

# MINICON

39



## The Road to Minicon...

Pratchett

Huff

Kipling

Dickson

Gibson

DeLint

Turtledove

Hobb

Norton

McCaffrey

Delaney

Grimm

Burroughs

Bear

Zelazney

Wolfe

Russ

Gibson

Verne

Robinson

Haggard

Kress

Niven

Brin

Card

L'Engle

Vinge

Barrie

Stoker

Willis

Clark

Ballard

Asimov

Heinlein

LeGuin

Dick

Poe

Dunsany

Wells

Lovecra

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## ABOUT THE HOTEL

We're back in the lovely Millennium Hotel (the one with the geodesic dome in the con suite). It's still on the skyway system, with lots of restaurants in easy walking distance. High-speed ethernet is available in many of the rooms and at the bar.

4 PM check-out is available on Sunday!

## PARKING

If you're registered in Minicon's group with the hotel, the Millennium is offering a \$6.50/day rate with unlimited in/out privileges. If you are not staying in the hotel, the rate is \$13.00/day; no provision for in/out privileges is made for those not staying at the Millennium. There is additional ramp parking two blocks away in the Convention Center ramp at similar prices to the undiscounted price, and there is limited metered parking on the street. Meters are not enforced on Easter Sunday, but are enforced otherwise.

## GETTING TO THE MSP AIRPORT

The shuttle is \$13 for one person. Taxi is \$22-25 depending on traffic.

# WELCOME TO MINICON 39! FROM THE CHAIRS

Far from the salmon-falls, the mackerel-crowded seas, it's Spring; it's Minneapolis, and, as it must be, Minicon. Let's celebrate, and take time to reconnect with old friends and to meet new ones.

Lest we neglect the intellect, make time for programming. Come share ideas, share thoughts about SF, literature, film, TV, and think about the technology of today and the technology to come.

Rather than studying music or monuments, the Concom has been working on Minicon. We want you to have a great time.

Speaking of great times, please make sure you meet our guests of honor. Walter Jon Williams, a writing master of the soul, knows a bit about martial arts, and, we've heard, has sailed the seas and knows his way around under them. Sharyn November is one of those book editors from New York City, certainly the Byzantium of our age. We hear that if you're young at heart, she wants to hear from you. Deb Geisler, also from the right coast, is chair of Noreascon Four. Fish, flesh, or fowl, we hear she has a thing about flamingos, and bakes a mean roll.

If it's still Friday when you read this, come to the afternoon pool party. We're going to be having ice cream. Later on Friday, come be the singing-masters of my soul at Karaoke in the Dome under the stars – (don't worry if you can't sing like a bird of hammered gold and gold enamelling, the dome won't sound like a Vegas showroom anyway). On Saturday, put on your finest duds and come to the Time Traveler's Ball. Venture the empires of what is past, or passing, or to come in their fall.

Instead of sitting upon a golden bough to sing, use your gold for other things: Chapbooks, T-shirts, auction items, dealers, artists and the Brunch.

Once again, welcome to Minicon at the Millennium. Remember that the hotel is a natural thing — please do not break it. And, please help us keep the drowsy emperor awake all weekend.

The Minicon chairs,

*Laura Jean Fish*  
*Larry Sanderson*

## BOOK DRIVE

Mnstrf/Minicon is sponsoring a book drive through April 30th 2004.

We will be collecting children's books for kids ages 3 to 5 years old that are in Head Start. Head Start is a non-profit program that gives low-income children the opportunity to attend preschool and help prepare them for school. It is a literacy based program but many of these kids do not have any of their own books.

We ask that you donate new books only. Books can be dropped off at registration throughout the weekend.

Books can be shipped to P.O. Box 8297 Lake Street Station, Minneapolis, Minnesota 55408.

Our goal is to raise 1,500 books!

If you have any questions please email me at [laurafish@visi.com](mailto:laurafish@visi.com).

*Laura Jean Fish*

# MINICON 39 GENERAL SCHEDULE

## FRIDAY

2:00 pm	Programming begins Art Show opens Dealers' Room opens
6:30-8:00	Dinner break
7:00	Art Show closes Dealers' Room closes
8:00-9:00	Opening Ceremonies (Ballroom)
9:00	Krushenko's opens
9:00-10:00	Ask Dr. Mike (Ballroom)
9:00-1:00 am	Karaoke (Dome on 14)
10:00-11:00	Programming continues
4am	Krahn-Gahlon 4 am Pulse Check

## SATURDAY

10:00 am	Programming begins Art Show opens Dealers' Room opens
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—programming programming programming....

6:00 pm	Art Show closes Dealers' Room closes
8:00	Time Travelers Ball
10:00	Art Auction, Filking
11:00-1:00 am	Adult pool party
midnight	formal programming ends
4am	Krahn-Gahlon 4 am Pulse Check

## SUNDAY

11:00 am	Programming begins Dealers' Room opens
1:00-3:00 pm	Brunch/Banquet (Dome)
3:00	Dealers' Room closes
4:00	Closing Ceremonies
8:00	Dead Dog party

# Policies

The basics of Minicon's convention policies. Please take a moment to read them.

## REALITY POLICY

Minicon complies with all federal, state, and local laws. Minicon encourages our members to do the same.

## BADGE POLICY

Minicon uses badges to identify our members. Without your badge, you may be denied the benefits of membership; please keep it with you at all times while at Minicon.

If you find a lost badge, please bring it to the Bridge (in the Horizons room, in the middle, over by the windows).

If you lose your badge, please come to the Bridge. If we have your badge, we'll return it to you once we've verified that it's yours. If we don't have it, we'll send you to Registration (outside of the Forum Ballroom on the first floor) to get a replacement badge.

## WEAPONS POLICY

Use common sense.

Actual firearms, class III or IV lasers, and projectile throwing toys are not permitted at Minicon.

For everything else, have a sheath, sling, or other container for it, and keep it secured when you're in a public place.

The above notwithstanding, Minicon reserves the right to prohibit any prop or weapon at the sole discretion of Minicon.

You kill it, you eat it.

## SIGNAGE POLICY

Signs may be posted on the signboards and inside the meeting rooms. Please do not attach any signs to hotel walls, doors, windows, elevators, etc.

Please post only one sign per board per event.

Signboards will be strategically placed throughout the convention spaces. We don't know where at the time of printing, but they will be conspicuous.

## SMOKING POLICY

In accordance with the Minnesota Clean Indoor Air Act, smoking is permitted only in designated smoking areas.

Elevators, stairwells, and hallways, including those on floors with smoking sleeping rooms, are non-smoking.

The Minicon smoking consuite is on the top floor in Satellite 6. You can also smoke in the hotel bar and in your room if it is a smoking room.

## BIG STICK POLICY

Minicon reserves the right to revoke any membership as we deem necessary, most likely in cases of extreme misbehavior.

**THUS ENDETH POLICIES.**

# Minicon 39 Guests of Honor

## Walter Jon Williams: Man of Many Guises

I keep meeting Walter Jon Williams in all kinds of different ways. The first way I met him is probably the same way most of you reading this will have met him: through his prose.

Grad school had put me a bit out of touch with the rising new lights of science fiction, but when I got out and took my first teaching job in south central Virginia, one of my new friends was eager to turn me onto a writer whose works he just loved. Steve loaned me *Voices in the Whirlwind* and a couple of magazines, and so my acquaintance with Walter Jon Williams began. I knew that I'd found a writer I was going to watch.

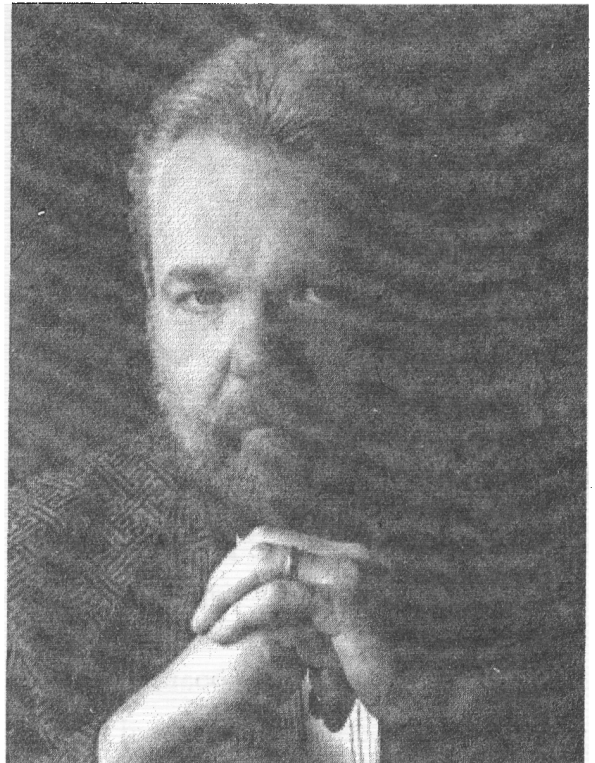
I liked Walter's short stories, but it was his novel *Hardwired* that really turned me into a fan. This one was given to me by my then pen-pal, Roger Zelazny. Roger had only good things to say about "Walt" Williams, as he called him. (Roger was the only person to ever do so, as far as I know. Walter is a Walter — never a "Walt" or a "Walter Jon"). *Hardwired* was one of those books I couldn't put down. Right up until the end, I couldn't decide what his protagonist was going to do. *Hardwired* also showed me the potential cyberpunk had as a venue for good storytelling, not just the creation of colorful imagery. In fact, some years later, when I taught an SF class, *Hardwired* was the novel I chose to illustrate the best of cyberpunk.

The second way I met Walter Jon Williams was as a newlywed. I'd moved to New Mexico a few months before, and was attending my first Bubonicon. There down the hallway, a little like a whirlwind himself, came a very tall, very large man, accompanied by a woman just as tall (though not as large). They were handing out flyers, inviting people to their upcoming wedding reception to be held a few weekends hence at their home. This is how I met not only Walter Jon Williams, live and in vibrant person, but his very fine wife, Kathy Hedges.

