



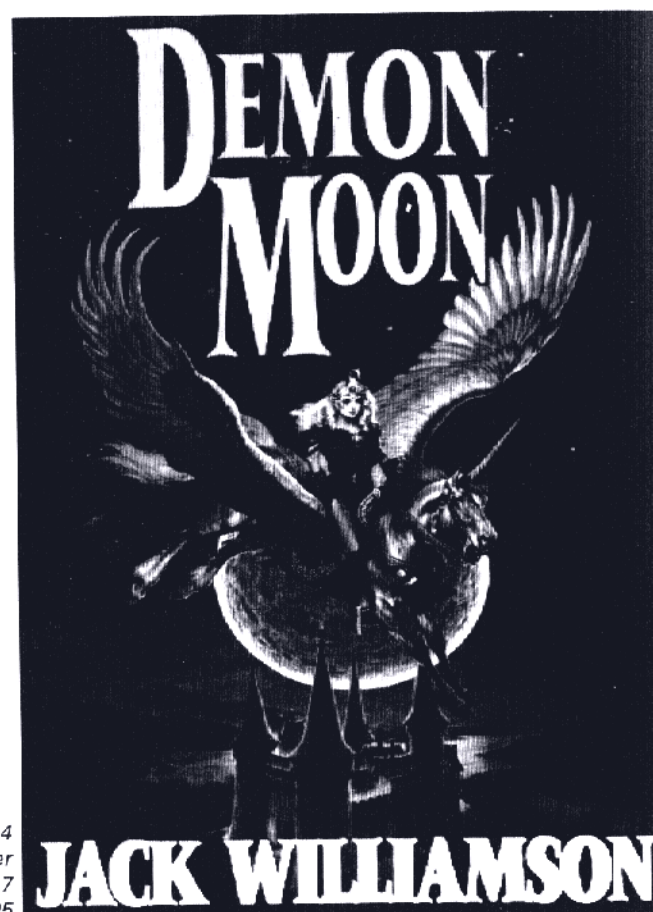
a new program

TOR

Salutes

Guest of Honor

Jack Williamson



Coming in May 1994
Hardcover
ISBN 0-312-85718-7
\$21.95

MINICON 29 "Let Us Con You"

April 1 - 3, 1994

Minicon 29: A new concept in conventioning, and a redefinition of the word "con!" Here are a few highlights of what you can expect.

DEALER'S ROOM: As usual, we will have our *large* dealers room. Those interested in table space should contact the P.O. Box between Sept. 1st and Sept. 3rd. Send a copy of your tax number, a description of each item you will be selling, and any other information you'd like us to take into account. The committee will carefully review your request, then throw it in the trash and pick the same 30 dealers we have *every* year, featuring the usual over-priced selection of beads and trinkets you've come to expect. If by some myopic oversight we pick you, *we'll* decide how many tables you'll need, and you'll like it.

BADGES: Due to problems in previous years, (people loaning badges, rude names, etc.), badges will contain the following: Your name, photograph, retina scan, fingerprints, social security number, physical description, and an official seal. Fen under 21 will also have their birth date embossed in 2cm red letters.

ROOM RESERVATIONS: All requests for rooms will be handled by the con-comm. Submit your requests for rooms early, and let us know if you plan a party, so we can stick you in the quietest, drabest corner of the hotel, where no one will ever find you. We

will decide everyone's room location, although we don't intend to *tell* you, so don't call us. Don't ask about cabanas, as we plan to take them all ourselves.

REGISTRATION: \$20 advance, \$60 at-the-door. We don't have a pre-reg deadline yet, but once we do, you can count on us not to distribute flyers at cons, or mail them less than a week late. This is so we can screw you out of triple price at-the-door. If you don't like it, you can drive back to Chicago. The extra three or four grand we make this way won't (of course) be used to buy more booze or munchies, or to bring in big-name guests. But it *will* be used *somewhere*. Trust us.

MASQUERADE: Our Masquerade will begin with sign-up at 1 p.m., followed by an informative meeting at 2, rehearsal at 3, soundtrack selection and sequencing at 4, sign-in at 5, pre-judging at 6, judging at 7, finals at 10, and awards at 11, barring delays.

SOUNDS TERRIFIC, DOESN'T IT? Send your money now! The more time we have to squander it and give you the run-around, the more important we'll feel, and the bigger our Napoleonic complexes will be next year!

MINICON 29
P.O. Box 8297
Lake Street Station
Minneapolis, MN 55408

QWERDFGHSFGRTADPARODYNOTTobetakenSERIOUSLYDFGHIOPUBNMIOPGHY

**The previous ConComm
has been declared April Fools and
was promptly replaced with the current
Minicon Committee;
Who Would Like to Welcome You To . . .**

It seemed like a good idea at the time

Minicon XXIX

Sponsored by The Minnesota Science Fiction Society

April 1st thru April 3rd, 1994
Radisson Hotel South & Wyndham Garden Hotel
Bloomington, Minnesota

with

Tom Doherty, Publisher of Tor Books, Guest of Honor

Jack Williamson, Author Guest of Honor

Rusty Hevelin, Fan Guest of Honor

and

Phil Foglio, Artist Guest of Honor

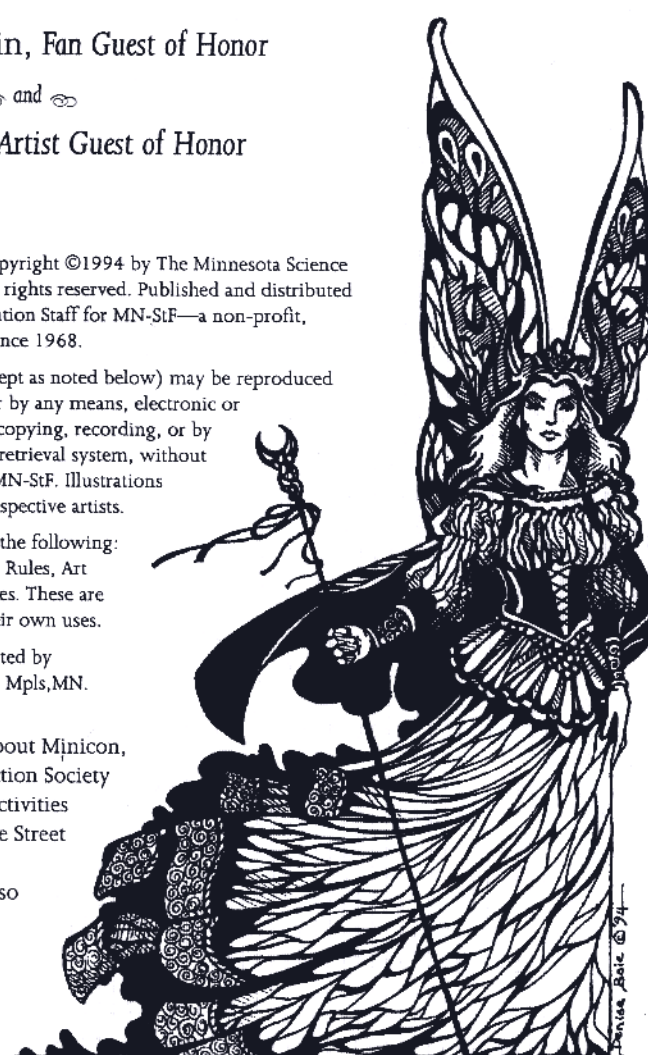
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55408-8297. You may also
call the MN-SfF Hotline at
(612) 824-5559 or the
Minicon Voicemail at
(612) 333-7533.



You Don't Need No Steerkin' Judges!
Try again.

Mission is not a public playground—you need to buy a membership in order to participate. The only symbol of your membership is your membership badge. Don't lose it, or you'll be kicked out of the mission. If you lose it, you need to order a new one. Carry your badge with you at all times. There are no exceptions. If your friend stops by to visit you here in the Mission, they need to be aware that they cannot enter any of Mission's functions or areas without a badge. If you don't have a badge, you can't enter any of our functions or areas. If you have a problem with someone who isn't registered with the Organization, simply ask them to leave the building for the duration of the weekend. The Judicators will support our efforts.

The color of your badge also has a purpose. For instance, if you are over 21, you have to be taking your year of alcohol. Right in the center of your badge are the night color circles—this is why we need to see proof of age before we give out these badges. Our Pursons are also required to wear their proof of age, with proof of age, even if they don't have to be wearing a badge of the night color.

If you are hosting a party in your home room, you can use the same party badge; we have a special badge for that. If you are hosting a party in your home room, this is a crime in Missionville for anyone to be served to minors under 21.

The Fellowship of the Strangers In a Strange Land that Time (Stood Still and) Forgot: The Next Generation

[illegible]

A Little ConFan VuCab & History on the Side

Exact reprint of the article "An Exploration, Sort Of" a "Minicon 23 Log" published in June 78, 1988 / Issue 3: *Runes & Runes Made Lines*

Shortly after Minicon 23 the Run editors were before the MNS-SF Board of Directors and pitch the idea of doing a special Minicon issue of Run. This issue would be sent to everyone who went to Minicon 22, and would relate a bit more directly to our expanded audience as well as Run's regular readers.

"You see," said co-editor Dave Runes, "what we're trying to do is come full circle from Minicon. They were the Fantasy Fan and the Con Fan are at risk. By putting the Minicon Operations Log in Run 78 we'll involve fantasy and convention."

"You're right," said Jack Runel Member for Blagge. "We want Run after while we can."

"You'll have to go outside of MNS-SF for that."

"Yes, yes."



PHOTO 3: MNS-SF ALMA

With that unsuitable logic—and a promise to come in under budget—that issue of Run was ahead.

Run 78 had a print run of 2,500 instead of the 400-700 of the previous two issues of Run. Minicon 23 had an attendance of 1950, of which it was estimated that a third made it their first convention. Perhaps another third had only been to a few cons, and only local cons at that.

Dave and Joanne thought it safe to assume that at least half the people getting that issue would have limited, if any, contact with fanzines. So they asked their readers of long standing to have with them a kit. There was enough material in the log to bring a glom of joy to the eye of the most jaded fan. But every now and then they'd have to stop and explain something their regular readers might find odd and suggestive—like that part. Like the rest of this piece.

The Minnesota Science Fiction Society, Inc. (MNS-SF; pronounced "Min Siff") was founded in the late '60s by a bunch of crazy people who liked to correspond, write, sing, draw, party, and even read science fiction. In a few years it had grown large enough to hold the first Minicon, which were one day affairs often in conjunction with the Minneapolis Library.

Somewhere in here MNS-SF incorporated as a Non-Profit Organization. Minicon is the organization's only fund-raiser. All MNS-SF funds are generated by Minicon making money. For a long time Run was the only thing MNS-SF spent money on. That's expanded considerably to include such projects as *Table of the Unattainable* (which publishes fiction and poetry), *Time Gun* (an anthology of poetry read at Minicon), sending "Alpha in 72" parties at other cons, a monthly newsletter and a telephone hotline, among other interesting and expensive educational devices.

MNS-SF is a science fiction club, does not exist in a vacuum. Science Fiction Fandom—simply "fandom" to most—has a long history going back to at least 1912 and has adherents all over the world, though mostly in the English speaking countries of Canada, England and Australia. We communicate with each other and pass down Earth's history and culture through fanzines and conventions. There are hundreds of fanzines published each year and hundreds of cons all over the world.

It takes a lot of effort to publish a fanzine. Everything has to be written, drawn, laid out, printed, mailed, and so on. Conventions also take a lot of work. But—if the committee did its job well—the attendees won't notice. The Minicon 23 Committee did such a good job, few people realized the convention was run. One of the prime reasons for publishing the Operations Log was to show some of the behind-the-scenes activity which keeps the ConComm busy during the Con.

Things at the con often get Real Silly, so you're likely to see nearly anything mentioned in the Log. Note for the faint of heart, but definitely for the easily amused.

(Note: 29—Silly fan reader, only the first few lines of that Log are printed here.)

Fandom has its own vocabulary. So that you don't get lost, here are a few of the more common ones which may appear in Run:

Con: A Convention, may be the Convention Committee or ConComm.

Can: Be many sizes and flavors.

Orbit: Correction: Huh. Technically for minicon outreach only, it's some times used for anything which covers up jives, e.g. "What's Out, also the name of a famous fanzine con."

Epilog: A hook to the ego, like having a letter published, or a complimentary letter, or a favorable review, etc.

Fanciful: Of or relating to the social, technical and humorous aspects of fancies. Can mean, humorous, silly, or witty, like to look at fancies, etc. The opposite of serious. More "a" make it even more outrageous.

Fanciful: Of or relating to fancies (by which is generally meant science fiction/fantasy). Discomposes both fanciful and serious.

Fanciful: An ingenuer, often scorned to this. A labor of love done for the publisher's ego/love and the reader's amusement (if it's a fanciful story) or the reader's education (if it's a serious story) or both or neither. There are many flavors of story. For more on fancies see the Fanciful and Fanciful Review on page 45 of Issue 78. (Puh 79—You can't find the whole one you find a copy? Try the Fanciful Review in About V1 but it's missing XXX.)

Galt's Galt: A hook to the ego, like having a letter published, or a complimentary letter, or a favorable review, etc.

It's spelled, "Galt's Galt," or how it looks, "Galt."

Line: An investigation. A quote or witness, often presented out of context or with no context whatsoever, inserted at odd places in a fantasy. Lines are used to hook up text, for humor purposes, or just to have fun. (Puh 79—No! That's right.)

Lo! Letter of Contents. A letter sent to a fantasy. Like the editors find out the fancies and/or most thought-provoking and/or appropriate get published in the Lo! Column (or Lo! or even Lo!).

Noted: or simply Not. A newcomer to our rank. Someone who has entered the Chapel Portals of fancies, but hasn't yet discussed all its areas mysteriously.

Noted: A word considered derogatory by serious readers. Pronounced "Noted" by some.

Noted: Serious and constructive. The opposite of fanciful. Discussions, reviews, critiques, etc.

Noted: Science Fiction. The politically correct term.

Puh 79—Additional the report we offered to the form of a galaxy by their via allies of 78)

At the: Where professional and amateur art is displayed, usually for sale. Items with several bids on them go to the bid function.

Bridge: A person checking the con badges as they go into a con function.

It's cool: Fun and you get to meet lots of people, you should volunteer.

Bridge: A way to contact someone who's not around by making a little hole they carry out an obvious sound, which with them to call the Bridge.

Bridge Communications Center: For Minicon. A souped-up suite in the hotel encompassing the Bridge, the Gopher Hole, a spare bedroom called the **Big** and four bedrooms. The Bridge has telephone lines, walkie-talkies and the battery charger for them. There's a Communications Officer on duty, other Con volunteers, and other con committee members.

Communications Officer: Responsible for phone calls in and out, answering questions from con attendees, communicating with Troublemakers via walkie-talkie, maintaining the Lost & Found and keeping the Bridge from **out** chaos.

Con: The 24-hour hospitality area occupying the entire 22nd floor run by **Parties**. Another good volunteering option, they're called **Twins**.

Con: Where things are sold. Often called the **Stockroom** Room.

Con: A member of the Executive Committee. **Con** Staff on duty generally have their hole box for meeting on obvious sound.

Gopher: An extra pair of hands who helps with stuff from here to there and back again. Another job you should volunteer for.

Key: An Operations person with a key who has the keys.

Operations: The department holding the con together while it's going on.

Operations: Charge it to schedule and supervise the Communications Officers, Dispatchers, Keyers, and Troublemakers, direct the Badgers and Gophers, and handle problems, emergencies and disasters.

Registration: Where you can buy a membership or pick up your pre-registration packet which includes a pre-printed con badge. **Accolade** area which needs lots of volunteers. (Puh 79—Did you check your mailing address?)

Trademark: The moving person with authority. Has a walkie-talkie and is in constant communication with the Bridge and **Con**. Officer.

Minicon 22 Log: The Operations Log is kept by the Communications Officer or the Bridge at Minicon. Operations meet Thursday March 1st and called Monday April 1st. These calls to the Bridge, requests for someone specific, or other relevant comments are written in the Log.

Noted: Bridge on up committees agree. — 3/31/88

Time: Time stand

Time: Linn's Linn's David Cameron (of Parties)

Time: 12 Cars On

Time: 4 Cars Linn's Linn

Time: 13.13 Uncle Hugo's called looking for Secret Storage — now available

Time: 13.12 David Cameron calls to Linn's, just and Confront are on the way

Time: 13.19 Should have been gaffer etc.

Registration

Hours
Friday 10:00 hrs. • 22:00 hrs.
Saturday 9:00 hrs. • 18:00 hrs.
Sunday 10:00 hrs. • 22:00 hrs.

The Mission Registration tables are located on the second floor of the above the hotel's first deck. Identification is required to receive your membership badge and convention publications.

Your Mission membership badge is required to enter all convention events. If you have your badge as a registration volunteer (Great Hall info desk—check closed, head for the bridge. There will be a five dollar replacement charge for lost membership badges.

When signing the registration book, to pick up your membership—or during a free moment at the convention when registration is open—also a moment to check that we have your correct mailing address listed (help us keep the CTMC up-to-date and make sure you'll be receiving the program reports for Mission 30—the con is only a year away). If your address is incorrect, ask the registration volunteer for a change of address card, which can be filled out on the spot. Change of address cards will also be available at the info desk.



Save Money and Worry

Pay for 30 Days Ahead

Early registration for Mission 30

Open 14th thru April 14th to

\$20.00 at Mission XXX only.

Forms and envelopes are available at

Registration or the InfoDesk. We encour-

age you to pay by check—the envelopes

will not be opened and processed until after

the convention—safe guard your investment

with your check as a receipt. Checks will be deposited within three weeks of

Mission XXX.

