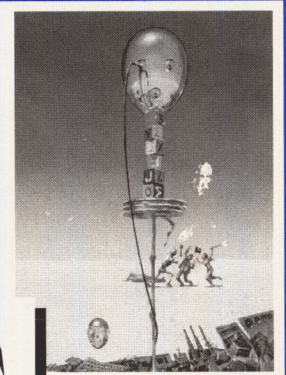
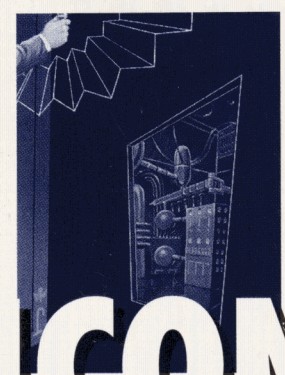
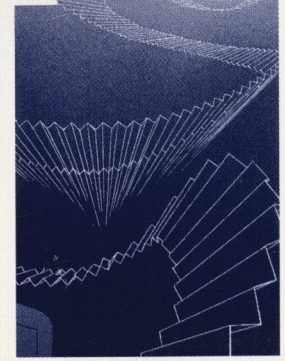
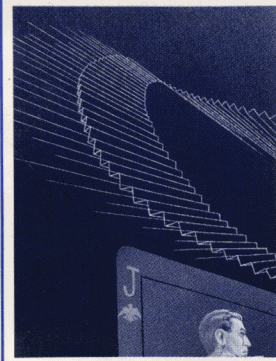
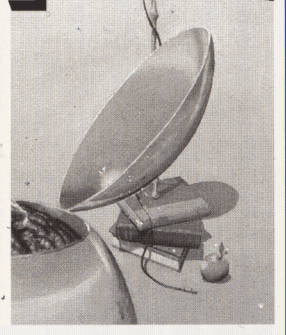
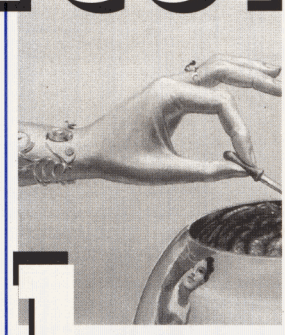


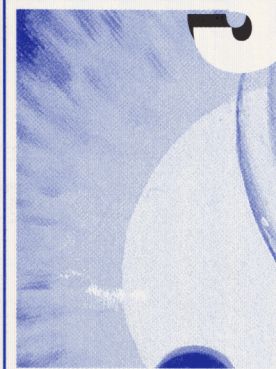
COMING  
TO A  
GALAXY  
NEAR  
YOU



# MINICON



31





COMING TO  
A GALAXY  
NEAR YOU

# MINICON 31

SPONSORED BY THE MINNESOTA SCIENCE FICTION SOCIETY  
APRIL FIFTH THROUGH APRIL SEVENTH, NINETEEN NINETY-SIX  
RADISSON SOUTH, L'HOTEL SOFITEL AND HOLIDAY INN AIRPORT 2  
BLOOMINGTON, MINNESOTA

*with*

Suzette Haden Elgin, Guest of Honor

Ed Emshwiller, Memorial Artist Guest of Honor

Joe Siclari & Edie Stern, Fan Guests of Honor

David Ossman, Audio Guest of Honor

James P. Hogan, Science Guest of Honor

L.A. Taylor, Honored Guest

## COVER ART

This book's cover features artwork by Emsh (Ed Emshwiller), our Memorial Artist Guest. For more information on Minicon 31's unprecedented retrospective of his works, see page 21.

Cover art (originally full color) by Ed Emsh; copyright © 1996 by Carol Emshwiller

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**For further information** about Minicon, The Minnesota Science Fiction Society (MN-StF), or any of our activities write: P.O. Box 8297, Lake Street Station, Minneapolis, MN 55408-8297.

You may also call the MN-StF Hotline at 612.824.5559 or the Minicon Voicemail at 612.333.7533.



# W E L C O M E

Greetings, salutations, and welcome to Minicon 31. Minicon, for those of you new to the area, is an annual convention dedicated to that which is somehow (however loosely) related to science fiction and science fiction fandom. For those of you who've been here before, turn and explain to your neighbor what Minicon is, and let them do the same. Who knows, you may learn something new.

This year's theme is "Coming to a Galaxy Near You." The explanation for that is simply that we liked it. (M31 being short hand for Minicon 31 and also for a galaxy....we like geeky humor. It's part of the fun.)

For the most recent dirt on what's planned for the convention, turn to your Pocket Guide (that smaller piece given to you when you registered). For news and last-minute changes, see the Bozo Bus Tribune, printed at intervals during the con.

Since the Program Book is your guide to Minicon 31, it only seems appropriate to include some definitions. Some of the following terms took me years to figure out (I was too shy to ask what they meant). You may find them helpful when speaking to the natives.

## "READER'S DIGEST BERLITZ"

**Blog (blohg):** A citrus/fruity red drink. Stains easily. Comes with or without alcohol. Our recipe comes from Jim Young's mother. Available in the consuite.

**Fanzine (phan-zeen):** A publication produced by a fan or fans for personal amusement and for the amusement of others. Often produced on a very irregular schedule.

**Fan (phen):** Plural of fan. You know who you are.

**Filk (philk),** also filk singing: A type of music which adapts existing tunes, changes lyrics and includes original music. Filk music is a particular type of

music within fandom. It strikes me it might be easier to experience than explain.

**First Fandom (phirst-phan-dohm):** Fans that have been around for a very very long time (since the 1930s). If you find one, or more, they may be a little gray around the edges. Be nice. These are our founding parents.

**GoH (Guest of Honor):** An abbreviation. Professional writers, artists, scientists, and fans who've made an impression and are worthy of praise.

**OTML (oh-tee-em-el):** One True Mailing List. This is the main database for Minn-Sf. It contains addresses, registration

facts and other information about many people involved in local fandom as well as those who have attended Minicon.

**SMOF (smahph):** Secret Masters of Fandom. Those crazy volunteers and masterminds behind such things as Minicon. May also be used as a verb (to smof, smoffing) to describe discussions of convention-related information (including juicy gossip).

**MN-Sf (min-stiph),** also MinnSf: The Minnesota Science Fiction Society. The parent organization that keeps Minicon going. Don't ask me where the "I" fits in. I don't get it either, and I live here.

Anything else is either more complicated than you need to know right now, or you should be able to figure it out from contextual clues. You're all bright kids or you probably wouldn't be here. Or ask the friendly fan you meet in the elevator or the consuite.

There you have it. Go forth. Enjoy the convention. Participate in panels. Visit the Dealers' Room, the Art Show, the Emsh Exhibition, the consuite, Minneapolis in '73, DarkStar Café. Volunteer some of your time to help keep the convention going. (The friendly people stationed at the Volunteers' Desk in the Grand Foyer would be more than happy to answer your questions.) And last, but not least, make the fun happen!

— Anna Bliss, Minicon 31 Welcome Wagon

Many thanks to Geri Sullivan and the "Neo-Fans Guide to Science Fiction Fandom."

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# W H E R E

See maps in the  
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InfoDesk .....	Grand Ballroom Foyer	Dark Star Café .....	Rooms 115-119 Poolside
The Bridge .....	Atrium 2, 2nd floor north tower	Krushenko's.....	22nd floor
First Aid .....	The Bridge or 114 Poolside	Fanhistoricon .....	22nd floor
Convention Services...	Grand Ballroom Foyer	Gaming Suite .....	L'Hotel Sofitel
Volunteer sign-up.....	next to Info Desk	Art Show .....	Plaza 5, 1st floor north tower
ChildCare .....	Rooms 480-482-484, north tower	Dealers' Room .....	Grand Ballroom East
Consuite.....	Rooms 215-220 Poolside	Green Room .....	Rooms 201-202
Minneapolis in '73 .....	Room 882, north tower	Public restrooms:	
		• Grand Ballroom Foyer, 2nd floor	
		• North Tower 1st & 2nd floors (west end)	
		• Consuite	
		• 22nd floor	

# W H E N

## REGISTRATION

Friday .....	9:00 am - 10:00 pm
Saturday.....	9:00 am - 12 noon

## CONSERVICES

Friday .....	8:00 am - midnight
Saturday .....	8:00 am - midnight
Sunday .....	9:00 am - 5:00 pm

## DEALERS' ROOM

Friday.....	2:00 pm - 7:00 pm
Saturday .....	10:00 am - 6:00 pm
Sunday .....	11:00 am - 5:00 pm

## ART SHOW VIEWING

Friday.....	12 noon - 10:00 pm
Saturday .....	10:00 am - 5:30 pm
Sunday (Print Shop only).....	9:30 am - 2pm

## POST OFFICE

Daily .....	noon - 4:00 pm
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## CHILD CARE

Friday .....	10:00 am-12:00 am
Saturday .....	10:00 am-12:00 am
Sunday .....	10:00 am-6:00 pm

## DARK STAR CAFE

Friday.....	2 p.m - 4 am
Saturday .....	6 am - 4 am
Sunday .....	6 am - 2 pm

## CONSUIE BAR

Daily .....	7:00 pm - 3:00 am
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## KRUSHENKO'S

Friday.....	2:00 pm - 2:00 am
Saturday .....	10:00 am - 2:00 am
Sunday.....	10:00 am - 2:00 am

## MASQUERADE REGISTRATION

Friday.....	3:00 pm - 8:00 pm
Saturday .....	9:00 am - 11:00 am
Rehearsal: Saturday.....	Noon - 5:00 pm

## RADISSON SWIMMING POOL

Friday.....	until 2:00 am
Saturday .....	until 2:00 am
Sunday .....	until midnight

## SHUTTLE SERVICE

Friday.....	Noon - 3am
Saturday .....	7am - 3am
Sunday.....	7am - 6pm

# REGISTRATION

## MINICON 31 MEMBERSHIP BADGE IS REQUIRED TO ENTER ALL CONVENTION EVENTS.

The Minicon Registration Check-In is located on the second floor of the Radisson Hotel South, at the far end of the Grand Ballroom Foyer ("...that's just above the hotel's front desk").

## IDENTIFICATION IS REQUIRED TO RECEIVE YOUR MEMBERSHIP BADGE AND CONVENTION PUBLICATIONS.

AFTER-HOURS REGISTRATION IS IN THE BRIDGE, ATRIUM 2 (NORTH TOWER).

# THE LIST THAT DATE MINICON

by Polly Peterson, registration data entry for Minicon 31

**T**his year I have had an interesting time opening the mail and inputting your registrations for Minicon. If John Smith from St. Cloud registers for Minicon 31, is he the same John Smith who lived in South Minneapolis last year, or is it a new John Smith? What about Jenny Jones, who writes that she changed her name since last year, but neglects to tell us what her old name was? (It happened, really! The names have been changed, but it happened.) Some of it has involved interesting detective work, like seeing if they have had the same badge name in past years or calling up the number on the registration form and asking.

On March 7, I had 8,247 records in the ONE TRUE MAILING LIST (Minn-StF and Minicon's database), not including a lot of registrations that were input on a different machine. As big as Minicon has become, I don't think we really know 9000 people. We received way too many Progress Reports that were returned with bad addresses.

## HELP!

We would gratefully accept help in cleaning up our database. You can help us in two ways:

- The Info Desk at will have forms on which you can put change of circumstances information. (The committee would not let me call it "change of life" info for some reason.) If something

has changed in your life — your name, your address, you threw the bum out, etc., please stop by and fill out a form, giving us both the old and new information so that you can get all of our Progress Reports next year. — OR —

- On Sunday, we will have a programming event during which you may come and check to see — right on the screen! — that we have the correct information to keep in contact with you.

We would appreciate your help! We would rather spend the con's money on lots of things rather than return postage for outdated information.

More chocolate anyone?



# H O T E L S

## RADISSON PARKING

There is a lot of parking around the hotel but not always enough during peak hours, and we suggest planning accordingly. As the shuttle will serve all three Minicon hotels, you may wish to leave your car at your hotel and take the shuttle(craft) to the Radisson.

## RADISSON ELEVATORS

I have always wanted to post signs in the elevators that say, "Absolutely, positively no more than SIX people over the weight limit of this elevator." This, however, would be wrong. Please be nice to the elevators and do not crowd them with too many people. In addition, PLEASE make room (i.e. get off if necessary) for fellow fans in wheelchairs — do NOT stand and stare. Be polite, and help them out.

## RADISSON POOL

There is a new look to the Garden Court: the pool has been fenced off, and happy fronds and plants festoon the area. This is nice, but it also means that the closing times for the pool area are no longer "fuzzy" — when the pool closes, so do the gates. Please be nice, and don't use the fence as a jungle gym. We've set new pool hours, as well, so note that before going for a VERY late night

dip. The good side of this is that we have morning hours on Sunday this year.

See your Pocket Guide for Pool Hours.

## RADISSON CHECK-IN/OUT

The Radisson has asked us to inform you that, while you may be able to check in as early as 10:00am, your room may not be available immediately. We have arranged late checkout for Saturday, Sunday and Monday.

**Saturday and Sunday late checkout** is until 4pm — as opposed to 12:00 Noon.

**Monday late checkout** is until 2pm. Please try to be out by checkout time. The Radisson is very nice to us, but may charge you if you are not out on time.

## RADISSON SUNDAY BRUNCH

The traditional Radisson Easter Sunday Brunch will be GONE this year. The Radisson will be holding a much smaller event in their restaurant areas, but the massive brunch of bygone years is not happening this year. And just when you got used to going and seeing all the outlandish costumes...

## OVERFLOW HOTELS

**Hotel Sofitel** is Minicon's primary overflow hotel. It located just across the south parking lot of the Radisson. The Hotel Sofitel Front Desk phone number: 835-1900.

The second overflow hotel, **the Holiday Inn Airport 2** (not 1), is located at 5401 Green Valley Drive, Bloomington, MN 55437, and the phone there is 831-8000. It is actually closer than the Wyndham Garden, and is just south of 494 and 100, on the west side of Normandale Blvd.

## SHUTTLECRAFT SERVICE

We have arranged with Medicine Lake Lines to provide shuttle service between the Radisson, the Sofitel, and the Holiday Inn. The shuttle will be a standard passenger bus, and will be handicapped-accessible. We hope to run the shuttle every twenty minutes during peak hours, departing from the Radisson on the hour, and 20 and 40 minutes past the hour.

See your Pocket Guide for shuttle service hours. Shuttle schedules will be updated to reflect demand and an updated schedule will be available at the front desk of each hotel and at the InfoDesk.

# C H I L D C A R E

There are Child Care hours on Friday, Saturday, and Sunday; see the Pocket Guide for detailed hours.

There are some basic rules for Child Care. This makes it easier for those helping out, and it assures that your children are safe and happy while they are there.

## ELIGIBILITY

A child aged 19 months to 12 years old may be placed in child care; no younger, no older. The child must be registered at Minicon.

Parents or siblings must volunteer one hour in Child Care for every 4 hours their child uses the Child Care area. It is asked that parents submit times when they would be available throughout the weekend to volunteer.

Child care volunteers must be at least 13 years of age; date of birth information will be required. (Children 12 or under must be signed in as children and are subject to the 15-child limit.)

## AVAILABILITY AND TIMING

A child may be placed in Child Care for a total of not more than 12 hours over the weekend.

Except for slots that were reserved in advance of the convention, Child Care will be provided on a first-come,

first-served basis. A maximum limit of 15 children will be held to.

Children must be removed from child care once every four hours in order for them to be fed.

## DROP-OFF AND PICK-UP

Upon arrival, a Polaroid photo will be taken of your child along with any members of the family that are authorized to pick that child up. No child will be released from Child Care unescorted or with someone who was not included in the Polaroid picture. Names and ID are also required. The only exception rule will be in the case of a medical emergency.

Beepers can be checked out by parents. The Child Care workers will beep you if your child is ill or if your time limit has expired.

## SNACKS AND EVENTS

Child Care is NOT providing meals. However, a snack will be served in Child Care once every 2 hours.

Parents will be required to sign a waiver OKing children to be escorted to Children's Programming, the Swimming Pool, and to be entertained by

storytellers and children's musicians.

Parents who do not want their children attending one or more of these events must let the desk attendant know.

Children will not be forced to participate in any special events.



## WHAT TO BRING

Parents will be required to provide a swimsuit and a towel (if child is OKed for swimming), at least one change of clothes, diapers and ointment if necessary, and a medical information form (which you received by mail).

Parents will be required to sign a waiver allowing Child Care staff to provide appropriate First Aid measures deemed necessary.

We'll take good care of them!



# CONVENTION SERVICES

**A**n entirely new concept in convention service, we are located at the Info Desk, right next to Volunteering, in the Great Hall Foyer on the second floor at the Radisson.

What exactly do we do? Well there's...

- Information
- The ConSurvey
- Preregistration for Minicon 32
- Photocopying
- WHAM! (Waste Handling at Minicon)

## INFORMATION

If we don't know it, it's not worth knowing. Stop by for all the details on the who, what, where, when, and what's changed. We have information on programming panels, special Minicon 31 events, and all the other activi-

ties and functions going on throughout the weekend. Check with us for corrections, cancellations, room changes, programming switches, schedules, locations, and any other bit of knowledge you may need. We even know what is in the program book. Spooky.

