



MINION 47



Concom

Chair:	Joel Phillips
Art Show and T-shirt Sales:	Pete Laughlin (head), Richard Mueller
At-con Registration:	Carol Kennedy
Badges:	Bill Christ
Bar:	Diane Lacey (head), Aaron Vander Giessen (subhead)
Bozo Bus Tribune	Thorin Tatge
Consuite:	Hershey Lima and Stacey Lam (heads), Kevin Austin (subhead)
Costuming:	Erica Stark (head), Bonnie Somdahl (consulting)
Dealers:	Lisa Freitag
Electronic Distribution:	David Dyer-Bennet
Gaming:	Matt McMillan
Guest Liaison:	Anton Petersen
Hotel:	Keith Malgren
Kids' Programming:	Bonnie Somdahl (head), Marian Turner (subhead)
Logo Design:	Laramie Sasseeville
Medallion Hunt	Thorin Tatge
Moving Truck:	Joel Phillips
Music:	Becca and Graham Leathers
Opening & Closing Ceremonies:	Baron Dave Romm
Parties:	Matt Weiser
Photography:	David Dyer-Bennet and Geof Stone
Pre-registration:	Clay Harris
Programming Head:	Emily Stewart
Programming:	Eric Heideman, Sharon Kahn, Betsy Lundsten, Kelly Strait, Lisa Sanders, Rachel Kronick
Publications:	Laramie Sasseeville
Science Room:	Ben Huset
Treasurer:	Andra St. Arnauld
Video Room:	Michael Kingsley
Volunteering:	Matt Strait
Webmaster:	Richard Mueller, Matt Strait

Each year, we realize too late that we have, in the process of going to press, let slip people who have made great contributions to our convention. Whoever it turns out to be this year, please accept our abject apologies.



Art Credits

Covers	Frank Wu, (and, with apologies, Laramie Sasseeville)
Pages 8, 18, 19, 30.	Frank Wu
Pages 9, 19, 20.	Brianna Spacekat Wu
Pages 5, 25.	Pat Scaramuzza
Pages 26, 27, 28.	Laramie Sasseeville
Page 11	Bonnie Somdahl
Page 7	Bran Zitta
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Welcome to Minicon 47

Registration

Friday 10:00 am - 10:00 pm Grand Ballroom Foyer
Saturday 9:30 am - 8:00 pm Grand Ballroom Foyer
Sunday 9:30 am - 4:00 pm Grand Ballroom Foyer
After closing ceremonies on Sunday In the bar (7th Floor Club Lounge)

Lost badges: If you lose your badge, you can get a replacement for \$1 at the registration table. If the table isn't open, find a staff member and ask them to call the Reg. folks.

Registering for Minicon 48: If you pre-register for Minicon 48 during the con, your cost is only \$35! Students (ages 13-20) pay \$15, children (6-12) pay \$10, and children (5 and under) attend for free. Fill out the handy form you received when you signed in and put it into the registration box at the registration table while it is open. You can also register at these rates online during the convention at <http://www.mnstf.org/minicon48/>

Policies

Reality: Minicon occurs in a hotel, which is part of a city, county, state, and country. All rules and laws imposed by these larger entities apply, even though being at a con may make you feel out of this world.

Weapons: Prop weapons or costume pieces must be secured and pose no danger to others. We reserve the right to prohibit any such items from our function rooms.

Badges: Everyone attending Minicon must register and must wear a badge for admission into convention functions.

Smoking: FYI for out-of-towners, Minnesota is smoke free in all public places. The hotel offers private smoking rooms and there are designated smoking areas out-of-doors. Please direct further questions to the hotel.

Help and Information: Ask at the registration/volunteers/info desk while they're open, or after hours at the consuite or bar. Also look for department heads or wandering concom members.

Emergencies: In case of emergency threatening life or limb, don't look for us; call **911**!

Volunteers

Minicon is entirely volunteer-run. No one is paid for helping; even the convention chairs and department heads pay full price for their memberships. This keeps our rates down, but also means that we need your help. Think of Minicon like a big party: some of us are hosting the party, but we're all in it together.