Please mark if you will be 21 years of age at Mission 30.



Jump on the Zepplin and help with our work on bid for 1973.

Minneapolis in '73

An idea whose time has come... and forgotten to get

Hotel, Hotel, Hotel

General Information: Radisson Hotel South

Parking • There is a lot of parking around the hotel but not always enough during peak hours and we suggest planning accordingly. We also recommend that you avoid parking in the South lot on Easter Sunday, leaving as a courtesy, that area open for the Radisson's Easter brunch guests.

Hours • Do not staff down! They will look down and we will all be walking. 22 Hours is more exercise than any of us need.

Pool Hours • Friday until 04:00 hrs.; Saturday until 04:00 hrs.; Closed Sunday morning and early afternoon, open after the brunch.

Check-In/Out Information • The Radisson has asked us to inform you that, while you may be able to check in as early as 10:00 hrs., your room may not be available immediately. We have arranged late checkout for Saturday. Please try to be out by checkout time. The Radisson is very nice to us, but may charge you if you are not out on time.

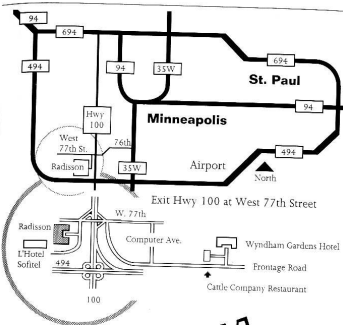
Swim Hours • The traditional Radisson Easter Sunday Brunch will be from 10:00 hrs. to 1:00 hrs. The cost is expected to be about \$18, and you will want to make reservations through the front desk as it usually sells out. Please respect the brunch guests. I know they look funny, but try not to stare.

General Information: Wyndham & Sidel

Wyndham Garden Hotel • Marriott's overflow hotel, located at 4460 West 78th Street Circle (Just past 431-1311). Take the shuttle, it's probably waiting for you now.

Shuttle Service • We have arranged with the Wyndham Garden Hotel to run a 24-hour shuttle service between the Radisson and the Wyndham. During the hour, the shuttle will run every 20 minutes, leaving the Radisson on the hour, at twenty minutes after the hour, and at twenty minutes before the hour, and at the Wyndham, leaving at ten after, on the half hour, and at ten before. During non-peak hours the shuttle will run every half hour. Shuttle schedules will be updated to reflect demand and an updated schedule will be available at the front desk of each hotel and at the InfoDesk.

1st Floor Sidel • The second overflow hotel is located just across the south parking lot of the Radisson. It's that other big building, you can't miss it. (From Desk 431-1300.)



Has Anybody Seen Our Hotel?

by Cheryl Felt

Minicon has moved about over the years, taking place in a total of nine different hotels. Many of us have kept stories about bad hotels, bad hotel management, bad hotel business and so forth, but we have a slightly different tale to tell.

On January 6, 1968, The Minnesota Science Fiction Society (then just a University of Minnesota student group) gathered in a meeting room on the third floor of Coffman Memorial Student Center with some of their friends. It was a Saturday afternoon, and from 12:30 until just 1pm, Charles DeWitt, Carl Jack, Gerald Dickson and Clifford Simak sat around with the 58 attendees and enjoyed Minicon One. Registration at the door: \$6.

By the way, that might get a bit weird, so we've got a chart included in here somewhere. That might help you keep track of where and when we are.

For Minicon 2 they got fancy and actually got a hotel, The Andrews.

Hotel across from the Minneapolis Main Library at 4th and Nicollet. The

Dykman Hotel on Hennepin Avenue was our next home, until we arrived at

and 11th Street. And then back to the Andrews for a second year.

Well, from there we moved to the Hyatt Lodge, that is, Hyatt Lodges

about today. Finally, it was a motel, over behind the Greyhound depot,

and we stayed there two whole years.

Then back over to the Dykman for some reason (we do get around,

don't we?) Then in 1975 we checked into the Holiday Inn on the new

Nicollet Mall. Next time we were at the Leaning Tower Motel, near the Curtis,

and a significant stop again. You might begin to think we weren't wanted,

but we stayed at the Leaning Tower three more (and well-remembered) years.

Okay, here things begin to get a little ugly. On November 20, 1979 the first

demolition by explosives at Lord Mayor saw the Dykman Hotel down to

make way for the City Center shopping complex. Today there's a Mexican

restaurant called Cu-Chi's there. One of our former hotels was in there.

Late that year the Hyatt Lodge Motel closed, after nearly filling bankruptcy.

That's two gone, though the building still stands.

Our next three years were spent at what is probably our favorite hotel

(present company excluded, of course). We refer of course to the old

Radisson on 7th Street downtown. For those of you who don't remember it,

look across the street from City Center, between Dayton's and the Dayton-

The Wanderings of Minicon

Minicon Hotel

1 1968 Coffman Union

2 1969 Andrews

3 1970 Dykman

4 1971 Curtis

5 1972 Andrews

6 1973 Hyatt Lodge

7 1974 Dykman

8 1975 Holiday Inn

9 1976 Leaning Tower

10 1977 Leaning Tower

11 1978 Leaning Tower

12 1979 7th Street Radisson

13 1980

14 1981

15 1982 St. Paul Radisson

16 1983

17 1984 Leaning Tower

18 1985 Radisson South

19 1986

20 1987

21 1988

22 1989

23 1990

24 1991

25 1992

26 1993

27 1994

Radisson Ramp. A great hotel, with

the most fantastic cuisine we've ever

had or seen. Unfortunately, in the

summer of 1991 they closed this place,

and built a new Radisson on the

same spot. Go figure.

Minicon spent 1982 and 1983 at

the Saint Paul Radisson, and nothing

had ever happened to it. So there!

On the other hand, it's still in down-

town Saint Paul. Oh, well. Things

didn't work out very well there,

anyway. Something about looking at

it with a bunch of rowdy kids in

town for a motorcycle event.

So, we went back to safe ground,

the old Leaning Tower, for a single year,

and our last in downtown Minneapo-

lis.

The damage continues. In 1984

both the Andrews and the Curtis

hotels were blown up. And blown up

good. It was at about this time that we

started to get really worried. When

we had ConCom meetings, the

Hotel Department would often start

their reports with, "Well, I drove by

the hotel today and it's still standing."

Comments like that helped us relax.

Some.

Then the Leaning Tower an-

nounced that they were going to

close (and subsequently

explode) and we packed up

the wagons, and led our caravans

out here to Minneapolis. Oddly

enough, no hotels have closed

since we left, although the Holiday

Inn did get sold to Park Inn Inter-
national in 1993. But we can assure you,

we had nothing to do with it.



We've been at this Radisson for ten solid years. Nowadays, when we hear stories about other cons having trouble with their hotel, or having trouble finding a hotel, we realize how a good hotel can really help a con be great. We've had difficulties, to be sure, and we will in the future. But for those of you who plan cons, never underestimate the impact a good hotel can have on the success of your con. So, we wanted to take this opportunity to thank everybody at the Radisson, and our volunteers over the years who have worked so closely with them, for ten years of the most successful SF conventions ever.



Will You Be Getting Next Year's PR's?

The first Progress Report for Minicon 30 will be in your mail box sooner than you think—it will, if we have your current address.

Did you check the address we have on file for you, when signing the book at registration? If you didn't, take a moment during registration's hours of operation and make sure our database is up-to-date. Let's stay in touch!

Change of address cards are available at Registration or the InfoDesk.

TALES OF THE UNANTICIPATED

A magazine of rising stars!

#13 (out in April 1994) includes John Sladek's column, & fiction and poetry by Patricia Russo, Martha A. Hood, Laurel Winter, John Calvin Rezmerski, Uncle River, Ann K. Schwader, Steve Carper, Lois H. Gresh. \$5.

#1 (photocopy facsimile of original): Carolyn Ives Gilman, Ruth Berman, Terry A. Garey; Rezmerski's Rhysling Award-winning poem; Kate Wilhelm's essay, "On Responsibility;" Damon Knight's "bad SF" contest choices; Eleanor Arnason interviewed. \$5.

#2: Arnason, Rezmerski, Nathan A. Bucklin, Peg Kerr, Janet Fox, Dave Smeds; Knight & Wilhelm interviewed. \$3.50.

#3: Arnason, Bucklin, Kerr, Fox, Phillip C. Jennings, Bruce Bethke, Kij Johnson, Thomas G. Digby, Laurel Winter; Chelsea Quinn Yarbro interviewed. \$3.50.

#4: Jennings, Bethke, Berman, Garey, Fox, Elissa Malcoln, Howard V. Hendrix, Bruce Boston; Larry Niven interviewed. \$4.

#5: Clifford D. Simak's story, "Courtesy," & David W. Wixon on Simak; Jennings, Bethke, Kerr, Winter, Robert Frazier, Camilla Decarnin; Sladek interviewed. \$3.50.

#6: Fritz Leiber's story, "Lie Still, Snow White," Rodger Gerberding on Leiber, & Leiber interviewed; Berman, Bethke, Smeds, Hood, River. \$3.50.

#7: Sladek's 1st column; Bethke, Jennings, Garey, Arnason, Malcoln, Smeds, Jamil Nasir. \$4.

#8: Sladek, Kerr, Winter, Hood, Nasir, Kij Johnson, Chuck Rothman, Mark Rich; Kim Stanley Robinson interviewed. \$4.

#9 (5th anniversary issue): Sladek, Hood, Frazier, John M. Ford, Mark W. Tiedemann, K.D. Wentworth, Andre Guirard, Lance Robinson; Jonathan Carroll interviewed. \$4.

#10: Sladek, Arnason, Hood, Hendrix, Tiedemann, Russo, Rich, Kij Johnson, David Starkey, Sandra J. Lindow; Greg L. Johnson on SF & rock & roll. \$4.

#11: Sladek, Hood, Tiedemann, Rezmerski, Lindow, Rothman, Kij Johnson, Josh Partlow; George Alec Effinger interview, Pt. 1. \$4.

#12 ("Families" issue): Sladek, Hood, Russo, Rezmerski, Berman, Wentworth, Lindow, Rich, Christine Beckert; Effinger, Pt. 2. \$5.

Artists include Gerberding, Suzanne Clarke, Margaret Ballif Simon, Erin McKee, Cindy Rako, James Jamison, & H.E. Passl.

Four-issue subscription (#s 13-16 or 14-17), \$15. "Heckuva Deal" (#1 photocopy & #2-17), \$40. Checks to Minnesota SF Society. Canadians, \$17 U.S. currency for four issues, \$45 for "Heckuva Deal" (cash or money order). Overseas, \$22 for four issues, \$50 for "Heckuva Deal" (cash or money order).

Reading submissions for #14 May 1-June 15, 1994.

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



Opening & Closing Ceremonies

"Hey, how do I turn this thing on?"
"Blow in its ear."

Wedge carefully in between Shockwave and the Trans-Iowa Canal Company, it's Opening Ceremonies! Meet the people responsible for the convention, see and hear the Guests of Honor, and help us get the celebration of the Twenty-Ninth Minicon off to a bang. Find us at the Mainstage in the Great Hall at 19:00 hrs. Friday night.

Well, all good things must come to an end; so stop by the Mainstage Sunday afternoon at 16:00 hrs. and help us call it a wrap. Hear all the official gossip about what happened this weekend, get the final count on just how many of us there are, and find out what's next.

And don't forget, we have the traditional transfer of power from Ed Eastman, this year's President of The Minnesota Science Fiction Society and its successor. These transitions have often been spectacular, and usually funny, so come find out who's stuck with the job next year!

"Hey, how do I pass this thing off?"

What Do You Say to a Naked Lady

In an Elevator?

The world of fandom has some idiosyncracies to it, to say the least. The rules for the way we deal with one another inside fandom are not always the same as the rules outside of fandom. That does not mean that there are no rules. Any society devotes much of its time and resources to passing on the rules of conduct to the children and newcomers. The problem is that in the twenty-first century, more and more people will be living in more than one society. Look at us, for instance. Not applying all the rules of our "normal" lives does not mean that there are no rules; merely that some of the rules are slightly different. Some are more relaxed, others much tighter.

For years, when we have explained *Fanatics* to newcomers, we have tried to present them with the kinds of social challenges that they might encounter only within *Fanatics*. For example, you say for an elevator, it costs, and there is a woman standing there all day. There are people there all day wearing a strong sense of self-confidence. They're speaking, they're talking, or make that "frenetic speaking." Waiting for another elevator seems called for, so you get in. Naturally, you are now alone in a room and you realize it is to make conversation. For some strange reason you are unsure of that Miss Manners has to say on such an occasion. All of this leads to the ubiquitous question, "What do you say to a lady who is an elevator?" There are several answers to this.

"Hello, Naked Lady."
Always be polite. Always try to be nice. Being friendly can't hurt either. There are rules we all learned in Kindergarten, but somehow they just forgot to warn you about days like this. Her nudity may not be intended merely as a sexual statement, and, even if so, you may not



SHOCKWAVE

The longest running science fiction radio show in history & the only tactile radio program in the galaxy! Science fiction/science fact: Hard science, wild speculation, comedy, interviews, unique music, Top 11 List, current & future politics, reviews of sf & technology, and much much more.
David E Romm, Producer & Conceptual Artist
Scripts & engineers wanted. Tapes available.
Sat., 6-6:30pm, KFAI 90.3 FM, Mpls

be the person she's speaking to. Popular as it is, there is more to life than we at the appropriate gender and contemplate your reaction. Everything here so feel free to discuss books, politics, how the coin is going, religion, the weather, the college...

Remember, you have no idea why this person is in an elevator brief of her garments, so that might be a productive place to start conversation. Of course, you could always address her by her name, if you can read her hair.

"Oh, the help must hate."

If somebody around you needs a hand with something (e.g., getting out of the elevator door, carrying those large sacks of rice, and so on...) go ahead and offer. Don't just decide to help without offering because there may be concerns you don't know about. Some people just insist on doing it themselves, and that's fine.

Taking this another way, it is perfectly acceptable to inquire about someone's costume, their reasons for choosing the "kibernet" design, the technical challenges involved, and so forth. Most costumers and other overdressers pay for these questions, although some may simply wish to keep their trade secrets secret.

"I just try to know that I did what you're doing is to personally offend."

Fandom is many things. Progressive on social issues, indeed, inclusive, on the grounds of genetic background or places of origin. We are not now, nor have we ever been politically correct. It is perfectly acceptable to disagree with somebody and to express that disagreement. Being confrontational, abusive, or deliberately abusive about it is not going to win friends or influence people. On the other hand, remember that you are responsible for your own behavior, so don't do things that are likely to offend a reasonable person (remembering that some reasonable people might disagree).

"Woman!" "Man!"

Naughty fan. Ververy bad. Unless, of course, the two of you are already not one (and I don't mean on the elevator.) The impulse to be sexual is perhaps generally bad, and not to be considered a sign of care, but it is still cheating all over the floor. I don't care if you've been in a Turkish prison for 25 years and this is the fourth naked lady you've seen at any before.

(It depends on whether you like girls.)

Different rules and all that. For those sitting in female and male who prefer the male form, simply consider yourself faced with an individual.

of the appropriate gender and contemplate your reaction. Everything here so feel free to discuss books, politics, how the coin is going, religion, the weather, the college...

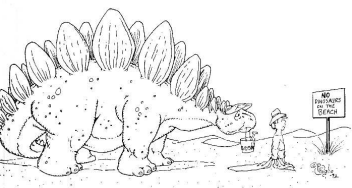
"See something?"

It's OK to notice. Staring is bad, but noticing is fine, as long as you don't go overboard. Finding somebody attractive is a sincere and honest sign of beauty. Expressing that is a good thing. You always remember, though, that the word "too" comes in many forms; all of them mean the same thing.

"Take out of your room?"

There are lots of possible reactions to a given situation, and how we deal with each other is a product of...

(The article itself is to be interpreted as near the Muslim message public safety.)

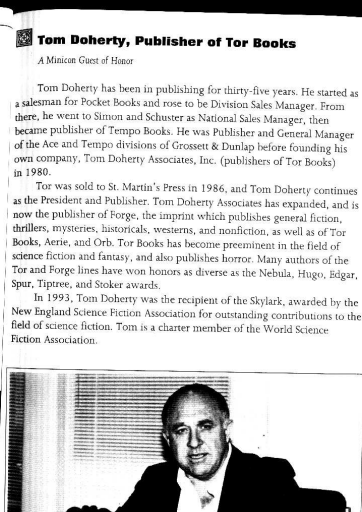


What rules could you like to see at Mike's? ... —Suzanne Mosier

I can speak Russian. Good for reading "alien." —Sharon Mosier

Working women with my majestic trombone playing. —Ally Lindgren

My knowledge of 7th Century Scottish heraldry. —Jeremy Stromberg

[illegible][illegible][illegible][illegible][illegible]

Been Around Forever and Still Going Strong
James Rusty Novell, Fan Guest of Honor

Rusty knows of fandom from the inside out, from the past to the future. He has suffered all the trials and fun of fandom circumstance. Below I list a few of the early highlights.

Traveling Nerd:
Rusty appeared at Deception in 1941. He had hitchhiked from Los Angeles to meet Robert Heinlein and fandom. He was awarded the prize for "most difficult trip" by the convention. He already had a fandom name: Rusty Barnes (a play on Rusty Bearings). He met and became friends with Robert Madle, who had ridden in the "Widowride." Art Widner had driven his 1935 Ford—a car with no trunk or other luggage storage—from Boston (with John Bell) and picked up Bob Madle (Philadelphia), John Dinger (New York) and Milton Rothman (Washington, DC) on the way to Denver. Much to the amusement of the Workshop, John Bell bought a plane ticket rather than return East in Art's car. (In 1941, they thought he must be rich to fly.) So Art had extra space on the way to the East coast, which Rusty filled on his way to Philadelphia.