I went to that reception, seeing hints of other aspects of the multi-faceted Walter at the time. There were indications he was a martial artist, that he liked things oriental, that he had wide-ranging taste in music. There were also people line-dancing on his patio, but not to the loud country music I'd associated with such before, but to elegant orchestral scores. Later, I'd learn that Walter and Kathy met while doing Regency dancing.

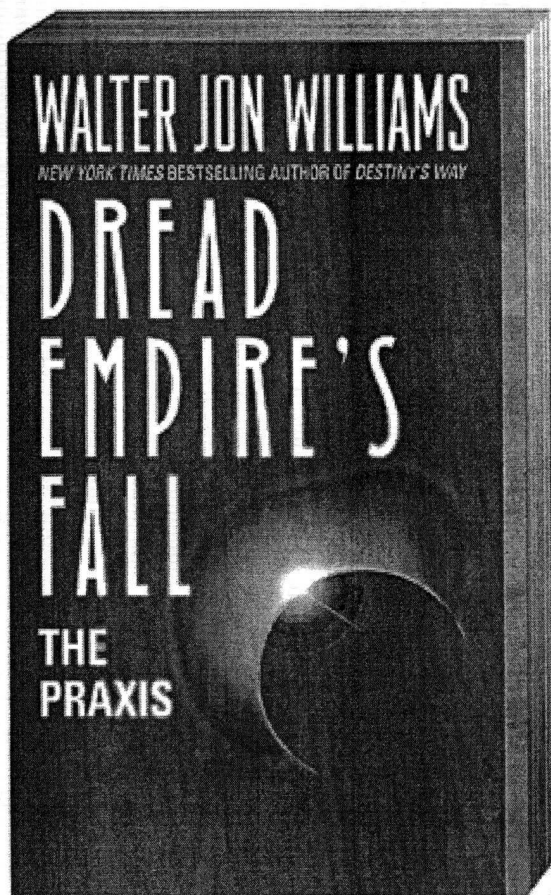
Once I got settled in New Mexico, I wanted to resume a hobby I had pursued since I'd been an undergrad: roleplaying games. I asked Roger if he'd mind, and he said, "I think George Martin plays. I'll see if he knows of anyone who has a group that needs players." Turns out George did, and in the venue of roleplaying games was the way in which I met Walter Jon Williams for the third time. I won't bore those of you who don't share the hobby with too many details, but Walter is an interesting person to game with. I think the first of his characters I met may have been the forensic pathologist, Gordon the Ghoul, though it might have been the spaceship captain with some very odd personal habits. For the last eight or so years, Walter's been referee for an involved game set in late Republic Rome. Here his gift for accents and acting make each and every character come to vivid life. (He also provided the forum in which my husband proposed for the first time, but that's another story).

Since those initial meetings, I've met Walter on many other fronts. He introduced me to the films of Jackie Chan (of whom he was a fan long before Chan was popular in this country) and to the elegant peculiarities of Chinese martial arts fantasies. We share a taste

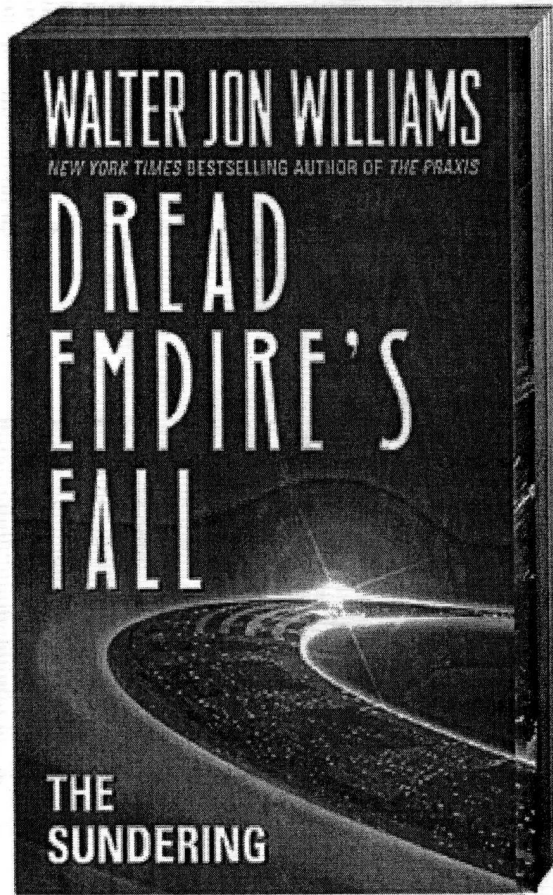


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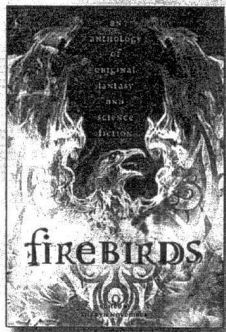


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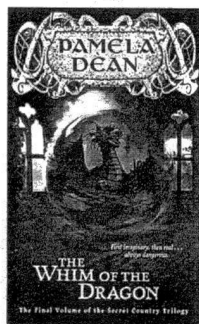
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Since those initial meetings, I've met Walter on many other fronts. He introduced me to the films of Jackie Chan (of whom he was a fan long before Chan was popular in this country) and to the elegant peculiarities of Chinese martial arts fantasies. We share a taste for the twisted peculiarities of anime. Walter once did a Doc Savage routine with one of my cats — and was very gracious thereafter about his ripped shirt.

But for those of you who won't get to meet Walter Jon Williams in these many ways, there remains still, and always, and wonderfully, his prose. I loved both *Metropolitan* and *City on Fire* — weird and wonderful fantasies that read like the best science fiction. His newest venture is the trilogy, *Dread Empires Fall* which begins with *The Praxis* and continues with *The Sundering*. I got to beg an early copy of *The Sundering* out of Walter, and, now that I think of it, maybe one of the best things about knowing Walter Jon Williams is that I can beg an early copy of the concluding novel in the series out of him, too.

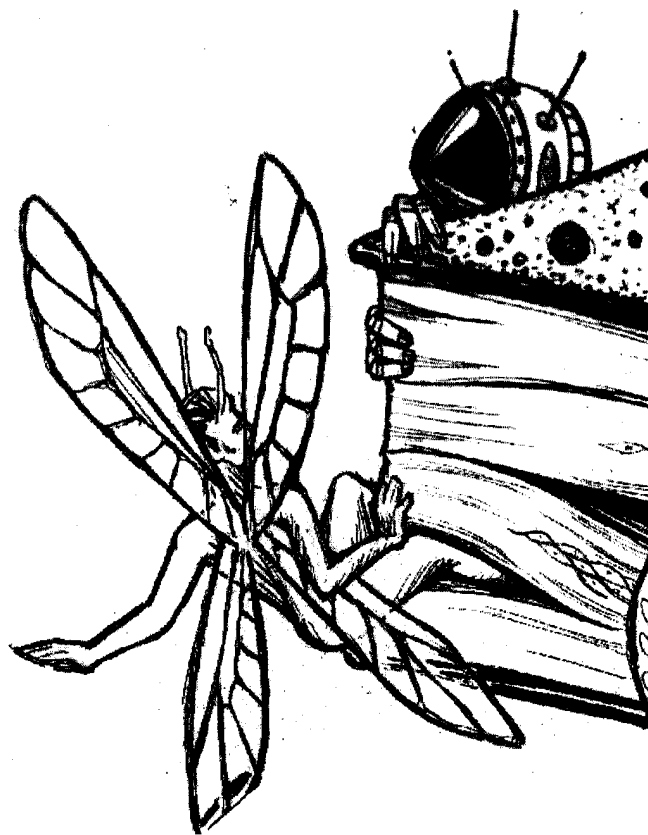
But, no, the best thing is having him and Kathy for friends. Avail yourselves of their company. Kathy will probably be at many of the panels — a tall, tall woman with short red hair and a fine sense of style. Walter will be just as hard to miss — he has a thing for very colorful shirts. Walk up. Say hello. You won't regret taking the opportunity to get to know both of them better.

- Jane Lindskold

## Bibliography

### Novels

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- KNIGHT MOVES, Tor 1985  
(Philip K. Dick Award Nominee)
- HARDWIRED, Tor, 1986
- VOICE OF THE WHIRLWIND, Tor, May 1987
- THE CROWN JEWELS, Tor, Sep 1987
- HOUSE OF SHARDS, Tor, Nov 1988
- ANGEL STATION, Tor, July 1989
- FACETS (collection): Tor, Mar 1990.
- ELEGY FOR ANGELS AND DOGS, Tor Double (with Roger Zelazny's THE GRAVEYARD HEART), Aug 1990.  
(A shorter version was published in ASIMOV's, May 1990.)
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- ARISTOI, Tor, Sept 1992.
- METROPOLITAN, HarperCollins, April 1995  
(Nebula Nominee)
- ROCK OF AGES, Tor, September 1995
- CITY ON FIRE, HarperCollins, January 1997.  
(Hugo and Nebula Nominee)
- THE RIFT (as Walter J. Williams), HarperCollins, August 1999
- DESTINY'S WAY, Del Rey, October 2002
- THE PRAXIS, first book of Dread Empire's Fall, Earthlight, UK, October 2002.  
(First US publication, Avon, August 2003.)
- THE SUNDERING, Earthlight, UK, second book of Dread Empire's Fall, November 2003  
(First US Publication, Avon, March 2004)



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- TO GLORY ARISE, published by Dell as THE PRIVATEER, 1981.
- THE TERN SCHOONER, published by Dell as THE YANKEE, 1981.
- BRIG OF WAR, published by Dell as THE RAIDER, 1981.
- THE MACEDONIAN, Dell, 1981.
- CAT ISLAND, Dell, 1981.

