

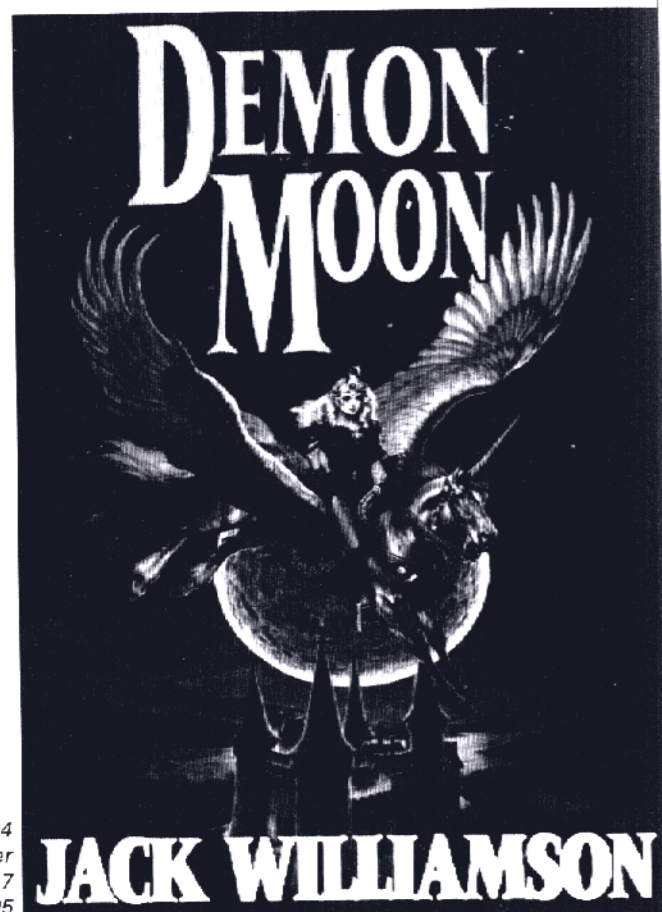


TOR

Salutes

Guest of Honor

Jack Williamson



Coming in May 1994
 Hardcover
 ISBN 0-312-85718-7
 \$21.95

MINICON 29
 "Let Us Con You"

April 1 - 3, 1994

Minicon 29: A new concept in conventioning, and a redefinition of the word "con!" Here are a few highlights of what you can expect.

DEALER'S ROOM: As usual, we will have our *large* dealers room. Those interested in table space should contact the P.O. Box between Sept. 1st and Sept. 3rd. Send a copy of your tax number, a description of each item you will be selling, and any other information you'd like us to take into account. The committee will carefully review your request, then throw it in the trash and pick the same 30 dealers we have every year, featuring the usual overpriced selection of beads and trinkets you've come to expect. If by some myopic oversight we pick you, we'll decide how many tables you'll need, and you'll like it.

BADGES: Due to problems in previous years, (people loaning badges, rude names, etc.), badges will contain the following: Your name, photograph, retina scan, fingerprints, social security number, physical description, and an official seal. Fen under 21 will also have their birth date embossed in 2cm red letters.

ROOM RESERVATIONS: All requests for rooms will be handled by the con-comm. Submit your requests for rooms early, and let us know if you plan a party, so we can stick you in the quietest, drabest corner of the hotel, where no one will ever find you. We

will decide everyone's room location, although we don't intend to *tell* you, so don't call us. Don't ask about cabanas, as we plan to take them all ourselves.

REGISTRATION: \$20 advance, \$60 at-the-door. We don't have a pre-reg deadline yet, but once we do, you can count on us not to distribute flyers at cons, or mail them less than a week late. This is so we can screw you out of triple price at-the-door. If you don't like it, you can drive back to Chicago. The extra three or four grand we make this way won't (of course) be used to buy more booze or munchies, or to bring in big-name guests. But it *will* be used *somewhere*. Trust us.

MASQUERADE: Our Masquerade will begin with sign-up at 1 p.m., followed by an informative meeting at 2, rehearsal at 3, soundtrack selection and sequencing at 4, sign-in at 5, pre-judging at 6, judging at 7, finals at 10, and awards at 11, barring delays.

SOUNDS TERRIFIC, DOESN'T IT? Send your money now! The more time we have to squander it and give you the run-around, the more important we'll feel, and the bigger our Napoleonic complexes will be next year!

MINICON 29
 P.O. Box 8297
 Lake Street Station
 Minneapolis, MN 55408

QWERDFGHSFGRTADPARODYNOTTOBETAKENSERIOUSLYDFGHIOPUIBNMIOPGHY

**The previous ConComm
has been declared April Fools and
was promptly replaced with the current
Minicon Committee;
Who Would Like to Welcome You To . . .**

It seemed like a good idea at the time

Minicon XXIX

Sponsored by The Minnesota Science Fiction Society

April 1st thru April 3rd, 1994
Radisson Hotel South & Wyndham Garden Hotel
Bloomington, Minnesota

with

- ☛ Tom Doherty, Publisher of Tor Books, Guest of Honor
- ☛ Jack Williamson, Author Guest of Honor
- ☛ Rusty Hevelin, Fan Guest of Honor
- ∞ and ∞
- ☛ Phil Foglio, Artist Guest of Honor

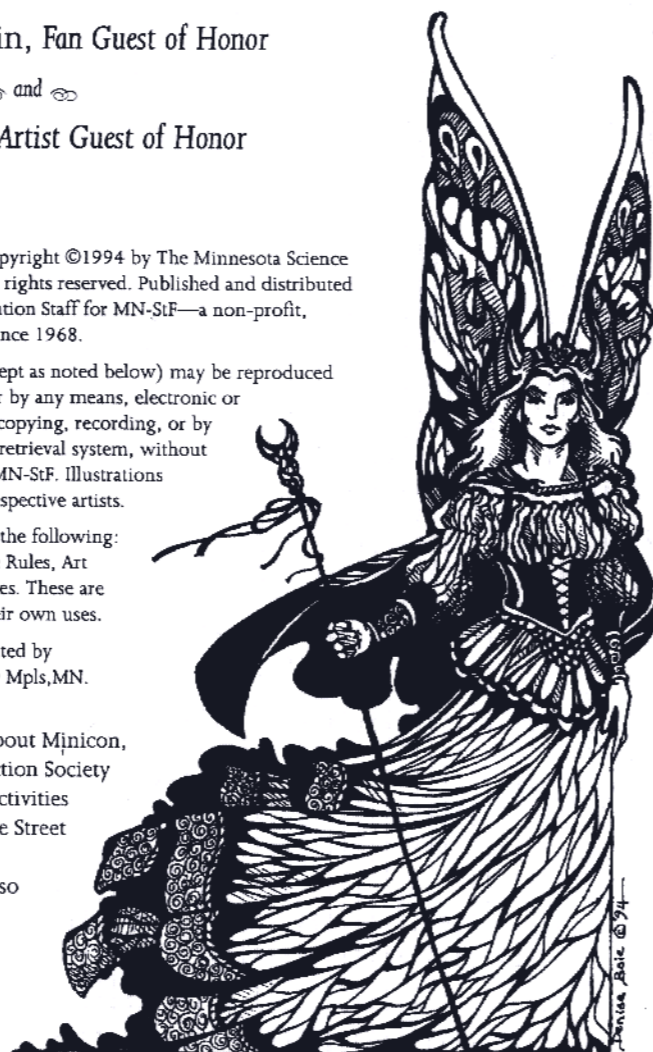
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Convention publications printed by Mike Parker / Graphic Print • Mpls, MN.

For further information about Minicon, The Minnesota Science Fiction Society (MN-SfF), or any of our activities write: P.O. Box 8297, Lake Street Station, Minneapolis MN 55408-8297. You may also call the MN-SfF Hotline at (612) 824-5559 or the Minicon Voicemail at (612) 333-7533.



Shows on you, constantly changing or needing to be changed. Having 3000
 seats and under budget.

On behalf of the entire Madison Committee, the Minnesota Science
 Fiction Society, the hundreds of exhibitors, and myself personally, I want to
 thank each and every one of you for 15 years of Midwest fiction's most
 successful convention. See you next year!

—Chris F. Paul
 MadSci 202 Science Center

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This is a convention. Any and all of the descriptions are approximate.
 Shows are subject to removal and schedule changes without notice, and any
 changes to show times or dates will be posted in the program.

Meet The Facts, Folks!

Radisson Hotel Book

The Ridge • Room 215

BookView, 2nd Floor

In Case Of Emergency

Call 715 on any In-House

or Room Phone

Open House

Friday 19:00 hrs.

Open House

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A Little ConFan VuCab & History on the Side

Exact reprint of the article "An Epigramatic, Sort Of" a "Minicon 23 Log" published in Issue 78, 1988 / Issue 8, Boston & James May's dates

Shortly after Minicon 23 the same editors went before the MNS-SF Board of Directors and pitch the idea of doing a special Minicon issue of *Rae*. This time would be seen to everyone who want to Minicon 23, and would relate a bit more directly to our expanded audience as well as *Rae*'s.

"You see, and in other 'New Raes', what we're trying to do is come full circle from Minicon, they were the Future Fan and the Con Fan are at all. By getting the Minicon Operations Log in *Rae* 78 we'll remember Minicon and ourselves!"



"You're right," she had heard Minnie the Pig blurt, "We want *Rae* alive and on air."

"You'll have to provide MNS-SF for that."

"Yes, yes."

With that unassailable logic—and a promise to come in under budget—that issue of *Rae* was almost.

Rae 78 had a print run of 2,500 instead of the 400-700 of the previous two issues of *Rae*. Minicon 23 had an attendance of 2950, of which it was estimated that a third made it their first convention. Perhaps another third had only been to a few cons, and only local cons at that.

Dave and Bonnie thought it safe to assume that at least half the people getting that issue would have learned, if any, contact with fansites. So they asked their readers of long standing to have with them a list. There was enough material in the log to bring a gleam of joy to the eye of the most jaded fan. But every now and then they'd have to stop and explain something their regular readers might find odd and engaging—skip that part. Like the rest of this piece.

The Minnesota Science Fiction Society, Inc. (MNS-SF, pronounced "Min Siff") was founded in the late '60s by a bunch of crazy people who liked to converse, socialize, write, sing, draw, party, and even read science fiction. In a few years it had grown large enough to hold the first Minicon, which were one day affairs when its cooperation with the Minneapolis Library.

Somewhere in here MNS-SF incorporated as a Non-Profit Organization. Minicon is the organization's only fund-raiser. All MNS-SF funds are generated by Minicon making money. For a long time *Rae* was the only thing MNS-SF spent money on. That's expanded considerably to include such projects as *Heat of the Moment* (which publishes fiction and poetry), *Time Out* (an anthology of poetry read at Minicon), sending "Alpha in '77" parties at other cons, a monthly newsletter and a telephone hotline, among other interesting and expensive educational devices.

MNS-SF, as a science-fiction club, does not exist in a vacuum. Science Fiction Fansites—simply "fansites" to mean—has a long history going back to at least 1922 and has adherents all over the world, though mostly in the English speaking countries of Canada, England and Australia. We communicate with each other and pass down Earth's history and culture through fanzines and conventions. There are hundreds of fanzines published each year and hundreds of cons all over the world.

It takes a lot of effort to publish a fanzine. Everything has to be written, drawn, laid out, printed, mailed, and so on. Conventions also take a lot of work. But—of the committee did its job well—the minutes won't notice. The Minicon 23 Committee did such a good job, few people realized the committee was not. One of the prime reasons for publishing the Operations Log was to show some of the behind-the-scenes activity which keeps the ConComms busy during the Con.

Things at the con often get real silly, so you're likely to see nearly anything mentioned in the Log. Not for the faint of heart, but definitely for the easily amused.

(Ah! I'm sorry but could, only the first few lines of that log are printed here.)

Fandom has its own vocabulary. So that you don't get lost, here are a few of the more common ones which may appear in *Rae*.

Con: A Convention, may be the Conventions Committee or ConComms. Can be many sizes and flavors.

Con's Correction Head: Technically for minute corrections only, it's some name used for anything which covers up gross, e.g. "White Out." Also the name of a famous fanzine con.

Registration

Hours
Friday 10:00 hrs. • 22:00 hrs.
Saturday 9:00 hrs. • 18:00 hrs.

After Hours Registration
The Kedge • Room 215
Bridgeway, 2nd floor

The Mission Registration tables are located on the second floor of the above the hotel's "first deck". Identification is required to receive your membership badge and convention publications.

Your Mission membership badge is required to enter all convention events. If you have lost your badge or a registration volume, Great Hall InfoDesk—check closed, head for the bridge. There will be a five dollar replacement charge for lost membership badges.

When signing the registration book, to pick up your membership—or during a free moment at the convention when registration is open—take a moment to check that we have your correct mailing address listed. Help us keep the CTM up-to-date and make sure you'll be receiving the Program Reports for Mission 30—the coin is only a year away! If your address is incorrect, ask the registration volunteer for a change of address card, which can be filled out on the spot. Change of address cards will also be available at the InfoDesk.

Save Money and Worry
Register by 30 *White Anniversary 29*

Early registration for Mission 30 (April 1 with thru April 14th) is \$20.00 at Mission XXX only. Forms and envelopes are available at Registration or the InfoDesk. We encourage you to pay by check—the convention will not be opened and processed until after the convention—safe guard your investment with your check as a receipt. Checks will be deposited within three weeks of Mission XXX.

Please mark if you will be 21 years of age at Mission 30.



Jump on the Zeppelin and help with our northern bid for 1973.
Mississippi pg. 73
An idea whose time has come... and forgotten to go!

Has Anybody Seen Our Hotel?

by Chris Fall

Minicon has moved about over the years, taking place in a total of nine different hotels. Many of us have horror stories about bad hotels, bad hotel management, bad hotel kitchens and so forth, but we have a slightly different tale to tell.

On January 6, 1968, The Minnesota Science Fiction Society (then just a University of Minnesota student group) gathered in a meeting room on the third floor of Coffman Memorial Student Union with some of their friends, i.e. Jack, Gerd, Dickson and Clifford Simak sat around with the 58 attendees and enjoyed Minicon One. Registration at the door. \$50.

By the way, this might get a bit weird, so we've got a chart included in here somewhere. That might help you keep track of where and when we ate.

For Minicon 2 they got fancy and actually got a hotel, The Andrews Hotel across from the Minneapolis Main Library at 4th and Nicollet. The Dykman Hotel on Hennepin Avenue was our next home, until we arrived at and 11th Street. And then back to the Andrews for a second year.

Well, from date we moved to the Hyatt Lodge, that is, Hyatt Lodges were a lot less, or, friend than the Hyatt Lodges everybody knew about today. Finally, it was a motel, over behind the Gaylord depot, and we stayed there two whole years.

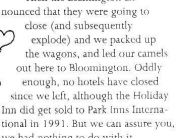
Then back over to the Dykman for some reason (we do get around, don't we?). Then in 1975 we checked into the Holiday Inn on the new Nicollet Mall. Next time we were at the Leaning Tower Motel, near the Curtis, and a significant stop-over. You might begin to think we weren't worried, but we stayed at the Leaning Tower three solid (and well-remembered) years.

Okay, here things begin to get a little ugly. On November 20, 1977 the first make-way for the City Center shopping complex. Today there's a Mexican restaurant called Cu-Chi's there. One of our former hotels was in there. Last that year the Hyatt Lodge Motel closed, after nearly filling bankruptcy. That's two gone, though the building still stands.

Our next three years were spent at what is probably our favorite hotel (even company included, of course). We refer of course to the old Radisson on 7th Street downtown. For those of you who don't remember it, look across the street from City Center, between Dayton's and the Dayton-

The Wandering of Minicon

Year	Location
1	1968 Coffman Union University of Minnesota
2	1969 Andrews
3	1970 Dykman
4	1971 Curtis
5	1972 Andrews
6	1973 Hyatt Lodge
7	1974 Dykman
8	1975 Holiday Inn
9	1976 Leaning Tower
10	1977 Leaning Tower
11	1978 Leaning Tower
12	1979 7th Street Radisson
13	1980 7th Street Radisson
14	1981 St. Paul Radisson
15	1982 St. Paul Radisson
16	1983 Leaning Tower
17	1984 Leaning Tower
18	1985 Radisson South
19	1986 Radisson South
20	1987 Radisson South
21	1988 Radisson South
22	1989 Radisson South
23	1990 Radisson South
24	1991 Radisson South
25	1992 Radisson South
26	1993 Radisson South
27	1994 Radisson South



Radisson Ramp. A great hotel, with the most fantastic cuisine we've ever had or seen. Unfortunately, in the summer of 1981 they closed the place, and soon built a new Radisson on the same spot. Go figure.

