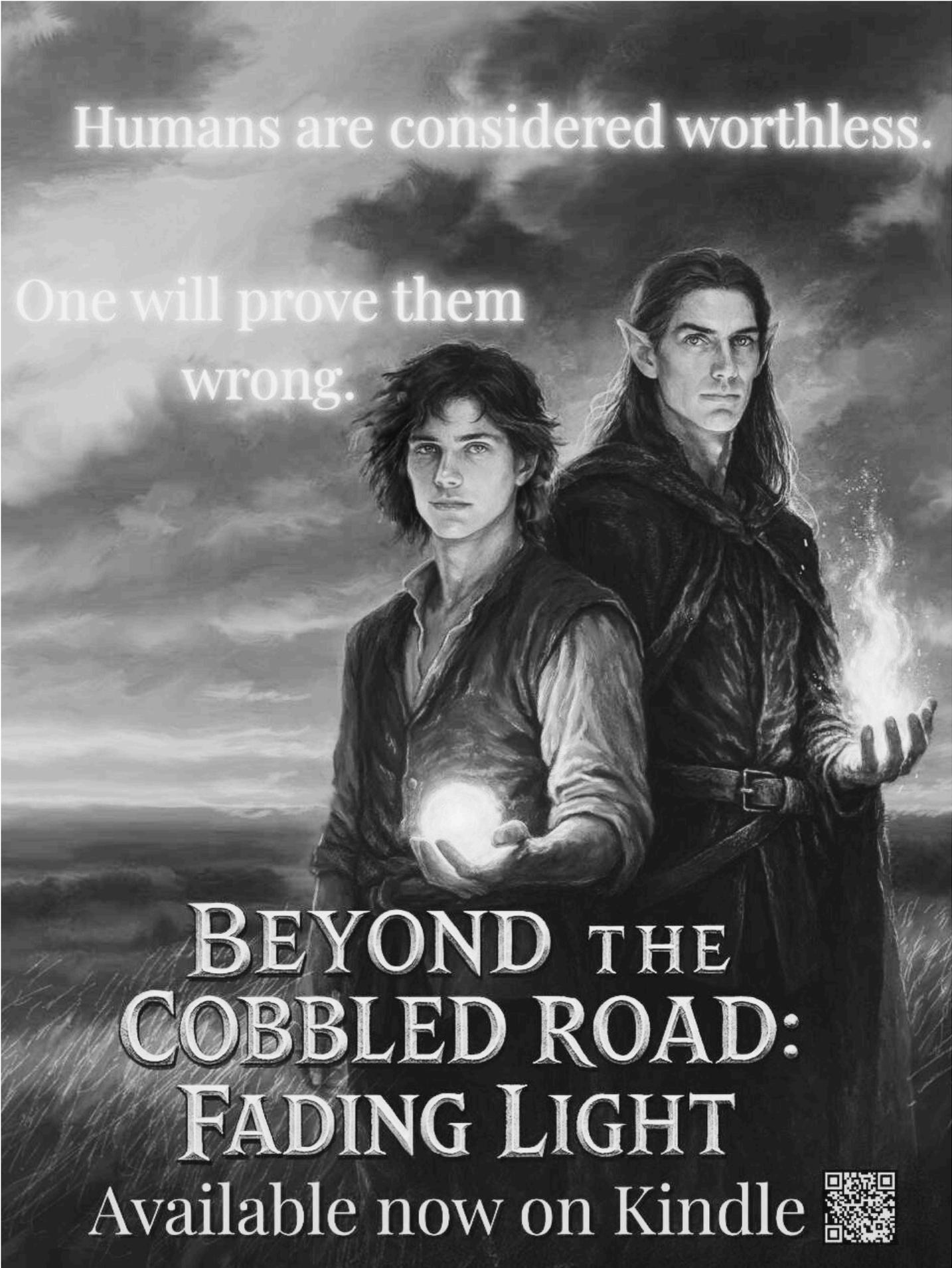
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The site of the stars always makes me dream

- Vincent Van Gogh

We are pleased to welcome our patrons to another year of the RadCon Art Show.

Artists from around the country and into Canada have brought a feast for the eyes that only our Art Show can provide. It is with equal enthusiasm that we welcome artists, old and new.

Each day Con goers are invited to head to the Silver Ballroom where they are encouraged to browse, peruse, and otherwise ogle the great variety offered within the art show.

Remember that the art in the show is meant to be seen with your eyes, not your hands or fingers. Touching the artwork on display is prohibited.

To help maintain a safe environment for the art to be appreciated, prior to entering the Art Show visitors will be directed by a volunteer to place any food, drink, coats, and medium to large size bags in our checking area. While belongings are stored in an area with a volunteer, each attendee is responsible for their own belongings. If you happen to find a piece that speaks to you more than the others, we would like to remind you that many pieces are available for purchase! If marked NFS,

that piece is not for sale at any price. There are others however, that will have an After Auction price in addition to bidding space for up to four (4) bids in our silent auction.

Bids in the silent auction may be written in until 11 a.m. on the final day of the convention (Sunday). If you are the highest of three (3) bidders, the piece becomes yours. You can pick up your piece when you pay at the start of the Art Auction on Sunday.

Please remember that bidding for an item is an agreement that you will purchase that item at the posted price.

Pieces will enter the live auction if they have four (4) or more written bids. Once the silent bidding process ends on Sunday, no bid may be removed or placed.

A list of items will be posted prior to the start of the formal Voice Auction on Sunday. Bidders should speak clearly and loud enough for the auctioneer to hear during the

auction. At the conclusion of the auction, all art that is unsold may be purchased for the "After-Auction" price listed on the tag.

Featured Artists

- | | |
|------------------------|---------------------------|
| Brittany Torres | Cecillia Jenkins |
| Kari Acton | Herb Leonhard |
| Rich Baker | Cassandra Lozano |
| Alan F. Beck | Lorraine Fire |
| Michael Brugger | Joseph Mace |
| Angela Castle | Theresa Mather |
| Peri Charlifu | Betsey Mott |
| Sarah Clemens | Bunneah Munkeah |
| Brian Grinnell | Amber Raden |
| Lizzy D Hill | Cmone Rivera |
| Aranda Icle | Mark Sharp |
| | Jeff Sturgeon |
| | Andy Vanoverberghe |
| | Yoshi Vu |
| | William R Warren |
| | Tomi Welch |
| | Amber Wilks |



VENDORS AND VISIONARIES

DEALER'S HALL

5 Stranded Fairytales
Chromatic Art Studio
Echo Chernik
Fairy Bliss Workshop
Firefox Fashions
Fullmoon Tradesman

Herb Leonhard Art
Idle Waifu
Infinite Frontiers
Jamie Walton Art
Studio 1215
Valhalla's Workbench

ARTIST'S ALLEY

3 Branches Creations
Bunneah Munkeah
Bureker Publishing LLC
Cat Chernik
Creative Power Production
Dragon's Breath Crochet

Hair Shimmers and Sparkles
Irons Art
LorraineFire Artwork
Meg James and L James
Polymermaid Creations
Ravens Shire LLC
TANSTAAFL Press

DEALER'S ANNEX

Adventure's Underground
Adhala's Closet
Attention Span Games LLC
Black Cat Jewelry & Gifts
Chimerian 3D Prints & Games
Constellation Designs
Crazy Chick Creations
Dancing Muse
Dynamic Imagery
Fa'el's Forge
Hearts and Stars

How Sweet It Is
Little Dumpling Arts
Luna de Crystalis
Nicole RedFox Oddities
Otaku Den
Prism Pop Shop
Promise Land Tannery
Timeless Leatherworks
Stonehouse Games Plus
Soapernova LLC
Winging It

COME TO THE END OF THE ANNEX

Anime Room • Artemis Bridge
Alive Production's Escape Room

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CON-TEEN-A

room
3117

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Paint an Ornament Fri 3pm - 5pm
Time to have fun with color and make an out of this world hanging decoration.
Arlene Henriques

Roll a Snowman Fri 5pm - 6pm
Roll your dice to see what part of a snowman you can make. Limit 12
Arlene Henriques

The Missing Cupcake! Fri 6pm-7pm
What has happened to Mrs. Dotty's cupcakes? Listen to the story, examine the suspects and clues and let's figure out who did this dastardly deed. Limit 12
Arlene Henriques

Build Your Burger Sat 10am - 11am
How fast can you follow the "recipe" and match up the pieces to create your burger? 16 options to choose from. Limit 4.
Arlene Henriques

I Spy with My Little Eye Sat 10am - 11am
How many things can you find? Seek out and locate all the fruit, animals, candies and who knows what else?! Limit 6
Arlene Henriques

Make A Flying Saucer Sat 11am - 1pm
You saw them flying around and thought, "I want one too!" Now is your chance to make your own flying saucer! Limit 12
Mary Weber

Alien Slime Sat 1pm - 1pm
Music and Mash Slime and mix-ins to create your perfect intergalactic goo! Limit 12
Arlene Henriques

Out of This World Cross Stitch Sat 2pm - 4pm
Blast off into outer space as you learn to work with needles, canvas, and yarn. Have fun making an out of this world design come to life. Limit 12.
Arlene Henriques and Mary Weber

Galactic Gardens Sat 4pm-6pm
Decorate your own garden pot, select seeds, and free your adventure! Limit 12
Joy Bragg Staudt

Color a Bookmark Sat 6pm-7pm
Wind down and color a bookmark to remember RadCon by. Let's just have some fun coloring. Limit 12
Bob Conkey

Planetary Discovery Sun 10am-12pm
Come design a planet to visit, fill out your Space Passport, and design an out of this world door hanger. Limit 12
Joy Bragg-Staudt

Pet Alien Jars Sun 12pm-1pm
Create a habitat and an alien friend to join you on your space travels.
Joy Bragg-Staudt

Galaxy Rock Sun 1pm-3pm
Paint a constellation, nebula, or moon for your desk or garden, Limit 12
Joy Bragg-Staudt

Space Suncatchers Sun 3pm-4pm
Paint and decorate a space themed suncatcher for your window! Limit 12
Joy Bragg-Staudt

Craft Kaleidoscopes Sun 4pm-5pm
Build and decorate your own kaleidoscope
Joy Bragg-Staudt

Youth D&D Fri 3pm-5pm
Welcome brave adventurers! Time to sally forth into a new world! Limited to 8 players, dice will be provided.
Chris Albrecht

Extraterrestrial Rocks Fri 5pm-7pm
Paint an alien, space ship or planet for your deck or your garden. Limit 12
Joy Bragg Staudt

Game Over! Escape the Digital World Sat 10am-11am
You and your friends thought it was just another gaming night, diving into the latest virtual reality adventure - a cutting edge called "infinite Quest". The graphics were stunning, the scouting was intense and the game world felt incredible real. But then something strange happened... Limit 12
Bob Conkey

Freestyle Rock Painting Fri 11am-1pm
You, a rock, a brush, some paint and your imagination. Go crazy

Make A Flying Saucer Sat 1pm-2pm
You saw them flying around and thought, "I want one too!" Now is your chance to make your own flying saucer! Limit 12
Mary Weber

Paint an Ornament Fri 3pm - 5pm
Time to have fun with color and make an out of this world hanging decoration.
Arlene Henriques

Let's Crochet Hearts Sat 12pm-1pm
Learn the basics of crochet and make your own Valentine
Mary Weber

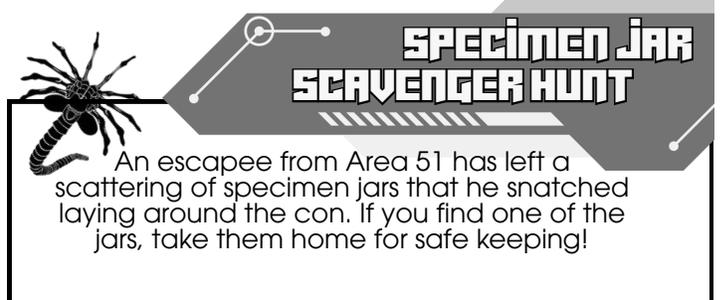
The Tomb of the Sun Serpent Sat 6pm-7pm
Your expedition has led you deep into the Sands of the Sekhara, where a recent sand storm has uncovered the entrance to a lost pyramid - a pyramid not found in any history book or scroll... Limit 12
Arlene Henriques

ConTeenA D&D Sun 10am-1pm
Welcome brave adventurer! The time has come to venture bravely forward into the mysteries of an unknown world.
Chris Albrecht

Reaper Make & Take Sun 1pm-3pm
Learn to pain a tabletop mini alien for your next game.
Doug Staudt

Out of This World Friendship Bracelets Sun 3pm-4pm
Craft a star-worthy beaded bracelet for yourself and a friend
Joy Bragg-Staudt

Postcards from the End of the Universe Sun 4pm-5pm
So long and thanks for all the fish! Make your own space travel postcard to send or keep. Limit 15
Joy Bragg-Staudt



**SPECIMEN JAR
SCAVENGER HUNT**

An escapee from Area 51 has left a scattering of specimen jars that he snatched laying around the con. If you find one of the jars, take them home for safe keeping!