But Wait! There's More! We will also be providing information about other events and parties around the con as well. Are you having a room party? Is your club having a meeting?



art by Derrick Dasenbrock

Drop by and leave a flyer with us or give us the scoop on what you are up to and we will have it available at the Info Desk for anyone who is interested.

## CONSURVEY (& CONTEST!)

We want to know what you think! Why do you come to Minicon? What is your favorite event? What could you really do without? Stop by the ConServices area and fill out a convention survey. Need a bit of incentive? Well, registered members of Minicon can enter the survey contest and be eligible for cool stuff like a pair (that's 2) of complimentary memberships to Minicon 32 or pair (that's also 2) of cool Minicon 32 (yes, that's 32) exclusive Pre-T-shirts. Not sold in stores! One entry per person, but you may comment as often as you like. Responses are completely confidential. Thanks for your help in making Minicon better and better.

## PREREGISTRATION FOR MINICON 32

There WILL BE Preregistration for Minicon 32 this year at ConServices. Sign up at the con and save money as well as a stamp. We will be accepting checks only. No Price Increase! \$23 for an adult, \$12 Supporting (\$20 conversion at the door), \$12 for kids 12 and younger.

continued on next page

## CONVENTION SERVICES—CONTINUED

### PHOTOCOPYING

Stop by ConServices for copying services. This year we have a centrally located copier that you can use for all those last minute flyers. 10¢ a copy. Copying is available on a first-come, first-served basis. Please note: the copier will be unavailable at certain periods for official con stuff.

### WHAM! (WASTE HANDLING AT MINICON)

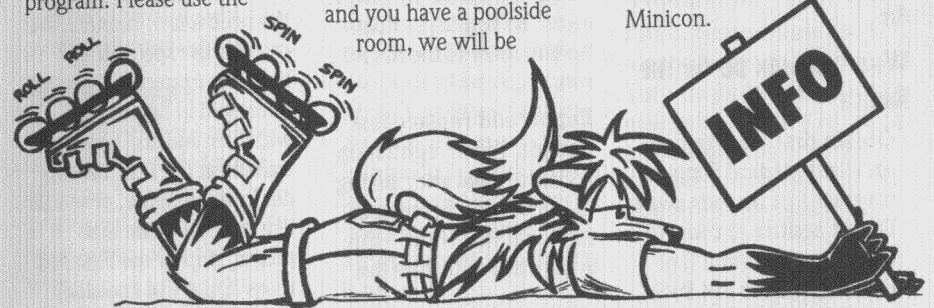
This year Minicon has initiated a new trash and recycling program. Please use the

trash bins throughout the hotel for all your refuse and participate in our new recycling program. We have bins specially designated for aluminum cans and glass containers. In addition, at ConServices we have other bins for white paper and newsprint. Please empty your cans and bottles completely before tossing them into the appropriate containers. Remember, our effort is only as good as your effort. If the Minicon Suite Ghods have smiled kindly on you, and you have a poolside room, we will be

providing two recycling bags in the party packs. If you need more, stop by ConServices. Off-hours services will be handled by the Minicon Operations Bridge located in Atrium 2 in the north tower of the Radisson.

### HELP US OUT

Hey! Want to earn those cool Volunteering T-shirts and Beach Towels? Put in your hours at ConServices. Nice people, great jobs, and we know everything that is worth knowing — well, at least about Minicon.



# THE MEASLES MESSAGE BOARD

**Question:** So, how do you find that friend you met at last year's Minicon among 3500 members when you don't know where they are staying and haven't made any prearrangement?

**Answer:** The Measles Message Board! The Board used to be called the Voodoo Message Board because it was originally done on bulletin

boards and you got to stick pins in people, but these days we have changed our ways. Located between Registration and the Info Center in the Grand Ballroom Foyer, the Measles Message Board is a place you can leave messages for people who are not otherwise in touch. The names of everyone who is registered for Minicon will be alphabeti-

cally posted,\* and there will be room for write-ins. When you arrive at Minicon, please check in at the board to "declare" your presence. Instructions on how to use the board will be prominently posted.

ET, phone home!

\* If you do not want your name posted, simply black it out.



# T H E B R I D G E

The Bridge is located in Radisson Atrium II, on the second floor of the north tower. Look for the signs pointing that way or follow anyone who looks like they're moving with a purpose.

The bridge staff are the problem-solvers and path-smoothers of Minicon; open noon Thursday, April 4th, through noon Monday, April 8th.

## WHAT YOU CAN DO ON THE BRIDGE

- **Obtain first aid.** We have excellent Medical Support coverage just seconds away. Do not hesitate to come to the Bridge in Atrium II or First Aid in Suite 114 Pool-

side. In case of emergency dial 7215 from any Radisson in-house or room phone (in one of the other hotels, dial its front desk).

- **Report special health problems or mobility needs.** Example: If getting around the con 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 Radisson.

- **Report and replace lost badges.** When registration is closed — and after talking to Convention Services in the Great Hall Foyer — this is the place to replace lost

badges. ID and \$5.00 required.

- **Lost & Found.** Turn in lost things you have found or possibly find things you have lost.

- **Contact convention staff.**

- **After-Hours Registration.** Yes! This is the place. See a Bridge Officer. ID will be required.

- **Volunteer for the Bridge!** We need lots of runners. We can also use specialized help. For example, if you're interested in helping out with First Aid and have training at the First Responder level or higher, or would like to know what that means, stop by the First Aid room (Suite 114 Poolside) and introduce yourself.

# P O L I C I E S

## SMOKING

If you smoke, please be considerate of other attendees and State statutes. Smoking is permitted indoors only where clearly posted as a designated smoking area. Smoking areas can be found in the hotel bar and lounge, designated rooms, parts of the Consuite, and other areas as posted.

The maps in your Pocket Guide show where to look for designated smoking areas.

Remember: ashtrays are provided at the elevators for you to conveniently snuff your combustibles.

## FEDERAL AND STATE LAWS

That which applies outside, applies inside the hotel and the convention.

## ANIMAL POLICY

Pets and other animals (guide dogs, etc. the exception) are NOT permitted in any of the hotels. DO NOT bring your cats, dogs, reptiles, ferrets, goats, birds or other animals. If you ignore this convention policy you will be asked to leave without refund from the hotel or convention.

## ADHESIVE POSTS (STICKERS) POLICY

Neither the Radisson nor Minicon will tolerate the application of "stickers" to hotel surfaces. Incidents of this kind will be treated as vandalism.

You can still post signs that aren't adhesive-backed. Signs are a tradition of fandom and Minicon; we'd like to keep it that way. Please use only low-tack tape, and post only on surfaces that won't be damaged when your sign is removed (tile and metal — good; wallpaper — bad).

## WEAPONS POLICY

We want everyone to have a safe and enjoyable time at Minicon. We therefore have established the following policy on weapons at the convention.

1) Use good judgment. Even if it complies with the remaining rules, if it is unsafe or would reduce the enjoyment of other attendees, please don't do it.

2) No projectile weapons.

3) All weapons must be carried in a sheath, sling, or container of some kind at all times.

4) Lasers: only Class II or lower are considered safe and acceptable.

## Definitions

I Weapons include actual weapons (they do what they look like), facsimile weapons (close copies of actual weapons), anything actually used as a weapon (please don't), and anything an otherwise ignorant observer would have reasonable grounds to think is a weapon.

II Projectile weapons include tasers and any devices that fire or throw particles or substances, or are thrown themselves.

Note: Squirt guns with liquid are projectile weapons, and are not allowed. Bubble makers are not considered projectile weapons.

Note: Peace-bonding is required on all weapons, including stun guns.

## ELEVATORS

Treat 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 Fanhistoricon or down to the pool in a hurry is not considered an emergency.)

*Minicon is not a wild weekend*

*No Silly String*

*Don't throw things off balconies*

*Don't get stuck on stickers*

*No Animals*

*No sleeping in Public Areas*

*Must be 21 and have correct badge to drink alcohol*

**I N C A S E O F  
E M E R G E N C Y  
C A L L  
7 2 1 5  
F R O M A N Y  
P H O N E I N T H E  
R A D I S S O N**

If you're in another hotel, call your local front desk.



# VOLUNTEER!

We are the Minicon Volunteer Department. We call ourselves "MiVoD."

Volunteers are an integral part in playing host to Minicon's enjoyable existence.

## I WANT YOU (Yeah, YOU, right there.)



AS A  
MINICON VOLUNTEER

This is our reason for being. It is what we believe in. It is who we are. We have been among you for over 28 years now, silently building our numbers. We have launched several offensives yearly against the injustice of non-recognition. It is the time now for recognition of the hard won efforts of our many MiVoD forces. Stand up and let your efforts count.

T-shirt artwork by Derrick Dasenbrock

## WE WANT YOU TO VOLUNTEER!

We may not be able to offer you the chance to see the world, or money to pay for your schooling, but we do offer you the chance to meet people from all over and we have the following incentives for you:

- 8 hours earns you a Volunteer **T-Shirt!**
- 12 hours earns you a Volunteer **Beach Towel!**
- 20 hours earns you **both!**
- And, the first 500 volunteers to turn in their cards will receive a special edition Volunteer **Keychain!**

Join MiVoD Registration, just outside the Dealers' Room, wherever you see the sign of our people in need....

## VOLUNTEER OF THE YEAR AWARDS

Add your name to the list of Star Players for M31 in our second annual presentation of the Volunteer of the Year Awards!

Four Nova Awards and one Super-Nova Award will be presented at the Closing Ceremonies. The Nova awards are chosen by a voting system through nominations submitted by Department Heads. This year, the Super-Nova Award will be chosen with your help as well! Stop by the Volunteer table and put in your vote for the Super-Nova Volunteer of the Year!



# POST OFFICE

This year Minicon's U.S. Post Office will feature a Minicon 31 Pictorial Cancellation showcasing the art of Ed Emshwiller (**EMSH**), thanks to Jim Odbert, Alex Eisenstein, Phyllis Eisenstein, Ed Emshwiller (d), Carol Emshwiller, Jeff Schalles, Geri Sullivan and Scott Innes.

At Minicon 31, the Post Office encourages you to put first class postage (32 cents) on "anything" (c'mon, you know what they mean!) and the clerks will happily cancel the stamp(s) with the Minicon 31 Pictorial Cancellation and sell you more stamps. If one wishes to send regular mail rather than keep the commemorative cancellation, the Post Office will deliver the mail with the nifty cancellation in their usual, efficient manner.

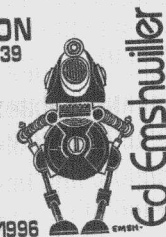
In conjunction with this, we currently plan to issue a **cached envelope** or

souvenir sheet featuring Ed Emshwiller artwork as well as the Minicon 31 Pictorial Cancellation. This will be available at the Minicon 31 sales table (in the Dealers' Room).

The Cancellation is also available **after Minicon** by mail. The Minicon 31 Pictorial Cancellation for U.S. postage will be available for 30 days subsequent to each date of cancellation: requests for April 5 cancellation must be postmarked by May 4, for April 6 by May 5 and for April 7 cancellation by May 6. Requests should be addressed to:  
Minicon 31 Station  
Attn: Postmaster  
100 South 1st Street, Room 115  
Minneapolis, MN 55401-9998

As with other philatelic cancellations, the Post Office requires sufficient postage on articles to be cancelled to

MINICON 31 STATION  
BLOOMINGTON, MN 55439



APRIL 5, 1996

return them by mail. Enclose the material to be cancelled inside another envelope, addressed as above, and include a cover letter requesting a philatelic cancellation using the Minicon 31 Pictorial Cancellation. The mail will then be delivered as addressed and will carry Minicon's cancellation.

Note: Requests must be postmarked by the above schedule. If one wishes to protect an individual item or avoid multiple returns of items addressed to the same locale, include a self-addressed stamped envelope with sufficient postage, correctly addressed to the

# BLOOD DRIVE

There will be a Blood Drive at Minicon 31, sponsored by the Memorial Blood Center. A mobile van will be parked curbside from 12:30 to 5:30 pm Friday, outside the west door of the Radisson (for those of you who gave last year, it should be the same place as you gave last year....). Sign-up will open with M31 Registration on Friday morning (approximately 10:00 am), and will be in the Grand Ballroom Foyer, near Registration.



# NETWORK '73

**N**etwork '73 will again be serving the Convention Community on TWO channels, both available on your Radisson hotel room TV and in several places throughout the hotel.

## CLARABELLE: RADIO PLAYS, MUSIC & ANNOUNCEMENTS

Tune in to the Clarabelle channel for:

- text that shows up-to-the-minute information on Convention happenings and the latest announcements.
- audio with a wide selection of fan-written, fan-performed, or just fannishly-preferred music and radio plays. These include performances by Minicon 31

\* Color-coding for the message banner on Clarabelle channel:

RED= Urgent emergency messages related to such problems as severe weather warnings, lost children, fire alarm instructions, etc.

YELLOW= Urgent, but not emergency messages relating to such problems as elevator crowding, children waiting to be picked up at Childcare, etc.

BLUE= Messages of a general or informative nature such as party announcements, calls for volunteers, and similar items.

## AUDIO SCHEDULE FOR CLARABELLE TV CHANNEL

The tape will be repeated continuously throughout the weekend. Durations are listed so you can listen now and figure out when a specific program will come around.

Title	Description	Duration
Ad: Disbelief Suspenders	Little City In Space	01:07
Star Trek Programming	SHOCKWAVE, by Brian Westley, DavE Romm, and Jerry Stearns. Minicon 25	04:45

## AUDIO SCHEDULE—CONT'D

SF Mosaic, Part 1	by Jerry Stearns. A mosaic of Sci-Fi music and plays	04:30
"Junkyard"	X Minus One, 2/2/56, by Clifford D. Simak	28:10
Ad: Speed Chanting	SHOCKWAVE, by Jerry Stearns	01:36
Generic Movies	SHOCKWAVE. Excerpt from Minicon 25, by Jerry Stearns, Brian Westley, Mark Rotzien	03:25
"How Time Flies"	by David Ossman, 1973. A Hi-Fi Sci-Fi Comedy	47:00
Ad: Disbelief Suspenders	SHOCKWAVE, by Jerry Stearns	01:02
Have You Seen The Saucers?	Jefferson Airplane	03:38
Ad: Time In A Spray Can	SHOCKWAVE, DavE Romm, Minicon 25	01:10
His Master's Voice	SHOCKWAVE, by Emma Bull/Will Shetterly, Minicon 25	03:00
Mark Time	Firesign Theatre, from Dear Friends	03:54
Ruby, The Galactic Gumshoe	Episode 6, from ZBS Foundation	02:53
Video in St. Paul Spaceport	SHOCKWAVE	27:00
Carmen Miranda's Ghost	Leslie Fish, from "Free Fall & Other Delights"	02:10
SF Mosaic, Part 2	Jerry Stearns, "The Aliens Are Coming"	02:47
Mark Time, again	by David Ossman, The Grand Rapids (MI) Radio Players	06:00
The Ray Gun	The Radio Pirates (Madison, WI)	03:20
Lulungomeena	X Minus One, 5/29/56, by Gordon R. Dickson	27:48
First Landing	Intergalactic Touring Band	04:08
When the Chips Are Down	SHOCKWAVE, by DavE Romm, Minicon 25	06:57
Army Training Film	Firesign Theatre from "Everything You Know Is Wrong"	03:17
Goblin Tax	SHOCKWAVE, by Allen Varney	28:14
Dawson's Christian	by Duane Elms. Vocals, Vic Tyler; guitar, Jeff Kamalian; clarinet, Ernie Mansfield, from "Free Fall and Other Delights"	04:32
The Landing at Davis Corners, IA	SHOCKWAVE, by Kate Worley & Jerry Stearns, M 25	05:05
Ad: Westley's Improbable Advertising	SHOCKWAVE, by Brian Westley, Minicon 25	02:52
North by Northworst Airlines, Pt 1	SHOCKWAVE, by Kara Dalkey. Minicon 23, starring Barry B. Longyear, Beth Eastman	02:13
The Last Franchise	A little Time Travel story by The Radio Pirates	04:07
Beyond Infinity	The Little City in Space	05:46
Boogie Woogie Bugle Droid	by the Android Sisters, from ZBS Foundation	02:59
North by Northworst Airlines, Pt 2	SHOCKWAVE, by Kara Dalkey, Minicon 23	03:34
Lawrence Fechtenberger, Interstellar Officer	Bob and Ray, from "Classic Bob and Ray"	04:00
Frankenstein Writes a Grant	The doctor needs the support, The Radio Pirates	01:56
Starflight 1	by Kevin Braheny, from "Galaxies" CD	02:44
Walking In Space	Amin Bhatia, from "Interstellar Suite" CD	02:25



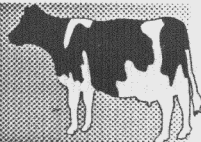
# TOTU TALES OF THE UNANTICIPATED PARTY

A magazine of the Minnesota Science Fiction Society invites you to a tenth-anniversary issue (#16) Premiere Party on Friday, April 5th, 9PM to 2AM in Krushenko's, featuring many contributors to the magazine's history.