How to help? Well, we're a pretty informal bunch. If you see something that needs doing --- perhaps a bowl of chips is empty, or a room doesn't have enough chairs --- see if you can get it done. If you're not sure how, ask the department head or nearest person who seems to know what's going on. If everyone pitches in just a little bit like this, the convention will run very smoothly. We also have some more formal volunteering with scheduled shifts. There will be a sign-up sheet at the registration/volunteers/info desk.

Would you like to get more involved in Minicon? Minicon is organized by the Minicon concom (convention committee) over the course of the year. How do you get to be on the concom? Well, if you start showing up to meetings, you're a concom member. Or, to put it another way, we don't really know who's on the concom, but when forced to make a list, we write down whoever we remember being at meetings. Check the Minicon website, progress reports and/or <http://mnstf.org/einblatt> for meeting announcements

What is MnStf?

It's the Minnesota Science Fiction Society, variously abbreviated MnStf, Minn-STF, MN-STF, etc. It's the non-profit that brings you Minicon. Each year, the MNStf board of directors approves the next Minicon chair and looks after the continuing needs of the convention.

MnStf does more than just Minicon. We run a small convention in the fall, mainly for the purpose of having something like Minicon, but without all that pesky programming and stress. This sort of con is known in fannish circles as a relaxicon or a fallcon. Ours changes names frequently. This year it will be known as Conjecture 3 and will be held October 19-21 at the Crowne Plaza Hotel, Bloomington. See mnstf.org/conjecture3 or the Einblatt (mnstf.org/einblatt) for more information.

Besides running cons, MnStf's major activity is holding two parties (officially known as "meetings") a month, generally at members' homes. Now, it's possible that you find the idea of showing up at a new person's home intimidating, but don't worry, we're expecting you. These parties involve conversation, food, dinner expeditions, games, music, knitting, or all of the above. Meeting locations are published in MnStf's monthly newsletter, the Einblatt, available at mnstf.org/einblatt. You can also sign up for our events and discussion mailing lists at mnstf.org. We usually also have a couple of special meetings: the picnic and the pool party. The picnic is on July 14; see below. The pool party is held in the winter, usually at the DoubleTree; check the Einblatt for details.

The summer MnStf picnic will be held on July 14 at Minnehaha Park, Picnic Area #2, Minneapolis (same place as the last several years). This year the picnic will be starting earlier, around 12:00 pm, and continue until 8:00 pm. Snacks and beverages will be provided. There will be a grill going throughout the day, but we ask that you bring your own grilling items. As is customary at MnStf meetings, there will be game playing happening. Besides table and board games, expect to see outdoor games such as croquet, bocce ball and frisbee. (We are right next to the horseshoe pit, so if you have a pair of horseshoes and like to play, bring them). Dogs and children are welcome, but the park requires that they be kept on leash. The link shows a map of the Minnehaha Park and surrounding streets. The picnic area is located between Nawadaha Blvd and Godfrey Pkwy. http://www.minneapolisparcs.org/documents/permits/park_maps/Minnehaha_Park.pdf

How do you become a member of MnStf, you ask? Easy: If you come to any meeting/party and write your name down in the sign-in book, you're a member for life. If you sign in to seven meetings in a year, you become a voting member for that year and can help choose the Minn-Stf board.

Book Drive

Last year Helen Montgomery, Spike and Chris Garcia, went to Wondercon, a comic convention and gave away nearly 6,000 books. It was an effort to reach out to a real mix of people, we want to let them know that Book-based events like conventions exist, so each book had a bookmark promoting conventions and groups.

We want to encourage reading SF, so the books were free and we were stunned to see how many people were SF readers. How we reconnected many comic book readers back with books, or how we introduced many readers to books they had 'heard of'.

The books were free, we chat and enthuse, encourage and welcome, for we are book lovers, and that is our mission. Promoting the cons then comes naturally.