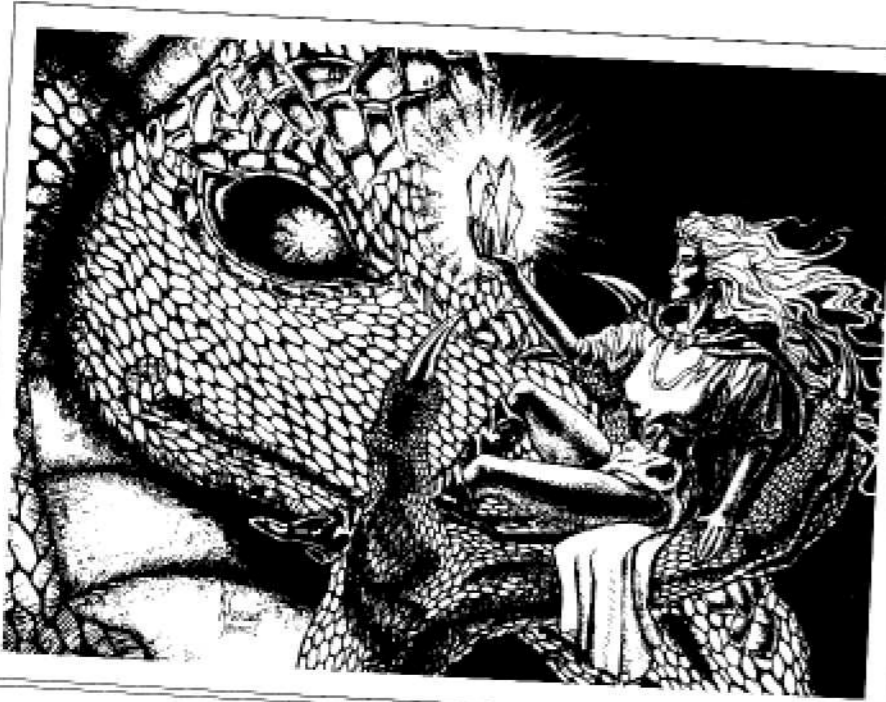
Minicon spent 1982 and 1983 at the Saint Paul Radisson, and nothing had ever happened on it so far there. On the other hand, it's still in downtown Saint Paul. Oh, well. Things didn't work out very well there, anyway. Something about looking in on with a bunch of rowdy kids in town for a motorcycle event.

So, we went back to old ground, the old Leaning Tower, for a single year, and our last in downtown Minneapolis.

The strange continues. In 1984 both the Andrews and the Curtis hotels were blown up. And blown up good. It was at about this time that we started to get really worried. When we had ConCom meetings, the Hotel Department would often start their reports with, "Well, I drove by the hotel today and it's still standing." Comments like that helped us relax some.

Then the Leaning Tower announced that they were going to close (and subsequently exploded) and we packed up the van, and let our carabao out here in Minneapolis. Oddly enough, no hotels have closed since we left, although the Holiday Inn did get sold and Park Inn International in 1991. But we can assure you, we had nothing to do with it.

We've been at this Radisson for ten solid years. Nowadays, when we hear stories about other cons having trouble with their hotel, or having trouble finding a hotel, we realize how a good hotel can really help a con be great. We've had difficulties, to be sure, and we will in the future. But for those of you who plan cons, never underestimate the impact a good hotel can have on the success of your con. So, we wanted to take this opportunity to thank everybody at the Radisson, and our volunteers over the years who have worked so closely with them, for ten years of the most successful SF conventions ever.



Will You Be Getting Next Year's PR's?

The first Progress Report for Minicon 30 will be in your mail box sooner than you think—it will, if we have your current address.

Did you check the address we have on file for you, when signing the book at registration? If you didn't, take a moment during registration's hours of operation and make sure our database is up-to-date. Let's stay in touch!

Change of address cards are available at Registration or the InfoDesk.

TALES OF THE UNANTICIPATED

A magazine of rising stars!

#13 (out in April 1994) includes John Sladek's column, & fiction and poetry by Patricia Russo, Martha A. Hood, Laurel Winter, John Calvin Rezmerski, Uncle River, Ann K. Schwader, Steve Carper, Lois H. Gresh. \$5.

#1 (photocopy facsimile of original): Carolyn Ives Gilman, Ruth Berman, Terry A. Garey; Rezmerski's Rhysling Award-winning poem; Kate Wilhelm's essay, "On Responsibility;" Damon Knight's "bad SF" contest choices; Eleanor Arnason interviewed. \$5.

#2: Arnason, Rezmerski, Nathan A. Bucklin, Peg Kerr, Janet Fox, Dave Smeds; Knight & Wilhelm interviewed. \$3.50.

#3: Arnason, Bucklin, Kerr, Fox, Phillip C. Jennings, Bruce Bethke, Kij Johnson, Thomas G. Digby, Laurel Winter; Chelsea Quinn Yarbro interviewed. \$3.50.

#4: Jennings, Bethke, Berman, Garey, Fox, Elissa Malcoln, Howard V. Hendrix, Bruce Boston; Larry Niven interviewed. \$4.

#5: Clifford D. Simak's story, "Courtesy," & David W. Wixon on Simak; Jennings, Bethke, Kerr, Winter, Robert Frazier, Camilla Decarnin; Sladek interviewed. \$3.50.

#6: Fritz Leiber's story, "Lie Still, Snow White," Rodger Gerberding on Leiber, & Leiber interviewed; Berman, Bethke, Smeds, Hood, River. \$3.50.

#7: Sladek's 1st column; Bethke, Jennings, Garey, Arnason, Malcoln, Smeds, Jamil Nasir. \$4.

#8: Sladek, Kerr, Winter, Hood, Nasir, Kij Johnson, Chuck Rothman, Mark Rich; Kim Stanley Robinson interviewed. \$4.

#9 (5th anniversary issue): Sladek, Hood, Frazier, John M. Ford, Mark W. Tiedemann, K.D. Wentworth, Andre' Guirard, Lance Robinson; Jonathan Carroll interviewed. \$4.

#10: Sladek, Arnason, Hood, Hendrix, Tiedemann, Russo, Rich, Kij Johnson, David Starkey, Sandra J. Lindow; Greg L. Johnson on SF & rock & roll. \$4.

#11: Sladek, Hood, Tiedemann, Rezmerski, Lindow, Rothman, Kij Johnson, Josh Partlow; George Alec Effinger interview, Pt. 1. \$4.

#12 ("Families" issue): Sladek, Hood, Russo, Rezmerski, Berman, Wentworth, Lindow, Rich, Christine Beckert; Effinger, Pt. 2. \$5.

Artists include Gerberding, Suzanne Clarke, Margaret Ballif Simon, Erin McKee, Cindy Rako, James Jamison, & H.E. Passl.

Four-issue subscription (#s 13-16 or 14-17), \$15. "Heckuva Deal" (#1 photocopy & #2-17), \$40. Checks to Minnesota SF Society. Canadians, \$17 U.S. currency for four issues, \$45 for "Heckuva Deal" (cash or money order). Overseas, \$22 for four issues, \$50 for "Heckuva Deal" (cash or money order).

Reading submissions for #14 May 1-June 15, 1994.

Tales of the Unanticipated
PO Box 8036
Lake Street Station
Minneapolis, MN 55408



Opening & Closing Ceremonies

"My, how do I am do thing?"
"How is it?"

Wedged carefully in between Blackwater and the Twin Iowa Canal Company, it's Opening Ceremonies! Meet the people responsible for the of the Twenty-Ninth Minutes off to a bang. Find us at the Meetings in the Great Hall at 19:00 hrs. Friday night.

And from this hour ...
Well, all good things must come to an end, so stop by the Message Board at 16:00 hrs. and help us call a wrap. Hear all the official group about what happened this weekend, get the final count on just how many of us there are, and find out who's running Minutes next year!

And don't forget, we have the traditional number of power from Ed. For many, this year's President of The Minnesota Science Fiction Society and his success. These traditions have often been spectacular, and usually funny, so come find out who's stuck with the job next year!

"No, how do I am do thing?"
"Ed is you wearing Minnie's address!"

What Do You Say to a Naked Lady in an Elevator?

by Charles Hall

The world of fandom has some idiosyncrasies to it, to say the least. The rules for the way we deal with one another inside fandom are not always the same as the rules outside of fandom. The does not mean that there are no rules. Any society devotes much of its time and resources to passing on the rules of conduct to the children and newcomers. The problem is that in the next century, more and more people will be living in more than one society look at us, for instance. For applying all the rules of our "internal" lives does not mean that there are no rules, merely that some of the rules are slightly different. Some are more relaxed, others much tighter.

For years, when we have explained fandom to newcomers, we have used to present them with the kind of social challenges that they might encounter only within fandom. For example, you call for an elevator, it opens, and there is a woman standing there alone wearing a string garter of self-confidence. Directly speaking, the is naked, or make that "nearly cladless!"

Waiting for another elevator seems unaltered for, so you get in. Naturally, you are now alone in a room and your impulse is to make conversation. For some strange reason you are unsure of what Miss Minutes has to say on such an occasion. All of this leads to the ubiquitous question, "What do you say to a naked lady in an elevator?" There are several approaches you can take.

"Hello, Naked Lady."
Always be polite. Always try to be nice. Being friendly can't hurt either. There are rules we all learned in kindergarten, but sometimes they just forget to warn you about days like this. Her nudity may not be considered merely a sexual statement, and, even if so, you may just



SHOCKWAVE
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be the person she's speaking to. Popular as it is, there is more to life than ^{using} the appropriate gender and contemplate your station. Everything here is for free to discuss books, politics, how the one is going, religion, the weather, the nothing.

Remember, you have no idea why this person is in an elevator brief: her gestures, so that might be a production piece to start conversation. Of course, you could always address her by her name, if you can read her name.

"Oh, the lady must be..."
If somebody around you needs a hand with something (e.g. get, holding the elevator door, carrying those large sacks of rice, and so on...) go ahead and offer. Don't just decide to help without offering because there may be concerns you just know about. Some people just insist on doing it themselves, and that's fine.

Taking this another way, it is perfectly acceptable to inquire about someone's concerns, their reasons for choosing the "Meters" design, the technical challenges involved, and so forth. Most consumers and other overdesigners just love these questions, although some may simply wish to keep their trade secrets secret.

"I see you know that I did what you're doing to be personally offering."
Freedom is many things. Progression on social issues, indeed, inclusive, you don't get it. Communication forbids us to deny membership or participation on the grounds of genetic background or place of origin. We are not sure how far we ever been politically correct. It is perfectly acceptable to disagree with somebody and to express that disagreement. Being uncommittal, abusive, or deliberately abusive about it is not going to win friends or influence people. On the other hand, remember that you are responsible for your own behavior, so don't do things that are likely to offend a reasonable person (remembering that some reasonable people might disagree).

"Woman?" "Man?"
Naughty for Verney had. Unless, of course, the two of you are already not close (and I don't mean on the elevator.) The impulse to be sexual is perhaps generally bested, and to be considered a sign of taste, but it is still chiding at over the door. I don't care if you've been in a British prison for 25 years and this is the fourth naked lady you've seen all day. Believe.

(It depends on whether you like girls.)
Different makes and all that. For those doing settings to female and male) who prefer the male form, simply consider yourself faced with an individual.

22

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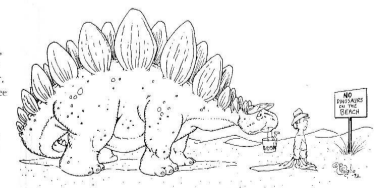
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Different makes and all that. For those doing settings to female and male) who prefer the male form, simply consider yourself faced with an individual.

23



What ideas would you like to see at Meters? ...
I can speak Russian. Good for reading "Meters."
Writing women with any magnetic resonance playing...
My knowledge of 18th Century Scottish heraldry...
23

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Tom Doherty, Publisher of Tor Books
A Million Uses of Ideas

Tom Doherty has been in publishing for thirty-five years. He started as a salesman for Pocket Books and rose to be Division Sales Manager. From there, he went to Hines and Schirer as National Sales Manager. Then he became publisher of Tempo Books. He was Publisher and General Manager of the Avon and Tempo divisions of Grosset & Dunlap before founding his own company, Tom Doherty Associates, Inc. (publishers of Tor Books) in 1980.

Tor was sold to St. Martin's Press in 1986, and Tom Doherty continues as the President and Publisher. Tom Doherty Associates has expanded, and is now the publisher of Forge, the imprint which publishes general fiction, thrillers, mysteries, historicals, westerns, and nonfiction, as well as of Tor Books, Avon, and ORB. Tor Books has become preeminent in the field of science fiction and fantasy, and also publishes horror. Many authors of the Tor and Forge lines have won honors as diverse as the Nebula, Hugo, Edgar, Prix, Tipton, and Baker awards.

In 1993, Tom Doherty was the recipient of the Skylark, awarded by the New England Science Fiction Association for outstanding contributions to the field of science fiction. Tom is a charter member of the World Science Fiction Association.



Been Around Forever and Still Going Strong
James Rusty Newell, Fan Guest of Honor

By Jay Simo

Rusty knows of fandom from the inside out, from the past to the future. He has suffered all the trials and tribulations of fandom's evolution. Below is a few of the early highlights.

Tonying Needs:
Rusty appeared at Detcon in 1941. He had hitchhiked from Los Angeles to meet Robert Heinlein and Fordwah. He was awarded the prize for "most difficult trip" by the convention. He already had a fanish name: Rusty Roney (a play on Rusty Bear). He met and became friends with Robert Mader, who had ridden in the "Widowmaker." Art Widner had driven his 1915 Ford's car with no trunk or other luggage storage— from Boston (with John Bell) and picked up Bob Mader (Philadelphia), John Deary (New York) and Milton Robinson (Washington, DC) on the way to Denver. Much to the amusement of the Workshop, John had brought a plane ticket rather than return East in Art's car. (In 1941, they thought he must be rich to fly.) So Art had extra space on the way to the East coast, which Rusty filled on his way to Philadelphia.

Lead Cadet:
In 1942, Rusty was a mediator in the middle of a Philadelphia squabble. The Philadelphia Science Fiction Society (PSFS) received many draft notices. Only Oswald Train was to Philadelphia at the end of 1942. Meanwhile, several younger, more active groups, Philadelphia Futurians developed. Oswald Train thought one fan did not a fan club make. Rusty was president of PSFS (which I assume means he was drafted and thus elsewhere) and engaged the two groups should merge. They did, and the new group of young rucks kept the PSFS name. Thus PSFS still considers itself the longest extant fan club.

National Chalice:
In the mid-1940s fandom was more structured than now and fans joined, and they argued, with each other in many different fan organizations. In 1945, the National Fantasy Fan Foundation had a constitutional crisis. The NFFF was created from an idea by Dennis Knight, also known for his role in creating SPWA and the Milford and Clanton writing workshops. I believe for the election that year had no "official candidates," only votes as candidates. Rusty did well enough to be elected as one of five directors. The NFFF is still

an active organization, though peripheral to mainstream fandom. It publishes fanzines, holds meetings and works at promoting good will in fandom.

Walden Meets and Shakes:
After WWII was over, Worldcons began again. The convention

was postponed in 1942. Pacificcon was held in 1946 at Los Angeles. One of the more scandalous occurrences during the con was a table covered in Etern against the NFFF. Three Eterns

omitted of copies of the NFFF constitution overprinted with swastikas. So many people were upset by this, the business session put a 15 minute limit on speakers so the convention would not last four or five days! The proposal on the floor was to split the profits of the convention between the NFFF and the Fantasy Foundation. The Fantasy Foundation was to create a science fiction museum/collection for all time. For various reasons this has not occurred. Al Adams, who observed it, still maintains his collection as the embodiment of this. The business meeting agreed to divide the profits. Rusty announced that he, along with fellow directors F. Tower Loney and Harry Warner, had submitted a nomination of the NFFF membership telegram to Walt Chalkberg, president of NFFF, in North Dakota. The telegram was to be given to someone. With instructions to find a lawyer to find out what was going on. According to the telegram, the Fantasy Foundation would support NFFF. After much discussion, Rusty and Loney (but not Warner) were cleared of complicity and the NFFF remained alive.

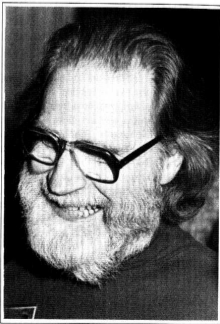


Photo by Jeff Decker

A Sweet Host of Fans

Much of French politics is said to occur in smoke-filled rooms (during the night, a change to smokeless where M&E's make decisions for the unknown). At the 1948 Toronto Toronto these smoke-filled rooms actually occurred. A series of such party rooms determined who would hold the Workman in 1949. New York had talked about holding. However, to the B&E's, anyone who would be better than having another "wisdomous pres-ident" was. The B&E's asked Rusty, and other Los Angeles fans, but they thought it was "too soon" to have another Workman in Los Angeles—Puffin was only three years previously! Minneapolis and Mid-waite turned it down, and Detroit was too close to Toronto. New Orleans was considered a humorous choice. Finally, after a series of phone calls to Cincinnati, that city was the only bidder at the bid-der meeting the next day. Good thing!