Mail order rates: single copy, \$5; 4-issue subscription (#16-19 or #17-20), \$15; "Heckuva Deal," (#1 photocopy & #2-25), \$50; check to Minnesota SF Society. Canadian subscribers: 4-issue subscription, \$17 US FUNDS; "Heckuva Deal," \$55 US FUNDS (cash or money order). Overseas subscribers: 4-issue subscription, \$22 US FUNDS; "Heckuva Deal," \$60 US FUNDS (cash or money order).

Reading submissions for #17  
May 1 - June 1, 1996

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



# B O Z O B U S T R I B U N E

The *Bozo Bus Tribune* is the twice-daily Minicon news and humor fan newszine. You should look to the 'Boz for schedule changes and party reports, though we generally have this information available on Minicon's television station as well. There is a morning and an evening edition of our little newszine, and we will distribute piles of *Bozos* throughout the Radisson South as the weekend progresses. Collect them all! Fanzines, or fan-magazines, and science fiction conventions go back to the beginnings of fannish time (the 1930s), but the fanzines did

come first. The *Bozo Bus Tribune* comes from one such time and from a distant land, far away in South Minneapolis, on a block north of Franklin Avenue. Twenty years ago an entire apartment building full of fans became known as the Bozo Bus Building, or simply, The Boz. Minneapolis fans back then all seemed to publish fanzines, or at the very least, apazines. If nothing else, they published the clubzine, *Rune*. Many of them had their own ink-encrusted mimeographs and solvent-fume spewing spirit duplicators — bought for 20 bucks in local thrift stores — and practically every-

one at one time or another got active in the local and worldwide amateur press associations, or apas, like *StippleApa* and *Minneapa*. Hey, these guys were so fannish they even perfected a truly revolutionary group technique for unclogging Gestetner ink guns.

So, anyway, I hope you enjoy this year's *Boz*. And we encourage you to submit news, short essays, and artwork — especially cartoons for our Sunday Morning edition. Our office is on the 22nd floor of the south tower, but you may leave off material at the Info Desk.

## HEY, FANZINE FANS!

### APAS & FANZINES FREE!

A wide variety of apa mailings and fanzines from the 1970s and early '80s are available for the taking in the Minneapolis in '73 suite. They represent the bulk of Mike Wood's fanzine collection and include *Minneapa*, *Stippleapa*, *Windyapa*, *Apa69*, and boxes of NESFA and LASFS apas and club publications.

Bunches of other curiosities, too. Please stop by and take all you can haul home.

### HISTORICAL FANZINE DISPLAY

The Fanhistoricon suite includes a display of T-shirts, artifacts, and fanzines from the past.



# DEALERS' ROOM



nce again we have a wonderful dealers' room. No, we don't have exactly the same dealers so you'll have to come down and check out the merchandise. Oh, and bring your money. I'm sure you'll find something you can't live without. In case you're looking for a specific dealer, here's the line-up.

Louis Allgeyer . . . . .	Jewelry, Decorations and Swords
Bonewalk (Lana Klassen) . . . . .	Jewelry and Figures carved in bone
Bronze Age Enterprises . . . . .	Celtic Jewelry
Celtic Myth and Fantasy . . . . .	Books, Jewelry, Tapes, Sculpture
Darlene Coltrain . . . . .	Sculpted Jewelry and Prints
Glen Cook . . . . .	Bookseller and Author
Costumes for Your Eyes . . . . .	Special Effects Contact Lenses
Dancing Wolf Studio . . . . .	Hand-Painted T-Shirts and more
Dragonspawn Craffthall Ltd. . . . .	Fantasy & Historical Jewelry
Dreamhaven Books . . . . .	Books, New & Used, SF/Fantasy etc.
Elemental Clay . . . . .	Dragons, Green Men & Rune Pendants
Suzette Haden Elgin . . . . .	Guest of Honor/Books, Filk tapes
Emerald's Fashions . . . . .	Jewelry for Costuming, gifts
England Design . . . . .	Jewelry — Handmade
Equine Customs . . . . .	They'll embroider what you want
Fantasy Art Shop . . . . .	
Fantasy Characters . . . . .	Yes, he does caricatures
Fantasy Fashions . . . . .	Costumes, Fire lizards, Tribbles
Felix Needleworthy . . . . .	Costumes, Historical and Fantasy
Giovanna Fregni . . . . .	Created Jewelry
Gemini Dreams . . . . .	Sterling Silver and Stone Jewelry
Jeff Gonner . . . . .	Jewelry
Graphic Traffic . . . . .	Art Prints by Todd Lockwood
GraphXpress . . . . .	Comic Books, Art Prints, Originals
Great Books . . . . .	Books, Paperbacks
Honeck Sculpture . . . . .	Bronze Fantasy Sculpture
Michael Huyck . . . . .	Sculptures of a Fantasy Nature
Isher Artifacts . . . . .	Ray Guns, Magic Wands, Techie Toys

Philip Kaveny . . . . .	Books, SF, Related Reference Books
Kyril's Cavern . . . . .	Stuffed Fantasy Creatures
Erin McKee . . . . .	Prints, Stationary, Cards
Mere Dragons . . . . .	Art Prints, Swords, Stickers, etc.
Minicon Sales . . . . .	T-Shirts, Memorabilia and Emsh goodies!
MO'R Designs . . . . .	Jewelry and Precious Stones
N Central Cards & Collectibles . . . . .	Non-sport Trading Cards, Card Games
Oddsbodkins . . . . .	
Offworld Designs . . . . .	Airbrushed SF & Fantasy T-Shirts
Omega Artworks . . . . .	Fantasy Sculpture, Swords, Daggers
OSA Video . . . . .	Video, CDs, CD-ROMs, Software
PJ Silversmith . . . . .	SF & Fantasy Jewelry
The Painted Unicorn . . . . .	Cloaks, T-Shirts, Stationary, Cards
Ramsey Press . . . . .	Cards and Prints
Ramshead Armory, Inc. . . . .	Edged Fantasy & Historical Weapons
Ravenwing . . . . .	Personally Designed Jewelry
Norman Riger . . . . .	Bookseller
Rose & Pentagon Designs . . . . .	Historical Games like 12-Man Chess
Bill Rudow . . . . .	
Something Different . . . . .	Pewter SF Figures, Costume Jewelry
TAJ Designs . . . . .	
Tarot by Annie . . . . .	Tarot Readings
Tie Dye . . . . .	What it says
Tomorrow's Fine Art...Today . . . . .	SF and Fantasy Art Prints
Uncle Hugo's . . . . .	Bookseller
VictoriArt . . . . .	Star and Moon Jewelry
Leo Watrin . . . . .	Books, Comic Books, Cards, Games
The Wizard's Wagon . . . . .	Games, Trek Collectibles, Stickers
Woodfound Creations . . . . .	Homemade Woodworking Items, Boxes
20th Century Books . . . . .	SF & Fantasy and Related Comics

# ART SHOW

**P**lease check your Pocket Guide for Art Show hours. Note that art viewing is limited to times prior to the Art Auction on Saturday evening.

## COME SEE THE ART

No cameras, bags, packs, food, drink, smoke, voluminous cloaks, coats, jackets, canes or similar items, long swords, quarter staffs, long-bows, batleths, etc. are permitted in the Art Show area due to the danger of damage to the art.

A claim check area will be provided.

No electronic or photographic imaging of displayed artwork is allowed, ever.

No art work may be removed from the Art Show until after the voice auction Saturday night. Art may be removed from the Print Shop at the time of purchase. The whim of the Head of Art Show is final.

## BUYING STUFF

All attending convention members will have the opportunity to bid on art in the Art Show.

A bid is an offer to buy and is legally binding when accepted on behalf of the artist. All bids must include the bidder's name, the bidder's badge number, and the amount of the bid.

Written bids will be accepted during the Art Show's regular hours on Friday and Saturday. No bids will be accepted after the auction. There is no Sunday price and no Quick Sale.

Bids must be in whole US dollars. The first bid must be at least the posted minimum bid. All subsequent bids must be higher than all previous bids.

Art with five (5) or more written bids by different people will go to voice auction Saturday evening. Art with fewer than 5 bids is sold to the highest bidder when the Art Show closes Saturday to prepare for the auction.

## BUYING PRINTS

Part of the Art Show is a print shop. Artwork in the print shop is sold by direct sale at the Art Show counter to any attending convention member.

Some of the works in the Art Show are limited edition prints. If the print that you want sells to someone else, contact the head of Art Show. The artist who made the prints may have more copies of the work available. Please note that the cost may be higher due to the necessary postage and handling.

## THE FINE PRINT

Artwork is available for viewing and inspection. Artwork is sold "as is" (most artists are

good about repairing any damage that may have occurred during shipping.) No warranty is expressed or implied by the Art Show, MINICON, or the local Gremlins union #14792.

MINICON will accept payment in cash (US only), check, travelers check, money order, VISA, or MASTERCARD. Gold and silver may be taken only by special arrangement in advance with Minicon's Treasury.

If you buy art and fail to pick it up MINICON will retain the art and send Guido and Nunzio to contact you about payment. MINICON reserves the right to resell unclaimed art to recover its costs.

## SPECIAL CASE: OLD ART

A few panels at this year's Art Show will contain art abandoned at previous conventions by people who bid on them but neglected to pick it up. These pieces will be handled similarly to all other pieces.

The difference is that these pieces will start with a bid in the name of the person who neglected to pick the item up. If this person returns before anyone else has bid on the piece and pays for it, then the piece is theirs and no other bids will be taken on that piece. They may pick it up

continued on next page

## ART SHOW—CONTINUED

after the auction in the usual way.

On the other hand, if someone else bids on the piece then it falls under the normal rules for the Art Show. The proceeds from these abandoned pieces will go to benefit the University of Minnesota Raptor Center.

## ART AUCTION AND CHARITY AUCTION!

Saturday evening at Minicon would not be complete with-

out the frenzied bidding by art lovers on those pieces that had 5 or more bids in the Art Show.

This year we are also auctioning a collection of interesting pieces from years past (see the section on old art), with proceeds going to charity. There may be a few additional surprises, such as art created during programming at Minicon 31.

The designated beneficiary of the charity auction is the University of Minnesota Raptor Center.

## WE NEED YOU!

It takes about 20 people to successfully run an Art Show of this scale. The Art Show and auction are run entirely by volunteer help. Contact the Head of Art Show if you want to volunteer.

## GOTTA GET TO THE EMSSH EXHIBIT

In addition to the traditional art show, Minicon will be displaying a tremendous collection of the art of Ed Emshwiller, also known as Emsh. He is our Memorial Artist guest of honor (see page 48).

Alex and Phyllis Eisenstein have pulled together a major showing of rarely-seen sf masterworks, probably exceeding in scope and quality any such exhibit of Emsh art previously mounted.

The exhibit displays a hundred or so of his finest original paintings for SF covers, and you'll recognize many legendary titles and authors.

## ONLY AT MINICON 31!

Art by Ed Emsh,  
copyright © 1996 by Carol Emshwiller





## It's the End of the Millenium As We Know It... ...Time for the Worldcon of the Century

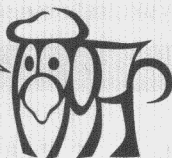
With an unbeatable combination of frontier spirit and cutting-edge attitude, **Kansas City** stands ready to make the 58th World Science Fiction Convention an experience you'll remember for the next thousand years. KC features a revitalized Downtown, convenient access from virtually anywhere on the planet and the largest column-free function space in the world (all we need is an anti-grav

machine for the ultimate Laser Tag arena), not to mention being the home of the blues and the best barbecue in the known universe.

So when it comes time to close the door on the 20th century, think KC IN 2K.

As Nostradamus put it, "In the center of the great nation / Madness shall reign / Sercons and Trekkies / Feeling no pain / And the ribs shall be smoked to perfection."

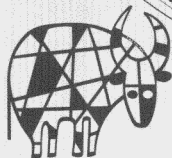
Come  
to the  
Worldcon at  
Millenium's  
End!



Steerajul



Moajibul



For information or to presupport  
write our NEW ADDRESS:

Presupporting: \$10

Preopposing: \$15

**KC IN 2K**  
**Box 2000**

**Lee's Summit, MO 64063**

T-Shirts: \$10

Buttons: \$2

Or catch us on the InfoBahn: Internet: [KC-IN-2000@genie.geis.com](mailto:KC-IN-2000@genie.geis.com); GENIE: KC-IN-2K; Compuserve: 70743,2647; America OnLine—JIM IN KC

**"FAN de Siècle"**

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# G A M I N G

**G**aming: A place to play games of any legal type, including role-playing, war-gaming, tradable card games and pickup sticks.

Space will be provided again at Minicon 31 for gamers to unite, play, and pass the time. Plans this year include greater control of the gaming space, so that a variety of games can

continue to be played throughout the convention. Volunteers are needed to assist with even distribution of gaming types to tables, maintain decorum and general cleanliness, and to monitor usage and return of supplied gaming materials.

The Gaming suite is open all weekend.

## ATTENTION: LARPERs

Do you like to play Live Action Role Playing Games? There will be one at Minicon 31! It will be four hours long and take place in a single room. Look on your schedule for Programming item # 65, and the preparation item, #64.

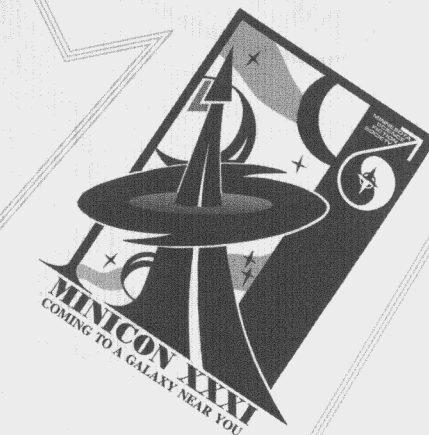
# MINICON SALES

The Minicon Sales Department will be happy to sell you any of the following

souvenir items:

- the **Minicon 31 T-shirt**.
- **memorabilia** from many Minicons past
- a **mug** with Emsh artwork.
- **cached envelopes** to complement your special postmark (both the envelope and the postmark have Emsh artwork).

The sales table is located this year inside the Dealers' Room and will be available the same hours as other dealers.



T-shirt artwork by  
Derrick Dasenbrock

# S M O K I N G

If you smoke, please be considerate of other attendees and State statutes.

Smoking is permitted indoors only where clearly posted as a designated smoking area. Smoking areas can be found in the hotel bar

and lounge, designated rooms, parts of the Consuite, and other areas as posted.

The maps in your Pocket Guide show where to look for designated smoking areas.

Remember: ash-trays are provided

at the elevators for you to conveniently snuff your combustibles.

Take a look at Ken Fletcher's artwork here — these two characters are your guide to designated areas.



GORP. BHEER. BLOG. FRESH FRUITS. PEOPLE. CHOCOLATE. BAGELS. POLITE FRUITS. CHIPS & DIP. CARAMEL CORN. SODA SODA SODA. NEAT STUFF. COOL CROWD. OOBLECK. BATHTUB SURPRISE. CREAM CHEESE. SMOKED BLARNEY. KOSHER NIBBLES. OVER 4,000 ASSORTED CONDOMS. HOSPITALITY 24 HOURS A DAY.

# C O N S U I T E

Hello and welcome to the beautiful Minicon Parties Department! The purpose of the Parties Department is to provide the convention members with free food and drink. In specific, there is soda, milk, juice, and St. Paul-style blog (fruit punch sort of stuff) for con members under the age of 21. For member over the magical age of 21, there is also bheer and Minneapolis-style blog (fruit punch sort of stuff with vodka).

There are also numerous opportunities to volunteer in the party's department. You can be a Room Host, Supply Room Wrangler, Bartender, Bar Supervisor, or Relay.

For further descriptions of these positions, please speak with the Volunteering people, or with the Parties Head on Duty.

# W H A T T O D O H E R E

Do HAVE FUN.

Do PAY ATTENTION TO THE NEW SMOKING ARRANGEMENTS AND KEEP THEM WHOLLY PURE.

Do NOT PREPARE WAFFLES IN THE CONSUITE.

PLEASE DO KEEP IT IN MIND THAT, IF IT'S ILLEGAL OUTSIDE OF THE HOTEL, IT IS ALSO ILLEGAL INSIDE THE CONSUITE. USE THY HEAD.

Do NOT PROCURE ALCOHOL FOR THE UNDERAGE, LEST WE BOOT YOU FROM THE CONVENTION.

Do VOLUNTEER TO BE A ROOM HOST, THAT WE MAY SHOWER YOU WITH GRATITUDE FOREVER.

Do NOT DAMAGE THE CONSUITE.

Do NOT PLAY CARD GAMES INVOLVING MORE THAN 52 CARDS (THERE IS A GAMING SUITE ELSEWHERE!).

Do NOT SNOOZE/CRASH IN THE CONSUITE, LEST THE AFOREMENTIONED WEASELS BEGIN TO GET FAT.

Do HAVE FUN.



# D A R K S T A R

**A**re you in need of stimulating company? Do you need a jolt of energy in your quest for fun? Do good music and good coffee constitute a good time?