This year, we intend to promote conventions at C2E2, Chicago's pop culture event.
<http://www.c2e2.com/>

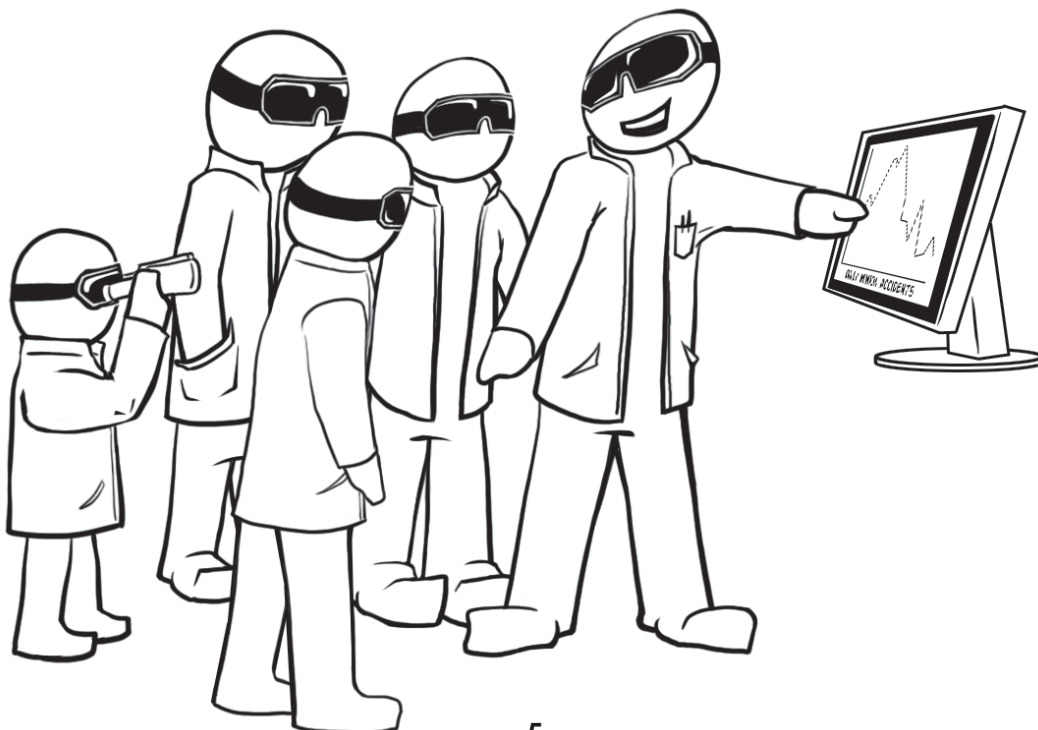
It's occurring at McCormick Place from the 13th to 15th of April. Not long off. The week after your convention. We will again be giving out thousands of books, our aim is to amass some 6,000+ to give away. As you can imagine, we are more secure in the knowledge of what we want to do, and have already booked the booth. Next year we hope to bring SF Outreach to San Diego Comic Con.

I hope that you may consider this, please.

Many thanks,

James Bacon

So, to all of you coming to Minicon 47, April 6-8, please bring books you are willing to donate. This is the last weekend before C2E2. Let's show them how much we like to read and want others to experience our fun. Donate!! Please bring any books you donate to the Chicon 7 table just outside the dealers room.



Ted Chiang

Our Guest of Honor Ted Chiang is the author of *Stories of Your Life and Others*.

His debut story, "Tower of Babylon," won the Nebula



in 1990. Since then, he has won these other awards:

- ◇ the John W. Campbell Award for Best New Writer in 1992
- ◇ a Nebula Award and the Theodore Sturgeon Memorial Award for "Story of Your Life" (1998)
- ◇ a Sidewise Award for "Seventy-Two Letters" (2000)
- ◇ a Nebula Award, a Locus Award, and a Hugo Award for his novelette "Hell Is the Absence of God" (2002)
- ◇ a Nebula Award and a Hugo Award for his novelette "The Merchant and the Alchemist's Gate" (2007)
- ◇ a Hugo Award and a Locus Award for his short story "Exhalation" (2008)
- ◇ most recently, a Hugo Award and a Locus Award for his novella, "The Lifecycle of Software Objects" (2010).

Ted was born and raised in Port Jefferson, New York, and attended Brown University, where he received a degree in computer science. Today he lives outside of Seattle, Washington.

Chris Garcia

Chris, is without doubt, the hardest working fan I know. He is also energizing, cheerful, stoic in the face of adversity, engaging and kindly.

Yet, he doesn't really know it. His level of self depreciation is incredible. I realised this one day, as a sad moment occurred. He said something, which, I felt put himself down and it made me sad, for he is a genuine good person, really.