The next mission I find about Rusty's history is in the Harry Warner volumes in 1956—where he again acted as oil on troubled waters. At NYU's H. fans who had brought tickets for the banquet were returned from attending Al Cap's (of LIT) about fan's speech after the meal. In fact, they were moved further and further away from the banquet and speech area. The crowd had feelings and people continued having the conversation. Rusty convinced Tucker to stay for the remainder of the convention and the speech.

For years afterwards "Dave Kyle says you can't sit here" was intended and each phrase in fandom. (Dave Kyle was chair of NYU's B.)

Of course, haven't been in fandom nearly as long as those names about Rusty. They are mostly from Harry Warner's history volumes. Of My history and Wash of F&B (winner of last year's Best Fiction M&E).

The story I have personally about Rusty date from working with him on the Down Under Fan Fund—DUFFF, which sends fans between Australia and North America. Fan vote and raise money to continue the process—in Australia fan will be elected in 1994. Rusty was the DUFFF winner in 1975, in time for Australia. He and the other DUFFF nominees that year all went to Australia. John Barry accompanied Susan Wood, a Guest of Honor. Jim Howard Frier attended on his own. It is, I believe, the only occasion where all nominees received trophies. Rusty took considerable writing and then did not produce the customary DUFFF report. Instead, he traveled for two years with his DUFF side show, and the year following his very busy held auctions to raise money for the cause. I was a young trojan in 1977 and

though DUFF was a great idea. Rusty and I held auctions together for many, many years.

Rusty is best known for his time holding within fandom. (Time holding is a science fiction concept introduced by Robert Heinlein at Decemtion, Rusty's first con.) Time holding occurs as to our past, future, or even our future in the past. Rusty tells old magazines, pulp, fiction, and books. In other words, he harkens. On his harkner talks by the future we dream of. The old stories by Lovecraft and Moore (our future from the past) are in other books, as well as the new stories (our future in the present). He helped guard Ralph's when other authors, famous for their pulp work, are col-lected. He also runs the harkner rooms at Midwestern, the oldest living relationship, still held in Cincinnati every year.

Rusty has introduced me to some of the most interesting people, like his father Bob Tucker. (I can't tell the Rusty is My father any with any of Tucker's all-just-as-his.) Tucker harkens, is gay and gallant to the ladies, however, but his smokes some of the most delicious cigars I've ever been around, only recommended to those willing to stand in parking lots with will harkens in the other direction.

Rusty also introduced me to Guy Maddams, wife of Joe, feminist author and MIT professor. Guy and Rusty organized and led panel discussions on How to Enjoy Your First Con, at more cons than I've attended. It is highly recommended you ask them for suggestions to improve your convention (over Missouri).

I hope you now have some insight into a gentleman who has been involved in fandom for more years than I have been alive. A person who has devoted time to the agone of fandom, and mentored them into peace. He is someone who is willing to talk to you. Ask him.



Phil Foglio, Artist Guest of Honor

Philip Peter Foglio was born at 12:34 am on the first day of May, 1946, an ordinary baby. It was only through the light drinkiness of The Third Illness of the Fourth Mystery of the Eighteenth volume of the Twenty-Fourth book of the Three Discovers, nine hundred and eighty-three scenes of the eighth dynasty of King Wielderwings the Twenty-child of Ancient Sumer, and The Archbishop of the Wha Crakes Bases like They Were Born Cans that the Archbishop's pet goat was able to pursue a beetle across a carefully laid lacquer grid which covered the floor, scuffing the sand and slow com-

promising the Orange Circle of Time.

Due to this error, the robot figures that crept into the moonless ward late that night did not leave with the newly reorganized guests of the Grand High Priest of the Call of the Great Cheese Apocalypse, they left with Phil. Raised as a voracious old high priest in a large network of caverns winding underneath the wharfs of Manhattan, New York, Phil was a lonely child, and not at all convinced that the world was laid to rest in a final great fashion party, to which he was expected to bring the pie.

His only real friend was the "Sacred Gates of Heaven," a small lambswool creature named "Winklow." Both were unswerving holy



subjects of the cult, and the bond that grew between them was unbreakable.

In 1974 Phil escaped to Chicago, with Winklow under one arm and the guests in boxes. Reaching their residence, the cult one to ten awaiting its guests, but it was too late. Phil had disguised himself as a student at the Chicago Academy of Fine Arts, and Winklow had assumed the guise of a safe custodian.

Graduating with a BFA in cartooning, he began his association with Science Fiction cartoonist Fern Arnie Hogen in 1977 and 1978.

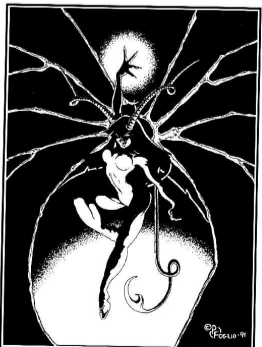
As his name spread, it became more difficult to avoid the deadly Godlike Flock of the great cheese assassins, and finally it was necessary to leave Chicago entirely. Thinking that it would be the last place that they would look, he returned to New York City, where he produced the "What's the comic strip for Frank Angere, his book, Gold graphic novels, and the comic adaptations of Robert Angere's Mythomane. Life was quiet for a time, but Phil soon found out that he had been wrong. New York hadn't been the last place the cultists had looked, but it had been the second. A quick exit was again necessary. In a burst of original thinking, he returned to Chicago, where he discovered that

Angere with Nick Pullara.

It was in Chicago that he formed his own comic company, Philled Press, with bookkeeper/owner Greg Ketter. The company began by publishing XChronic, a humorous, satirical comic. SF



and Fantasy Adult Comic. During this time Phil also wrote and illustrated April and the Sp for DC Comics. The Colons found him again fairly soon . . .



and this time Phil knew that he couldn't go back to New York. Instead, he ran the other direction, laying low in Seattle where by happy chance he met Kaja Murphy, the inventor of the Trans-Action discharge generator, a machine guaranteed to keep mystical cultist assassins at a distance. The two fell madly in love, and are now married. Phil is no longer disguised by anonymity on his side, he has been able to produce the What's Sex Culture, several new issues of X-Men, and finally his name for DC Comics, all in relative peace, and is planning new issues of Back Gate for the near future. Wonder's career as a silk curtain has been successful beyond his wildest dreams.

Pro Etiquette

by Robert

In this article, the word "Pro" shall mean any guest of the conversation: writer, artist, painter, and any other person with some degree of celebrity.

At the Meet-the-Pro Party

1. Offering to buy the Pro a drink or a meal is always in order.
2. This is a time for light conversation and general getting acquainted. Keep it light; make an appointment if you want a detailed philosophical discussion of the Pro's work.
3. Remember, other people may want a chance to meet and talk to this Pro, too. Don't monopolize his time.
4. This is a social occasion. Don't bring books or other items to be autographed. That's what autograph sessions are for. This is a time to talk to the Pro. The Pro has time to talk to you.
5. Most Pros have had their robes shorn and are safe to talk to, as long as you're polite. Don't be harsh. Compliments are always welcome.

At the Autograph Session

6. See Rule 1.
7. Remember, this is a signing session. If a Pro has a long line of people waiting for his signature, don't cut him up with conversation. That's what the Meet-the-Pro party is for.
8. Since Pros have short lines, or none at all, an autograph session, that's just the way it works. If that's the case, they may enjoy someone who'll stick around and talk with them. When in doubt, ask.
9. See Rule 2.
10. If you have more than five or so of the Pro's works to be autographed and there are people waiting in line behind you, get five done, then go back to the end of the line to have more done later.

After Party

11. See Rule 1.

12. Parlay. Any one of the few places where you can be sure of catching the Pro you're interested in. If you want to speak briefly with the Pro or get his autograph, wait until the panel is over. Then step out into the hall with him and conduct your business there so the next panel can get started.

13. See Rule 2.

14. In the hallway.

15. See Rules 1 & 2.

16. If you see a Pro you want to talk to, ask if he has a moment to talk. Don't delay him on his way to the rest room, a panel, or another appointment.

17. If the Pro is involved in another conversation, don't interrupt, wait quietly or the propriety until there's a break. Then excuse yourself and ask if you could have a brief word with the Pro. If the answer is no, do it later.

18. If you see the Pro seated by himself, you may approach and ask politely whether he wants to be alone or whether he would like some company. Remnants and fans are not the place for autographs; if that's your aim, ask when would be a convenient time to get one.

19. If the Pro is seated with a party of other people, don't interrupt. If you know one of the people in the group, you may ask that person whether he'd mind your joining them. If you don't know anyone in the group, see Rule 16.

20. Don't like a couple Pro for your fair share (rounds, meals, etc.). Many Pros are as broke as you are.

21. Run Fences

22. If you're giving a room party and would like a Pro to attend, give him a specific invitation. Many Pros would like to make the rounds of parties, and this makes them feel welcome.

21. If a Pro shows up at your party, he is fair game for discussion and autographs. After all, he came there of his own free will, and can leave whenever he wants. If you're a good host (see Rule 1), he might not want to.

In Case!

22. See Rule 1.

23. Don't insult the Pro. If you have a low opinion of a given Pro, just ignore him. Life is too short to waste on negative things. There must be plenty of other people at the convention whose work you like; why else would you be here? Find them and let them know. See Rule 1.

(Reprinted from *Miscue 27* before book)

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What items would you like to use at Minicon?
 Procons. —Timothy J. Jelinek

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MINICON



XXX

Programming

The *Trains of Color* authors at Minicon will say some things "Diverse
with Death." Deep and thought-provoking it's not, but funny is guaranteed.
We'll speak at length to you that all your Miniconers will understand us.
One bid + table 21.00 hr.

To eliminate any confusion Programming will operate on a 24-hour clock—below is a conversion table for your convenience. (Remember, we spring forward one hour at 02:00 hrs. Sunday.)

1.00 am	—	01:00 hrs.
2.00 am	—	02:00 hrs.
3.00 am	—	03:00 hrs.
4.00 am	—	04:00 hrs.
5.00 am	—	05:00 hrs.
6.00 am	—	06:00 hrs.
7.00 am	—	07:00 hrs.
8.00 am	—	08:00 hrs.
9.00 am	—	09:00 hrs.
10.00 am	—	10:00 hrs.
11.00 am	—	11:00 hrs.
12.00 pm	—	12:00 hrs.
1.00 pm	—	13:00 hrs.
2.00 pm	—	14:00 hrs.
3.00 pm	—	15:00 hrs.
4.00 pm	—	16:00 hrs.
5.00 pm	—	17:00 hrs.
6.00 pm	—	18:00 hrs.
7.00 pm	—	19:00 hrs.
8.00 pm	—	20:00 hrs.
9.00 pm	—	21:00 hrs.
10.00 pm	—	22:00 hrs.
11.00 pm	—	23:00 hrs.
12.00 am	—	24:00 hrs.

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50 • Mad Men in Brazil	90 • Mad Men in Brazil - Brazil, Brazil, Brazil

15:00 hrs. 16:00 hrs.

Attium IV • So When Do We Get The Papering Office?
 Company were once held as the end to water paper. Look how that turned out. What other great materials production have close been, and by the way, when do we get the poppers office?
 Bruce Bekki, Howard Dordick

Homingium • Generation X: Who Cares?
 A 2x has been written about the 1.5m, Generation X, the next generation, and it's all garbage. Come find out why.
 Gopy, Erik Rott, Terey Kila, Sam Magar

16:00 hrs. 17:00 hrs.

Attium I • Peg Kerr reads (aloud)

Attium IV • Matt reads for terms
 Books: the ones you'd really enjoy, both funny and science fiction.
 Lois Krom, Kay Marzick, Henry Fren

Homingium • Micro and Macro View of FACS Poetry
 An overview of if poetry in the past and present, as well as some three-act specific: where to find it, where to make it, why you should read it.
 Elmer Brown, Ruth Brown, Terry A. Gony

Rims • The Mimi-Ni Modified Australian Ballot - A Hands-On Workshop
 How exactly does this thing work, anyway? Why do we use it, and what is it good for?
 Scott Ried

17:00 hrs. 18:00 hrs.

Attium I • SF Cross-fire
 Just like the TV show, be prepared to duck
 Jot Rosenberg & Steve Day

Attium II • "Abandon All Hope, Ye Who Enter Herein"
 - An Intro to Fantasy
 Fantasy is a big place, with lots and lots of things to be involved in, and to get confused by. If you'd like a brief intro to what it's all about, come and listen and ask a few questions.
 Nick Bekki, Eric Wang, Guy Hildner

Attium III • Fairy Tales: the Mother of Our Invention
 Fairy tales: their significance, and their relevance to the Fantasy and Science Fiction genres.
 Jim Yim

Attium IV • Finding the Right Stuff: Materials Quality for Attium
 Attium share their top ten items about the best—and the worst—materials to use in their work. Special attention is given to how prices and these concerns can mitigate the best materials, and we talk to their advantage.
 V. Eric Rott, Cyril Ming, Corvina Fugli, Erik Miller

18:00 hrs. 19:00 hrs.

Gina Hill • Shockwave
 The video show for the Minutes event, everyone (and we do mean everyone) can join in.
 One item and a set of handia.

19:00 hrs. ----- 20:00 hrs.

Great Hall • Opening Ceremonies
The official kick-off to the 19th Meeting. Welcome our Guests of Honor, as well as many returning Guests, fans, and people like you! A lot of fun!

20:00 hrs. ----- 21:00 hrs.

Attram I • Phyllis Eisenstein reads (aloud)
The Original
A comparison of the two shows, with an eye to their strengths and weaknesses. Is our society better than the other?
Why or why not?
Joe Fahn, Dan Wolfe, Ken Wolfe

Attram II • Tom Dobery Gets Interviewed
The Interview
Radio drama and adventure fan had a long-standing relationship with science fiction and other genres. Fans will explore the history behind it all.
Joe Fahn, Dan Wolfe, Ken Wolfe

Attram III • "The Shadow Knows" Radio Drama
Radio drama and adventure fan had a long-standing relationship with science fiction and other genres. Fans will explore the history behind it all.
Joe Fahn, Dan Wolfe, Ken Wolfe

20:00 hrs. ----- 21:00 hrs.

Attram I • Mickey Zucker Reichert reads (aloud)
The Original
Molecular Genetics: DNA is Here To Stay
We've long thought that molecular genetics had to do with cloning family trees for chemical compounds, sorry, that's not correct. Some of the more interesting research in science today is being done in this field.
Tom Wolfe, Ken Wolfe

Attram II • The Future of Books and Publishing
So where are books and publishing going? Authors, editors, publishers and librarians, all have their own views on the future of the industry. And what about the future of the book? Do they matter? What effect will technology have on all of this?
Cory Katz, Dan Wolfe, Ken Wolfe

Attram III • Why Do We Do It? The Relationship Between Poetry and RPG
Some people have said that there is a link between poetry and role-playing games. Is there? What effect will technology have on all of this?
Joe Fahn, Ken Wolfe, Cory Katz

Friday, April 1st

1994

21:00 hrs. 22:00 hrs.	15
Bloomington • It Seemed Like A Good Idea At The Time...	
Panelists talk about ideas whose time has come—and perhaps already gone, in the whimsical look at the theme of this year's discourse.	
Edna • Hot New Artists — the Fun Panel	16
Here's your opportunity to hear from the artists themselves about who's hot (and maybe who's not), and to meet some discussion.	
Edna • Hot New Artists — the Fun Panel	16
Here's your opportunity to hear from the artists themselves about who's hot (and maybe who's not), and to meet some discussion.	
Cent Hall • Trans-Iowa Canal Company Presents ... "Dances with Droids."	17
The TICC makes its Western debut with their new show. Nothing drag or thought-provoking, but funny.	
22:00 hrs. 23:00 hrs.	18
Altium II • Running for Governor	
Will Shortz is a gubernatorial candidate in Missouri, and he would like to talk to people about his experiences running for office. (Mustard, however, does not endorse Will for Governor, so he's not a Will Shortz.)	
Altium IV • Fun As Art	19
Performing music results in body modification in fashion and elsewhere. Topics: grooming, body wear, etc. Where is this all taking us, and how does it fit into current fashion, especially cyberpunk?	
23:00 hrs. 24:00 hrs.	20
Altium III • Medicine Stories by Jane Yolen	
Join Yolen, Charlotte Chip Cobble, and M&M	

22:00 hrs. 23:00 hrs.	21
Bloomington • Star Trek: The Next Generation's Brave New World	
Did you ever wonder about living in a society where your movements are controlled by one-huge-rod-a-computer knows about your whereabouts at all times? Just how much privacy do the people of the 24th Century have in the TNG's computerized society in Star Trek. The Next Generation not that of Aldous Huxley's Brave New World.	
Edna • R.O.G. Science Fiction Theatre	22
Here's your opportunity to find out more about the "large group with the black uniforms, who hang around poolside." Seriously, as covered his genre, so have their numbers, and now they want to tell you all about it. O.G. Tim Schaeffer	
Cent Hall • Arabian Nights	23
Send your camel to bed and join the Dancers of the Desert Move as they take a performance of Middle Eastern folk dancing. Experience the heart-censored rhythms of a dance that emphasizes hip's performance. Dancers are members of the Guild of Oriental Dancers.	
Bloomington • Artist's Reception	24
Room 111	
23:00 hrs. 24:00 hrs.	25
Altium III • Medicine Stories by Jane Yolen	
Join Yolen, Charlotte Chip Cobble, and M&M	

Friday, April 1st

12:00 hrs. ----- 14:00 hrs.