Happenings for the Hoopy Frood on Friday, February 13, 2026

Happenings - Goings on, in this case Panels and Presentations
 Hoopy Frood - Really cool, together, amazing (person)

**Schedule
 subject to
 change as
 needs arise**

1:00 pm

Bronze Ballroom	K-Pop Dance Workshop for All Levels Have a passion for K-Pop and always wanted to dance like your idols? Join our panel where we teach signature moves from beginner to advanced levels. No dance experience required – just bring your enthusiasm and be ready to groove to your favorite K-Pop hits.	<i>Kumo the Crimson Wolfe</i>
Sage Boardroom	Future Energy Beyond just wind and solar, what's coming in the next five years on the energy front, from small portable nuclear power plants to ocean current generators operating under the sea? What's in store 10-30 years out: the Hydrogen Economy? Fusion?	<i>Manny Frishberg, AK Lyr, David Tucker, Jim Wright</i>
Room 2311	Live Reading of the US Constitution Panelists take turns reading the entire US Constitution aloud. If time permits at the end, we will discuss the similarities and differences between speculative fiction and political innovations like new forms of government, as the Constitution was in the year it was written. All ages friendly, but might be more interesting to older kids plus.	<i>Rhiannon Louve, Virginia Black, Judy Johnson</i>

2:00 pm

Bronze Ballroom	K-Pop Extravaganza: Dance & Trivia Competition Showcase your dancing skills of popular choreography and test your knowledge of the industry. Compete in a K-Pop dance medley and participate in a trivia challenge. Exciting prizes await the most skilled dancers and dedicated K-Pop enthusiasts!	<i>Kumo the Crimson Wolfe</i>
Bin 20	Fighting in Fiction: Writing a Knockout Scene An engaging and interactive panel in which Jason Bond uses demonstrations of live techniques to discuss the realities of fighting, such as how and why people lose consciousness, surviving group attacks, weapon disarming, and much more. The aim of this panel is to help authors gain a greater knowledge of physical conflict so they can bring more dramatic realism while avoiding common errors.	<i>Jason Bond, D.I. Solum, Doug Odell</i>
Sage Boardroom	Aerospace History Fact, Fiction, and Flight: Bridge the gap between the lab and the drawing board with a NASA engineer, and a Science Fiction Illustrator and author. Come for the Technical dive; stay for the art that helps imagine the impossible.	<i>Jane Campbell, Bill Warren, Corey Frazier</i>
Harvest Boardroom	Writing for Television From Star Trek, OS and TNG, to Babylon 5. Please, no tribbles	<i>David Gerrold</i>
Room 3119	Aliens in the Honorverse Since CE 1993, humans across the Earth have explored the worlds David Webber created for his protagonist Honor Harrington of the Royal Manticoran Navy. Come learn about the people for whom we are the aliens, and the worlds they call home.	<i>Athena Pelly</i>

It takes a pretty Hoopy Frood to hitch the length and breadth of the galaxy and still know where their towel is



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 OUTSIDE THE DANCE AREA AND
 AFTER DARK. "BLINKIES" SHOULD
 BE TURNED OFF AND STORED WHEN
 LEAVING THESE AREAS

Happenings for the Hoopy Frood on Friday, February 13

Room 3121 **(Book) Cover Basics: Getting Cover Art** The nuts and bolts of getting a professional, marketable book cover. A practical dive into everything that goes into a great book cover. Lets talk about the art, the money, and the strategy behind designing the covers that really sell books.
Bob Brown, B Cubed, Thomas Gondolfi, Michael Brugger

Room 3123 **Voice Acting in Audiobooks** Voice Acting discussion, focused on audiobooks and the craft of character building.
Corvin King, Anne Prather, Ron Leota

Room 3125 **We Have the Power** We can take electricity for granted, but what is the state of our power system today? Could an EMP really take it all down? Where does it come from, and where is it going?
Mark Rounds, A.K. Llyr, David Tucker, Jim Wright

Room 3127 **Science Fiction for TableTop RPG** There are a wide variety of Science Fiction settings for Tabletop Role-Playing games. This goes back to the 70's with Traveler and now with recent launch of Starfinder 2nd edition. The rule systems and settings are as wide as the genre itself. We will be discussing all the ways you can play Role-Playing Games in the Science Fiction genre.
Shawn Merrow



3:00 pm

Art Show Panel Area **Round Table Art** A collaborative art project. 6 artists, 6 pieces of paper, artists work on each piece for a couple minutes then pass it along.
Dave Acton

Bin 20 **Using the Hero's Journey to Amp Your Story** Discuss with a bestselling author how the Hero's Journey can deepen your story using themes that trigger deep seated keys in the human psyche. From the critical components of the refusal of the call to action to the meaning of the herald, find how Joseph Campbell's research into mythology can impact your writing in a way that enchants readers and leaves them deeply satisfied.
Jason Bond, D.L. Solum

Sage Boardroom **AUI, the Language of Space Workshop** aUI, a cosmic, philosophical and ideographic language, will be introduced, described, and the basics taught. The audience will be challenged to memorize its 31 symbols, sounds, and meanings within the time it takes to briefly describe them, and then basic words and phrases will be introduced and practiced in an interactive session. Finally, a guessing game quiz will be given and prizes awarded.
Andi Weilgart

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Happenings for the Hoopy Frood on Friday, February 13

Harvest Boardroom	Using Tarot in Writing Writer's get inspiration from many places. What if you had a tool that could help direct inspiration for plot arcs, character actions, building worlds, or just to get your mind out of a block? Tarot is not only a tool of divination or self-awareness. We'll explore ways to use the cards of destiny in writing. No tarot knowledge necessary. <i>Vanessa MacLelland, Francis Pauli, Eva Elsigue</i>
Room 3119	Writing Through Improv A hands-on, active participatory workshop using Improv games (like Whose Line Is It, Anyway) to illustrate writing techniques, such as setting, character development, etc. <i>Manny Frishberg</i>
Room 3121	How to give an art critique Has your friend ever shown you their artwork/book/costume, and you had no idea what to say? We are here to help you! Our panelists will guide you through giving feedback that uplifts, encourages, and helps our friends to improve their work. We will also look at when to give critique and how to do it with no hurt feelings. <i>Thomas Gondolfi, Cheyanna Krone, Brian Grinnell, Lizzy D Hill</i>
Room 3123	Con Dog Etiquette Tips and advice on how to have a safe and enjoyable con with your fur baby. <i>Shannan Julson</i>
Room 3125	The Ultimate Fandom Gameshow: Zelda Edition Come test your wisdom through trivia and your courage through side quests. Maybe you'll even win some treasures along the way. If you're not up to the challenge, enjoy the show from the sidelines and help influence who wins. There will be several rounds, each covering a different game, with new contestants.. <i>Rin Fisher</i>
Room 3127	Fictional governing systems for space-based habitats Speculative Fiction has proposed many possibilities - fans are invited to discuss their favorites and pit them against existing realities. If nation-states won't protect space habitats, they can't enforce their regulations either. <i>Judy Johnson</i>

Courtyard

Pewter & Casting Demo A hands on demonstration in the art of pewter casting. Discussion will include the historic composition of the metal, how and why it has changed, the uses of pewter products, and a variety of possible casting methods. Attendees will be able to cast their own token to take home. The brief demo will be repeated for those interested. Casting is limited to ages 16+ for safety reasons. Donations are welcome.
Kady Nicols

4:00 pm

Art Room Panel Area	Art Demo with Andy Vanoverberghe
AfterDark	Full Body Airbrush Demonstration 21+ Join Abby Borneman for a live, full-body airbrush tutorial as she transforms a member of the fire troupe into an alien using special-effects makeup and airbrushing techniques. This demonstration covers head-to-toe application. <i>Abby Borneman</i>
Bin 20	Hand Drumming Come learn beginner hand drumming with a focus on Arab region rhythms. Loaner drums are available; all experience levels welcome <i>Juliana Aldrich</i>
Sage Boardroom	Genetics on the Edge In the beginning we had Mendel, who believed in discrete inheritance and Larmarck, who believed in inheritance of acquired traits. Now, it seems we have both. To make matters more interesting, we have the entire field of epigenetics, not to mention the field of gene editing. Come discuss these fascinating issues with Dr. Anne Prather. <i>Anne Prather, David Tucker</i>

AUTHOR READINGS

Room 2311

Friday

C Rae D'Arc 3p
John Ellis 4p
Frances Pauli 8p
Elizabeth Alix 9p

Saturday

Deborah Fredricks 9a
Dr David Tucker 10a
Mark Rounds 11a
Manny Frishberg 5p
Kairsten Fay 7p
Thomas Gondolfi 9p

Sunday

Bill Warren 10a
Vanessa McLellan 12p
Virginia Black 2p
KG Anderson 4p



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Happenings for the Hoopy Froot on Friday, February 13

Harvest Boardroom

Paranormal Experiences in Fiction A discussion on writing paranormal experience into fiction. From hauntings to cryptids, let's make stories a little spookier.

Ron Leota, Kairsten Fay, Elizabeth Alix

Room 3119

Writing SciFi and Fantasy in the Real World Science fiction and fantasy give authors and their readers the chance to explore strange new worlds, to seek out new life and new civilizations. Yet, even the Starship Enterprise came back to Starfleet in San Francisco between voyages. What are the challenges and opportunities presented by staying close to home?

Manny Frishberg, K.G. Anderson, Doug Odell

Room 3121

Making Space for Making From a corner in a one bedroom studio to a 1,000+ sq ft industrial workshop, our panelists will discuss how to safely set up a space for whatever you are trying to make, whether it is 2D or 3D art.

Chance Wolf, Lizzy D Hill, Jeff Sturgeon, Sanan Kolva, Brian Grinnell

Room 3123

Consider the Alternative Inspired by the classic Life Magazine tagline, 'Life: consider the alternative.' History is just the story that stuck. Dive into some 'What If?' moments—the counterfactuals that define our world. How do the stories and media we consume shape our very idea of fact?

Ed Buchan, Michael Brugger

Room 3125

An Analysis of Arcane Let's talk about the symbolism in Arcane, how it is similar to Shakespearean tragedy, class issues that are depicted, and what the future might hold. We'll also discuss how your favorite character's personality in the show compares to their personality in the game.

Rin Fisher

Room 3127

Tabletop Quests 101: Mastering Dungeons & Dragons Unleash your inner hero and immerse yourself in the world of Dungeons and Dragons. Whether you're new to the realm of tabletop role-playing or a seasoned adventurer, this panel offers tips on character creation, storytelling, and Dungeon Master secrets.