I could barely comprehend what he was saying. Like how could he imply that he as a person was anything except brilliant. He had just been a fantastic TAFF delegate, representing American fandom, in Europe, with great style, never have I seen a person so heavily booked for programs at a convention, as he darted around the British Nat Con, from panels to workshops. His tenure as administrator, was superb, and he of course has organised a Corflu, the convention that is about fanzines.



So, I cannot get my head around the idea that he himself does not understand that he is brilliant. Yet that is who Chris Garcia really is. He may seem gregarious, but he is tremendously humble. It is an odd contradiction, in one sense, but whether this spurs him on to new heights of work, or levels of commitment, I am unsure, he always seems to be doing whatever he is engaged with, because he enjoys it, its fun and he finds the end result, and people appreciating that rewarding.

He never assumes or expects anything, just cracks on with doing whatever fannish activity is at hand, whether it is the Hugo winning *Drink Tank*, now over 300 issues, *Exhibition Hall*, *Journey Planet*, *Claims Dept.*, or the myriad of fanzines, local and convention projects he loves to be busy with.

Yet he doesn't moan or whine about being too busy. Just finds co-editors, willing helpers, fans and shrugs off compliments. It's at moments, such as when he won the Hugo, or he hears other good news, that he explodes in a joyous cacophony of words and waving of arms or just sits down and has a cry, that we all know how much being appreciated means to him.

He never expects it. Really he doesn't. He is extremely well read, and viewed, well in the sense that he has viewed a lot of movies and a heck of a lot of wrestling. He has a wicked sense of humour, but also can argue strongly on matters he feels passionate about, and which one wants to disagree

upon, he will also just leave things be, agreeing to disagree. He seems apolitical, avoiding upsetting folk, mostly by listening, a real skill.

Not that he sees this as magnanimous, or intelligence at work, we are after all, ALL fans. He knows that, for sure, his love of what fans do, is always perceptible. His adoration of books, of letters of authors, or seeing how things work, is incredible, and infectious, his passion, as a curator for the Computer History Museum, is palpable, and his knowledge, vast. So when you see him, and you cannot miss him, his wavy hair and massive beard, visible from afar, his Fred Flintstone or Dinner Suit T-shirt recognisable, point at him and just say 'awesome', or at something you love and say 'awesome' or a zine and say 'awesome' or just say 'Chris Garcia fan guest of honour, awesome' and see where that leads. For as a fan, he embodies awesome.

by James Bacpm



Art Show

At Minicon 47, the Art Show will occupy Atrium 4, while the science room and the dealers' room will share Plazas 5 & 6. But they all come with one convenient set of hours:

Friday: 3pm-7pm (artists can arrive earlier for setup)

Saturday: 10am-6pm

Sunday: 11am-4pm (pick up art anytime)

