

Time	Main Room – Salon E	Salon A-D	Cimarron/Las Cruces	Santa Fe (has screen)	Library Room	
3:00 pm	ARTIST CHECK-IN OPEN * REGISTRATION & DEALERS ROOM OPEN		SCREEN up All Weekend		3:00 PM: GAMING OPEN	
4:00 pm	Panel # 1 – FOOL’S GOLD: THE MARRIAGE OF MAGIC & SCIENCE (ALCHEMY) Lynn Barker, Jane Linskold, Benjamin Radford, Ian Tregillis MOD: Yvonne Coats				4:30 PM: ART SHOW OPEN	
5:00 pm	Panel # 2 – WEIRD SCIENCE IN THE SEASON OF THE WITCH: MAGES & MAD SCIENTISTS Jon Black, Carolyn Kay, Vivian Shaw, Jim Sorenson MOD: Jeffe Kennedy	5:10-5:55 PM 45 MINUTES WITH Ursula Vernon	5:10-5:55 PM 45 MINUTES WITH Ian Tregillis	5:00-5:55 PM Art Workshop “A BEGINNER’S GUIDE TO DRAWING YOUR D&D CHARACTER” Jarrett “Doom Kitten” Querubin	5:00 PM CON SUITE OPEN	
6:00 pm	<b>OPENING CEREMONIES</b>					
6:30 pm	<b>SCIENCE TALK:</b> <i>“ORBITAL MECHANICS OF OUR SOLAR SYSTEM: OR, WHY DON’T ALL THE PLANETS CRASH INTO EACH OTHER”</i>  <b>Dr. J.L. Doty</b>  <i>ENDS BY 7:40 PM</i>	6:30 PM Panel # 3 – DON’T KILL THE DOG: ANIMALS MATTER Cynthia Felice, Kathy Kitts, Sherwood Smith, Ursula Vernon MOD: Brian Guthrie	6:30-7:15 PM 45 MINUTES WITH Lauren C. Tefteau	6:30 PM Fan Presentation “STAR TREK AND MAD SCIENTISTS: 59 YEARS OF SPACE MADNESS” Troy Stull & Laurie McFarland	6:30-7:05 PM 35 MINUTES WITH John Barnes	
6:45 pm			7:15 PM BROWNCOATS SET UP		7:15-7:55 PM 40 MINUTES WITH Lou J. Berger	
7:15 pm			7:30 PM Panel # 4 – PERSPECTIVES: THE FUTURE IS WHAT WE MAKE IT Yvonne Coats, Joe Haldeman, Chaz Kemp, S.M. Stirling MOD: Robert E. Vardeman		7:30-8:20 PM Solo Presentation “OUR FASCINATION WITH FLYING SAUCERS” Loretta Hall	
7:30 pm			8:30 PM Panel # 6 – ARTIST CHAT Jeff Benham, Aaron Campbell, Dale Ray Deforest, Carolyn Kay, Chaz Kemp, Jarrett “Doom Kitten” Querubin, Jon Sanchez, John Sumrow, Jess Tucker. MOD: Peri Charlifu  <i>ENDS BY 9:50 PM</i>	8:00 PM Fan Program “DR. HORRIBLE’S SING-A-LONG BLOG” Film, Raffles, Prizes! CSTS Charity Event Suggested Donation \$2-5  Presented by the Albuquerque Browncoats  <i>ENDS BY 10:20 PM</i>	8:30 PM Solo Presentation “THE POLITICAL CHUPACABRA” Benjamin Radford  <i>ENDS BY 9:40 PM</i>	8:00-8:35 PM 35 MINUTES WITH M.T. Reiten
7:45 pm	7:45-8:35 PM					
8:00 pm	Panel # 5 – CRUEL TO BE KIND: TORTURING YOUR CHARACTERS Delilah S. Dawson, Brian D. Hinson, Darynda Jones, Diana Rowland MOD: Melinda M. Snodgrass				8:45 PM 55 MINUTES WITH S.M. Stirling	
8:30 pm						
8:45 pm	AUCTION SET UP (Room closed 30 minutes, please)					
9:00 pm						
9:15 pm	9:15 PM TO WHENEVER LATE NIGHT CHARITY AUCTION Benefiting ENMU Library Williamson Collection, Roadrunner Food Bank, World Central Kitchen, and NM PBS (at least first \$500) Auctioneers: Craig C, Gordon G, Patricia R, Geneva S. Plus Mandy S, Jessica C, Danielle M-P, Grace J, and ???					
9:30 pm						
9:50 pm						
10:20 pm						
12:00 am?					11:00 PM-ISH CON SUITE CLOSES	