## Short Fiction

- "Side Effects," THE MAGAZINE OF FANTASY AND SCIENCE FICTION, June, 1985. Reprinted in YEAR'S BEST SF, 3rd Collection, Bluejay, 1986.
- "Sarah Runs the Weasel," OMNI, serialized March-April, 1986.
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- "Witness," WILD CARDS (original anthology), ed. George RR Martin, Bantam Books, January 1987. Nebula nominee
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- "Surfacing," ISAAC ASIMOV'S SF MAGAZINE, April 1988. Hugo and Nebula nominee. Reprinted in YEAR'S BEST SF, 6th Collection, St. Martin's, 1989.
- "Consequences," CALL TO BATTLE, ed. Jerry Pournelle, Sept. 1988. Also in LIAVEK: FESTIVAL WEEK, Ed. Shetterly and Bull, Ace, May 1990.
- "Flatline," ISAAC ASIMOV'S SF MAGAZINE, August 1988. Reprinted in YEAR'S BEST SF, 6th Collection, St. Martin's, 1989.
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- "Mortality," DOWN AND DIRTY (original anthology), ed. George RR Martin, Bantam Books, Dec. 1988
- "Solip: System," (special edition hardback novelette), Axolotl Press, October, 1989. Reprinted in ASIMOV'S, Aug. 1990
- WILD CARDS: ACE IN THE HOLE, (collaborative mosaic novel w/Martin, Snodgrass, etc.). Bantam, Feb 1990. 11
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- "The Millenium Party," Infinitematrix.net, August 2002.
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## Games

- PRIVATEERS AND GENTLEMEN, Fantasy Games, 1981.
- HARDWIRED, R. Talsorian Games, 1990.



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-"Dirty" Harry Callahan

"Sudden Impact," 1983

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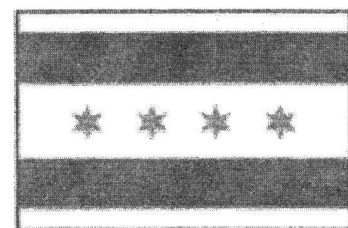
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"Worldcon," "WSFS," "World Science Fiction Convention," and "World Science Fiction Society" are service marks of the World Science Fiction Society, an unincorporated literary society.



# Sharyn November



photo by Ellen Datlow

(songwriter, lead singer, rhythm guitar), and maintains an extensive personal Web site. When she has time, she sleeps.

Sharyn November was born in New York City and has stayed close by ever since. She received a B.A. from Sarah Lawrence College, where she studied and wrote poetry; her work has appeared in *Poetry*, *The North American Review*, and *Shenandoah*, among other magazines, and she received a scholarship to Bread Loaf. She has been editing books for children and teenagers for over fifteen years and has been working with teen readers, both online and in person, for much of that time. She is Senior Editor for Puffin and Viking Children's Books, and recently she was named Editorial Director of Firebird Books. Sharyn's writing about literature for teens and children has been published in *The Horn Book* and *Voice of Youth Advocates*, and she is currently working on an essay collection. She was a regular commentator for Loose Leaf Book Company ([www.looseleaf.org](http://www.looseleaf.org)), and has been a board member of USBBY\* and ALAN\*\*, as well as being actively involved in both ALA\*\*\* and NCTE\*\*\*\*. In addition to this, she has played in a variety of bands

Sharyn's friends come up with more colorful descriptions. Jane Yolen has called her "the punk goddess of children's publishing," which Sharyn considers the best compliment she could receive. Jessamyn West (<http://www.jessamyn.com/>) says Sharyn is "my elegant friend of a certain age with the elegant name and elegant mane, whose shoes, grin, and riotous self-deprecating humor assure you she's as much of a geek as you are. She leads with her chin, dresses in dark colors, and ties her hair at the nape of her neck. She's equally at home in a seedy dive bar or a cocktail party, though dressed more comfortably at the dive bar. She smokes impossibly long cigarettes and waves her hands around as she tells you stories. She brought a chicken puppet to a pool hall; she does not take herself too seriously." (If you say the word "Playmobil" to Sharyn, you will probably get further evidence of that.)

Minicon 39 is delighted to welcome Sharyn November as our Editor Guest of Honor.

(Biography information courtesy of Firebird Books. Sharyn November's personal Web site is at [www.sharyn.org](http://www.sharyn.org), and the Firebird Web site is at [www.firebirdbooks.com](http://www.firebirdbooks.com).)

\*USBY United States Board on Books for Young People; [www.usbby.org](http://www.usbby.org) (which is the US chapter of [www.ibby.org](http://www.ibby.org))

\*\*ALAN Assembly on Literature for Adolescents (Special-Interest Group of the National Council of Teachers of English); [www.alan-ya.org](http://www.alan-ya.org)

\*\*\*ALA American Library Association [www.ala.org](http://www.ala.org) (a member of ALSC; [www.ala.org/alsc](http://www.ala.org/alsc) — and YALSA; [www.ala.org/yalsa](http://www.ala.org/yalsa) — Association for Library Service to Children and Young Adult Library Service Association)

\*\*\*\*NCTE National Council of Teachers of English; [www.ncte.org](http://www.ncte.org) (see above re ALAN)

## Bibliography

selected books, all Viking Children's unless otherwise noted

Laurie Halse Anderson  
CATALYST (2002)  
A Top Ten ALA Best Book for Young Adults

PROM (2004)  
Ellen Datlow and Terri Windling, editors

WWW.CONVERGENCE-CON.ORG



# CALL OF THE BEASTS CONVERGENCE 2004

July 2-3-4

Scheduled Guests

**Larry Niven**  
Author of Ringworld

**David Gerrold**  
SF Novelist and Star Trek author

**Denise Garner**  
Fantasy Artist

**Vincent Truitner**  
Digital Effects Artist/Animator

BEFORE MAY 15, 2004  
AFTER THAT REGISTRATION  
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MATRIERAGE • and MORE

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# DreamHaven

## Books & Comics

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- New, used and rare science fiction, fantasy, and horror
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- Erotic art, comics and fiction (in more flavors than vanilla . . .)
- Plus plenty of other strange and interesting stuff
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or email us at [dream@dreamhavenbooks.com](mailto:dream@dreamhavenbooks.com)

Visit [www.neilgaiman.net](http://www.neilgaiman.net) - our online Neil Gaiman  
superstore with shopping cart and secure server

***Visit our tables in the dealers room!***

THE GREEN MAN: Tales from the Mythic Forest (2002)  
Winner of the 2003 World Fantasy Award — Anthology  
*A Locus Recommended Reading Selection*  
*An ALA Best Book for Young Adults*

THE FAERY REEL: Tales from the Twilight Realm (2004)

Charles de Lint  
WAIFS AND STRAYS (2002)  
A 2003 World Fantasy Award Finalist – Collection  
*A Locus Recommended Reading Selection*

THE BLUE GIRL (2004)

Charles de Lint and Charles Vess  
A CIRCLE OF CATS (2003)  
Winner of Spectrum Gold Award (for cover)

Sarah Dessen  
SOMEONE LIKE YOU (1998)  
An ALA Best Book for Young Adults  
*Basis of feature film, How to Deal (2003)*

KEEPING THE MOON (1999)

Alison Goodman  
SINGING THE DOGSTAR BLUES (2003)  
An ALA Best Book for Young Adults

Nina Kiriki Hoffman  
A STIR OF BONES (2003)  
An ALA Best Book for Young Adults  
*A Locus Recommended Reading Selection*

Meredith Ann Pierce  
TREASURE AT THE HEART OF THE TANGLEWOOD  
(2001)  
An ALA Best Book for Young Adults

WATERS LUMINOUS AND DEEP: Shorter Fictions  
(2004)

Sara Ryan  
EMPRESS OF THE WORLD (2001)  
An ALA Best Book for Young Adults  
A Lambda Book Award Finalist  
Winner of the Oregon Book Award  
*A Booklist Top Ten Teen Romance*

Sharon Shinn  
THE SAFE-KEEPER'S SECRET (2004)

Midori Snyder  
HANNAH'S GARDEN (2002)  
Shortlisted for ALA's "Teens Top Ten"

Jean Thesman  
THE OTHER ONES (1998)  
*An ALA Best Book for Young Adults*

CALLING THE SWAN (1999)

Various  
FIREBIRDS: An Anthology of Original Fantasy and  
Science Fiction (Firebird, 2003)  
An ALA Best Book for Young Adults  
*A Locus Recommended Reading Selection*

Elizabeth E. Wein  
A COALITION OF LIONS (2003)  
THE SUNBIRD (2004)

## Selected titles acquired for paperback reprint

Laurie Halse Anderson  
SPEAK  
A National Book Award Finalist  
A Michael L. Printz Honor Book  
An ALA Top Ten Best Book for Young Adults  
*A New York Times Best-seller*  
*A Publishers Weekly Best-seller*

Peter S. Beagle  
TAMSIN

Francesca Lia Block  
ECSTASIA  
PRIMAVERA

Ann Cameron  
THE SECRET LIFE OF AMANDA K. WOODS  
A National Book Award Finalist

Brock Cole  
THE FACTS SPEAK FOR THEMSELVES  
*A National Book Award Finalist*

Carolyn Coman  
WHAT JAMIE SAW  
*A National Book Award Finalist*

MANY STONES  
A National Book Award Finalist  
A Michael L. Printz Honor Book  
An ALA Best Book for Young Adults

Pamela Dean  
THE SECRET COUNTRY  
THE HIDDEN LAND  
THE WHIM OF THE DRAGON

Charles de Lint  
THE DREAMING PLACE  
THE HARP OF THE GREY ROSE  
THE RIDDLE OF THE WREN  
WOLF MOON

Carol Emshwiller  
THE MOUNT  
Winner of the Philip K. Dick Award  
A 2004 Nebula Finalist  
*Nominated for the IMPAC Award*

Nancy Farmer  
THE EAR, THE EYE AND THE ARM  
*A Newbery Honor Book*

A GIRL NAMED DISASTER  
A Newbery Honor Book  
*A National Book Award Finalist*

Garret Freymann-Weyr  
MY HEARTBEAT  
A Michael L. Printz Honor Book  
*An ALA Best Book for Young Adults*

Patrice Kindl  
OWL IN LOVE  
THE WOMAN IN THE WALL  
GOOSE CHASE

Kathe Koja  
STRAYDOG  
BUDDHA BOY THE BLUE MIRROR

Meredith Ann Pierce  
BIRTH OF THE FIREBRINGER  
DARK MOON  
THE SON OF SUMMER STARS