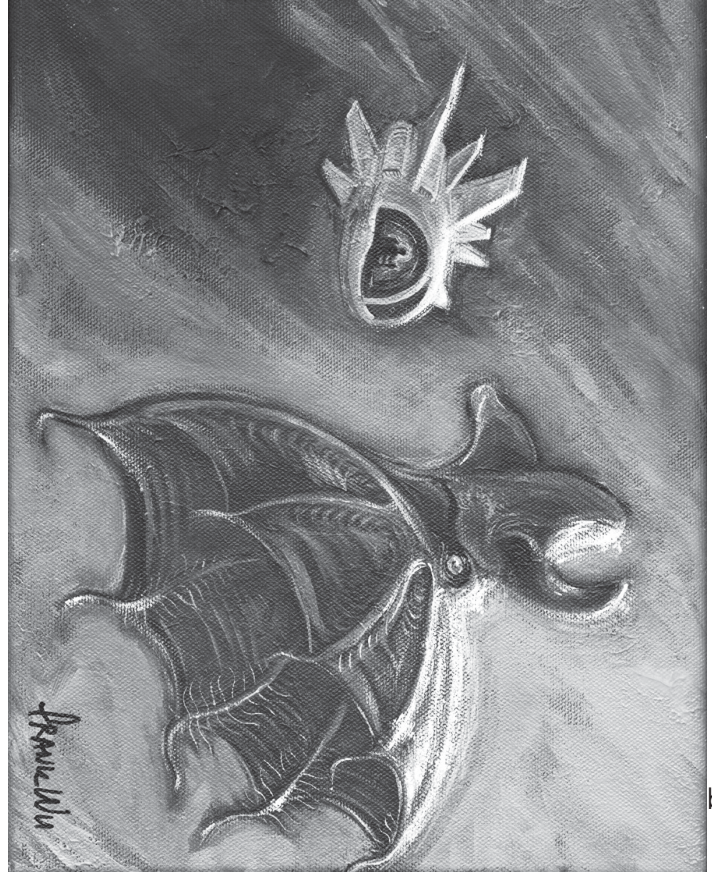
Minicon 48, 2013

Hi everyone,

I am happy and proud to announce Minicon 48 to be held March 29-31 2013 has it's Author Guest of Honor confirmed. Please welcome Julie Czerneda. Julie is a former biologist, a Canadian, and author of over a dozen novels published by DAW Books, along with quite a few short stories, and more than her share of non-fiction. She also edits anthologies of fantasy and SF, and speaks on scientific literacy. If you'd like to learn more about her please check out her site where you'll find excerpts and complete short stories to let you try my work: Czerneda.com Thanks everyone, I hope to have another announcement or 2 in the next couple weeks.

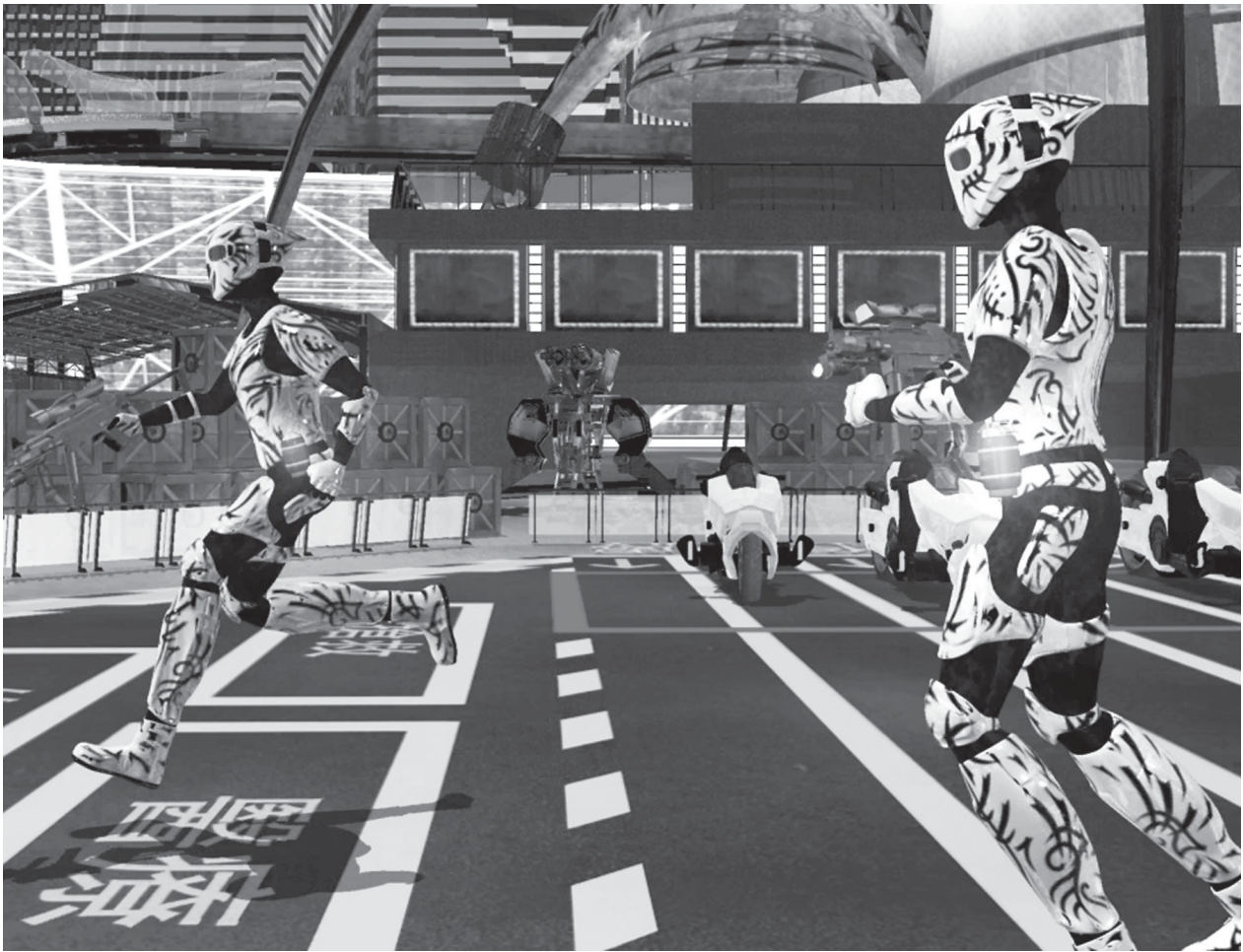
Fan Guest of Honor, Richard Tatge has been involved with Minnsth and Minicon since its earliest days and has attended every Minicon but one. Recent Minicon attendees will know him for his suitcase full of games, extravagant bubble shows in the mezzanine, and of course his elegant headgear and head to toe tie-dye. Longer-term Miniconers will remember the full-scale psychedelic light shows, the Dead Dodo cakes, and hundreds of hand-painted Pringles "spider chips." In the days before fannish gaming-mania (for which he is largely responsible) he could usually be found belting out favorite filk songs in the music circles. Over the years Richard has enriched Minneapolis fandom in many ways. As one of the early Minnsth artists, he contributed art to fanzines, program books, flyers and posters and was always on board the Bozo Bus for a group trip to out of state cons. Closer to home these days, he is a tireless party host, hosting 3 or 4 Minnsth "meetings" per year. The weekly all-ages open game party that he has been hosting for 30+ years has introduced many a young gamer to fandom (and vice versa). Best of all, he has brought his own irrepressible personal style to every fannish activity, popularizing blinking/glowing personal accessories decades before Burning Man.