## COFFEE

Then come to the DarkStar Music Café and become one of the caffeinated masses! It's the home of such drinks as the Disembodied Glowing Body Parts, Subterraneous Gelatinous Entities and Alien Abductees. You too can experience the potential weird-

ness of too much of a good thing (just think, if you stay long enough, you may see Elvis...)

DarkStar is a smoke-free café located poolside below the consulate. If it's hot and caffeinated, we can provide it.

## MUSIC

DarkStar also provides a forum for performers attending the Con to do their thing. We have an open stage as well as two scheduled stages in the Lizard Lounge, and the Copa Cabana.

We have Irish music from Finnegan's Revenge and Wild Mountain Thyme; filk music from Separated at Birth, Mike and Anne Whitaker from Britain, Bill and Brenda Sutton from Georgia, and our own Laramie Sasseville; original acoustic music from the Pirates of Dreamtime, Lojo Russo, Liza Kay, Bean Sidhe, I Can't Believe It's Not Music, Dynamo Hum, Gary Schulte, Surround, Bob Berlien, and Dave Clement; and many more. See your Pocket Guide or posted signs for the schedule.

# R O O M P A R T I E S

**H**ello. We are the Suite Ghodesses. Yes, that's plural; ask Ishmael. We hope that you're enjoying your convention and most important to us, your room(s). Here's the important stuff to know; please read this boring stuff so you can go on to have fun.

## IF YOU'RE A PARTY HOUND

You can find out about open room parties by reading signs in the elevators, by checking at the Info Desk, by reading issues of the *Bozo Bus*

*Tribune*, and by cruising the poolside area on Friday and Saturday evenings.

## IF YOU'RE A HOST

For the people throwing parties and fun in the cabanas and suites, please stop down to see us. Friday afternoon until 7 pm, we'll be near the Radisson front desk. We have about 50 party packs, so get down early and talk to us about where to get them and when.

With the party packs you will be getting a release form. You need to come get one even if

you don't want a party pack. It's basically a form we need you to sign saying you're aware of the rules of the convention and the laws of Minnesota and are going to enforce them in your party. You do need to enforce them in your party. You do need to enforce badging policies at your party. If you don't know how to identify a drinking badge, find out! Please do this, it makes us very happy.

We hope your convention is fun and you make appropriate use of your rooms (*smirk*).

# M P L S I N ' 7 3



ack in the late 1960s, there was a "real" Minneapolis in '73 Worldcon bid, chaired by Jim Young and supported by fans near and far. Minicon itself started as a result of that Worldcon bid. But the bid was dropped before voting occurred, and the group gave its support to the Toronto fans who eventually hosted Torcon.

Minneapolis fans decided they didn't want to run a Worldcon, but throwing bid parties had been a lot of fun. Bev Swanson Elmshauser and Chuck Holst are widely credited with the continuation of the Minneapolis in '73 bid, post-supporting variety. They led the first such party at Torcon, and Minn-stf fans have been holding Minneapolis in '73 parties around the world ever since.

In 1990, Minicon began sponsoring a Minneapolis in '73 hospitality suite as one of the "conventions within a convention" you can find at

Minicon. The suite provides a place for oldpharts to hang out, while also serving as an entry point for newer fans who sometimes find the consuite just a tad loud or overwhelming.

This year, the Minneapolis '73 suite is moving to the Plaza Tower (that's the short one). Come on up to room 882 for a taste of Minneapolis in '73 hospitality. Smoking and non-smoking areas are provided, as usual, as are munchies and drinkables. But we hope you'll stay for the company...

Depending on when you arrive, you might find yourself talking with Bruce Pelz about the Retro Hugo awards being voted on for L.A.con III; at a reunion of Minn-stf home buyers, hosted by "Realtor Bob"; buying a membership to ReinCONation; smoffing with the exec of Minicon 32; playing with

fuzzy animals; drinking fizzy champagne; or eating birthday cake. See the schedule for specific hosts and events. Then again, you're welcome to just stop in for a cup of coffee or bottle of brew. All parties are open, and Minneapolis in '73 memberships will be available whenever you or the hosts are able to find the stash of 1973 pennies and membership cards.



P.S. Jim Young won't be at Minicon this year, but he will be performing at the Minneapolis in '73 party being hosted by Pam Wells and Alison Scott at Evolution, the British Eastercon. (Anybody for a quick flight to the UK Friday?)

# T H O S E S U I T E T I M E B I N D E R S

The people sponsoring Fanhistoricon, the convention within Minicon 31, will also have a hospitality suite on the 22nd floor. They invite you to stop by and learn about fannish history and what you can do to help preserve it.

# C O N C E R T S

Keep an eye on the Main Stage of Minicon 31, as we're offering some terrific music this year!

## TEMPEST: CELTIC ROCK



ne description of Tempest: A tribal event. Another description: The Celtic Spinal Tap. Founded by a Norwegian-born gentleman named Leif Sorbye, this group from California has developed quite a following. Their unique brand of "souped-up" traditional music has gained them not only a number of fans, but an 8,000 member mailing list.

The cross-over sound they have is aimed at getting a

wider range of fans listening to folk music. They have headlined at the Winnipeg Folk Festival and have shared concert bills with the likes of Michelle Shocked and Sunny Ade. The music of Tempest has primarily Celtic tradition at its heart, but also includes other "world beat" traditions in its influences.

The true magic, and joy for the musicians and audience alike, comes in the live performance. Recordings are

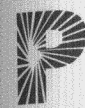
available, but if you ask any of the members of Tempest, they'd probably tell you they have more fun on stage than in a studio.

In addition to the founder and mandolin player Leif Sorbye, Tempest is: Adolfo Lazo, Rob Wullenjohn, Michael Mullen, and Jay Nania. They will be creating their music on Saturday night after the Masquerade on the Mainstage. Stop in and dance up a storm!



photo by Richard Cash

# T H E R E M I N



avek Museum of Broadcasting, St. Louis Park, is joining us to co-host the first Theremin concert at a science fiction convention in decades. Once extremely popular at the Worldcons of the '40s and early '50s, newer technology ended the era of fandom basking in the eerie tones of one of the

very first electronic music instruments.

Heard on the sound tracks of those wonderful "Grade B" SF thrillers throughout the '40s and '50s, Dr. Theremin's creation influenced a generation of musical tastes and talents, including those of a certain Mr. Moog....

This Minicon will be YOUR chance to see this bit of

movie and music history in action! Hear one of the first 200 RCA Theremin instruments ever built played right on our very own main stage! History buffs, don't miss the panel on the restoration of this Theremin. Or visit the Pavek while you're in town and see the collection of hundreds of phono, radio and early TV gear. You're gonna love it!

photo by David Dyer-Bennet

## S N E A K I N G S U S P I C I O N



neaking Suspicion has been suspiciously sneaking around the Twin Cities and local coffee houses since about 1992. Their smooth, four-part harmonies and quest for quirky, engaging material make this group unique. From joyful to hypnotic, tender to comic, their songs celebrate life and challenge social injustice. Although they perform a wildly eclectic range of material, one consistent feature is their focus on strong vocal harmonies. Another is their desire to give exposure to songs few people have heard, whether from artists not widely distributed (like Patty Larkin, Uncle Bonsai, and D'Cuckoo) or lesser-known works by artists such as Paul Simon and Joni Mitchell. Even familiar songs are given unusual arrangements, so they seem fresh and new.

Sneaking Suspicion is composed of fannish Minneapolis residents Barb Jensen, Nate Bucklin, David Emerson and Felicia Herman. Barb has background both in music as well as theater (giving her a broad range of experience to draw from for her dynamic stage performances). David Emerson has been playing and singing music since he was five years old (giving him a lengthy history with music to draw from while he plays the piano). Felicia Herman, harmony vocalist, has a music degree behind her from the University of Connecticut (thereby legitimizing the musicality of the group to outsiders). Nate Bucklin, guitarist/bassist/songwriter, is known in fannish music circles for his quirky songs and excellent guitar playing (he also has twenty years of professional music experience to add to the pot).





# MASQUERADE

## STANDING ROOM ONLY SATURDAY EVENING ON THE MAINSTAGE

Arrive early to get the best seats for seeing the splendid, humorous, well-crafted, delightful costumes on parade!

The Masquerade and Awards Ceremony will be simulcast on Network '73.

We'd like to thank our judges: Warren Barrows, Barb Jenkins, Eric Knight,

Anjila Kozel, Diane Rhody, and a mystery judge!

## COMPETE!

Now's the time to strut your stuff. Whether you're a professional or an amateur, or just like to get dressed up, this is the show for you. We don't just emphasize performance. Construction's important, too. So is having a lot of fun.

There are several different categories to compete in,

from Novice to Master/Professional. For more information stop by the Masquerade registration desk in the Main Foyer and ask us how you can participate. We'd love to have you join us.

Competing in the Masquerade requires **advance registration** and attendance at the rehearsal. See your Pocket Guide for a schedule.

## PURCHASE VIDEOTAPES

Videos of the Minicon 31 Masquerade will be available on Sunday by the convention close. However, pre-orders are strongly encouraged. Videos for the 1995 Masquerade will also be available for sale at the Masquerade registration table.

## OTHER COSTUMING EVENTS

If you love to talk costuming, to learn more about how it's done and what makes a winning costume, plan to attend the Masquerade Post Mortem, programming item #58 on Sunday (see your Pocket Guide for time).

Also keep an eye out for room parties hosted by costumers.

art by Amy Monté



*Coming to a Galaxy near You...*

## Con-Going Public! You're invited as well!

Now's YOUR chance to find a bunch of costumers, all in one place! Come, look over our portfolios, question us as to how we come up with what we do, and get answers to your costuming dilemmas. This is an informal and easy get together, no formal discussions or panels required, just come and chat! Stay a little, stay a long time. (Just get a costumer started talking, and you'll be staying forever—so be forewarned!)  
Look for us at our Poolside Cabana 9:00 PM Friday

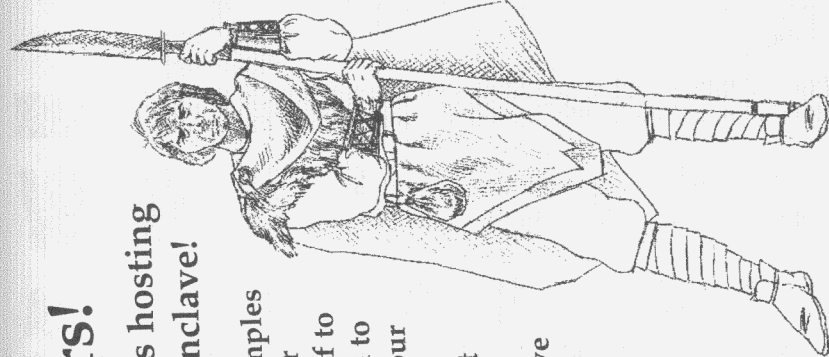
Rae Lundquist  
Keith Nelson  
5340 47th Ave. S.  
Mpls, MN 55417  
612-722-8868



## Costumers! DreamStitcher is hosting a Costumer's conclave!

Bring portfolios, samples of work, or just your expertise to show off to other costumers and to the public. Nows your chance to pick each other's brains, ferret out construction secrets, and just have a chance to meet up with others of your (warped, weird and talented) kind, and have fun.

Poolside Cabana  
9:00 PM Friday



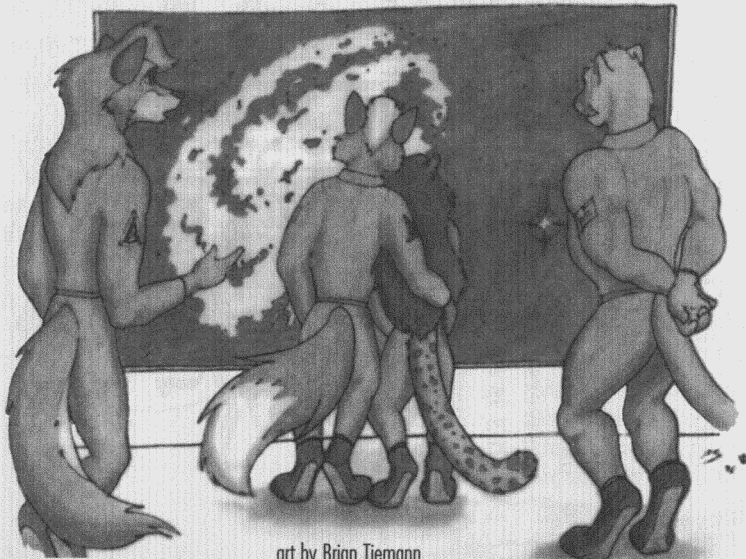
\* Since there will be small children and delicate materials present, we ask that you **DO NOT BRING IN ALCOHOL OR TRY TO SMOKE**. Thank you.

# FAN FAIRE



Minnesota Fandom is more than Minn-Stf. To find out how much more, visit Minicon 31's Fan Faire. See the Pocket Guide

for details. Various local groups, from literary discussion clubs to Federation fleets, will be present to share information with you (and each other).



art by Brian Tiemann

# RADIO SHOW

## "COMING TO A GALAXY NEAR YOU"

Right after Opening Ceremonies, on Minicon's Main Stage, you will be able to witness a radio play that includes our Audio Guest of Honor, David Ossman. Bring your ears.

Produced by Jerry Stearns

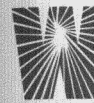
Written by David Ossman, Jerry Stearns with additions by Brian Price, David E. Romm.

Production Assistant: Brian Price

Cast: David Ossman, Jerry Stearns, David E. Romm, Kara Dalkey, Jane Yolen, Brian Westley, Steve Perry, Michael Butler, Richard Fish, Joe Siclari, Edie Stern

Music by Mike Nadeau

# FANHISTORICON



Within Minicon 31, another convention is happening: Fanhistoricon IV, brought to you by the Timebinders. Check out their suite on the 22nd floor, and programming items relating to fannish history.

The Society for the Preservation of the History of Science Fiction Fandom, AKA the Timebinders, was formed at FanHistoricon I in May 1994 in Hagerstown, MD. The purpose of FanHistoricon, called by Peggy Rae Pavlat, Bruce Pelz, and Joe Siclari (Fan Goh of Minicon 31), was to bring fans together to discuss ways to preserve fannish history.

These people are the members (founding Timebinders) from Fanhistoricon I: Joe Siclari, Edie Stern, Bruce Pelz, Peggy Rae Pavlat, Laurie Mann, Leah Smith, Dick Smith, Jack Speer, Forrey Ackerman, Janet Herkart, Paul Herkart, Joyce Scrivner, Art Widner, Don Fitch, Dick Lynch, Irwin "Filthy Pierre" Strauss, and rich brown (not in attendance.) Several of these people will be at Minicon 31, please look for them.

The idea of holding Fanhistoricons at larger conventions and discussing methods of preservation and history was promoted.

The Timebinders have gathered at Smofcon in Los Ange-

les in December 1994, at Midwestcon in Cincinnati in June 1995 and at Tropicon in January of this year. Thus this Fanhistoricon is number IV.

Linda Lounsbury will be organizing a display as well: t-shirts, artifacts, fanzines in the Fanhistoricon suite.

We developed these goals and went on to discuss them over the two days we were together:

- Physical preservation of endangered fannish materials.
- Maximum access to endangered fannish materials.
- Continuity of information availability.
- We felt these items were specifically endangered:
  - Hecto zines and Ditto zines
  - Wire & tape recordings
  - Poor quality paper products
  - *Fantasy Magazine*, etc.
  - Correspondence
  - Old photographs
  - Old fans' memories
  - News reportage (newszines)
  - News recordings
  - Old filk information

These projects have been discussed to one degree or another:

- Australian history
- Canadian history

- Irish history & Who's Who (1997)
  - Southern fandom history (1996)
  - TEXAS fandom history
  - WEIRDS DID IT/BSCFA History
  - BSCFA Archive
  - Westercon history & CD (1996)
  - WWW stuff, including scanning fanzines for the web, and photo archive
  - photo preservation project
  - FANAC archive
  - Fan Funds: GUFF, DUFF, TAFF
  - Lonestarcon Fannish programming
  - RoyTac's fandom history
  - Fanhistory Book
  - 1960s history
  - Pavlat/Evans fanzine list update
  - Collection Fannish Tall Tales
  - Neofan's Guide
  - Science Fiction Museum
  - Who's Who in Fandom
- For further details and information please write subscribe to the Internet echo by sending email to Dick Smith at [timebinders-request@smith.chi.il.us](mailto:timebinders-request@smith.chi.il.us), or write to Joyce Scrivner at the Minicon postbox.





# K R U S H E N K O ' S

## WELCOME BACK TO KRUSHENKO'S!

In its first incarnation from 1983–1993, Krushenko's was Minicon's original SF coffee house. Neither a music room nor a generic party room, Krushenko's was designed for people who are

in SF fandom because they are fans of SF, and who want to meet other people who like talking about SF at SF conventions. In its new, cozier, parlor environment on the 22nd floor, the reborn Krushenko's offers panels, readings, and discussions in

the afternoons and, in the evening, parties hosted by SF groups (such as **Diversicon** multicultural/multimedia SF convention) and **Arcana** (dark fantasy convention). To fuel conversation there will be coffee, tea, and tasteful light refreshments.

