

# Conjecture VI • Alien Cultures

San Diego, CA September 28-30, 2007  
[www.conjecture.org](http://www.conjecture.org)

## Progress Report 1 • February 2007

### What is Conjecture?

We've been running since 2002; we're the youngest speculative fiction convention in San Diego. Our primary focus is on literature, but we also address gaming, art, media, science and society in our programming. We were the first convention to put our proposed panel topics online in a voting-enabled format to get the fans' input. Each year we focus part of our programming around a central theme, chosen based on our Guest of Honor's work.

### Alien Cultures

In honor of Larry Niven, our theme this year is Alien Cultures. As Wikipedia puts it, "The creation of thoroughly worked-out alien species, which are very different from humans both physically and mentally,



**Guest of Honor Larry Niven**

Photo by Chaz Boston-Baden, [www.boston-baden.com](http://www.boston-baden.com).

is recognised as one of Niven's main strengths." Join us in exploring the many alien species of SF and their languages, laws, social structures, religions, traditions, arts and mythologies.

### Membership Rates

#### Full memberships:

Until May 15 .....	\$35
Until September 15.....	\$40
At the door.....	\$45

#### Special rates:

Children 5 & under: .....	Free
Children 6 - 12: .....	\$1 per year of age
High school students with ID: .....	\$12
College students with ID: .....	\$20
High school or college faculty/staff: .....	\$20

You can buy a membership online at [www.conjecture.org](http://www.conjecture.org), at our fan tables and parties at other conventions, or by using the form on page 3.

### Volunteering

We're looking for a few good volunteers! There are also a couple of staff positions available. For more information, contact us at [volunteers@conjecture.org](mailto:volunteers@conjecture.org).

### Hotel

We're in the Red Lion Hanalei in Hotel Circle, just west of Mission Valley. It's a fabulous tropical venue, with a waterfall, tikis, koi ponds, a heated pool, and a sushi bar. It has plenty of room for programming, and if you're making Conjecture part of a longer vacation, it's only minutes away from SeaWorld, the Zoo, Old Town, and downtown. (Legoland is a 40-minute drive.)

Questions? Email [hotel@conjecture.org](mailto:hotel@conjecture.org).  
More info: <http://www.hanaleihotel.com/>

Conjecture is sponsored by SanSFis ( the San Diego Speculative Fiction Society), a 501(c)3 non-profit educational corporation. For more information, visit [www.sansfis.org](http://www.sansfis.org).

# Programming and Events at Conjecture VI

## Participants

We'll bring back some of the guests you've enjoyed in past years and add new ones, serving up an engaging mix of writers, game designers, artists, scientists, academics, fannish luminaries, and mad geniuses. To suggest a panelist, email [programming@conjecture.org](mailto:programming@conjecture.org).

## Panel Programming

We will have our entire list of potential panel topics on our website, where you can vote for your favorites and suggest new topics (some of our best topics come from your suggestions!). Come back often to vote as new topics are added and to check on the ranking of your favorites.

Voting will stop in September and we'll do our best to fit the top ten panels at that point into the final schedule. (Unfortunately, sometimes the voters love a topic that not enough guests have the background to speak on, so we can't guarantee all ten!)

## Iron Hack

Welcome to Fiction Stadium, where Chairman Conje pits Iron Hacks from different schools of fiction against each other to determine who is the ultimate Iron Hack! Secret ingredients provided by the audience are woven into an improvised story, each Hack passing it maliciously on to the next with unresolvable cliffhangers and embarrassing segues. This event gets funnier every year. Don't miss it!

## Mad Science Fair

Each year, we hold a competition for deranged researchers, disturbed inventors, and engineers with a screw loose. Do you have an Infernal Device bubbling away in your basement? Have you Meddled With Something That Man Was Not Meant To Know? Bring it to the con!

An application and entry guidelines will be available in mid-May. The same item can compete in both the Masquerade and the Mad Science Fair. (Just remember, all live specimens must have a Conjecture membership.)

## Anime

We'll be screening both episodes from series and full-length feature films. The planned lineup includes *Tenchi Muyo*, *Loveless*, *Macross*, and *Serial Experiments Lain*. (The Anime Room is *not* a babysitting service; if you bring young children to the con, please supervise them.)

## Gaming

Our open gaming room will be stocked with classic board and card games of alien adventure, such as *Cosmic Encounter*, *The Awful Green Things from Outer Space*, *Alien Hotshots*, *Cogno*, and *Star Munchkin*. There will be role-playing games as well. If you would like to run a role-playing scenario, especially one set in a Larry Niven universe, email [gaming@conjecture.org](mailto:gaming@conjecture.org).

## Costuming

We'd love to see more hall costumes and Masquerade entries this year. Surprise us! Thrill us! Take home cool prizes! You don't have to dress as an alien, but there are a lot of great aliens in fiction and media to choose from. A complete set of our rules and registration forms for the Masquerade will be available on our website in mid-May.

## Larry Niven is Everywhere!

- A part of the computer game *Wing Commander II* takes place in the "Niven Sector" (it is believed that the Kilrathi, the feline alien enemy in the *Wing Commander* series, were based on Niven's Kzinti).
- There is a *Magic: The Gathering* card named Nevinyrral's Disk, which contains Larry Niven's name backwards. When activated, it destroys all creatures, enchantments, and artifact cards in play, including itself. This is a reference to the Warlock's Wheel from *The Magic Goes Away* series, which drains all magic from a region by using up the "mana" with an open-ended enchantment.
- The game *Netrunner* has an artificial intelligence named Nevinyrral.
- The video game *Halo* has used a lot of ideas from *Ringworld*. The Kzinti Blade, the Kzinti themselves, and the Pierson's Puppeteers seem to have inspired Energy Swords, Brutes, and Prophets respectively. Various other similarities appear, including the entire principle of the "Ring" in *Ringworld* and the "Halo" in *Halo*.
- He introduced the idea of a flash crowd in his story "Flash Crowd" (1973), which evolved in 2003 to the flash mob in which people meet together to protest in a creative way at a specific time and place to disappear as quickly as they appeared some minutes later. The term Flash Crowd is also used to describe a web site showing little or no response due to excessive amounts of traffic. A Flash Crowd on a web site is synonymous with Slashdotting.

