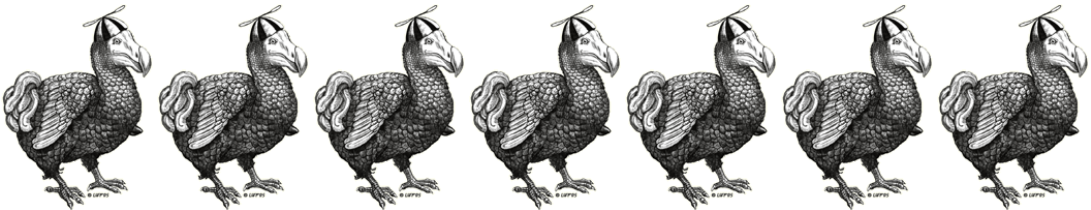


CAPCLAVE 2022

September 30 - October 2, 2022

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SLIME MOLDS

CAPCLAVE 2022



September 30 - October 2, 2022

Capclave 2022 proudly announces our Guests of Honor:

**Ursula Vernon
and
Irene Gallo**

**Rockville Hilton & Executive Meeting Center,
1750 Rockville Pike, Rockville, Maryland 20852**

Sponsored by the Washington Science Fiction Association

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Capclave 2021 Code of Conduct

The Washington Science Fiction Association is committed to creating a professional, safe, friendly, and welcoming environment for all Capclave members. Everyone is entitled to a harassment-free convention experience, regardless of gender, sexual orientation, disability, body shape, race, ethnicity, national origin, immigration status, or religion.

We expect all Capclave members to help ensure a safe and positive experience for everyone. *Be excellent to each other, show empathy, and help make this a welcoming space to explore speculative fiction.*

Examples of unacceptable behavior include but are not limited to:

- Intimidating, harassing, abusive, discriminatory, derogatory, or demeaning speech or actions.
- Harmful or prejudicial verbal or written comments or visual images related to gender, sexual orientation, race, religion, disability, body shape, or other personal characteristics, including those protected by law.
- Inappropriate use of nudity and/or sexual images.
- Inappropriate disruption of meetings or events.
- Photographing, video or audio recording of presentations without presenter/author's permission.
- Engaging in behavior likely to risk exposing another attendee to COVID-19, or establish a reasonable fear in another attendee that they will be at elevated risk of exposure to COVID-19.

A request to "stop", "back off", or "go away" means exactly that. If anyone engages in harassing or unsafe behavior, the convention committee may warn the offender, temporarily remove or mute the offender, or permanently ban the offender from the convention.

Masks must remain on except in designated spaces such as lunch areas.

The code of conduct is not open to "rules lawyering." Multiple small infractions are as much of a problem as one large infraction.

Capclave is a convention open to all-ages, and all conversation in public spaces should be in the acceptable PG-13 range or lower. If the conversation rating escalates, please take it to a hotel room or other private space.

Reporting to the Incident Response Team (IRT)

If you feel that you are being harassed, or if you notice someone engaging in questionable behavior, please contact a Capclave staffer to report the incident. You can also email report@capclave.org to report any problems with a panel, reading, or other convention activity.

All reports will be kept confidential.

Consequences of misconduct may include:

- Immediate removal from a particular meeting room or function space without warning
- Revocation of one's Capclave membership; and/or
- Restrictions from future Capclave meetings and events

Covid-19 Policy

Capclave 2022 is requiring that all individuals attending the convention show either paper or electronic proof of vaccination, along with a matching ID, in order to receive a badge. A photo of your vaccination card will be permitted. Please bring this with you to registration- we do not need an emailed copy, and will not keep copies of the card.

This rule applies to all attendees. If you are unable to meet this requirement, the registration will either be refunded or rolled over to Capclave 2023. Children who are too young to be vaccinated may not attend the convention.

At the convention, all individuals will be required to wear a mask over their mouth and nose when not actively eating or drinking. Individuals who violate this policy will have their badge revoked, and will need to leave the convention. There will be no refunds for mask violations.

If you have any questions about this policy, or wish to alter your registration, please send an email to: registration@capclave.org.





BALTICON 57

science fiction and fantasy convention
May 26-29, 2023

Renaissance Baltimore Harborplace Hotel
202 East Pratt St, Baltimore, MD 21202

*Plus: Other
Special Guests &
Events!*



Guest of Honor
JANE YOLEN



Artist Guest of Honor
Ariel Burgess



Music Guest of Honor
Brad Lee Howard



Fan Guest of Honor
Bryan "Bellz" Jordan



2022 Compton Crook
Award Winner
P. Djèlí Clark



2021 Compton Crook
Award Winner
Micaiah Johnson



2023 Compton Crook
Award Winner
TBA



2023 Robert Heinlein
Award Winner
TBA

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Message from the Chair

By Rodger Burns

Welcome to Capclave 2022. I am pleased to see so many fans of science fiction and fantasy have once again gathered at Capclave to celebrate the written word. This year's Capclave will once again prove that reading is not extinct.

I am especially pleased to have Ursula Vernon (aka T. Kingfisher) and Irene Gallo. The two have contributed so much to our favorite genres and I hope you take the opportunity to chat with them and learn about what they have done. I also want to thank my staff for doing so much to make Capclave happen.

Capclave is proud to be a small yet friendly convention. If you are new to Capclave please feel free to talk to anyone with staff ribbon (and pick up a First Capclave ribbon of your own) with questions or comments. If you have been to Capclave before, please take the opportunity to try something new. Maybe attend a reading from someone who you do not know; you may find a new favorite author. Perhaps go to a panel on a topic that is new to you but sounds interesting.

The best way to experience any convention is to volunteer and Capclave hopes that you volunteer some time. Even a couple hours will be a big help to a convention our size. Go to the Registration desk and tell them you want to volunteer. There's lots to do.

Also, please remember that Capclave is not immune from Covid-19. Please take the usual precautions – wear a mask except when eating or drinking in the marked areas (do not remove your mask in a panel room) and practice social distancing as much as possible.

Above all, I hope you have fun and enjoy Capclave 2022.