## KRUSHENKO'S PANELS AND DISCUSSIONS

### There's No Place Like Krushenko's!

A discussion of the place's history, plans, host-volunteering for Minicon 31.  
*Eric M. Heideman, moderator.*

### Tales of the Unanticipated: I Didn't Expect a Tenth Anniversary Issue!

On the magazine's history, philosophy, and submission needs for the next issue.  
*Eric M. Heideman, moderator; Amanda Elg, Greg L. Johnson, Andrew Loges, Laurel Winter.*

### Antarctica in 1999: Way Cool!

*Laurel Winter, moderator.*

### Melissa Scott's 'Trouble and Her Friends' and the Computer Net

Sponsored by the group formerly known at the North Country Gaylaxians.  
*Don Kaiser, moderator; Eleanor Arnason, Andrew Bertke, Pam Keese, Robin Wille.*

### Coming Soon to a Galaxy Near You: An Introduction to Cosmology

Our developing knowledge of the scope and nature of the universe.  
*Eric M. Heideman, moderator; Dr. Terry J. Jones, Paul F. Richards, Robert Subiaga, Jr.*

### Other Local SF Conventions

Representatives of other SF conventions within reasonable driving distance talk about those cons and their flavors.  
*Art Johnson, moderator (sponsored by SF Minnesota).*

### Speculative Poetry Reading.

*Terry A. Garey, host; Ruth Berman, Jane Rosalie Hansen, Elise Matthesen, John Calvin Rezmerski, Laurel Winter.*

### SF Writing Groups: The 1996 Scene

Representatives of various SF writing groups discuss how their groups started and how they operate. Lets writers who are looking for an SF writing group connect with groups that are currently recruiting.  
*Eric M. Heideman, convener (sponsored by the Minnesota Imaginative Fiction Writers' Alliance).*

### What's Going on in Women's SF?

*Eleanor Arnason, moderator; Suzette Haden Elgin, Ruth Berman, Terry A. Garey, Michael Levy.*

### Non-SF Books that Every SF Reader Should Read

*John Calvin Rezmerski, moderator; Eleanor Arnason, Phillip C. Jennings, Michael Levy, Robert Subiaga, Jr.*

## KRUSHENKO'S SCHEDULE—CONTINUED

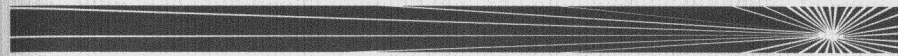
### Ladies Poetry from Hell Read

What "lady poetesses" really write.  
*Terry A. Garey, host; Jane Rosalie Hansen, John Calvin Rezmerski, Laurel Winter.*

### The Fiction of Suzette Haden Elgin

Foundation-sponsored open discussions of the works of a Guest of Honor—with the Guest of Honor participating—have been a Minicon tradition since 1983.  
*Eric M. Heideman, moderator; Suzette Haden Elgin. Sponsored by Second Foundation, an SF book discussion group.*

**"KRUSHENKO'S IS ACCUSTOMED TO SERVING ALIEN GUESTS!"**



# F I L M F E S T I V A L

## L U G O S I , H A U N T E D

## H O U S E S A N D A

## C L A S S I C M A T I N E E

**M**inicon 31 is proud to introduce a three-day classic film festival and symposium. It features 16mm films, selected from the 6,000 in the personal collection of Bob DeFlores. He has been assisted in assembling the program by Bill Carter.

**Friday** will highlight movies of Bela Lugosi, including the long lost *Gorilla* with the Ritz Brothers. If you are a Lugosi fan you will not want to miss this.

**Saturday** will be "Haunted Picture Place" with "spook" films of the pre-1950s.

**Sunday** will be a recreation of the old fashioned Matinee

at the Cinema—news reels, cartoons, and a feature film. Each film will be accompanied by a presentation by Mr. DeFlores giving the history of the film and information on the stars. Bob grew up in and around Hollywood, the child of parents performing at the Copa Cabana, so he has a wealth of trivia both from personal experience and research.

It's a film history course right at Minicon, and the only grade in this class will be Fun!

### BOB DEFLORES

Did you know that Minneapolis is home to a profes-

sional film restorationist and archivist? Bob DeFlores has been collecting films since 1953, including rare sports footage, newsreels, jazz and big band performances. He has appeared as a special guest at film festivals across the U.S. and internationally, provided film clips for innumerable retrospectives (including Carmen Miranda's) and toured with W.C. Fields' grandson.

### BILL CARTER

Bill is a local writer, producer and film researcher. His personal collection encompasses nearly every film genre, and one of its strengths is the B-movies of the 1930s and '40s.

# CHILDREN'S PROGRAMMING

For the younger crowd, we are featuring hands-on workshops in clowning, puppetry, magic, origami and other cool stuff. We are providing messy art activities and have some performances geared for adults and children together. The chief idea is for everyone to have lots of fun.

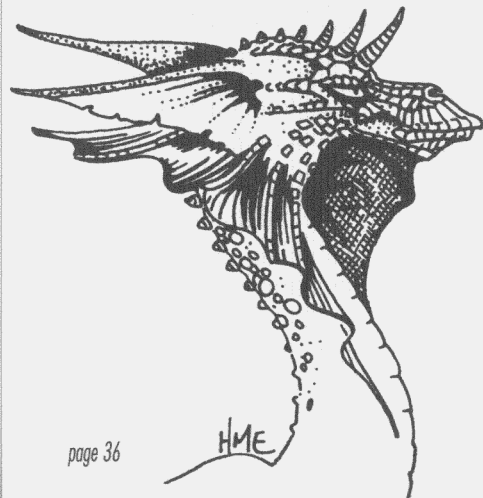
In order that everyone be able to have fun safely, we do have some rules that we ask you to follow:

1. Children's Programming is NOT child care. It is not a place to abandon young children for long stretches of time while you go party. If you need child care, please talk to the child care department.
2. No child younger than five may attend the messy art activities or the workshops, though pre-schoolers will be welcome at the performances along with their guardians and caregivers. We know your child is brilliant, but if we make an exception for you, everyone else will want one too.
3. For children under eight years of age, parental presence is encouraged at chil-

children's programming events. Parents, keep in mind that you can earn volunteer hours with us by being a Waldo. Also, if you have children in child care, they can escort your children to some of the children's programming activities.

4. Please dress your children appropriately for the activities they will be attending. Don't dress them in an award-winning, glittery masquerade costume if they are going to participate in messy art activities.
5. Communicate with your kids. Set up standard times and meeting places so you can find them easily in case of separation.
6. Children who are unready or unwilling to be a part of the programming will not be forced to participate. Their parents or guardians will be contacted and asked to pick them up.
7. If your child becomes hurt or ill, we will escort him or her to Medical Support (see The Bridge) and contact the appropriate parent or guardian.
8. In order that we may contact parents and guardians in case of the above emergencies, we must have names, badge numbers and places to reach you. We will have a short registration form available both at the main registration desk and at children's programming for you to fill out if you will not be attending children's programming with your child.
9. We assume that any child who arrives on their own can leave on their own.
10. We reserve the right to ban any extremely disruptive children from all further programming.

Art on these 2 pages by Heidi Eckroth



Below is a list of Children's Programming items. There are also regular programming items of interest to children, especially #13, Bedtime stories With Jane Yolen, and #20, Children's Poetry Workshop. See your Pocket Guide for times or locations.

## C01 MAKE YOUR OWN SLIME

A weird, disgusting craft for all ages. Lasts an hour and a half. Parental supervision requested.

## C02 LEGO SCIENCE EXPERIMENTS FOR AGES 12+

Just what it sounds like. Legos provided.

## C03 MORE LEGO SCIENCE EXPERIMENTS FOR AGES 12+

## C04 LEGO SCIENCE EXPERIMENTS FOR AGES 8+

## C05 MORE LEGO SCIENCE EXPERIMENTS FOR AGES 8+

## C06 EASY COSTUMING FOR KIDS

Make your own costumes with paper bags. Paper bags provided.

## C07 CARTOONING/DRAWING FOR KIDS

Not-quite-so-messy art activities.

## C08 LEARN TO JUGGLE

All ages.

## C09 FUN WITH BUBBLES (POOLSIDE)

Tiny bubbles, humongous bubbles, bubble science experiments... All ages.

## C10 ORIGAMI

All ages.

## C11 MUSIC AND MAGIC OF THE HARP

Come and listen to harp music and stories. All ages.

## C12 TECH TAKE APART

Take stuff apart without getting in trouble for it! Ages 8+.

## C13 BUILD YOUR OWN CASTLE/SPACE STATION

Use recycled materials.

## C14 FLING THE RING THING

Be the first to devise a contraption to fling a ring at a target. All ages.

## C15 BALLOON ANIMALS

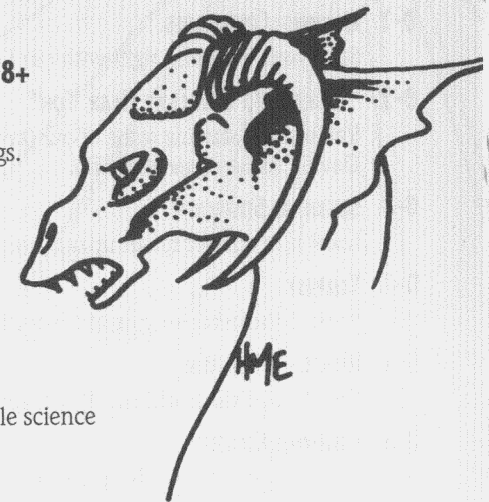
Taught by an expert.

## C16 PAPER AIRPLANES

## C17 MAGIC SHOW (POOLSIDE)

## C18 PUPPET SHOW

Adults! Volunteer as a Waldo — playing with kids can earn you volunteer credits.





# PROGRAMMING

The programming committee has tried to provide panels and forums to cover as wide a range of fannish interests, concerns, and groups as possible. No persons, groups, or sub-cultures were left out intentionally. If there were things you would've liked to have seen, then get involved — call, write, volunteer! Help make Minicon the convention you would like to see.

Check your Pocket Guide for day, time and location. Check for panelists at the convention.

## 0-1 OPENING CEREMONIES

Start your weekend right with our Guests of Honor. Hosted by Steve McKillan.

## 0-2 "COMING TO A GALAXY NEAR YOU"

Radio show starring some of our favorite friends and Audio Guest of Honor David Ossman (*see page 32*).

## 0-3 SNEAKING SUSPICION

Local jazz quartet spices up our evening (*see page 29*).

## 0-4 TEMPEST

Rock to the celtic sounds of this west coast wonder (*see page 28*).

## 0-5 MOVIE—THEREMIN

The life and times of Leon Theremin and the music he created.

## 0-6 THEREMIN CONCERT

Come see and hear a live performance (*see page 28*).

## 0-7 CLOSING CEREMONIES

Death abounds in such a delightful way!

## 1 3D WORKSHOP

Sculpture, stained glass, etc.

## 2 ALIENS IN TREK

Featuring Ferengi, Gorn, Humans and Holograms.

## 3 ALTERNATIVE LIFESTYLES

Are we incredibly progressive or just a bunch of perverts?

## 4 ART OF BAEN BOOKS

Slideshow of book cover artwork.

## 5 ASK DR. MIKE

An old favorite returns. Questions answered. Lives changed?

## 6 APAS

Amateur Press Associations with those who've been there, done that.

## 7 A PUNNY THING HAPPENED TO ME ON THE WAY TO THE CON

Words mutilated while you wait.

### SEE ALSO

Children's Programming, page 36.

Fanhistoricon, page 33.

Krushenko's, page 34.

# PROGRAMMING — CONT'D

Check your pocket program for day, time and location. Check for panelists at the convention.

## 8 ARTISTS IN A BUNCH

Your favorite artists show off their techniques.

## 9 ARTISTS JAM

Several artists collaborate to create artwork for the charity auction.

## 10 AUTHOR READINGS

Authors do readings.

## 11 AUTOGRAPHS

Authors & artists meet their fans

## 12 BABYLON FIVE: LORD OF THE RINGS RETOLD?

Literary analysis of television.

## 13 BEDTIME STORIES WITH JANE YOLEN

Tales from the oral tradition for children and adults.

## 14 BEST OF SF&F CHILDREN'S NOVELS

Finding the perfect SF&F novel for your niece or nephew.

## 15 BEST OF SF&F PICTURE BOOKS

Friendly monsters and nice witches do exist, Virginia.

## 16 BOZO BUS BUILDING IN REVIEW

By the people who lived there. "Nostalgia and reality; wiping the mimeo ink off your glasses."

## 17 BREAKFAST WITH SUZETTE HADEN ELGIN

Have your breakfast in Kaffe Stuga with Suzette and friends.

## 18 CARE AND FEEDING OF CREATIVE PROCESS

What actions and environments help you get and stay productive? How do you tell being blocked from being tired?

## 19 CHARACTER DIVERSITY II

Considerations when creating characters in writing.

## 20 CHILDREN'S POETRY WORKSHOP

Poets help kids hone their poetry skills. Fun for all.

## 21 CHOCOLATE CEREMONY

A Goddess Rite to food...sweet food...CHOCOLATE!

## 22 COMING OUT OF THE BROOM CLOSET

How to tell your parents you're pagan.

## 23 COSTUMER'S BRAG SESSION

Bring your pictures & stories of great costumes.

## PROGRAMMING — CONT'D

Check your pocket program for day, time and location. Check for panelists at the convention.

- 24 CREATING LANGUAGE**  
Language and culture are linked. What concepts need words, and how does the environment affect the language?
- 25 CREATING MAGICAL SYSTEMS**  
Magic in cultures of different technological levels.
- 26 CREATING RELIGIONS IN FICTION**  
Exploring alternatives. Considerations when creating religions.
- 27 CRYPTOGRAPHY**  
Keeping secret what's secret. Electronic communications and privacy.
- 28 CYBER-GAG**  
How much say should the FCC have in how you use your modem?
- 29 CYBERPUNK WORLD**  
How much of the cyberpunk tech & attitudes will we see in our lives?
- 30 DANGEROUS VISIONS REVISITED**  
What topics and themes are too controversial for current SF&F.
- 31 DEATH OF THE BOOK**  
It's been predicted several times but it still hasn't arrived. What's keeping books around?
- 32 DIGITAL CIVILIZATION**  
The future according to cyberpunk fiction.
- 33 DISNEY HEROINES**  
Disney's old and new creations and the impact pop culture has on these fantasies.
- 34 DON'T GIVE UP YOUR DAY JOB**  
Or should you? When is the right time to make the transition to self-employment?
- 35 DRAGON MAKING 101**  
Soft-sculptured dragon created before your very eyes.
- 36 DRUM JAM**  
Come join in the rhythm. Come join in the fun.
- 37 ETHICS OF DISABLED IN THE FUTURE**  
How we deal with disabilities now, and in the future.
- 38 ETHICS ON THE INFORMATION SUPERHIGHWAY**  
Are computers changing the answers to ethical questions?
- 39 FANS AT THE FESTIVAL**  
Fandom's fascination with folk music and its festivals.

## PROGRAMMING — CONT'D

Check your pocket program for day, time and location. Check for panelists at the convention.

- 40 FILK**  
Singing and listening to some of our old favorites and looking for new ones.
- 41 FILM SYMPOSIUM**  
Classic films of science fiction & horror.
- 42 FIRST CON?**  
Get tips on how to enjoy a convention from some old hands.
- 43 GENTLE ART OF VERBAL SELF-DEFENSE**  
Suzette Haden Elgin's workshop [Sign up in advance].
- 44 GALACTIC GOURMET VII**  
Come experience a taste of our exotic future.
- 45 GOOD OLD DAYS OF 20TH CENTURY**  
Our time as seen from the future.
- 46 HARD SCIENCE VS. SOFT SCIENCE**  
Chemistry vs. psychology.
- 47 HISTORY OF SCIENCE FICTION ON THE RADIO**  
A look at science fiction in radio history.
- 48 HOMOEROTICA IN SF&F**  
How it affects and appeals to the reader/viewer.
- 49 HOW TO SWEAR IN ELVISH**  
Culturally appropriate language for the truly upset.
- 50 HOW TO WRAP A SCOTSMAN**  
The proper way to wear a kilt.
- 51 HUGO WINNERS IN REVIEW**  
A short synopsis of selected award winners.
- 52 IF LOOKS COULD KILL**  
Writing about warfare in space.
- 53 INTELLECTUAL COPYRIGHT**  
Harsh reality and pipe dreams.
- 54 INVENTIONS THAT CHANGED HISTORY**  
What modern inventions might be considered equally influential a hundred years from now?
- 55 CHI GONG**  
Similar to Tai Chi.



## PROGRAMMING — CONT'D

Check your pocket program for day, time and location. Check for panelists at the convention.