Elly • Jam Sessions
If you want to make music, and you are going to be loud, then
here's the place to be. Jam session is open to all musicians.

14:00 hrs. ----- 01:00 hrs.

Artem IV • Vampires on a Bed of Rice
Once again we will be discussing the tale of Vampires, Love Rice
and her creation. We will also of course be talking about the woe
to be shared and long-awaited scenes.
Dr. Apr, Andrew Berlin, Victory Stokume



Saturday, April 2nd

10:00 hrs. ----- 11:00 hrs.

Artem III • Jack Williamson reads (abroad)

Artem IV • Influence of past poetry on F&SF poetry
All of this talk's spring up from now-here: what effect have older
forms of poetry had on fantasy and science fiction poetry? Does the
fact that you translate the former, not in some grand tradition?

Birmingham • What do I read now that all my favorite
authors have died?

Some exploration of recent F&SF that follows in the footsteps of the
greats of the field.
Eric Hollman, Sam Maguire

Edine • 3-D art and All That
What F&SF art is done in 3-D dimensions, but many artists work in
three dimensions, as well. What draws them to this sort of artistic
expression?

Gene Hall • So You Want To Be A Costumer?
Costumes discuss the grinds and rewards of building exotic
wardrobes.
Gene Chandler, Katrina Aguilera

Elizabeth • Fan Faire
The annual Fan Faire, where local F&SF groups have a chance to all
meet the people about who they are and what they do.
Gladis Grant

11:00 hrs. ----- 12:00 hrs.

Artem I • Jane Yolen reads (abroad)

11:00 hrs. ----- 12:00 hrs.

Actium II • Star Trek News and Views
This event is sponsored by the OSB Nubikon.
Ethan White, Stage Dept.

Actium III • Know Your Research
It's hard, but it can also be one of the most important parts of the craft of writing. What are the uses and limits of doing good research for writing?
Candice Berenson, Minky Carter-Richter, CJ Mink, Joe Holzman

Actium IV • Magic: The Gathering
Is it just "cards for games" or is there something more to this new game? Artists and others who have worked on it will provide context, and a general discussion will follow.
Kip Fagin, Sam Van der Hill

Bloomington • Mythical Realism vs. Visionary Art
What are the differences between painting from myths and painting a landscape or other scene. It is all in the mind of the artist or in the eye of the beholder? A discussion of the growing trend in the fine art world toward the acceptance of "mythical" fantasy art and "visionary" art.
Beth Hansen, Gwynne Fugle, Ron Miller

12:00 hrs. ----- 1:00 hrs.

Actium I • Elise Matheson reads (aloud)
Elise • Artists in a Bush • March the Artists at Work!
This is where artists draw, paint, write or sketch demonstrating their art of response. This is a Bring Your Own Materials art demonstration.
Beth Hansen and Mary O'Brien

12:00 hrs. ----- 13:00 hrs.

Geist Hill • Masquerade Orientation and Rehearsal
Comments, make sure you do not miss this part of the program, it is a necessary part of the Masquerade.

13:00 hrs. ----- 14:00 hrs.

Actium II • Celtic legends and their influence on fantasy
A discussion of the works of Tom Shippey, Charles de Lint, Patricia Kenney, and Mercedes Lackey and other fantasy writers whose influence can be traced to the ancient myths and legends of the Celtic peoples of the British Isles. We will talk about how these legends have or have not been changed by writers, and how this influence has helped or hindered fantasy.
Vinny Sullivan, Beth Riley, Ray Spill

Actium III • Rusty Hevelin gets interviewed
Beth Hansen

Actium IV • Maritime Cuisine, or: Once We Reach the Stars, What Will We Eat There?
A look at food production in space, and why this is already critical, and of importance, in many science fiction movies. Guest: Teresa Brennan, author!
Lisa Libbert, Scott Smith, George Thaler

Bloomington • Renaissance Slide Show
Several years of Renaissance Festival photos have been combined with period music for a magical display of a day in the life of the Festival.
New Festival

14:00 hrs. ----- 15:00 hrs.

Saturday, April 2nd

13:00 hrs. ----- 14:00 hrs.

Bowker • Meet the Pro man autographing 13
We take some time here, and provide people with a chance to see their favorite authors, and also have an autographing session.
Gordon Cook

14:00 hrs. ----- 15:00 hrs.

Attrium I • Minnesota 100 Collection 14
Not an annual, but something even better - the collection of the 100th days of Minnesota, the 101st, 102nd and 103rd Minnesota fashions. If you aren't sure what that is all about, come, get yourself in your latest, and latest line of paper.
Don Colton and Marnie Maden

Attrium II • Other Local SF Conventions 15
A meeting of SF Minnesota, a multimedia organization dedicated to encouraging and improving science fiction groups and individuals interested in speculative fiction. This is an opportunity to hear about other SF conventions held in the local area throughout the year.
Eric Holden

Attrium III • Jack Williamson gets interviewed 16
Our Guest of Honor gets interviewed about his writing, his interests, and his life. Don't miss it.
Jack Williamson

Attrium IV • The Business of SF 17
Here's a chance to hear about the business side of our favorite genre. From people from all sides of the industry.
Tom DeMaty, Jane Yahn, Dave Wilson, Greg Meier, CI MB, Jim Mademan

1994

14:00 hrs. ----- 15:00 hrs.

Bloomington • Aliens in Trek: the Borg and the Bajorans 18
Will the Borg Collective prove a menace to Star Trek and its followers? Can the Borg hold its people together long enough to form a workable civilization? As for the Bajor, how much have they been changed by the years of domination by the Cardassians? Should they have accepted the three million refugees from the Gamma Quadrant? These are just a sample of the questions we will be discussing.
Mr. Agee, Meri Colman, Sarah Segel

Edine • The Changing View of Science in Public Perception 19
Science and science related activities are often viewed as being "strange" - "you produce the miracle, and we'll be happy." That, however, may be changing. Is it for the better, or not?
Deon Smith, George Finkbe, Lynn Littles, Howard Dendson

15:00 hrs. ----- 16:00 hrs.

Attrium I • DUFF Auction 20
The Duff Auction has found ways to make connections between American fiction and American fiction - your contributions or purchases will help a deserving fan go from one country to the other, and then share their experiences upon their return.
Barry Smith and others

Attrium II • Nuts and Bolts of Game Publishing 21
Game publishing is indeed a little different from book publishing. Fans talk about the profits and rewards of publishing for the gaming market.
John Nephew, Robin Salton, Allen Varney

Atman III • Old vs. New SF: Have the Writers Sold Out?
Old science fiction established ideas, new science fiction writes to
emphatic characters, etc., and how American is paid in the genre that
supposedly creates the story. How writers "sold out" and
regretted the "science" in "science fiction"?
C.M.H., Ronald Lewis, John C. Mervak, Neil Bushin, Michael Ley

Atman IV • Homophobia in Fantasy & Science Fiction
A historical perspective on homophobia in SF/Fantasy in the past 40
years. How have publishers dealt with it, and how has it affected
the genre?
Dixie Kiser, Joe Yahn, Elmer Amos

Bloomington • Freedom of Speech Now & In The Future
A right often taken for granted in the United States — but the future
may not be so secure. What are the current threats to freedom of
speech, and what do they portend for the future?
Drew White, Kenneth Decker, Crystal Hwang, Greg Kiser, Ken Waddy,
Paul Weller

Edna • Does Science Fiction Dream of Real Women?
Feminist deconstruction of the Archetypal Woman of the past, the present
and the future. (Does it or can it consider present's feminist, then
past should be a striking good story?)
Christine Moore, Stephen Brady, Andrew Coates, Job Wall, Anna Blue,
Cynthia Abigail

Atman I • Patricia C. Wrede reads (aloud)

Atman II • Christian Fandom
Joe Kuroyuki, Mary Helgen

Atman III • Poetry Showcase
Fantasy and Science Fiction poets showcase their material, in this
one-hour event.
Laural Wertz, Eric Marston, Rich Reznicek, Terry A. Geary, John C.
Kerwick, John M. Ford

Atman IV • Is It Fantasy If You Rip It Off From History?
Baltimore may have started the trend of consciously reworking
history, but now it seems that everyone has gone for writing
"history with a twist" — where's mine? Why or why not?
Joe Yahn, Phyllis Lovatt, Cynthia Coates, John M. Ford, Susan Brice

Bloomington • What do I Read Next?
Another round of this recurring theme. Come with us this time
together for the reference books by the same name to figure out just
how what the picks and pans are for the past year.
Dixie Kiser, Paul Weller

Edna • Regency Dance Workshop
Take the time to learn steps from another era, it's fun and provides a
little exercise. Regency recreation in another area of fantasy and
historical interest.
Jennifer Day

Bloekere • USS Phoenix Charity Auction
All items of interest donated for the cause will be up for grabs on this
benefit for the Massachusetts Literary Council. Along with everything
else, the items will be available for a random donation.
See April, Page 16 for details

What does your idea like to use a Mithras?
I can get the manuscript judged on 15 minutes or less.
—Ken Kerwick

17:00 hrs. ----- 18:00 hrs.

Atium I • SF Cross-fire
But like the TV show, be prepared to duck!
led Andrew and Doug Best

Atium II • Vampires, Fact, Fiction and Myth
Brian Stokar may have been a staged writer, but Sir Donald Strock struck a chord with fans of horror. What are some of the historical connections to the psychology of the vampire, and how has that been reflected (or not) in current horror writing?
Jill Kay

Atium III • Do You Need to Have Someone Die in Your Book to Make It Succeed?
The "Berenger's" trope of misanthropic, what does it mean for characters to die in your writing? Is it necessary? When, if ever, does it add, and why?
Drew Kicker, Paul Sussman, Nan Peckle, Debra Murphy

Atium IV • Finding Your Way Onto the Information Superhighway
What is the Internet, and why should I care? A grounding in the basics, by someone familiar with many parts of the map.
David Dyer-Bennet

Biostringin • Artist's Jam
Bring your thoughts and create collaborative, and usually irreducible, works of art. Proceed from the work, in whatever order, will go to help history reflect around Minnesota.

Mine • Auctioneer Workshop
Ever wish a real live auctioneer really work a crowd? Did you want to know how to do that yourself? Show up for this workshop with some really good auctions and we have to show.
Betsy Hooda

17:00 hrs. ----- 18:00 hrs.

Elewker • Kids meet the Pros

18:00 hrs. ----- 19:00 hrs.

Take a Break
Back in an hour... Go Eat! Take a Short Nap!

19:00 hrs. ----- 20:00 hrs.

Atium I • Seven Bruns reads (aloud)

Atium II • SF Writing Groups: The 1994 Secret
A meeting of the Minnesota Imaginative Future Writers' Alliance, a resource sharing network of science fiction and fantasy writing groups and writers. This is an opportunity to talk to other writers and writers' groups, and is an annual event.
Iris Wideman

Atium III • The Reichenbach Falls
Is there a genre where you need to do away with a character? What are the factors to consider? Once you've done it, how do you deal with the reactions of your fans? How much should do fans have over your writing?
Myles Samuels, Kenneth Danks

Atium IV • Molecules in SF
James White has written about it, so have others. It's not quite portrayed well in science fiction? What are some of the common molecules, and some of the better portrayals?
Mickey Zaker Fischer, Beth Friedman, Lisa Friting

20:00 hrs. ----- 21:00 hrs.

Saturday, April 2nd		1994	
19:00 hrs. — 20:00 hrs.		20:00 hrs. — 21:00 hrs.	
Edna • The Journal of Irreproducible Results	84	Elsewhere • Art Auction	91
Yes, it's those crazy people from the magazine once described as a humor "read for Nobel Laureates" (and actually she with a more to their scientific acrobatics). They want to know from you what makes science what it's all about.		Plus!	
Guat Höl • Masquerade	85	21:00 hrs. — 22:00 hrs.	
Can you have a job? Can you be a writer and a person or in the same time? Most important, can you manage to avoid hating your best friend even if you are wonderful child?		Artem I • Confessors of a Resident Alien	92
Artem I • John M. Ford reads (about)	86	<i>A performance on work.</i>	
Artem II • Writing and parenting	87	John C. Remondi	
Can you have a job? Can you be a writer and a person or in the same time? Most important, can you manage to avoid hating your best friend even if you are wonderful child?		Artem II • Religion and Spiritual Themes in FKSF	93
Artem III • Phil Foglio gets interviewed	88	When spiritual and religious themes have been reflected in fantasy and science fiction? What is the relationship between fantasy and science fiction on one hand and religion and spirituality on the other? Are there any parallels, and how are they revealed?	
Includes questions, Phil will show his disk about The Captain, and also read from his comic work.		CMs, Jan Mene Verbe, Charles Pahl, Dorian Murphy	
Phil Fights: Guy Kinn		Artem III • World Building for Fantasy Writers	94
Artem IV • When Your Characters Run Away With You	89	Take a notebook and pen, take walk for several days of the week, especially around your pen, draw with methodology and magic to name. Is that all there is to it? More...	
In character really have a life of their own? Do you ever find that they take over a room in their head, all with a mind of its own? What do you do as a writer when the happens?		WJ Daniels, Anne Hill, Jay Wink, Don Wynn	
L.A. Taylor, Mike Taylor, Bruce, Don Adams, Jay Holden, Kai James		Artem IV • Adult Comics	95
Birmingham • Comics as Business, Comics as Art	90	Adult comics? You mean the ones with lots of sex instead of lots of violence? And you say that there is more than that? Tell me more...	
Several will have a comic written and even talk about what comics are about, both as a business and as art.		Phil Fights: Guy Kinn, Rod White	
Will Sharkey, Anne Hill, Rod White, Ken Wray, Phil Fights		Phil Fights: Guy Kinn	
		(This is an adult panel, parents should exercise their judgment before bringing their children)	
		What films would you like to see at Micon? ...	
		Mimesis and Sex kitten techniques. —Jerric Adams	

Sunday, April 3rd	
10:00 hrs. ----- 11:00 hrs.	
Atium I • Kris Jensen reads (aloud)	104
Atium II • Russian Science Fiction & Fanzoom	105
Has anything changed since the collapse of communism? What does this mean for American writers and fans? What is being published in the Commonwealth of Independent States that's worth reading?	
Jim Yong, Sue Yim	
Atium III • Babes in Chaitin: Making Realistic Art of Things You've Never Seen	106
How readable is why chaitin looks like it's speaking to some fantasy art? How about artists that would have had problems if they were really read? And just what does a methane atmosphere really look like, anyway?	
Ray Young, Crystal Wang, and Walter, Eric McE	
Atium IV • Getting Past the "Epic" Poem, Sonnets, Sentences, and Free Verse	107
Howard and The Future Queen, may be all flow and good, but what about other examples of flow poetry? What is the history of such as Howard and Science Fiction (among other places)?	
Joe Yim, Tony A. Gray, John C. Rowan, Joe McEwan, Sasha Lindor	
Blomington • The Future of Fitzarras	108
We seem to have gotten to the limit of conventional literature, right? How could anything progress any further? Will we be living our Springfield and Winchester will into the 21st Century? Why or why not?	
Mr. Jay Zucker-Baker, Bruce Balle, Kenneth Duden, Howard Duden	
Edna • Galactic Government V	109
A chance to work your own book, and a sampling of interesting dilemmas removed to be from around the Galaxy (though which one we've never been to yet about). Come and enjoy!	
Don Nelson	

1004	
11:00 hrs. ----- 12:00 hrs.	
Atium I • Pamela Dean reads (aloud)	110
Atium II • The Stuffed Animal as Art	111
A workshop and demonstration of how to make and enjoy your own stuffed animals, waffles or Perrier (um, Perrier)	
John Bowers	
Atium III • Costume Display of Sketches	112
Come and take a look at the designs for the fantastic costumes in progress. Costumes will talk about how they approach the design process.	
Kenneth Duden, Ann Chancellor	
Atium IV • Most reads for kids	113
Kids are fun, too, you know? What are the funny and science fiction books that a kid should's read as they are growing up?	
Joe Yim and others	
Edna • Paper Airplane Contest	114
Come try one some of your best efforts at long range self-defense flight. We'll be in with the best and first. Technical assistance will be on hand.	
David Yim and many others	
North Toney Altman	
12:00 hrs. ----- 13:00 hrs.	
Atium I • Terry A. Garry reads (aloud)	115
Blomington • Networking for artists	116
An open forum for artists to exchange information about shows, supplies, business contacts, etc.	
For Mike, Duden, Colleen, Christine Tegan	

12:00 hrs. ----- 13:00 hrs.

Guest Hall • Stage Combat Demonstration
Come see techniques used on stage and in film for staging combat.
Craig Johnson

13:00 hrs. ----- 14:00 hrs.