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

Art Show Hours 4:30-9:00 pm

Dealer Room Hours 3:00-8:00 pm

FRIDAY COMMUNITY TABLE IN DEALERS ROOM ----- 5:00-7:00 pm Roadrunner Food Bank

Time	Main Room – Salon E	Salon A-D	Cimarron/Las Cruces	Santa Fe (has screen)	Library Room
9:00 am	KAFFEEKLATSCH IN CON SUITE Various Individually Wrapped Breakfast Items & Hot Coffee		SCREEN up All Weekend		
10:00 am	Panel # 7 – TOMORROW NEVER KNOWS: DESIGNING THE FUTURE WORLD Ness Brown, Wil McCarthy, John E. Stith, Connie Willis <b>MOD: Lauren C. Teffeau</b>	Panel # 8 – ONCE UPON A (THIS) TIME: RETELLING STORIES THAT HAVE BEEN TOLD BEFORE Betsy James, Jeffe Kennedy, Jess Tucker, Sarena Ulibarri <b>MOD: Rae Oestreich</b>	50 MINUTES WITH <b>David Gerrold</b> <i>[Possible One-On-One Interview]</i>	<b>Solo Presentation</b> “I’VE SEEN DEAD PEOPLE, AGAIN” <b>Diana Rowland</b>	<b>Fan Program</b> “USS WHITE SANDS CHANGE OF COMMAND CEREMONY” <b>Laurie McFarland, Troy Stull and Others</b>
10:30 am					
11:00 am	Panel # 9 – DOMO ARIGATO, MR. ROBOTO: LIVING WITH A.I. Chaz Kemp, John Sumrow, Ian Tregillis, Robert E. Vardeman <b>MOD: Lou J. Berger</b>	30 MINUTES WITH <b>Josh Gentry</b>	Panel # 10 – PARASITES: WHAT DWELLS WITHIN UNINVITED Loretta Hall, Brian D. Hinson, Arkady Martine, Benjamin Radford <b>MOD: Ursula Vernon</b>	<b>Fan Panel</b> “KLINGON SCIENTISTS AND KLINGON KULTURE” <b>IKV Sun’s Glory: Diane Loree, Cricket Courtney, Elya Arrasmith, Ron Krueger</b>	<b>11:00 AM</b> 50 MINUTES WITH <b>Stephen R. Donaldson</b>
11:35 am		11:35 AM-12:25 PM 50 MINUTES WITH <b>Co-Guest of Honor Joe Haldeman</b>			
12 Noon	Panel # 11 – WORLDS APART?: SEPARATING THE WORK FROM THE CREATOR John Barnes, Kathy Kitts, Kevin Sonney, David Lee Summers <b>MOD: J.L. Doty</b>	12:30-1:20 PM 50 MINUTES WITH <b>Co-Guest of Honor Delilah S. Dawson</b>	12:00 PM <b>Solo Presentation</b> “75 YEARS OF RAY BRADBURY’S ‘THE MARTIAN CHRONICLES’” <b>Christopher Marsh</b>	<b>Fan Presentation</b> “MORGUE & KRYPT: MORE THAN BLOOD, GUTS AND GORE” <b>Bethany Sedden, Jeff Sedden, Aaron Barreda, Craig Hogan, Raul Reyes</b>	<b>12 NOON</b> <b>Fan Panel</b> “COSTUME CONTEST ENTRY WORKSHOP” <b>MOD: Geneva Schult Danielle Maurici-Pollock and Arthur Maurici-Pollock</b>
12:30 pm					
12:50 pm				12:55 pm Kids Program Set-Up	
1:00 pm	Panel # 12 – CHOICE IN THE MATTER: MAKING PLOT DECISIONS Stephen R. Donaldson, David Gerrold, Joe R. Lansdale, Arkady Martine, Tiffany Trent <b>MOD: Connie Willis</b>	1:30 PM 80 MINUTES WITH <b>George RR Martin</b>	Panel # 13 – WORKING FOR A LIVIN’: GRAPHIC NOVEL & PULP MAGAZINE ARTISTS Aaron Campbell, Dale Ray Deforest, Jon Sanchez, John Sumrow <b>MOD: Jeff Benham</b>	1:15 PM <b>FUN FOR KIDS – CHILDREN’S SCIENCE &amp; CRAFTS</b> <b>Jessica Coyle with assistance from Hilary E, Alan K, and ??</b>  - Accompanying parent required -	<b>1:00 PM</b> <b>Writing Workshop</b> “FIRST PAGE CLASS: PUTTING DOWN A PAGE OF PROSE” <b>Lou J. Berger</b>
1:15 pm					
1:30 pm					
2:00 pm	Panel # 14 – WAR, WHAT IS IT GOOD FOR: MILITARY/THRILLER SCI-FI Joe Haldeman, Reese Hogan, Sherwood Smith, S.M. Stirling <b>MOD: M.T. Reiten</b>		Panel # 15 – SNACKWRITES: WRITING EXERCISES Darynda Jones, Jane Lindskold, Diana Rowland, David Lee Summers, Robert E. Vardeman <b>MOD: Josh Gentry</b>	2:45 PM Kids Program Clean Up	<b>2:00-2:55 PM</b> <b>Fan Program</b> “DOCTOR WHO SMACKDOWN” <b>Mark Gillespie, Erika Hanson, Lori Jansen, and Eric Klammer</b>
2:30 pm					
2:45 pm					