Sherwood Smith  
CROWN DUEL/COURT DUEL (published as CROWN  
DUEL)  
WREN TO THE RESCUE  
WREN'S QUEST  
WREN'S WAR

Megan Whalen Turner  
THE THIEF  
*A Newbery Honor Book*

Laurel Winter  
GROWING WINGS  
A Mythopoeic Award Finalist



Patricia A. McKillip  
THE CHANGELING SEA  
MOON-FLASH/THE MOON AND THE FACE

An Na  
A STEP FROM HEAVEN  
Winner of the Michael L. Printz Prize  
A National Book Award Finalist  
*An ALA Best Book for Young Adults*

Han Nolan  
DANCING ON THE EDGE  
Winner of the National Book Award  
*An ALA Best Book for Young Adults*



# Deb Geisler's a GoH?

## WICKED!

Congratulations on your choice of Deb Geisler as a Minicon 39 Guest of Honor! You probably think you chose her because she:

- Chaired Boskone 36
- Is about to chair a Worldcon (Noreascon Four)
- Is the current and past president of Massachusetts Convention Fandom, Inc. (MCFI)
- Edited two NESFA Press books: *Tomorrow Happens* by David Brin (2003) and *Expecting Beowulf* by Tom Holt (2002)
- Efficiently helped several conventions over the years in various other capacities



copyright 2002 by Chaz **Boston Baden**

Actually, I suspect you chose her because of Deb's secret superpower: the ability to make you feel like you are one of her best buddies, so you naturally want to help her out and do her favors. I've watched this ability in action many times, but it still hasn't helped when that superpower is turned on me... probably because Deb is totally sincere about her interest, and really does consider a whole lot of people her good friends.

She's also known for her generosity to those friends: I myself own some very beautiful beaded necklaces and a Jewish-themed teddy bear that Deb shlepped from Boston via Paris to the York, England, Smofcon just so she could give it to me on Chanukah.

How persuasive is Deb? Well, for just one example, she's managed to go to Smofcon, the annual SF-convention-runners convention, for the last few years courtesy of her employer, Suffolk University. The university is under the impression that the convention will enhance Deb's ability to teach her course on the use and management of trade shows. Little do they know that the true purpose is to enhance her fannish gossip quotient.

At Suffolk, where she is Dr. Deborah M. Geisler, Deb is an associate professor in the Department of Communication and Journalism graduate faculty, plus the Graduate Program Director for that department. The courses she teaches range from Internet Research to Media Law. More proof of her superpower? She's managed to finagle a graduate course from her university as follows: students get three credits for attending a two-day pre-Noreascon Four conference, going to academic panels at Worldcon, and then joining the post-Worldcon wrap-up.

Serious as her job sounds, Deb has a non-stop sense of humor. Boston fan Mark Olson lives in dread fear that at some point before the Boston Worldcon, Deb is going to win the lottery and pour all the money into the Chairman's Discretionary Practical Joke Fund. Despite being blonde herself, she can tell a blonde joke with the best of them. (If you're at a loss for how to start a conversation with her this weekend, ask her to do the hair flip.)

Anyone who attended the Boston parties for both the 2001 and 2004 Worldcon bids saw some of the proof of that sense of humor. However, one of her jokes backfired on her: the use of pink flamingos as the bid theme for 2001. She is now allergic to the color pink. Mind you, at a Boskone potluck this didn't keep her from putting a note on a toothpick stuck into a ham saying Flamingo Haunch for those of us who don't indulge in pork products. This well-known prejudice also hasn't prevented others from continuing to give Deb flamingo items – although knowing of her hobby of collecting weapons, I'd hesitate to do so myself.

Oh, did I forget to mention the weapons? Her husband, Michael Benveniste, knows her well: for Valentines Day last year, instead of the usual wimpy candy and flowers, he gave her a medieval-style sword made out of meteoric iron that she named 'Berger de chat' (loosely, 'cat herder'). She also owns an antique folding battle-ax, a large bullwhip, and a high-tech bow.

## This Way to Krushenko's!

Krushenko's (see signage for location) is a relaxed, friendly space for people who like to spend part of the time at SF conventions actually talking about SF. Founded at the 1983 Minicon, taking its name from a bistro in then-GOH Larry Niven's *Ringworld*, Krushenko's now travels to several area conventions, hosted by founder/Manager Eric M. Heideman and Krushenko's "Number One" Edward E. Ness.

### Minicon 39 Schedule

- **Tales of the Unanticipated not-a-Publication-Party,** Friday, 9p.m.-2a.m., featuring staff & contributors of this semi-prozine. Saturday:
- **Open House,** Saturday, 1-5p.m.
- **Diversicon Party,** Saturday, 9p.m.-2a.m., hosted by a Twin Cities multicultural SF convention to be held August 13-15. Sunday:
- **Open House,** Sunday, noon-4p.m.
- **"A Party for Readers & Viewers,"** Sunday, 8p.m.-1a.m., hosted by Second Foundation, an SF book-discussion group. "Krushenko's is accustomed to serving alien guests!"

*Eric M. Heideman*

## Replenish Your SensaWonda™ at the Art Show!

Greetings, fellow fen! This year's Art Show is located in the main floor ballroom, with Dealers and Programming space nearby. Come and enjoy the talents of your fellow fen!

Art on display is sold by bid, with two or more bids required to go to auction. Works sold in the print shop are at a fixed price. Artists may check in on Friday from 10am to 7pm. Artist pick-up is from 2pm to 4pm on Sunday. Art Show hours are:

Friday, April 9      2 pm to 7 pm  
Saturday, April 10 10 am to 6 pm

The Art Auction is on Saturday night beginning at 10 pm.

Come and peruse the items on display while you're enchanting your senses with paintings and sculptures, and then place your bids to benefit the starving artists.

So, stop by the Art Show and let us help replenish your supply of Minicon SensaWonda™!

## Silent Auction

The silent auction items will reside on tables in the art show. All items will be available for bidding while the art show is open. Bidding on items will close the same time as art show bidding closes. No more than 5 items will go to general auction - during the art auction - and these will be the first five to achieve more than 5 bids during the silent auction. If no items achieve 5 bids, no items will go to general auction. Items for general auction will have their bidding slips clearly marked. Items will have the highest bid marked after bidding closes and they will be allowed to be picked up (and paid) during art pickup.



# Hospitality

## .....MINICON 39 TO PROVIDE MULTIPLE EVENTS FOR YOUR CONVENTION ENJOYMENT!!!

1. **FALLEN EMPIRES CONTEST.** *This reporter found out: You must search the convention rooms, you never know which ones (so, you may have to search all of them) and find the pictures of a particular "fallen empire" (some may be fiction). The first ten people who correctly guess all of them will receive a prize from the PARTIES GHOD in the Consuite. The first three will receive extra special prizes.*
2. **POOL PARTY 4-6PM Friday:** I've heard this can be a blast with a family oriented pool party complete with blow up float toys and ice cream treats.
3. **KARAOKE. 9pm-1am Friday:** This should be lots of fun. This reporter has enjoyed many a night trying (hahahahaha) to sing along to good music. Thanks to Ben Lessinger who will be providing the music and spinning those CDs for us.
4. **THE SINGULARITY (THE BAR)** I have been told this wonderful place (if you can find it) will be open and serving libations (BEER AND CIDER) from 6pm-"till we get tired of serving drink and decide it's time to serve breakfast." I E: BRUEGGERS BAGELS. Keep in mind.... they also will be serving cold-cuts, veggies and chips throughout the weekend. **THE SINGULARITY DOES NOT CLOSE. (YEEEEEEAAAAA)**
5. **THE TIME. TRAVELERS BALL: 8p-12a Saturday:** Apparently, people who desire to attend this festive event should come properly attired in their favorite "FALLEN EMPIRE" garb. Mixed drinks will be served in the Dome.
6. **CHILI 9p, 11p, 1a. Saturday:** Will be served At 3 different times Saturday night to fill your festive appetite. I hear it is FABULOUS.
7. **POOL PARTY-ADULTS ONLY. 11P-1A Saturday:** *unfortunately "properly steamed oysters" could not be made available for this party. But, it makes me wonder what other types of foods might be served there. "hahahahahahaha" sounds like it could be lots of fun.*

## Why the Singularity?

People often ask us how The Singularity got its name. Okay, the truth is, as of this writing nobody has ever asked, but we're going to tell you anyway.

Gravity is kind of like the tortoise; it's slow and it's weak, but it just never gives up. In the end, gravity always wins. During the whole life of a star heat is pushing out, puffing the star up against the relentless pull of gravity. But eventually, the star runs out of fuel, and then, rather suddenly, gravity takes over. After millions or billions of years of biding its time, gravity collapses the whole star down to a relative smidgen in a matter of seconds.

For puny little stars like ours, electron pressure ruins all the fun and they end up as white dwarfs, doomed to spend the rest of forever just sitting there, slowly cooling off. Somewhat larger stars squoosh even the electrons and protons together to become a neutron star. That is, a ball about the size of a small city made entirely of neutrons all jammed together.

If the star is larger still, even the neutrons can't hold out. Actually, nothing can. The whole star crushes down to an infinitely small point. The rub is, although physics can't come up with anything that can win against so much gravity, it can't come up with what actually happens, either. We call the point at the center a *Singularity*. All that really means is that the equations of physics no longer make any sense – things get divided by zero, multiplied by infinity – the whole thing is a mess. In other words, 'Singularity' is physicsese for 'we really just don't know what the hell happens'.

Surrounding the Singularity is the Event Horizon. There's nothing at the event horizon – it's just the horizon beyond which we'll never find out about any events, because beyond that point even light can't escape, so there's nothing to bring us any news of what might go on inside. That, and thanks to time dilation, it would take quite literally forever for the news to arrive anyway.

So, welcome to The Singularity, the place where the laws of time and space cease to have any meaning. Yet food and drinks and conversation persist nonetheless. Come by and help us dilate some time.



## Parties

Tor Books will be hosting a room party Saturday night.