Greetings

Capclave Program Participants

A.C. Wise
Adam R Shannon
Adeena Mignogna
Alan Smale
Alex Shvartsman
A. T. Greenblatt
Ann Chatham
Bill Lawhorn
Bjorn Hasseler
Brian Hugenbruch
Brick Barrientos
Carolyn Ives Gilman
Charles Gannon
Christopher Rowe
Christopher Weuve
Courtni Burleson
Danielle Ackley-McPhail
Darrell Charles Schweitzer
David Bartell
David Keener
David Walton
Edward M Lerner
Ian Randal Strock
Ingeborg Heyer
Jean Marie Ward
Jeanne Adams
Jennifer R. Povey
J.L. Gribble
John Ashmead
Jack Campbell

Joshua Benjamin Palmatier
K. Ceres Wright
Karlo Yeager Rodriguez
Kelley Skovron
Ken Altabef
Leslye Penelope
Lawrence M. Schoen
Leah Cypess
Mark Roth
Martin Berman-Gorvine
Mary G. Thompson
Michael Dirda
Mike McPhail
Mike Zipser
Elizabeth M Sullivan
Natalie Luhrs
Neil Clarke
Perianne Lurie
Randee Dawn
Sarah Avery
Scott H. Andrews
Scott Edelman
Steven Harper
T. C. Weber
Thomas R. Holtz, Jr.
Tom Doyle
Ty Drago
Walter H Hunt

Tribute to Ursula Vernon

By Rodger Burns

Ursula Vernon (born May 28, 1977) is a multitalented and visionary author, artist and creative mind, and it's an honor to have her as a guest at Capclave.

She started her career with webcomics and freelance art, became a writer and illustrator of children's books under her own name, and then started writing books for young adults and adults as T. Kingfisher.

While a complete list of the work she's achieved deserved praise is too long to summarize here, her work on the groundbreaking graphic novel *Digger* deserves special attention. *Digger* was first published in webcomic form, which is very much an underappreciated medium – the equivalent of publishing a work of prose fiction in 1,000-word snippets, each of which has to not only be able to stand on its own but also combine into a coherent, overarching narrative story. *Digger* succeeded admirably at this challenging task, telling a twelve-chapter epic story across an eight-year timespan and earning critical recognition as well as Web Cartoonists' Choice Awards, a Hugo Award in 2012, and a Mythopoeic Fantasy award in 2013.

Ursula's later written work is of similar quality and distinction. It includes nearly two dozen novels published under her own name, many of which are beloved works of young adult literature, and more than a dozen novels under her pen name of T. Kingfisher, including the Lodestar, Nebula and Mythopoeic Award-winning *A Wizard's Guide to Defensive Baking*. She's demonstrated equal skill with shorter fiction, winning Hugo awards for her stories 'The Tomato Thief' and 'Metal Like Blood in the Dark' and a Nebula award for 'Jackalope Wives'. And as all three of these stories were published in small press magazines, they were each eligible for, and won in their respective years, the WSFA Small Press Award.

No appreciation of Ursula would be complete without acknowledging her visible, outspoken, and often quirkily memorable humor and grace. Whether it's sharing the details of an evening's roleplaying session over Twitter or using a Hugo acceptance speech to regale us with the qualities of slime molds (twice!), Ursula's wit and charm entertain and delight us endlessly. Her career and her contributions are extraordinary, and it's clear that the future has more of this to come.

Ursula Vernon/T. Kingfisher Bibliography

Ursula Vernon

Books for Adults:

It Made Sense at the Time: Selected Sketches (2004)

Black Dogs Part 1: The House of Diamond (2007)

Black Dogs Part 2: The Mountain of Iron (2011)

Books for Children

Dragonbreath series

Hamster Princess series

Nurk (2008)

Castle Hangnail (2015)

T. Kingfisher

Books for Adults

Nine Goblins (2013)

The Seventh Bride (2014)

Bryony & Roses (2015)

The Raven & The Reindeer (2016)

Summer in Orcus (web series) (2016)

The Halcyon Fairy Book (2017)

Minor Mage (2019)

The Twisted Ones (2019)

A Wizard's Guide to Defensive Baking (2020)

The Hollow Places (2020)

Nettle & Bone (2022)

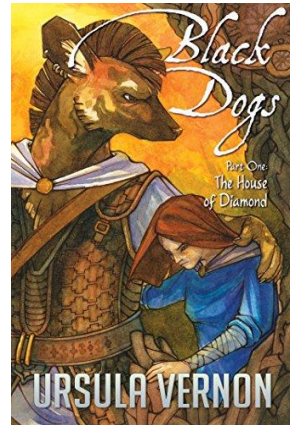
What Moves The Dead (2022)

Temple of the White Rat Series:

- *Clocktaur War #1: Clockwork Boys* (2017)
- *Clocktaur War #2: The Wonder Engine* (2018)
- *Swordheart* (2018)
- *The Saint of Steel #1: Paladin's Grace* (2020)
- *The Saint of Steel #2: Paladin's Strength* (2021)
- *The Saint of Steel #3: Paladin's Hope* (2021)

Webcomics

- Digger
- Irrational Fears



Appreciation of Irene Gallo

by Rodger Burns

Irene Gallo is one of the leading editorial and publishing directors of our time, and her contributions towards many of the best works of speculative fiction of this century is worthy of recognition and praise. Irene has served as an art and creative director at Tor Books, helping to shape the cover art, presentation and design of many of the best-selling and most acclaimed books of the genre. Irene's work has both improved the visibility of these works and also provided a canvas upon which many of the best artists in speculative fiction can showcase their craft.

Irene has also served with distinction since 2019 as the Vice President and Publisher of Tor.com, and shaped it into one of the leading online communities and publishers of short and medium-length speculative fiction. Tor.com stories have won many Hugo, Nebula, Locus and World Fantasy awards, and it's unsurprising in many years for every single award nomination in the Novella category in particular to be works that Tor.com has acquired, edited and published. Tor.com also fosters an active and vibrant community of novel and series rereads, television rewatches, commentary and criticism, and Irene's guidance, direction and fostering of talent have been essential to all of these successes.

She has won the World Fantasy Award, the Richard Gangel Award for Art Direction from the Society of Illustrators, many Chesley Awards, and multiple awards from Spectrum and the Society of Illustrators. She also has edited the World Fantasy Award-winning *Worlds Seen in Passing: 10 Years of Tor.com Short Fiction*. She is a finalist for the 2022 World Fantasy Award in the Special Award – Professional category.

Perhaps the most remarkable thing about Irene, though, is her patience, kindness, and willingness to help others share in and contribute to speculative fiction fandom. It's these personality traits, alongside her skill and professional detail, that have helped make Tor.com what it is today and given so many other authors, artists, reviewers and fans a chance to prosper and grow. We can all look forward to seeing what other talented individuals Irene helps to establish their names or broaden their careers, and the creative works that will come from these partnerships.