ENDS BY 2:50 PM

SATURDAY: Registration Hours 9:30 am-6:00 pm Art Show Hours 9:30 am-6:30 pm Dealer Room Hours 10:00 am-6:00 pm

SATURDAY COMMUNITY TABLE IN DEALERS ROOM ----- 10:00-11:45 am New Mexico Resist 12:00-1:45 pm New Mexico PBS  
2:00-3:45 pm Morgue & Krypt Horror Fest 4:00-5:50 pm USS White Sands

**BUBONICON 56**

**SKED DI – As Of 8/14/2025**

**SATURDAY, AUGUST 23, 2025 CONT**

Time	Main Room – Salon E	Salon A-D	Cimarron/Las Cruces	Santa Fe (has screen)	Library Room
3:00 pm	Panel # 16 – GETTING INTO MY HEADSPACE: TIME TO CREATE Lynn Barker, Michael Cassutt, Wil McCarthy, Lauren C. Teffeau <b>MOD: Peri Charlifu</b>	50 MINUTES WITH <b>Toastmaster Jeffe Kennedy</b>	<b>3:05 PM</b> ARTIST GUEST SLIDE SHOW <b>John Sumrow</b>	<b>3:05 PM</b> <b>Fan Program</b> “HOT WHEELS ZOMBIE BOWLING” <b>Greg Herring and Marian Skupski</b>	<b>3:05 PM</b> <b>Writing Workshop</b> “RULES OF SCIENCE FICTION: MORE LIKE GUIDELINES” <b>Connie Willis</b>
3:15 pm					
3:30 pm					
3:55 pm	<b>3:55-4:35 PM</b> OPEN AIRWALL (Room Closed 40 Minutes)		<i>ENDS 4:20 PM AT LATEST</i>	<i>ENDS 4:20 PM AT LATEST</i>	<i>ENDS 4:15 PM AT LATEST</i>
4:20 pm			4:20 PM Slide Show Teardown	4:20 PM Zombie Bowling Teardown	4:20 PM Green Room Set-Up
4:35 pm	<b>4:35-5:45 PM</b> MASS AUTOGRAPHING SESSION – 70 MINUTES Bubonicon Guests Sign Their Wares <i><u>GENERAL POLICY:</u> 3 signatures from an author at a time, please. And then you can get back in their line for up to 3 more, etc...</i> <i><u>GEORGE RR MARTIN:</u> 2 signatures at a time, and then get back in line.</i>				
5:00 pm					
5:45 pm	COSTUME PREP TIME (Room Emptied & Closed – Reset Stage)				
6:00 pm			<b>6:00-6:55 PM</b> Panel # 17 – SELF-CREATED SELF-DESTRUCTION: SOLUTIONS & IMPLICATIONS John Barnes, Brian D. Hinson, M.T. Reiten, SM Stirling <b>MOD: Chaz Kemp</b>	<b>6:00-6:55 PM</b> <b>Solo Presentation</b> “LITTLE RED DOTS: EARLY UNIVERSE MYSTERY OBJECTS” <b>Ness Brown</b>	<b>6:00 PM</b> REGISTRATION & DEALERS ROOM CLOSE  <b>6:30 PM</b> ART SHOW CLOSES
6:55 pm	<b>Approximately 6:55 PM</b> DOORS OPENED FOR AUDIENCE SEATING				<b>COSTUME CONTEST GREEN ROOM</b> <i>Costume Staff and Entrants Only</i>
7:15 pm	COSTUME CONTEST				
7:30 pm	<b>Master of Ceremonies: Kevin Sonney</b> <b>Organizer: Geneva Schult</b> <b>Judges: Lynn Barker, David Kubica, Nina Madrid</b>		<b>7:30-9:15 PM</b> <b>Live Feedback Panel (#18)</b> “INSTANT SLUSH PILE: LIVE REVIEWS” <b>MOD: Lou J. Berger</b>	<b>8:00-10:00 PM</b> <b>Fan Game Show</b> “BOWL OF TRIVIA” <b>Peri Charlifu and Lee Moody</b>	
8:05 pm?	<b>Half-Time Entertainment</b> 2023 GREEN SLIME AWARDS <b>Hosted by Jessica L. Coyle with the Slime Time Players</b>				<b>COSTUME CONTEST GREEN ROOM</b> <i>Costume Staff and Entrants Only</i>
8:15 pm					
8:40 pm?	COSTUME CONTEST WINNERS ANNOUNCED <b>Masters of Ceremonies: Kevin Sonney &amp; Geneva Schult</b> <b>And Our 3 Awesome Judges</b>				
9:15 pm			<b>9:15 PM</b> RETRO THEATER PREP TIME (Room Closed 30 Mins)	<i>ENDS 10:00 PM AT LATEST</i>	<b>9:40 PM</b> <b>Room Closed For Day</b> (UNLESS THERE IS LATE-NIGHT GAMING)
9:40 pm	<b>Approximately 9:40 PM</b>		<b>9:45 PM-ISH</b> CHARLIE’S RETRO SCI-FI THEATER What will he be showing? Come and find out! (Ends Midnight or 12:30 am)		
9:45 pm	<b>Rooms Closed For Day</b>				
10:00 pm				<b>11:00 PM-ISH</b> CON SUITE CLOSES	
11:30 pm					
Midnight					