- 56 LIVING WITH AN AUTHOR**  
Working with an author is fine, if you like working with children.
- 57 LOST WAX BRONZE WORK: SLIDE SHOW**  
How the process is done.
- 58 MASQUERADE POST MORTEM**  
What went right? What went wrong? Where can I volunteer to help next year?
- 59 MEN IN TIGHTS III**  
An idea whose time has come again!
- 60 MODERATORS' WORKSHOP**  
The ins and outs of moderating a panel.
- 61 MULTICULTURAL/MULTISPECIES RELIGIOUS CEREMONY**
- 62 MY SENSE OF WONDER GOT RUN OVER**  
How does a writer sustain the fantasy elements when the work is set in something like the real world?
- 63 MYTH OF MYTH**  
From the epic of Gilgamesh to the poodle in the microwave.
- 64 NEPENTHE LARP: ALL ABOUT IT**  
The story behind the Live Action Role Playing.
- 65 NEPENTHE LARP**  
Experience the Action in Neopenthe.
- 66 OLD RELIGIONS FOR NEW**  
Neopaganism in fandom.
- 67 PERN PALS**  
The works of Anne McCaffrey.
- 68 POETRY WRITING AND EDITING**  
For publication.
- 69 POLITICALLY CORRECT IN OLD TIMES**  
If your work's set in the past, what was polite speech & behavior?
- 70 POLYAMORY**  
Is it more than swinging in the '90s?
- 71 PREDICTING THE FUTURE IN SCIENCE FICTION**  
How well did they do?
- 72 RADIO SF FROM THE '30S TO THE '90S**  
The '30s to the '90s.

## PROGRAMMING — CONT'D

Check your pocket program for day, time and location. Check for panelists at the convention.

- 73 RAVE**  
SHHHH! It's a secret dance. Honest.
- 74 REAL LIFE AND HIGH FANTASY**  
Is it totally irrelevant to the plot that there are no latrines in all of Tolkien?
- 75 REALITIES OF GETTING PUBLISHED**  
What happens next.
- 76 REGENCY DANCE**  
Learn and practice the stately measures of Jane Austen's England.
- 77 REINTERPRETING THE BOUNDARIES**  
What is "media fandom"?
- 78 RISKS AND SECURITIES ON INFO HIGHWAY**  
Just how safe are you?
- 79 RUNNING A LARGE CONVENTION**  
A how-to guide by the people who have done it.
- 80 SCIENCE FICTION COLLECTIBLES**  
Tin toys to action figures.
- 81 SENSITIVE GUYS, MARTIAL ARTS AND GUNS CLUB**  
Robin Hood vs. Rambo.
- 82 SF&F AND HORROR IN MUSIC**  
Sticks and stones may break my bones but Gothic rock uplifts you.
- 83 SF&F READERS: MALE & BRAINLESS?**  
According to many editors and buyers that's who buys SF&F books. Do you agree?
- 84 SOME MANY BOOKS-SO LITTLE TIME**  
Panelists suggest their favorite books to read.
- 85 SOME DAY MY PRINTS WILL COME**  
Following the long and sometimes tortuous trail from artist's original to print.
- 86 STAR TREK TECHNOLOGY II**  
A discussion of Star Trek technology & whether it would really work.
- 87 SURVIVING KLINGON HOME WORLD**  
A guide for the Federation tourist.
- 88 TATTOO I**  
Body art in fiction and real life.
- 89 TATTOO II**  
Body art, tattoos and piercing. Getting it done safely!

## PROGRAMMING — CONT'D

Check your pocket program for day, time and location. Check for panelists at the convention.

- 90 THE RIGHT STUFF**  
Artists discuss the best materials for the job.
- 91 TOKENISM IN SCIENCE FICTION AND FANTASY**  
Is that black/gay/alien character demonstrating tokenism or real diversity?
- 92 TRAGICAL-COMICAL-HISTORICAL-PASTORAL THEMES IN SF&F NOVELS**  
Combining genres will make your editor unhappy. Here's why.
- 93 VAMPIRES ON A BED OF RICE**  
The annual discussion of vampires & Anne Rice's work.
- 94 VISIONS OF CYBERSPACE**  
Possible incarnation of the Information Superhighway.
- 95 WAR IS BAD; PEACE IS GOOD**  
When is war useful, necessary, even desirable? Is SF&F a useful place to explore these questions?
- 96 WHAT AN ASPIRING AUTHOR NEEDS TO KNOW**  
The ever-popular panel on how to prepare a manuscript, send a query letter, and submit to agents and editors.
- 97 WHAT'S WRONG WITH THE PUBLISHING INDUSTRY**  
Is there anything wrong with the publishing industry? What?
- 98 WHY DO ALL MY CHARACTERS' NAMES HAVE™ AFTER THEM?**  
What sort of rights are associated with a literary work?
- 99 WHY ISN'T THERE MORE SCIENCE ON OUR SCIENCE FICTION BOOKSHELVES**  
Why is so little hard sf being produced today?
- 100 WHY VAMPIRES?**  
Vampires are everywhere these days. What's their attraction and who's got a stake in it?
- 101 WRITING NEWSLETTERS FOR YOUR ORGANIZATION**  
Hints and tips.
- 102 YOUR DUNGEON OR MINE**  
Dominants and submissives talk about the fantasy of bondage.
- 103 X-PHILES**  
Aliens, secret government groups, and our friends.

# I WAS A TEENAGED WERE-RAT!



## L.A.con III 1996 World Science Fiction Convention

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Media Guest  
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**Roger Corman**

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# S U Z E T T E H A D E N E L G I N

by Sherri Lessinger

To all Minicon attendees here gathered, it is my privilege to introduce to you this year's Guest of Honor, Suzette Haden Elgin. I encourage you to stop by her table in the dealers' room for lots more information about her, and about the Ozark Center for Language Studies, the business she runs as well as being a super-famous science fiction author.

At the Ozark Center for Language Studies, which she started after retiring as a college professor, Dr. Elgin is involved in and supportive of the science fiction community beyond writing novels. She founded the Linguistics & Science Fiction Network, and currently writes, edits and publishes its newsletter, *Linguistics & Science Fiction*. She founded the Science Fiction Poetry Association, and for a number of years edited and published *STAR\*LINE*, its newsletter.

Of her work for the community at large, probably best known is *The Gentle Art of Verbal Self Defense*. This non-technical series teaches how to recognize verbal attacks of all sorts and teaches techniques to avoid or

deflect them. She also founded the Touch Dominance Network, and has written *HANDS ON: A Touch Dominance Handbook* (the majority of Americans are sight and hearing dominant). Another work is *A First Dictionary and Grammar of Laadan* (the women's language in *Native Tongue*). Please stop by her table in the dealer's room for information on all this and more!

Her writing, like all the very best science fiction, is thoughtful and clever and brimming with new ideas. The Coyote Jones series, stories about a minddeaf intergalactic superspy, are lots of fun. He's a person with a disability — he can't receive telepathically like "normal" people — but it makes him immune to psychic attack, very useful in the superspy biz! The Ozark trilogy, with its flying mules and know-it-all grannies who have carefully named the heroine Responsible, is magical and sharp.

Probably her best known science fiction is the *Native Tongue* series. The third one, *Earthsong*, is my favorite. If you haven't already, you must read these stories, and experience a master commu-

nicator at work. Dr. Elgin is a linguist, and in this series the linguistic theory that language structures perception (the Sapir-Whorf Hypothesis), is taken one step further. In the context of a very tellingly described future, where women live within an oppressive gender hierarchy, a group of women develop their own language, one which is adequate to express women's perceptions. Watch how the world changes when women speak their own language! This series is ingenious on so many levels, you even start to wonder if you are becoming part of the plot by reading the book....

How did such a fabulous mind come to be? Here is my edited version of the biographical notes Suzette sent me with her impressive amount of experience. She was born in 1936 and raised in the Ozarks, where the rigorous Ozark work ethic and conscience was instilled in her. She was well-educated there — the myth of the ignorant hillbilly notwithstanding — and was a prodigious writer from the time she learned to write (left-handed). Having been awarded a scholarship, she entered the

University of Chicago at 17 (testing in as a junior — we should all get such a hillbilly education). But she would not yet earn her degree in linguistics. Instead she married an exchange student, Peter Haden, son of an American diplomat and an elegant Frenchwoman. After spend-

ing some time with his family in Europe, who fortunately could appreciate the humor in profound culture clash (an American hillbilly with a European aristocrat?), they returned to America and started having babies.

For the next several years she worked as secretary and translator while Peter finished school, getting up early to get the kids to daycare and catch the bus to work. During this time she often worked 3 or 4 jobs and literally had no time to write. Tragically, Peter died without warning at the age of 29, leaving Suzette a widow with 3 young children. Eventually she remarried, to George Elgin with whom she lives happily ever after, and kept Haden as her middle name in Peter's honor.

In her late twenties, with another baby on the way, Suzette returned to school. Apparently an endless fount of energy, she spent the next years teaching French, getting through graduate school, teaching high school at night when she wasn't working at the coffeehouses with her

preneurial career. She and George moved back to the Ozarks where they live in an underground house that George built on the river among woods and fields.

Obviously not one to rest on her laurels, Suzette has been busy ever since, operating the OCLS. She writes books;

does seminars, workshops and talks; produces audiotapes and videotapes and specialized materials of many kinds; she does private consulting. One of her short stories, "Lest Levitation Come Upon Us" was a *Tales From the Darkside* episode. Other of her artistic creations may be seen in the Art Show.

Her disability hasn't slowed her down. She endures the back brace and cane and sometimes

even a wheelchair. She writes comfortably in the workstation her husband built with a Ford Taurus seat and the computer rigged to swing across her lap. Fortunately for us, nothing stops Suzette Haden Elgin from sharing her ideas and it is finally Minicon's turn. We are indeed honored to have her as our guest.

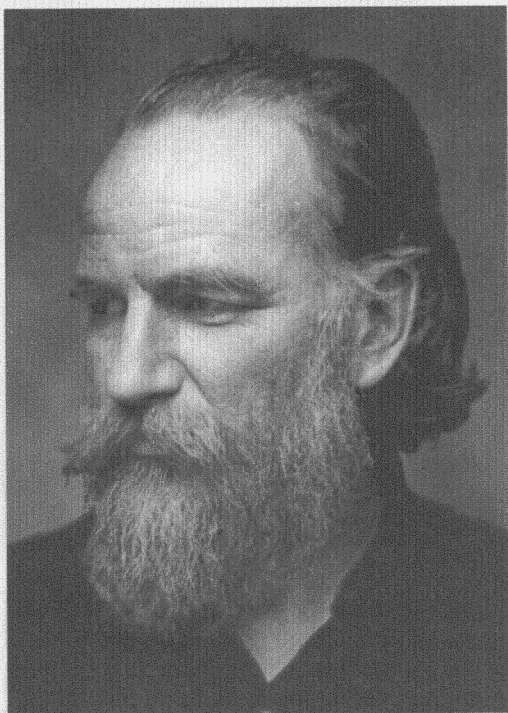


# EMSH (ED EMSHWILLER)

by Kay Drache

Edmund Alexander Emshwiller, known best by his signature name "Emsh," was born in Lansing, Michigan on February 16, 1925. As a child he moved frequently, living in Big Rapids, Michigan, Chicago, Washington, DC and Richmond before serving in the US Infantry during World War II. After graduating with a degree in Design from the University of Michigan, Emshwiller married Carol Fries. The couple spent a year in Paris, where Ed studied graphics and Carol painting at the Ecole des Beaux Arts. They then moved to New York and Emsh con-

and they published his first cover painting in the spring of that year, a sardonic portfolio piece entitled "Relics of an Extinct Race." An extremely



Ed Emshwiller (1970)

Photo by Jay Kay Klein

*Fiction*, the majority of the Ace Doubles covers, *The Caves of Steel*, *Starship Troopers*, Gordon R. Dickson's *Naked to the Stars*, *War of the Wingmen* by Poul Anderson, Andre Norton's *Star Guard*, and the list goes on and on. At the same time Emsh also produced thousands of black and white illustrations (examples of which we have been privileged to use in this year's Minicon publications) and was an abstract expressionist of some note on the New York gallery scene. During these years Carol

turned from painting to short stories (Her recent collection, *The Start of the End of It All*, was published in 1991; her first novel, *Carmen Dog*, a surreal feminist fable,

turned from painting to short stories (Her recent collection, *The Start of the End of It All*, was published in 1991; her first novel, *Carmen Dog*, a surreal feminist fable,



appeared in 1988, and a new novel is forthcoming.) In the same period, the Emshwillers had three children — Eve, Susan and Peter.

In the second half of the decade Ed's interest in a variety of media for his creations took a new direction when he began experimenting with 16mm film. He must have been encouraged when his first work, *Dance Chromatic*, became an award winner, because in 1964 he was awarded a Ford Foundation

grant. What was to have been a year's sabbatical from illustration became his new career. *Relativity*, the film he made with the grant, is now a critically and popularly acclaimed classic in the short film genre. Not surprisingly, in the early Seventies Emshwiller was attracted by the possibilities of video, and by 1972, he was the Artist-in-Residence at WNET's Television Laboratory. Seven years later he created

one of his best-known computer animated works, *Sunstone*, at the New York Institute of Technology.

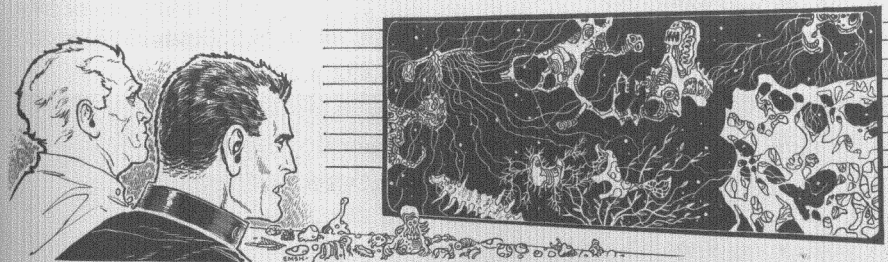
The turn of the decade brought another turn of career when Emshwiller accepted the post of Dean of the School of Film & Video at the California Institute of the Arts in Valencia, later becoming Provost as well.

Always alert to new possibilities for his art, Emsh became a pilot in 1987 and was con-

templating a project which would combine computer graphics with scenes from the air. He also collaborated regularly with dancers and composers to carry out his concepts, and was at work on a three dimensional interactive music project for the stage before he died on July 26, 1990.

Ed Emsh was recognized throughout his life as a creative genius, receiving five Hugo Awards for Best Artist between the years of 1953 and 1964, film and video awards from around the world including the Maya Deren Award, Ford Foundation, Guggenheim Foundation, NEA, Rockefeller, and Corporation for Public Broadcasting grants, and critical and popular acclaim here and abroad. He is also remembered as a staunch supporter of independent media, an extremely talented educator and administrator, and a wonderful and very special human being whose artistic vision brought him closer to those around him.

continued on next page



Art by Ed Emsh, copyright © 1996 by Carol Emshwiller



### EMSH'S FILMS (PARTIAL LIST)

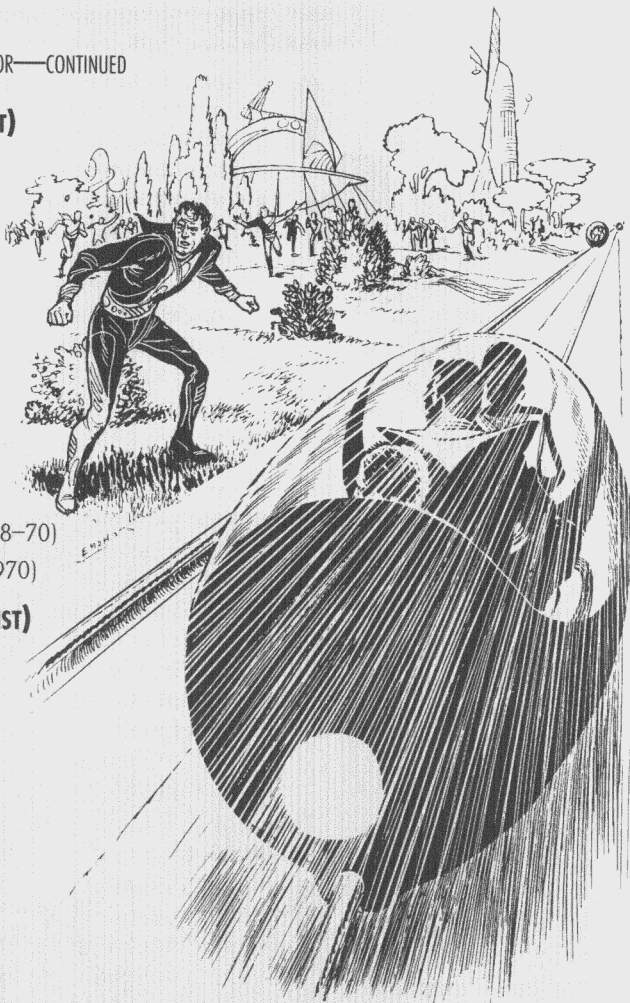
- Dance Chromatic (1959)
- Transformation (1959)
- Life Lines (1960)
- Variable Studies (1960)
- Thanatopsis (1960–62)
- Totem (1962–63)
- Scrambles (1960–63)
- Relativity (1960–63)
- Faces of America (1964?)
- Body Works (1965)
- Image, Flesh and Voice (1968–70)
- Film with Three Dancers (1970)

### EMSH'S VIDEOS (PARTIAL LIST)

- Thermogenesis (1972)
- Scapemates (1972)
- Pilobolus and Joan (1973)
- Sunstone (1980)
- Passes (1981)
- Eclipse (1982)
- Skin Matrix (1984)
- Vertigo (1986)
- Hunger(s) (1987)

### FOR FURTHER INFORMATION ON EMSH

- Blau, Eleanor. "Ed Emshwiller, 65; Made Experimental Movies and Videos," (Obituary) *New York Times*, 2 August 1990.
- Boyle, Deirdre. "Ed Emshwiller, 1925–1990," *Afterimage*, Vol. 18, N. 3, October 1990, p. 3.
- Ellison, Harlan. *Again, Dangerous Visions*, Doubleday: 1972, p. 829–30.
- Gunn, James. *The New Encyclopedia of Science Fiction*, Viking: 1988, p. 151.
- Nicholls, Peter. *Science Fiction Encyclopedia*, Doubleday: 1979, p. 195.
- Oliver, Myrna. "Ed Emshwiller, 65; Artist, CalArts Dean," (Obituary) *Los Angeles Times*, 28 July 1990, Sec. A, p. 30.
- Who's Who in America (1990–1991)*, Macmillan: 1990, p. 954.