Chessiecon 2022

November 25-27, 2022

Thanksgiving Weekend

Delta Hunt Valley Hotel

245 Shawan Road, Hunt Valley, Maryland 21031



Guest of Honor Danielle Ackley- McPhail

Award-winning author and editor, and driving force behind the small publishing house eSpec Books – epsecbooks.com



Music Guest of Honor Blibbering Humdingers

This energetic wizard rock act draws inspiration from the SCA, fantasy, science fiction and all kinds of geeky fandomness - blibberinghumdingers.com

More information:

www.chessiecon.org
info@chessiecon.org



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PROGRAM

Friday 4 PM

<p>Eisenhower</p>	<p><u>The State of Small Press Publishing</u> (Ends at: 4:55 pm) Participants: Cathy Green (M), Joshua Benjamin Palmatier, Mike McPhail, Neil Clarke It's no secret that Capclave loves small press publishing. What's considered a small press today and how is it different than years past? What's new and exciting in small press publishing?</p>
<p>Washington Theater</p>	<p><u>Networking in Publishing</u> (Ends at: 4:55 pm) Participants: Christopher Rowe, Irene Gallo, Scott Edelman, Ty Drago (M) Networking can be a valuable part of your professional writing career. It can help you identify mentors, learn tricks of the trade, and otherwise find community in your writing career. But it doesn't come easy for everyone. How might writers address social anxiety, financial barriers, and other challenges to navigating professional spaces?</p>
<p>Truman</p>	<p><u>History Through Another Lens</u> (Ends at: 4:55 pm) Participants: Alan Smale, Jennifer R. Povey, Martin Berman-Gorvine, Walter H Hunt (M) History is written by the victors, but we're seeing a growing number of historical stories told through other, lesser explored perspectives. What are the challenges and opportunities of shifting perspectives on prominent historical events? What are exciting examples of stories or authors upending the history we think we know by presenting new voices?</p>

Friday 5:30 PM

<p>Eisenhower</p>	<p><u>Religion, Secularism, and Atheism in SFF</u> (Ends at: 6:25 pm) Participants: Carolyn Ives Gilman, Natalie Luhrs, Sarah Avery, Tom Doyle (M) Religion has influenced literature throughout time, but what are the unique applications for science fiction and fantasy? What role does secularism and atheism play in modern storytelling?</p>
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<p>Washington Theater</p>	<p><u>Facing Mortality: Writing Death and Dying in Fiction</u> (Ends at: 6:25 pm) Participants: Adam R Shannon (M), Jeanne Adams, Jennifer R. Povey, Ken Altabef, Mark Roth Death is often inevitable in storytelling. But how can we make it meaningful and not gratuitous or an empty plot device? Panelists discuss what makes for a good exploration of mortality and death in a story.</p>
<p>Monroe</p>	<p><u>Author Reading: Rande Dawn</u> (Ends at: 5:55 pm) Participants: Rande Dawn Rande Dawn reads from recent and upcoming work.</p>

Friday 6PM

<p>Monroe</p>	<p><u>Author Reading: Jack Campbell</u> (Ends at: 6:25 pm) Participants: Jack Campbell Jack Campbell reads from recent and upcoming work.</p>
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Friday 7:00 PM

<p>Eisenhower</p>	<p><u>The State of YA Fiction</u> (Ends at: 7:55 pm) Participants: Adeena Mignogna, Bill Lawhorn (M), Karlo Yeager Rodriguez, Mary G. Thompson, Steven Piziks, Ursula Vernon Young adult fiction has been a mainstay in publishing in recent decades. How has the genre evolved and what new trends are emerging? With so much scrutiny on YA content lately, are authors changing how they approach writing for this genre and how? Are there still taboos for YA stories, and how close can you get to breaking these rules?</p>
<p>Monroe</p>	<p><u>Author Reading: Darrell Charles Schweitzer</u> (Ends at: 7:25 pm) Participants: Darrell Charles Schweitzer Darrell Charles Schweitzer reads from recent and upcoming work.</p>

Truman	<p><u>These Characters Are My Friends</u> (Ends at: 7:55 pm) Participants: A. T. Greenblatt, Charles Gannon, Kelley Skovron, Ken Altabef, Sarah Avery (M) Fandom demonstrates how deeply audiences can become attached to fictional characters. They sometimes feel like family members -- we love them, cry with them when they hurt, and if we lose them, we grieve. Panelists discuss the comfort (and sometimes pain) of loving their favorite characters and what makes us latch onto fictional characters so strongly.</p>
Washington	<p><u>Lecture: Black Holes, the Care and Feeding Thereof (Ends at: 7:55 pm)</u> Participants: John Ashmead What be their characteristic haunts? How may they be recognized? How may they be stalked? How avoided? By what dire forces are they created? What dangers do they present? What songs do they sing? What instruction do they offer? and do Black Holes ever, ever disgorge their prey?</p>

Friday 7:30 PM

Monroe	<p><u>Author Reading: Jean Marie Ward</u> (Ends at: 7:55 pm) Participants: Jean Marie Ward Jean Marie Ward reads from recent and upcoming work.</p>
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Friday 8:30 PM

Eisenhower	<p><u>Too Soon? Writing and Reading About Pandemics</u> (Ends at: 9:25 pm) Participants: Adam R Shannon, Adeena Mignogna, J.L. Gribble (M), Jennifer R. Povey, Mary G. Thompson After nearly three years of living with a global pandemic, some are craving stories that reflect our daily reality. Others aren't ready to relive the difficulties of suffering through a pandemic. Panelists discuss the pros and cons of writing and reading about pandemics in 2022.</p>
Washington Theater	<p><u>Humor in Science Fiction and Fantasy</u> (Ends at: 9:25 pm) Participants: A. T. Greenblatt, Brian Hugenbruch, Randee Dawn (M) Writing humor into a story can make a plot or character come alive - but it's not easy. What makes writing humor so challenging? What techniques for infusing humor work and which don't? What are the best and most surprising examples of humor done well?</p>

Jackson	<p><u>WSFA Is 75 Years Old!</u> (Ends at: 9:25 pm) Participants: Founded in 1947, WSFA is one of the oldest fan clubs in the U.S. Hear stories about its history, including the ups and downs and fandom favorites.</p>
Monroe	<p><u>Author Reading: Bjorn Hasseler</u> (Ends at: 8:55 pm) Participants: Bjorn Hasseler Bjorn Hasseler reads from recent and upcoming work.</p>
Truman	<p><u>What Do You Call That? Creating New Worlds</u> (Ends at: 9:25 pm) Participants: Charles Gannon (M), Jack Campbell, Jeanne Adams, Kelley Skovron The basics of worldbuilding combine the familiar with the inventive. But what goes into defining a new concept or mapping a new city or planet? How do you come up with names of people and places? What about new languages? Panelists discuss the nuts and bolts of creating new worlds.</p>
Wilson	<p><u>THE EXPANSE Discussion Group</u> (Ends at: 9:25 pm) Participants: Walter H Hunt (M) The book and television series both wrapped up recently. Come and talk about your favorite EXPANSE-related things. What worked and what didn't? Is there still room for more stories in this universe?</p>