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

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

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

**BUBONICON 56**

**SKED DI – AS OF 8/14/2025**

**SUNDAY, AUGUST 24, 2025**

Time	Main Room – Salon E	Salons A-D	Cimarron/Las Cruces	Santa Fe (has screen)	Library Room					
9:00 am	<i>GRANOLA BARS IN CON SUITE</i>		SCREEN up All Weekend							
10:00 am	Panel # 19 – YOU CAN DO MAGIC: WHAT DO MAGES/SCIENTISTS OWE THEIR SOCIETIES Yvonne Coats, M.T. Reiten, Lauren C. Tefteau, Ian Tregillis <b>MOD: Carolyn Kay</b>	10:00-10:25 AM 25 MINUTES WITH <b>Ness Brown</b>	10:00-10:25 AM 25 MINUTES WITH <b>Betsy James</b>	10:00-10:55 AM 55 MINUTES WITH <b>Jane Lindskold</b>	10:00-10:50 AM 50 MINUTES WITH <b>Vivian Shaw and Arkady Martine</b>					
10:30 am		10:30-11:05 AM 35 MINUTES WITH <b>Sarena Ulibarri</b>	10:30-11:05 AM 35 MINUTES WITH <b>Tiffany Trent</b>							
11:00 am	CO-GUESTS OF HONOR PRESENTATION <i>Delilah S. Dawson and Joe Haldeman</i> <b>In Conversation with Jeffe Kennedy, Toastmaster</b>  <i>ENDS BY 12:20...</i>		11:30 AM-12:40 PM AUCTION PREPARATIONS  <b>(Room Closed, Please – NO ENTRY Before 12:40)</b>	11:30 AM-12:20 PM <b>Fan Presentation</b> <i>“A BRIEF HISTORY OF MANGA”</i> <b>Jenny Nardacci of 7000 BC</b>	11:00-11:50 AM <b>Fan Panel</b> <i>“ROAD TO FANDOM: THE ALCHEMY OF FANDOM”</i> C.J. Jury-Kiser, Danielle Maurici-Pollock, Michael Kiser & Arthur Maurici-Pollock					
11:05 am					12:00 NOON <i>2025 CON SUITE CLOSES</i> <i>ART SHOW CLOSES</i>	12:40 PM AUCTION ITEMS ACCEPTED	12:30 PM <b>Solo Presentation</b> <i>“FOOD SECURITY IN 2025 AND BEYOND”</i> <b>Kevin Sonney</b>	12:00-12:50 PM 50 MINUTES WITH <b>Yvonne Coats</b>		
11:30 am								1:00-3:35 PM FUN AND CON AUCTION	1:30-2:20 PM 50 MINUTES WITH <b>Brian Guthrie</b>	1:00-2:20 PM <b>Solo Presentation</b> <i>“MARKETING YOUR ART: ART AFTER THE 2020 PANDEMIC”</i> <b>Peri Charlifu</b>