Kumo the Crimson Wolfe

5pm RadCon 9B Opening Ceremonies

Hosted by BrAd Steiner

Bronze Ballroom

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Happenings for the Hoopy Froot on Friday, February 13

7:00 pm

Bin 20

Xenoethnomusicology You and your team have discovered a pile of artifacts that come from an alien musical instrument. Now you have to recreate the instrument, explain its use and history, and use it to produce a sound. However, other teams are also building their own interpretations of an instrument. (A building activity where teams assemble pieces of household scraps to build an "alien" instrument that they then invent a history for.)

Glen "Scruffy" Hammer

Room 2311

What Makes a Book "Cozy"? The cozy genre has been a huge part of the book market in the last several years. What makes a book "cozy"? Why is this kind of story telling so popular? What makes a cozy less enjoyable?

Elizabeth R. Alix, Francis Pauli, Deborah Fredericks, Roberta Rice, Debora Godfrey

Sage Boardroom

Enough Science for a Writer to be Dangerous Writing a science fiction or fantasy novel but banging your head against all those pesky laws of physics? Or maybe you'd just like to know BS from "yeah, it could happen" while reading SF or watching a movie without going to school for a bazillion years. Here's your chance to get the abbreviated version of thermodynamics and ask a panel of crazy scientists anything you want.

David Tucker, Corey Frazier, Eva Elasiq, Jane Campbell

Harvest Boardroom

Integrating Music into Fiction Many authors integrate music into their fiction. Moreover, music has been a part of movies since the inception of the motion picture. Here we'll talk about musical issues: Integrating music with movies, including music in fiction, and evoking emotions through music. Finally, we'll discuss how to include both music and lyrics in written fiction

Anne Prather, C. Rae D'Arc

Room 3119

Podcast 101 Getting Started A guide to starting your first podcast. Join veteran podcasters to learn how to avoid pitfalls and set up for success.

Ron Leota, Kairsten Fay

Room 3121

Japanese Culture & Etiquette In conjunction with "Aikido", this panel will explore both ancient and modern Japanese culture and etiquette. The panelists will inform and demonstrate the martial and civil customs of Japan as well as display various forms of attire.

Bruce Schmoetzer, Arlene Henriques, Doug Staudt



Is Post-Apocalyptic Fiction and/or Time Travel your forte?

Swing by artist alley to check out the cool books, T-shirts and other merchandise on sale this year!



Get a copy of Year of Reckoning signed by Stark (the dog)



Happenings for the Hoopy Froot on Friday, February 13

**Room
3125**

Intro to Song Writing Local musicians will discuss the song writing process and the different methods to write music.

Mark Rounds

**Room
3127**

When Roleplay Goes Off the Rails How to prevent, deescalate, and/or salvage a roleplay session gone awry. Panelists will discuss how GMs can respond to players wandering off into the weeds, as well as how to keep game on topic and appropriate to the agreed group moods and themes.

Rhiannon Louve, Doug O'Dell

Courtyard

Forging Demo

Valhalla's Workbench

8:00 pm

Bin 20

What the Filk? A quick rundown of the history and practice of this fannish activity

Glen "Scruffy" Hammer

**Sage
Boardroom**

Intro to the World's Extant Civilian Nuclear Reactors Intro to the World's Extant and Close to Extant Civilian Nuclear Reactors: US PWR, Canadian Candu, UK AGR, and others w/ discussion of their advantages and disadvantages.

Ed Buchan, Christopher Carston

**Room
3117**

A Welcome Reprieve In challenging times, fantasy stories offer solace. Join our panelists in a discussion on the qualities of escapism and how fantasy stories can comfort, support, and inspire their audiences.

Doug O'Dell, Sanan Kolva, KG Anderson, Vanessa McLellan, Roberta Rice, Eva Elsigue

**Room
3119**

What our Animals Say About Us and Using Their Powers For Good an exploration of how the role and perception of our pets has changed us and them.

Shannan Julson

**Room
3121**

So You Want to be in an Art Show? Speak with two professional artists on the tips, tricks, and logistics of getting your artwork into and sold at an art show

Brittany Torres, Michael Brugger

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In Memorium

*Bonnie Dillabough
John Brautlatch*

*Richard Banta
Danielle Emory
Marco A Castle Jr*

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those who have passed onto their next quest.*

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Radcon 9B -Marketplace

kawaii stickers - pins - keychains - totebags - and more!

Happenings for the Hoopy Frood on Friday, February 13

Room 3123

Making Chainmail Making chainmail for jewelry or for armor. Rings, pliers, and instruction will be supplied.

Mike McWatters, Jonosh Vladescue

Room 3125

The Value of Being Alien in Your Own Culture There are many terms people use to describe individuals who do not reside in the main portion of the bell curve including manic, depressive, ADD, ADHD, autistic, color blind or even myopic. Yet these differences have stayed in our population. Could the be a benefit in certain situations where these conditions are actually beneficial to long term survival?

Mark Rounds, Kady Nicols

Room 3127

Zelda's Legacy: A Journey through Hyrule Past Present Future Do you love LoZ? So do I! Calling all fans! Embark on a deep dive through the iconic series and rich lore of Hyrule. Join fellow enthusiasts to discuss iconic moments, characters, and mysteries that await in the series. Share your dreams for the future of the franchise and how it can continue to captivate gamers of all ages. Join us to share wishes and insights for the next adventure.

Kumo the Crimson Wolfe, Lizzy D Hill



9:00 pm

Harvest Boardroom

Fairytales Retellings for the Young and Old Who said fairytales are only for children? Let's explore what defines a fairytale and how they've evolved into tales as old as time in modern retellings.

C. Rae D'Arc, Manny Frishberg, Roberta Rice

Room 3121

Worldbuilding for GMs Your Crew has entered a brand new village to investigate. Why does this village look just like the last three or four? What makes this location stand out from the others? We'll share some ideas and tools to help you create a setting that your characters may want to call home someday.

Doug Staudt, John Ellis, Shawn Merrow

Room 3125

On The Origins of Monsters We all have our favorite monsters to love or hate, but where did those monsters come from in human history and how did they end up the way they are today? Join us for a discussion about the types of monster that people have believed in throughout human history and more in depth discussions of some the most historically significant monsters

Christian Cowles, Luke Campbel

10:00 pm

Bin 20

Drink and Draw Artist Jam All artists welcome to come mingle, doodle, and bring a refreshment. Must be over 21

Dave Acton

Room 2311

Shibari Demonstration 18+ A demonstration of artistic rope bondage and a discussion on safety

Jacob "The Bobda" Kestner

Sage Boardroom

The Reality of Steam Punk Technology The technology of the 1880's and the steam age is fascinating and far more possible than we realize. This panel will discuss the realities of steam punk technology, Charles Babbage's difference engine and other inventions of the golden age.

Mark Rounds, Judy Johnson

Harvest Boardroom

Wielding Words: Unlocking the Power of Creative Writing Fantastical tales! Venture into the realm of creative writing where sci-fi, fantasy, and magic intertwine. Join us for a journey through storytelling, character development, and world-building, and unlock your potential to craft captivating tales from other dimensions.

Kumo the Crimson Wolfe, Eva Elsigue

Room 3117

Can AI tell fact from fiction, and fact-check in real time? Can AI be the truth police in our digitally overloaded world? Let's talk about what AI can and can't do when it comes to fact-checking, and the big ethical questions that come with giving it that power.

Corey Frazier, Jane Campbell

Room 3119

Writing Historical Horror Tips and tricks for writing historical fiction that is also scary

Kairsten Fay, Ron Leota

Room 3123

Valentine's Beading Crafting session to make beaded jewelry for your Valentine

Kady Nicols, Jonosh Vladescue

Room 3127

Obscure Anime There are many anime that quickly become known to the majority of fans. This is a panel for ones that are not widely known but we still love. Do you have a favorite anime that no one seems to know about? If so come and share your love for it.

Shawn Merrow



11:00 pm

Bin 20

Filking Filk is the music of fandom and is often about literary, fantasy, science fiction, or historical topics, though cats also seem to show up regularly. The general tone of the filking is sing-along but all sharing is welcome, especially new or original work.

Glen "Scruffy" Hammer

Activities Better than a Vagon Poetry Reading Saturday, February 14

8:00 am

Bronze Ballroom

Relax Harder An early morning, slow, wake up with a focus on breathing techniques for managing stressful situations.

Bruce Schmoetzer, Doug Staudt

9:00 am



Art Show Panel Area

Round Table Art A collaborative art project. 6 artists, 6 pieces of paper, artists work on each piece for a couple minutes then pass it along.

Dave Acton

Sage Boardroom

Debate - Space-based habitat fans versus the Mars-bound Would the infrastructure required to live long-term on Mars be any less grandiose than O'Neill's High Frontier? What about much smaller habitats using asteroid materials instead?

Judy Johnson

Harvest Boardroom

Getting your Story Noticed Make your manuscript stand out in a crowded market

B Cubed

Room 3119

Reenacting, Experimental Archeology, and Alternate History Why do we try to recreate the past? How do we do this? What is our relationship with the past? Our panel of experts will discuss the how's and why's of reenacting and it's scientific value.

Mark Rounds, Mike McWatters, Doug Odell

Room 3121

Airbrushing 101 Explore the fundamentals of airbrushing, common paint types, what to look for in a quality airbrush, and core techniques covering a range of applications, from special-effects makeup to props and beyond.

Abby Bornemann

Room 3123

Digital Art Exploring different digital art programs, Photoshop, Blender, Procreate, and other programs, used by fantasy and sci-fi artists.

Brittany Torres, Michael Brugger, Lizzy D Hill, Cheyanna Krone

Room 3125

Worldbuilding: Designing a Belief System Part of what defines a culture is its system of shared beliefs--not only religious, but also secular. Designing and understanding the belief systems of your characters adds depth to the world in which they live, so let's discuss how to do so.

Sanan Kolva



10:00 am



Bronze Ballroom

Filipino Sword fighting VS Historical European Martial Arts This panel will be a demo showcasing the Differences and similarities between Filipino Pekiti-Tirsia Kali and Historical European Martial Arts swordfighting. Our students and instructors will demonstrate techniques and answer audience questions. This will be a good opportunity for authors or other creators of fictional media to see two very different approaches to blade combat.

Jim Epperly

Sage Boardroom

NASA's Unsung Heroes Katherine Johnson, Dorothy Vaughan, and Mary Jackson (2016 film Hidden Figures,) weren't the only women and people of color who delivered distinguished service during NASA's early decades. Come learn about the Mercury 13, Margaret Hamilton, Major Robert H Lawrence Jr, and others who crossed the gender and color lines.

Corey Frazier

Harvest Boardroom

Podcast 102: Growing Your Show You've started a podcast and want to grow your listenership while improving episode quality. Join veteran podcasters to learn advanced techniques.

Ron Leota, Kairsten Fay



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Activities Better than a Vogon Poetry Reading Saturday, February 14

**Room
3119**

Introduction to the Heroine's Journey Discuss Gail Carriger's how to book "The Heroine's Journey". Presented as a counterpoint to John Campbell's "Hero's Journey". Note, despite the name this is NOT a gender-specific concept.

D.L. Solum, Roberta Rice

**Room
3121**

Student Writing (Closed Session)

Bob Brown

**Room
3123**

Student Art (Closed Session)

Brittany Torres, Jeff Sturgeon

**Room
3125**

Aikido: Mindfulness in Motion | Being Expansive in the Midst Aikido is a modern Japanese martial art which blends ancient art forms: aiki jujutsu (empty hand), kenjutsu (swordsmanship), jojutsu (staff), and ukemi (falling safely) along with the philosophy of Budo (Way of the Warrior).

Bruce Schmoetzer, Doug Staudt



11:00 am

**Art Room
Panel Area**

Art Demonstration with Jeff Sturgeon

Bin 20

Starfleet Region 5 Summit and Muster Summit and Muster is an annual awards banquet for STARFLEET, the international Star Trek fan club. Region 5 covers the Pacific Northwest states, and will hold its Summit and Muster here at RadCon for the 2nd year in a row! Program starts at 11 am in Bin 20. This event is open for all who want to see what STARFLEET is about and celebrate the achievements of 2025 with us.