Artem II • Joel Rosenberg reads (aloud)
Artem II • The Demographics of Fantasy
How has fantasy changed over time? Are we getting older, or are there new fans joining the ranks? What is in fantasy, anyway?
Dave Byrne, Erik Miller

Artem III • The Influence of Historical Fiction on FRSG
What effect have authors such as Dorothy Dunnett and Patrick O'Brian had on fantasy and science fiction? Is there a relationship, or are the genres totally separate?
Sue Miles, Steve Hines, Emma Oles, Condar Stone, Dave Wilson

Artem IV • Beyond Terra Religion - The Interaction Between Created Religions and Science Fiction Societies
Fantasy will explore how various develop religion in their worlds, and how those religions then shape the societies.
Erik Jones, Cheryl Fink

Birmingham • AIDS: Now and the Future
It has been almost 15 years since AIDS started to affect our world. Moving from society to society, it's effects have been devastating and often highly variable. Where will it go from here?
Marianne AIDS Project

13:00 hrs. ----- 14:00 hrs.

Bliss • Second Foundation meeting: The Fiction of Jack Williamson
Second Foundation, a Twin Cities science fiction book discussion group, sponsors a discussion of the works of this year's Guest of Honor.
Eric Melman, Jack Williamson

Guest Hall • The Reality of Sword Combat
A discussion and demonstration of what sword combat is really about (sorry, no real blood, however)

14:00 hrs. ----- 15:00 hrs.

Artem I • Joe Haldeman reads (aloud)
Artem I • Dealing with the Inherent Racism in D & D and Other Gaming Quirks
Ever notice that "there are good, evil, and bad"? What about some of the other embedded cultural conceptions and stereotypes in D&D and other games?
Alan Young, Joe Age

Artem III • "Other Villages, Other Gods" Fantasy Traditions from Places Other Than America.
Outside America there are wonderful places, including the "magical realism" of South American literature, and "witty travel journals" traditions of Central Europe, Asia, and elsewhere. Come explore parts of the literary world past our borders.
New Wine, CJ Miles

Make a Note!

TOR

Salutes
Guest of Honor
Jack Williamson

DEMON MOON

Coming in May 1984
Hardcover
ISBN 0-22-87710-7
\$2.95

JACK WILLIAMSON

74

Masquerade

Sunday 12:00 hr. • Great Hall

Now is the time to show your stuff. Whether you're a professional, amateur or just like to dress up funny, this show is for you. This is a performance Masquerade, where we emphasize theater as well as construction ability. There are several divisions of competition, from Novice to Master/Professional. For information on how to participate, stop by the Masquerade registration table located in the Great Hall Foyer.

The Masquerade will be run according to the "Level of Achievement" Division System. Contests will be registered according to past competition wins and places. First Place and Judges Award are the honor levels in this competition. Five workmanship awards will be given for ability and creativity in construction. Achievement levels are as follows:

Young Fun — Any contestant under 12 years of age as determined by the convention.

Novice — An individual who has never won a major prize** in a costume competition (other than "Young Fun") at any regional Con or World Con.

Intermediate — An individual who has won 1 or more major prizes at previous Midwest regional Conventions or has won a major prize at WorldCon.

Master/Professional — Master: An individual who has won 5 or more major prizes at the regional level or 1 major prize at the WorldCon level. Professional: An individual who promotes themselves as a Costume Designer. Only 1/2 or more Master/Professional are entered with a Master/Professional division be used.

Not all of your ideas — get additional information on divisions at the Masquerade registration table.

*With the exception of "Young Fun" divisions pertain to the person who constructed the costume only.

**Major prize is defined as: "Best...", "Most...", "Judges...", "First Place..." or "2nd Place..."

in Costume — This is an "Open Division" and may be composed for by film, book, costume, music, puppet, directly or with mixed media/technology from live action, animated motion picture, television production,

staged production, staged presentation, comic book or strip, or a public novel. Note: If the dominant theme or major portion or prop is derived from the costume or prop must be entered as a "No Costume, Please Apply" items of source material. This is a must!

Each of the 5 categories will have a First Place trophy, a Judges Award trophy and there will be three Honorable Mention awards given in the Open Division. A special trophy for Designer's Award, Best of Show, and the most popular comic Stripper Award.

There will also be Workmanship Awards which will include a category for Best in Costume.

This will be quite a showcase for workmanship and imagination—more information at the Masquerade registration table.

No Rehearsal, Please. This does not mean that you can't show your costume, just means you will appear as a non-competing entry.

Registration: Pick up your Masquerade entry form at the Masquerade registration table (Great Hall Foyer). Please register early, all entries must be by Noon on Saturday. Also, if you have any special needs for your presentation, please contact the Masquerade Staff at the Masquerade registration table.

Masquerade Rules: (you've heard rules) along with other useful information will be posted at the Masquerade registration table. If you will be in the

Friday evening Masquerade, please attend the participant's meeting at 11:00pm Saturday afternoon in Great Hall. Also, we will be allowing time for the Saturday afternoon to get into the hall and go over your work with the technical crew. We are strongly advising that you take this time in the afternoon to talk with these and rehearse. A schedule for the afternoon will be available at the noon meeting.

Video Coverage: Once again, the Masquerade will be videotaped. If you are interested in obtaining a copy, please stop by—you guessed it—the Masquerade registration table for more details.

Volunteer Wanted: If you would like to volunteer your time and/or talents to help us in the oh-so-very exciting Masquerade, stop by the registration table and join the production team.

There will be a Photo Reception after the Masquerade, so that your photo and fun can catch your imagination for the next year.

It is very important that you be on time for all meetings and events if you are participating. All of the Workmanship Awards will be decided before

you even go on stage. So please pay attention to all information that you are given about participation. We want this to be the best Masquade ever!

Masquade Programming — there will be several programming activities related to the masquade process and costumes. Check your program book for times and further information on these events and panels.

Policy: Weapons

Show all, use good judgment. If your gun would be unsafe while complying with the following guidelines, please don't use it. Remember, for the purposes of this policy, pistols are waves.

No projectile weapons of any sort. These are devices that throw particles or substances, or are thrown themselves. Spring guns with liquid or projectile weapons and should not be carried. An unstrapped bow or crossbow with its arrows is not a projectile weapon.

All weapons must be carried in a sheath, bag or container of some sort at all times. Peace bonding is required.

Only Class II lasers or lower are considered safe and acceptable.

For the purposes of these guidelines, "weapons" encompasses: actual weapons (they do what they look like they do), facsimile weapons (close copies of actual weapons), anything actually used as a weapon, and anything an otherwise ignorant observer would have reasonable grounds to think was a weapon.

Do not drink, and avoid to trip that weapon, please appear on the stage in time 2:15 position.



Continued from pg 22

Contributors: Under Name: Jack W. Williams
Walter A. M. M. M., editor, The Andrew Academy, CFA, 1974.
Jean Aronson, Beta Beta Beta, Dumbbells, 1972.
Margaret Bremer, editor, Science Fiction, Fido and Feline, Harper, 1974.
Dennis, editor, The Call of Snow White, Harper, 1976.
Thomas D. Chivers, editor, Under the Name: Fido and Feline Science Fiction.
Walter A. M. M., editor, Science Fiction University, 1974.
Terry Carr, editor, The Best Science Fiction of the Year, Number Six, Bantam, 1977.
Science Fiction Novels: Under Pseudonym: Will Stone
Name that Computer to Name (By: originally published monthly), Science & Fantasy, 1975, reprinted under name Jack W. Williams, Lancer Books, 1978.
Name that Computer to Name (By: originally published monthly), Science & Fantasy, 1975, reprinted under name Jack W. Williams, Lancer Books, 1978.
Name that Computer to Name (By: originally published monthly), Science & Fantasy, 1975, reprinted under name Jack W. Williams, Lancer Books, 1978.

Other: Under Name: Jack W. Williams
Fido and Feline Science Fiction, privately printed, 1973.
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Name that Computer to Name (By: originally published monthly), Science & Fantasy, 1975, reprinted under name Jack W. Williams, Lancer Books, 1978.
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Art Show & Auction

Art Show • In Five Next Town, Plus VI & VII
Auction • at Five Next Town, Plus I

Hours

Monday
19:30 hrs. Art Show set up (help wanted)

Tuesday
10:00 hrs. Open for Artist Check-in
14:00 hrs. Open for viewing
22:00 hrs. Close

Wednesday
10:00 hrs. Open for viewing
17:30 hrs. Art Show Ends
20:00 hrs. Art Auction begins
22:00 hrs. Sold Art may be picked up

Thursday
09:30 hrs. Artist check out permitted

Friday
14:00 hrs. Take down Art Show (help wanted)

General Information

No cameras, bags, food, drink, or smoke is allowed in the art show.
Part of the art show is a print shop. Art work copies in the Print Shop are sold by direct sale at the art show counter.
Most of the art work in the show is original art.
Original art is made by hand and is always unique. Some of the art is classified as a "multiple original." A multiple original is part of a common set that has been uniquely treated, usually colored, so be different from other members in the set. Limited edition prints are part of a numbered set of identical pieces. Please keep these differences in mind when you bid on art.



Bidding Rules

1. Attending convention members have the opportunity to bid on art in the art show and to buy prints from the print shop area. Each bid is an offer to buy and is legally binding when accepted on behalf of the artist. All bids must include your name, badge number, art, of course, your bid price.
2. Written bids will be accepted during the art show's regular hours on Friday and Saturday. No bids will be accepted after the auction.
3. Art with five (5) or more written bids will go to a reverse auction on Saturday night. Art with less than five written bids will be sold to the highest bidder after the art show.
4. Artwork is available for viewing and inspection. Art is sold "as is." (Most artists are good about repairing damage if there is any.)
5. Minimums will accept payment by cash, check, VISA, or MasterCard.
6. Bids must be in whole U.S. dollars. Bids must be higher than the posted minimum bid and all previous bids on that piece (i.e.—in, one penny less to be valid).
7. If you buy art and fail to pick it up, Minimums will retain the art and contact you about payment. Minimums reserves the right to resell unclaimed art to recover its costs.
8. Some of the art work in the art show are limited edition prints. Extra copies of the limited edition prints may be available from the artist but will probably cost more than the minimum bid. Contact the artist if you don't get what you want.

In order about 20 people to see a successful art auction. Contact the Art Show Director if you want to help. The Art Show and Auction is run by all volunteer help. The Art show is using the "ArtAuction" computer program by Steve Hancher.



28 The Essay We Wish We Didn't Have to Write

to Get Inside

People who work to bring you Mission—and most of the people who attend, as well—like to think of it as a friendly and civilized (in the very best sense of that phrase) social experience. Unfortunately, we can't completely shut out the Outside World, which, as we all know, is sooo often unfriendly and uncivilized.

And so the people who work to bring you Mission—and, we're certain, most of those who attend—must at times do what we will not tolerate even of the Outside World's worse behavior: sexual harassment. People who bring that behavior into Mission will be warned to stop. If they persist, they will be ejected from the convention, and we will recommend to those conventions that they will not be allowed to register.

Some conditions exist as to what constitutes sexual harassment. We'll clear that up later. What is not sexual harassment is not unwanted personal touch by men or directed only at women. In the context of Mission (where we are all more or less of equal status), sexual harassment does not mean telling others (even "dirty" jokes), singing songs (even "rude" ones), being half-dressed or looking at people who are half-dressed, putting your arm around someone's shoulder, asking someone to join you for conversation, lunch, or any other activity, or even propositioning someone.

What You Do Is Under One of the Following Conditions.

Sexual harassment means that you say things with sexual content to or about another person. Follow another person around, call another person's name, touch another person, or request an other person's company after that person has told you "no" or "stop."

If you are on the receiving end of this behavior, you have two obligations. The first is to say "no" or "stop" (circumventing the behavior, as in "help following me" or "stop asking me to social time with you"). Don't say "that's right now" or "I don't think so." Tempting as it may be, don't even say "no" even after the last death of the waitress. Say "no" or "stop."

The second is to report to the badge (rooms 215) anyone who persists after you've said "no" or "stop." The Most Important Part of Behavior is the Official's Help Number.

If you are the person who is told "no" or "stop"—Believe It, and Do It!

We are not interested in excuses such as "I didn't think she really meant it," "He's an old lover," or "I was drunk."

While we're on the topic of right behavior—we also won't tolerate any kind of mistreatment based on others' race, ethnic group, physical or mental disability, religion, gender, or educational preference. And/or include a wide and wonderful variety of people in all those categories; if you don't appreciate that richness, maybe Mission isn't the place for you.

We really wish we didn't have to write this. We'd love to have a time and place in which we didn't need to remind people to respect each other.

We're going to do everything we can to make Mission that way. Believe it.

(Reprint from the 1992 Mission 27 Program Book)

ReinCONation 4
Reinforce time at your meeting

September 9, 10, 11 • 1994

MISSION PLAZA HOTEL 41 N. 10th St., downtown Minneapolis, Minnesota. (NEW LOCATION)

ROOM RATES: 170 through 190 (varies with category and duration of stay). Member rates.

GUESTS OF HONOR: ALEDO & COFF FAVORITE, hugs and makes award-winning authors, fans and authors proud!

MEMBERSHIP RATES: \$17 during Mission. You can, as per usual, register on the 8th, or 7th, 8th, 9th, 10th, or 11th. If you are not registered at the convention site of REINCON, include \$140 (incl. travel, and hotel) members of ages 18-73. This price is good only for the 2nd-10th. After Mission's 10th-11th, you can register at the convention site of REINCON through 11th-12th. **Be Here when the stars are bright!** \$30 at the time registration. (Single members may register elsewhere for other than 10-11th. See and friends and the location of your interest.)

Reserve: Under age 12, the rates are \$7 per night and \$10 on the day.

More info: See the web address page.

What makes you like to see at Mission?
Lots of energy, a lot of fun, and a winning smile.
—Stephanie Rose

The
Official
Minicon XXIX
Blank Page

Publication would like to express its appreciation to all the members of the ConComittee for their interest in meeting here—and, through their efforts, making this page possible.

WATCH FOR THESE
UPCOMING
TITLES IN
APRIL & MAY



NEPTUNE CROSSING
Author: James A. Cameron
ISBN: 0-17-004847-7
\$19.95

THE TIME PALACE
Author: Peter S. Bevington
ISBN: 0-17-004848-4
\$19.95

THE GIRL WHO
HEARD SEAGULLS
Author: Anne McCaffrey
ISBN: 0-17-004849-1
\$19.95



GALACTIC WARRIORS
Author: Robert Heinlein
ISBN: 0-17-004850-8
\$19.95



One quiet time, then we a party.
It was a small party affair—4 for lunch, 4
for lunch, and four for the next supper.
What of us and our, and our light on
poked up with. "The we far let's do it
again." As the we, it must like a good one
at the time....



**Welcome to
the Department of
Minion Parties: Consume Division!**

Accord one and all, in the twenty-second floor to achieve new heights of
fun, fanciness, and hip-happings. Avail yourself of fine conversation
while sampling our many gastro-intestinal delights. Feast your eyes upon the
variable use of machines. We get pop, chips, pretzels, and Chocolate Chee-
se Chocolate!! We get food vaggies, Cops-O-Soup, and even oatmeal for
those seeking a quick healthy meal on the run. We get dances for you in the
morning and the laughs run free across the festive carpet. We get louder
machines for those of you who observe Roosevelt, too. (Dance to gentler,
limited supply. Hands off please.)

And mention those! (Chains of 2.) Our world famous bbq! (Non-
alcoholic available, 0' course!) Not to mention more coffee, tea, and bewilder-
ing varieties of soda that you can shake a stick at!

"But wait!" you say, "Is the Consume maybe not a place to get fed,
cheated and berated?" "No!" we say, "You ain't seen nothing yet!"

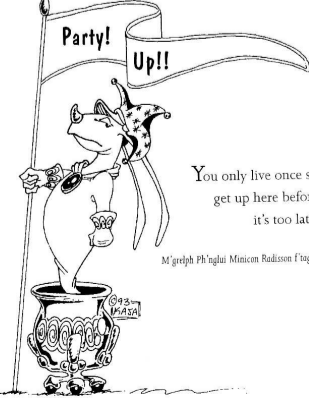
Wary walkers, Purring corners. Flung birds. Barking lights & keen
sights. The fantastic Tab O'Vermin. Come listen to the most admired amateur
musicians in Minneapolis at the Open Music party—our pull-up a chair and tell
one our yourself. New friends always welcome. Consume with the heavy
duty air cleaners charging away on the smoking side of the same starting off the
corner drums. Lounge in our very own personal Bear Hug and admire the
comely volunteers.

And I say volunteers! You betcha beautiful! For you we, Minion is entirely
a volunteer-run outfit. Our bar staff, sub-bosses, and revilers have all sacrificed
a chunk of their Con time to help keep things running. But, we can't do it all
alone. You (yes you) can sign up and be part of this glorious affair. Run down

to the Volunteers Desk (Great Hall foyer) and join the Staff. Meet and greet
the folks while helping keep the rows from getting out of hand. Save a seat
table and groove on the power flux from those fab yet subtle Twinkie-
donuts.