11:45 am										Auctioneers: <b>Robert Vardeman, Patricia Rogers, Gordon Garb, maybe Craig C.</b> Manager: <b>Mandy Self</b> Money Takers: <b>Jessica C, Geneva S, Grace J, Roberta J</b> <i>Want to use a credit card? \$8.00 minimum +3% fee</i>  (Items benefit Bubonicon and Individuals)
12 Noon					3:40 PM CLEAN UP FROM AUCTION 3:50 PM AUCTION DONE, DONE & DONE	SUNDAY AFTERNOON TEA 2:00-3:20 PM CON SUITE UPSTAIRS – 17 <sup>TH</sup> FLOOR Joe & Gay Haldeman, Yvonne Coats, Mike Collins, Diana Rowland, Joan S. Saberhagen, S.M. Stirling, John E. Stith, Tiffany Trent  <i>[35 Attendees Max – You Must Sign Up On Board By Registration]</i>				
12:30 pm	12:30-1:20 PM 50 MINUTES WITH <b>Melinda M. Snodgrass</b>	3:00 pm <b>(Room Closed at 3:20 PM)</b>	3:00 pm <b>(Room Closed at 3:20 PM)</b>							
12:40 pm	Panel # 20 – ASK A SCIENTIST: PROBING QUESTIONS Ness Brown, J.L. Doty, Kathy Kitts, Christopher Marsh, M.T. Reiten <b>MOD: Ian Tregillis</b>			1:30-2:20 pm 50 MINUTES WITH <b>Kathy Kitts</b>	3:15 pm <b>(Room Closed at 3:20 PM)</b>					
1:00 pm		Panel # 21 – CHANGE WITH THE TIMES: FROM SHORT STORIES TO NOVELS Jane Lindskold, Arkady Martine, Wil McCarthy, David Lee Summers <b>MOD: Jon Black</b>	2:30-3:20 pm 50 MINUTES WITH <b>Jon Black</b>			3:30 pm Panel # 23 – WANDS, WORDS & WILL: CREATING A MAGIC SYSTEM Jeffe Kennedy, Vivian Shaw, Sherwood Smith, Tiffany Trent <b>MOD: Delilah S. Dawson</b>				
1:15 pm	Panel # 22 – WALKING A TIGHTROPE: BALANCING MESSAGE & STORY John Barnes, Melinda M. Snodgrass, Sarena Ulibarri, Connie Willis <b>MOD: Jess Tucker</b>			3:30 pm Panel # 23 – WANDS, WORDS & WILL: CREATING A MAGIC SYSTEM Jeffe Kennedy, Vivian Shaw, Sherwood Smith, Tiffany Trent <b>MOD: Delilah S. Dawson</b>						
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4:30 pm		CLOSING CEREMONIES <b>Con Chair + the 2025 Con-Com</b>			3:30 pm Panel # 23 – WANDS, WORDS & WILL: CREATING A MAGIC SYSTEM Jeffe Kennedy, Vivian Shaw, Sherwood Smith, Tiffany Trent <b>MOD: Delilah S. Dawson</b>					
5:05 pm?	<b>B56 IS DONE! Clean up hotel, pack up cars...</b>									