Art by Ed Emsh, copyright © 1996 by Carol Emshwiller

# THE CURATORS OF THE EMSH EXHIBIT

The unprecedented collection of Emsh art on display at Minicon 31 has been assembled by Alex and Phyllis Eisenstein.

### ALEX EISENSTEIN

Alex Eisenstein is a writer, artist, and collector in the SF field. As a writer, he has published film criticism and analysis, scholarly articles and book reviews, and—in collaboration with Phyllis—short science fiction and fantasy. He is also amanuensis to Phyllis, a live-in editor and frequent source of details and ideas for the rest of her fiction. Alex has served on the Board of Editors of *Extrapolation*, journal of the SFRA, for the last two-plus decades, and has published significant criticism on the works of H.G. Wells. For five years he was a Contributing Editor (and critical lightning rod) for *Fantastic Films* magazine. He has executed book jackets for *Advent: Publishers*, contributed fan art to two great fanzines of the Sixties and Seventies, *Trumpet* and *Double: Bill*, as well as other 'zines, and designed logos for SFWA and SFRA. In the late Seventies he taught a course in "Science Fiction

Illustration" at Columbia College, Chicago. He attended his first WorldCon in 1962 and bought his first two pieces of Emsh art, among others, at the daily auction there. (After which there was no looking back.) Major pieces from his collection have appeared in the art books of Frank Kelly Freas.

### PHYLLIS EISENSTEIN

Phyllis Eisenstein has been a science fiction and fantasy writer for the last 25 years, publishing six novels and some 30 short stories in that time. Her very first sale was a collaboration with Alex, "The Trouble with the Past," which appeared in 1971 in *New Dimensions 1*; her most recent story, "No Refunds" appeared in *Asimov's SF* magazine in 1994 and in the anthology *Sisters in Fantasy* last year. In between, her work has also been published in *Analog*, *F&SF*, *Amazing*, *Galaxy*, and other magazines, and in a number of anthologies both original and reprint,

including *The Oxford Book of Fantasy Stories*. One of her shortest stories, "Lost and Found," was dramatized on the new CBS *Twilight Zone* series. She is probably most widely known for her fantasy novels *Sorcerer's Son* and *The Crystal Palace*, and her science-fiction novels about Alaric the minstrel, *Born to Exile* and *In the Red Lord's Reach*. Her short fiction has been nominated several times for both the Hugo and the Nebula. *Born to Exile* won the Balrog Award in 1979, and the novella "In the Western Tradition," won the *SF Chronicle* Readers Award and was also nominated for both of the major awards. Phyllis has been teaching science fiction writing continuously at Columbia College Chicago since 1989, and some of her proteges have gone on to sell novels and stories in the field.

Currently Alex and Phyllis are working together on a major novel of fantastic fiction.

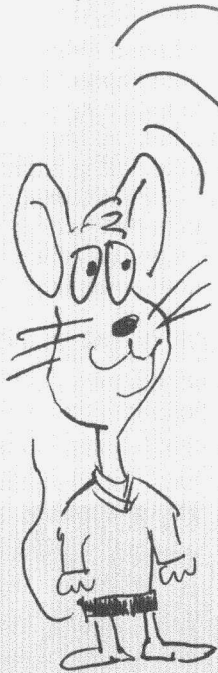
Minicon 31 showcases Emsh artwork on our postal cancellation (see page 13), and on mugs available for purchase (see page 23). There's more Emsh art on page 21.

AUDIO GUEST OF HONOR

D A V I D  
O S S M A N

by Jerry Stearns

David Ossman has been writing science fiction ever since he published his first stories in the John Adams Junior High School (CA) Eagle back in 1951. He was a member of LASFS in the early '50s, and edited two issues of Shangri-LA, a fanzine that included his first published interview — with artist Mel Hunter. During those days he also wrote his first script for radio, an adaptation of Bradbury's "Mars Is Heaven."



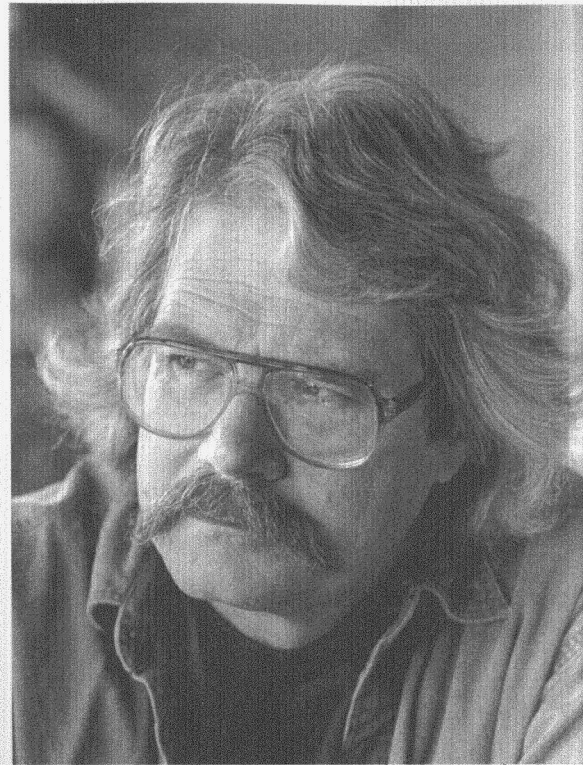
In 1966, he joined with some friends on KPFK radio (Los Angeles) on a show called "Radio Free Oz" where the four of them improvised a series of imaginary movies on "The Oz Film Festival." From there began what became known as The Firesign Theatre.

They wrote and recorded their first album together, *Waiting For The Electrician, Or Someone Like Him*, in the spring and fall of 1967. Writing consisted of all four agreeing on each and every line before it would be included in the script, with David acting as editorial voice and typist. One side of the album consists of an alternate history of the United States — past, present and future. Probably the most obviously science fictional of their albums is *I Think We're All Bozos on This Bus* (1971). It includes a visit to the Future Fair, and the breaking of the President. Another would be *Everything You Know Is Wrong* (1974), Firesign's view of UFOs, the film of which has been re-released. Look for it in the Dealers' Room, along with another Firesign film, *The Martian Space Party*. David also wrote and produced his own album called

*How Time Flies* (1973), about the last astronaut, Mark Time, returning to Earth from his visit to Planet X after 20 years away. A lot has changed since he left, including all of the modern tourist attractions being assembled in one place, PanoramaLand 2000. (Grand Canyon, Statue of Liberty, Mount Rushmore, etc.) Check the program book for the audio schedule on your hotel TV set and you can hear this rare "Hi-Fi Sci-Fi comedy." David is currently writing a sequel to this story, *U.S. Mean Time*, and you'll hear one or two episodes of the 15-part series in the opening and closing ceremonies here at Minicon 31.

David has finished the first novel of his own character, George Tirebiter's life, *The Ronald Reagan Murder Case*. The second Tirebiter novel is under way, and you can hear a reading from *The Flying Saucer Murder Case* this weekend.

As an audio director and producer, David has been prolific in the field of science fiction. He produced a series titled *The Curve of Wonder* for NPR, which included "An Eye For An Eye" by



Ursula K. LeGuin, "The Hindenberg Effect" by Kate Wilhelm, and Thomas Scortia's "When You Hear The Tone." He reworked the late Howard Koch's script and directed the award winning *War of the Worlds 50th Anniversary Production* in 1988. He has taught and directed at the Midwest Radio Theater Workshop for 15 of its 16 years, doing SF, comedy and drama. There he did an adaptation of Ray Bradbury's "The One Who Waits," and recreated one fantasy play — "The Odyssey of Runyon Jones" — by Old Time Radio's greatest writer, Norman Corwin. For NPR's Radio Stage series he directed "Kafka's

Radio," by Eric Overmyer, a very unusual and fast-moving fantasy. A recent work, the audio adaptation of Raymond Chandler's detective story, "Goldfish," can be heard on NPR Playhouse this year.

David and his wife, Judith Walcutt, are the proprietors of their production company, Otherworld Media. They live on Whidbey Island, outside of Seattle, WA, with their sons, Orson and Preston. We are pleased and honored to have him as our first ever Audio Guest of Honor at Minicon 31.



photo by Erik Kvillaas  
art on these two pages by Stu Shiffman



## SCIENCE GUEST OF HONOR

# J A M E S P . H O G A N

James P. Hogan was born in London in 1941, his father Irish and his mother German. After studying general electrical and mechanical engineering, he graduated as an electronics engineer specializing in digital systems. Later he became a sales executive in the electronics and computer industries with such companies as ITT, Honeywell, and Digital Equipment Corpora-

tion, and eventually a Sales Training Consultant with DEC's scientific computing group at Marlborough, Massachusetts. He began writing science fiction as a hobby in the mid-1970s, and his works have been well received within the professional scientific community as well as among regular science-fiction readers. In 1979 he left DEC to become a full-time writer,

and in 1988 moved to the Republic of Ireland. Currently he maintains a residence in Pensacola and spends part of each year in the U.S.

To date, he has published seventeen novels, as well as a mixed collection of short fiction, nonfiction, and biographical anecdotes entitled *Minds, Machines & Evolution*; and has also written some articles and short fiction.

## B I B L I O G R A P H Y

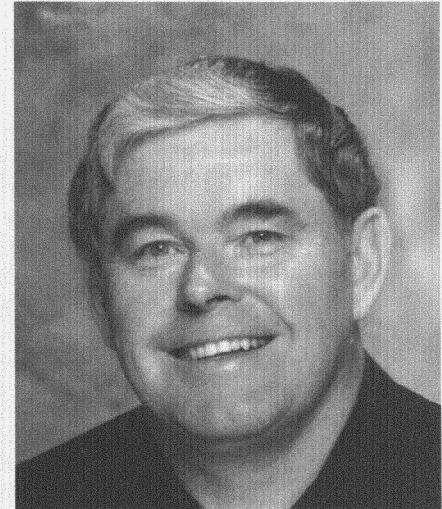
### NOVELS

<i>Inherit the Stars</i>	Del Rey/Ballantine	5/77	<i>The Infinity Gambit</i>	Bantam	3/91
<i>The Genesis Machine</i>	Del Rey/Ballantine	4/78	<i>The Giants Novels</i> (repackaging of 3 in one vol.)	Del Rey/Ballantine	9/91
<i>The Gentle Giants of Ganymede</i>	Del Rey/Ballantine	5/78	<i>Entoverse</i>	Del Rey/Ballantine	10/91
<i>The Two Faces of Tomorrow</i>	Del Rey/Ballantine	6/79	<i>The Multiplex Man</i>	Bantam	10/92
<i>Thrice Upon a Time</i>	Del Rey/Ballantine	3/80	<i>Realtime Interrupt</i>	Bantam	3/95
<i>Giants' Star</i>	Del Rey/Ballantine	7/81	<i>The Immortality Option</i> (sequel to "Code of the Lifemaker")	Del Rey/Ballantine	2/95
<i>The Minervan Experiment</i> (the 3 "Giants" novels in one vol.)	Nelson Doubleday SF Book Club	11/82	<i>Paths to Otherwhere</i>	Baen Books	2/96
<i>Voyage from Yesteryear</i>	Del Rey/Ballantine	7/82	<i>Bug Park</i> (working title)	Baen Books	in progress
<i>Code of the Lifemaker</i>	Del Rey/Ballantine	6/83	<b>NOVELLAS</b>		
<i>The Proteus Operation</i>	Bantam	10/85	<i>Out of Time</i>	Bantam	12/93
<i>Endgame Enigma</i>	Bantam	7/87	<b>COLLECTIONS</b>		
<i>The Mirror Maze</i>	Bantam	3/89	<i>Minds, Machines &amp; Evolution</i> (fiction/non-fiction)	Bantam	5/88

### SHORT FICTION

* <i>Assassin</i>	"Stellar 4" Anthology (Del Rey)	5/78
* <i>Silver Shoes for a Princess</i>	"Destinies" Vol. 1 #5 (ACE Books)	10/79
<i>Sword of Damocles</i>	"Stellar 5"	5/80
* <i>Neander-Tale</i>	"Fantasy & SF"	12/80
* <i>Till Death Us Do Part</i>	"Stellar 6"	1/81
* <i>Making Light</i>	"Stellar 7"	8/81
	(also in "Ascent of Wonder", Tor Anthology, '94)	
<i>Identity Crisis</i>	"Stellar 7"	8/81
<i>Generation Gap</i>	New in MM & E	
<i>Inside Story</i>	New in MM & E	
<i>Down to Earth</i>	New in MM & E	
<i>Rules Within Rules</i>	New in MM & E	
<i>The Pacifist</i>	New in MM & E	
<i>Fortune Cookie</i>	New in MM & E	
<i>Merry Gravmas</i>	New in MM & E (also in "Christmas Magic", Tor anthology, 12/94)	
<i>The Absolutely Foolproof Alibi</i>	New in MM & E	
<i>Leapfrog</i>	"What Might Have Been" (Bantam Anthology)	6/89
<i>Last Ditch</i>	"Analog"	12/92
<i>Zap Thy Neighbor</i>	"How to Save the World" (Tor Anthology)	9/89
<i>Madam Butterfly</i>	"Free Space" (Tor Anthology)	release date TBA
<b>NON-FICTION</b>		
<i>Think of a Number</i>	"Galileo" #9	'78
* <i>Know Nukes</i>	"Sentinal Star" paper (Orlando, Florida)	11/80
<i>Who Says It's All Over?</i>	"Future Life" #23	12/80
* <i>Minds, Machines, and Evolution</i>	"Destinies" Vol. 3 #1	'81
* <i>The Revealed Word of God</i>	New in MM & E	
* <i>Earth Models - on a Plate</i>	New in MM & E	
* <i>Biographical</i>	New in MM & E	
* <i>Paint Your Booster</i>	"New Destinies", Vol. 8	Fall 89
<i>Boom &amp; Stump in Space</i>	Brit Libertarian Alliance	5/90
	also in "Prometheus," Journal of US Libertarian Futurist Society	Summer 91
<i>Ozone Politics: They Call this Science?</i>	"Omni"	6/93
<i>Fact-Free Science</i>	"Analog"	4/95

\* included in *Minds, Machines & Evolution* collection.



# JOE & EDIE SICLARI & STERN

## JOE SICLARI, ORGANIZATIONAL FAN

by Edie Stern

Let me introduce you to Joe Siclari, Minicon's fan guest of honor. He may look like an ordinary fan, with sensitive fannish face and fingers distressingly clean of corflu, but he really is that rarest of creatures, an organizational fan.

Joe organizes things. He organizes words on paper. He organizes articles and artwork in fanzines. He's organized slanshacks, fan organizations, conventions and all manner of serious and constructive, and frequently entertaining ways for fans to lose track of time. Right now, he's heavily involved in organizing projects to preserve fan history as well. Unfortunately, his organizational proclivities get used up this way, and of necessity stop short of home. At least, that's what I tell myself when the popular culture tide rises in our garage, and a 1975 Variety wafts by, closely followed by a couple of '60s-era used stencils.

Since I wasn't there for the beginning of his fannish career, let's start backwards. If you talk to Joe for a while, he'll probably tell you about the MagiCon Fanhistory project he's organizing now. The

short version is that it's a way to use Internet and Web technology to provide access to fanzines, photos, bibliographies, and other parts of our fan history. Ghod, we wouldn't want to be condemned to repeat it because we had no chance to know our history. (Well, maybe some parts would be fun to repeat. As long as the bed didn't fall on you.) Joe has been fascinated by fan history for years and years. His fanzine, FanHistorica, focused on it in the late '70s and early '80s.