Spreading of Distilling... Once again, Minion Parties, in interest of
able practice, will be distributing prophylactics & literature on their proper
use to the Consume. Also, floating throughout the hotel will be our cheerful
staff of Consume Parties, equipped with same. Please take what you can use,
(with the exception of the staff & attendees) and use what you like.

Are we pumped? Heck yeah! Are you? Come up and fine with the best.



You only live once so
get up here before
it's too late.

© 1998 High Mite Minion Parties Dept.

You Want to Put That Where?

The answer usually lies in the "W" and
in future dates

Over the course of the weekend, you will repeatedly see signs posted for parties named "Some City in Some Year." Ever wonder what the big deal is? There are called bid parties, and they are hosted by fan groups who are trying to get the Worldcon housed in their city someday. After all, we've got this big con, and we have to put it somewhere, don't we?

For the uninitiated, the Worldcon is more properly known as the World Science Fiction Convention. Worldcons are currently running with about 6000-7000 people each year, and they are a major event for the hosting city (even if the city is San Francisco). If you think Minskot is big, you haven't seen anything.

Sounds like fun? Well, you can play too. The first step is picking a year. In order to maintain a kind of regional balance, the World Science Fiction Association (Worldcon's parent "corporation") has divided North America into three regions:

Western Region—Baja California, New Mexico, Colorado, Wyoming, Montana, Saskatchewan, and all states and provinces westward including Hawaii, Alaska, the Yukon, and the Northwest Territories are eligible.

Central Region—Central America, the islands of the Caribbean, the bulk of Mexico, and all states and provinces between the Western and Eastern regions are eligible.

Eastern Region—Florida, Georgia, South Carolina, North Carolina, Virginia, West Virginia, Pennsylvania, New York, Quebec, and all states and provinces eastward including the District of Columbia, St. Pierre et Miquelon, Bermuda, and the Bahamas are eligible.

How does it work? Eligibility is limited on one region per year, and they cycle through from East to West to Central, as follows below. These are the cities currently bidding (at least the ones we know about):

- 1997 Central — San Antonio and St. Louis
- 1998 East — Baltimore, Boston, New York, and Niagara Falls
- 1999 West — Anaheim, Las Vegas (eventually, the bid group is in Chicago and they're away), and Alcatraz (they're not away)

- 2000 Central — Chicago, Chicago, Kansas City, and, (oh, yes, I almost forgot) Chicago. No I'm not kidding, there are three different groups in Chicago bidding for this one.
- 2001 East — Boston
- 2002 West — Minskot is unaware of any active bids beyond 2001.

International bids are eligible anytime, without repeating the cycle. If the Worldcon is overseas then we hold something called the NASFiC, or North American Science Fiction Convention. NASFiC is held in the region that otherwise would have hosted the Worldcon, but is held on the continent. For instance, the 1995 Worldcon will be in Glasgow, Scotland, and since this is an "Eastern year," the NASFiC will be in Atlanta that same year.

Worldcons and NASFiCs are traditionally held over Labor Day weekend, although overseas ones usually run earlier or later, so they don't conflict. Each Worldcon selects the site for the Worldcon to be held three years later. For instance, the 1993 Worldcon was in San Francisco, 1994 and 1995 had already been selected (Winnipeg and Glasgow, respectively), so that left them with the choice of a site for 1996, which is another Western year. They don't take a home field advantage and choose themselves again, since there is a rule requiring that the next site be at least 60 miles away.

Get it? God. Nobody said this was going to be easy.

Okay, you've decided whom to bid. Then all you have to do is get different hotel accommodations, a convention center, and a whole bunch of other stuff (all of whom had better have strong one-rooming experience) to help you pull it off. Cases which one is the hard part. Now you're ready to bid. In addition to having your act together, you need to tell other people about your bid, and what you plan to do if you end up hosting Worldcon.

Bid parties really are the way to go. Since the people who go to Worldcons and therefore can vote, are likely to go to other cons, then you want to get other really stuffy cons (like Minskot). At a bid party, you invite people to bid about your plans, and so you get their vote. People who liked your bid might pre-support membership at your planned Worldcon. Anyone who pre-supports a bid can then vote for one selection. You can upgrade from pre-supporting membership to attending and then after the voting, maybe your bid wins or not.

Some cities bid for Worldcon every chance they get. Some believe that hosting a Worldcon is great fun, and a really neat thing to do for the rest of the world. Chicago, Boston, and Los Angeles are perennial bidders, but not Minskot. On the other hand, others say that friends don't let friends run.

Worldcoms Minneapolis feel sad
 when if we bid for a Workcom that
 happened 21 years ago.
 Once you win, you're on your
 own. But you have our best wishes!
 Oh, let us forget, ever hear of
 the Hugo Award? Or the John W.
 Campbell Award for best new writer?
 In fact, if you register for Workcoms,
 you can nominate and vote for the
 Hugo. You always wondered how
 that happens, didn't you?
 So there you have it. Everything
 you ever wanted to know about
 Workcoms, but was afraid to find
 out. If you have more questions, talk
 to the people leaving the bid parties
 at this Minicom—they have to know.

Your Attention Please
 One would like to
 Reward You
 Animals* and Pets are not
 permitted within the hotels
 (Dulles, Washington, and
 SoHo). Guests who ignore this
 regulation will be asked to
 leave the hotel.
 *Outside Dogs for the seeing
 impaired, etc. are not
 included within this
 circumstance.

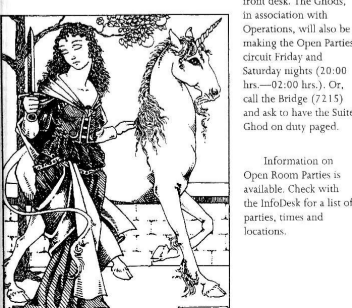
It's better if the future will give us no choice
 but will allow a politician to be the cause of the future.
 in fact and in the cause and prevention of disease.
 - Thomas A. Edison.

• Evening Saturday
 appointments
 • 24-hour
 Emergency Service

Chiropractic is a natural approach
 to health care. We focus on
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 6519 Nicollet Avenue S., Suite 201, Richfield MN 55423
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 Natural Preventative Health Care for the Future.

Suite Ghoda That's a Program? Right!
 One of the first things a Nov will notice about Mission, or SF.com in
 general, is the multitude of parties that grace the walls (and select various
 parts) of the hotel. If you've had a chance to read any of them, you found
 that many are inviting you to a party—an "Open Room" party.
 There are a wide range of these open parties scheduled for Friday and
 Saturday nights throughout the hotel, and you're welcome to attend. In fact,
 we encourage you to attend, because without those parties there'd be no
 good for Suite Ghoda or their program.
 You see, most of these parties (and promotional events) have been
 arranged through our program. We try to match up worthy party-showers
 with an appropriate party space—that's right, those suites and cabins you
 had to make a request for, they come to us.
 And my god program suite . . .



Hours of Operation: Friday, 10:00 hrs. to 1:00 hrs. at the business
 suite desk. The Ghoda,
 its association with
 Operation, will also be
 making the Open Parties
 occur Friday and
 Saturday nights (10:00
 hrs.—12:00 hrs.). Or,
 call the Bridge (7115)
 and ask to have the Suite
 Ghoda on this page.

Information on
 Open Room Parties is
 available. Check with
 the InfoDesk for a list of
 parties, times and
 location.

DarkStar

WELCOME

Will you make it? You're supposed to get your outfit here - by whatever means, scheduled or...
 It's after midnight in the dark...
 Welcome to DarkStar!

THE FACTS, JACK

DarkStar is...
 It's...
 Welcome to DarkStar!

Special Donor...
 DarkStar...
 Welcome to DarkStar!

Minneapolis in '73: A Place, A Time, to Be

Chick aboard the familiar...
 Minneapolis in '73...
 Welcome to Minneapolis!



A Ticket to Minicon

It is the hope

"I'd like to buy a ticket to Minicon."
"Sure thing. It's only \$250 and includes a Minicon membership
at an extra charge."
— Old time Conlites to joke

When someone asks for a ticket or a pass, we know they are new to Minicon and need some extra help learning about it. In the tradition of most Science Fiction conventions, Minicon has a registration fee and does not sell tickets. There is a useful distinction between registering as a member and buying a ticket.

You buy tickets to movies, plays, sporting events, and concerts. These are events where you normally expect to be entertained by others. Science fiction conventions earned as groups of friends who get together to see each other, possibly for the first time. It is still common for people to have friends they only see at conventions. The expectation is mutual and you make your own.

Minicon, like most Science Fiction conventions, is run by volunteers. Our joy is the satisfaction of doing something well and the pleasure of working together with old and new friends. Most of us started out watching others do the work before we got involved. We like the spirit of friends working together and try to promote it. We don't want to sell tickets, here, for as often \$250 we would come up with a ticket, even on short notice. But really, we want you to join in, not just watch. We prefer the metaphor that you are becoming a member, part of the group.

We think of Minicon as private space, not public space. That is why we impose identification as Registration and check badges in other places. It reinforces the concept of membership and helps to encourage a better standard of behavior than you would find elsewhere.

Remember that the person checking your badge or bag or completing your registration is someone just like you. There are many, many ways to participate in Minicon. You don't have to bring a panel or sell books or wear a costume. You could do any of those (OK, some things take extra planning) or you could just pop up after someone at a party and contribute to the general atmosphere of helpfulness and friendship. Volunteer to help out for a few hours and you will be rewarded with a more interesting convention. Participation is your ticket to Minicon.

All The Facts, Fen.



Operations: We Never Close!

The Bridge designed to be the problem-solvers and path-announcers of Mission. We are located in Suite 215 on the second floor at the south end of the pool area. Look for the signs pointing that-way or follow anyone who looks like they're moving with a purpose.

- Open
- 12:00 hrs. Thursday, March 31st
 - through
 - 12:00 hrs. Monday, April 6th
- Badtime: Suite 215, Poolhouse
- or •
 - Dial 7215

In Case of Emergency
Dial 7215 or any 20-digits or more phone



What To Do On the Bridge

1. Obtain first aid. We have excellent first support coverage just seconds away. Do not hesitate to come to the Bridge in suite 215 or dial 7215 from any in-house or room phone to report a problem. In case of emergency dial 7215 from any in-house or room phone.
2. Report special health problems or mobility needs. Example: If getting around the area with a wheelchair is presenting difficulties—such as getting on or off elevators—there are things we can do to make it easier for you to get from here to there in the Poolhouse.
3. Register for the convention when the main registration desk is closed.
4. Report and replace lost badges. When registration is closed—and after talking to the InfoDesk—this is the place to replace lost badges. ID and \$5.00 required.

Turn in lost things you have found or possibly find things you have lost.

- 4. Obtain directions and locations of events. Contact convention staff.
- 5. Volunteer for the Bridge! Earn exciting acclaim and gratitude by working on the Bridge. A great place to accumulate enough volunteer hours to qualify for a Volunteer T-shirt and the Meg.

Please ask. There are no stupid questions.

We Hire Individuals
They're the wonderful, knowledgeable people who roam tirelessly through the Poolhouse hotel just waiting to answer your questions and help you work your problems. Look for a person wearing a vest with the moose! "Bridge Dial 7215" on the back and feel free to express your needs—keep in mind they're on duty. Watch for them.

Elevators
Trust them gently they're working as hard as they can. Please, please, please don't use the freight elevators. They are for hotel staff and emergencies only. (Getting up to the console or down to the pool in a hurry is not considered an emergency.)
After Hours Signage
Yes! This is the place. See the Information Office. ID will be required.

Register for '90 CChile Attending 20!
Early registration for Mission 20 is available at Registration or the InfoDesk.

InfoDesk

Dr. Lazar M. Which Way to Th' 90s?

The InfoDesk. They know all. They all much. They are the faithful repositories of all the official information regarding the con. Assuming, of course, that you bother to ask. What can you ask them, you may ask? Are there any changes in the Programming Schedule? What are the checkout times at the booths? When and where is the Art Auction? What's in charge of this thing? How can I find my lost pass? How can I find my lost spouse? When does the Dealers' Room open tomorrow? What does the Express Entrance start? Why is there an? Is this where I register for Railcon? If the InfoDesk volunteers don't know the answer to your question, they will know who, or where, you can get your answer. To them and not located on the 2nd floor of the Ballroom in the Great Hall Foyer.

Look for, and for, the Snake Mating Band.

The message board allows you to have messages in a central location for friends, relatives, or anyone else. It's located on the wall across from the InfoDesk and the folks there will be delighted to help you use it, and remember to check the board for your messages—that's the way it works.

RadioVision

Keep it hot with Motion news—just turn on your back Talk.

RadioVision • On channel number
(Insert appropriate number after sufficient channel setting)
Carries Programming Up-dates and the Latest Announcements.

RadioVenus • On channel number
(Insert appropriate number after sufficient channel setting)
Carries Live Broadcasts plus Top-Down Programming and Late Night Movies.

Beams include Clans of Honor Interviews and major programming events. Keep your eye on the Pocket Program for events to be taped.

The Fanzine Room

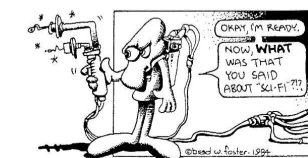
Motion XXIX has a genuine old-time fanzine room: second floor of the atrium, just off the elevators. Fanzines will likely be found here throughout the weekend and possibly late into the night. Something to recommend, however, is that games, filters, collectors, second discursive fans, media and game fans, customers, even those sceptic users of wearable conversation-making fans occasionally have a hidden vice: they get a fanzine or two, like the 770 or Ian's Lament in the mail. They may have had some writing published in fanzines, possibly some letters of comment. Some may even have published their own sbs, even if it was only distributed in Moresaga. Fanzines may not be their main fandom interest, but the truth is that, historically at least, fanzines are a part of well-rounded fans.

The new fan (or reader, as we say in hip fan person type lingo) may get by even of this. There are fans out there who regard fanzines as being, perhaps, trivial, even contemptible. Obviously, these are the wrong people to talk about fanzines. The right people to talk can be found in the Fanzine Room (though probably not before noon). So whether you already know what to expect (fine writing, drawing, talking, reading, printing fanzines and generally goofing around) or not, but are interested, please stop by!

—90 5045

The Fanzine Room is located in Atrium V7—2nd floor South Tower.

Hours
Friday 15:00 hrs. • 18:00 Hrs. & 21:00 Hrs. • 23:00 hrs.
Saturday 11:00 hrs. • 13:00 hrs.
Sunday 11:00 hrs. • 17:00 hrs.



—50 of the South Tower Gallery—What's Next?

Child Care

If I'm Sarah, the Wonderful Volunteer (volunteer who signed up for this job, I'd like to welcome you to the convention and say that I'm looking forward to the next few days. However, since we have limited facilities, there are a few rules and regulations I'd like to set forth right off the bat.

Operational hours	Location
Tuesday 12:00 hrs. • 24:00 hrs.	Room 118
Saturday 10:00 hrs. • 24:00 hrs.	2nd Floor, Prohibit
Sunday 10:00 hrs. • 20:00 hrs.	

1. Child Care operates on a first-come, first-served basis, with priority for those who pre-register for Child Care. It is a good idea to reserve your time slots for the weekend as soon as you arrive at the convention, as we are limited to a max capacity of 20 children at any one time.
2. We can only accept children between the ages of 6 months to 12 years. We are only able to accept 3 children under the age of 1 yr. at any one time (due to their own safety) so please register babies in advance.
3. We will accept children who have not been pre-registered as space permits.
4. The Child Care facilities are not available for personal use by parents (nannies, etc.).
5. Children may not be left in Child Care for periods of time exceeding 4 hours.
6. Snacks will be provided; meals will not. If your child has special dietary needs (nutrient, diabetic, etc.) please tell us as soon as you arrive so that we may be prepared for such.
7. We are not allowed to dispense medication of any kind; however, the Children have a medical team standing by in case of emergencies. With this in mind, you will be required to fill out a medical emergency form upon registering your child.
8. Bring your own diaper! Change of clothes highly recommended for toilet training.

No smoking, alcohol, or weaponry will be allowed in the Child Care facilities. (This policy will be enforced.)

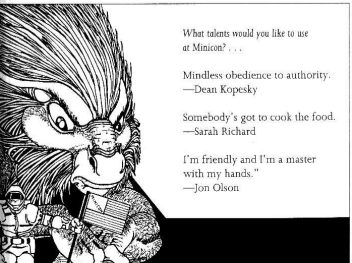
We will require legal ID upon pickup of your child.

You will volunteer. Actually, that's not a rule. But the more volunteers we have, the more safely and effectively we will be able to look after your children. So, if you are at least 13 yrs. of age, hoogie on down and sign up for a shift.

With all of this in mind, bring your kids over and we'll do our best to keep the 1st program safely occupied until you get back. All donations of blankets, consumables & excess activities gladly accepted by staff. Thank & enjoy the Con!

—And Welcome, Child Care Staff!

All of the Child Care Staff are licensed Child Care Providers and First Aid/Child CPR certified.