SUNDAY: Registration Hours 9:45-Noon

Art Show Hours 9:30-12:00 pm

Dealer Room Hours 10:00-4:00 pm

SUNDAY COMMUNITY TABLE IN DEALERS ROOM ----- 11:00 am-1:00 pm ABC Public Library System

1:15-3:15 pm MañanaCon

## BUBONICON 56 PANEL DESCRIPTIONS ----

**1. FOOL'S GOLD: THE MARRIAGE OF MAGIC & SCIENCE (ALCHEMY)** -- Why does it have to be magic versus science? Why not both? Why has Alchemy grown in popularity? From Chaucer to Shakespeare to H.P. Lovecraft to pop culture (like *Fullmetal Alchemist*), alchemy has been used to explore themes of spiritual growth, purification, and regeneration, as well as to create satire. What is it about alchemy that is so appealing?

**2. WEIRD SCIENCE IN THE SEASON OF THE WITCH: MAGES & MAD SCIENTISTS** -- What is the appeal of magicians & mixed-up doctors from Frankenstein to Harry Dresden? Where would we be without Dr. Frankenstein, *Re-Animator's* Herbert West, *The Prestige's* Robert Angier and Alfred Borden, Merlin the Magician, Gandalf the Gray, Nikola Tesla, Doctor Emmett "Doc" Brown of *Back to the Future*, Heinlein's Waldo Farthingwaite-Jones, Harry Potter and Albus Dumbledore, etc? What is the appeal of lab coats and wild hair anyway? Are robes and pointy hats any better? And can some people really call you "Tim"?

**3. DON'T KILL THE DOG: ANIMALS MATTER** -- You often hear, "Don't kill the dog." Is it good advice? Why? Why does the killing of animals usually have even more of an impact on the reader/audience than of people (or whole planets)? Why do some people refuse to even go see something or read something if they think a dog might get killed in it? When does killing the dog work and when doesn't it? And does the dog always have to be a dog? Rex from *Primeval*, for example, is the dog in that series. And R2D2's definitely the dog. Also, K9, the robot dog from *Dr. Who*. Is Toto the ultimate dog?

**4. PERSPECTIVES: THE FUTURE IS WHAT WE MAKE IT** -- Feminists in the days of King Arthur. Hip rockers in the 23rd century. Did you ever notice that the good folks of other eras share our views? And the bad folk do not? Is it possible for writers to portray a disagreeable viewpoint with empathy? Is it possible for readers to read it? Can we really understand another time and place without one "us" being plopped in the middle of it? Why or why not?

**5. CRUEL TO BE KIND: TORTURING YOUR CHARACTERS** -- You love your characters and want them to live their best lives. But there isn't a huge market for *Yark the Barbarian Queen Does Shopping*. Or is there? Are characters often tortured for the sake of story? Is there room in fiction for stories where things go well for characters? Do you feel twinges of guilt when you are cruel to your characters? Are there tricks to figure out if you've gone far enough/too far? Can things seem so bleak that you lose your readers? What about the rise of the cozy fantasy, or the cozy romantic fantasy? Do we need a happy ending?

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

**7. TOMORROW NEVER KNOWS: DESIGNING THE FUTURE WORLD** -- Given today's tech and an idea of what is coming, how would our panelists design the future world if they had the power? What are some of the world-changing technologies that are here now or that are coming that could transform the world? Are they likely to change things for good or ill? What are the hurdles to embracing new tech?

**8. ONCE UPON A (THIS) TIME: RETELLING STORIES THAT HAVE BEEN TOLD BEFORE** -- From oral traditions to modern print and digital publications, humans love to tell stories. There's the draw of the imagination and creating something new, but there's also the comfort and daring of telling the same stories again and again, often with differences that range from a telephone-like loss of detail to a purposeful transformation of the stories we know and love. So how and why do authors retell stories, from popular fairy tale adaptations and D&D-based fantasy to relying on well-loved character tropes? How do we provide the comfort of the old while making something new & exciting for readers? And most importantly, what are the ethics behind deciding what details should stay or go, especially when these stories are so closely tied to cultural – and human – history?