**Sage
Boardroom**

Hooked on Space What first sparked your interest in space and space exploration? What is the first spacecraft you saw silently sweeping through the night sky? The first landing on the Moon? Come hear what our panel of professionals have to say and add your own stories. Audience participation strongly encouraged!

Corey Frazier, Jane Campbell, Debora Godfrey

**Room
3121**

Define "Alien" In reading and writing SF, we often encounter aliens. But in real life we also talk about aliens! What do we mean by "alien"? What is the purpose of this label? How does it affect people in the real world, and can fictional aliens reach across that divide?

Deborah Fredericks, Francis Pauli, Judy Johnson, Doug Odell

**Room
3123**

Demystifying Fabrics for Cosplay: More than just a Color 101 Do fabrics at the store leave you bewildered or do you make do with flimsy material just because it was the right color? Say no more! Learn how to confidently choose the right materials for your cosplay projects. This hands-on panel, with examples of organza to silk, offers guidance on fabric weights, textures, and fibers. Say goodbye to fabric confusion and hello to crafting with precision.

Kumo the Crimson Wolfe

12:00 pm



**Bronze
Ballroom**

Early Influences in Sci-Fi - A chat with All Guests of Honor and Special Guests What science fiction/fantasy inspired you growing up? How has that influenced your work in the present?

Yoshi Vu, Brittany Torres, Jeff Sturgeon, Isaac Singleton Jr, Bob Brown, David Gerrold, BrAd Steiner

**Harvest
Boardroom**

Who's Art is it Anyway? Improv-style Cover Art Artists create from audience suggestions.

Echo Chernik, Andy Vanouverberghe

**Room
3119**

Science Fiction Prophecy: good, bad, ugly From the moons of Mars to space travel, Science fiction and Fantasy, have made many prophecies, or anticipations over the years about things to come. Who have looked like idiots, who have gotten some things close, and who have been right often enough to make one wonder if they were time travelers?

G. David Nordley, Roberta Rice

**Room
3121**

Make Believable Characters Whether writing, tabletop, a movie, or other: make sure people can relate and understand your characters by using the 4 Temperments as a cheat-sheet.

Juliana Aldrich

**Room
3123**

Cosplay Unveiled: Novice to Pro Journey through the evolution from novice to pro! Join us for insights into advanced techniques, collaborative efforts, budgeting & creative growth. Whether you're just starting or seeking to level up, relax with us as we provide tips & tricks to guide your cosplay adventure. Our experienced panel, once beginners like you, is here to inspire & assist you on your path to becoming a pro.

Kumo the Crimson Wolfe, Tana Savage, BrAd Steiner

Activities Better than a Vogon Poetry Reading Saturday, February 14

**Room
3125**

Budo in Everyday Life Budo (the Way of the Warrior) is not a philosophy for fighting and dying - it is a philosophy for living. This panel will discuss how martial arts training and understanding can be utilized in daily life

Bruce Schmoetzer, Doug Staudt

**Room
3127**

Best Practices for Tabletop RPG Design As indie game designers, how do we decide: resolution mechanics, character creation, setting and so on? These are just a few of the decisions we have to make. We'll discuss the whats and the whys of each choice, as well as how these choices determine the "feel" of the game.

John Ellis

1:00 pm 

**Art Show
Panel Area**

Dragon Drawing Let's draw some dragons. Bring a drawing implement of your choice and sketch whatever you like, no stress, no judgement and no experience needed.

Herb Leonhard

**Sage
Boardroom**

Intelligent Hardware and AI, Skynet vs. the Genesis Mission Ever talk about a subject near your phone, only to have ads pop up on your topic of discussion? Do you worry that your car will become more intelligent than you? With the U.S. launching the Genesis mission, the advent of Orwell's "Big Brother" or perhaps even Skynet seems nigh. What is the difference between the algorithms used for targeted marketing and those required by autonomous systems?

David Tucker, A.K. Llyr

**Harvest
Boardroom**

Satire and Humor The mechanics of humor, the art of satire and critique, and weaving humor into your story

Bob Brown, Manny Frishberg, K.G. Anderson

**Room
3119**

Romantasy: Romance in Fantastical Settings Romantasy has found new readers who wouldn't necessarily like mainstream romance. Are the tropes the same across mainstream and romantasy? Have new tropes developed? What is so appealing about this genre? Is urban fantasy with a romantic element also romantasy?

Elizabeth R. Alix, Yoshi Vu, Corvin King, Roberta Rice

USS ANTARES THANKS YOU!

The USS Antares is a local chapter of STARFLEET, the International Star Trek Fan Association, Inc. They work their hardest to host the 10-Forward bar during RadCon every year. This is our pride and joy because it allows us to set up a venue at our local sci-fi convention, immerse the public into the world of Star Trek, while simultaneously raising funds for several charities throughout the year. 10-Forward is the USS Antares' ONLY fundraiser for the year and is staffed by 100% volunteers. We depend heavily on your support from you to make it possible to give back. Last year, you made it possible for us to give one family a two-week stay at the Ronald McDonald House in Spokane, WA so parents can stay with their sick children, free of financial burden. The other good deeds you helped us achieve in 2025 were:



- ★ Domestic Violence Services of Benton and Franklin Counties ★ Toys for Tots ★
- ★ Ronald McDonald House Charities of the Inland Northwest ★ My Friend's Place ★
- ★ Tri-Cities Union Gospel Mission ★ Local School Supplies Drive ★ SNIPES H3 ★
- ★ Goodwill ★ Habitat for Humanity ★ Road and Park Cleanup ★ Assist Elderly ★
- ★ 2nd Harvest - Easter Dinners ★ 2nd Harvest - Turkey Dinners ★ 2nd Harvest - Christmas Dinners ★



Our bar, located in room 2211, is decorated with a space-theme, as if you are aboard a vessel in space. Our Holodeck area is "programed" to reflect RadCon's theme for the year. There are also non-alcoholic drinks, sodas and snacks to enjoy at our snack table. Come and enjoy a Romulan Ale, say hello to our volunteers, and help give back to the community. THANK YOU for making 2025 a success. We look forward to making 2026 just as amazing! Everybody wins at 10-Forward! Must be at least 21 to enter.

Activities Better than a Vogon Poetry Reading Saturday, February 14

**Room
3123**

Independent Book Publishing with Shiraki Press Learn about working with a small independent press and how it's different from self-publishing! Shiraki Press is a small independent press publishing short form fiction for adults with a hopepunk vibe. Since Feb 2025 we have worked to build publishing processes, establish our legal standards, opened submissions, acquired and developed multiple stories.
Brianne Shiraki

**Room
3125**

Balancing Your Day Job and Creative Endeavors How to achieve work-life-balance where you can succeed at a full-time job and also make meaningful progress in your moonlight activities like art, music, writing, and more.
Kairsten Fay, Corey Frazier, Sanan Kolva, Virginia Black

**Room
3127**

Using Punnett Squares for Character Development The Punnett Square is a simple logic tool used in diverse applications such as classical genetics, game character development and experimental design. We will explore the use of the Punnett Square in writing, in terms of plot, theme, and character development. We'll share examples and play with this simple decision-making device.
Anne Prather

2:00 pm



**Art Show
Panel Area**

Round Table Art A collaborative art project. 6 artists, 6 pieces of paper, artists work on each piece for a couple minutes then pass it along.
Dave Acton

**Sage
Boardroom**

Developing Language and Culture for Aliens and Monsters Immersion in awesome alien cultures is one of the coolest things about SF and fantasy stories. Some authors go so far as to develop an entire language and script for their exotic races or species. In the furthest reaches of our own planet, strange cultures shaped by language and geography provide inspiration for even the most bizarre alien species.
David Tucker, Doug O'Dell

**Room
3119**

"Real" Versus Fictional Sword Fighting What things happen in fiction because authors aren't familiar with Sword fighting? How do different swords change how a fight scene would unfold? Plot armor vs real armor? Why did Kylo's sword have a cross-guard but never got used? In this panel we'll explore the differences between fictional sword fighting and real sword fighting. We'll look at why it's ok sometimes to be "wrong".
Jim Epperly, DL Solum, Mike MCWatters

**Room
3121**

Outline in 60 Workshop Frog Jones performs an outline interactively with the audience. A full novel outlines in the space of a single time slot, using nothing but audience input. Come participate and learn about story structure, pacing, and building a cohesive plot.
Frog Jones

**Room
3127**

Seeds of the Imagination: Beginners Guide to Fantasy Gardens Step into fantastical gardens inspired by your favorite sci-fi and fantasy settings. Learn the art of gardening, plant selection, soil preparation, seasonal gardening, and how nature thrives in mythical realms.
Kumo the Crimson Wolfe, Eva Elasiqve

3:00 pm

**Art Room
Panel Area**

Art Demonstration with Michael Brugger

**Sage
Boardroom**

What Size: The Grid Revised All US Nuclear plants shut down soon
Ed Buchan

**Harvest
Boardroom**

Making an Audio Drama Join the creators of Dark Northwest to learn the ins and outs of creating an audio drama. From writing a script to posting your first episode, explore this exciting storytelling medium with experienced creators.
Ron Leota, Kairsten Fay

**Room
3121**

The Drop Spindle Come create your own drop spindle, and learn to use it. We'll talk about the history of spinning, different fibers, and what to do with your finished product. Class includes all supplies and tools as well as fiber to spin. Construction takes roughly 15 minutes and is self paced. Kids welcome with an adult.
Kady Nicols

**Room
3123**

Making Art for a living Why become an artist and how to make a living from it.
Jeff Sturgeon, Chance Wolfe, Lizzy D Hill, Brittany Torres, Cheyanna Krone, Brian Grinnell

**Room
3125**

The Beta Reader... things you should know The essential role of a beta reader in the publishing process
Vanessa MacLelland, Virginia Black, C. Rae D'Arc, Debora Godfrey

**Room
3127**

Tabletop Role-Playing with a Virtual Tabletop (VTT) In the last few years Virtual Tabletop (VTT) have grown in popularity as a way to play tabletop Role-Playing Games. This is a panel on how to organize and run a campaign on a VTT. It will also go over the strengths and weakness compared to an in person game.
Shawn Merrow

Activities Better than a Vagon Poetry Reading Saturday, February 14

4:00 pm

Harvest Boardroom

What's So Good About Diversity, Equity and Inclusion? The past year has seen broad smears against "DEI" and many attempts to eliminate it. Let's talk about what Diversity is, why Equity matters, who is encompassed by Inclusion, and why it is important to uphold DEI when it's under assault.

Deborah Fredericks, Francis Pauli, Corey Frazier, David Tucker

Room 3121

Have you ever wanted to live in a magic house? Magic houses appear in literature and anime, think Howl's Moving Castle, Gertrude Hunt in the Innkeeper series, and the mayoiga in House of the Lost on the Cape. Let's explore their abilities and limitations. What kind of magic house would you live in?

Elizabeth R. Alix

Room 3123

How do you price your art? How much is an original piece of art worth vs what you think people are willing to pay? How do you factor in time and materials. What about prints or the equivalent, such as castings? Is the first print really worth more nowadays? How about those frames- they add up!

Lizzy D Hill, Jeff Sturgeon, Michael Brugger, Brian Grinnell, Cheyanna Krone

Room 3125

Fictional Religion That Respects All Cultures How to write fictional religions without either appropriating others' sacred tales or treating other cultures' beliefs like children's books. Panel will discuss how to treat fictional cultures like intelligent thinkers, regardless of their belief systems, as well as how to respectfully portray gods, animisms, afterlives, and more.