Saturday 10 AM

Eisenhower	<p><u>Incorporating Science into Your Fiction</u> (Ends at: 10:55 am) Participants: Adeena Mignogna, David Walton (M), Ingeborg Heyer, Jack Campbell, John Ashmead, Ken Altabef Stories that keep the science front and center can be tricky to pull off and deeply satisfying when done well. What are some common errors and successful strategies for telling a good science-based story? How do you write science authentically into a story while also making it a compelling read?</p>
Washington Theater	<p><u>But I Don't Like Horror!</u> (Ends at: 10:55 am) Participants: A.C. Wise (M), Kelley Skovron, Martin Berman-Gorvine, T. C. Weber, Ty Drago Those who say that they don't like horror or scary stories may unwittingly</p>

Philcon 2022

November 18–20, 2022

DoubleTree by Hilton (formerly Crowne Plaza Hotel),
Cherry Hill, NJ

Keith DeCandido

Principal Speaker

Charles Urbach

Artist Guest of Honor

Rates through 11/11/22:

Adult: \$65

Student/Military: \$35

Teen (13–17): \$35

Child (7–12): \$20

Child under 7 at Philcon: Free

Enjoy a Weekend of:

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



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	already enjoy one of horror's many subgenres. Panelists discuss the wide range of stories that fall into the category of horror and how skeptics might just find something they like after all.
Truman	<p><u>The Dark Ages in SFF</u> (Ends at: 10:55 am) Participants: Alan Smale, Ann Chatham, Carolyn Ives Gilman, Christopher Weuve, Tom Doyle (M)</p> <p>The TV version of Foundation raises an old historical question – what is a "dark age"? What are some examples from history? Are they as bad as we previously thought? How can history inform our discussion and writing of post-apocalyptic/post-collapse futures or the nasty bad times in a fantastical past?</p>
Jackson	<p><u>Lecture: The Sounds of Klingon</u> (Ends at: 10:55 am) Participants: Lawrence M. Schoen</p> <p>Lawrence M. Schoen founded the Klingon Language Institute 30 years ago and has been instrumental in spreading the warriors' tongue around the world. He'll explain and teach you how to make all those strange sounds of Klingon. The gargling sound. The barking sound. The choking sound. The spitting sound. And even the choking, spitting, regurgitating your lunch sound. Note: only the bravest, fiercest language warrior should sit in the front row.</p>
Wilson	<p><u>Workshop: Book Design 101</u> (Ends at: 11:25 am) Participants: Danielle Ackley-McPhail</p> <p>Are you an aspiring publisher? Or perhaps an author considering going it on your own? This Q&A workshop, run by Danielle Ackley-McPhail, will get you started on what you need to know to design and produce books in goth print and ebook that can stand beneath industry scrutiny. We will cover the basic elements of design and review examples of titles that both meet and fall short of the industry benchmark. Attendees are encouraged to bring examples of their own books for a brief review and recommendation session at the end of the workshop (Limited to 15 people)</p>

Saturday 11:30 AM

Eisenhower	<p><u>What Makes a Good Character?</u> (Ends at: 12:25 pm) Participants: Charles Gannon, Mary G. Thompson (M), Scott H. Andrews, Suzanne Palmer, T. C. Weber, Ursula Vernon</p> <p>Creating compelling characters is anything but a simple process. Do you</p>
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	<p>build on a list of desired characteristics? Base them on real people? Panelists discuss their experience with developing interesting and well-developed main and supporting characters.</p>
<p>Washington Theater</p>	<p><u>Toxic Productivity</u> (Ends at: 12:25 pm) Participants: Ann Chatham, Brian Hugenbruch, Lawrence M. Schoen, Morgan Hazelwood (M), Sarah Avery Writers are familiar with juggling multiple projects on top of their daily life. There's always one more social media post or writing prompt or contact to chase down to get ahead. But how much is too much? When does hustle culture become unsustainable? How can you protect yourself from doing too much at the expense of your mental and physical health?</p>
<p>Jackson</p>	<p><u>Artificial Intelligence: Friend or Foe?</u> (Ends at: 12:25 pm) Participants: Alan Smale (M), Christopher Weuve, David Walton, John Ashmead, Tom Doyle News about artificial intelligence often seems taken from the pages of your favorite sci-fi author. Yet there's still a wide range of opinions about the utility of A.I. in our daily lives. What questions should we be asking about artificial intelligence? What counts as A.I. in today's world? What are the most interesting ways that science fiction is exploring the range of perspectives on A.I.?</p>
<p>Monroe</p>	<p><u>Author Reading: A.T. Greenblatt</u> (Ends at: 11:55 am) Participants: A. T. Greenblatt A.T. Greenblatt reads from recent and upcoming work.</p>
<p>Truman</p>	<p><u>Queer Stories Front and Center: Mainstreaming LGBTQ Voices</u> (Ends at: 12:25 pm) Participants: Craig Laurance Gidney, Jennifer R. Povey, Joshua Benjamin Palmatier, Kelley Skovron, Steven Piziks (M) LGBTQ+ stories are among the most successful - and most targeted - works of fiction in recent years. Panelists recognize the important visibility of queer stories and discuss the challenges that make it difficult for LGBTQ+ stories and authors to exist in the mainstream.</p>

Saturday 12:00 PM

Monroe	<p><u>Author Reading: Karlo Yeager Rodriguez</u> (Ends at: 12:25 pm) Participants: Karlo Yeager Rodriguez Karlo Yeager Rodriguez reads from recent and upcoming work.</p>
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Saturday 1 PM