Lead Caller:
In 1942, Rusty was a mediator in the middle of a Philadelphia squabble. The Philadelphia Science Fiction Society (PSS) received many draft notices. Only Oswald Train was in Philadelphia at the end of 1942. Meanwhile another younger, more active group, Philadelphia Futurians developed. Oswald Train thought one fan did not a fan club make. Rusty was president of PSS (which I assume meant he was drafted and thus elsewhere) and suggested the two groups should merge. They did, and the new group of young rucks kept the PSS name. Thus PSS still considers itself the longest extant fan club.

Neural Challenge:
In the mid-1940s fandom was more structured than now and fans joined, and they argued, with each other in many different fan organizations. In 1945, the National Fantasy Fan Foundation had a constitutional crisis. (The NFFF was created from an idea by Damon Knight, also known for his role in creating SPWA and the Milford and Clanton writing workshops.) Ballots for the election that year had no "official candidates," only write-in candidates. Rusty did well enough to be elected as one of five directors. The NFFF is still

an active organization, though peripheral to mainstream fandom. It still publishes fanzines, holds meetings and works at promoting good will in fandom.

Workshop Men and Shakes:
After WWII was over, Worldcon began again. The convention that was postponed in 1942, Pacificcon, was held in 1944 at Los Angeles. One of the more scandalous occurrences during the con was a table covered in fire against the NFFF. Three Daves, consisted of copies of the NFFF constitution overprinted with swastikas. So many people were upset by this, the business session put a 15 minute limit on speakers so the convention would not last five or five days! The proposal on the floor was to split the profits of the convention between the NFFF and the Fantasy Foundation. (The Fantasy Foundation was to create a science fiction museum/collection for all time. For various reasons this has not occurred. Al Adamsman, who observed it, still maintains his collection as the embodiment of this.) The business meeting agreed to divide the profits. Rusty announced that he, along with fellow directors F. Tower Loney and Harry Warner, had submitted a nomination of the NFFF anonymous telegram to Walt Disalberg, president of NFFF, in North Dakota. The treasury was to be given to atomic scientists. Walt immediately hired a lawyer to find out what was going on. According to the telegram, The Fantasy Foundation would signpost NFFF. After much discussion, Rusty and Loney (but not Warner) were cleared of conspiracy and the NFFF remained alive.

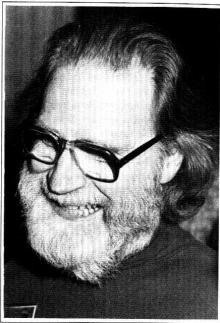


Photo by Jeff Dabbs

A Secret Master of Fandom:

A Month Menus of Fandom:

Much of fandom's politics is said to occur in smoke-filled rooms (during the strikes, a change in smoke) where SMOFs make decisions for the unknowing fanbase. In 1940 Toronto Torcon three smoke-filled rooms actually occurred. A series of meetings were held where those who would hold the Worldcon in 1949 New York had talked about bidding. However, to the SMOFs, anyone else would be better than having another "exclusion principle" with several fans preveened from attending the first Worldcon in New York. Sam Moskowitz, an active New York fan at the time, had said he would not go to bid to help anyway. The SMOFs asked Busty, and other Los Angeles fans to bid for them. They did so previously. And Worldcon in Los Angeles—Pacifica was only three years away from being named. Milwaukee waukee turned it down, and Detroit was too close to Toronto. New Orleans was considered a humorous choice. Finally, after a series of phone calls to Cincinnati, that city was the only bidder at the business meeting the next day, and Cincinnati received the nod for 1949.

The next morning I find about Rusty's history in the Harry Warner volumes in 1956—where he again acted as oil on troubled waters. At NYcon II, fans who hadn't bought tickets for the banquet were restricted from attending Al Capp's (of *Lil'* Abner fame) speech after the meal. In fact, they were moved further and further away from the banquet and speech area. This caused bad feelings and people considered leaving the convention. Rusty

convicted Tucker to stay for the remainder of the convention and the uproar died. For years afterwards "Dave Kyle says you can't sit here" was a interlino and catch phrase in fandom. (Dave Kyle was a long time Gammas member.)

I, of course, haven't been in fandom nearly as long as these stories about Rusty. They are mostly from Harry Warner's history volumes: *All My Yesterdays* and *Wealth Of Fable* (winner of last year's non fiction HUGO).

The things I know personally about Rusty date from working with him on the Down Under Jan Fund—DUFF, which sends fans from Australia and North America. Fans vote and raise money to continue this process—an Australian fan will be elected in 1994. Rusty was the DUFF winner in 1975, in time for Austrocon. He and the other DUFF nominees that year all went to Australia. John Berry accompanied Susan Wood, a Guest of Honor. Jan Howard FINDER attended on his own. It is, I believe, the only occasion where all nominees traveled together. Rusty feels uncomfortable writing and thus did not produce the customary DUFF report. Instead, he traveled for two years with his DUFF slide show, and for years following his trip Rusty held auctions to raise money for the cause. I was a young zealot in 1977 and

thought DUFF was a great idea. Rusty and I held auctions together for many, many years.

Rusty is best known for his time binding within *Feindstein*. (The time binding is a science fiction concept introduced by Robert Heinlein at Denzetsen.) Rusty's first con. Rusty's time binding connects us to our past, future, or even our future in the past. Rusty sells old magazines, pulps, fanzines, and books. In other words, he hucksters. On his huckster tables lay the futures we dream of. The old stories by Lovecraft and Moore (our future from the past) are in these books, as well as the new stories (our future in the present.) He helped found *PoliceOne* where older authors, famous for their pulp work, are celebrated. He also runs the huckster room at Midwestcon, the oldest living huckster, will hold in *Feindstein* even more.

Rusty has introduced me to some of the most interesting people, like his father Bob Tucker. (I can't tell the "Rusty is My Father" story with any of Tucker's skill—please ask him.) Tucker Smoothies, is gay and gallant to the ladies; however, Bob also smokes some of the most odorous stogies I've ever been around, only recommended to those willing to stand in parking lots with stiff breezes in the other direction.

Rusty also introduced me to Gay Haldeman, wife of Joe, famous author and MIT professor. Gay and Rusty organized and led panel discussions on "How to Enjoy Your First Con," at more cons than I've attended. It is highly recommended you ask them for suggestions to improve your convention (even Minicon!).

I hope you now have some insight into a gentleman who has been involved in fandom for more years than I have been alive. A person who has devoted time to the upstarts of fandom, and mediated them into peace. He is someone who is willing to talk to you. Ask him.



Phil Foglio, Artist Guest of Honor

Photo by Phil Foglio/Photo by Kip Ficht

Philip Peter Foglio was born at 12:34 am on the first day of May, 1916, an ordinary baby. It was only through the light drunkenness of The Third Volume of the Fourth Mystery of the Eighteenth volume of the Twenty-Fourth book of the Three Discovers, that he found himself in the scene of the eighth dynasty of King Woldenwings the Twenty-third of Ancient Rome, and The Archbishops of He Who Crashes Heures Like They Were Bore Cars that the Archbishop's pet roost was able to pursue a beetle across a carefully laid location and which covered the floor, scuffing the sand and then com-

promising the Orange Circle of Time.

Due to this error, the robot figure that crept into the morning ward late that night did not leave with the newly reconnected spirit of the Great

High Priest of the Cult of the Green Clover Apocalypse, they left with Phil.

Raised as a centuries old high priest in a huge network of secrets

whirling underneath the wheels of Heaven, New York, Phil was a lonely child, and not at all convinced that the world was laid to rest in a final great finality party, to which he was expected to bring the pot.

His only real friend was the "Sacred Gate of Heaven," a small, handsome creature named "Walden." Both were unwilling holy

objects of the cult, and the bond that grew between them was unbreakable.

In 1978 Phil escaped to Chicago, with Walden under one arm and the

garden in front. Looking there minute, the cult sent to top assassins in

gunnery, but it was too late. Phil had disguised himself as a student at the

Chicago Academy of Fine Arts, and

Walden had assumed the guise of a sofa cushion.

Graduating with a BFA in gunnery, he began his associa-

tion with former Future Academy, joining Fan Artist Huges in 1977

and 1978.

As his name spread, it

became more difficult to avoid the

deadly finger-fists of the green

cheese assassins, and finally it was

necessary to leave Chicago entirely.

Thinking that it would be the last

place that they would look, he

returned to New York City, where

he produced the Phil's New comic

strip for Image Magazine. In book

Gale graphic novels, and the

comic adaptation of Robert

Agnes's Mythomaniac. Life was

quite for a time, but Phil soon

found out that he had been wrong

New York hadn't been the first

place the cultists had looked, but it

had been the second. A quick exit

was again necessary. It is a story of

strategic thinking, he returned to

Chicago, where he discovered that

Alone with Nick Pollara.

It was in Chicago that he

founded his own comic company,

Phil's Press, with Bookman

owner Greg Ketter. The company

began by publishing X-Men, a

homework, initially Green, 87



and Fantasy Adult Comic. During this time Phil also wrote and illustrated
Angel and the Apes for DC comics.
The Calhoun found him again fairly soon



and this time Phil knew that he couldn't go back to New York. Instead, he ran the other direction, laying low in Seattle where by happy chance he met Kaja Murphy, the inventor of the Trans-Atlantic time-machine, a machine guaranteed to keep mystical cultist assassins at a distance. The two fell madly in love, and are now married. Phil is no longer plagued by attempts on his life. He has been able to produce the What's New Column, several new issues of X-Men, and finally and his Mentor for DC comics, all in relative peace, and is planning new issues of Back Color for the near future.
Winkler's career as a safe cartoon has been successful beyond his wildest dreams.

Pro Etiquette

In this article, the word "Pro" shall mean any guest of the conversation: writer, artist, pundit, and any other person with some degree of celebrity.

At the Meet-the-Pro Party

- Offering to buy the Pro a drink or a meal is always in order.
- This is a time for light conversation and general getting acquainted. Keep it light; make no appointments if you want a detailed philosophical discussion of the Pro's work.
- Remember, other people may want a chance to meet and talk to this Pro, too. Don't monopolize his time.
- This is a social occasion. Don't bring books or other items to be autographed. That's what autograph sessions are for. This is a time to talk to the Pro. The Pros are here to talk to you.
- Most Pros have had their robes stolen and are safe to talk to, as long as you're polite. Don't be hateful. Compliments are always welcomed.

At the Autograph Session

- See Rule 1.
- Remember, this is a signing session. If a Pro has a long line of people waiting for his signature, don't tie him up with conversation. That's what the Meet-the-Pro party is for.
- Some Pros have short lines, or none at all, at autograph sessions; that's just the way it works. If that's the case, they may enjoy someone who'll stick around and talk with them. When in doubt, ask.
- See Rule 2.
- If you have more than five or so of the Pro's works to be autographed and there are people waiting in line behind you, get five done, then go back to the end of the line to have more done later.

After Funds

11. See Rule 1.

12. Panels are one of the few places where you can be sure of catching the Pro you're interested in. If you want to speak briefly with the Pro or get his autograph, wait until the panel is over. Then step out into the hall with him and conduct your business there so the next panel can get started.

13. See Rule 2.

14. See Rules 1 & 2.

15. If you see a Pro you want to talk to, ask if he has a moment to talk. Don't delay him on his way to the rest room, a panel, or another appointment.

16. If the Pro is involved in another conversation, don't interrupt; wait quietly as the propriety wends, then, if a break, step aside yourself and ask if you could have a brief word with the Pro. If the answer is no, see Rule 2.

17. If you see the Pro seated by himself, you may approach and ask politely whether he wants to be alone or whether he would like some company. Restaurants and bars are not the place for autographs; if that's your aim, ask when would be a convenient time to get one.

18. If the Pro is seated with a party of other people, don't interrupt; if you know one of the people in the group, you may ask that person whether he'd mind your joining them. If you don't know anyone in the group, see Rule 16.

19. Don't be a sports Pro for your fair share (rounds, meals, etc.). Many Pros are as broke as you are.

20. If you're giving a room party and would like a Pro to attend, give him a specific invitation. Many Pros would like to make the rounds of parties, and this makes them feel welcome.

21. If a Pro shows up at your party, he is fair game for discussions and autographs. After all, he came there of his own free will, and can leave whenever he wants. If you're a good host (see Rule 1), he might not want to.

22. See Rule 1.

23. Don't insult the Pro. If you have a low opinion of a given Pro, just ignore him. Life is too short to waste on negative things. There must be plenty of other people at the convention whose work you like; why else would you be here? Find them and let them know. See Rule 1.

24. (Optional: see Mexico 27 before bed)

DIVERSICON II

AUGUST 12-14 1994

RADISSON SOUTH HOTEL

BLOOMINGTON MN

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What items would you like to see at Mexico?

Procon. —Timothy Julia

Minicon XXIX Programming

To: Tom Kosluch, Minicon Host
From: Victor Raymond, Minicon Programming
Re: Programming Needs and Highlights

As you are probably aware, Minicon XXIX will have approximately 125 different events scheduled through my department to take place between 15:00 hrs. *Friday*, through 17:00 hrs. *Sunday*. While I have not arranged for specific programming tracks by room, I want to keep you posted as to what is planned for rooms in general, and how I want them set-up.

Great Hall: This room has been expanded, with Great Hall West and Center now forming the space for the large-scale events of the con, such as Opening and Closing Ceremonies, the Masquerade, and other events, such as Midnight at the Chalk and the Trans-down Canal Company (both Friday nights). Check with Bill Lechen about the specific set-up needs for this room.

Edina Room: This is where many performance events will be held, ranging from Ask Dr. Mike with John M. Ford, to Confessions of a Resident Alien, with John C. Reznarski, to the "Dram" Jam late at night. Since much of the activity will involve moving frunt with tables and chairs, and lot of room to move around in.

Atrium I: Is where most of the readings of the convention will be held, with people such as Joe Hiddeman, Mickey Zucker Reichert, and Steven Brust showing off their recent writing activity. We'll only need one table, along with a single table and a few chairs, but make sure that the set is set up theatre style, thank!

Atrium II: This is a smaller meeting space, where we intend to have smaller, more focused events, such as the Minnesota Imaginative Fiction Writers Alliance, to the He is in the movie, to a panel on molecular genetics. Theatre style, with a table, chairs, and microphone up front.

Atrium III: This is where we intend on having much of the

programming that involves our Guests of Honor, so it's a little different than the rest. We need a set of six chairs up front, with a side table, and room for a table and other equipment (a riger may make sense here). Directly down the center aisle (along the short axis of the room), make sure there's room for a video camera we intend on rebroadcasting these events during the convention on BaseVision.

Atrium IV and Bloomington: These rooms are the other large function spaces, with a range of events from a panel on The Future of Freedom of Speech to "What do I read next?" to Mystical Realism in F&SF art. All of these are expected to have a good attendance, so set them up theatre style, with enough tables for up to seven participants on a panel, with at least two microphones per room.

As far as the times of Programming are concerned, I expect that they will vary only slightly from last year:

Friday: 15:00 hrs. to 01:00 hrs.
Saturday: 10:00 hrs. to 12:00 hrs.
Sunday: 10:00 hrs. to 17:00 hrs.

A few changes that you also should be aware of:

- We are having several events down on the Garden Court level, including the Meet the Authors / Mass Autographing session, as well as the Fan Faire. This will require tables and chairs in a U-formation.

- There will not be a Krushenko's coffeehouse this year; we expect that Dark Star will pick up much of the traffic in this regard. Check with Tom and Michael about details.

- And as usual, there will be changes in the program schedule right up to and during the convention. I expect that the Program Book and especially the Pocket Program will be accurate in almost all details, but make sure you stop by the Programming Office, on the Atrium level between Atriums II and III for up-to-the minute updates.

• To eliminate any confusion Programming will operate on a 24-hour clock—below is a conversion table for your convenience. (Remember, we spring forward one hour at 02:00 hrs., Sunday.)

1:00 am	—	01:00 hrs.
2:00 am	—	02:00 hrs.
3:00 am	—	03:00 hrs.
4:00 am	—	04:00 hrs.
5:00 am	—	05:00 hrs.
6:00 am	—	06:00 hrs.
7:00 am	—	07:00 hrs.
8:00 am	—	08:00 hrs.

Missing

9:00 am	—	09:00 hrs.
10:00 am	—	10:00 hrs.
11:00 am	—	11:00 hrs.
12:00 pm	—	12:00 hrs.
1:00 pm	—	13:00 hrs.
2:00 pm	—	14:00 hrs.
3:00 pm	—	15:00 hrs.
4:00 pm	—	16:00 hrs.

Malay

5:00 pm	—	17:00 hrs.
6:00 pm	—	18:00 hrs.
7:00 pm	—	19:00 hrs.
8:00 pm	—	20:00 hrs.
9:00 pm	—	21:00 hrs.
10:00 pm	—	22:00 hrs.
11:00 pm	—	23:00 hrs.
12:00 am	—	24:00 hrs.