MISFITS will be hosting a room party Saturday night.

Marscon will be having a party Saturday night. Theme: Galactic Pirates and Mercenaries. . And this is just the beginning.

Exact times and places will be posted. Watch for signage!



## If you're looking for party supplies:

### **Cub Foods Stores Minneapolis**

Big grocery store, farther out than Lunds. Pseudo-warehouse store. Less pricey, less cheese. (There's one out by where Lake Street hits light rail, but it's more of a train wreck to me.)

5937 Nicollet Av  
Minneapolis, MN 55423  
(612) 866-7471

### **Costco**

(Off 394 & Highway 100)  
5801 West 16th Street  
St. Louis Park, MN 55416 - 1446  
(763) 582-9600

### **Sam's Club**

(Off 494 east of 35W)  
200 West 79 Street  
Bloomington, MN 55420  
(952) 888-1050

### **French Meadow Bakery/Café**

Sourdough! Hemp bread! (No, you cannot smoke it.)  
2610 Lyndale Avenue South,  
Minneapolis, MN  
Café (612) 870 - 7855  
Office (612) 870 - 4740

### **Wuollet's Bakery**

2447 Hennepin Avenue  
Minneapolis, MN 55405  
(612) 381-9400  
Hours: 7 to 6 Mon - Sat

### **Marshall Fields**

The basement has the food – not inexpensive.  
700 On The Mall,  
Minneapolis, MN 55402-2065  
Phone: (612) 375-2200  
Hours: Mon-Sat 10am to 8pm

### **Target**

Not a food store, but close for Coke and the like.  
900 Nicollet Mall,  
Minneapolis, MN 55403-2530  
Phone: (612) 338-0085  
Hours: Mon-Sat 8am to 8pm

## Not Entirely Food

### **Surdyk's Liquor & Cheese Store**

Awesome selection of potables and the cheese shop has lotsa gourmet fare, and the liquor store has lotsa everything from Lafitte Rothschild to Belgian lambic ales. Surdyk's is across the river on Hennepin. This is MN, all liquor stores are closed on Sunday.

303 East Hennepin Ave  
Minneapolis, MN 55414  
Tel. 612 379-3232 – Fax. 612 379-7511  
Monday-Thursday 8:00am-8:00pm  
Friday-Saturday 8:00am-10:00pm

### **Haskell's International Wine Room**

Lotsa liquor for not much of a drive. There's a cheese store next door, but it's only open M-F and closes at 4:00 — Must cater to the suburban traffic. This is MN, all liquor stores are closed on Sunday.

81 South 9 Street  
Minneapolis, MN  
(612) 333-2434

### **Liquor Depot**

This is MN, all liquor stores are closed on Sunday.  
1010 Washington Ave. So.  
Minneapolis, MN 55415  
Hudson Wisconsin

Might have a liquor store open on Sunday, but since it's Easter Sunday, might not. Take 94 East across the river and then across another river. If you keep going, you may hit Chicago, but it's a bt of a drive. Their liquor stores are also open on Sunday...



# 64th World Science Fiction Convention



Class Schedule August 23-27 2006

## Noted Faculty

Professor of Literature - Connie Willis    Professor of Fine Arts - James Gurney  
Professor of Fandom - Howard DeVore    Commandant of the Academy - Frankie Thomas

Academy Location: Anaheim, California, Earth, Terran System, Western Spiral Arm

Campus Housing provided by the  
Hilton Anaheim and the Anaheim Marriott

Academy Facilities Located at the  
Anaheim Convention Center

Confirmed: \$99 room rates at both hotels

Membership to L.A.con IV is \$125  
memberships are transferable

---

L.A.con IV, c/o SCIFI, P.O. Box 8442, Van Nuys CA 91409  
[www.laconiv.org](http://www.laconiv.org)

# Banquet

Join us for a buffet brunch Easter Sunday at 1 PM in the Dome on the 14<sup>th</sup> floor. The rate is \$30 for adults, \$15 for children.

*Breidbart*

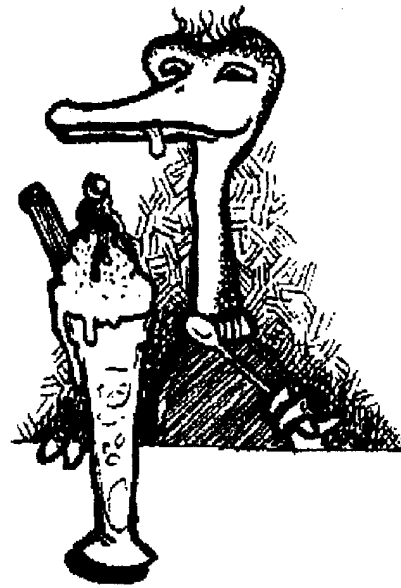
# Minneapolis Music

## Friday in the Satellite Lounge:

10 PM Adam Stemple  
11 PM Minneapolis Music starts

## Saturday in the Satellite Lounge:

10 PM Nate and Louie Bucklin  
11 PM Three Pints Gone (Break for dinner hour)  
12 PM Howard Harrison  
1 PM Riverfolk  
2 PM Minneapolis Music resumes



# Gaming

Gaming will be in the Park Avenue room during the day until the parties get started. If things are going really well, we will declare it a gaming party and continue into the night. There will be a selection of games, but if you really want to play a specific game, be sure to bring it along. We will be scheduling games "on-the-fly" so stop by and sign up to play a game, if you are so inclined.

# MINICON 39 FREE MONEY!!!

Yes, folks, free to good homes — Dealer Dollar\$. How can you get Dealer Dollar\$??? Volunteer! Win a contest! Maybe other ways? Keep your eyes open! Dealer Dollar\$; here at Minicon TODAY!

## VOLUNTEERS

Preserve Our Ecosystem!

Gophers and Twinkies and Badgers, Oh My! These species belong to the larger genus Volunteerus-R-Us and represent some of the unique wildlife you will find at Minicon. Each year they emerge in the spring for five days of frenzied activity. Whether stocking food in the ConSuite, running errands for the Bridge or helping to set up and decorate, these dedicated worker bees play a vital role in the continued health of our convention. But this wildlife could soon be threatened with extinction without your help. Your generous donation of time allows us to preserve the population of Volunteerus-R-Us and ensure a healthy convention for years to come. To see how you can help please visit the Volunteers table next to registration (note: the

Volunteers table moves to the Bridge during non-registration hours). As a thank you to our volunteers, we are giving away Dealer Dollar certificates and classic Minicon t-shirts. See the Volunteers table for more details.

## OPS

This year, the Bridge is located in the Horizons room on the top floor of the hotel. You can find us in the middle, over by the windows. You can't miss us. Just look for the big sign with the big friendly letters that say BRIDGE.

We of the operations staff hope you enjoy your convention to the fullest. We exist to help you with the following (and so much more):

- Do need a Band-Aid™?
- Do you need a sticky-note to write down the contact information of a long-lost or new friend?
- Do you have a sunburn? (For some reason the Bridge has a lot of sunburn ointment; don't ask.)
- Have you lost someone or something?
- Are you lost?
- Did you find a chair in the elevator that doesn't seem to belong there?
- Do you need to ask one of us crazy people working on this fabulous convention a question, but don't know who or where the person may be?
- Do you want to purchase one of the super-cool Minicon 39 commemorative T-shirts?  
How about a Chapbook from GoH Deb Geisler or Walter Jon Williams, or former GoH Steve Macdonald?

If anything even remotely like that mentioned above fits your needs, please stop by. We will do our best to make sure you get the resolution you need.

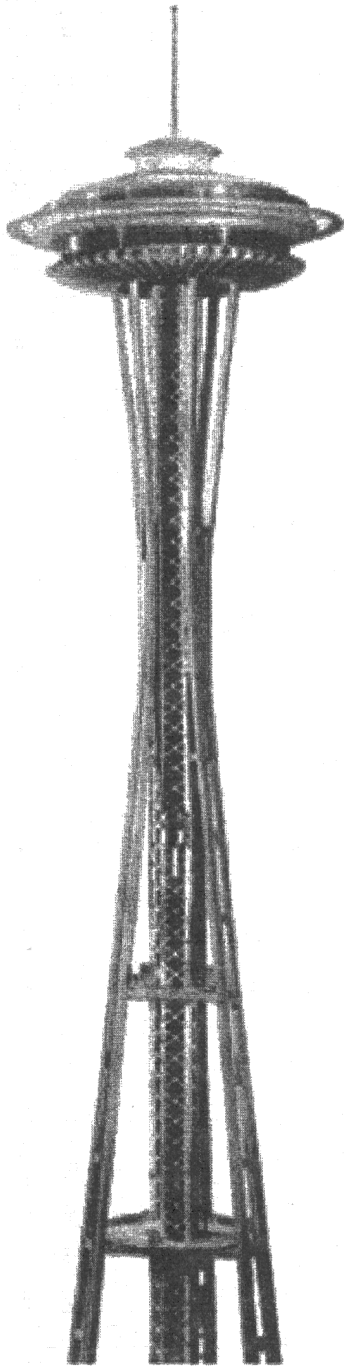




# Cascadia Con

The North American Science Fiction Convention

September 1-5, 2005 Seatac, WA



**Author GoH:**

**Fred Saberhagen**

Berserker and Empire of the East

**Artist Guest of Honor:**

**Liz Danforth**

Magic: the Gathering

**Editor Guest of Honor:**

**Toni Weiskopf**

Executive Editor, Baen Books

**Fan Guest of Honor:**

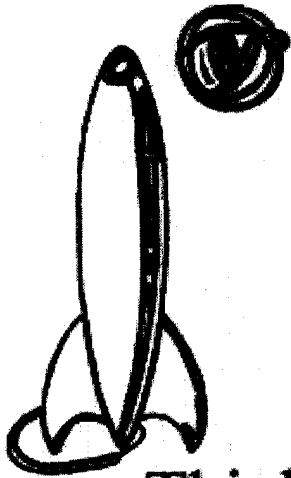
**Kevin Standlee**

Co-Chair, ConJose

**WWW.CASCADIACON.ORG**

Seattle NASFiC, PO Box 1066, Seattle, WA 98111, USA





# INTERACTION

The 63<sup>rd</sup> World Science Fiction Convention

4-8 August 2005

The Scottish Exhibition & Conference Centre  
Glasgow, Scotland, UK

Thinking of vacationing in Scotland?  
Then why not make it 2005, and we'll throw in  
a Worldcon for just \$155 extra

With:

- Direct flights from many leading US airports.
- Hotel rates starting from £70 a night for a double/twin (including all taxes and breakfast as well).
- Fast rail, air, and road connections with the rest of the U.K.
- Superb facilities including the 3,000 seat Clyde Auditorium.
- Dates specifically chosen to be family friendly.
- You'll have a great time at the Worldcon that never sleeps.