Joel Phillips and Matt Strait
chair and vice-chair Minicon 48





Due to the remodel, Consuite has been moved. Come to the North Tower, room 882. This is going to be a different kind of space, but we're still planning to be open from 4 PM Friday to 4 PM Sunday. Convention members are welcome to hang out, have some soft drinks and snackies. We'll have veggies and protein too. Fresh coffee happens around 8 AM. If you're looking for something to do with your hands, we can find you a few simple tasks, or even a full-blown job. Good volunteers make the con go 'round.



SINGULARITY BAR

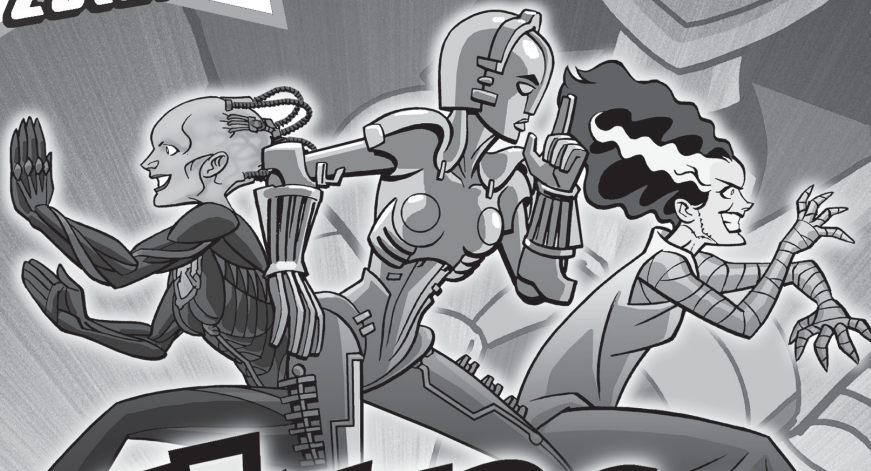
Find the Singularity Bar in the 7th floor Club Lounge

In honour of this year's fan guest's fondness for the stuff it will be well stocked with hard cider. Come out and hoist a glass or two (or three) with him. There will also be bheer (home-brewed and others that strike our fancy), wine, and of course the world-renowned (or is that feared?) blog will be making an appearance.