Evening

Programming Indices

1 • The Paperman Official	44 • The Madmen make (about)
2 • Greeting to Who Care?	45 • Action in Berlin: World Alone, World
3 • Big Ben make (about)	46 • Margaret's Orientation and Interview
4 • Make make for news	47 • The Open to the World Conference and Group
5 • Men and Money View of 1982 Party	48 • Larry Harris gets interviewed
6 • The Make of the World Conference	49 • Make's Choice
7 • If One Is to Live, So Why Not Live?	50 • Make's Choice
8 • Make's Choice: The World Conference	51 • Make's Choice
9 • Make's Choice: The World Conference	52 • Make's Choice
10 • Make's Choice: The World Conference	53 • Make's Choice
11 • Make's Choice: The World Conference	54 • Make's Choice
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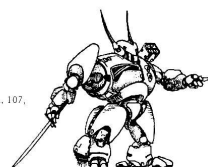
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73 • Make's Choice	100 • Make's Choice

Programming Indices

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Programming Indices

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Friday, April 1st	
15:00 hrs. 16:00 hrs.	
Autism IV • So When Do We Get The Papering Office?	1
Comparing, with one held at the end of a water pipe. Look how that turned out. What other great standard predictions have these been, and by the way, when do we get the popular office?	
Burt Raskin, Howard Davidson	
Bloomington • Generation X: Who Cares?	2
A lot has been written about the 13th, Generation X, the overachievement, and it's all garbage. Come find out why. Gypsy, Erik Baker, Timothy John, Sam Maguire	
16:00 hrs. 17:00 hrs.	
Autism I • Peg Kerr reads (aloud)	3
Autism IV • Matt reads for terms	4
Books that were would make every, look fantasy and science fiction. Love Kneel, Ray Marshall, Henry Jones	
Bloomington • Micro and Macro View of F&SF Poetry	5
An overview of of poetry in the past and present, as well as some show-up speakers. When to find it, when to make it, why you should read it. Doreen Adams, Ruth Brown, Terry A. Gandy	
Film • The Mimi-Sel Modified Australian Ballet - A Hands-On Workshop	6
How exactly does this thing work, anyway? Why do we use it, and what is it good for? Scott Reid	
17:00 hrs. 18:00 hrs.	
Autism I • SF Cross-fire	7
Just like the TV show, be prepared to duck! Just Rosenberg & Steve Reid	
Autism II • "Abandon All Hope, Ye Who Enter Herein"	8
-An Intro to Random Random is a big place, with lots and lots of things to be involved in, and to get involved in. If you'd like a brief intro to what it is all about, come and meet and ask a few questions. Ben Raskin, Ben Weiss, Guy Robinson	
Autism III • Fairy Tales: the Mother of Our Inventiveness	9
Herrn takes their significance, and their relevance to the Fantasy and Science Fiction genres. Jane Yell	
Autism IV • Finding the Right Stuff: Materials Quality for ARTIST	10
Artists share their tips and hints about the best—and the worst—materials to use in their work. Special attention is given to how artists and their comments can recognize the best materials, and we'll do to their advantage. • Ben Reid, Crystal Moring, Giovanni Fugio, Erin Miller	
18:00 hrs. 19:00 hrs.	
Great Hall • Shockwave	11
The info-show for the Internet crowd; everyone (and we do mean everyone) can join in. One hour and a lot of hands!	

Friday, April 1st	
19:00 hrs. ----- 20:00 hrs.	
Great Hall • Opening Ceremonies The official kick off to the 19th Museum. Welcome our Guests of Honour, as well as many returning Guests, fans, and people like you! <i>A Cast of Thousands</i>	12
20:00 hrs. ----- 21:00 hrs.	
Attium I • Phyllis Eisenstein reads (aloud) The Original A comparison of the two shows, with an eye to their strengths and weaknesses. Is one distinctly better than the other? Why or why not? Joe Yahn, Bruce Wolfe, Ken Reide	13
Attium II • Star Trek: The Popu Generation vs. The Original A comparison of the two shows, with an eye to their strengths and weaknesses. Is one distinctly better than the other? Why or why not? Joe Yahn, Bruce Wolfe, Ken Reide	14
Attium III • Tom Doherty Gets Interviewed Tom Doherty, Ken Reide	15
Attium IV • How to Enjoy Your First Convention The title says it all. Guy Helms, Katy Reide	16
Blomington • "The Shadow Knows" Radio Drama and the Popu Radio drama and adventure has had a long-standing relationship with science fiction and other genres. Fans will explore the history behind it all. Jerry Neuen, Dave Rosen, Anthony Telfa, Dave Wilson	17
20:00 hrs. ----- 21:00 hrs.	
Eding • Getting Out of Medieval Europe Is it possible to wear history not as a European setting, especially medieval Europe? Why or why not? L.A. Taylor, John M. Ford	18
21:00 hrs. ----- 22:00 hrs.	
Attium I • Mickey Zucker Reichert reads (aloud) Attium II • Molecular Genetics: DNA is Here To Stay We see you thought that molecular genetics had to do with cloning. Family trees for chemical compounds, sure, that's not correct. Some of the most interesting research in science today is being done in this field. Sam Smith, Lisa Lerner	19
Attium III • The Future of Books and Publishing So when are books and publishing going? Margins, corporate take-overs and international conglomerates can make it all seem so insignificant. And what about small presses and alternative publications? Do they matter? What effect will technology have on all of this? Craig Kohn, Dave Wilson, Bruce Wolfe	20
Attium IV • Why Do We Do It? The Relationship Between Poetry and Fiction Some people have said that there is little relationship between poetry as a form of writing and fiction and science fiction. They're wrong, of course. But perhaps you'll agree why. Joe Yahn, John C. Kennedy, Terry A. Garry, Sandra Linder	21

Friday, April 1st	
21:00 hrs. ----- 22:00 hrs.	
Bloomington • It Seemed Like A Good Idea At The Time... Panelists talk about ideas whose time has come—and perhaps already gone, in the "historical look at the shape of day-year's discourse." Edi Jones	23
Edna • Hot New Artists – the Fun Panel! Panelists are opportunity to hear from the artists themselves about who's hot (and maybe who's not), and to hear some discussions about the life, and all that. Rob Hines & New Music Area	24
Omni Hall • Trans-Iowa Canal Company Presents ... "Dances with Droids." The TCC makes its historic debut with their new show. Nothing drier or thought-provoking, but funny. TCC	25
22:00 hrs. ----- 23:00 hrs.	
Attium IV • Running for Governor Will Starfield is a gubernatorial candidate in Minnesota, and he would like to talk to people about his experiences running for office. (Nuts! – however, don't let anyone tell Will he's Governor, we're a SWIG!) (L) Will Starfield	26
Attium IV • Fans As Art Following recent trends in body modification in fashion and elsewhere. Tattoos, piercing, dental work, etc. Where is this all taking us, and how does it fit into science fiction, especially cyberpunk?	27
23:00 hrs. ----- 24:00 hrs.	
Attium III • Bedtime Stories by Jane Yolen Just Yolen, Checkmate Chip Calkins, and MIA	28

1994	
22:00 hrs. ----- 23:00 hrs.	
Bloomington • Star Trek: The Next Generation's Brave New World Did you ever wonder about living in a society where your movements are as tracked by one-budge and a computer knows about your whereabouts at all times? Just how much privacy do the people of the 24th Century have in the TNG? A comparison of the society in Star Trek: The Next Generation and that of Aldous Huxley's Brave New World. Matt Goldman, Joe Agre, Jack-Roy and Sean Torgal	29
Edna • R.O.G. Science Fiction Theatre Here's your opportunity to find out more about that "large group with the black uniforms, who hang around products." Seriously, as interest has grown, so have their numbers, and now they want to tell you all about R.O.G. Tim Schaeffer	29
Omni Hall • Arabian Nights Send your carpet to bed and join the Dancers of the Desert Moon at the scene for a performance of Middle Eastern Belly Dancing. Experience the heart-captured rhythms of a dance that emphasizes hip's softness. Dancers are members of the Guild of Oriental Dancers.	30
Blowhere • Artist's Reception Room 232	31
23:00 hrs. ----- 24:00 hrs.	

Friday, April 1st	
23:00 hrs. ----- 24:00 hrs.	
Eding • Jam Session If you want to make music, and you are going to be loud, then here's the place to be. Jam session is open to all musicians.	31
24:00 hrs. ----- 01:00 hrs.	
Autum IV • Vampires on a Bed of Rice Once again we will be discussing the 'Lily of Vampires', Anne Rice and her creations. We will also of course be talking about the scene by the island and long awaited scene. Joe Age, Andrew Berke, Vicky Stebbins	34
	
11:00 hrs. ----- 12:00 hrs.	
Autum I • Jane Yolen reads (aloud)	41

Saturday, April 2nd	
10:00 hrs. ----- 11:00 hrs.	
Autum III • Jack Williamson reads (aloud)	33
Autum IV • Influence of past poetry on F&SF poetry All of this date's spring up from nowhere: what effect have older forms of poetry had on fantasy and science fiction poetry? Does the future just imitate the former, or is new ground broken? Joe Age, John C. Remick	36
Bloomington • What do I read more than all my favorite authors have died? Some explanation of recent F&SF that follows in the footsteps of the greats of the field. Joe Holden, Sam Maguire	37
Eding • 3-D art and All That Most F&SF are in two dimensions, but many artists work in three dimensions, as well. What does this do to the art of science fiction? Dante Calcutt, John Brown	38
One Half • So You Want To Be A Costume Costumes discuss the profits and rewards of building exotic wardrobes. Joe Calcutt, Kathryn Fennell	39
Bloomington • Fun Faire The annual Fun Faire, where local F&SF groups have a chance to sell their people about who they are and what they do. Glen Cook	40
11:00 hrs. ----- 12:00 hrs.	
Autum I • Jane Yolen reads (aloud)	41

Saturday, April 2nd	
11:00 hrs. 12:00 hrs.	
Autism II • Star Trek News and Views	42
This event is sponsored by the OSB Nookroom. Betsy Webb, Judge Rick	
Autism III • Know Your Research	43
It's hard, but it can also be one of the most important parts of the craft of writing. What are the nuts and bolts of doing great research for writing? Cynthia Stettin, Mickey Carter Riches, CJ Mida, Joe Holman	
Autism IV • Magic: The Gathering	44
It's a lot "luck for games" or is there something more to this new game? Autism and others who have wanted on it will provide comments, and a general discussion will follow. Kyle Fuglio, Susan Van Hal	
Bloomington • Mythical Realism vs. Visionary Art	45
What are the differences between painting from mythic and painting a fantasy or other scene. It's all in the mind of the artist or in the eye of the beholder? A discussion of the growing trend in the fine art world toward the acceptance of "mythical" fantasy art and "visionary" art. Beth Hauer, Gwynne Fugle, Ron Mader	
12:00 hrs. 1:00 hrs.	
Autism I • Elise Mathiesen reads (aloud)	46
Elise • Artists in a Bunch - Watch the Artists at Work!	47
This is where artists draw, paint, sculpt or sketch demonstrating their art of expression. This is a Bring Your Own Materials art demonstration. Beth Hauer and Many Others	
56	

1994	
12:00 hrs. 1:00 hrs.	
Cont Hall • Masquerade Orientation and Rehearsal	48
Costumers, make sure you do not miss this part of the program, it is a necessary part of the Masquerade.	
1:00 hrs. 14:00 hrs.	
Autism II • Celtic legends and their influence on fantasy	49
A discussion of the works of Tom Shippey, Charles de Lint, Patricia Kennedy, and Mercedes Lackey and other fantasy writers whose influence can be found in the stories, myths and legends of the Celtic peoples of the British Isles. We will talk about how these legends have or have not been changed by writers, and how this influence has helped or harmed fantasy. Vivian Matheson, Jodie Riley, Ray Spill	
Autism III • Rusty Hevelin gets interviewed	50
Rusty Hevelin	
Autism IV • Maritime Culture, or: Once We Reach the Stars, What Will We Eat There?	51
A look at food production in space, and why this is absolutely crucial, and all because, in many science fiction movies. Gwynne Fugle, Susan Van Hal, George Hauer	
Bloomington • Renaissance Slide Show	52
Several years of Renaissance Festival photos have been combined with period music for a magical display of a day in the life of the Festival. Anne Folsom	
57	

Saturday, April 2nd	
13:00 hrs. ----- 14:00 hrs.	
Bowden • Meet the Pros mass autographing	53
We'll take some time here, and provide people with a chance to see their favorite authors, and also have an autographing session.	
Guido Curt	
14:00 hrs. ----- 15:00 hrs.	
Attium I • Minnesota 100 Collection	54
Not an annual, but something even better: the collation of the 100th story of Minnesota, the 10th for "wild and crazy" Minnesota.	
London. If you aren't sure what that is all about, come, get yourself in your hands, and handle lots of paper.	
Don Cohen and Minnie Menden	
Attium II • Other Local SF Conventions	55
A meeting of SF Minnesota, a multimedia organization dedicated to encouraging and improving science among groups and individuals interested in speculative fiction. This is an opportunity to hear about other SF conventions held in the local area throughout the year.	
Eric Holzman	
Attium III • Jack Williamson gets interviewed	56
Our Guest of Honor gets interviewed about his writing, his interests, and his life. Don't miss it.	
Jack Williamson	
Attium IV • The Business of SF	57
Here's a chance to hear about the business side of our favorite genre. From people from all sides of the industry.	
Tue Doherty, Jane Yolen, Dave Wilson, Greg Kest, CJ Mills, Joe Haldeman	
1994	
14:00 hrs. ----- 15:00 hrs.	
Bloomington • Aliens in Trek: the Borg and the Bajorans	58
Will the Borg Collective prove a menace to Trex and his followers? Can Trex hold his people together long enough to form a workable civilization? As for the Bajor, how much have they been changed by the years of domination by the Cardassians? Should they have accepted the three million refugees from the Gamma Quadrant? There are just a sample of the questions we will be discussing.	
Jr Ago, Matt Goldman, Sanki Sogel	
Mini • The Changing View of Science in Public Perception	59
Science and science related activities are often viewed as being "magical" — "just produce the miracle, and we'll be happy." That, however, may be changing. Is it for the better, or not?	
Susan Smith, George Pliska, Lynn Littman, Howard Gordon	
15:00 hrs. ----- 16:00 hrs.	
Attium I • DUFF Auction	60
The Duff Auction has been around to make connections between Australian authors and American readers — your contributions or purchases will help a deserving fair go from one country to the other, and then share their experiences upon their return.	
Randy Smith and others	
Attium II • Nuts and Bolts of Game Publishing	61
Game publishing is indeed a lot different from book publishing. Publishers talk about the profits and rewards of publishing for the gaming market.	
John Nephew, Inker Jackson, Allen Vintay	

15:00 hrs. ----- 16:00 hrs.

Attention III • Old vs. New SF: Have the Writers Sold Out?
Old science fiction emphasized ideas, new science fiction seems to emphasize characters, etc., and this attention is paid to the ideas that supposedly motivate the story. Have writers "sold out" and forgotten the "science" in "science fiction"?
CJ Mills, Ronal Levine, John C. Kessel, Nate Bushkin, Michael Ley

Attention IV • Homophobia in Fantasy & Science Fiction
A historical perspective on homophobia in SF/F over the past 40 years. How have publishers dealt with it, and how has it affected the writer and their work?
Don Kistler, Joe Yoon, Hiram Adams

Bloomington • Freedom of Speech Now & In The Future
A right often taken for granted in the United States — but the future may not be so secure. What are the current dangers to freedom of speech, and what do they portend for the future?
Dore Wilton, Kenneth Drexler, Crystal Haring, Greg Bette, Kate Windy, Paul Weller

Edna • Does Science Fiction Dream of Real Women?
Feminist deconstruction of the Androide Dreams of Blanche Sharp and Blake Farmer. (Even if you do not consider yourself a feminist, this panel should be a mind-blowing good time!)
Christine Moore, Stephen Daily, Julie Conditon, Juli Ward, Anne Blus, Cynthia Abbeque

16:00 hrs. ----- 17:00 hrs.

Attention I • Patricia C. Wrede reads (aloud)

Attention II • Christian Fandom
Joe Koni Yoko, Mary Higgins

16:00 hrs. ----- 17:00 hrs.