**9. DOMO ARIGATO, MR. ROBOT: LIVING WITH A.I.** -- At least until the bubble bursts, it looks like we are going to be surrounded by a lot of tech that is currently being called "AI." Since it's here, how do we coexist with it? How different is what we currently call "AI" from the mental image most people (especially SF fans) use for AI? How has AI infiltrated our world? What AI tech should we be embracing? What should we avoid? If decision makers were made to listen, what should we ask them to do about regulating AI? If there was an actual general AI (or many of them) how would that be different?

**10. PARASITES: WHAT DWELLS WITHIN UNINVITED** -- From *Alien* to every pandemic story/movie, parasites are a genre staple. But what makes a good parasite great? Or particularly scary? Body horror, transformation, loss of self – there's lots of ways this parasite business goes down, and there's no shortage of inspiration from earth life. How do you use a parasite effectively?

**11. WORLDS APART?: SEPARATING THE WORK FROM THE CREATOR** -- You love XYZ, but the writer of XYZ just did something terrible. Is it okay to keep loving XYZ? If you loved someone's work but hate what they're doing/believed in/did is it okay to still keep loving that work? Does it make a difference if the creator is dead? Is there a difference between loving the work and activities that enrich the author (buying new works, visiting their theme parks, etc.)? Do we invest too much or expect too much from creators? *[Moderator: Please Try To Keep Discussion Civil]*

**12. CHOICE IN THE MATTER: MAKING PLOT DECISIONS** -- Roll the dice, throw the bones, pick a card, flip a coin or something else. What are some unique ways of decision making in plots? Everyone has their preferred method of plotting a thing. Beyond pantsing and outlines, what other ways exist for making a choice that might give a new perspective? What can a writer try when they are unsure which direction to go? What unusual methods have you tried that worked? What did you try that seemed like a good idea in theory but just didn't work out?

**13. WORKING FOR A LIVIN': GRAPHIC NOVEL & PULP MAGAZINE ARTISTS** -- Several of our Bubonicon artists – including our 2025 Artist Guest – have done artwork for graphic novels and/or SF fiction magazines. What kind of guidance did they receive? How much detail is in the initial assignment or pitch? How much collaboration is there between the writer and the artist? Is it easy or difficult to interpret scripts? How much do editors control the look of characters, props, aliens and space transport? What about working in a world where the look of characters and locations is established? What notes have artists received on their projects?

**14. WAR, WHAT IS IT GOOD FOR: MILITARY/THRILLER SCI-FI** -- From Joe Haldeman's *The Forever War* and Rick Shelley's *Dirigent Mercenary Corps* to *Star Wars* and Heinlein's *Starship Troopers*, conflict between worlds and interstellar battles are part of science fiction. But what do these books have to say about war? Are they all action/thrillers without any thought/depth? Can you use a space-based war to make commentary on the human condition and the Earth today? Why is military SF still so popular? What about in the movies and on TV? Does the danger of having a favorite character killed add to the emotional connection for readers/viewers? Is War just a "friend only to The Undertaker," or can it mean more?

**15. SNACKWRITES: WRITING EXERCISES** -- In 2018, SnackReads launched SnackWrites to help people – whom life gives little time – to be able to learn some writing craft and keep the dream alive. The moderator and participants will lead attendees through some of the writing exercises, and offer suggestions for time-constrained writing.

**16. GETTING INTO MY HEADSPACE: TIME TO CREATE** -- Whether an author, an artist or a composer, most people need to get into the proper frame of mind to create. What are some of the panelists' rituals and preparations? Are there certain places and/or times that work better? What about music? Can our panelists listen to music while writing or doing art? With or without lyrics? Can our panelists have people around them or do they need to be isolated? Same thing for the TV being on – is it a distraction or just background noise? What is the ideal way to create? Is there such a thing?