Eisenhower	<p><u>Interview: GOH Spotlight: Ursula Vernon</u> (Ends at: 1:55 pm) Participants: Ursula Vernon She's won the Hugo, Nebula, and most importantly, WSFA Small Press Award. Meet our Capclave 2022 Guest of Honor Ursula Vernon!</p>
Washington Theater	<p><u>Grammar Wars and Pedantry</u> (Ends at: 1:55 pm) Participants: Ian Randal Strock, K. Ceres Wright, Mary G. Thompson (M), Morgan Hazelwood, Sarah Avery If arguments over the serial comma, split infinitives, or the evolving definition of "literally" gets you riled up, then this is a conversation for you. Panelists discuss their favorite pedantic hills to die on and whether language is evolving too quickly or too slowly for their liking.</p>
Jackson	<p><u>Recommend This Book/Author!</u> (Ends at: 1:55 pm) Participants: Adeena Mignogna, Christopher Weuve (M), Darrell Charles Schweitzer, David Walton, Jennifer R. Povey, Michael Dirda Searching for a space pirate romp with a found family story that's not afraid of a good pun? Well, our panelists just may have the book for you! Bring your prompt for panelists to help you find your next read.</p>
Monroe	<p><u>Author Reading: Brian Hugenbruch</u> (Ends at: 1:25 pm) Participants: Brian Hugenbruch Brian Hugenbruch reads from recent and upcoming work.</p>
Truman	<p><u>Anthology Builder</u> (Ends at: 1:55 pm) Participants: Alex Shvartsman, Danielle Ackley-McPhail, David Keener, Jeanne Adams, Joshua Benjamin Palmatier (M), Neil Clarke Your anthology questions answered! How do you come up with a theme and properly curate your anthology? How do authors produce readable fiction in the confines of an original themed anthology? How do the stories get picked? What sells and what doesn't?</p>
Wilson	<p><u>Lecture: The Life-cycle of Stars</u> (Ends at: 1:55 pm) Participants: Ingeborg Heyer Stars have a cycle of life, just like anything alive does. The difference is</p>

	<p>that stars' cycles take millions and often billions of years. We will follow this cycle from the beginning that all stars have in common to the diverse possible ends, as visualized by the latest results from the Hubble and James Webb Space Telescopes. Come join us for this astronomical journey!</p>
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Saturday 1:30 PM

<p>Monroe</p>	<p>Author Reading: Charles Gannon (Ends at: 1:55 pm) Participants: Charles Gannon Charles Gannon reads from recent and upcoming work.</p>
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Saturday 2:30 PM

<p>Eisenhower</p>	<p>Spotlight on Alternate History (Ends at: 3:25 pm) Participants: Bjorn Hasseler, Carolyn Ives Gilman, J.L. Gribble, Jack Campbell, T. C. Weber (M) Alternative histories are more popular than ever. Why do historical what-ifs continue to fascinate us, and what makes a powerful (and plausible!) story?</p>
<p>Washington Theater</p>	<p>In Defense of the Standalone Novel (Ends at: 3:25 pm) Participants: A.C. Wise (M), Craig Laurance Gidney, Ian Randal Strock, Irene Gallo, Natalie Luhrs, Ursula Vernon In a sea of book series, the standalone novel can be a breath of fresh air. What are the virtues of the standalone novel and what makes for a good one? Might there be a resurgence of the standalone novel in the near future?</p>
<p>Jackson</p>	<p>From Amazon to Zines - Publishing in the 2020s (Ends at: 3:25 pm) Participants: Ingeborg Heyer, Joshua Benjamin Palmatier, Neil Clarke, Ty Drago (M) The publishing industry continues to evolve in surprising ways. How has Amazon, self-publishing, technology, the internet, or other factors changed the way books get made? What direction might publishing go in the near future? What do authors and readers need to know about publishing trends?</p>



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Monroe	<p>Author Reading: <u>Scott Edelman</u> (Ends at: 2:55 pm) Participants: Scott Edelman Scott Edelman reads from recent and upcoming work.</p>
Truman	<p><u>Sharing Space with Diverse Stories and Voices</u> (Ends at: 3:25 pm) Participants: Jean Marie Ward, K. Ceres Wright (M), Karlo Yeager Rodriguez, Kelley Skovron Until recently, Western and English-language storytelling has primarily existed through the lens of whiteness. Panelists discuss if and how changes in fandom, movements, education, and publishing are working to center Black, Latinx, Indigenous, and Asian voices, and other people of color. What more should be done to support underrepresented voices in speculative fiction?</p>
Wilson	<p><u>Workshop: Create Your Own SF/Fantasy TV Series</u> (Ends at: 4:25 pm) Participants: David Keener Using techniques exemplified by series like Buffy, Firefly, Dark Matter and other shows too numerous to mention, participants will collaborate in envisioning an SF or Fantasy TV series. Topics will include developing the concept, budget considerations, character development, season-level story arcs, and idea generation for potential episodes.</p>

Saturday 4 PM

Eisenhower	<p><u>Ask the Editors</u> (Ends at: 4:55 pm) Participants: Danielle Ackley-McPhail, Joshua Benjamin Palmatier, Neil Clarke, Scott H. Andrews (M), Ty Drago Here's your chance to ask our panelists all your burning questions about being an editor. Our panelists will give an overview of their role and then turn it over to you.</p>
Washington Theater	<p><u>The DMV in Speculative Fiction</u> (Ends at: 4:55 pm) Participants: Brick Barrientos, Jean Marie Ward (M), Martin Berman-Gorvine, Ranee Dawn, T. C. Weber Washington DC, Maryland, and Virginia have rich histories, interesting people, and lots of weird nooks and crannies that make a great setting for a story. Panelists discuss their favorite books set in the DMV and the fun and frustrations of setting stories in and around the nation's capital.</p>

<p>Jackson</p>	<p>Mixed-Genre Stories (Ends at: 4:55 pm) Participants: A. T. Greenblatt, Brian Hugenbruch, Charles Gannon, J.L. Gribble (M) Sometimes, the story you want to write doesn't fit into traditional genre patterns. Sometimes it fits into ALL the traditional genre patterns. What are the virtues and pitfalls of genre-bending such as finding your audience, marketing through genre-specific channels, generating industry acclaim, finding your niche, and more? Panelists discuss the stories that defy standard shelving paradigms.</p>
<p>Truman</p>	<p>Critical Reading (Ends at: 4:55 pm) Participants: Christopher Rowe (M), Jennifer R. Povey, Michael Dirda, Natalie Luhrs, Scott Edelman Reading critically is a valuable skill, whether you're a beta reader, reviewer, professional editor, or avid reader. How do you process the elements of a story as you read? What techniques help build these skills? Panelists discuss the art of reading beyond just pleasure.</p>

Saturday 4:30 PM

<p>Monroe</p>	<p>Author Reading: Craig Laurance Gidney (Ends at: 4:55 pm) Participants: Craig Laurance Gidney Craig Laurance reads from recent and upcoming work.</p>
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Saturday 5:30 PM