What does your life look like at Meow? ...
Mindless obedience to authority.
—Dan Ripley
Somebody's got to cook the food.
—Sarah Richard
I'm friendly and I'm a master with my hands.
—Jim Olsen

10 Come visit the Equestrians of Minicon!

In ancient Rome, if you wanted to buy something, odds were it came to you through the Equestrian Order. Travels, trails and travel took their toll on both product and purchaser. Today, not much seems to have changed. Nonetheless, in honor of those ancient merchants who forged the tradition, Minicon XXXI proudly presents its own Equestrians, selling T-Shirts and Memorabilia:



The Spirit of Minicon, past and present, will be on hand to revive those fond memories and teach a class within all attendees. From past year's Swankies and Buttons to the T-Shirts and Mug of the present, all items presented are unique and special. Some are rare and will only be offered while supplies last! We have T-Shirts from as far back as Minicon 13 and possibly a couple even older! While we only have certain sizes of these specialty shirts, they are sure to bring back memories. This year's T-Shirt is a special item, one that will be remembered for years to come!

On the floor is a bold and friendly welcome to Minicon 29 while on the wall is a report of the Very First Minicon Bazaar That's Right... duplicated from the archives in this rare piece of art that is unaged and nearly worn! Only a limited number of these shirts will be sold at the Convention, so come by early and get yours for just \$10.00!

Back from last year will be the popular Specialty Mugs in two sizes, the large selling for \$8.00, the smaller for \$5.00. These specialty items won't get long, so grab them while you can!

In addition, the Equestrians will bring you Minicon Commemorative Buttons. A limited printing will be made and no more! These buttons will probably disappear quickly, never to be sold again, so be sure to get yours early!

Minicon 29 Schedule
 Friday 13:00 hrs. • 19:00 hrs.
 Saturday 11:00 hrs. • 19:00 hrs.
 Sunday 11:00 hrs. • 17:00 hrs.

We're located in the Grand Hall in the Great Hall Fair, just across from the Dealer's Room.

11 The Hallowed Chamber of Hucksters

It's Where to Shop at Minicon

It's a fabulous, very large, wonderful of wonderful items to look at and buy. Chain-mail, 50 books, platters, durgens (dog-eat-dogs), culchis, silly buttons and more (as all be found in this year's) items to furnish capitalists—the Dealer's' Room.

Rain
 Friday 14:00 hrs. • 19:00 hrs.
 Saturday 10:00 hrs. • 18:00 hrs.
 Sunday 11:00 hrs. • 15:00 hrs.

A List of Dealers Here At Minitcon

Atari & Atari, Inc. • Swords, Daggers, Rapier, Impact Weapons
Atomi Akatsuki • Sterling Jewelry, Cosmetics, Accessories
Fantastic Items • British Books, Magazines, Dolls
Black Dragon Items • Fantasy Figurines, Jewelry, Goblets
Black Run Emporium • New Books, SF, Fantasy & Horror
Book of Power • Handcrafted Jewelry in Gold & Silver
Chick Mehl & Fantasy • Mythology & Fantasy Books, Jewelry, etc.
Arthur Chubbuck Jewels • Semi-Precious Stone Jewelry, Meteorites
Chanel Ltd. • Chain Mail Jewelry & Accessories
Chrysalis Gems • Gems & Jewelry
Dallas Collins • Original Fantasy Jewelry, Shields & Prisms
Canter Cosmetics • Chain Mail, Crystal, Senses, Shields, Leather
Cha Coak • New & Used Books
Comix Reproduction, LTD. • SF, Science Fiction & Science T-Shirts
Dancing Wolf Books • T-Shirts & Prisms
Dodds Books LTD. • SF & Fantasy Folk Music, Tapes & Books
Dummett Toys • Collectible Toys, Books, Spacelipps
Dunbar Books & Games • New SF, Fantasy & Horror Books
Epcot Centers & Inherently • Inherently on Challenging
Fantasy Bookstore • Magical Supplies, New Books, Tazoo Decks
Fant Art • Fine Sculptures & Jewelry
Helix Needlework • Fantasy & Historical Costumes
Fant Items • Fantasy Headgear & Cosmetics
Phil Fagin • Cosmetics, Art & Metal Abstracting Items
For Children Only • Rare SF/Fantasy Books & Manuscripts
Glimmer Pages • Handcrafted Jewelry
Giblet's • Science Fiction Books, Posters, Toys, Cards
The Gratchley • Books & Games
Gems Gems • Handcrafted Jewelry, Cosmetics, Accessories
Gems Gems • Natural Glass Wands, Figurines, Books
Jill Ganser • Sculpture & Jewelry

Grakl Press • Fantasy Comics, Original Art, Posters, Prints
H & R Laird, Cash and Trade • Tazooos & New Toys
Jack's Sculpture • Bronze Fantasy Sculptures
John Anderson • Magic Wands, Keyrings, Handcrafted Props
Jon of Art • Pottery, Bronze Sculptures, Maps
Kalman's Costumes • Fantasy Costumes & Accessories
Phil's Items • SF & Fantasy Books, Fantasy Creations
Key's Items • Stuffed Dragons, Fantasy Creations, Door Hangers
2.5 Minutes After Fantasy Society • Buttons
Stephen Ledy • Clocks
Mason's Myrtilite • Star Wars, Star Trek Postcards & Some Toys
Tom Miller • Prints, Stationery, Notecards
Mer Dragon • Art Prints, Art Books, Movie Posters, Cards
Mythical Costumes • Stuffed Animals, Self-Sculpture Dragons, etc.
Oldfashioned • Fantasy Art & Rubber Stamps
Offical Dragon • Custom Embroidered T-Shirts
Orange Armada • Fantasy Bronze Sculptures, Daggers & Jewelry
Patricia Thomas • SF T-Shirts, Fantasy Art, Clocks, Buttons
Ann Marie Rosalind Zank • T-Shirt Printing
Ravenway • T-Shirts, Printed Goods, Jewelry
Shark Line Business • Handmade Swords, Dream Catchers, Native
Serra Comics & Games • Comics, RPG, Novels, Video Tapes, Posters
Tal Drange • Fantasy Sculpture Mirrors, SF Alien Jewelry
Thorp, The Old Man • Fantasy & Mythical Sculptures, T-Shirts
Uncle Hugh's Science Fiction Bookstore • SF Books, Magazines, Cards
Tom VanCamp • Fantasy Art & Prints
Loe Wilson • SF, Fantasy, Horror, Movie Books
Whimsy Works • Film Sculpture, Wizard, Fantasy, Goblets
The Wizard's Wagon • RPG Games, Trading Cards, Jewelry
20th Century Books • SF Magazines, Books & Comics

Fan Faire

Get to know what's out there in our local and regional fandom community, by spending some time at this year's Fan Faire. Meet representatives from various F&S groups, organizations and associations. This assembly of fans has been convened to give you information about their activities and how you can become more involved with them.

For a variety of reasons, the Fan Faire has been moved to the Garden Court this year, primarily to make it more convenient to find. We hope that it will help people find where many groups will be having their parties in the cabinets around the podium area.

Garden Court
Saturday 10:00 hrs. - 12:00 hrs.

Minicon-Sponsored Charities

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The Minnesota Literary Project
Literary Project again this year. Drop your books off at the bookbank any time during the convention.

Pictures in the Dark

Minicon's very own photo booth
In the beginning, there was the Film Room: a delivery projector, a screen, bad sound, rows of chairs and much repeating. Then came Video: alternating between the dainty projector, inadequate monitors, and, of course, bad sound. And there was still much repeating. (Along with some prying but not really threatening suggestions.) Then, there was Video: the delivery projector was gone, replaced entirely by inadequate monitors, and, of course, bad sound. And there was more repeating. And then, there was film in the VCR, and in the fulfills of time I got stuck with this thing. And there was much repeating (at least by the ConComm).

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At certain times, the Video Room will be hosted by various clubs in the community, giving them a chance to show off their stuff. If your club would like to hold the room open after hours, contact me by asking for Bridge at 7215. Don't even think of trying to show items that have been reported as stolen, repaid off of TV or cable, illegally purchased, or are inappropriate for an audience which will include minors.

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running, and that means volunteers. If you are interested stop by and see when we need people. By the way, we also need volunteers to watch the film (you know, an audience)—stop by sometime!

We'll be open for your entertainment in Astoria V. from 12:00 hrs. to 03:00 hrs. on Friday and Saturday, and 11:00 hrs. to 1:00 hrs. on Sunday. For the schedule, either look in the Video Room itself, or stop by the InfoDesk and ask for your very own copy, suitable for framing (maybe).

See you in the dark!

Remember!

Daylight Savings Time begins at 02:00 hrs.
 Sunday morning!
 Spring your clocks forward to 03:00 hrs.
 —or you'll be an hour fast.

The Minicon Gaming Suite

Minicon provides a room on the first floor of the South Tower for those who wish to engage in a little gaming. Now we don't mean gambling, or any kinky StakeLand-and-the-french-Queen stuff, but rather, a little friendly family rivalry.

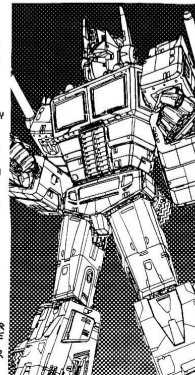
Stop by Plaza 5 to find a challenging table-Fishing, Board, or Card game—because sometimes, you just need a quiet place to play.



What does your favorite game
 at Minicon?
 Pencil spinning —David Deacon

WATCH FOR OUR CLUB FLYERS AT THE MINICON FLYER TABLE!

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 BUY, OR TRADE
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 • MEMBERSHIP IN
 OUR CLUB
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 • CLUB NIGHTS
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TRANSMASTERS
 10th YEAR ANNIVERSARY
 1984-1994

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JOIN US IN CELEBRATING OUR 10th
 YEAR ANNIVERSARY!!!!!!

Minicon Volunteers

And welcome, once again, to Minicon! Your hosts for the volunteering section of this weekend's events are Ed Baker, Jerry Lindgren, and their closely knit team of helpers.

Our desks located in the Great Hall foyer near the escalators on the second floor of the Radisson hotel. We're down the hall from registration, sign in and volunteer before or after you register—or any time during the weekend you feel that urge to volunteer!

The jobs we'll be recruiting for are: volunteers, beauties, greeters, and badges, with a few others chosen in just to keep it interesting.

"But I don't know how to do any of these things!" It's easy. We'll teach you. (Hey, if we can do it, you can do it. Don't worry.)

Volunteer T-shirts and mugs are available once again this year. Right here at volunteering will get you a T-shirt, or twelve hours, a volunteer mug, if you volunteer for a total of twelve hours during the con, we'll give you both!

So that we can make sure that everyone who deserves a T-shirt and/or mug gets one, we have printed up chat sheets. Please, if you're going to be volunteering during the con, make sure you pick one up, and get it stamped by the host or subhost on duty of the department you're volunteering for, or else we won't know that you (later all of your hours and hours of hard, but undocumented work) deserve a T-shirt and/or a mug. Come up and see us sometime. The table will be staffed from 12:00 hrs. Friday to 14:00 hrs. on Sunday. We'll be waiting.



New From Orb Books

MODERN CLASSICS OF THE IMAGINATION

 <p>HELP IS ON THE WAY By Ed Baker \$14.95</p>	 <p>ESCAPE FROM EXTREMITY By Ed Baker \$14.95</p>
 <p>CHARLES DUNN MOONHUNT By Charles Dunn \$14.95</p>	 <p>THE ONLY WAY TO SURVIVE By Ed Baker \$14.95</p>
 <p>THE FIVE HEADS OF CERBERUS By Ed Baker \$14.95</p>	 <p>A HANDLE FOR EVERYBODY By Ed Baker \$14.95</p>

Big Trouble

is the hope.

Big trouble / 'big truh-uhl' (uh) is a pleasant but unimpressive condition where one experiences more joy than one is prepared to accept: a piling pleasure among a very select of the in-flight floggers to signify that one has lined up three cherries on the One Armed Bandit of Fate, a wondrous detouring the collision of Scandinavian modernity, Lutheran guilt, and Finnish (and other) apathy. Often found in local fire-dancing and post-punk Mission.

Orrible — but would we wear it? The last question is not entirely in jest. I mean, if it works, don't mess with it, as Mr. Natural would say — right? Maybe in time one could get used to the sort of life where much of one's life as Special People are gathered in one hotel in such a short, but intense, space of time.

Think of what personal Mission would feel like. I don't think my heart could stand it. I guess I'd better try to explain. Since the whole thing looks to me now like a tangled pile of twisted metal, it will be like a ground-con report that I trash-picking session. Try to think like an archeologist: put on your path before, grab the fire-picking materials, and follow.

It was twenty-two stories of concrete and steel, packed to the seams with burbling chattering partying fans. The building, I am told, consumed a visible glow from a distance. Billed around from the Parties staff avoided total melt-down.

Wednesday night before the con, some of us were over at Marge's for the work session. As we were sorting badges alphabetically, we made mention several times of the amazing number of badges with the last name "Sorazak." Odd. Then again, the "older" list of badges seemed to use it half nearly half of the total.

The evening music parties were a blur. I know that Nore and Gae and I sang separately and together several times, but I could not have told you where or when. The non-musical life even was lovely, by the way — and I hear that even Steven Brant "just told me" long enough to come in and do a few lines.

On Saturday, Jose Yahn and I got to sit and talk in the badge for a whole marvellous hour. She was signed up as a greeter, but no duty called during her shift. We had a delightful time, and she brought me an Owl Mouse power signed "Love, Jose."

At the dance on Friday night, I was Programming Co-Chair on duty, which meant that I wore the tuffy beret that the Ops people had reserved for me. Only trouble was, on a rather dimly lit and rather cramped ball room, there isn't anywhere to slip such a beret. Fortunately I was wearing one other article of clothing. Oh, yes — the beret was a special kind, one that in time would "lean." The Ops folk, thoughtful souls, had selected a beret admirably designed for a bearing-impaired person, instead of a high-visibility beret which would have gone unnoticed by me, if it weren't. At the dance, I figured that if anybody helped me, I'd know it. Wouldn't you know — no calls all evening. Guess offered to ring me up later, but I told him it wouldn't have been the same.

The headache in the concrete probably saved my life, and certainly saved my sanity and effectiveness as co-chair. Don Kottum, Jack Wicklowe, John Higgins, and wherever the mystery first-aid specialist was here undoubtedly picked up major karma points for their ministrations to several of us during the con.

On Saturday night I was taking the stairs down, weaving through the mad traffic, when someone said, "Oh, my God!" I turned around. Standing before me was my secret from when I was fifteen. I looked down at his badge. It said, "Sorazak."

Thanks to the report efforts of the Parties Department Outward Procurement Team, I had a good breakfast every morning. A number of us took to eating oatmeal patiently as we watched the sun struggle through the Minnesota down draught. Breakfast of S&S: Sister's ...

When I close my eyes and think of the con, faces whirled by — Joe Singer, the rest of the shape name music folk, Gae Sullivan ... all a blur about these wonderful faces or others. Joe Henderson ... looking serious, but with his grin creeping out from time to time; Whimping Dave and Don Bludde; the one and only Cosmic Steve; Paul; Chris; Li; the SPA Challenge "Pratle; Ben. "Ask De Mike", Irma's face ... as she pondered a hard question on the "How To Win Magic" game; Joe Koenigberg ... accompanying Paul & Nore; breakfast with Eleanor Aranson, making out of doing opportunities to have lunch with Mike Ford, David Hartwell ... sitting sweetly as we sat Sunday night. Instrumental ... being on-duty collector at the Perakle Toss; David Sherman ... competing with me about the Famine; (Good Wine) ...

On Monday afternoon, my house guest and I packed up my plunder and prepared to journey back to what is laughingly called civilization. I carried a backpack full of unmette' brightly colored con wear and a sleeping bag full of puffy zites from Friendly Fan-ah, cherry water from the Whimping con-

gers, chocolate from various and sundry fictional humor readers

[... Oh, yes: chocolate. Every time I turned around, someone was giving me chocolate. I must ask Jim Singer about this phenomenon.]

A few exemplar programming notes, and headed the whole mess into Jerry Stearns' car. We achieved St. Paul sometime in mid-afternoon. The house was quiet and good. Juan was at work, the cats were doing in a square of sunlight on the carpet. All was serene ... and I'm the fine rubble of post-con depression at the edge of my heart. Another whole year ... And yet how could I be sad when there had been (and would be again) so much fun, so many wonderful people? A line from a song I heard David Rosenberg do once defined just my mind:

"... I've got more money than I can spend,
more lovers than I can use,
I must have somebody else's blouse ..."

Slowly, slowly the con fades into memory. The intensity has diminished somewhat as people have bid farewell and gone off to wherever it is that they live between Missions. I'm not in quite such big trouble any more ...

and yet the mail carrier brought me sizes and letters today, and Jack called from Boston to see if some summer travel plans might coincide, and Jane Yahn wrote that meeting me was "one of the big phases at Mission," and my recent computer friend Bob called to say that he had been thinking of me and to ask how the convention had gone ... I told him that it was wonderful-rehearsing things and way too much fun. Then I opened a letter from Jerry Kaufman.