There's no better time to visit Scotland, and there'll be no better time to be had in '05

## Membership Rates

Supporting	\$45
Attending <small>(Rates rise on June 1st)</small>	\$155/\$170
Child <small>(7-15 on Aug-4 2005)</small>	\$50
Infant <small>(0-6 on Aug-4 2005)</small>	Free

Online registration available on  
<http://www.interaction.worldcon.org.uk/>  
instalment plan available

## Addresses

Interaction  
P.O. Box 58009  
Louisville KY 40268-0009

General Enquiries  
[info@interaction.worldcon.org.uk](mailto:info@interaction.worldcon.org.uk)

Volunteer Enquiries  
[volunteers@interaction.worldcon.org.uk](mailto:volunteers@interaction.worldcon.org.uk)

Membership Enquiries  
[memberships@interaction.worldcon.org.uk](mailto:memberships@interaction.worldcon.org.uk)

## GUESTS OF HONOUR

Christopher Priest, Greg Pickersgill,  
Robert Sheckley, Lars-Olov Strandberg,  
& Jane Yolen



**4-20-5-604, Mure  
Mitaka, Tokyo 181-0002  
JAPAN**

## The Nippon for 2007 Haiku Contest

Since we're bidding to hold the 65<sup>th</sup> World Science Fiction Convention in 2007 at Yokohama, Japan, of course we're holding a haiku contest. You were probably waiting for us to say so.

The contest will be administered by our North America agent, Peggy Rae Sapienza, who alone is responsible for it. Please submit entries to her at [peggyraes@comcast.net](mailto:peggyraes@comcast.net), or P.O. Box 314, Annapolis Junction, MD 20701, U.S.A. Buson (1716-1783), one of the best haiku

poets, drew pictures too; your drawings are welcome. We may publish results of the contest.

We'll announce winners on Friday, September 3, 2004, at Noreascon 4, the 62<sup>nd</sup> Worldcon, Boston, Massachusetts, Peggy Rae, who chaired *Bucconeer*, the 56<sup>th</sup> Worldcon, will provide treasure (not necessarily of monetary value).

Noreascon 4 will administer voting for the 2007 Worldcon site; to vote you must be a member, Supporting or Attending, of Noreascon 4; if you want to learn more, try their World-Wide Web site [www.noreascon.org](http://www.noreascon.org), or paper mail to P.O. Box 1010, Framingham, MA 01701, U.S.A.



Enter as often as you like, but Peggy Rae may decline to consider anything that reaches her after Friday, August 28<sup>th</sup>, or more than a reasonable number of haiku from anyone. She claims no knowledge of any language but English. She may appoint suitable judges, but her decisions will be final. They would have been anyhow.

The haiku is a kind of poetry to rouse anyone's sense of wonder. Its three unrhymed lines, of 5-7-5 syllables, communicate a moment. Because haiku are so short, they tend to work by the painter's rule of drawing a brushstroke to show where the mountain isn't. They may be great or small. They may joke or grieve or gleam.

If you want to read up, try R. Hass, *The Essential Haiku* (1994); D. Keene, *World Within Walls* (1976); R.H. Blyth, *Haiku* (1949). If you want to know who we are, try our Web site [www.nippon2007.org](http://www.nippon2007.org) or paper mail address above.

For a true World-con  
Let us join hands East and West  
Who love the same stars.

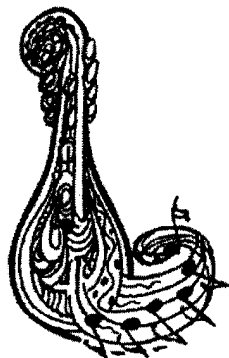
"World Science Fiction Convention" and "Worldcon" are service marks of the World Science Fiction Society. "Noreascon", of Massachusetts Convention Fandom, Inc. Our chairman drawn by Masubuchi Kaku. Nippon for 2007 verse by John Hertz.

# Minicon 39 Programming

## Guest of Honor Showcase

Our wonderful GoHs are likely to turn up on programming throughout the con, but these items were designed especially with their skills and interests in mind.

- **Martial Arts and S.F. Author** – GoH Walter Jon Williams, SF author and black belt, talks about how his study of Kenpo has affected his life and his writing, and then gives a demo.
- **Living in Space – Author GoH Walter Jon Williams** – many of Williams' stories take place in truly space-based societies: featuring people who are born, live their lives and die without ever setting foot on a planet. This panel will discuss the ramifications of living in space and how such a future might affect the basic precepts of society and self.
- **Sweet Rolls for Confidence: A Different Sort of Kaffeeklatch** – Fan GoH Deb Geisler in the Singularity Lounge (13th Floor) shows us how to make her world-renowned sweet rolls. Mmmm. Get there early, and you can be part of the kitchen crew. Even if you get there late, you may be in time to sample a sweet roll.
- **Friends Don't Let Friends Run Worldcons** – Fan GoH Deb Geisler – a panel of worldcon veterans dispenses frightening and funny cautionary tales about the perils of SMOFFing followed by ...
- **Six O'Clock. In the Bar** – Fan GoH Deb Geisler – What better place to end up after a panel about worldcon than in the bar, where we'll be joined by other battle-scarred con-running veterans?
- **What's New and Good in Young Adult Fantasy & Science Fiction** – editor GoH Sharyn November and a panel of Librarians and YA aficionados discuss their favorite new books.
- **Just Us Kids** – Join our editor GoH Sharyn November for a round-table chat about your favorite books. Adults welcome, but the focus will be on young adult literature. Sharyn really wants to hear about the books you love, or the ones you loved most as a child or teen.
- **Writing for a Young Audience** – Successful young adult authors talk about why they write for a youth audience and how they approach it, moderated by GoH Sharyn November.
- **The Geek Gourmet** – All Our GoHs get together and talk about food: what they love, what they hate, and how food shapes their lives. We're not sure what they're going to do with this, but it should be a panel with High Food Value.



## Minicon Favorites:

- **Ask Dr. Mike** – With the aid of his trusty chalkboard, John M. Ford answers your questions, clears up your confusion and explains the inexplicable.
- **Lady Poetesses from Hell** – Trust us, this is one poetry reading you don't want to miss.
- **The Year in S.F.** – Let our panel of S.F. reviewers and voracious readers fill you in on the latest and greatest.



## Miscellaneous Panels:

- **Comics and Movies – the Year of the Jackpot** – Spiderman, Daredevil, The Hulk, The X-saga, The League of Extraordinary Gentlemen... is this an idea whose time has come or just a mercenary scheme to cash in on the loyalty of comics readers?
- **Computers and Magick** – There is a surprisingly large overlap between computer people and pagans. Why? And how does it manifest itself? Is magick a helpful skill in tech support? Is there something about computers that intersects with the magical, religious or spiritual?
- **Community and Fandom** – What does it mean to call fandom a community? How has the fannish sense of community changed over the years? What moment or moments made fandom start to feel like community for you? *This is the 2004 Traveling Panel: a programming item that appears in different forms at each one of the local cons for the next year. A few panelists may overlap from con to con, but the total gestalt will change with the con.*
- **How to Talk to Pros Without Coming Off As a Clueless Fanboy or a Stalker** – editor GOH Sharyn November, author Peg Kerr and other panelists – What every fan should know, and every pro wishes that every fan knew.
- **Dystopias in YA Fiction** – There's been a lot of powerful dystopian Young Adult science fiction in the last couple of years—M.T. Anderson's *Feed*, Nancy Farmer's *Scorpion*, Karen Armstrong and Nancy Butcher's *The Fire-us Trilogy*, Haddix's *Among the Barons*. Is this a growing trend, and if so, why?
- **The End of Angel** – The long-running Buffy/Angel vampire saga comes to an end this year with Angel's cancellation. Fans gather to mourn the end of an era and talk about what-ifs. Was last year's makeover of the show's premise a disaster, or would it have saved the show if it had just been given a chance? Is there a movie on the horizon? How will the series end?
- **Good TV Shows You May Have Overlooked** – Did you know that *Alias* is a science fiction show? Or that *Monk* was created by someone who wrote a song that is frequently performed at Minicon music parties? A discussion of Good TV airing on broadcast and cable that is sfnal, has ties to the sf community, or just seems like the sort of thing science fiction fans would like.



## Midwestcon 55

The Relaxacon

Thursday, June 24 – Sunday June 27, 2004

Cincinnati, Ohio

Continuing a fan tradition. In 1939, the first Worldcon. In 1948, the first Westercon. And in 1950, the first Midwestcon. For over 50 years, fans and pros have gathered in the Heartland to celebrate science fiction fandom in a relaxed convivial atmosphere. The CFG (Cincinnati Fantasy Group) invites you to join us for another enjoyable weekend. Midwestcon is known as The Relaxacon because of its total emphasis on parties, smoffing and personal interaction rather than formal programming, although we do feature a small dealers' room and art show.

Where? Doubletree Guest Sites, 6300 East Kemper Rd, Sharonville, Ohio 45241 (phone: 513/489-3636) located north of Cincinnati off I-275 (Exit 47) at Reed Hartman Highway. Hotel Suites are \$89.00 plus 16.50% state/room tax (tax is subject to change). Each two room suite has a king bed or two double beds plus a living room couch which pulls out into a bed. Each suite has a microwave oven and a stocked mini-fridge.