Rhiannon Louve, Sanan Kolva, Judy Johnson

5:00 pm

Art Room Panel Area

Art Demonstration with Lizzy D Hill

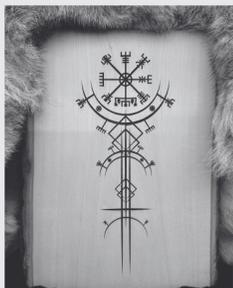


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Activities Better than a Vagon Poetry Reading Saturday, February 14

Sage Boardroom

Art and the development of new technologies There is speculation that mathematics was developed by weavers. How often has art played a role in developing new technologies and new ideas? What is the future of developing new ideas using the interface of art and technology?

Jane Campbell, Kelsey Butner, Scott Butner

Harvest Boardroom

Writing outside your own experiences. How to not wind up on a "bad example" blog What are the ethical, practical, and craft-related challenges of writing characters and stories that delve into cultures, identities, or experiences different from the author's own?

Francis Pauli, John Ellis, David Tucker, Tom Whitmore

Room 3119

So you want to do an anthology? Master the logistics and creative challenges of bringing a multi-author book to life with advice from seasoned pros.

BCubed, David Gerrold, Jim Wright

Room 3125

Being Trans In 2026 In the face of current events, many trans fans feel alone and embattled. In this group discussion (welcoming to all persons, regardless of gender, orientation, race, or other identities) we will offer support to one another and advice for surviving and thriving, even in difficult times.

Rhiannon Louve, Thomas Gondolfi

Room 3127

Making a Board Game: Concept to Store Shelf Curious about the process of making a game? Have a game idea or even started creating it? We'll discuss the journey of creating a board game and the various paths one might take.

Will Carson

6:00 pm

Sage Boardroom

What Assumptions are Buried in the "Fermi Question?" Hidden in the Fermi Question about contact with extraterrestrial intelligence are assumptions about what an advanced civilization can do, or can't do, or would do, based on what humans could do now or maybe in the near future. But what do the laws of physics actually allow? Could Earth already be swarming with alien nanomachines? Could aliens be watching our swimming pools with vast interferometers that work like the Event Horizon Telescope, but at optical frequencies? Do assumptions about alien civilizations have any real basis? Or are skeptics just projecting current human abilities, technologies, trends and motivations on the rest of the Universe?

Jane Campbell, Kelsey Butner, Scott Butner

Room 3121

More than Words: Music, Characters, and Community Music transcends words to evoke feelings and ideas. Music is an integral part of science fiction and fantasy. Our panelists will discuss how music makes literature "more real."

Mark Rounds, C. Rae D'Arc

Room 3123

Diverse Neurodivergence in Literature and Media Neurodivergence has become a prominent topic of discussion in recent years. In this panel we will explore representations of neurodivergence in literature, movies, songs, and other media.

Anne Prather, David Gerrold, Kady Nicols



7:00 pm

Bin 20

Drink and Draw All established and aspiring artists invited to come mingle, doodle, and bring a refreshment. Must be over 21

Dave Acton

Sage Boardroom

Beyond the Nebula: Sci Fi as Social Commentary How does Science Fiction and Fantasy serve as a metaphor to address current social, political, or ethical questions? How does a character's actions resonate with modern issues and what is the responsibility of writers to reflect or challenge the present day?

Isaac Singleton Jr, Virginia Black, BrAd Steiner

Harvest Boardroom

Using Trope Effectively Tropes are one of the building blocks of stories, but they can be misused, overused, and just plain worn out. How can you use tropes effectively in your writing? What are some stories that have done to well? Let's talk about using tropes!

Sanan Kolva, DL Solum

Room 3119

Period Writing What are the headaches and creative challenges when you set a story in the past? How do authors do their research—what's their methodology? And where's the line between staying authentic to the history and making sure the story is still good?

Irene Radford, Thomas Gondolfi, Vanessa MacLelland, K.G. Anderson

Room 3121

Cartography in SFF art What makes some maps more compelling than others? What basics of cartography should a storyteller or illustrator know in order to create a successful and memorable map?

Ed Buchan

Room 3125

Consent: Let's talk about it A guided discussion about consent. This panel will focus on the Personal Responsibility aspect of consent and how we can foster a healthy consent culture.

Jacob "Bobda" Kestner, Will Carson, Eva Elasiqve

Activities Better than a Vagon Poetry Reading Saturday, February 14

8:00 pm



Bronze Ballroom

Nerd Jeopardy Did you know that Naruto was named for a ramen topping? Did you know what Edward Elric gave up to get his brother back? If so, come on down and compete in Nerd Jeopardy to earn \$\$\$ (That's right, real cash.)

Richard Pirtle

Room 2311

Dialogue Workshop Let's Talk about Talking! Writing Natural Dialogue for Unique Characters

C. Rae D'Arc, Anne Prather, Sanan Kolva, Manny Frishberg

Harvest Boardroom

How does one police an asteroid belt? The asteroid belt is huge, a donut about ten times the distance from the sun to Earth around, and about twice as thick, containing millions of scattered rocks big enough to sustain a small settlement and many much larger. Even light takes half an hour to get across the belt. Nonetheless asteroids will be mined and settled by those motivated...and need to be policed—at least to some extent. Our panel will discuss when, why, who, how, and how effectively it can be policed, and yes, piracy is a distinct possibility.

G. David Nordley, Judy Johnson, Debora Godfrey

Room 3119

Writing Your Way Up to Pro Level What are the best paths for writers who want to get published (and paid) at the semi-pro and pro levels? What tools can you use to speed up the process? Panelists will talk about workshops, online submissions, networking, classes, conventions, social media, and making the most of your initial story sales or indie publications.

K.G. Anderson, Virginia Black

Room 3121

A Lifetime of Art Slide show and discussion of his years of art, primarily from the pages (and covers) of Analog magazine

Bill Warren

Room 3123

Cos Pups Choosing a cosplay that works for your pup and you! Ideas for a safe and wearable costume with your four legged partner.

Shannan Julson

Room 3125

Polyamory! 18+ A guided discussion about polyamory and ethical non-monogamy for beginners. How do you talk about it? Where to get started? What to expect? Some helpful tips to avoid common pitfalls.

Jacob "Bobda" Kestner, Eva Elasiq, Kady Nicols, Jonosh Vladescue

Room 3127

Faster COMBAT for Tabletop Roleplaying Games Learn tips and tricks for players and game masters to keep RPG combats moving quickly. Learn how to reduce on-the-fly math, consolidate dice rolls, use cinematic combat, streamline initiatives, allow all combatants to operate simultaneously, and more.

Christian Cowles, Lauren Cowles, John Ellis

9:00 pm

Bin 20

Filking Filk is the music of fandom and is often about literary, fantasy, science fiction, or historical topics, though cats also seem to show up regularly. The general tone of the filking is sing-along but all sharing is welcome, especially new or original work.

Glen "Scruffy" Hammer

Harvest Boardroom

So you want to win a Hugo? What does it take? Industry experts break down what it takes to transition from "eligible" to "finalist," and the nuances of the nomination process.

BCubed, David Gerrold, Jim Wright, Frog Jones

Room 3119

Armor and hand held weapons, a hands-on discussion This will be a hands on demo with panel participants (18+) being able to handle the weapons.

Mike McWatters & Mark Rounds

Room 3121

Story Time with Uncle Bill Stories from MANY decades in fandom from someone that knew many of Science Fiction's Golden and Silver age writers

Bill Warren

Room 3127

Faster GAME PLAY for Tabletop Roleplaying Games Learn tips and tricks for players and game masters to keep RPGs running faster outside of combat. Learn how to quickly create a story arc, resolve rules questions, avoid common delays, keep players focused, and more.

Christian Cowles, Lauren Cowles, John Ellis

10:00 pm

Room 3123

Ancient Computers The most agreed upon definition of computing is that of a device which completes mathematical calculations and is programmable in some form or another and these devices have been around far longer than most people realize.

Mark Rounds, Eva Elasiq

2am Bronze Ballroom

Late Night Drum Circle Come join us after the dance for a meeting of many heart beats as we transcend from chaos through composition until we all beat as one.

Juliana Aldrich

Things To Do Before the End of the Universe on Sunday, February 15



9:00 am



Bronze Ballroom

BroadSword Basics This panel will teach you the very basics of how to swing a broadsword effectively. Footwork, range, breathing, and finally, good form and power. Participants should wear comfortable shoes and are encouraged to bring their own, *not-sharp, not steel* training swords. Some training weapons will be available.

D.L. Solum

Room 2311

Author Panel: What is romantasy and how do you write it? As of the fall of 2025 romantasy is the hottest fiction trend. Readers can't get enough. But what is romantasy? How does it differ from regular romance or even paranormal romance? What are the elements that set it apart, and why are readers screaming for more?

Yoshi Vu, Corvin King

Sage Boardroom

Getting Started with Photo Composition Join Artist GOH Brittany Torres for an inside look at photo composition, a technique that blends photography and digital painting to create cinematic fantasy and sci-fi art. Brittany will share examples from her own work, walk through core concepts in Photoshop, and discuss what makes an image feel cohesive and believable. Time permitting, she'll offer live feedback on audience artwork. Artists and fans alike are welcome.

Brittany Torres

Harvest Boardroom

How to create and host a website for free A technical discussion, suitable for beginner coders, about how to achieve a free-tier website with open source tools and a few simple hacks.

Kairsten Fay, Eva Elsigue

Room 3119

Create Worlds and Characters That Fit Regardless of which comes first when you craft a story, the characters or the world, they need to work together. But sometimes, that amazing new plot idea breaks the fundamental rules of the universe you've constructed. Sometimes, your characters just don't fit where you've put them. How do you make these elements work together?

Sanan Kolva, Doug Odell, C. Rae D'Arc

Room 3121

Why Are We Asking AI to do Hard Things When it Can't do Simple Things? Talk to text recognition is still kind of a mess and when we search we still get some pretty bizarre answers. What makes anybody think that faulty AI could do complex tasks like driving or factory work?

Jane Campbell, Corey Frazier, Manny Frishberg

Room 3123

From Screen to Pack The Art of Ghostbusters Gear Focus: Props & costuming Great for: Cosplayers and builders Proton packs through the films ('84, '89, Afterlife, Frozen Empire) Accuracy vs. comfort vs. durability Building vs. buying packs Safety considerations at events How kids' packs differ from adult packs

Columbia Basin Ghost Busters

Room 3125

Game Mechanics Our guests will discuss some of their favorite game mechanics, the creative, the odd, and just the tried and true. Come geek out with developers about mechanics you'd like to see more of, or the ones you've grown bored of.

Will Carson, Ron Leota, John Ellis

Room 3127

Chibi-Robo: Nintendo's Biggest Fumble Come learn about this cute Gamecube game where you play as a robot cleaning a home, resolving family drama, and helping solve the problems of toys that come alive at night. We'll also discuss other games in the Chibi-Robo franchise, why the games didn't succeed, and what the future looks like for Chibi-Robo.

Rin Fisher, Tana Savage

10:00 am

Art Room Panel Area

Art Demo with C'Mone Rivera

Bronze Ballroom

Fight Like a Fremen Come learn to fight like a Fremen from Dune! This panel focuses around the Filipino based fighting style as seen in the recent Dune Movies. All training weapons will be provided.