<p>Eisenhower</p>	<p>Positive SF (Ends at: 6:25 pm) Participants: Bill Lawhorn (M), Jeanne Adams, Scott Edelman, Suzanne Palmer Many people are craving stories right now with gentle plots and hopeful themes to contrast the recent dystopic trends in publishing, media, and real-life dramas. Panelists discuss what makes for positive science fiction and some of their favorite examples of the brighter side of science fiction.</p>
<p>Washington Theater</p>	<p>Calling All Earth Intelligences (Ends at: 6:25 pm) Participants: Ann Chatham, Carolyn Ives Gilman, Ingeborg Heyer, John Ashmead (M), Thomas R. Holtz, Jr. Human intelligence is only a fraction of our planet's story. What are examples of intelligences other than humans? How do we define what is</p>

	and is not intelligent? How can we rank or rate intelligences? And what about slime molds?
Jackson	<p><u>Poverty and Class Divide in Fiction</u> (Ends at: 6:25 pm) Participants: Jennifer R. Povey (M), Karlo Yeager Rodriguez, Mark Roth, T. C. Weber Science fiction, fantasy, and horror commonly explore themes of capitalism, class division, and poverty in its storytelling. Panelists discuss what has changed and what has stayed the same for these themes over time and what they can teach us about addressing wealth gaps in our own time.</p>
Truman	<p><u>What Makes an Effective Book Cover and How Do You Get One?</u> (Ends at: 6:25 pm) Participants: Irene Gallo, Joshua Benjamin Palmatier, Ken Altabef (M), Martin Berman-Gorvine What is the purpose of a book cover - is it to sell the book or illustrate it? What makes some covers more effective than others? How much control do authors have over their covers and what can authors do to get better ones?</p>

Saturday 6:00 PM

Monroe	<p><u>Author Reading: K. Ceres Wright</u> (Ends at: 6:25 pm) Participants: K. Ceres Wright K. Ceres Wright reads from recent and upcoming work.</p>
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Saturday 7:30 PM

Atrium	<p><u>Mass Autographing Signing:</u> (Ends at: 9:25 pm) Participants: Everybody! Capclave’s regular group signing with all of Capclave’s guests and participants. We also will present the WSFA Small Press Award and the winners of BSFS’ Amateur Writing Contest. This is a don’t miss event.</p>
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Saturday 8:30 PM

Eisenhower	<p>Trivia Night! (Ends at: 10:25 pm) Participants: Brick Barrientos Trivia Night!</p>
Wilson	<p><u>HOUSE OF THE DRAGON Discussion Group</u> (Ends at: 9:25 pm) Participants: Perianne Lurie (M) Now that we have a new HBO series based in Westeros, it's time to get together once again to discuss it.</p>

Sunday 10 AM

Eisenhower	<p><u>Alternatives to Traditional Publishing</u> (Ends at: 10:55 am) Participants: Adeena Mignogna, Charles Gannon, Danielle Ackley-McPhail, Joshua Benjamin Palmatier (M) With the rise of self-publishing, small presses, and independent publishers, there's a changing landscape for how stories are vetted and promoted for publication. In what ways are we reexamining traditional gatekeepers in publishing? What are the benefits and cautions of alternative publishing models and how are traditional publishers responding? What is the future outlook for wider access to new stories and authors?</p>
Washington Theater	<p><u>Responding to the Moment: Writing for Today's World</u> (Ends at: 10:55 am) Participants: A. T. Greenblatt, Adam R Shannon, Scott Edelman, Suzanne Palmer, Tom Doyle (M) From space-faring billionaires and a global pandemic to climate activism, cryptocurrencies, and a racial justice reckoning, there is much about today's world to inspire interesting literary questions. How does science fiction, fantasy, and horror help us navigate these political environments? What stories are useful for better understanding our current world? Our panelists talk about how societal and cultural aspects of today impact the ideas they seek to explore in their writing.</p>
Jackson	<p><u>Hybrid Conventions</u> (Ends at: 10:55 am) Participants: Bill Lawhorn (M), Cathy Green, Ingeborg Heyer, Perianne Lurie The pandemic has seen many conventions shift to online programming</p>

	through Zoom, Discord, and other platforms. It opened up access to panelists and audience members who may not have been able to participate otherwise. As conventions return to in-person, what have we learned about community-building from these virtual spaces? What are the challenges and opportunities for retaining virtual elements or running hybrid events?
Monroe	Author Reading: Lawrence M. Schoen (Ends at: 10:25 am) Participants: Lawrence M. Schoen Lawrence M. Schoen reads from recent and upcoming work.
Truman	21st Century Fairy Tales (Ends at: 10:55 am) Participants: A.C. Wise , Jeanne Adams , Leslye Penelope (M), Ursula Vernon Whether it's a reimagining of an old story or the crafting of something new altogether, fairy tales still capture the imagination of readers. What kind of stories do we consider true fairy tales and has this changed over time? What are classic fairy tale themes that still resonate today? What new spins are giving fairytales new life?
Wilson	Workshop: Occupational Hazard (Ends at: 11:55 am) Participants: David Keener In this workshop on character development, participants will start by defining an SF or Fantasy occupation...and then exploring the type of person who might take on that job. Participants will also focus on key areas such as character goals, high-level story arc, challenges, obstacles, and limitations.

Sunday 10:30 AM

Monroe	Author Reading: Sarah Avery (Ends at: 10:55 am) Participants: Sarah Avery Sarah Avery reads from recent and upcoming work.
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Sunday 11:30 AM

Eisenhower	Interview: GOH Spotlight: Irene Gallo (Ends at: 12:25 pm) Participants: Irene Gallo Meet GOH Irene Gallo!
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<p>Washington Theater</p>	<p>Promoting Your Writing (Ends at: 12:25 pm) Participants: Alex Shvartsman, Jeanne Adams (M), Leah Cypess, Leslye Penelope, Morgan Hazelwood, Ursula Vernon Whether it's social media or networking, self promotion doesn't have to be painful. Our panelists discuss their tips for marketing your work without losing yourself or your sanity.</p>
<p>Jackson</p>	<p>Community-Building: Making Space for New Perspectives (Ends at: 12:25 pm) Participants: Courtnei Burluson, Ingeborg Heyer, Scott Edelman, Suzanne Palmer Science Fiction and fantasy have conquered culture! And it opened up more opportunities for fandom to celebrate together the things they love online and in person. But it's also created challenges for new people coming into an established community and for long-time fans to accommodate new voices and perspectives. How can we ensure these environments grow in a way that's respectful and inclusive for all?</p>
<p>Monroe</p>	<p>Author Reading: Kelley Skovron (Ends at: 11:55 am) Participants: Kelley Skovron Kelley Skovron reads from recent and upcoming work.</p>
<p>Truman</p>	<p>Gaming and SFF (Ends at: 12:25 pm) Participants: Charles Gannon, Jennifer R. Povey, Mike McPhail, Scott H. Andrews (M), Walter H Hunt Gaming -- from RPGs to videogames -- has emerged as a source of rich worldbuilding and storytelling that rivals any beloved epic fantasy. Panelists discuss the unique storytelling opportunities in gaming and their recommendations.</p>