How Much? Adult memberships are \$25 if postmarked by June 1, 2004, \$35 at the door. Children 6-15 are \$5, under 6 are free. Make out and mail checks to Deborah Oakes, 5627 Antoninus Drive, Cincinnati, Ohio 45238.

Flying in? If you are flying in, the Dayton and Cincinnati airports are about equally distant to the hotel. Contact Deborah Oakes or Bill Cavin (513/631-2543) to arrange for pick up and return to the airport. Please let us know by June 20<sup>th</sup> if you want us to pick you up.

For further information, visit our website, [www.cfg.org](http://www.cfg.org).

- **Introductory Digital Darkroom** – A demonstration of techniques for improving your digital pictures after they come out of the camera, with professional photographer Ctein.
- **Phil Dick - Van Gogh for our time?** – Vincent Van Gogh sold only two pictures during his lifetime. Philip K. Dick did considerably better than that, but somehow didn't hit the movie and pop-culture jackpot until years after his death. Why the growing interest in Dick's work? Is there something in the national zeitgeist that connects with Dick's darkly creative view of the future? More ominously, is reality converging with the Dick universe?
- **Reality and the Internet** – with Author GoH Walter Jon Williams and Fan GoH Deb Geisler – One of the great philosophical questions of all time "How do we know what's real?" has gotten more difficult to unsnarl in the Internet age. What does it mean to "know someone" that you met online, in a MUD, where both of you were pretending to be dinosaurs? If a precocious AIDS-stricken teenager changes people's lives with his inspiring writing, does it matter if the whole thing is a hoax? If someone steals your online persona and all your magical possessions, can you sue them for real money? And how do we make judgements about who to trust in a community that has no boundaries?
- **A Reading from Knights of the Dinner Table** – A dramatic reading from Jolly Blackburn's hilarious comic about a role-playing group in Muncie, Indiana. Beware: some cast members will be recruited from the audience!
- **Selling Your Collection** – Is there a fan anywhere who doesn't have a collection of something that they think they might be willing to part with, or at least pare down, Real Soon Now? Tips from the experts on how to get the best prices on your comic books, pulp paperbacks, or whatnot.
- **Why You Don't Want to Own a Bookstore** - the trials and tribulations of owning a science fiction bookstore, with panelists who should know.
- **Wisdom of the Market: Myth or Menace?** DARPA's idea of setting up a futures market in terrorist acts was shot down in flames, but it's based on a model that has shown remarkable ability to predict the future in everything from the outcome of presidential elections to the weather in Florida. What's going on here? Just how wise is the group mind, and how well does the Internet tap into it?

## About Books and Writing:

- **Children of the Atom** – "Children of the Atom", by Wilmar Shiras was written in the 50's, and explored the idea of uncomfortably brilliant children (caused by atomic mutations) growing up isolated from each other and finding their own ways to survive in an uncomprehending and often hostile greater society. It's an idea that resonates with fans, for obvious reasons, and it comes back in many guises (*Slan*, *X-Men*, *Enders Game*, *Harry Potter*). Are there really children like this? How would life have been different for the Children of the Atom in the Internet age? Are you one of those kids?
- **Class and Science Fiction** – Is it really true that 99% of the people in SF novels are white and middle class, or does it just feel that way? How (and when) is the working class portrayed in SF? If it is true that working and middle classes have different cultures, where does fan culture fit in?
- **Depression and Art** – It's clear that there is a connection between depression and creativity, but why? Can you still create if you get cured? There is a growing body of literature by people who have struggled with depression and found it to be a lesson in the nature of the human soul - is there a silver lining to the dark cloud of depression?
- **Earth – God's First Novel?** – Heavy-handed irony, poorly developed minor characters with names that sound like something from Vonnegut's twee period, and other obvious errors that would never get past a good writers group. Is reality.... poorly written?





- **The Family Business** – The Yolen Family talks about writing
- **Getting Started as a Writer** – How to get started writing and how to make that first sale. Should you start with short stories or a novel? Do you need an agent? And how do you go about the actual business of getting words on paper (or bits on computer)?
- **The Language of Fantasy** – Is there a language of fantasy? Does fantasy require a special kind of style? Do fantasy writers have more or less stylistic freedom than other writers?
- **How (Not) to Form a Writers Group** – How do you assemble the “right” group of people for a writers group? What should the ground rules be? What’s the optimum size for a group? How do you select new members? And what can go wrong along the way?
- **Pirates and Outlaws in S.F.** – Robin Hood figures, space pirates, mercenaries and rogues in science fiction and fantasy.
- **The Poetry of Tolkien** – Tolkien was not only a giant of the fantasy world, he was a darn good poet as well.

## SCIENCE:

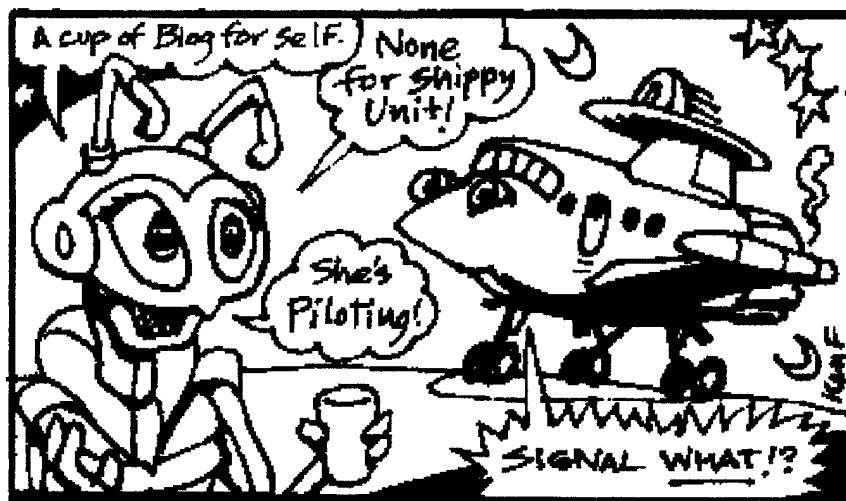
- **Autism, Asperger’s and Fandom** – Last year’s “Fandom as a Toxic Lifestyle” spontaneously turned into a panel on Asperger’s Syndrome and Fandom, and it became one of the sleeper hits of the con. Let’s do it again – on purpose this time.
- **The Future of Space** – New political initiative in space - cause for celebration? New commitment to space exploration, a permanent moonbase, Mars (yay!) Cancellation of Hubble (whoa!). Space station - worth supporting or not?
- **Year in Science 1: Astronomy and Physical Science** - How did technology change our lives THIS year? Is the president’s recently announced new space program a great leap into the future or just the death knell for the Hubbell Telescope?
- **Year in Science 2: Medicine and Bioscience** – SARS, West Nile, monkey-pox, debates about smallpox vaccine, cloning breakthroughs - it’s been quite a year!



## OTHER EVENTS:

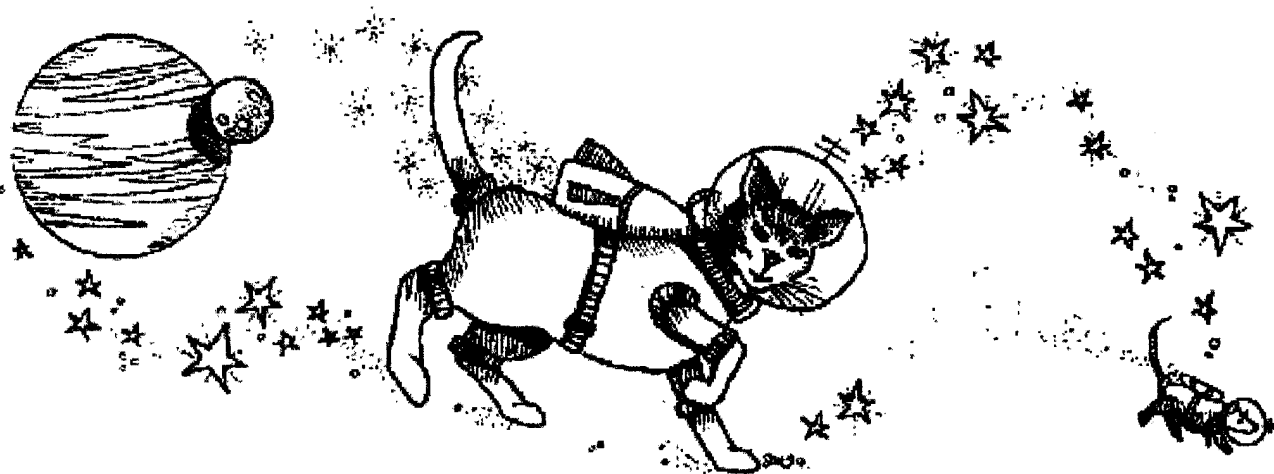
- **The Breakfast Club** – Early risers meet in the consuite for a breakfast round-table
- **Collage Art Therapy** – Explore your subconscious through the art of collage. Psychological analysis of finished product optional. Not a children’s event, but younger collage artists may participate if they can handle the entire process alone, or if they bring an adult to supervise them.
- **Beer with the Pros** – At the other end of the solar spectrum, fans and pros meet in the hotel bar for drinks and talk.
- **Fan Eye for the Mundane Guy** – Change your look, change your life! Here’s your chance to further express your inner fannishness (or, rather, let someone else express it for you!) Or perhaps you are a prototypical fan that wants to pass for normal to get that new job? Either way, let our experts work their magic on you.

