

Issue 2

Friday evening

# Bozo Bus Tribune

**The Official Organ of Minicon 46**

*"We're all bozos on this bus!"*

## Challengers needed for "Team Chas"!

The "Encore" game show event scheduled for Sunday at 1:00p.m. needs players! In Encore, players are challenged to come up with songs whose lyrics contain particular words. Are you a music lover? Do you dare take on the Music GoH's elite squad? If so, submit your name to Becca or Graham Leathers during one of their scheduled concerts or the late night music circles. Four challengers will be randomly drawn to face off against Team Chas in Veranda 5/6 on Sunday.

## Magic Tournaments on Demand!

Gaming Head Matt McMillan is offering On-Demand Drafting for Magic: the Gathering players this weekend! Anyone interested in participating in a draft tournament should track down Matt (usually in the poolside Gaming area). A minimum of eight players is required., so bring your friends or enemies! Lands are provided, but all players must bring three unopened booster packs—one each of 11<sup>th</sup> edition, *Scars of Mirroden*, and *Mirroden Besieged*. They can be purchased in the Dealer's Room from Phil Thompson Productions.

## Music Tonight!

In addition to the concerts in Stevie Ray's, listen for music of various stripes tonight in the Grand Ballroom East A, with the Open Music sign.

## Consuite Diversions

There are two fun new reasons to hang out in the Consuite this year! Check it out...

## Mega-Moneyduck!

One of the surest recipes for laughter, this popular party game in the Telephone family goes by many names, all derived from the depths of its own absurdity. Start with a phrase and pass it along. The next player draws a picture and passes it along. Then comes a new phrase derived from only that picture. And so on. Normally the game is played with single sheets of paper passed once around a table, but fan Patricia Zetuleman was inspired to take Moneyduck to decadent extremes. Con members can find the scrolling Moneyduck machine she cobbled together with her own hands in the Consuite, along with rules for using it. Take a turn! Take many turns! And then show up for the big reveal on Sunday at 2:30 in Veranda 5/6, where the results of this bizarre and hilarious experiment will finally come to light.

## Three Things!

Con co-chair Joel Phillips is happy to present a consuite activity fresh from the Montreal Worldcon, where it was a huge hit. In Three Things, one person writes down a list of three things with something not entirely obvious in common. For example:

**1. Rubber ball**

**2. Sparrow**

**3. Flash**

Look for the whiteboard in the bar. Space is provided to the right for three guesses from bystanders as to what property the things share.\* ("Fast-moving"? "Playful"?). The original poser of the puzzle later returns to circle the correct answer, or write the true rule if it went unguessed. New puzzles are added as space allows and old puzzles are erased once sufficient time has passed.

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\*In this case, they all relate to the word 'Jack'.

Group discussion is encouraged.

## Hotel Update

Hotel Liaison Keith Malgren is happy to report that Minicon 46 managed to fill its room block, *and* all the cabana rooms, with time to spare! If you booked a room as a member of the convention, you should have been given an \$89/night rate—and it's not too late even now! If you didn't get the correct rate, or if you think your room-nights may not have been counted toward Minicon's room block, the best way to fix it is to find Keith and ask for his assistance.

## Late check-in

Minicon's late checkout time is 2p.m. on both Sunday and Monday. Make sure you tell the hotel that you want late check out, and the sooner, the better. Late check-out is "subject to availability", which isn't usually an issue on Easter weekend, but still....

## On Tap at the Singularity

Featured beer on tap tonight at the Minicon bar:

- Summit Great Northern Porter
- Boulevard Wheat Beer
- Woodpecker Cider

Additionally, blog will be served starting at 9p.m.

## Medallion Hunt Update

Momentum is slowly picking up for the Medallion Hunt. The in-house games are seeing use, and the Cluemeister can hear searchers discussing the mysterious Big Kahuna puzzle from his office as he types. The numbered medallions are all in place, but most of the lettered pennies have yet to find their way into the wild. Keep your 'T's open! (Is that what turns filk music into folk?)

## THE HOMEBODIES FALL FIRST!

*Three in-house pennies have already been claimed:*

**Z1:** The Z pennies are available in the Medallion Hunt/BBT Office as a reward for solving Zendo puzzles! Zendo is a game of creative deduction, intuition, and colorful pyramids wherein players try to guess the Master's rule for which groups of pyramids have the "Buddha nature". The first (and easiest) of the five Zendo puzzles was solved before Issue 1 even went to print, by Richard M. The rule: "A koan has the Buddha nature if it contains at least one

opaque pyramid."

**Z2:** The second Zendo puzzle was solved by Lisa S., with support from T.J. N. The rule: All the pyramids had to be pointing in the same direction.

**6.** This penny was awarded to Will K. for solving Color-ku puzzle #6. Color-ku is a Sudoku board that uses colored marbles instead of numbers. Congoers are invited to try out some of the set's other puzzles.

## CLUES: ROUND 2

**0.** Naught very hard to find if you follow directions.

**1.** Under a 1 and by the door to one.

**2.** Up, up, and away!

**3.** You may need to find one of the 'leet' among us to help you interpret.

**4.** Fittingly enough, fourth out of ten.

**5.** One round, metallic head deserves another.

**7.** *A true mystery.*

**8.** The more, the merrier! Or at least, the subsequent.

**9.** This clue's home base is at the bottom of the Big Kahuna sign on the Coat Check window.

**10.** A code written with the very "first" alphabet.

**20. I.** There are 16 squares that give a knight full freedom.

**II.** The Cluemeister thought of the fraction of cards in a bridge deck with bicycles, but he was Wrong!

**III.** This is probably the saddest puzzle ever.

**IV.** Uranus has the longest nights if you live in the wrong place.

**V.** Roman->Norse.

**VI.** The first player never rolls doubles!

**VII. Use the leftover letters.**  
**A:** {O/I}n the boundaries of size, space, and science.  
**B1:** Coins with boxes, blocks and clocks come! Clocks set for midnight tonight! Be there!

**Z3:** Progress has been made at the BBT Office on this medium-difficulty puzzle!

## Hours of Redemption:

The Cluemeister's next three office hours are:

**10:30p.m. – 11:30p.m. Friday**

**1a.m. – 2 a.m. Saturday**

**Noon – 1p.m. Saturday**

## The Bozo Bus Tribune Volume 46, Issue 2

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