Attention III • Poetry Showcase
Fantasy and Science Fiction poets showcase their material, in this new hour-long event.
Leland Wiest, Eric Matheson, Ruth Herman, Terry A. Gatty, John C. Kessel, John M. Ford

Attention IV • Is It Fantasy If You Rip It Off From History?
Subplots may have stolen the wind of currently overwriting history, but now it seems that everyone has gone for writing "history with a twist" — does it matter? Why or why not?
Joe Yoon, Phyllis Eisenstein, Conkar Sovanna, John M. Ford, Steven Brust

Bloomington • What do I Read Next?
Another round of this recurring theme. Score with us that the hostler for the reference book by the same name in April 1993, let's hear what the judges and pans are for the past year.
Don Kistler, Ronal Levine

Edna • Regency Dance Workshop
Take the time to learn steps from another era, it's fun and provides a little exercise. Regency recreation in another area of fantasy and historical interest.
Jennifer Dyer

Bloomington • USS Phoenix Charity Auction
All items of value donated for the cause will be up for grabs in this benefit for the Maunaloa Library Council. Along with everything else, the items will be available for a modest donation.
Joe Apte, Phil Johnson

What items would you like to see at Auction?
I can get the manuscript judged in 15 minutes or less.
—Ken Konkol

Saturday, April 2nd	
17:00 hrs. ----- 18:00 hrs.	
Atium I • SF Cross-fire Just like the TV show, be prepared to duck! Jed Gooding and Doug Best	73
Atium II • Vampires: Fact, Fiction and Myth Brian Stokar may have been a magical writer, but his Dracula struck a chord with fans of horror. What are some of the historical antecedents to the mythology of the vampire, and how has that been reflected (or not) in current horror writing? Jed Poe	74
Atium III • Do You Need to Have Someone Die in Your Book to Have It Succeed? The heroines' "Tropes" notwithstanding, what does it mean for characters to die in your writing? Is it necessary? What, if anything, does it add, and why? Drew Lickie, Paula Foxman, Nan Peckle, Debra Mayby	75
Atium IV • Finding Your Way Onto the Information Superhighway What is the Internet, and why should I care? A grounding in the basics, by someone familiar with many parts of the map. David Dye-Jones	76
Bioeringia • Artist's Jam Artists get together and create multi-media, and usually create media works of art. Proceeds from the work, as mentioned off, will go to help/worship efforts around Minnesota.	77
Mine • Auctioneer Workshop Ever wish a real live auctioneer really would a crowd? Did you want to know how to do that yourself? Show up for this workshop with some really good auctions and see how to do it. Betsy Hoots	78

1994	
17:00 hrs. ----- 18:00 hrs.	
Eleuther • Kids meet the Pros	79
18:00 hrs. ----- 19:00 hrs.	
Take a Break Back in an hour... Go! Let Take a Short Nap!	
19:00 hrs. ----- 20:00 hrs.	
Atium I • Steven Brust reads (aloud)	80
Atium II • SF Writing Groups: The 1994 Scene A meeting of the Minnesota Imaginative Future Women! Authors & readers sharing network of science fiction and fantasy writing groups and writers. This is an opportunity to talk to other writers and writers' groups, and is an unusual event. Fris Holman	81
Atium III • The Reichenbach Falls Is there a point when you need to do away with a character? What are the factors to consider? Once you've done it, how do you deal with the reactions of your fans? How much control do fans have over your writing? Paula Foxman, Kenneth Burke	82
Atium IV • Medicine in SF James White has written about it; so have others. Is medicine portrayed well in science fiction? What are some of the common mistakes, and some of the better portrayals? Mickey Zaker-Rosen, Beth Foshman, Lisa Young	83

Saturday, April 2nd	
19:00 hrs. ————— 20:00 hrs.	
Edine • The Journal of Irreproducible Results	86
Yes, it's those crazy people from the magazine once described as a humor "mag for Nobel Laureates" (and nobody else with a sense of their scientific capabilities). They want to know from you what makes science what it's all about.	
Guest Roll • Masquerade	87
	
20:00 hrs. ————— 21:00 hrs.	
Atrium I • John M. Ford reads (aloud)	88
Atrium II • Writing and parenting	89
Can you have it all? Can you be a writer and a parent, or to the contrary, too much? Most important, can you manage to avoid having your hard disk eaten by your own wonderful child?	
Phil Katz, John C. Remick, David Winter	
Atrium III • Phil Foglio gets interviewed	91
Besides quantum, Phil will show his side show The Captain, and also read from his new work.	
Phil Foglio, Greg Korte	
Atrium IV • When Your Characters Run Away With You	92
Do characters really have a life of their own? Do you ever find that the book takes a turn into left field, all with a need of it or not?	
What do you do as a writer when that happens?	
La Telle, Mike Taylor, Brian, Don Atwood, Joe Holliman, Kari Jones	
Bromington • Comics as Business, Comics as Art	93
Several will discuss comics writers and even talk about what comics are about, both as a business and as art.	
Will Sharkey, Bruce Ball, Rod Walle, Kim Wally, Phil Foglio	

1994	
20:00 hrs. ————— 21:00 hrs.	
Eleventh • Art Auction	94
Plus!	
	
21:00 hrs. ————— 22:00 hrs.	
Atrium I • Confessions of a Resident Alien	95
A performance on work.	
John C. Remick	
Atrium II • Religion and Spiritual Themes in FKSF	96
What spiritual and religious themes have been reflected in fantasy and science fiction? What is the relationship between fantasy and science fiction on one hand and religion and spirituality on the other? Are there any conflicts, and how are they resolved?	
C. Mills, Jon Mene Vele, Charles Fisk, Donnie Murphy	
Atrium III • World Building for Fantasy Writers	97
Take a random set of your, take well for several Ages of the Earth, carefully remove from your, how with mythology and magic to name. Is that all there is to it? Maybe...	
Will Sharkey, Bruce Ball, Joe Walle, Don Winter	
Atrium IV • Adult Comics	98
Adult comes? You mean the ones with lots of sex instead of lots of violence? And you say that there is more than that? Tell me more...	
Phil Foglio, Greg Korte, Rod Walle	
(This is an adult panel; parents should exercise their judgment before bringing their children)	
Where else could you be to see at Miami? ...	
Museum and Sex kitten techniques. —Jennifer Adams	

Saturday, April 2nd		1994	
21:00 hrs. ----- 22:00 hrs.		23:00 hrs. ----- 24:00 hrs.	
Blossington • Real Origins of Cyberpunk	86	Blossington • Men in Tights: An Idea Whose Time Has Come	101
It didn't start with William Gibson, that's for sure. Where did it start? What are the antecedents to Cyberpunk, and the fine examples of it?		Wouldn't it be fun to watch all the men steal their stuff in opaque parka (or fight by another name). This is where we get to explore, diggle, wander and laugh at the guys in our best favorite clothing item. And guys! The grounds has been thrown down—who among you is brave enough to pick it up?	
Base Bellic, Samuel Lemo, Michael Lay		Do Nickson	
22:00 hrs. ----- 23:00 hrs.			
Atrium IV • Away Team vs. Home Team	97		
Do we stay here, and make the best of our world, or do we push for off planet colonization? Why or why not? What future should we consider?			
LA Police, Bruce Bellic			
Blossington • Ask Dr. Mike	98		
John M. Ford returns to answer all of your questions about how the Oliveira really works. Armed with chalk and chalkboard, his question is two orders for our starry Principal Investigator John M. Ford			
Great Hall • Dance	99		
A lot of dancing, starting with some favorites as a Mass from the past, and moving forward with more recent and popular tunes. Put on your dance shoes and get moving!			
23:00 hrs. ----- 24:00 hrs.			
Atrium II • War for the Oaks: The Motion Picture	100		
Get together with Emma Ball and Will Skemmel as they discuss the planning for a new movie of this popular literary novel set in the Twin Cities. Will Skemmel, Emma Ball			
		Atrium IV • The Minicron Pan-IV: Don't Let The Pan Go Down On You	102
		This is an annual event, one that has been Pan-IV for 6 decades here tomorrow, and all those who are not comfortably participants (and most of them are not) are going to have a lot of fun. It's a	

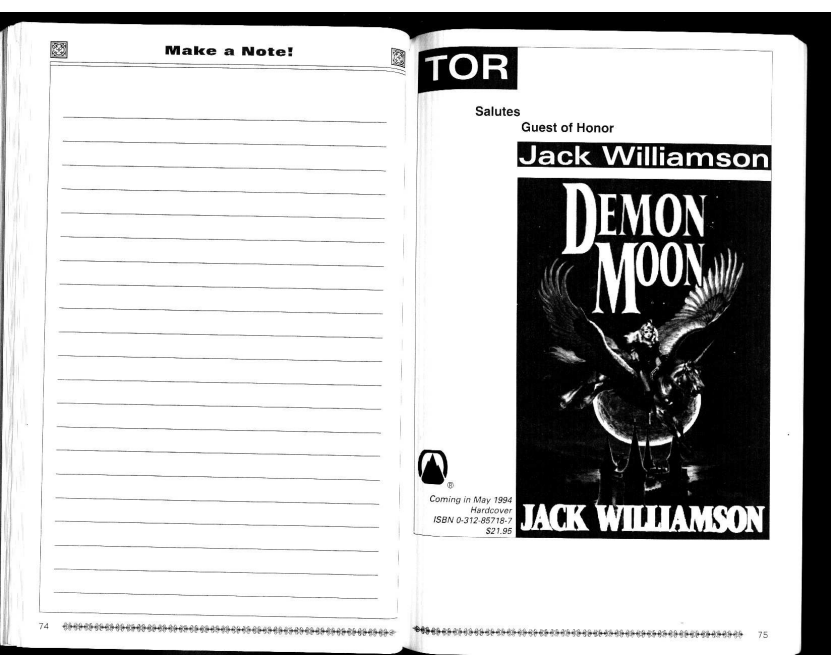
Sunday, April 3rd	
10:00 hrs. ————— 11:00 hrs.	
Atium I • Kris Jensen reads (aloud)	104
Atium II • Russian Science Fiction & Randome	105
Has anything changed since the collapse of communism? What does this mean for American writers and fans? What is being published in the Commonwealth of Independent States that's worth reading?	
Jim Yong, Zuo-Yuan	
Atium III • Babes in Chains: Making Realistic Art of "Things You've Never Seen"	106
How realistic why chainmail looks like it's spades to some fantasy art? How does chainmail that would have and problems of that year really exist? And just what does a methane atmosphere really look like, anyway?	
But Young, Crystal Mung, And Walter, Eric McE	
Atium IV • Getting Past the "Epic" Poem, Sonnets, Setbacks, and Free Verse	107
Howard and The Poem Quest, may be all five and good, but what about other examples of free poetry? What is the history of such in fiction and science fiction (among other places)?	
Joe Yoon, Terry A. Gray, John C. Rasmussen, Joe Haldeman, Sandra Lindow	
Blossington • The Future of Firearms	108
We seem to have gotten to the limit of conventional firearms, right? How could anything progress any further? Will we be firing our Springfield and Winchester well into the 22nd Century? Why or why not?	
Mr. Jay Zucker, Robert, Kenneth Dutton, Howard Davidson	
Edna • Galactic Gourmet V	109
A chance to work your taste buds, and a sampling of interesting dishes are featured to be from around the Galaxy (though which one we've never been too sure about). Come and enjoy!	
Don Nollan	

1994	
11:00 hrs. ————— 12:00 hrs.	
Atium I • Pamela Dean reads (aloud)	110
Atium II • The Stuffed Animal as Art	111
A workshop and demonstration of how to make and enjoy your own stuffed dragons, unicorns or Perseus (fun, funny)	
John Brown	
Atium III • Consumer Display of Sketches	112
Come and take a look at the designs for the fantastic costumes in our magazine. Costumes will talk about how they approach the design process.	
Kenneth Dutton, Ann Chandler	
Atium IV • Must read for kids	113
Books are fun, too, you know! What are the fantasy and science fiction books that a kid shouldn't miss as they are growing up?	
Joe Yoon and others	
Elsewhere • Paper Airplane Contest	114
Come try out some of your best efforts at long range cellulose flight. We'll try to win the most staff first. Technical assistance will be on hand.	
David Yoon and many others	
North Tower, Altan	
12:00 hrs. ————— 13:00 hrs.	
Atium I • Terry A. Gary reads (aloud)	115
Blossington • Networking for artists	116
An open forum for artists to exchange information about shows, supplies, business contacts, etc.	
Don Nollan, Dutton, Chandler, Foyt	

Sunday, April 3rd	
12:00 hrs. ----- 13:00 hrs.	
Great Hall • Stage Combat Demonstration Come see techniques used on stage and in film for staging combat. Craig Johnson	117
13:00 hrs. ----- 14:00 hrs.	
Atrium I • Joel Rosenberg reads (aloud)	118
Atrium II • The Demographics of Fandom How has fandom changed over time? Are we getting older, or are there new fans joining the ranks? What is in fandom, anyway? Dave Byrne, Erik Juler	119
Atrium III • The Influence of Historical Fiction on F&SF What effect have authors such as Dorothy Dunnett and Patrick O'Brian had on fantasy and science fiction? Is there a relationship, or are the genres totally separate? Joe Volo, Steve Burt, Frank Diaz, Condar Stremme, Drew Whelan	120
Atrium IV • Beyond Terran Religion: The Interaction Between Created Religions and Science Fiction Societies Fantasy and science fiction writers develop religions to fit their societies, and how those religions then shape the societies. Ken Joren, Cheryl Pohl	121
Birmingham • AIDS: Now and the Future It has been almost 15 years since AIDS started to affect our world. Moving from society to society, it's effects have been devastating, and often highly visible. Where will it go from here? Monica AIDS Project	122

1994	
13:00 hrs. ----- 14:00 hrs.	
Edna • Second Roundtable meeting: The Fiction of Jack Williamson Second Roundtable, a Twin Cities science fiction book discussion group, sponsors a discussion of the works of this year's Guest of Honor. Eric Holman, Jack Williamson	123
Great Hall • The Reality of Sword Combat A discussion and demonstration of what sword combat is really about (sorry, no real blood, however)	124
14:00 hrs. ----- 15:00 hrs.	
Atrium I • Joe Haldeman reads (aloud)	125
Atrium II • Dealing with the Inherent Racism in D & D and Other Gaming Quirks Ever notice how "White as gold, Ota as hell"? What about some of the other embedded cultural assumptions and stereotypes in D&D and other games? Alan White, Jim Fife	126
Atrium III • "Other Villages, Other Gods," Fantasy Traditions from Places Other Than America. Outside America there are wonderful places, including the "magical realism" of South American literature, and settings present in literary traditions of Central Europe, Asia, and elsewhere. Come explore parts of the literary world just out there. Drew Weiss, CJ Miles	127

Sunday, April 3rd	
14:00 hrs. ----- 15:00 hrs.	
Atium IV • Dynamics of Publishing	128
Tom Fahey talks about the dynamics of publishing, and attempts to educate the masses about what the critical factors are that make P&G what it is today. Modeled on the presentation he did a few years ago at his latest Fantasy Con.	
Text: Deady	
Blomington • Living in a Smart House	129
Smart systems and automatic garage door openers are nice, but pretty redundant. What about all the things you can do to make a house really respond to your needs?	
David Wynn, Dan Al Dyer-Bauer	
15:00 hrs. ----- 16:00 hrs.	
Atium I • C.J. Mills reads (aloud)	130
Atium III • Questionable Art and Freedom of Expression	131
If all art was in corporate's hands, there would be no need to protest a from censorship, right? It's not so easy as all that, and there are serious questions for the artist about content and freedom of expression if they are perceived as "questionable," or "offensive."	
Don Wynn, Greg Sims, Ken Winty, Paul Wally, Phil Fagle	
Atium IV • What Is and Isn't Poetry	132
We could be sure, and discuss the most amazing poems, but we'd rather get past it, and talk about the underlying issues of what it and isn't poetry — and why.	
Parish Dora, John C. Remond	
	



Masquerade

Sunday 19.00 hrs. • One! (all)

Now is the time to show your stuff. Whether you're a professional, amateur or just like to dress up funny, this show is for you. This is a performance Masquerade, where we emphasize character as well as construction ability. There are several divisions of competition, from Novice to Master/Professional. For information on how to participate, stop by the Masquerade registration table located in the Great Hall foyer.

The Masquerade will be run according to the "Level of Achievement" Division System. Contestants will be registered according to past competition wins and places. First Place and Judges Award are the honor levels in this competition. Free workmanship awards will be given for ability and creativity in construction. Achievement levels are as follows:

Young Fan — Any contestant under 12 years of age as determined by the convention.
Novice — An individual who has never won a major prize** in a costume competition (other than "Young Fan") at any regional Con or World Con.
Journeyman — An individual who has won 1 or more major prizes at previous Minicon, regional Conventions or has won a major prize at Worldcon.

Master/Professional — Master: An individual who has won 5 or more major prizes at the regional level or 1 major prize at the Worldcon level. Professional: An individual who promotes themselves as a Costume for hire. Only if 2 or more Master/Professional are entered will a Master/Professional division be used.

We are *not* **just** — get additional information on divisions at the Masquerade registration table.

*With the exception of "Young Fan" divisions pertain to the person who constructed the costume only.
**Major prize is defined as: "Best . . .", "Most . . .", "Judges . . .", "First Place . . ." or "2nd Place."

Be Creative — This is an "Open Division" and may be composed for by dioramas, costume runs, be-cropped directly or with music, multimedia, films from live action, animated motion picture, television production,

staged production, staged presentation, comic book or strip, or a puppet novel. Note: If the dominant theme or major portion or prop is removed from the costume or group must be entered as a Be-Creative. Please supply 3 views of source material. This is a must!

Each of the 5 categories will have a First Place trophy, a Judges Award trophy and there will be three Honorable Mention awards given in the Science Division. A special trophy for Director's Award, Best of Show, and the ever popular comic Dumper Award.

There will also be Workmanship Awards which will include a category for Best Be-Creative.

This will be quite a showcase for workmanship and imagination—more information at the Masquerade registration table.

No Rehearsal, Please. This does not mean that you can't show your costume, it just means you will appear as a non-competing entry.

Signatures. Pick up your Masquerade entry form at the Masquerade registration table (Great Hall Foyer). Please register early, all entries must be by Noon on Sunday. Also, if you have any special needs for your presentation please contact the Masquerade Staff at the Masquerade registration table.

Masquerade Rules: (yes, we have rules) along with other useful information will be posted at the Masquerade registration table. If you will be in the Saturday evening Masquerade, please attend the participant's meeting at 12:00pm Saturday afternoon in Great Hall. Also, we will be abiding time for you Saturday afternoon to get into the hall and go over your needs with the technical crew. We are strongly advising that you take this time in the afternoon to talk with them and rehearse. A schedule for the afternoon will be available at the Noon meeting.

Video Coverage Once again, the Masquerade will be videotaped. If you are interested in obtaining a copy, please stop by—you guessed it—the Masquerade registration table for more details.

Volunteer Wanted! If you would like to volunteer your time and/or talents to help us in the oh-so-very-exciting Masquerade, stop by the registration table and onto the production team.