Be sure to come out Saturday night for the trivia contest and match wits with the professional drunkards that run this fiasco.

The Singularity will be open by 5 p.m. Friday and Saturday and will stay open until everybody in it drops. Sunday it will open at a time to be determined based on staff hangovers.

COMING
to Bloomington, IN
JULY 5-8
2012...



CONVERGENCE

★ **2012** ★

★ **WONDER WOMEN** ★

★ ★ ★

***A Four-Day Celebration of the Female
Creators and Characters of Science Fiction***

With our Scheduled Guests:

Sophie Aldred (Dr Who actress), **Lyda Morehouse** (author), **Sharyn November** (editor),
Tamora Pierce (author), **Ruth Thompson** (artist), **Jennifer Clarke Wilkes** (game designer)

www.CONVERGENCE-CON.org

Kids' Programming

Kids' Programming is located in Plaza 3 this year. The activities here are of special interest to our younger fans, but are open to everybody. We have a large space with plenty of tables for you join in the fun. Think of it as our crafting and play area. We will be open throughout the con.

Friday 1-2 pm..... TALK TO THE BAG

Becca Leathers & Bonnie Somdahl

Come and make paper-bag puppets with us. All ages welcome!

Friday 2-3 pm..... TODDLER TIME

Marian Turner - Playtime for little ones.

Friday 3-4 pm..... PAPER ZOO

Bonnie Somdahl - Cut and paste printed animal patterns to make fun sculptures. All ages welcome!

Friday 4-5pm FUN WITH ORIGAMI

Lisa Sanders & Bonnie Somdahl - Come join in the folding fun! All ages welcome!

Saturday 10:30-11:30 am - - PAPER AIRPLANES

Chas Somdahl & Graham Leathers - Fold and race your own plane. Prize for longest flight. Open to all ages!

Saturday 11:30-12:30 pm - STORYTELLER & MINSTREL

Graham Leathers - Come and listen to our resident Canadian. All ages welcome!

Saturday 12:30-1:30 pm

..... MONSTERS & S'MORE MONSTERS

Josh More & Bonnie Somdahl - Create edible candy creatures. There will be some pyrotechnics involved! All ages welcome!

Saturday 1:30-2 pm..... BUBBLES

Richard Tatge - Come and play or just watch the soapy fun! All ages welcome!

Saturday 2-3 pm

..... KIDS' GAMES WITH THORIN

Thorin Tatge - There will be games especially fun for the younger fen!

Saturday 5:30-7 pm

..... COSTUME WORKSHOP

Andra St Arnaud & Bonnie Somdahl - This is the place to come and create a costume, finish one you've started or create an accessory. Then join in the costume parade. All ages welcome!

Sunday 10:30-11:30 am

..... MAKING THE BEST OF INFLATION

Graham Leathers - Balloon creations for everyone!

Sunday 11:30-12:30 pm POP-UPS

Becca Leathers & Bonnie Somdahl - Come share your favorite pop-up books. We'll show you how to make a fun and easy pop-up face! Open to all ages!

Sunday 12:30-1:30 pm

..... KEEPING IT ALL UP IN THE AIR

Matt Eppleheimer & Alec Phillips - Try your hand at juggling. Open to all ages!

Sunday 1:30-2:30 pm

- - - - - ENGINEERING WITH BITS AND PIECES

Bonnie Somdahl - Come and build a dragon, a robot, a rocket or anything you can dream up! Lots of sticky fun! Open to all ages!



Craft Swap
Friday through Sunday

Bring your excess stash and/or pick up some new treasures! We will have tables available in Plaza 3 throughout the con for your browsing enjoyment!

Programming

All panelists are encouraged to meet with other panelists in the programming Green Room before their panel. The programming green room is room 452.

Mega Moneyduck All weekend

What happens to an ordinary phrase percolated through the minds of science fiction fans? Here's a chance to find out! Also known as Telephone Pictionary, EPYC, or whatever the last group renamed it, this weekend-long game is open to all Minicon attendees. Rules and game supplies are available near the Mega Moneyduck table in Consuite. The game begins immediately after opening ceremonies, and lasts until ~ 4:00AM Sunday morning. The big reveal happens on Sunday at 2:30 in Veranda 3/4, and the scroll will be available for viewing at the dead dog party after closing ceremony. Drawing skills are optional, and everyone is welcome - from career cartoonists to sloppy scribblers!