**17. SELF-CREATED SELF-DESTRUCTION: SOLUTIONS & IMPLICATIONS** -- In 2000, Bill Joy of Sun Microsystems warned that the “illimitable power” of technology could destroy the human species in the 21st century – a “techno-apocalypse.” He stated, “The cleverer we are, the bigger the problem we create.” Is this true? Do humans think about the implications of technology? What about the Law of Unintended Consequences? Electric cars mean less air pollution, but draw from the power grid and coal generators. Do they solve anything? What about unintended pathogens created by biotechnology? Or Nanotechnology creating tiny weapons that could subvert existence? Is it all paranoid dystopian talk?

**18. INSTANT SLUSH PILE: LIVE REVIEWS** -- This is a live feedback panel. If you are interested, bring a printed-out page (no more than 300 words) for review. It should be completely anonymous (don't include your name anywhere on the manuscript). You can turn in your manuscript at Registration on the day of the panel, or at the very beginning of the panel. Manuscripts will be shuffled and then read out loud. Editors (and other panelists) will indicate whether they would buy this story or finish reading it, and provide a quick critique of the work. Submitters can choose to reveal themselves or not. *[Lou J. Berger moderates.]*

**19. YOU CAN DO MAGIC: WHAT DO MAGES/SCIENTISTS OWE THEIR SOCIETIES** -- Sometimes knowledge, be it a technological advance or a magical breakthrough, comes at a steep price. The Faustian scientist or obsessive alchemist often discovers double-edged or even dangerous devices, from nuclear weaponry to demonic contracts. Are they responsible for ensuring their discoveries are used for good rather than evil? What moral obligations do the mad scientist or the mage owe their societies? Why? Can they be enforced?

**20. ASK A SCIENTIST: PROBING QUESTIONS** -- In this panel, Bubonicon scientists answer questions from the audience that pop up in frequent hall conversations on technical/plot points. Also welcome are young would-be scientists and their parents who want to talk about career paths.

**21. CHANGE WITH THE TIMES: FROM SHORT STORIES TO NOVELS** -- Panelists discuss the transition from writing short stories to writing novels. Other than length, what are the major differences between writing short stories and writing novels? How different is the writing process? What surprised you the most about the different processes? If you are good at short stories, should you stick with them or move to novels? Are there differences in the type of tone/voice you can have in one medium vs. the other? Is it worth considering intermediate length works (novellas, etc.)?

**22. WALKING A TIGHTROPE: BALANCING MESSAGE AND STORY** -- You're working on your new novel Destroy All Giant Bugs! and you are starting to worry you are not being subtle enough with your underlying message of mantis-cide... What are the merits of having a message? How do you get it across without being preachy? Is it okay for fiction to not have a message? What are good techniques for getting a point across? Can you end up alienating your audience?

**23. WANDS, WORDS, AND WILL: CREATING A MAGIC SYSTEM** -- Creating a new, exciting magic system for your story is not as simple as tapping a wand with a hat. Any magic system you create will be uniquely interwoven with your particular world's science, religion, government, culture, technology, and environment, and it will influence how people dress, speak, and interact. Even character arcs will be tied to how your protagonist interacts with magic and other magic wielders. Let's talk about magic systems that work, the ones that don't quite make the grade, and how to go about creating your own individual form of magic and the world to support it, plus the common tropes and pitfalls that surround such a challenging task.

## GREEN SLIME AWARDS RECOGNIZE WRETCHEDNESS

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

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

The 50th annual Green Slime Awards see Jessica L. Coyle in her 15th turn as Slime Mistress, continuing the tradition about 8:05 pm Saturday. Here's a list of the 2024 recipients:

FOOD: *Sour Patch Kids Oreos* (Unpleasant flavor, just weird), BOOK: *Eruption* by Michael Crichton & James Patterson (Shallow book; characters laughable; super predictable), TELEVISION: *The Spiderwick Chronicles* (Angsty teens; characters talk and talk; poorly written and poorly acted), “TV” MOVIE: *Atlas* on Netflix (Written by Mad Libs; pacing a mess, J-Lo doesn't fit the role and tries too hard to “act”), FANTASY MOVIE: *Sasquatch Sunset* (Unwatchable mess with no plot or dialog), SCI-FI MOVIE: *Rebel Moon* (Zack Snyder manages to zap entertainment out of outer space; *Star Wars* rip-off; awkward dialog; no emotional or philosophical engagement; a soulless slog).

## HANDY-DANDY MAP OF THE ALBUQ MARRIOTT UPTOWN!