There will be a Photo Reception after the Masquerade, so that you and fans can catch your image for the next con. It is very important that you be on time for all meetings and events if you are participating. All of the Workmanship Awards will be decided before

Art Show & Auction

Art Show • (a Floor North Tower, Room 11 & 12)
Auction • (a Floor North Tower, Room 1)

Hours

Thursday
19:30 hrs. Art Show set up
(help wanted)

Friday
10:00 hrs. Open for Artists Check-in
15:00 hrs. Open for viewing
22:00 hrs. Close

Saturday
10:00 hrs. Open for viewing
17:30 hrs. Art Show Ends
20:00 hrs. Art Auction begins
22:00 hrs. Sold Art may be picked up

Sunday
09:30 hrs. Artists check out permitted
14:00 hrs. Take down Art Show
(help wanted)

General Information

No cameras, bags, food, drink, or smoke is allowed in the art show.
Part of the Art Show is a print shop. Art work copies in the Print Shop are sold by direct sale at the art show counter.
Most of the art work in the show is original art.
Original art is made by hand and is always unique. Some of the art is classified as a "multiple original." A multiple original is part of a common set that has been uniquely treated, usually colored, so be different from other members in the set. Limited edition prints are part of a numbered set of identical pieces. Please keep these differences in mind when you bid on art.



Bidding Rules

1. Attending convention members have the opportunity to bid on art in the art show and to buy prints from the print shop area. Each bid is an offer to buy and is legally binding when accepted on behalf of the artist. All bids must include your name, badge number, and, of course, your bid price.
2. Written bids will be accepted during the art show's regular hours on Friday and Saturday. No bids will be accepted after the auction.
3. Art with five (5) or more written bids will go to a sealed auction on Saturday night. Art with less than five written bids will be sold to the highest bidder after the art show.
4. Artwork is available for viewing and inspection. Art is sold "as is." (Most artists are good about repairing damage if there is any.)
5. Minicon will accept payment by cash, check, VISA, or MasterCard.
6. Bids must be in whole U.S. dollars. Bids must be higher than the posted minimum bid and all previous bids on that piece.
(e.g., "No, one more bid is to be had.")
7. If you buy art and fail to pick it up, Minicon will retain the art and contact you about payment. Minicon reserves the right to resell unclaimed art to recover its costs.
8. Some of the art work in the art show are limited edition prints. Some copies of the limited edition prints may be available from the artist but will probably cost more than the minimum bid. Contact the artist if you don't get what you want.

It takes about 20 people to set a successful Art Auction.
Contact the Art Show Director if you want to help. The Art Show and Auction is run by all volunteer help.
The Art Show is using the "ArtShow" computer program by Steve Hatcher.



One quiet time, then was a party.
It was a small quiet affair—a few drinks, a
few hours, and four fits to cover anyone.
When all was said and done, some might not
piled up with. "That was fun, let's do it
again." As they say, it must be a good day
at the time....



**Welcome to
the Department of
Minion Parties: Consulate Division!**

Accord one and all, to the twenty-second floor to achieve new heights of
fun, festivities, and hip happenings. Avail yourself of fine conversation
while sampling our many gourmet-thematic delights. Focus your eyes upon the
variable use of machines. We get pop, chips, popcorn, and Chocolate Choco-
late Chocolate!! We get food veggies, Cops-O-Soup, and even oatmeal for
those seeking a quick healthy meal on the run. We get drinks for you in the
morning and the laughs run free across the festive carpet. We get louder
music for those of you who observe however, too. (Note to guests:
Limited supply. Hands off please.)

Did I mention Beer? (Of course.) Our world famous libbie! (Non-
alcoholic available, if desired.) Note to mention more coffee, tea, and bewilder-
ing varieties of soda than you can shake a stick at.

"But wait!" you say. "Is the Consulate really just a place to get fed,
chatted and boozed?" "No," we say. "You ain't seen nothing yet."

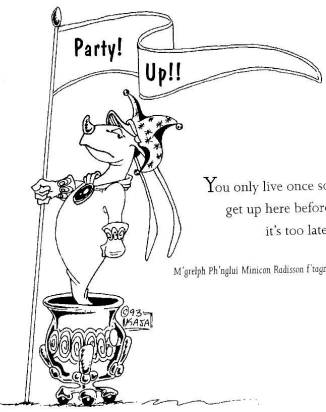
Wary listeners, Purring content. Rising heads. Baffling lights & keen
sights. The fantastic Tab O'Vermir. Come listen to the most talented amateur
musicians in Minneapolis at the Open Music party or put up a show and tell
our own yourself. New friends always welcome. Communicate with the heavy
duty air cleaners churning away on the smoking tubs of the wine serving off the
corner drums. Lounge in our very own personal Post Box and admire the
comedy volunteers.

Did I say volunteers? You betcha helpful! For you see, Minions is entirely
a volunteer-run outfit. Our bar staff, subheads, and twisters have all sacrificed
a chunk of their free time to help keep things running. And, we can't do it all
alone. You (yes you) can sign up and be part of this glorious affair. Run down

at the Volunteer Desk (Guest Hall foyer) and join the Staff. Meet and greet
the folks while helping keep the room from getting out of hand. Run a train
table and groove on the power flux from those fabo yet subtle Twinkie-
pankers.

Speaking of Drinking... Once again, Minicon Parties, in interest of
safe practice, will be distributing prophylactics & literature on their proper
use in the Consulate. Also, bearing throughout the hour will be our cheerful
staff of Conduits Fairies, equipped with same. Please take what you can use,
(with the exception of the staff & attendants) and use what you like.

Are we pumped? Heck yeah! Are you? Come up and fuse with the best.



You only live once so
get up here before
it's too late.

Minneapolis 1984 Minicon Parties Page 1

You Want to Put That Where?

The mission currently hangs in the "W" seat.
By Edward Gales

Over the course of the weekend, you will repeatedly see signs posted for parties named "Same City in Same Year." Ever wonder what the big deal is? There are called bid parties, and they are hosted by fan groups who are trying to get the Worldcon hosted in their city someday. After all, we've got this big con, and we have to put it somewhere, don't we?

For the uninitiated, the Worldcon is more properly known as the World Science Fiction Convention. Worldcons are currently running with about 6000-7000 people each year, and they are a major event for the hosting city (even if the city is San Francisco). If you think Minicon is big, you haven't seen anything.

Sounds like fun! Well, you can play too. The first trick is picking a year. In order to maintain a kind of regional balance, the World Science Fiction Association (Worldcon's parent "corporation") has divided North America into three regions:

Western Region—Baja California, New Mexico, Colorado, Wyoming, Montana, Saskatchewan, and all states and provinces westward including Hawaii, Alaska, the Yukon, and the Northwest Territories are eligible.

Central Region—Central America, the islands of the Caribbean, the bulk of Mexico, and all states and provinces between the Western and Eastern regions are eligible.

Eastern Region—Florida, Georgia, South Carolina, North Carolina, Virginia, West Virginia, Pennsylvania, New York, Quebec, and all states and provinces eastward including the District of Columbia, St. Pierre et Miquelon, Bermuda, and the Bahamas are eligible.

How does it work? Eligibility is limited on one region per year, and they cycle through from East to West to Central, as follows below. These are the cities currently bidding (at least the ones we know about...)

1997 Central — San Antonio and St. Louis
1998 East — Baltimore, Boston, New York, and Niagara Falls
1999 West — Austin, Las Vegas (eventually, the big group in Chicago and they're aware), and Alcatraz (they're not aware)

2000 Central — Chicago, Chicago, Kansas City, and, (oh, yea, I almost forgot) Chicago. No I'm not kidding, there are three different groups in Chicago bidding for this one.

2001 East — Boston
2002 West — Minicon is unaware of any active bids beyond 2001.

International bids are eligible anytime, without repeating the cycle. If the Worldcon is overseas then we hold something called the NASFiC, or North American Science Fiction Convention. NASFiC is held in the region that otherwise would have hosted the Worldcon, but is held in this country. For instance, the 1995 Worldcon will be in Glasgow, Scotland, and since this is an "Eastern year," the NASFiC will be in Atlanta the same year. Although overseas cons usually run earlier or later, so they don't conflict. Each Worldcon selects the site for the Worldcon to be held three years later. For instance, the 1993 Worldcon was in San Francisco, 1994 and 1995 had already been selected (Winnipeg and Glasgow, respectively), so that left them with the choice of a site for 1996, which is another Western year. They can't take a home field advantage and choose themselves again, since there is a rule requiring that the next site be at least 60 miles away.

Get it now? Good. Nobody said this was going to be easy. Okay, you've decided where to bid. Then all you have to do is get different level accommodations, a convention center, and a whole bunch of your friends (all of whom had better have strong con-running experience) to help you pull it off. Guess which one is the hard part. Now you're ready to bid. In addition to having your act together, you need to tell other people about your bid, and what you plan to do if you end up hosting Worldcon.

Bid parties really are the way to go. Since the people who go to Worldcon, and therefore can vote, are likely to go to other cons, then you want to get other really stuffy cons (like Minicon). As a bid party, you invite people to hear about your plans, and to try and get their vote. People who attend your bid tonight pre-supporting membership at your planned Worldcon. Anyone who pre-supports a bid can then vote for one selection. You can upgrade from pre-supporting membership to attending just days after the voting, whether your bid wins or not.

Some cities bid for Worldcon every dozen they get. Some believe that hosting a Worldcon is great fun, and a really neat thing to do for the rest of their life. Chicago, Boston, and Las Vegas are perennial bidders, for instance. On the other hand, others say that Worldcon's too far from their city.

Worldcom, Minneapolis, for a
subsidy if we bid for a Worldcom that
happened 21 years ago.
Once you win, you're on your
own. But you have one best weapon.
Oh, let me forget, ever hear of
the Hugo Awards? Or the John W.
Campbell Award for best new writer?
In fact, if you register for Worldcom,
you can nominate and vote for the
Hugos. You always wondered how
that happens, didn't you?
So there you have it. Everything
you ever wanted to know about
Worldcom, but was afraid to find
out. If you have more questions, talk
to the people hosting the bid parties
at this Minicon—they have to know.

Your Attention Please
Once would like to
Remind You
Animals* and Pets are not
permitted within the hotel
(Ballroom, Wyndham, and
Sofitel). Guests who ignore this
regulation will be asked to
leave the hotel.
*Outside Dogs for the seeing
impaired, etc., are not
included within this
circumstance.

“*Let's hope, if the future will give us machine
As well as a political machine, the cause of the human future
is not and in the cause and promotion of it.*”
— Thomas A. Edison.

Chiropractic is a natural approach
to health care. We focus on
prevention, wellness, and the
management of a variety of
conditions.

JANE L. DUSEK, D.C.
Doctor of Chiropractic
Chiropractic Health Care / Clinical Acupuncture
6519 Nicollet Avenue S., Suite 201, Richfield MN 55423
612 / 861 - 3389
Natural Preventative Health Care for the Future.

• Evening/Saturday
appointments
• 24-hour
Emergency Service

Suite Ghoda: That's a Program? Right?!

One of the first things a Niso will notice about Minicon, or SF cons in
general, is the multitude of people that grace the walls (and other various
parts) of the hotel. If you've had a chance to read any of them, you found
that many are inviting you to a party—an "Open Room" party.
There are a wide range of these open parties scheduled for Friday and
Saturday nights throughout the hotel, and you're welcome to attend. In fact,
we encourage you to attend, because without those parties there'd be no
need for Suite Ghoda or their program.

You see, most of these parties (and promotional events) have been
arranged through our program. We try to match up worthy party-thrivers
with an appropriate party space—that's right, those suites and cabanas you
had to make a request for, they come to us.

And every good program needs...

Hours of Operation: Friday, 10:00 hrs. to 1:00 hrs. at the ballroom
front desk. The Ghoda,
its association with
Operations, will also be
making the Open Parties
current Friday and
Saturday nights (10:00
hrs.—12:00 hrs.). Or,
call the Bridge (72115)
and ask to have the Suite
Ghoda on their page!



Information on
Open Room Parties is
available. Check with
the InfoDesk for a list of
parties, times and
location.

DarkStar

WELCOME

Well, you made it. You've managed to get your self here - the wherever-when-wherever-it-is. Right? You may though the getting was a little tricky, and just now there are hundreds of places to go, and you're not sure which one to choose. But don't worry, we'll be right there to help you find your way.

It's often thought of as a place where you can find anything you want. But it's also a place where you can find anything you don't want. So if you're looking for a place to go, you'll find it here. If you're looking for a place to avoid, you'll find it here too.

THE FACTS, JACK

Welcome to DarkStar City. It's a place where you can find anything you want. But it's also a place where you can find anything you don't want. So if you're looking for a place to go, you'll find it here. If you're looking for a place to avoid, you'll find it here too.

We'll have our own commercial signing machine running all night long, and we'll have our own commercial signing machine running all night long. So if you're looking for a place to go, you'll find it here. If you're looking for a place to avoid, you'll find it here too.

In addition, our Bureau will look after the City, keep everything running, and we'll be right there to help you find your way.

Special Dark Star, DarkStar Head office, and more on the way. We'll be right there to help you find your way.

DarkStar City is a place where you can find anything you want. But it's also a place where you can find anything you don't want. So if you're looking for a place to go, you'll find it here. If you're looking for a place to avoid, you'll find it here too.

DarkStar City is a place where you can find anything you want. But it's also a place where you can find anything you don't want. So if you're looking for a place to go, you'll find it here. If you're looking for a place to avoid, you'll find it here too.

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Minneapolis in '73: A Place, a Time, to Be

Clint about the familiar moppin and travel in time to Minneapolis '73, or simply stop by the Minneapolis in '73 suite at Mission. However you get there, you'll find yourself enmeshed in fandom's most famous (and most running) weekend had party.

The Mission Minneapolis in '73 suite (784-704-710) will be open from 14:00 hrs to 12:00 hrs, Friday, Saturday, and Sunday. During those hours a variety of hosts will offer a comparable variety of entertainment and entertainment, all bound together by traditional Minneapolis in '73 hospitality and perhaps a rope or two.

Depending on when you arrive, you might find yourself at a tea, party, daytime and even hour, a birthday party, a non-smoking music party, or even at the mercy of Don Fish and his never-ending supply of Trader Joe's. Schedule will be available in the suite throughout the weekend, but stop by early (and often). All parties are open, and Minneapolis in '73 membership will be available whenever you or the hosts are able to find the rack of 1973 permits and membership rack.

This year's Minneapolis in '73 Zepplin Capra is Steve Glenon, and hosts include the aforementioned Don Fish, Gus Sullivan & Gus Levy, Haskell, Jim Young (Our Man in Moscow, soon to be Our Man in London), Karen Johnson, Michael Shannon, Terry Garry, Glenn Tinkoff & Sandy Beach, David & Cargo & Judy Chaitin, Peter Hengies, Martin Schuler and the Band/Contra Committee, David Berman & Barb Jensen, Dave Clement & Ruth Anderson, and Terry Garry.



A Ticket to Minicon

by Joe Rife

"I'd like to buy a ticket to Minicon."
"Sure thing. It's only \$250 and includes a Minicon membership
at no extra charge."
— Old time Conventions to joke

When someone asks for a ticket or a pass, we know they are new to Minicon and need some extra help learning about it. In the tradition of most Science Fiction conventions, Minicon has a registration fee and does not sell tickets. There is a useful distinction between registering as a member and buying a ticket.

You buy tickets to movies, plays, sporting events, and concerts. These are events where you normally expect to be entertained by others. Science fiction conventions earned as groups of friends who got together to see each other, possibly for the first time. It is still common for people to have friends they only see at conventions. The entertainment is mutual and you make your own.

Minicon, like most Science Fiction conventions, is run by volunteers. Our pay is the satisfaction of doing something well and the pleasure of working together with old and new friends. Most of us started out watching others do the work before we got involved. We like the spirit of friends working together and try to promote it. We don't want to sell tickets. Sure, for a cost \$250 we could come up with a ticket, even on short notice. But really, we want you to join in, not just watch. We prefer the metaphor that you're becoming a member, part of the group.

We think of Minicon as private space, not public space. That is why we impose identification in Registration and check badges in other places. It reinforces the concept of membership and helps us encourage a better standard of behavior than you would find elsewhere.

Remember that the person checking your badge or bag or completing your registration is someone just like you. There are many, many ways to participate in Minicon. You don't have to be on a panel or sell books or wear a costume. You could do any of those (OK, some things take extra planning) or you could pick up after yourself at a party and contribute to the general atmosphere of helpfulness and friendship. Volunteer to help out for a few hours and you will be rewarded with a more interesting convention. Participation is your ticket to Minicon.

All The Facts, Fen.



Operations; We Never Close!

The Bridge
Designed to be the problem-solvers and pathsmootherers of Minicon, We
are located in Suite 215 on the second floor at the south end of the pool
area. Look for the signs pointing this way or follow anyone who looks
like they're moving with a purpose.

Open
12:00 hrs. Thursday, March 31st
• through •
12:00 hrs. Monday, April 4th.
Radicon Suite 215 Poolhouse
• or •
Dial 7215

In Case of Emergency
Dial 7215 or any 22-80200
or Room 20200



What To Do On the Bridge

1. Obtain first aid.
We have excellent first aid support coverage just seconds away. Do not
hesitate to come to the Bridge in suite 215 or dial 7215 from any in-
house or room phone to report a problem. In case of emergency dial
7215 from any in-house or room phone.
2. Report special health problems or mobility needs.
Example: If getting around the cone with a wheelchair is presenting
difficulties—such as getting on or off elevators—then we things we can
do to make it easier for you to get from here to there in the Radicon.
3. Register for the convention when the main registration desk is closed.
4. Report and replace lost badges.
When registration is closed—and after talking to the InfoDesk—this is
the place to replace lost badges. ID and \$5.00 required.

Turn in lost things you have found or possibly find things you have lost.

5. Obtain directions and locations of events. Contact convention staff.
6. Volunteer for the Bridge!
Earn working acclaim and gratitude by working on the Bridge. A great
place to accumulate enough volunteer hours to qualify for a Volunteer
T-shirt and the Mug.

Please ask. There are no stupid questions.