"Dear Elie,
Hello, how are you? I hope you've recovered from Mission by now ..."

Well, Jerry, I'm not sure Mission is one of those things from which one can recover. Besides all of the excitement and activity of panels and press, the meeting fardown and falling in love with it, I'm in big trouble.

It's like Opening a Time Capsule ...

I wrote this when I was much younger. Now I'm only a fan and droid —but I'm still in Big Trouble! —the (huge) Mission, '84

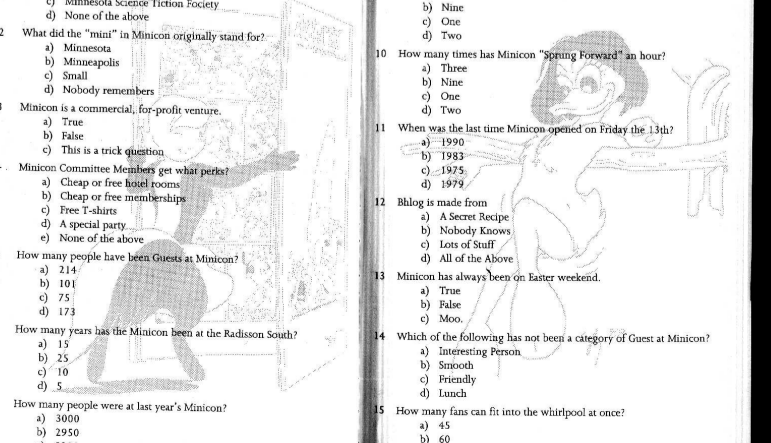


[Photo: Elie—When we talked to Elie about making "Big Trouble" (or the last version of it) we asked "What Mission?" She thought: it had to be 1982, or perhaps 1988. Do you know which Mission was held in 1982?

The Questions

- # **Quesin**
1. What does the "C" in MN-50 stand for?
a) Certification
b) A stand for "type"
c) Minnesota Keweenaw Tintoo Factory
d) None of the above
 2. What did the "mini" in Minicon originally stand for?
a) Minnesota
b) Minneapolis
c) Small
d) Nobody remembers
 3. Minicon is a commercial, for-profit venue.
a) True
b) False
c) This is a trick question
 4. Minicon Committee Members get what perks?
a) Cheap or free membership
b) Cheap or free attendance
c) Free T-shirts
d) A special party
 5. How many people have been Grand at Minicon?
a) 214
b) 101
c) 75
d) 113
 6. How many years has the Minicon been at the Radisson South?
a) 15
b) 25
c) 10
d) 1
 7. How many people were at last year's Minicon?
a) 1000
b) 1500
c) 1200
d) 1800

8. How many people were at the first Minicon?
a) 200
b) 81
c) 11
d) 18
9. How many times has Minicon started on April Fool's Day?
a) Three
b) None
c) One
d) Two
10. How many times has Minicon "Jogging Forward" in honor?
a) Three
b) None
c) One
d) Two
11. When was the last time Minicon opened on Friday the 13th?
a) 1990
b) 1983
c) 1975
d) 1978
12. Bking is made from
a) A Secret Recipe
b) Nobody Knows
c) Lots of Stuff
d) All of the Above
13. Minicon has always been on Easter weekend.
a) True
b) False
c) Moo
14. Which of the following has not been a category of Guest at Minicon?
a) Imperting Petrich
b) Smooch
c) Primsly
d) Imuch
15. How many fans can fit into the whirlpool at once?
a) 45
b) 60
c) 30
d) 100



16 Which of the following people have never been a Mission Guest?
a) Christopher Basloff
b) Robert Heald
c) Robert Silverberg
d) Austin Nelson
e) None of these guys.

17 Why are you answering these questions?
a) I am afraid to leave my room.
b) My roommate won't let me into my room.
c) It's a long ride home.
d) Found.

18 What does SHIP stand for?
a) Nothing
b) Pollution in space
c) Secret Matter of Evidence
d) Science Mystery and Fantasy

19 Why does the Minnesota Science Fiction Society exist?
a) Good question
b) To sponsor worthwhile events in tandem.
c) We were bored.
d) A make-Mission cater.
e) All of the above.

20 Yagvi is a house.
a) True
b) False
c) I haven't read that book.
d) That's somewhere America is you, huh?

21 The "Real World" is
a) Real
b) Yes.
c) It isn't?
d) No.

22 The most important thing the ConCom does is
a) Delegate
b) Answer phone calls
c) Don't panic.
d) Forget to say so.
e) Any of the above.

The most important thing a ConChair does is
a) Smile and nod.
b) Smile pretty diagrams
c) Raise lots of money
d) Look over and show some leg

How many books has Mission been in, and how many are still standing?
a) 9 books, 2 survivors
b) 7 books, 5 survivors
c) 9 books, 4 survivors
d) 12 books, 4 survivors

The symbol for the Minnesota SF Society is
a) A dogfish
b) A shark
c) A reptile
d) Who can tell

Why have there been 22 Missions in 14 years?
a) We can't count.
b) An accident involving a rooster and a time machine.
c) It's not a thing.
d) We had the business down here for the first time.
e) Supply the size 8 shoe.
f) Constant price increases.
g) Not using MS.
h) Miscommunication.

Where do we get all these programming ideas?
a) We get them from all of you.
b) A little help from above.
c) We don't know.
d) You don't really know.

Will you let me work at the next Mission, just a little?
a) Yes
b) Oh, baby, yes.
c) Can we take you now?
d) Well, what exactly is involved?

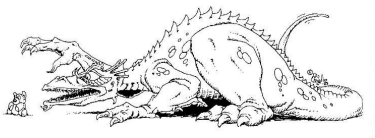
Mission 30-Something

Charles asked me to tell you about all the neat things that will happen at Mission 30. That's backwards. You should tell me, because you and every one else who comes to Mission are the ones who make Mission happen. Fortunately, you have a perfect opportunity to tell me about it at the next Mission 30 open meeting.

We figure that if we didn't try to hold a Mission, people would come to the Radisson next Easter and Mission would happen anyway. With a little planning and preparation, Mission 30 can be really special.

A successful Mission requires a lot of preparation. As Mission grows, there are more and more opportunities for people to join in. If you've been coming to Mission for a few years and have thought about getting more involved, now is the time. One of my goals as Chairman is to get more people involved. Another goal is to make the committee work fun for everyone.

The next Mission 30 meeting will be Sunday, May 15th, at 1:00 PM. It will be held at the Whitman Park Activity Center at Whitman Park, 14th Street and Grand Avenue South in Minneapolis. We will discuss where future meetings will be held, the schedule for Mission 30, and get acquainted. I hope to see you there. If you can't come to the meeting, please contact me. I hope to see you there. If you can't come to the meeting, please contact me. I hope to see you there. If you can't come to the meeting, please contact me.



1. Although the answer is not in the book, I think you should try to find it on your own. I'll be glad to help you if you need it.

2. The answer is not in the book, but I think you should try to find it on your own. I'll be glad to help you if you need it.

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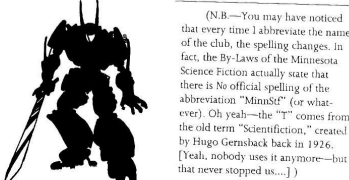
What is This Thing Called MINN-STF
 by Ed Hansen, President-for-Life

The Minnesota Science Fiction Society may well be the latest association of science fiction, fantasy, and other such fans that is normally misreported. Folk ask if it isn't great mainly, just an excuse for bi-weekly parties, a collection of congenial lunatics, a forum for our convention habits, and/or an educational organization. The answer is, of course, yes.

What I like best about Minn-STF (and what has kept me coming back these 10+ years now) is the fact that, when I show up at a Minn-STF meeting over a meal (which like myself will be welcomed as one of the kids I will enjoy some outstanding discussion food, of course, before the occasional diatribe—once takes the good with the bad), have a good time, and learn something despite myself! Minn-STF's are a widely varied bunch—we've been said "all knowledge is contained in fandom," and a good meeting can make me believe so.

Now for some of the boring mechanics. Minn-STF meets every other week (starting two weeks from Minn-Con hereby this year) at a rotating location (usually the home of one of our members). Meetings tend to start around 1:00 pm or so, and last until late in the evening for what the host thinks everyone remaining up). Meeting business and specific information about the home (animals, smoking policy, etc.) are heard roundly in public. Minn-STF's reveal official members. They are also listed on the Minn-STF Hotline 612-824-5539 (that's likely for you Minnesota fans).

We've been in this business now for significantly longer than 25 years—maybe someday we'll figure out what we're doing and why.



CHAMP NEEDS TO RECAP: BECAUSE THE OWNER OF THE MINN-STF OFFICE—SCIENCE-FICTION SOCIETY—PREPARED TO GO.

... I do great foot massages. —David Perlman

Operations • Cat Ocel & Tom Juntunen
Subheads—
Loren Botner
Corwin Brust
Kevin Matheny
Mitchell Pockrandt

Kay Drache • Quartermaster

Dean Kopesky • Software Support

Volunteers in Knickers—

Carol Amundson
Wayne Amundson
Kevin Austin
Bill Bader
Lisa Bah
Reen Brust
Marguerite Carlson
Tom Castonguay
John Columbus
Karen Cooper
Jerry Corwin
Jim Danielson
Rhonda Danielson
Joe Donoghue
Bruce Fagrie
Ripley Fish
Rachel Hoffman-Dachelet
Janet Huss
Ralph Jensen
Kris Jewel
Karen Johnson
Timothy Julin
Thomas Keeley
Peter Larsen
Margie Lessinger
Sara Logan
Christina Maestro
Cass Marshall
Mitchel Moschkau
Lydia Nickerson
Kayte Norini
Patrick O'Donoghue
Linda Paul
Mike Rossow
Hewitt Schaefer
John Skovran
Ann Totusek
Melissa Wuori

Special Thanks:

Lynn Litterer, John Skovran
Deniable Plausibility: Victor Raymond

Cuddle Squad • Myrna Logan
and Life support •
Thom Bates & Myrna Logan
would like to thank the following for
assistance and care before, during and
after the convention—

Lacy Patoch
Kirsten Lenius
Char Van Horn
Linda Paul
Jeff Schalles
Buffy
Sara Logan
Jeri Pope
Katie C.
Charles Piehl
Anonymous
John Wirsig
Tadao Tomomatsu
Michelle Clark
Kate McDonnell
Caitlin Peterson
Margarette Carlson
Kris Speiss
Chris Cassidy
Joleen Geise
John Skovran
Janet Skovran
Mark Jungmann
David Countryman
Sarah Richard
Jon Sorlie
Jeff Jobe
Elizabeth B.
Elizabeth Helgeson
Raymond Banks
Dan Solarez
Newton Ewell
Phoenix
Mike Von M.
Ishmael Williams
Kurt Seigel
Julie Wilson
Melissa Wuori
Charlie Kuhl
Thomas Keeley

Mauricette Keeley
Jane Castonguay
Tom Castonguay
Ron Wilson
Sarah Richards
Trevor Richards
Denny Lien
Jon Sorlie
Tim Julian
Susu Jeffry
Donna Frisuoold
Jeff Maertz
Ann Neset
Johanna Meyer
Madison EMT team
Max Schwaneckamp
Nicholas Zulegar
David Perlaman
Doug Edwards
Phoebe Joel
Doug Crighton
All the other Dragon Lady's Kids
and all the extra special people who
volunteered at the Con!

Parties • Tesla Aldrich
Consulte Committee—

Shannon Leslie • Right Hand of God
Gypsy • Left Hand of God
Kate Carey • Executive Secretary to
the Right Hand of God
Cherie • Condom Queen
Ripley Fish • Roots and Fruits
Laurel • Resident Peat Bog Consultant
Sean • The Guy with Connections
Lynn Litterer • Generally Wonderful
Person and Logistics
Timothy Julin • Relay Team
Benjamin Davis • Blonde
Tony DelVecchio • Terminations
Ishmael Williams • Smooth Character
Patrick O'Donoghue • Wouldn't you
like to know
Jason Christiansen • Bouncer
Katie Fennel McDonald •

Reality Check

David Walbridge
Dana Weeks
Stephanie Haangi • Dream Team
Rachel Woerner • Enforcer

DarkStar Café •
Micheal Matheny & Tom Grewe
Anna Bliss
Mark Jungmann

Minneapolis in '73 •
Steve Glennon: Zeppelin captain
Geri Sullivan

Hosts:

Ruth Anderson
Sandy Beach
David S. Cargo
Judy Cilcain
Dave Clement
David Emerson
Don Fitch
Terry Garey
Peter Hentges
Barb Jensen
Karen Johnson
Gavi Levy Haskell
Martin Schafer & the
ReinCONation Committee
Michael Shannon
Geri Sullivan
Glenn Tenhoff
Jim Young

General Thanks and Appreciation

Little Tijuana Restaurant
& Steve Wagner
Kinko's
Krupps
Dunn Bros. Coffee
R. J. Reynolds Co.
Jamesons Distillery
Lindt's Chocolate
Fantasy House
Yellow Cab Co.
Willy from Coke
The Permanent Floating Riot Club
and all our blessed subheads without
all of which, not
much would
have gotten
done.



After It's All Over

The Mission XIV Post Mortem
1:30pm on Sunday, April 16th,
1994 at the Radisson South Hotel.
This is your chance to let us know
what you think. What can we do
better? What do you think we did
well? What problems did you have
with last year's convention that didn't
happen this time? Tell us what you
think! No fresh vegetables, please.
If you can't make it,
send us your thoughts by mail!

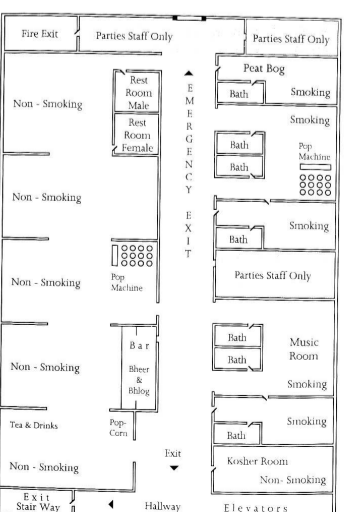
Mission
P.O. Box 8379
Lake Street Station
Minneapolis, MN 55408
(612) 333-7333

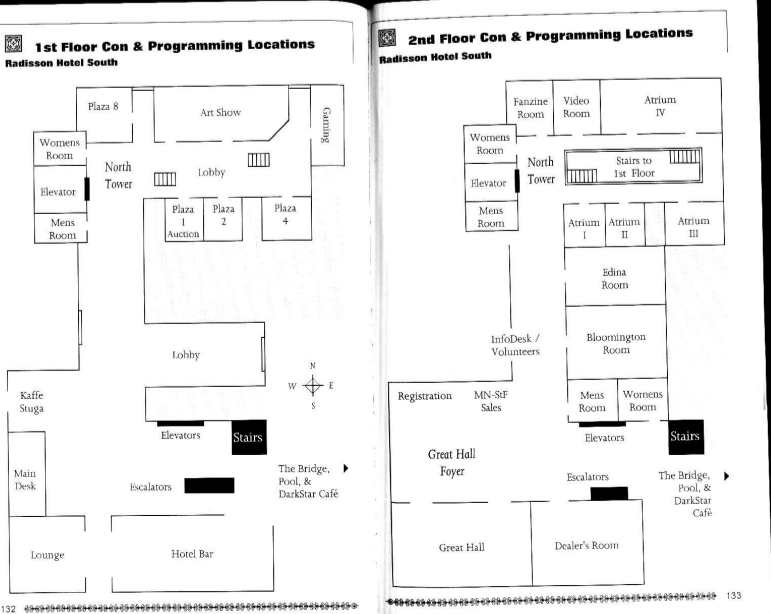
If we haven't been offendid,
Thank for this, and all a mendid,
That you here for defendid long,
While these names did appear,
And the work and the theme,
No more jacking but a dumb,
Critic, it an offendid.
If you prefer, we will mend,
and, as I am an honor Pick,
I've been around Pick
Now we hope the report's range,
We will make amend on long
So, good night with you all,
Give me your hands, if we be friends,
And we shall never amend.
William Shakespeare
A Midsummer Night's Dream, VI

THE FINAL VOYAGE OF THE MARIE CELESTE

A Live Action Game.
Presented by the author of last year's Marie County New Age Society Party, The Interactive Literature Foundation, and the Counter Reality Corps.
Time and place TBA.

22nd Floor Consuite
Radisson Hotel South





1st Floor Pool and Cabana Area
Radisson Hotel South

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April 14th
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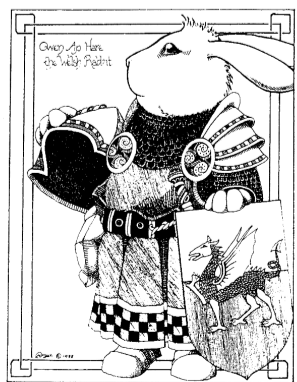


Illustration by [unreadable]