Sunday 12:00 PM

<p>Monroe</p>	<p>Author Reading: J.L. Gribble (Ends at: 12:25 pm) Participants: J.L. Gribble J.L. Gribble reads from recent and upcoming work.</p>
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Sunday 1:00 PM

Eisenhower	<p><u>Ask the Authors</u> (Ends at: 1:55 pm) Participants: A.C. Wise, Alan Smale, Alex Shvartsman, Leslye Penelope, Mary G. Thompson, Randee Dawn (M) Here's your chance to ask our panelists all your burning questions about being an author. Our panelists will give an overview of their role and then turn it over to you.</p>
Washington Theater	<p><u>What's in a Name?</u> (Ends at: 1:55 pm) Participants: Christopher Weuve, Jack Campbell, Leah Cypess (M), Morgan Hazelwood James Tiptree Jr. and James S. A. Corey. Andre Norton and T. Kingfisher. Some writers have a different pseudonym for each genre in which they write. Others use the same name consistently. What are the reasons writers have opted to use a nom de plume? What are the benefits and drawbacks of using a pen name?</p>
Jackson	<p><u>Eric Flint Memorial</u> (Ends at: 1:55 pm) Participants: Bjorn Hasseler (M), Charles Gannon, Mark Roth Panelists reflect on the extraordinary life and accomplishments of author, editor, and publisher Eric Flint (1947-2022).</p>
Truman	<p><u>Brave Spaces: Writing Outside Your Comfort Zone</u> (Ends at: 1:55 pm) Participants: Jean Marie Ward (M), Ken Altabef, Sarah Avery Writing what you know is hard enough. But what are the considerations of writing outside of your comfort zone? How do you approach research and specialty readers? What can be learned from writing about identities, themes, or concepts that test your boundaries? How do we approach risk-taking in fiction that respects both creativity and accountability? And how do you handle critique or unintended harm in the attempt?</p>
Wilson	<p><u>Workshop: Body Disposal for Writers: Research 101</u> (Ends at: 2:55 pm) Participants: Jeanne Adams You're writing your fabulous fantasy/crime/paranormal novel and you absolutely HAVE to kill someone to make the plot work. Time to tangle everyone up over coroners, the undead, wills, funerals, murder, mysterious death or serious mayhem. Is an autopsy necessary? What about a funeral and burial? Lots of plot possibilities, but the details! How do you keep your vampire out of the mortuary? Did you know that it's</p>

	nearly impossible to bury someone in Maine in February? Find out everything you ever wanted to know about the pernicious particulars of body disposal and how you can use it to trip up your characters, throw them together or drive them apart. Learn about embalming, burying, vaults, cremation, reconstructive cosmetics, coroner's reports, death certificates and the future of body disposal at this get-the-basics research seminar.
Atrium	<u>Ursula Vernon Kids' Signing.</u> (Ends at 1:55 PM) Participants: Ursula Vernon Join Ursula Vernon for a special signing for our youngest fans.

Sunday 2:30 PM

Eisenhower	<u>Capclave Feedback Session</u> (Ends at: 3:25 pm) Participants: Courtni Burleson , Rodger Burns We want to hear from you! Join us at the close of the convention to share your feedback, suggestions, and ideas for next year.
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Capclave 2022 Gaming Demo Schedule

Friday

3 pm Space Base (Heather)

In Space Base, players assume the roles of Commodores of a small fleet of ships. Ships begin docked at their stations and are then deployed to sectors as new ships are commissioned under your command. Use cargo vessels to engage in trade and commerce; mining vessels to build reoccurring base income; and carriers to spread your influence. Establish new colonies for a new Commodore in a sector to gain even more influence. Gain enough influence and you can be promoted to Admiral!

Space Base is a quick-to-learn, quick-to-play dice game using the core "I roll, everyone gets stuff" mechanism. It's also a strategic engine builder using a player board (your space base) and tableaux of ship cards you can buy and add to your board. The cards you buy and the order you buy them in have interesting implications on your engine beyond just the ability on the card you buy, making for a different type of engine construction than seen in similar games. Players can take their engine in a number of directions: long odds and explosive gains, low luck and steady income, big end-game combos to launch from last to first, or a mix-and-match approach. Ultimately, Space Base is a game you can just start playing and teach everyone how to play in the first round or two and has a satisfying blend of dice-chucking luck and challenging strategic choices.

4 pm Happy Little Dinosaurs (Zen Lizard)

Lately, it feels like we're all just dinosaurs trying to avoid the falling meteors. In this game, you'll try to dodge all of life's little disasters. You might fall into a pit of hot lava or get ghosted by your dino date, but the dino who survives it all wins the game!

In Happy Little Dinosaurs, the first person to reach 50 points, or be the last Dinosaur standing, wins the game! During each round, you'll flip a Disaster card featuring a Natural, Predatory, or Emotional disaster. Each player will play a Point card in hopes of collecting points and avoiding the disaster. You will work to avoid all of life's little disasters and laugh as they happen to your friends. Will you successfully dodge the disasters or get eaten by a prehistoric whale? Only the cards can decide.

5 pm Unfathomable (Pyris)

The year is 1913. The steamship SS Atlantica is two days out from port on its voyage across the Atlantic Ocean. Its unsuspecting passengers fully anticipated a calm journey to Boston, Massachusetts. However, strange nightmares plague the minds of the people aboard the ship; rumors circulate of dark shapes following closely behind the ship; and

tensions rise when a body is discovered in the ship's chapel, signs of a strange ritual littered around the corpse.

Lurking within the depths of the Atlantic Ocean are a swarm of vicious, unspeakable horrors: the Deep Ones, led by Mother Hydra and Father Dagon. For reasons unknown, they have set their sights on the Atlantica, and their minions, taking the form of human-Deep One hybrids, have infiltrated the steamship to help sink it from within. Each game of Unfathomable has one or more players assuming the role of one of these hybrids, and how well they can secretly sabotage the efforts of the other players might mean the difference between a successful voyage and a sunken ship.

If you're a human, you need to fend off Deep Ones, prevent the Atlantica from taking too much damage, and carefully manage the ship's four crucial resources if you want any hope of making it to Boston, all while trying to figure out which of your fellow players are friends and which are foes. Everyone shares the same resource pool, but humans will try to preserve them while traitors will strive to subtly deplete them. Being able to tell when someone is purposefully draining the group's resources is harder than you think, especially when you take crises into account!