Jim Epperly

AfterDark 21+

Brewing Enchantment: Beverage Tasting Experience Sip on the magic of beverages from different realms. Join us for a sensory adventure as we explore flavor profiles, brewing techniques, and the enchantment that comes with every cup. Cheers! (Non-Alcoholic)

Kumo the Crimson Wolfe

Sage Boardroom

Ghostbusters Through the Generations Focus: Franchise history & fandom, Great for: Mixed-age audiences, Why the original Ghostbusters still resonates, Real Ghostbusters / Extreme Ghostbusters impact, The revival with Afterlife & Frozen Empire, How kids and parents connect through Ghostbusters today, What makes Ghostbusters unique among fandoms

Columbia Basin Ghostbusters



Things To Do Before the End of the Universe on Sunday, February 15

Harvest Boardroom

How to promote your creative projects A discussion on how to market your art, stories, or podcasts on social media or by other means.
Kirsten Fay, Andy Vanoverberghe, Eva Elasiq, Lizzy D Hill

Room 3119

Why Do I Need An Editor? What do editors do? How many kinds of editor are there, anyway? Who pWhy do I need an editor?ays them, when? And, of course, why? (Note: if that hurts to read, you have just found at least one reason.)
Manny Frishberg, K.G. Anderson, C. Rae D'Arc

Room 3121

Basic Tools of Songwriting Did you ever want to write a song? This panel will discuss the basic tools of songwriting—rhyme, rhythm, scansion, melody and harmony. We'll examine the relationships between music and lyrics and look at what constitutes a good relationship between melody and words.
Anne Prather, Mark Rounds

Room 3123

Post-Human Soliders Robotics and genetic engineering open the specter of enhanced soldiers with radically new capabilities and limits. Use of bionics, cybernetic augmentation, and neural interfaces are already spilling out of research labs. We'll speculate on their impact upon humans, robots, and aliens, today and into the future.
AK Llyr

Room 3125

We're not Saying Don't, but Making a TCG is an Uphill Battle Lots of people have ideas for making a Trading Card Game, they might even know a lot about them. We'll discuss what is required to make a successful TCG, and why you're likely better off making it something a bit different.
Will Carson, Michael Brugger

Courtyard

Light Sabers 101 Bring your light sabers or a pool noodle, lets do some warmups and discuss blocks and cuts.
Mike McWatters



11:00 am

Room 2311

The Place of Small Presses in Sci Fi/Fantasy We're seeing more independent publishers now than since the 1950s. What's the connection between this massive resurgence and the chaos of the modern publishing industry? Come discuss the changes to the indie publishing model.
B Cubed

Sage Boardroom

The Digital Quest: Crafting Your Creative Website Are you a writer, artist, or creative struggling to build a website that truly represents you? Designing your online home should be exciting, not frustrating! Whether you're overwhelmed or just don't know where to start, you're not alone. Join Brittany Torres, Artist GOH (and a web designer!) to uncover the essential building blocks of a professional website. Learn the 'must-haves' every creative site needs, a simple site structure to follow, and practical steps to bring your vision to life without the guesswork. Your creative legacy deserves a powerful online presence, so let's make it happen!
Brittany Torres

Room 3119

Writing without Heroes and Villains Nobody is the villain in her own movie, except some people are. But more often than not they are somewhere nearer the middle of the scale, kind and decent sometimes, thoughtless or cruel in other circumstances. And, sometimes, even good people are left with nothing but bad choices. Can you write satisfying adventure stories without twirling mustaches and capes flapping in the breeze?
Manny Frishberg, Francis Pauli, John Ellis, Thomas Gondolfi,

Room 3121

Historic Embroidery A hands-on discussion on several styles of historic embroidery from a variety of different cultures and time periods. Hoops, fabric, threads, and tools all available so you can try them out and take home with you. Come and go as you like, the discussion will primarily be question driven. Kids welcome with an adult.
Kady Nicols

Room 3123

AI Commanders We'll investigate and discuss how AI commanders are structured and how they operate in tactical, kinetic scenarios. Are we ready for AI commanders?
AK Llyr

Room 3125

Werewolves A round table discussion of werewolves and why we love them. Panelists will discuss types of werewolf fiction, the history of the werewolf legend, werewolves in various fandoms, and whatever else takes our fancy, as long as it's werewolves. Awooo!
Rhiannon Louve, D.L. Solum, Roberta Rice

12:00 pm

AfterDark

Mead Creation 21+ As a timeless beverage, mead has been crafted since the Viking Age. But have you ever wanted to know *how* to craft it? Join us and dive into the brew head-first.
Jesse Sandbeck, Mike Rutz



Things To Do Before the End of the Universe on Sunday, February 15

Bin 20

Cosplay Costume and Merch Swap Looking to make a trade? Join us for the swap meet. Its the perfect place to find a new home for that cosplay that doesn't fit anymore; or those vinyl figures that have been collecting dust. Bring your gently used cosplay costumes, accessories, and props to trade with others. No cash exchanges allowed.

Kumo the Crimson Wolfe, Tana Savage

Harvest Boardroom

Storyboarding for Fiction Many good stories start as an idea. Learn how to shape that idea into an organized format for easier writing. Join us for a discussion on the art of storyboarding.

Ron Leota, Kairsten Fay, Andy Vanoverberghe

Room 3119

Borrowing Other Cultures – Appreciation or Appropriation? "Own Voices" deserve to be heard, and people, especially underrepresented people should get to tell their own stories. But, does that mean we can only write about characters that look like us and have the same background? Where are the lines when it comes to "writing the other?" When does the folk process become cultural theft or exploitation?

Manny Frishberg, Virginia Black, David Tucker, Debora Godfrey

Room 3121

The Inevitability of Life Where did life come from and how did it form? In this talk we'll look at the basic building blocks of life formation and talk about the chemical processes at play. We'll finish with a brief walk through the history of life on our planet and discussion on the possibilities of it forming on other worlds within our own solar system.

Kady Nicols

Room 3123

What Artist Beat you to the Punch? As a Professional illustrator or artist, who was the one who you recognized first as someone who beat you to the punch? Who acted on a great idea before you did?

Bill Warren, Yoshi Vu, Cheyanna Krone

1:00 pm



Sage Boardroom

How to set up or find an online critique group Finding a quality critique group is hard. However, one silver lining to the Pandemic is that everyone has been forced to become comfortable with online meeting tools like Discord. It used to be hard to find a high quality writer's group you had to live in a major population center. Now we are all interconnected. Let's discuss how to find a writing group or, how to set one up!

D.L. Solum, Francis Pauli, K.G. Anderson

Harvest Boardroom

Meet my characters Authors traditionally do readings, but is there a place to offer your readers the chance to meet your characters? Former Renaissance Faire performer Anne Prather will explore these questions using examples from her own book. Come meet Anne and her characters at this fascinating panel.

Anne Prather

Room 3125

Anime in Space There are many excellent anime set in space or science fiction settings. They range from the Gundam franchise to Cyberpunk. There are also humorous series such as the Irresponsible Captain Taylor. This panel is a chance to talk about your favorite science fiction anime series.

Shawn Merrow

2:00 pm

Sage Boardroom

Firearms in Fiction and Gaming Many writers and game designers have only an academic knowledge of modern weapons, much of it drawn from movies and TV, which is either wrong or impractical. Come listen to our panel of veterans, police, and other experts dispel some of the myths that continue in fiction.

Mark Rounds, D.L. Solum

Room 3123

Geopolitics of Nuclear War Take a deep dive into the economics and geopolitics of power production in the world and why nuclear power is uniquely required to maintain the American standard of living and raise the quality of life throughout other nations.

Christian Cowles, Jim Conca, A.K. Llyr, David Tucker, Ed Buchan, Jim Wright

3:00 pm

Bin 20

A Victorian Picnic Learn the history of the picnic. Taste traditional foods popular from its zenith during the Victorian era.

Doug Odell

Room 2311

The Actor & The Word: Translating Script to Speech Dive into the collaboration between the writer and the performer. Authors discuss writing compelling dialogue and emotional beats. How does an actor then find the character's 'voice' and intentions between the lines, adapting written text for the screen, and how is a performance shaped by the script's original themes.

Isaac Singleton Jr, David Gerrold, John Ellis, BrAd Steiner

Sage Boardroom

Alien Intelligences on Earth and in Space Before we contact extraterrestrial civilizations, we can practice communicating with alien intelligences right here. Researchers are trying to create a lexicon of dolphin vocalizations in the Caribbean, elephants communicate in frequencies that humans are just learning to "see".

Mark Rounds, Judy Johnson



Things To Do Before the End of the Universe on Sunday, February 15

Harvest Boardroom	World-Building vs. Character-Building: Which Comes First? How does an author build a solid foundation in a fictional world and how does an actor ground themselves in it? What is the balance between the spectacle of science fiction and a character's journey? <i>Francis Pauli, Vanessa MacLelland, Will Carson</i>
Room 3119	Mystic Horizon: Spiritual Practices, Astrology, & Witchcraft Embark on a magical journey encompassing the secrets of witchcraft, the cosmic exploration of astrology, and the spiritual odyssey. Delve into ancient traditions and modern practices, unravel the mysteries of natal charts and zodiac signs, and explore meditation techniques and energy work for inner peace. <i>Kumo the Crimson Wolfe, Eva Elasiq</i>
Room 3121	Getting the Work Done Writing a sentence is easy. Writing a novel... less so. Come discuss with a best selling author how to get the work done. This will cover everything from habit stacking to building bullet proof self belief that will keep the words flowing and get you to your writing goals! <i>Jason Bond</i>
Room 3123	Gold and Silver leafing, add a dimension to your art Learn the basics of adding leafing to your art. Basic supplies are provided for this hands on experience <i>Michael Brugger, Brian Grinnell, Lizzy D Hill</i>

4:00 pm

Bin 20	Tea Dueling Square off with a chosen opponent or enter the tournament to win prizes. What are the prizes? Why tea, of course! <i>Doug O'Dell</i>
Sage Boardroom	When Mainframes Ruled the Earth Our panel of computer professionals will discuss how computing was done with mainframes and how it has changed. <i>Mark Rounds, Debora Godfrey</i>
Harvest Boardroom	Furry Writing and Publishing The furry character has a long history in fantasy and science fiction, but did you know it also has a dedicated fandom, readers, authors and publishing houses devoted to producing and promoting anthropomorphic fiction? From writing believable animal characters, types of anthropomorphism, reader expectations and available markets, we will survey the current state of furry literature. <i>Francis Pauli</i>
Room 3119	Limits of Magical Healing Magical healing is found in many fantasy (and science fiction, depending on your definition of "magical") stories. What are the limits of it, and what are the costs to either the caster or the recipient? Can magic heal mental trauma as well as physical? If the mind can be healed with magic, does it require something different than physical healing? <i>Sanan Kolva, Eva Elasiq</i>
Room 3121	Cool the Earth by reducing solar input? Some say NO because that just enables wasteful habits. Other say YES because it's too late now to change human behavior in time, and the alternative may be mega deaths. There are all kinds of straw-man arguments out there, but what are the real possibilities? What's the downside? And who's going to decide? <i>G. David Nordley, Kady Nicols</i>

5:00 pm

Sage Boardroom	Paranormal Stories from the Pacific Northwest A discussion about documented supernatural encounters and other paranormal activities local to the Pacific Northwest Region, including: Washington, Oregon, Western Idaho, Northern California, and British Columbia. <i>Kairsten Fay, Ron Leota, Roberta Rice, Debora Godfrey</i>
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PHOTO CHALLENGE

Collect these photos:

- Someone in costume (consent is key)
- Panel in progress (attendees & pros)
- Opening Ceremonies
- Picture with a Guest of Honor
- Selfie with a Vendor
- A Volunteer in action
- Decorations
- Food at Con (Hospitality/Seasons)
- People in line
- Bonus: RadCon Chair, Chad Wilcox**

*SWAG prizes chosen at the discretion of the Merchandising Table

Collect all photos and post them to the RadCon Facebook Group Page at facebook.com/groups/radcon using one or all of our tags:
#radcon #radcon9b #radcon2026 #radcon26
 by 10pm Saturday

The first 25 attendees to visit the Merchandising Table with proof their pictures were posted will receive RadCon SWAG for a prize.



RadCon is always looking for new recruits to help us put on a great convention!

LOOKING FOR A NEW OBSESSION?



We Need You!

EVER CONSIDER VOLUNTEER WORK?

MINIONS
SMALL, BUT MIGHTY
SAFETY
OBSERVE & REPORT
HOSPITALITY
KEEPING THE CON FUELED



10-Forward

BAR AND LOUNGE - ROOM 2211



10-Forward Bar
Alcoholic and
Nonalcoholic Drinks

Holodeck Program
"Hall of Aliens"
A Guessing Game & Prize!

