

# Bozo Bus Tribune

**The Official Organ of Minicon 45**

## Brandon Sanderson savagely destroys Minicon tradition of not having GoH keynote speeches

Author Guest of Honor Brandon Sanderson wrapped up an otherwise amiable Opening Ceremony Friday by delivering an educational and entertaining half-hour keynote speech to around 90 hapless con-goers, forcing them to engage in such arduous activities as thinking, laughing, and occasionally even responding to ideas. This tradition, taken for granted at Sanderson's local conventions, was purportedly practiced in the barbaric annals of Minicon history as few as twenty or as many as three years ago, depending on sources.

The speech first skewered the myth of a flat-earther mutiny on Christopher Columbus's first voyage to the New World, with the apparent twin lessons that (A) People from other walks of life aren't as dumb as you think, and (B) People can believe things (about others' beliefs) that are wrong. Having thus softened up the audience, Sanderson proceeded to formulate an argument against the fannish adage known as Sturgeon's Law, which states that "90% of everything is crud." Sanderson first placed the remark in its original context in defense of genre fiction despite the existence of banal examples (is there not banal literary fiction?) and then argued that to believe in Sturgeon's Law, broadly interpreted, is to believe in the prevailing stupidity either of one's fellow readers or of authors and editors. But as lovers of stories of the future, he said, we are supposed to be optimists!

He concluded by laying out three axioms with which he hopes to replace Sturgeon's Law:

1. Just because you don't like it doesn't mean it's crud.
2. If you hate 90% of everything you read or watch, you probably aren't much fun to hang out with.
3. Let's talk about what we like a little bit more, and about what we hate a little bit less.

## Magic in the Air

The winner of today's *Magic: the Gathering* tournament in the Garden Court gaming area will win not only two copies of each of 19 signed cards with artwork by Dan Dos Santos, but the chance to play against Brandon Sanderson, most likely at 4:00 on Sunday. 2<sup>nd</sup> prize is one copy of each signed card. The tournament began at 11:00 this morning, but director Matt McMillan says that if eight more *Magic* players show up, he can run a mini-tournament for them, complete with prizes.

## Brandon Sanderson Trivia Contest

There's more! If you're a fan of Brandon's work, be at the Bar tonight for a midnight trivia contest! The winner gets a *Mistborn* box set.

## Soma to do, so little time.

Baffled by the huge pile of cardboard boxes in the Garden Court? They're a giant Soma Cube, a well-known puzzle consisting of seven distinct polycubes that can be assembled into a 3x3x3 cube. But they can be assembled into countless other impressive shapes, too! (Your editor, assisted by one Rand P., made them into a covered fort last night.) A stack of cards with shapes to recreate is available nearby, as is a small version of the cube for planning out your construction. All are free to play with the boxes, so long as you're careful not to let them tear apart! Thanks to Mark Richards and friends for this delightful new toy, likely to be a recurring attraction.

## Saturday in Krushenko's Annex (Cabana 110):

8:30 p.m. – 2:00 a.m. Bandana Square Cons Party

Hosted by three cons to be held at the Best Western, Bandana Square, St. Paul this year: **Con-Sarnit Three**, **Diversicon 18**, and **Arcana 40**. Visit for more information!

## More stuff to do!

- \* There will be a **Minn-Spec reading** from 6 – 7 Saturday in the Readings room (Veranda 1)...
- \* And there will be a **Drum Jam** in the Bloomington room, starting at 10p.m.!

## Party corrections

- \* The Ladies' Sewing Circle will be meeting in room 206, not 205, from 2 – 4 Sunday.
- \* The party in room 210 is that of SFContario, a new Toronto SF&F convention to be held in November, and not, as we wrote, the “SF Contraries”. Their party is open Saturday only.

### **Krahn-Gahlon 4a.m. Pulse Check**

Bar: 8    Consuite: 3    Hallway: 1  
Moneyduck: 14    **Total: 26**

## Medallion Hunt Update

### They just keep Lincoln those clues together!

1. The Lazy Medallion! This one never ventured far from the BBT Office, lurking in the box of markers by the submission box. Various Dealers and others whispered to one another about its likely whereabouts, but it was John S. who actually brought it home.
3. On a roll, John claimed this one as well, hidden behind the X-shaped joint of one of the North Atrium's loveseats. Rob I. later spoke knowingly of this location.
6. This one, too, went to John S., who had a vague recollection of Susan Cooper's *The Dark is Rising* series. He didn't specifically identify the ring of fire referred to in the seventh line of the prophetic poem, but just kept his eyes open for mystical-looking circles, and eventually spotted the ornate candle-holder in the first floor lounge.
9. Medallion 9 was turned in just as Issue 2 was going to press. No surprise that it was found by Kelly S., who earlier brandished her heavily marked BBT to the Cluemeister and reported that she was “on the hunt!” The clue was fairly straightforward but tedious; it involved splitting the text into elemental symbols, replacing these with their respective atomic numbers, finding the Pokémon with the corresponding numbers (Lisa F. went down the false trail of Beanie Babies), and stringing together their initials to form four four-letter words: FAKE POOL AREA SINK. She then crawled into the plastic kiddie house near the pool to retrieve the penny stowed therein. Upon reporting her difficulties in finding the correct Pokémon for each number, the Cluemeister directed her attention to the Pokémon chart on the wall of the BBT Office, just opposite the periodic table.

## CLUES: ROUND 3

2. It hit the water at 9:15 Friday night, but when no one showed up to claim the yellow egg, the Cluemeister retrieved it—the mirror equivalent of throwing back minnows. Let's be more explicit this time. Into the pool for a brief window at purple-green on Sunday. What numbers are on *striped* purple and green pool balls?
  4. Lonely and waiting under cover!
  5. The Coinmaster is not the Cluemeister and does not dwell in Normandale. He can often be found in the greater poolside area and is renowned for his maroon coin pouch.
  7. Look for this wall flower in a new @traction.
  10. This penny has been on a bit of a ride, which is why it temporarily boasted *two* toothpicks in the At Large section of the status table. String together the postal abbreviations of the respective cities' states to find its location, and quest around in case of migration.
  16. The secret theme is Powers of 2, and like the other powers (Hemi included), this one relies on a color code. We could have said, “Raise to the power of snow over elephants,” for example.
    - A. Some have discovered this penny in the BBT Office, but none have yet unlocked its cage. There are three (3) tiny magnetic balls near said cage. *They are not relevant.*
    - B. B is not for Box, but it could be. Look for the B's and you may discover a mysterious puzzle.
    - D. D is for Dogs. Your outside letter works better at the bottom. (But you can't even try until #10 comes home!)
    - H. Come on, who ever heard of a color called 'rhubarb'?! There's a reason this was the last color code. Second verse, bad as the first!  
*Suddenly, from out of the beyond, two new pennies hit the scene!!*
  - P. P is for PA\_\_ \_! A whole row of them, in fact, one sense of which leads to the other...tonight. Look for the Cluemeister in yellow-white-pink at blue-yellow-yellow-purple. WRNTSY
- ???: If you can tell the Cluemeister the name of the secret penny, he'll...um...give you THREE PRIZES!!

## Hours of Redemption:

The Cluemeister's next two hours of redemption will be:  
**6:30p.m. – 7:30p.m. Saturday**  
**11p.m. – midnight Saturday**

**Bring submissions to the Submission Box on the Coat Check counter at the end of the Grand Ballroom Foyer.**

### The Bozo Bus Tribune

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