- **Fannish Family Gathering** – Meet in the consuite bar and reminisce about the early days of Minicon. There should be stories and songs, food and drink. So pull up a chair, warm up your best story and pass the potato salad.
- **Filk Circle** – A participatory song circle of science fictional folk music.
- **Geek tour of Minneapolis** – Show off the local s.f. bookstores and other sites of fannish interest. Look for signup sheet near registration.
- **Jewelry Making Techniques & Jewelry Jam** – Panel on techniques followed by a hands-on workshop and bead exchange.
- **The Krahn-Gahlon 4am Pulse Check** – As the Nielsen ratings are to television, the KG4PC is to Minicon. If you're up at 4am, you'll be counted. And you're more than welcome to join the yearly expedition to Find Life at the darkest hour of Minicon.
- **Massage Workshop** – Come to our popular massage workshop, we even have at least 2 volunteers (to teach massage, that is. There are always lots of volunteers to *get* massages).
- **Multi-generational Carleton Reunion** – There are a disproportionate number of Carleton alumni in Minnstf, and now a new generation of Carls has discovered Minicon. Why not a multi-generational reunion?
- **Readings in the Reading Room** – Pros read from work in progress (or favorite finished works).
- **Readings in the Dome** – Readings for kids and adults in the beautiful all-glass geodesic dome that crowns our con hotel. Comfy cushions will be provided for your relaxed listening pleasure, with milk and cookies for the bedtime reading. Off and on throughout the day, with bedtime stories at twilight.
- **Scavenger Hunt** – The hotel is your playground in this old-fashioned scavenger hunt. Adult and kid divisions (younger kids play with adult partners)



## YOUTH AND FAMILY PROGRAMMING:

- **Bozo Bus Junior** – a con newsletter by and for kids
- **Cardboard Construction** – turn big cardboard boxes into houses, castles, spaceships
- **D&D for kids** – Michael Kauper, gamesmaster - look for signup sheet at registration
- **Readings in the dome** – for kids and adults
- **Scavenger Hunt** – Kid division (younger kids play with an adult partner)



# Noreascon 4

The 62<sup>nd</sup> World Science Fiction Convention

September 2-6, 2004

Boston, Massachusetts, USA



*Strange new worlds... not-so-alien lifeforms  
Join fans from around the globe for  
five days of wonder at Noreascon Four.*

*Pro Guests of Honor:*

**Terry Pratchett William Tenn**

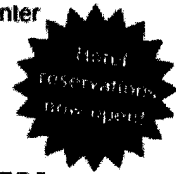
*Fan Guests of Honor:*

**Jack Speer Peter Weston**

## Noreascon 4

### FACILITIES

- Hynes Convention Center
- Sheraton Boston Hotel
- Boston Marriott Copley Place



### MEMBERSHIP RATES (Through July 31, 2004)

Attending membership: us\$ 180

Supporting membership: us\$ 35

Upgrade existing supporting membership to attending: us\$ 145

Child's admission: us\$ 105

(12 & under as of Sept. 6, 2004; Child's admission does not include publications or voting rights.)

Installment plan available; write [installments@noreascon.org](mailto:installments@noreascon.org)

### QUESTIONS

To volunteer, write to [volunteers@noreascon.org](mailto:volunteers@noreascon.org)

For information about registration, contact [prereg@noreascon.org](mailto:prereg@noreascon.org)

To advertise in progress reports, email [progress@noreascon.org](mailto:progress@noreascon.org)

For general questions, ask [info@noreascon.org](mailto:info@noreascon.org)

### ADDRESSES

Noreascon Four/MCFI  
P.O. Box 1010  
Framingham, MA 01701  
United States of America

Fax: +1 617.776.3243

Web page: [www.noreascon.org](http://www.noreascon.org)

Online registration available

"World Science Fiction Convention" is a service mark of the World Science Fiction Society, an unincorporated literary society.

"Noreascon" is a service mark of Massachusetts Convention Fandom, Inc. The Noreascon 4 logo uses a picture taken by the Hubble Space Telescope, made available by NASA and STScI.

# Minicon 39 Credits

## WHAT IS MNSTF?

Put simply, MNSTF is the 501c(3) corporation that brings you Minicon.

Each year, the MNSTF board of directors approves the chairperson for the upcoming convention, looks after the continuing needs of the convention and looks for new ways to enhance SF in the community.

The corporation consists of the following parts:

- The Board of Directors, who are responsible for guiding the organization.
- The MNSTF officers, who do much of the work for the corporation: plan meetings, pool parties, picnics, and file taxes.
- The annual Minicon Concom, who do all the hard work it takes to hold the convention each year
- The Membership, which includes anyone who has signed the Membership Book at a MNSTF meeting.

MNSTF usually holds two social meetings a month, generally at member's homes. These meetings may involve talk, food, dinner expeditions, games and music. Meeting locations are published in the Einblatt!, and available online at [www.mnstf.org](http://www.mnstf.org) or [www.mnstf.org/minicon](http://www.mnstf.org/minicon)

So, as you can see, there you are!

MNSTF Board for 2003/2004:

Kevin Austin  
 Laura Jean Fish  
 Dean Gahlon  
 Scott Raun  
 Larry Sanderson

The MNSTF Board of Directors for 2004/2005:

Joseph Agee  
 Lisa Freitag  
 Dean Gahlon  
 Sharon Kahn  
 Scott Raun

The Board wishes to thank Larry Sanderson and Laura Jean Fish for wrangling Minicon 39.

## Committee Acknowledgements:

Position	Who
<i>Co-Chair</i>	Laura Jean Fish
<i>Co-Chair</i>	Larry Sanderson
<i>Art Show</i>	Peer Dudda Mia McDavid (auctioneer)
<i>Auction</i>	Joyce Scrivner
<i>Gaming</i>	Mark Schneider Mike Schneider
<i>Game Master</i>	
<i>Extraordinaire</i>	Richard Tatge
<i>Hospitality</i>	Joel Phillips Beth Phillips Keith Malgren Andra St. Arnauld Brian Matthew Mishalak Diane Lacey Ben Lessinger (Karaoke).... plus a cast of thousands

Position	Who
<i>Hotel</i>	Seth Breidbart
<i>Hucksters</i>	Lisa Freitag
<i>Liaison Liaison</i>	Carol Kennedy
<i>Editor</i>	Mike Burgess
<i>Fan</i>	Geri Sullivan
<i>Writer</i>	Betsy Stemple
<i>Master of Badges</i>	Andrew Bertke
<i>Master of Ceremonies</i>	Dave Romm
<i>Music</i>	Jeff Schalles
<i>Treasury</i>	Scott Raun Irene Raun
<i>Volunteers</i>	Bill Christ
<i>Webmaster</i>	Kevin Austin

*continued on next page*

## Committee Acknowledgements *continued*

Position	Who	Position	Who
<i>Operations</i>	Charmaine Burgess Nicole Emery Shannon Leslie <i>Thanks folks!</i> Michael Burgess Erik Emery Karen Burgess Michael von Maltzan Corwin Brust Jen Manna David Perry Martin Schaffer Joel and Beth Phillips	<i>Publications</i>	Mia McDavid Glenn McDavid Laramie Sasseville Jeff Schalles William Ketter James McDavid
		<i>Bozo Bus Tribune</i>	Mary Kay Kare
		<i>Green Room</i>	Vicki Rosenzweig
		<i>Registration</i>	David Schroth Fred A. Levy Haskell (Database Guru)
<i>Programming &amp; Children's Programming</i>	Sharon Kahn Magenta Griffith Lisa Freitag Marian Turner	<i>Official Happy Deadwood</i>	Fred A. Levy Haskell

## Minicon 39 Dealers

**David Christenson:** used books and a few videos

**HedgeHog and Otter:** books

**DreamHaven Books:** books and sale new gaming books

**FTL Publications:** books

**Rick Gellman:** new and used books

**Lev Bronshteyn:** Russian and USSR space pins and memorabilia

**Kyril's Cavern:** Handmade stuffed dragons

**Lioness:** Jewelry

**Alsadu, Inc:** Imported jewelry, clothes, sculptures, baskets, paintings, etc

**The Secret Empire:** Filk albums and songbooks, and assorted silly things

**Fantasy World Pewter:** Pewter statues and hand-carved emu and ostrich eggs

**Zare Baubles:** Jewelry and wine glass charms

**Beth Hansen's Wyrldhaven Studios:** Art prints and counted cross-stitch patterns

## Artist Credits:

Ray VanTilburg - Cover Illustration

Laramie Sasseville: Cover Design, Programbook Layout, p7, p27, Zodiac Icons p37

Ken Fletcher: p19 (top), p21 (mid), p32, p33 (lower)

Sue Mason: p 19 (lower), p20, p21 (top), p22, p29, p31, p33 (top)

Riawa: p14, p16

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# MNSTF Zodiac



**The Yellow Duckie** – Surface innocence, clean and always fun. Many are fond of you. You enjoy a good squeeze and tend to squeak when expressing joy. Lucky number: 7.



**Grenadine** – Colorful and sweet, you mix well with others. When left unsupervised you tend to multiply. Lucky number: Fibonacci Sequence.



**Cthulhu** – Dark, mysterious and icky. You inspire tremendous loyalty but tend to get your tentacles into everything. A real monster when awakened; it's best to let you sleep in.



**The Bookworm** – A voracious appetite for the written word. You have an inability to resist collecting books and suffer from a chronic lack of shelf space.



**Dodo** – You are solitary, ungainly and curiously extinct. You prefer to inhabit tropical islands. Not appreciated when present but missed when gone. Lucky number: 2.



**The Zeppelin** – A rigid demeanor, a little spark will set you off. When you set your mind to it you have the ability travel far and wide. Your spirit can elevate those around you.



**Mimeo** – The original desktop publisher, you have a strong drive to communicate with others. Occasionally cranky, you can drink ink like a fish. You have a sense of humor sharp enough to cut a stencil. You absorb information easily.



**Mnstf Music** – You have a strong sense of community and little tolerance for mediocrity. With your fingers to the frets you entertain your friends for hours and often appreciate seeing the sunrise.



**The Gamer** – You will probably do well. Your patron saint is Richard. You easily change your roles in life. A risk taker and a real card, you like to be toyed with. As you go through life you gain a lot of experience.



**The Geek** – Most of your close personal relationships are with people you've never met. Tends to form strong binding connections. Your philosophy of life is derived from sigs. Often found hanging out behind the firewall.



**The Propeller Beanie** – Doesn't take life seriously. Never gets out into the big room with the blue ceiling. You have a wealth of knowledge, some correct, some useful, but never at the same time. Tends to cluster with other beanies.



**The Procrastinator** – I'm still working on it, I'll get back to you.

