

# Bozo Bus Tribune

The Official Organ of Minicon 50

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

## Sanderson to commingle Cosmere?

It has long been known that various of **Brandon Sanderson's** epic fantasy works are set in the same universe, the **Cosmere**. But at "...and Magrathea Ground to a Halt", an event at which fans of Sanderson and **Larry Niven** "had to be held back with sticks," Mr. Sanderson reportedly announced that the characters in different series will eventually interact. He absolutely knows how he's going to do it, reports our contributor, and he's not going to tell you.

## Programming review: Everything is Awesome!

With Minicon 50 membership well over a thousand, programming was generally well attended! Here are some snippets...

### From the "Drones" panel...

Panelists Friday debated whether the rise of drones is something SF fans should be excited or worried about. On the question of privacy, **Neil Rest** cited government overreach in the Stingray program—some cell towers may not actually be serving the communities in which they exist, but rather keeping tabs on them. **Chris Beskar**, CEO of Stavatti Aerospace, emphasized the intelligence-gathering merits of drones but quoted the animated *Clone Wars* series, pointing out that drones can do a lot, but when a decision has to be made, what you *really* need is a clone.

The panel suggested that work on 'drones' over the next 30-40 years may focus more on wheels and even legs than on flight. Is that SF, or what? Then an audience member with Northrop Grumman said that his company was seizing the future and now solely building drones; "Why are you guys still building planes?" Replied Besker: "So the human race can fight your damn drones!"

### From "Gaming While Parenting"

How do you balance gaming with childrearing? Well, fandom is like a family, said panelists, and children can get a lot out of gaming, too, as they do from children's programming. **Matt McMillan** suggested that the expression 'it takes a village to raise a child' applies even if you only see that village once or a few times a year, and that abandoned games with kids are not 'losses'.

### From "My First Time" (at Minicon)

—"Incredible things that happen before your eyes and you try to remember them."

—Jim Young's grandmother's punch recipe was the inspiration for blog!

—And of course, "Lipstick on a sausage."

### From the (late night) Saturday Music Circle:

Wonderful drunken man: "You broke protocol. You should have stopped playing music and sung the chorus ten more times, using only vocals!" *Stunned silence.* "Johnny, we did! You sounded great!" "Ohh!" *Laughter.*

## Friday party report

"Old Baggiecon hands felt at home on the garden court Friday night. The campfire was roaring, marshmallows were toasting, and the weather could not have been improved upon. The campfire music circle had its usual problem being heard over the howlers at neighboring campsites. But the northern lights flickering over the prairie made up for any deficits in this new Baggiecon location." —*Karen Cooper*

## On matters of Ceremony:

"Thank you for your exuberant account of Opening Ceremonies, but may I call your attention to the fact that unmentioned was the author and Master of Ceremonies of the event?"

—*Anonymous Mom*"

Editor: You may indeed! It may be said that the best masters of ceremony keep an event well-paced and entertaining, regardless of whether they happen to be the ones providing the entertainment! That said, **Dave Romm** has been a perspicacious and quick-witted master of ceremonies, capably serving Minicon in this capacity almost every year since 1979. He is, however, happy to announce that with Minicon 50, he is handing the reins to the funny and exquisitely on-point **Toni Brust**. To wit:

**Toni on The Toolies:** "We would never have known **Dave Perry** was gone if we hadn't missed him so much... **The Toolies** were eclectic and fresh, full of energy... it was impossible not to smile. ...**Amy the fiddle player** is my new religion."

## Calling former Minicon chairs!

Former (and current) chairs of Minicon are asked to gather in the Grand Ballroom Foyer for a group photograph Sunday at 2p.m.

## Logistics needs help

The logistics department needs help Sunday with move-out! They never seem to have quite enough volunteers once the fun is done—and think what a fun time you had! The bar, consuite and art show will probably need you the most. And we're not promising anything, but they have *permission* to buy sandwiches for volunteers!

## Share in the history of Minicon!

In celebration of its golden year, a Minicon timeline has been posted in the 2<sup>nd</sup> floor cabana hallway. It's been annotated with dozens of events already, but awaits your favorite memories, volunteer shifts and personal firsts for posterity! (And if it's sagging, please restore the tape.)

## SF Pub Trivia winners

BBT reporter **J. Spitzer** promised to find out who won Friday night Pub Trivia, and delivered by actually being on the winning team! It also included **Jeanne Mealy** and **Eric Forste**. Second place went to **Team Magic Bus**, who finished two points behind.

On Saturday night, **Kobayashi Maru** managed a narrow win over **Jason O.**, playing alone, in second, and the **Seamstress Guild** team in third.

## Lost and Found—Ask at the Reg Desk!

In Gaming: an iPod Touch

In various places: Various badges!

### Needed: Place to Live

A senior female former Minn-stf member is in urgent need of a place to live. She has furnishings for a 12x13 room and can contribute living room and dining room furniture. Her funds are virtually exhausted.

Please contact Don Bailey at 612-799-0407 if you have space.

**Overheard:** "A lot of people are here for their first Minicon! You can tell by their red shirts. Er, ribbons."

## Saturday night registration total:

**Warm bodies:** 1109; **Total membership:** 1132.

That's up from 561 last year. Wow!

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

**Bar:** 10 **Consuite:** 4 **Seamstress Guild:** 20

**Gaming:** 11 **Music:** 18 **Rumpus Room:** 2

**Wandering:** 8 **TOTAL:** 73!

## Medallion Hunt: the final coinflip

L. The bar crowd—**Stephanie and Brianna B.** and **Diane K.**—ventured far from their hunting grounds to find this medallion, stuck to the back of the large chart of animals accompanying the beanie babies in the Rumpus Room.

**\$D.** Alas, poor Gary! He passed away in 2008, yet was somehow here in 2011? **Jason G.**, who had planned to stay largely out of the Medallion Hunt, was intrigued by this oddity and realized that Mr. Gygax had appeared in the 2011 Moneyduck game on display. ('\$D' stands for 'Moneyduck.')

The time on the clock behind him reads 9:55, which when doubled led to room 1910.

**P.** "Is it cheating if I have this at home?" Of course not! And so **Chase M.** manipulated the tiny ball well past step 12 all the way to step 22 and claimed the prize.

**9.** No one seemed to fully decipher the clues—if the internal directions are BENSTW, they stand for bottom, east, north, south, top, and west, forming a way to denote one corner of a room. Other clues led to the word 'SET' and to room V1, or Verandas 1&2, referring to the southeast top corner of that room. But when the last clue came out and the room took a break from hosting readings, a swarm of medallion hunters entered and scrutinized all the corners. The **indomitable H. family** outraced 'like six other people' to snag #9.

**30.** After a crazy day of speculation, pilfering and beautiful, beautiful teamwork, the Ultimate Kahuna has finally gone missing. BRING US THE PIONEER PRESS!!

*WITH THESE final tales of Year 10—the aluminum anniversary—your faithful Cluemeister signs off. This was to be the last Medallion Hunt unless someone else took up the reins—and as it happens, a whippersnapper by the enigmatic name of J has volunteered! Future hunts may not be as large or have the same flavor, but it looks like the big bag of 1973 pennies won't get to rest just yet.*

## CLUES: ROUND 5

C. All right—if you got 34 out of 36, that's good enough!

T. (teens only) Ask someone older about Ziggy Stardust.

## Hours of Redemption:

The Cluemeister's final office hour will be **2 – 3p.m. Sunday.** See you next year, and don't ever be a dodo.

## The Bozo Bus Tribune

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