USE THE STAIRS NEXT TO HOSPITALITY TO BEAM UP TO ROOM 2211

OPEN 5PM - 1AM

**ALCOHOLIC DRINKS COST 2 RADCON DRINK TOKENS EACH
NONALCOHOLIC DRINKS AND SNACKS TAKE CASH/CARD.**

**ROMULAN
ALE**

**NIGHTLY DRINK
SPECIALS**

**KLINGON
BLOODWINE**

MUST BE ATLEAST 21 YEARS AND PROVIDE VALID ID TO ENTER

**10-FORWARD IS HOSTED BY THE USS ANTARES AND ITS VOLUNTEERS. PROCEEDS EARNED
FROM THIS EVENT ARE DONATED TO LOCAL CHARITIES. THANK YOU FOR BEAMING UP!**

PARTICIPATING PROFESSIONALS

Dave Acton

Dave has been a part of RadCon ever since he volunteered at RadCon 1, all because he responded to a flyer at an old bookstore asking for some volunteers. This year he served on the Convention Committee as RadCon's Outreach Coordinator.

Juliana Aldrich



An avid humanity student, Juliana has found that her experience and knowledge of the dynamic patterns of human behavior and nature are applicable to many things in life.

Elizabeth Alix



Elizabeth R. Alix is a PNW author who has always loved ghosts and ghost stories. She enjoys discussing the process of writing and developing fiction at Science Fiction conventions.



Karen G. Anderson

Karen G. Anderson is a Seattle-based writer and editor. She writes fiction and poetry as K.G. Anderson and on occasion narrates the work of other authors. She currently edits anthologies for B Cubed Press.

Kumo the Crimson Wolfe



Celina started dancing at four years old and has learned many dance styles since. An avid cosplayer, what spare time she has is taken up saving Hyrule in The Legend of Zelda, baking, gardening, or DM-ing.

Jason Bond



A Best-Selling Sci-Fi author who's been perfecting the craft of writing for almost 40 years. Beyond that, he can be found either at the library he manages, on a motorcycle, or at a local Jiu-Jitsu studio.

Michael Brugger



Michael Brugger has won several Best Science Fiction and Peoples Choice awards at conventions around the Pacific Northwest.

Edward Buchan



Ed Buchan has been writing Science Fiction and Fantasy since 1969. He is interested in history and works his own cliodynamics. 2016 began his era of multiple book publications per year.

Will Carson



An ex stunt man turned artist agent now living the life of a Board Game Designer and gaming logistics coordinator with a decade and a half of experience in the table top gaming industry.

Lizzy D. Hill



Elizabeth D. Hill grew up on a dairy farm outside of the small town of Paul, Idaho and spent much of her youth exploring. Her art style includes drawings, paintings, sculptures, and digital art. Her artistic inspirations come from all over but is most inspired by music.

C. Rae D'Arc



C. Rae D'Arc has been involved in every stage of a book's life. She is an author of wholesome teen fairytale retellings, clean adult suspenseful mysteries, and closed-door dark romantic comedies.



Eva Elasiq



Eva L. Elasiq is an eclectic science fiction fantasy author and poet. She plies multiple modes of integrative creative expression.

John Ellis



John Ellis is a novelist, screenwriter, and retired truck driver living in Reno, NV. He also runs, plays in, design and publishing TTRPGs.

Jim Epperly

Jim is a Father, operating room nurse, martial arts and self-defense instructor, self proclaimed "gun guy", and full time nerd.

His first love is Science fiction, but he has been known to dabble in writing fantasy, urban fantasy, erotica, Marvel Fan Fiction, and even a poem here or there.

Kairsten Fay



Kairsten Fay is a storyteller who has lived in the Pacific Northwest since 2016. She is the co-creator of the Dark Northwest Podcast, where she writes, edits, acts and more. The podcast is her first work of fiction; she has previously performed comedic storytelling and comedy stand-up.

Deby Fredricks



Deby Fredricks has published 16 novels, novellas and novelettes since the 1990s. She also writes children's books as Lucy D. Ford.

Corey Frazier



Dr. Corey Frazier is a global innovation director in the tech industry in Portland, OR. An aspiring author, he's polishing up his first manuscript - a sci-fi/superhero action adventure releasing in 2026.

Manny Frishberg



Manny Frishberg was born in the shadow of New York City but saw the error of his (parents') ways and moved to the West Coast, 40-some years ago. Manny has been an independent book editor since 2010. He and his partner serve two cats in their home in Portland.

Debora Godfrey



Debora Godfrey co-edited and wrote in the best-selling Alternative Apocalypse and Alternative War. Her background includes working as a kindergarten teacher as well as 30 years in IT (the difference in professions is not as great as one might think).

Thomas Gondolfi



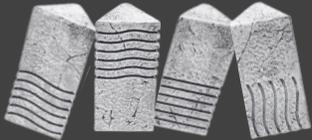
Founding TANSTAAFL Press in 2012, Thomas Gondolfi is the author (and book parent) of the Monarchy of America series along with numerous other writing and editing credits. He is a father of three (real) children, a consummate gamer, and a loving husband.

PARTICIPATING PROFESSIONALS

Brian Grinnell



Brian Grinnell (Belsac) has been carving leather for over 30 years. His themes include Celtic, Norse and Fantasy art incorporating ancient images found in jewelry, stone carvings and manuscripts.



Frog Jones



Frog Jones was born and raised in a small town in Whitman County. He currently practices as the Chief Public Defender of Mason County, Washington and is a training lead for the Washington Defender's Association. In the evening, Frog is an avid WoW RPer. He loves board games, tabletop games and writing alongside his wife, Esther

Sanan Kolva



Sanan Kolva is the author of epic fantasy series The Chosen of the Spears, the Silverline Chronicles, a steampunk-style fantasy series, and Ghost and Guardian, a post-apocalyptic fantasy. When not writing, she is attempting to harness the forces of chaos (also known as her cats).

Rhiannon Louve

Rhiannon Louve (xe/xem) is a prolific freelance author and game designer who utilizes fiction, non-fiction, and TTRPGs to foster intercultural inclusiveness, inter-religious understanding, and healthy social connections.



G. Scruffy Hammer



Scruffy was introduced to filking by the late (great?) Robert Lynn Aspiron at TreasureCon in 1983. Since then he has enjoyed collecting and sharing filk music all over the country.

Shannan Julson



Shannan Julson has spent the last 40 years helping individuals understand both equine and canine connections. Her background includes abhorrent dog behaviors, rehab, and rescue. As well as fostering the pet-human connections. Let's Talk Dog.

Herb Leonhard



Herb Leonhard has been a professional illustrator and graphic designer for over 40 years and has illustrated over 60 books, earning him numerous awards and international acclaim. He continues to observe the natural world around us with a sense of wonder and sees every subsequent painting and drawing as a new learning experience.

Vanessa McLellan



Vanessa McLellan is an internationally selling poet and author of short stories and novels of fantasy, science fiction, and horror. She writes, hikes, camps, and bird watches in the Pacific Northwest, USA.

Arlene Henriques



Arlene Henriques is a huge nerd who's involved in just about everything. She loves cosplaying, traveling, languages, reading, Astronomy, Star Trek, science fiction in general, fantasy, gaming, sewing, photography, and design.

Judy Johnson



A lifelong science fiction and fantasy enthusiast, Judy travels by RV to attend conventions where she focuses on the intersection of science and literature. She is now prioritizing her long-standing passion for writing. In short, decades of fandom, well invested.

Ron Leota



Ron Leota is an audio engineer and multi-faceted nerd born and raised in the Pacific Northwest. He is the current co-showrunner for the Dark Northwest audio drama and was the original creator of the NW Nerdcast podcast. Ron has also created several indie tabletop RPGs and lent his voice to various audiobooks and indie games as a voice actor.

Mike McWatters



Mike McWatters has been a collector and researcher of antique arms and armor since 1989. He is a member of the Company of Military Historians, has been sword fighting since 1992, and spends a lot of time in back rooms of museums.



Sarah Horstman

Sarah is a talented fiber artist from Richland with over a decade of experience in the world of textiles. Her years of experience have shaped Sarah into a versatile artist, blending traditional techniques with modern influence to create truly one-of-a-kind works.

Jacob Kestner



Bobda is a rigger and a kink ambassador. He is an advocate of consent culture and preaches consent in all faces of life. His style of rigging involves a focus on safety and the user of suggestive bondage rather than actual bondage.



AK Llyr

AK Llyr is a veteran, Mason, and scholar, a versatile futurist and network architect. Today, AK passionately advocates for humanity's future through his writing and work with linear accelerators, driven by a steadfast commitment to freedom, truth, and education.

Shawn Merrow



Shawn has been a fan of tabletop role playing games and anime since the 80's. He has worked for and been published by Palladium Books. Sean has been running and playing games on VTT for the past several years.

PARTICIPATING PROFESSIONALS

Doug Odell



Doug Odell started in Science Fiction as managing editor of Science Fiction Review. He has since collaborated on several projects, including the novels Prince of Europe, The Infinity Anomaly, and The Catacombs of Doom.

Mark Rounds



A retired Air Force officer and powerlifter, Mark holds a PhD emeritus with published research. An accomplished author, his fifth novel, "This Fine and Pyrrhic Beauty," is currently available on Amazon.

Bruce Schmoetzer



Bruce Schmoetzer is a Sandan (3rd degree black belt) in Aikido with a brown belt in Karate. He has over 30 years of martial arts training and 15+ years of teaching experience.

Richard Pirtle



Richard loves trivia and enjoys hosting Nerd Jeopardy every year!

Jesse Sandbeck



Jesse has been attending RadCon since 2015. He enjoys a plethora of interests from hiking, gaming, shooting, tabletop/card gaming, and even brewing the occasional mead.

Dr. David Tucker

Dr. David Tucker integrates three decades of scientific expertise into his work as a fantasy author, bridging high-level research with complex world-building.

Anne Prather



Anne Harlan Prather has been writing science fiction since she was 11 years old. She is the author of Wings of Joy, a set of linked short stories set in her Starmasters universe and Mystic Intersections, about her art work.

Andi Weilgart



Daughter of aUI's creator who grew up learning aUI in classes he taught.

Tana Savage



Sewing Savage is a cosplay model and multimedia artist who has won numerous awards in costume contests. Her talents include large scale props and gravity defying wigs, though her passion is sewing and embroidery work. She loves teaching newcomers to the hobby, and works full time as an industrial embroidery artist.

Chance Wolf



Chance Wolf has worked for over 40 years as a commercial artist including Sign Painter, Production Artist, Comic Book Artist and Toy designer. He and his wife own and operate Wolf's Magic Inc.

Roberta Rice



Roberta has been a librarian, English teacher, online English tutor, and stained glass artist. Her doctoral dissertation involved reading over 500 fantasy books looking at the psychological impact of both the male and female hero journey in YA fantasy novels



Dan Solum



D.L. Solum is author of the series Persephone: A Tale of Darker Seattle. This latest obsession with writing Urban Fantasy Thrillers is only possible thanks to the long suffering tolerance of his wife, Kate.

Jim Wright



Jim Wright is a retired US Navy Chief Warrant Officer and freelance writer. He prefers the title: Satan's Designated Driver. He is the mind behind Stonekettle Station. Remember to bring brownies and mind the white cat, he bites. Hard.

ADDITIONAL PROFESSIONALS

Virginia Black,
Abby Boreman,
Christian Cowels,
Luke Campbell,
Jane Campbell,
Chris Carston,
Ken Conca,
Lauren Cowels,
Cheyanna Krone,
Francis Pauli,
Athena Pelly,
Mike Rutz,
Doug Staudt,
Joy Staudt,
Tom Whitmore



GROUP PARTICIPANTS
Atomic Aerialists
Acrobatics

Valhalla's
Workbench

Tri-City Crafters
Collective

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COLLECTIBLES *
COMICS & GAMES

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WED-FRI 12P-6P
SAT 12P-5P

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KENNEWICK, WA

PARTICIPATING GROUPS

Clan Volos



Clan Volos focuses on practical historical recreation, combining research-driven living history with medieval-inspired combat demonstrations. Our goal is to present the past clearly and honestly, using action and discussion to explore historical skills, material culture, and how people actually lived and fought.