— from Wikipedia

# Guest of Honor: Larry Niven

## Biography

A Los Angeles native, Larry started out his academic career at CalTech, though he got his BA in math from Washburn University in Kansas. He did graduate work in math at UCLA and has been a full-time writer since then.

In 1967, he won the Best Short Story Hugo for "Neutron Star". He won again in 1972 for "Inconstant Moon", and in 1975 for "The Hole Man". In 1976, he won the Best Novelette Hugo for "The Borderland of Sol".

His novel Ringworld (1970) won both Hugo and Nebula for Best Novel.

He has also written scripts for SF television shows, including the original *Land of the Lost* series and *Star Trek: The Animated Series* ("The Slaver Weapon" with the Kzinti species). One of his short stories, "Inconstant Moon", was adapted for an episode of the television series *The Outer Limits*.

In comics, he has written for the DC character Green Lantern, including in his stories hard science fiction concepts such as universal entropy and the redshift effect, which are common to his novels but unusual in comic books. He created the "Bible" for the Green Lantern.

—from Wikipedia

## Partial Bibliography

### Ringworld

1. Ringworld (1970)
2. The Ringworld Engineers (1979)  
Guide to Larry Niven's Ringworld (1994) (with Kevin Stein)
3. The Ringworld Throne (1996)
4. Ringworld's Children (2004)

### Moties

(with Jerry Pournelle)

1. The Mote in God's Eye (1974)
2. The Gripping Hand (1993)

### Magic Goes Away

- The Magic Goes Away (1978)  
The Magic May Return (1981)  
More Magic (1984)

### Dream Park

(with Steven Barnes)

1. Dreampark (1981)
2. The Barsoom Project (1989)
3. The California Voodoo Game (1992)

### Known Space

1. The Integral Trees (1983)
2. The Smoke Ring (1987)

### Novels

- The World of Ptavvs (1966)  
A Gift from Earth (1968)  
The Flying Sorcerers (1971) (with David Gerrold)  
Protector (1973)  
Inferno (1976) (with Jerry Pournelle)  
A World Out of Time (1976)  
Lucifer's Hammer (1977) (with Jerry Pournelle)  
The Patchwork Girl (1980)

- Oath of Fealty (1981) (with Jerry Pournelle)  
The Descent of Anansi (1982) (with Steven Barnes)  
The Time of the Warlock (1984)  
Footfall (1985) (with Jerry Pournelle)  
Achilles' Choice (1991) (with Steven Barnes)  
Fallen Angels (1991) (with Michael Flynn and Jerry Pournelle)  
Destiny's Road (1997)  
Rammer (1997)  
Rainbow Mars (1999)  
Saturn's Race (2000) (with Steven Barnes)  
Building Harlequin's Moon (2005) (with Brenda Cooper)

## Collections

- Neutron Star (1968)  
The Shape of Space (1969)  
All the Myriad Way (1971)  
Inconstant Moon (1973)  
The Flight of the Horse (1973)  
A Hole in Space (1974)  
Tales of Known Space (1975)  
The Long Arm of Gil Hamilton (1976)  
Convergent Series (1979)  
Niven's Laws (1984)  
Limits (1985)  
Three Books of Known Space (1989)  
N-Space (1990)  
Playgrounds of the Mind (1991)  
Crashlander (1994)  
Flatlander: The Collected Tales of Gil 'the Arm' Hamilton (1995)  
Scatterbrain (2003)  
Larry Niven Short Stories Volume 1 (2003)  
Larry Niven Short Stories Volume 2 (2003)  
Larry Niven Short Stories Volume 3 (2003)  
The Draco Tavern (2006)  
"Time Travelers Never Die" (1996)  
"Dead in the Water" (1999)  
"Good Intentions" (1999) (with Stanley Schmidt)

Website:

[www.larryniven.org](http://www.larryniven.org)

## Conjecture VI Registration Form

Credit card registration at [www.conjecture.org](http://www.conjecture.org)

Check here if you DO NOT want your name listed online.

Name: \_\_\_\_\_

Address: \_\_\_\_\_

\_\_\_\_\_

Email: \_\_\_\_\_

### Check the rate you're paying:

#### Full memberships:

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Until September 15 ..... \$40

At the door ..... \$45

#### Special rates:

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College students: ..... \$20

High school or college faculty/staff: ..... \$20

Mail completed form and payment to:

Conjecture, PO Box 927388, San Diego, CA 92192

## **Conjecture**

PO Box 927388

San Diego, CA 92192

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### Dealers

Dealer tables are \$50 and include one membership. Additional dealer memberships are \$25. Everyone selling items at the convention, including authors and program participants, must purchase a dealers room table at the published rates. For more information, email [dealers@conjecture.org](mailto:dealers@conjecture.org).

### Art Show

Art show flats (4' x 4') and half tables (6' x 2.5') are \$15. Artist packets will be mailed out in May, and will also be available in PDF format on our website. For more information, email [artshow@conjecture.org](mailto:artshow@conjecture.org).