We Hire Radiconians
They're the wonderful, knowledgeable people who roam tirelessly
through the Radicon hotel just waiting to answer your questions and help
you with your problems. Look for a person wearing a vest with the word
"Bridge Dial 7215" on the back and feel free to express your needs—keep in
mind they're on duty. Watch for them.

Events
Treat them gently they're working as hard as they can. Please, please,
please don't use the freight elevators. They are for hotel staff and emergencies
only. (Getting up to the cone or down to the pool in a hurry is not
considered an emergency.)

After Hours Signage
Yes! This is the place. See the Information Officer. ID will be required.

Register for 30 C/hile Attending 20!
Early registration for Minicon 30 is available
at Registration or the InfoDesk.

 InfoDesk

Or, Escape Me, Which Way to The Wizard?

The InfoDesk. They know all. They tell much. They are the faithful repositories of all the official information regarding the con. Assuming, of course, that you bother to ask. What can you ask them, you may ask?

Are there any changes in the Programming Schedule? What are the checkout times at the hotel? When and where is the Art Auction? Who's in charge of this thing? How can I find my lost purse? How can I find my lost spouse? When does the Dealers' Room open tomorrow? When does the Express Elevator start? Why is there airt? Is this where I register for Baltimore?

If the InfoDesk volunteers don't know the answer to your question, they will know who, or where, you can get your answer. Try them and see! Located on the 2nd floor of the Radisson in the Great Hall Foyer.

Look for, and Use, the Voodoo Message Board

The message board allows you to leave messages in a central location for friends, relatives, or anyone else. It's located on the wall across from the InfoDesk and the folks there will be delighted to help you use it, and remember to check the board for your messages—that's the way it works.

207

 BozoVision

Keep up to date with Mission events—Just turn on your Boob Tube!

Broadcast Information • On channel number **#**

Carries Programming Up-dates and the Latest Announcements

BozoEvents • On channel number #

(insert appropriate number after callouts channel numbers)

Carries Live Broadcasts plus Tape Delay Programming and
Live Matched Programming

Late Night Movies

Events include Guest of Honor interviews and major programming events; keep your eye on the Pocket Program for events to be added.

Keep your eye on the Rocket Program for events to be taped.

[illegible]

 The Fanzine Room

MINICOM XXIX has a genuine old-time fanzine room: second floor of the *Arizon*, just off the elevators. Trufans will likely be found here throughout the weekend and possibly late into the night. Something to remember, however, is that gamers, filkers, collectors, serious discussion fans, media and comic fans, costumers, even those secretive un-namable convention winning fans occasionally have a hidden vice: they get a fanzine or two, like *file 770* or *Lat's* latent in the mail. They may have had some writing published in fanzines, possibly some letters of comment. Some may even have published their own id, even if it was only distributed in Minneapolis. Fanzines may not be their main fandom interest, but the truth is that, historically at least, fanzines are a part of well-rounded fanatic.

The new fan (or neofan, as we say in hip fan person type lingo) may not be aware of this. There are fans out there who regard fanrites as being

not be aware of this. There are fans out there who regard *Salaries* as boring, archaic, trivial, even contemptible. Obviously, these are the wrong people to ask about *Salaries*. The state needs to ask people who found *Salaries* to be

ask about fanzines: The right people to ask can be found in the Fanzine Room (though probably not before noon). So whether you already know what to

expect (fans writing, drawing, talking, reading, printing fanzines and generally goofing around) or not, but are interested. please stop by!

—Jill Skiles

The Fanzine Room is located in Atrium VI—2nd floor North Tower.

Friday 15:00 hrs. • 18:00 Hrs. & 21:00 Hrs. • 23:00 hrs.

Saturday 11:00 hrs. • 01:00 hrs.

Sunday 11:00 hrs. • 17:00 hrs.




OKAY, I'M READY.

WAS THAT
YOU SAID
LAST FALL 6-77

( — My all time favorite Funtastic Cartoon—What's yours?)

09

Child Care

Hi! I'm Sarah, the Wonderful Volunteer (sucker) who signed up for this job. I'd like to welcome you to the convention and say that I'm looking forward to the next few days. However, since we have limited facilities, there are a few rules and regulations I'd like to set forth right off the bat.

Operational hours	Location
Friday 12:00 hrs. • 24:00 hrs.	Room 118
Saturday 10:00 hrs. • 24:00 hrs.	2nd floor, Prohibition
Sunday 10:00 hrs. • 20:00 hrs.	

- Child Care operates on a first-come, first-served basis, with priority for those who pre-register for Child Care. It is a good idea to reserve your time slots for the weekend as soon as you arrive at the convention, as we are limited to a max capacity of 20 children at any one time.
- We can only accept children between the ages of 6 months to 12 years. We are only able to accept 3 children under the age of 1 yr. at any one time. (this is for their own safety) so please register babies in advance.
- We will accept children who have not been pre-registered as space permits.
- The Child Care facilities are not available for personal use by parents (nannies, etc.).
- Children may not be left in Child Care for periods of time exceeding 4 hours.
- Snacks will be provided; much will not. If your child has special dietary needs (lactose, diabetic, etc.) please tell us as soon as you arrive so that we may be prepared for such.
- We are not allowed to dispense medication of any kind; however, the Con-Don have a medical team standing by in case of emergencies. With this in mind, you will be required to fill out a medical emergency form upon registering your child.
- Bring your own diaper! Change of clothes highly recommended for toilet-training.

No smoking, alcohol, or weaponry will be allowed in the Child Care facilities. (This policy will be enforced.)

We will require legal ID upon pickup of your child.

You will volunteer. Actually, that's not a rule. But the more volunteers we have, the more safely and effectively we will be able to look after your children. So, if you are at least 13 yrs. of age, hoogie on down and sign up for a shift!

With all of this in mind, bring your kids over and we'll do our best to keep the 2nd floor safely occupied until you get back. All donations of groceries, toiletries & news releases gladly accepted by mail! Thank & enjoy the Con!

—Sarah Richard, Child Care Golem

All of the Child Care Staff are licensed Child Care Providers and First Aid/Child CPR certified.



What takes would you like to see at Minus? ...

Mindless obedience to authority.

—Dwan Kopyak

Somebody's got to cook the food.

—Sarah Richard

I'm friendly and I'm a master with my hands."

—Jon Olson

100

101

Come visit the Equestrians of Minicon!

In ancient Rome, if you wanted to buy something, odds were it came to you through the Equestrian Order. Travours, tariffs and travel took their toll on both product and purchaser. Today, not much seems to have changed. Nonetheless, in honor of those ancient merchants who forged the tradition, Minicon XXX proudly presents its own Equestrians, selling T-Shirts and Memorabilia!



The Spirit of Minicon, past and present, will be on hand to revive those fond memories and touch a chord within all attendees. From past years' Swankies and Buttons to the T-Shirts and Mug of the present, all items presented are unique and special. Some are rare and will only be offered while supplies last! We have T-Shirts from as far back as Minicon 11 and possibly a couple even older! While we only have certain sizes of these specialty shirts, they are sure to bring back memories. This year's T-Shirt is a special item, one that will be remembered for years to come!

On the front is a bold and friendly welcome to Minicon 29 while on the back is a reprint of the Very First Minicon Banner! That's right... duplicated from the archives is this rare piece of art that is undiged and rarely seen! Only a limited number of these shirts will be sold at the Convention, so come by early and get yours for just \$10.00!

Back from last year will be the popular specialty Mugs in two sizes, the large selling for \$8.00, the smaller for \$5.00. These specialty items won't get long, so grab them while you can!

In addition, the Equestrians will bring you Minicon Commemorative Buttons. A limited printing will be made and no more! These buttons will probably disappear quickly, never to be sold again, so be sure to get yours early!

Memorabilia Schedule
Friday 11:00 hrs. • 19:00 hrs.
Saturday 11:00 hrs. • 19:00 hrs.
Sunday 11:00 hrs. • 17:00 hrs.

We're located in the Grand Hall in the Great Hall Forum, just across from the Dealer's Room.

The Hallowed Chamber of Hucksters

It's Where to Shop at Minicon

It's a fabulous, very large, colorful of wondrous items to look at and buy. Chain-mail, W. books, plaques, dragons (large and small), culture, why humans and more can all be found in this year's room to furnish capitalism—the Dealer's Room.

Hours
Friday 14:00 hrs. • 19:00 hrs.
Saturday 10:00 hrs. • 18:00 hrs.
Sunday 11:00 hrs. • 15:00 hrs.

Fan Faire

Get to know what's out there in our local and regional fan/fairish community, by spending some time at this year's Fan Faire. Meet representatives from various F&SF groups, organizations and associations. This assembly of fun has been convened to give you information about their activities and how you can become more involved with them.

For a variety of reasons, the Fan Faire has been moved to the Garden Court this year, primarily to make it more convenient to find. We hope that it will help people find where many groups will be having their parties in the cubicles around the podiatric area.

Garden Court
Saturday 10:00 hrs. • 12:00 hrs.

Minicon-Sponsored Charities

Or, Basking and Basking for Friends

Minicon is a service to the SF community. But we are also part of a larger community "out there," and we want to give you an opportunity to do something for those who can't be here.

We want your blood!

The Robert A. Heinen Memorial Fund Drive

It's not a party. It's somebody's blood, and this year Minicon is putting itself to the test. It's a dangerous world out there, and spare supplies of Vlad's favorite essential are always running low. Thus, Minicon has strung for a locomobile to help alleviate the drain on the national stock. Since we're all having such a bloody good time, we figured you wouldn't mind shedding a drop or two of red cheer for the cause. Remember, it may be the life of a character fan that you help preserve! Bloodmobile clinics and locations will be posted throughout the Con, so take note and Tap a Vein for Charity! And when you do, get a receipt—essential for a Special Prize at the Costume Contest for being such a nice, generous person and fan.

The Minnesota Literary Project

We will be accepting book donations on behalf of the Minnesota Literary Project again this year. Drop your books off at the bookdesk any time during the convention.

Pictures in the Dark

It goes like this:

Minicon's very own picture movie theater

In the beginning, there was the Film Room: a darkroom projector, a screen, two rows of chairs and much rejecting. Then came Filmmaking between the darkroom projector, makeshift monitors, and, of course, bad sound. And there was still much rejecting. (Along with some wrong but not really discouraging suggestions.) Then, there was Video: the darkroom projector was gone, replaced entirely by makeshift monitors, and, of course, bad sound. And there was more rejecting. And then, there was Film in the Void, and in the future of time I got stuck with this thing. And there was much rejecting (at best by the CineGroom).

I immediately left for Mexico. (That—no kidding, he really did! Upon returning, I pondered: ... makeshift monitors, bad sound, much rejecting? One of these things is not like the others, one of these things does not belong. More pondering ensued. Here is the problem: Go back to Mexico! Stop the rejecting is right out: this is a convention, after all. That left the makeshift monitors and the bad sound. So this year, we will have a large screen TV, surround sound stereo system, a "hi-fi" VCR (how long since you've heard someone say "hi-fi"?), and maybe, just maybe, a LaserDisc™ player.

What to play? Many people have suggested many things. Some of them are physically impossible. Some of them would get us arrested. I won't get into rules here, primarily because that would require me to have picked them back by press time. After all, Mexico was a lot of fun. And there was the beach, this redhead, and I'm marrying her *SLAP* ... Oh, sorry—I'm back. We will be covering comedy (dark and light), some horror, lots of Gaudi, contemporary and schlock Science Fiction, Fantasy, Anime, some silly cartoons, and a few surprises.

At certain times, the Video Room will be hosted by various clubs in the SF community, giving them a chance to show off their stuff. If your club would like to hold the room open after hours, contact me by calling the Bridge at 7215. Don't even think of trying to show items that have been reported as stolen, ripped off of TV or radio, illegally purchased or are otherwise liable for an audience which will include minors.

To make this work—that there may be continued rejecting in the end—I need your help. Specifically, I need people to help keep this thing

running, and that means volunteers. If you are interested stop by and see when we need people. By the way, we also need volunteers to watch the film (you know, as *audience*)—stop by anytime!

We'll be open for your entertainment in Futaba V, from 12:00 hrs. to 03:00 hrs. on Friday and Saturday, and 11:00 hrs. to 15:00 hrs. on Sunday. For the schedule, either look in the Video Room itself, or stop by the InfoDesk and ask for your very own copy, suitable for framing (maybe).

See you in the dock!

Remember!
Daylight Savings Time begins at 02:00 hrs.
Sunday morning!
Spring your clocks forward to 03:00 hrs.
—or you'll be an hour fast.

The Minicon Gaming Suite

Minicon provides a room on the first floor of the South Tower for those who wish to engage in a little gaming. Now we don't mean gambling, or any kinky Stakehand and the French Queen stuff, but rather, a little friendly friendly rivalry.

Stop by Plaza 5 to find a challenging Role Playing, Board, or Card game—because sometimes, you just need a quiet place to play.

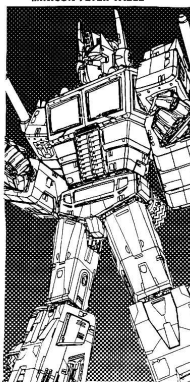


What when would you like to use at Minicon? ...
Pencil spinning. —David Drouin

WATCH FOR OUR CLUB FLYERS AT THE MINICON FLYER TABLE

WE OFFER:
OFFICE TO GO,
SELL OR TRADE
YOUR
MINI-MINI-MINI
COLLECTIBLES
OR GUNNIE TO BUY
BROTHERS
COLLECTIBLES
A MASS OF NEW
POPPERS!
MEMBERSHIP IN
YOUR GUNNIES
PERIODIC
CLUB NIGHTS LATER
A HELL OF CLUB
CONIC ZONES
TRIP CITY
CONTACT
FOR MEMBERSHIP
DO NOT FEEL
SHAME
8575-0154

ACTION ACTION
OFFICE ACTION
ACTION ACTION
ACTION ACTION
ACTION ACTION



TRANSMASTERS
A YEAR ANNIVERSARY
1984-1985

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JOIN US IN CELEBRATING OUR TEN
YEAR ANNIVERSARY!!!!!!

Minicon Volunteers

And welcome, once again, to Minicon! Your hosts for the volunteering section of this weekend's events are Erik Baker, Betty Lindgren, and their closely knit team of helpers.

Our desks located in the Gear that foyer near the escalators on the second floor of the Radisson hotel. We're down the hall from registration; stop in and volunteer before or after you register—or any time during the weekend you feel that urge to volunteer!

The jobs we'll be recruiting for are: volunteers, beanies, gophers, and badges, with a few others thrown in just to keep it interesting.

"But I don't know how to do any of these things!" It's easy. We'll teach you. (Hey, if we can do it, you can do it. Don't worry.)

Volunteer T-shirts and mugs are available once again this year! Eight hours of volunteering will get you a T-shirt; or twelve hours, a volunteer mug. If you volunteer for a total of twenty hours during the con, we'll give you both!

So that we can make sure that everyone who deserves a T-shirt and/or mug gets one, we have printed up clip sheets. Please, if you're going to be volunteering during the con, make sure you pick one up, and get it stamped by the host or subhost on duty of the department you're volunteering for, or else we won't know that you (after all, if your hours and hours of hard but undocumented work) deserve a T-shirt and/or a mug. Come up and see us sometime. The table will be staffed from 12:00 hrs. Friday to 16:00 hrs. on Sunday. We'll be waiting.



New From Orb Books

MODERN CLASSICS OF THE IMAGINATION

HELP ME, I'M IN MIND By J. R. R. Tolkien \$12.95	THE ONLY DANGER By J. R. R. Tolkien \$12.95	THE ONLY DANGER By J. R. R. Tolkien \$12.95
THE ONLY DANGER By J. R. R. Tolkien \$12.95	THE ONLY DANGER By J. R. R. Tolkien \$12.95	THE ONLY DANGER By J. R. R. Tolkien \$12.95
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Big Trouble
is the frog

big trouble / 'big trəb'l /adj is a pleasant but unimproving condition where one experiences more joy than one is prepared to accept: a jolting pleasure among a tiny sector of the Middle-Southern to signal that one has lined up three cherries on the One Armed Bandit of Fate, a term describing the collision of Scandinavian modernity, Lutheran guilt, and Finnish (and other) egotisms. Often found in local fire-dancing and post-post-Mission Curable ... but would we want to?

The last question is not entirely in jest. I mean, if it works, don't mess with it, as Mr. Natural would say ... right? Maybe in time one could get used to the sort of life where much of one's line of Special People are gathered in one hotel in such a short, but intense, span of time.

Think of what perpetual Mission would feel like. I don't think my heart could stand it.

I guess I'd better try to explain. Since the whole thing looks to me now like a stamped-jet-of-eviled trash, this will be less a (partial) coin report than a trash-picking session. Try to think like an archeologist: put on your path before, grab the first-picking materials, and follow.

It was twenty-two stories of concrete and steel, packed to the seams with burbling chattering parrying fans. The building, I am told, emitted a visible glow from a distance. Billed as a mission from the Puritan staff, it was total mad-down.

Wednesday night before the con, some of us were over at Margie's for the week session. As we were writing badge alphabetically, we made some several times of the amazing number of badges with the last name "Sonick." Odd. Then again, the "older" hat of badges seemed to me to hold nearly half of the total.

The evening music parties are a blur. I know that Nare and Car and I sang separately and together several times, but I could not have told you where or when. The non-working life event was lovely, by the way ... and I hear that even Steven Brust "just said no" long enough to come in and do a few tunes.

On Saturday, Jose Yohn and I got to go and talk in the badge for a whole marvelous hour. She was signed up as a greeter, but no day called during her shift. We had a delightful time, and she brought me an Owl Moon power signed "Love, Jose."