6 pm Libertalia: Winds of Galecrest (Erik)

In the world of Galecrest, sky pirates set sail on the winds in search of adventure, treasure, and glory. As an admiral, you command a vast and varied crew...but so do your rivals sailing other ships in the pirate fleet. Each day the fleet lands on a different island where you'll send a crew member to collect your share of the loot, hoping they'll return to boost your growing group of characters.

Libertalia was originally released in 2012. Ten years later, Libertalia: Winds of Galecrest celebrates the foundations of the original design with a revised and expanded edition that includes all-new art, 40 characters per player, a reputation system to resolve tiebreakers, deluxe loot tokens, a robust solo mode, and much more.

8 pm X Machina (Joan)

X-Machina is the fun party game where you make impossible inventions out of improbable components for unreasonable customers. Tons of fun for 4-8 players.

Use the components (Cogs) in your hand to try and build the gadget the customer wants (Reqs). Since they are never sufficient you might want to be ... inventive ... with your explanation of why it works.

Saturday

11 am Counting Zzzzs (Joan)

Counting Zzzzs is a surreal card game for 2-4 people. You and the other players are trying to get a good night's sleep. That means getting some good REM time in. During REM you will dream, and who knows what dreams may come? Some dreams are good, some bad, and some merely help you clear your head for the new day. Try to assemble a pleasant dream while your opponents try to give you nightmares or wake you up. It's the most fun you can have in your sleep!

Noon Lizard Wizard (Zen Lizard)

In Lizard Wizard, players compete to recruit wizards from seven unique schools of magic, build mystical towers, research powerful spells, summon helpful familiars, and search dark dungeons for gold and items of power. Only one Arch-Mage will rise above the rest and control the land. Will it be you?

2 pm Ark Nova (Erik)

In Ark Nova, you will plan and design a modern, scientifically managed zoo. With the ultimate goal of owning the most successful zoological establishment, you will build enclosures, accommodate animals, and support conservation projects all over the world. Specialists and unique buildings will help you in achieving this goal.

Each player has a set of five action cards to manage their gameplay, and the power of an action is determined by the slot the card currently occupies. 255 cards featuring animals, specialists, special enclosures, and conservation projects, each with a special ability, are at the heart of Ark Nova. Use them to increase the appeal and scientific reputation of your zoo and collect conservation points.

3 pm Showbiz Shuffle (Joan)

Showbiz Shuffle is a fun set collection card game. Players try to collect actors, directors, stunts and special effects and create their movies for points. Action cards (like "drug problems" and "the big break") add to the fun by allowing player to build up their own movies or ruin the other players.

5 pm Wonderland's War (Pyris)

The Looking Glass has shattered, madness is being drained from the inhabitants, and war has come to Wonderland. Alice, Mad Hatter, Red Queen, Jabberwock, and Cheshire Cat

must gather all that they can while playing nice at the Hatter's Tea Party before going to battle!

In Wonderland's War, 2-5 players take the role as a faction leader who has been invited to the Hatter's tea party. Drink tea and eat cake as you move around the table drafting cards to gather your forces, build your towers, upgrade your leader, and recruit Wonderlandians to your cause — but one must be careful as shards of the Looking Glass are spread throughout Wonderland. Once all the plates are empty, the Tea Party is over and war begins. Use the forces you gathered to battle your enemies in familiar locations, but make sure not to draw your Madness chips or your supporters will abandon your cause and you will be out of the fight. Can you muster enough strength to win the battle, or will you just try to complete Quests instead by meeting the right conditions such as gaining region bonuses and set collection throughout the game?

After all the battles have been fought, a truce is called and everyone meets back at the tea party to plot their moves for the next fight. After three rounds, the faction with the most points will be crowned as the new leader of Wonderland!

8 pm Ex Libris (Heather)

In Ex Libris, you are a collector of rare and valuable books in a thriving gnomish village. Recently, the Mayor and Village Council have announced an opening for a Grand Librarian: a prestigious (and lucrative) position they intend to award to the most qualified villager! Unfortunately, several of your book collector colleagues (more like acquaintances, really) are also candidates.

To outshine your competition, you need to expand your personal library by sending your trusty assistants out into the village to find the most impressive tomes. The Inspector is a tough cookie and will use her Official Checklist to grade your library on several criteria including shelf stability, alphabetical order, and variety — and don't think she'll turn a blind eye to books the Council has banned! You need shrewd planning and cunning tactics (and perhaps a little magic) to surpass your opponents and become Grand Librarian!

Sunday

10 am Pitchstorm (Pyris)

Pitchstorm is a party card game that puts players in the position of unprepared writers pitching movie ideas to the world's worst executives. During each round, one player acts as the executive, and everyone else attempts to pitch them movie ideas based on a character

card and a plot card. At some point during each pitch, though, the executive may add a note card to the pitch and force the writer to add some really terrible new elements to their movie.

At the end of the pitches, the executive chooses which movie they liked the best, with that person scoring a point, then the game continues from there.

Noon Lovecraft Letter (Heather)

It is the 1920s, and the world is in a state of confusion following WWI. During this time, you and your friends find yourselves amongst mysterious events. You are surrounded by strange figures, letters with unreadable texts, as well as sudden appearances of being unknown. By relying on your connections, you set out to investigate these incidents. Unknown to you are the frightful truths that lie in wait ahead of you...

Lovecraft Letter is a card game that combines the Love Letter system with the world of H.P. Lovecraft. If you win the game, whether by being the last person standing or the player with the highest single card after the deck runs out, you win a token colored to reflect whether you were sane or insane. Win enough tokens of the right type, and you win the game. Cthulhu can also help you win the game if you release it at the right time...

Will you put an end to the evil schemes as an investigator, or will you help guide the world to destruction as one of insanity's disciples? It all depends on you.

2 pm Mystic Paths (Erik)

In the deduction game Mystic Paths, players are challenged to navigate paths through a labyrinth called the Eternal Forest. Each player's path is unique — and only you know the way. However, you cannot traverse the forest alone. Your teammates are needed to open the sealed portals along each step. Give clever clues, hope your teammates can read your mind, and complete your journey!

To complete the journey, each player takes a turn providing clues about which portal is their next step. Each step can have up to five different portals, but only one is the correct one, so players give clues that relate (hopefully) to the correct next step. The challenge is that the only clues available are cards that have been dealt, so sometimes the clues may not relate to the next portal of a journey, which means you have to get creative. Beat the game by having everyone complete their own journey before the five rounds are over.

Capclave 2023

Guests of Honor
**Kameron
Hurley**
and
**Sarah
Pinsker**

September 29-October 1, 2023
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Capclave is a production of
the Washington Science Fiction Association (WSFA)
Background artwork by Angela Pound