The biggest thing he's organized has to have been MagiCon. Joe was chair of the 1992 Worldcon in Orlando, a minor eight-year undertaking involving no more than 500 volunteers and about the same number of program participants. From bid to closing out the PO Box, MagiCon was a massive undertaking characterized, in my rose-colored memory, by wit and grace, and much good company. And nuts. Joe is so good at getting volunteers for these things that the local mantra was "Just say no" way before the anti-drug program came up with it. Enthusiastic, he is. As the 50th Worldcon, MagiCon focused on fan history as well as the usual multi-dimensional Worldcon obsessions. Do you notice a pattern

emerging? But don't let the post-MagiCon pseudo-sanity and smugness fool you. Worldcons are hard. Very hard. Don't marry someone who wants to chair one. Trust me.

Joe was the founding chairman of the South Florida Science Fiction Society (and is the current SFSFS chair too). And no, he hasn't chaired every year. It's been going strong now since 1985, with at least one convention run every year. Before that he started the Coral Springs Science Fiction League, Social Drinking Society and Traveling FanVariety Show in Exile (acronym pronounced: Cups Fulla Suds). Some people yearn for company, and like-minded fen. Joe tends to generate them. Or maybe its more akin to spontaneous generation? I first met him at a Harlan Ellison talk at Florida Atlantic University. Joe was taking names and numbers for a new fan group he was organizing. Eventually the groups morphed into each other. Half our geography down in Florida is water after all; there's not *that* much room for general fan groups.

He starts conventions, too. He started Tropicon (now working on number 15). He was a principal in starting SMOF-

con, which I think started the current round of specialty conventions. He was one of the primary organizers of the first FanHistoricon.

There's lots more. Joe is interested in movies and films, books, and SF art. He's published fanzines off and on since *unterHelios* back in the early '70s. Together we edit a couple of issues of the SFSFS newsletter every year as well as the occasional other zine. He's an inveterate collector, with a passion for items as diverse as science fiction and mystery pulps and Mark Twain memorabilia. He's published — with a history of fandom in *The Science Fiction Reference Book*, as well as others. He has fun. Joe has non-SF hobbies he follows in his spare time. He's active in the Boy Scouts (past Cubmaster, Boy Scout Committee Chair, assistant Troop leader, instructor, etc.), as well as involvements with tropical fruits, desktop publishing and a little thing called work.

I'd like to tell you two very Joe-like anecdotes. The first has to do with a Florida convention that went awry. Once upon a time there was a teenager who organized and chaired his first convention. He didn't know about budgets and fiscal responsibility, and he misgauged the popularity his convention would have. At the end of the convention, he had no money to pay the hotel and they called the police. His folks thought it would be character-building to have him spend a couple

nights in jail, and teach him a lesson about this SF stuff. They weren't what you would call very nurturing. As the police contretemps was taking place, we all stood there frozen. Some of the fans had left, some were pacing, all were just about in shock at the change in emotional temperature. Joe started quietly talking to one (grownup) fan after another. He got pledges, checks and money, a little from everyone and more from those who could afford it. He got enough to pay down the bill and keep the legal intervention to a minimum. For the next year, he solicited contributions and ran charity auctions to pay back the fans. Until it was done. It was nobly done, and very well executed. I was damned impressed, and proud.

The other anecdote took place at one of the first of the South Florida relaxicons, the Traveling Fete. Picture this. A Florida motel in the summertime. A swimming pool chock full of fans and blow-up pool toys — floats, whales, rubber duckies. Joe Siclari in the middle clutching a six foot blow up Godzilla. Vince Miranda (equally Italian, equally effusive — no, more effusive, and somewhat more vast) clutching another six foot blow up Godzilla. They duel, they fight, they spray water, they giggle hysterically, to cheers and jeers, catcalls and general hilarity. Somewhere in the middle, a five-year-old bravely tries to stop them (and almost drowns unnoticed until his

mother grabs him to safety). Afterwards, they half deflate the blow-up toys, drape them on the poolside and take pictures to rival Dali's Persistence of Memory. Everyone has great fun.

Joe is a science fiction guy. He has fun. Talk to him. Practice saying No. Ask about our corner of fandom, or MagiCon, or fanhistory or smofcon, or mamey sapotes. Oh, by the way, the reason he has no corflu on his fingers is because the copier takes toner.

## MY IDEAL FAN

by Joe Siclari

My ideal fan is interested in a wide variety of things — some I'm absorbed in, some I'm not. It's someone who can make me curious about the latter bunch. My ideal is interested in all aspects of fandom — fanzines and fanhistory in particular, but also conventions, the local club, and socializing with fans. My ideal is able to talk with me, entertain me, listen to me, and put up with my idiosyncrasies.

The list continues: someone I can travel with (that's not as easy as it sounds). Has to read — books, magazines, cereal boxes, anything — and like movies. Most of all, have a *collection* (or at least put up with mine). And it helps if my ideal is female because the extra-fannish benefits are more to my liking. My ideal fan has eclectic tastes; is smart, curious, witty, cynical, an idealist, and pragmatic if not practical. The job requires



someone to whom changes matter; someone who cares. If all of this seems to be too perfect, too unrealistic, perhaps you are right — for the rest of you. I've got Edie Stern.

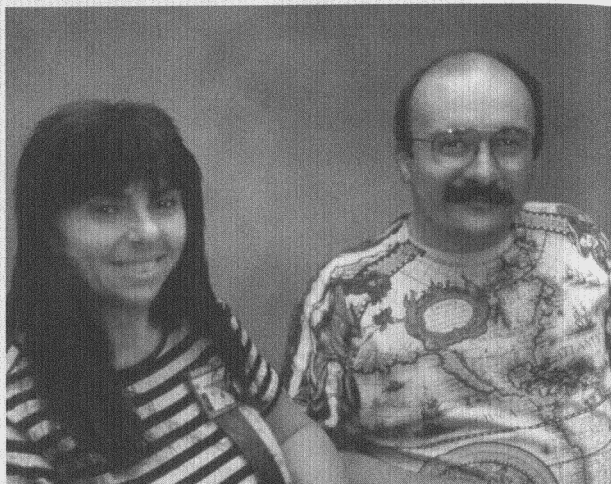
For the past 17 years, I have been trying Edie out as my ideal fan. There have been some gaps and problems, occasionally some chasms in understanding and communications, but usually she fits the job description. She is perhaps a bit too organized and maybe a bit too motivated and is certainly too stubborn. She's much too ambitious, too. Give me another 17 years to work with her on this, ok?

It's hard to describe Edie because she keeps changing. But wait, lest you think I am blinded by proximity, she is certainly not without faults. She's fickle — once she's done something well, she doesn't want to do it again. And I'll tell you her darkest secret: she got into fandom because of Star Trek.

Edie had achieved some notoriety in the '60s for graduating early and teaching math at Michigan State University when she was 16. When she revealed she was an avid science fiction reader and Star Trek fanatic on a national television show, Gene Roddenberry wrote to her and shortly thereafter someone from St. Louiscon invited her to attend. Unfortunately, she was unable to get to her first convention until the Detroit Triple Fan Fair in 1972. This is

Edie Stern — the professed anti-media fan. Hah!

Edie had discovered fandom a few years earlier through "The Clubhouse" column that ran in Ted White's fanzine, er, prozine, *Amazing Stories*. She still thinks of Ted as her fan-nish godfather. This was lucky



for me as she started reading and collecting fanzines as well as magazines and books. Edie is fond of telling people the fanzine and magazine collections that came with me when we got married were my dowry. At times, I think she wonders if they're worth the trouble. Luckily, she has a bit of the collecting disease herself. Too often I have heard her say "we can't get divorced; we'd have to determine the custody of the *Unknown* collection."

I met Edie at a meeting of the Coral Springs Science Fiction League, etc. — a local party group that I (then we) hosted for over 5 years. Right away, I knew she was a wiseass. She

came into the meeting, cracked a few rude jokes, and made herself at home. About a month later, I was moving to another house. I rented a van and fans came to the moving party. Once the first load was on the van, I took a few people to the warehouse

to unload it. Meanwhile, Edie organized the remaining crew to pack the rest of the stuff. When we got back, it was all piled outside — with "Garage Sale!" signs plastered all over it. High humor, indeed!

Outside of South Florida, Edie is best known for working on conventions. Her first was not until we started Tropicon in 1983; it's hard to believe that she has probably contributed to the ruination of over 75 since then. Edie chaired Tropicon 7 (1988). Not content to just get an excellent guest like Poul Anderson, she decide to try the impossible and get a fan guest of equal stature. She invited Walter Willis to come over from Northern Ireland.

Now, Walter was an outstanding choice as the numerous Worldcon committees who had invited him would attest. But he doesn't accept. I knew this from firsthand experience and tried to gently explain it to her. Stubbornly; she crafted her message. Since we were going to England for vacation before ConSpiracy, the 1987 Worldcon, she mailed the letter from Victoria Station so she could include the proper postage from the UK on her return envelope. The suspense built as the con approached, would Walter be there? I saw him first, in the fan lounge. In a very serious, almost ominous, tone he said he would like to talk to Edie. When I found her, I tried to convince her not to be disappointed. With an impish glint in his eye, Walter hedged around his answer until he finally admitted that he and Madeleine were coming to Tropicon. Patrick Nielsen Hayden sought us out to say he thought Edie's invitation should be bronzed. I think it was the British stamps myself.

In his trip report, *The Enchantment*, Walter described Edie as the Little Fannish Earth Mother because she was always around to take care of people. He didn't know how right he was. One of Edie's most trying penchants is picking up stray fannish lambs and misfits and trying to civilize them. She claims she was recruited to this fannish duty by Gay Haldeman. I won't name names, but she has

turned quite a few into worthwhile fans. A couple have even achieved human status and been shepherded into college or useful (at least paying) jobs.

In the late 1980s, we were working on a bid for Orlando for the 1992 Worldcon. I think the only reason Walter finally agreed to be a Worldcon Guest of Honor was because of Edie's Tropicon and that she was running the program for MagiCon. She develops panels and programs remarkably well. It's the way she approaches the task. Most people come up with a program idea and then add participants to fill it out. Edie looks at the possible speakers, tries to find a common interest, hobby or passion, and then develops the program idea from there. It takes a bit of knowledge (she reads — a lot), some research, and talking with each person. I've had speakers come out of panels and say, "it was almost as if the panel had been designed for me." I can always tell them: "It was!"

MagiCon has a lot of memories for us. But the one that may prove most enduring was a slogan Edie coined after some marathon bidding at Nolacon: "Friends Don't Let Friends Run Worldcons." She made about 100 buttons and gave them out over the next few months. I still see people wearing them. The startling part was the chord they touched. Dealers have made them a stock item. There's even a series of corresponding

and sequel buttons still being created and worn seven years later!

I could go on about filking and folking, fanzines and fan-history. Edie's brain is filled with not hundreds but thousands of songs, especially those about death and destruction. At night, when we are on long drives to conventions, I sometimes forget this somber proclivity and ask her to sing to help me stay awake. After an hour or two of her favorite songs from the past thousand years, you can imagine my state of mind. The nearest cliff can look like a cheerful destination.

Edie's also an apahack. When deadlines arise, she quickly knocks out a few thousand words of reasonably entertaining and readable copy. I hate her for a few days as I struggle to put a scintillating idea on paper. Every few months she edits some extra-large issues of the club fanzine, the *SFSFS Shuttle*. Her Edie-torials invariably prompt the letters of comment.

I'll mention just one more item. With all the reading she does, the witch has a remarkable memory (I know; I haven't won an argument in 17 years). If there's an old song or character you just can't name, there's a better that even chance she can place it. But don't ask her for anything recent. After all, she's getting kinda old. These days, when she goes on a week-long business trip, she only packs about 10 books.

HONORED GUEST

L.A. TAYLOR

by Kate Carey

This year we are pleased to welcome a local author to the array of guests of honor. L.A. Taylor has been coming to Minicon for many years. Her many published works include poetry, mystery and science fiction.

Born a Virgo in New York, she lives in Minneapolis with her husband Allen. She has been a medical research technician at Harvard, an educational researcher for the Board of Education in Pittsburgh, and an instructor at Southwest Community School in Minneapolis.

Her collection of poetry, *Changing the Past* (New Rivers Press: 1981) won an award from the Minnesota Voices project. She describes her poems as "simple, rather old-fashioned lyrics, often allegorical (although the allegories tend to be well hidden)."

She has written a series of mysteries featuring J.J. Jamison, who investigates and debunks UFO sightings. She continues the blend of mystery and science fiction in

L.A. TAYLOR TALKS ABOUT HER WRITING

"In fiction, I like to put ordinary people in extraordinary situations and stand back and see what happens. Mystery novels may seem odd companions to poetry (although I am scarcely the first to write both), but the novels came as part of a natural progression for me, from poetry to experimental and literary short stories, to more traditional stories, and finally to stories in two genres I enjoy reading — science fiction and mysteries. Writing mysteries seemed to be the most natural way to learn to handle novel length so I started there."

from Contemporary Authors

other ways in *The Blossom of Erda*. Because of the mystery elements in her science fiction, the books move at an enjoyable pace for the reader and are appealing to a range

of science fiction fans from seasoned readers to people just beginning in the genre.

L.A. Taylor's short stories have appeared in *Analog*, *Alfred Hitchcock's Mystery Magazine*, *F&SF*, and other periodicals.

The SF title that you'll recognize from L.A. Taylor is *The Blossom of Erda*, and her recent fantasy novel is *Catspaw*. She has also ventured into self-publishing, releasing a collection of her previously-published short stories.

It's always a pleasure to see an author refuse the straightjacket of "genre" that publishers (and readers) often try to

impose. We recommend that you look on the bookshelves under "mystery" and "fantasy" and "science fiction" and "poetry" to find the enjoyable works of L.A. Taylor.

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W O R L D C O N  
 M E M B E R S H I P S  
 A V A I L A B L E

L.A.Con III, the 1997 Worldcon, will have a table in the Great Hall Foyer with:

- \* Memberships on sale, of course; \$20 cheaper than paying at the door.
- \* Buttons and toy rats for sale, or free with membership.
- \* Candy — stop on by any time for a sugar fix (and sugar-free candy, too!)
- \* Demonstration of the L.A.Con III World Wide Web pages.

See ad on page 45.

# I T ' S   N O T   O V E R U N T I L   T H E C O M M I T T E E   S I N G S !



lease join us for the Minicon 31 Post Mortem — an open meeting for the attending membership. If you can't make it, send us your comments by mail or email. This is your chance to tell the committee how your convention went, and give us your thoughts on Minicon 32 — it's only 363 days away.

## POST MORTEM

Sunday, April 21st

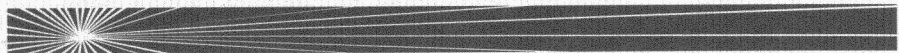
2:00 pm, Radisson South Hotel

## SEND COMMENTS BY MAIL

Minicon 31  
PO Box 8297  
Lake Street Station  
Minneapolis, MN 55408 USA

## SEND COMMENTS BY EMAIL

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# L E T ' S   D O   I T   A G A I N N E X T   Y E A R ! M I N I C O N   3 2

**MARCH 28-30, 1997**

**RADISSON SOUTH, BLOOMINGTON MN**

**AUTHOR GUEST OF HONOR: C.J. CHERRYH**

Register for Minicon 32 at the Convention Services table.

**Prices** at Minicon 31 only (prices go up immediately thereafter):

Adults — \$US 23

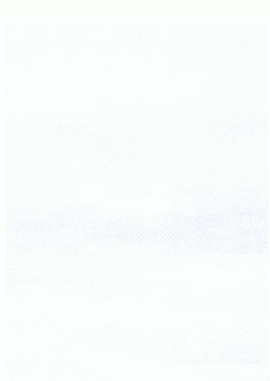
Children (under 13) — \$US 12

For more information contact the Minicon P.O. Box or email to [request@minicon32.mnstf.org](mailto:request@minicon32.mnstf.org) or [info@minicon.mnstf.org](mailto:info@minicon.mnstf.org) (our infobot).

Hotel reservations for Minicon 32 will not be accepted until the first Minicon progress report is mailed. Reservation forms will be included with the progress report.

Note to our Jewish friends: this is one of those rare Minicons (and the last of this century) that does not occur over Passover.

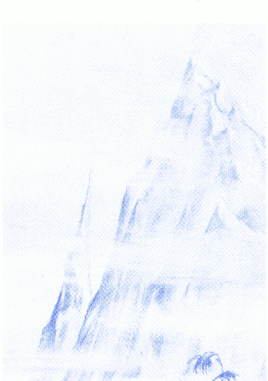




**Suzette  
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**the art of  
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**Joe Siclari &  
Edie Stern**

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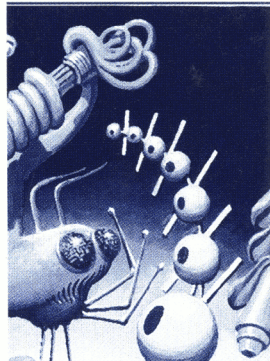
**FANHISTORICON IV**

**THEREMIN SHOW**

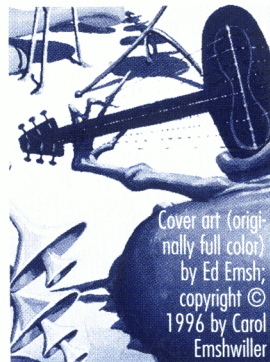
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**MINICON  
1996**



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