At the dance on Friday night, I was Programming Co-Chair on duty, which meant that I wore the tilly keeper that the Ops people had rented for me. Only trouble was, on a rather dingy red-satin-trimmed ball gown, there isn't anywhere to clip such a keeper. Fortunately I was wearing one other article of clothing. Oh, yes—the keeper was a special kind, one that is like would "lean." The Ops folks, thoughtful souls, had selected a keeper admin-istratively designed for a hearing-impaired person; instead of a high-pitched beep which would have gone unnoticed by me, it whirled. At the dance, I figured that if anybody beeped me, I'd know it. Wouldn't you know—no calls at all evening. (I am offered to ring me up later, but I told him it wouldn't have been the same.)

The hecklers in the con were probably saved my life, and certainly saved my sanity and effectiveness as co-chair. Dave Korman, Jack Wickert, John Blyden, and wherever the mystery face (a specialist was here undoubtedly played up major karma points for their ministrations to several of us during the con.

On Thursday night I was taking the stairs down, weaving through the crowd traffic, when someone said, "Oh, my God!" I turned around. Standing before me was my sweetie from when I was fifteen. I looked down at his badge. It said, "Sonick."

Thanks to the superb efforts of the Parties Department Central Procedure Team, I had a good breakfast every morning. A number of us took to eating oatmeal passively as we watched the sun struggle through the Minster-down drizzle. Breakers of 80's style?

When I lost my eyes and think of the con, faces whirled by—Jon Ringer, the rest of the shape-note music folk; Gen Sullivan ... all a hubbly about these wonderful fancies or other; Joe Heckman ... looking serious, but with a shy grin creeping out from time to time; Winnipeg Dave and Don Blundie; the one and only Cosmic Ninja Party; Chris Li, the 40's Challenge "Twinkle Tone." Ask Dr. Mike, Brenda's face ... as she pondered a hard question on the "How To Write Magic" panel; Joel Rosenberg ... congratulating Kate & Noreen; breakfast with Bruce Amazon; marking out of closing ceremonies to have lunch with Mike Ford, David Harwell ... smiling sweetly at me on Sunday night; instrumental ... being an old-time collector at the "Pewdie Tone; David

Harmon ... computing with me about the Tannier; (Good Work) ... On Monday afternoon, my house guest and I packed up our plunder and prepared to journey back to what is laughingly called civilization. I carried a backpack full of ancient brightly colored coin wear and a shopping bag full of tilly sizes from friendly Lin-eh, cherry cider from the Winnipeg coun-

gent, chocolate from virtuous and sundry felicitously honest readers

(... Oh, yes: chocolate. Every time I turned around, someone was giving me chocolate. I must ask you finger about this phenomenon.)

A few cramped programming rooms, and loaded the whole mess into Jerry Stearns' car. We achieved St. Paul sometime in mid-afternoon. The house was quiet and cool. Juan was at work, the cats were doing in a square of sunlight on the carpet. All was serene ... and I felt the first nibble of post-con depression at the edge of my heart. Another whole year ... And yet how could I be so when there had been (and would be again) so much fun, so many wonderful people? A line from a song I heard David Rosenberg do once drifted past my mind.

"... I've got more money than I can spend,
more lovers than I can use,
I must have somebody else's blood ..."

Slowly, slowly the con fades into memory. The intensity has diminished somewhat as people have bid farewell and gone off to wherever it is that they live between Missions. I'm not to quite such big trouble any more ...

and yet the mid-curtain brought me sizes and letters today, and Jack called from Boston to see if some summer travel plans might coincide, and Jane Yahn wrote that meeting me was "one of the big phases at Mission," and my recent-company friend Bob called to say that he had been thinking of me and to ask how the convention had gone ... I told him that it was wonderful-exhausting huge and way too much fun. Then I opened a letter from Jerry Kaufman.

"Dear Elise,
Hello, how are you? I hope you've recovered from Mission by now..."

Well, Jerry, I'm not sure Mission is one of those things from which one can recover. Besides all of the excitement and activity of panels and pros, the meeting funniness and falling in love with it, I've got this problem. I keep "swung three ring circus," as Victor put it. I've got this problem. I keep

It's Like Opening a Time Capsule ...

I wrote this when I was much younger. Now I'm only a fan and tired
—but I'm still in Big Trouble! —the (Kasper) Stanbury, '94



[July 29—When we talked to Elise about writing "Big Trouble"
(or the last minute of cover) we asked, "What Mission?" She
thought ... it had to be 1987, or maybe 1988. Do you know
which Mission was held in 1988?

The Questions

Question

1. What does the "C" in MCM-50 stand for?

- a) Scientific
- b) A month for "type"
- c) Minnesota Science Fiction Society
- d) None of the above

2. What did the "mini" in Miniton originally stand for?

- a) Minnesota
- b) Minneapolis
- c) Small
- d) Nobody remembers

3. Miniton is a commercial, for-profit venture.

- a) True
- b) False
- c) This is a trick question

4. Miniton Committee Members get what perks?

- a) Cheap or free memberships
- b) Cheap or free food
- c) Free T-shirts
- d) A special party

5. How many people have been elected to Miniton?

- a) 214
- b) 101
- c) 75
- d) 113

6. How many years has the Miniton been at the Radisson South?

- a) 15
- b) 25
- c) 10
- d) 1

7. How many people were at last year's Miniton?

- a) 3000
- b) 2500
- c) 1200
- d) 1850

8. How many people were at the first Miniton?

- a) 200
- b) 81
- c) 12
- d) 38

9. How many times has Miniton started on April Fool's Day?

- a) Three
- b) Nine
- c) One
- d) Two

10. How many times has Miniton "gotten Forward" in hour?

- a) Three
- b) Nine
- c) One
- d) Two

11. When was the last time Miniton opened on Friday the 13th?

- a) 1990
- b) 1983
- c) 1975
- d) 1978

12. Bbq is made from

- a) A Secret Recipe
- b) Nobody Knows
- c) Lots of Stuff
- d) All of the above

13. Miniton has always been on Kater weekends.

- a) True
- b) False
- c) Moo

14. Which of the following has not been a category of Guest at Miniton?

- a) Interesting Person
- b) Smooth
- c) Friendly
- d) Lunch

15. How many can fit into the whirlpool at once?

- a) 45
- b) 60
- c) 30
- d) 100

16. Which of the following people have never been a Minion Guest?
- a) Christopher Badelf
 - b) Robert Houdin
 - c) Robert Shewberg
 - d) Aubin Shoun
 - e) None of these guys.
17. Why are you answering these questions?
- a) I am afraid to leave my room.
 - b) My roommate won't let me into my room.
 - c) It's a long ride home.
 - d) Forced.
18. What does SHOP mean?
- a) Nothing
 - b) Pollution in France?
 - c) Secret Master of Fandom
 - d) Science Mystery and Fantasy
19. Why does the Minnesota Science Fiction Society exist?
- a) Good question
 - b) To sponsor worthwhile events in fandom.
 - c) We were bored
 - d) It makes Minions easier
 - e) All of the above
20. Yagvi is a house.
- a) True
 - b) False
 - c) I haven't read that book.
 - d) That's somewhere America is you, huh?
21. The "Real World" is
- a) In it
 - b) Yes.
 - c) Is it?
 - d) No.
22. The most important thing the ConComm does is
- a) Delegate
 - b) Answer phone calls
 - c) Don't panic
 - d) Forget to say so.
 - e) Any of the above.

23. The most important thing a ConChair does is
- a) Smile and nod
 - b) Smile pretty diagrams
 - c) Raise lots of money
 - d) Look out and show some leg
24. How many books has Minion been in, and how many are still standing?
- a) 9 books, 2 survivors
 - b) 7 books, 5 survivors
 - c) 9 books, 4 survivors
 - d) 12 books, 4 survivors
25. The symbol for the Minneapolis in 1973 had Berlin is
- a) A dogpile
 - b) A blimp
 - c) A spaceship
 - d) Who can tell?
26. Why have there been 99 Minions in '96 years?
- a) We can't count.
 - b) We speculate through a random and a state machine.
 - c) It's a yes thing
 - d) We both who Minions come from
 - e) All the above
27. Suggest the six best
- a) Compare your fingers
 - b) How using his
 - c) Left-handed
28. What do we get all these programming ideas?
- a) We get them from all of you.
 - b) A little help over there
 - c) We don't know
 - d) You don't suggest to know
29. Will you let me work at the next Minion, just a little?
- a) Yes
 - b) Oh, baby, yes
 - c) Can we take you now?
 - d) Well, what exactly is involved?

Operations • Cat Ocel & Tom Juntunen
Subheads—
Loren Botner
Corwin Brust
Kevin Matheny
Mitchell Pockrandt

Kay Drache • Quartermaster

Dean Kopesky • Software Support

Volunteers in Knickers—
Carol Amundson
Wayne Amundson
Kevin Austin
Bill Bader
Lisa Bah
Reen Brust
Marguerite Carlson
Tom Castonguay
John Columbus
Karen Cooper
Jerry Corwin
Jim Danielson
Rhonda Danielson
Joe Donoghue
Bruce Fagrie
Ripley Fish
Rachel Hoffman-Dachelet
Janet Huss
Ralph Jensen
Kris Jewel
Karen Johnson
Timothy Julin
Thomas Keeley
Peter Larsen
Margie Lessinger
Sara Logan
Christina Maestro
Cass Marshall
Mitchel Moschkau
Lydia Nickerson
Kayte Norini
Patrick O'Donoghue
Linda Paul
Mike Rossow
Hewitt Schaefer
John Skovran
Ann Totusck
Melissa Wuori

Special Thanks:
Lynn Litterer, John Skovran
Deniable Plausibility: Victor Raymond

Cuddle Squad • Myrna Logan
and Life support •
Thom Bates & Myrna Logan
would like to thank the following for
assistance and care before, during and
after the convention—

Lacy Patoch
Kirsten Lenius
Char Van Horn
Linda Paul
Jeff Schalles
Buffy
Sara Logan
Jeri Pope
Katie C.
Charles Piehl
Anonymous
John Wirsig
Tadao Tomomatsu
Michelle Clark
Kate McDonnell
Caitlin Peterson
Margarette Carlson
Kris Speiss
Chris Cassidy
Joleen Geise
John Skovran
Janet Skovran
Mark Jungmann
David Countryman
Sarah Richard
Jon Sorlie
Jeff Jobe
Elizabeth B.
Elizabeth Helgeson
Raymond Banks
Dan Solarez
Newton Ewell
Phoenix
Mike Von M.
Ishmael Williams
Kurt Seigel
Julie Wilson
Melissa Wuori
Charlie Kuhl
Thomas Keeley

Mauricette Keeley
Jane Castonguay
Tom Castonguay
Ron Wilson
Sarah Richards
Trevor Richards
Denny Lien
Jon Sorlie
Tim Julian
Susu Jeffry
Donna Frisuoold
Jeff Maertz
Ann Neset
Johanna Meyer
Madison EMT team
Max Schwaneckamp
Nicholas Zulegar
David Perlaman
Doug Edwards
Phoebe Joel
Doug Crighton
All the other Dragon Lady's Kids
and all the extra special people who
volunteered at the Con!

Parties • Tesla Aldrich
Consulte Committee—
Shannon Leslie • Right Hand of God
Gypsy • Left Hand of God
Kate Carey • Executive Secretary to
the Right Hand of God
Cherie • Condom Queen
Ripley Fish • Roots and Fruits
Laurel • Resident Peat Bog Consultant
Sean • The Guy with Connections
Lynn Litterer • Generally Wonderful
Person and Logistics
Timothy Julin • Relay Team
Benjamin Davis • Blonde
Tony DelVecchio • Terminations
Ishmael Williams • Smooth Character
Patrick O'Donoghue • Wouldn't you
like to know
Jason Christiansen • Bouncer
Katie Fennel McDonald •

Reality Check
David Walbridge
Dana Weeks
Stephanie Haangi • Dream Team
Rachel Woerner • Enforcer

DarkStar Café •
Micheal Matheny & Tom Grewe
Anna Bliss
Mark Jungmann

Minneapolis in '73 •
Steve Glennon: Zeppelin captain
Geri Sullivan

Hosts:
Ruth Anderson
Sandy Beach
David S. Cargo
Judy Cilcain
Dave Clement
David Emerson
Don Fitch
Terry Garey
Peter Hentges
Barb Jensen
Karen Johnson
Gavi Levy Haskell
Martin Schafer & the
ReinCONation Committee
Michael Shannon
Geri Sullivan
Glenn Tenhoff
Jim Young

General Thanks and Appreciation
Little Tijuana Restaurant
& Steve Wagner
Kinko's
Krupps
Dunn Bros. Coffee
R. J. Reynolds Co.
Jamesons Distillery
Lindt's Chocolate
Fantasy House
Yellow Cab Co.
Willy from Coke
The Permanent Floating Riot Club
and all our blessed subheads without
all of which, not
much would
have gotten
done.



1:30pm on Sunday, April 1, 1994 at the Radisson South Hotel. This is your chance to let us know what you think. What can we do better? What do you think we did well? What problems did you have with last year's convention that didn't happen this time? Tell us what you think! No fresh vegetables, please!

If you can't make it, send us your thoughts by mail!

Minnicon
P.O. Box 8297
Lake Street Station
Minneapolis MN 5540
(612) 333-7533

The Minicon XXXIX Post Moment

1:30pm on Sunday, April 1
1994 at the Radisson South Hotel
This is your chance to let us know
what you think. What can we do
better? What do you think we did
well? What problems did you have
with last year's convention that don't
happen this time? Tell us what you
think! No fresh vegetables, please

Minicom
P.O. Box 8297
Lake Street Station
Minneapolis MN 5540
(612) 333-7533

(*Exc—Contrary to earlier rumors, no serious commitment at Congress.*)



THE FLORIDA SOCIETY
OF THE AMERICAN REVOLUTION

A Live
Presented by the author
Age Society Party, The In
and the Co
Time a

If we shadows have offended,
Think but this, and all is mended, —
That you have but slumber'd here,
While these visions did appear.
And this weak and idle tale,
No more yielding but a dream,
Gentles, do not reprehend:
If you pardon, we will mend.
And, as I am an honest Pack,
If we have unlearned long,
Now to 'scape the serpent's tongue,
We will make amends as long,
Ere the Pack o' lion's cell:
So, good night unto you all.
Give me your hands, if we be friends,
And my shall restore amends.

William Shakespeare
A Midsummer Night's Dream, V.

- underhill@vax2.gac.edu.

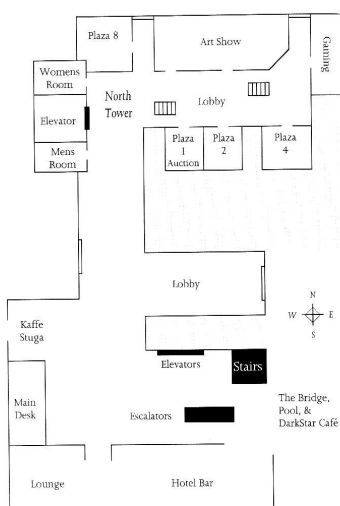
VOYAGE
CELESTE



Game.
Year's Marin County New
Literature Foundation,
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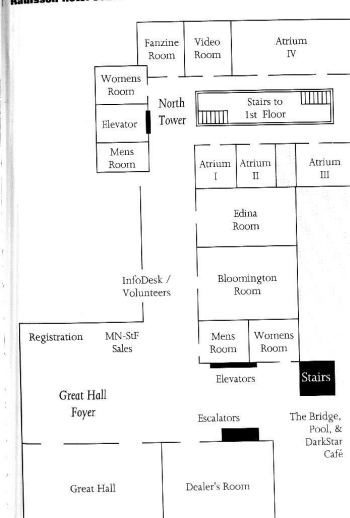
1st Floor Con & Programming Locations

Radisson Hotel South

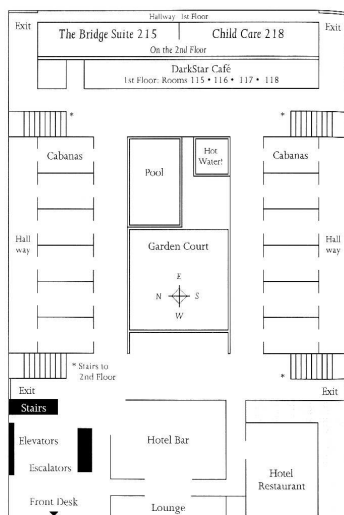


2nd Floor Con & Programming Locations

Radisson Hotel South



1st Floor Pool and Cabana Area
Radisson Hotel South



Pool

Cabana

Pool House

Garden Court

Bar

Restaurant

Lounge

Front Desk

Elevators

Escalators

1 inch = 10 feet

North Arrow

1 inch = 10 feet

1 inch = 10 feet

1 inch = 10 feet

1 inch = 10 feet

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Counter Point

MN-SF

We're The Minnesota Science Fiction Society

We meet every other Saturday

To call our meetings informal

would perhaps be an understatement

They're filled with people who like

reading, writing, and talking

about SF

We're one of the oldest, most

successful SF communities in the

region and enjoy all kinds of

Fantasy and Science Fiction

Even some of the best stuff

We go so com

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We're ready for you

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Write The Minnesota

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Minneapolis MN 55408-8007

Or call the MN-SF Hotline at

644-8100

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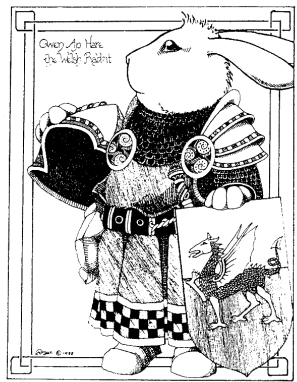


Illustration by [signature]