Columbia Basin Ghost Busters



Columbia Basin Ghostbusters supports local schools, charities, and families with compassion and a well-calibrated proton pack. They believe in giving back and proving that a team trained to wrangle ectoplasmic chaos can make the Tri-Cities a safer, kinder place.

Fractal Phase

A Seattle/Pacific Northwest Area based group of entertainment artists and friends who share a love of creative expression. With their variable performances, they are able to connect with people in new ways. The time and dedication spent to building flow skills provides them all with healthy, exciting avenues of expression. When they are learning a new piece, part of the excitement comes from sharing it with others.



Pirates of the High Tea Erin & Nathaniel Murphy



Erin and Nathaniel Murphy have been a part of RadCon since 2021. They have been doing the Tea since 2022, when Minerita asked their catering company to provide the treats for the tea. They fell in love with it, and have taken over the entire Tea as of RadCon 9A (2025).

GAMES AND GOOD TIMES

Each year, RadCon plays host to a variety of gaming tables run by dedicated Game Masters in the Gaming Room, found in Forest Rooms. An accurate daily schedule will be posted through the duration of the convention. Please make sure to sign up for your favorites.

STAR TREK INTO THE UNKNOWN

GURPS

Fudge

STAR WARS LEGION

DUNGEONS & DRAGONS

CALL OF CTHULHU

BATTLETECH

STARFINDER

Blood in the Clocktower

VAMPIRE THE ETERNAL STRUGGLE

MUNCHKIN

VAMPIRE THE MASQUERADE



CHAOSIUM'S BRP BASIC ROLEPLAYING SYSTEM



WARHAMMER THE OLD WORLD

MARVEL CRISIS PROTOCOL

STAR WARS RACER

SHADOWRUN



STAR WARS ARMADA

WARHAMMER AGE OF SIGMAR

MAGIC THE GATHERING

ALL SEALED TOURNAMENTS FRIDAY

6pm Commander 12am (mid) Legacy "Type 1" SATURDAY

11am Sealed Deck

9pm Tier 1 Exhibition Commander Grand Melee SUNDAY

10am 2 Headed Giant

BOOSTER DRAFTS ALL WEEKEND

ALL TOURNAMENTS WILL BE IN THE CARD ROOM, COSTS VARY

POKÉMON

TRADING CARD GAME

NORWESCON 48

The Premier Science Fiction and Fantasy Convention in the PNW

ILLUMINATING THE WAY

April 2-5, 2026

Ursula Vernon, aka T. Kingfisher
Writer Guest of Honor

Geneva Bowers
Artist Guest of Honor

Summer Ash
Science Guest of Honor
Dutch Bihary
Special Guest of Honor

Spotlight Publisher with Representative
Bradley Englert

Art by Geneva Bowers

MASQUERADE

ELIGIBILITY

All participants must be registered members of RadCon in good standing. Participants must agree to follow all RadCon Masquerade Rules and Regulations. Registering for the masquerade contest grants RadCon permission to use individual images for promotional purposes, including all photography and video. A parental signature is required for participants under the age of 18.

HOW TO ENTER

Sign up must be completed on Saturday by the entry deadline of 1:00 pm. Winners will be announced on the Saturday of the Convention following the Masquerade. The Masquerade Committee reserves the right to deny entry to anyone in violation of stated RadCon Guidelines, Rules, Eligibility and Policies. Scan the QR code at the right to register.

DIVISIONS

To ensure Entrants with limited experience do not compete with with more experienced Entrants, skill divisions have been established as follows:

YOUTH 12 AND UNDER: Children's Masquerade. All young participants must have adult supervision.

NOVICE: Costumers with little to no experience, first time performers and/or who have only been on stage a few times, and anyone who has never won an award in a costume contest.

APPRENTICE: Costumers with some costume making and/or stage experience, who have entered costume contests before and whether winning an award, have not progressed to the next skill division.

JOURNEYMAN: Costumers with significant costumer and/or stage experience. A winner with two "Best of Novice" awards. Any contestant that has won "Best of Show" at a smaller convention should compete as a Journeyman.

MASTER: Skilled costumers with extensive experience, several awards, professional actors, or persons who make their living making clothing or costumes compete as a Master/Pro. Any contestant that has won "Best of Journeyman" twice, should compete as a Master.

GROUP ENTRY: The division should be that of the highest-ranking member of the group. For very large groups, please ask the Masquerade Director for assistance in choosing a division. Winning "Best of show" at any large regional convention moves a costumer up to the next skill division. Judges Choice awards or Workmanship Awards do not count as "Best of Class" awards

JUDGING

There are two main areas of the Masquerade: Costume judging (also known as workmanship) and Stage Competition.

All entrants will have a stage presentation, either walk-on or skit. Presentations limited to one minute. Presentation music or special narration can be pre-recorded on a compact disc. For Stage Competition, costumers are judged on the effect of their costume as well as their stage presentation.

For Workmanship Competition, costumers are judged on their skill in the construction of their costume. If you are recreating a costume from another source (anime, book covers, movie characters, etc.) please bring a copy of the source image. Workmanship judging is optional, and will be done in room 2311 prior to performance. After you have presented your costume to the judges, you will proceed to the Bronze Room for Tech Rehearsal. All judges decisions are final

TECH REHEARSAL

Attendance at the Saturday afternoon rehearsal is mandatory, Tech rehearsal and run-through will be Saturday, the Bronze Ballroom. We want everyone to have the best possible presentation.

Expect your time on-stage to be limited to no more than one minute per person. Any interaction with the MC needs to be noted in the script you provide.

BE ON TIME and COME PREPARED to tech rehearsal. This means you need to have your presentation prepared **BEFORE** you come to the Tech Rehearsal.

Depending on the number of entrants, we may have limited time to spend with each costumer, and want to give each one our full attention.

Above all else, **HAVE FUN!** This is your time to shine and show off your hard work and dedication to your favorite thing.

GENERAL INFORMATION

- Participants are expected to adhere to All RadCon Policies. See the website for more information regarding the Dress Code, Weapons Policy, Code of Conduct, etc.
- Masquerade Content should be limited to PG-13.
- No threatening language of any kind will be tolerated.
- **NO NUDITY** - real or implied.
- For safety reasons, the following are not allowed:
 - Pyrotechnics or Projectiles of any kind.
 - Live Animals (Service Animals are an exception).
 - Messy substances (wet, dry, or oily) that may damage another participant's costume or hotel property.
- All costumes with electric power will be self-contained. No access to electrical outlets is available.
- **ALL SPECIAL EFFECTS** (strobe lights, fog, etc.) must be approved by the Masquerade Director **PRIOR** to the Masquerade. The Masquerade Director reserves the right to deny requests due to safety concerns or building regulations. They also reserve the right to eliminate any entry from the competition on the basis of taste, danger to the audience, building or you. Surprise the audience, **NOT THE MASQUERADE STAFF.** If you are planning something completely different, let us know **WELL** in advance. All information will be held in strictest confidence.



GUIDELINES

Purchased or rented costumes, or costumes that have won Best in Show/Best in Class awards in a World Con or a Costume Con may only be entered for stage presentation. No costume that has been judged in a prior year for workmanship may be judged again without a significant change. Only the new changed to the costume will be judged.

All costumes must be finished prior to the Tech Rehearsal and Judging. Final assembly of large costumes and props, and/or unexpected emergency repairs will be allowed. Violation of any of the above Rules, Guidelines or Policies may be deemed sufficient justification for dismissal from the Contest. There will be no appeal.

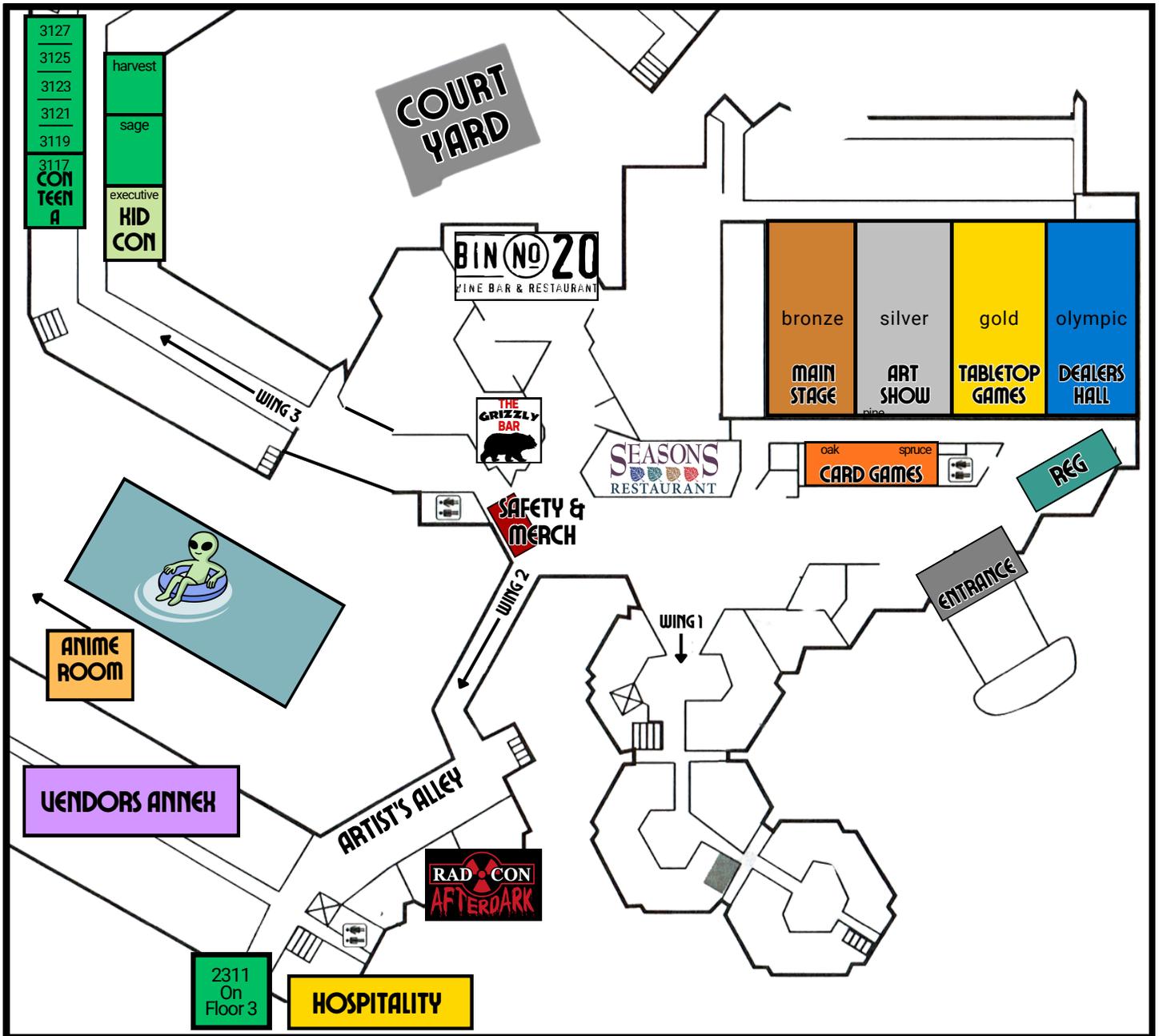


THE ART OF *Brittany Jorres*

purchase these and more at
the art show!



DON'T PANIC



RADCON'S GUIDE TO THE GALAXY

REMEMBER YOUR TOWEL!

WARNING

UNATTENDED MINORS WILL BE GIVEN CAFFEINE, EMBARRASSING AMOUNTS OF CANDY, AND TAUGHT TO PLAY D&D