FRI..... 4:00 PM Krushenko's - Atrium 7 Let's Play God

Scientists and doctors are often accused of "playing God," but no one seems to have specified what, exactly, God does that can so easily be imitated, or what is wrong with imitating it. What sorts of things are considered godlike behaviors or experiments? What are the potential rewards or punishments? Are there any lines that should not be crossed, or slippery slopes that we are standing too close to? Should God be worried? *Ted Chiang, CJ Mills, Kelly Strait, Pat Scaramuzza (M)*

FRI..... 4:00 PM Atrium 3 Hectograph to Podcast: An Introduction to Fanzines

What is a fanzine? What makes a good fanzine? What kind of writing works best? How have fanzines changed over the years? How does the history of fanzines inform the present? *Chris Garcia, Dave Romm (M), Ellen Rose Kuhfeld, Jeanne M. Mealy*

FRI..... 5:30 PM Art Show Art Show Reception / How to Draw a Dragon

A chance to meet the artists and ask questions about the art on display. During this event, Frank Wu will illustrate how to draw a Dragon for all ages. Wine, beer, cheese and a minimal amount of snootiness will be available. Featuring: *Frank Wu, Brianna Spacekat Wu,*

FRI..... 5:30 PM Krushenko's - Atrium 7 Was Horton Right? - The Science Fiction of Dr. Seuss

Look what we found in the park in the dark! It's the twisted imagination of Theodore Geisel, poisoning our innocent tots' little minds with visions of subatomic galaxies, extraterrestrial zoos, and endlessly recursive stacks of hats. One could argue that the entire sub-genre of urban and fantasy was inspired by the good doctor's first children's book: "To Think That I Saw It on Mulberry Street." And who could doubt that the science fictional morality tale of the **12**

Star Bellied Sneeches inspired that one episode of Star Trek? *Eric M. Heideman (M), Laura Krentz, Sharon Kahn*

FRI..... 5:30 PM Atrium 3 The Year In Science

What exciting developments have happened in the last year in various science disciplines? Are we headed for a chocolate communist hellhole? *Chas Somdahl (M), Ctein, Pat Scaramuzza*

FRI..... 5:30 PM Bloomington The Doctor's Wife and Kids

Our annual Doctor Who hash out. How do we feel about the direction that Doctor Who is going? This last season, The Doctor landed in Utah in an apparent attempt to appeal to a broader American audience. Less subtly, Torchwood: Miracle Day featured American characters in American settings. As the BBC attempts to expand their audience, what are they getting right and wrong? *Aaron Vander Giessen (M), Michael Lee, Peer Dudda*

FRI..... 7:00 PM Edina Room Opening Ceremony

Meet our wonderful Guests of Honor and get all the last-minute news about what's coming up at the con. *Ted Chiang, Frank Wu, Brianna Spacekat Wu, Chris Garcia, Dave Romm*

FRI..... 8:30 PM Film Room Chris Garcia's Shorts

Chris Garcia shares some of his favorite short films. What sort of storytelling works in the short form film? How do I find these special and unique movies? What are some of Chris' favorites? *Chris Garcia*

FRI..... 8:30 PM Krushenko's - Atrium 7 The Future of American Space Exploration

How did the end of the Space Shuttle program finally wind up? How is the Russian Soyuz program

doing in replacing the Shuttle? Now that the Constellation project has been shelved, how are related programs like the Orion Shuttle faring? The planning and implementation of any American space program is typically longer than the tenure of fickle politicians. Is the American political climate too volatile for future space exploration? *Eric M. Heideman (M), Pat Scaramuzza*

FRI..... 8:30 PM Atrium 1
Bedtime Stories with Auntie Jane - 9:00PM

Put on your snuggliest jammies and bring your favorite stuffed friend to enjoy some bedtime stories. Milk and cookies will be provided. *Jane Yolen*

FRI..... 8:30 PM Atrium 3
Failing The Turing Test

In 1950, Alan Turing asked the question "Can machines think?" Since then, the test of a machine's ability to exhibit intelligent behaviour has sparked new questions. Is this test useful? Is it significant that some people are fooled by chatbots? What's the relationship between intelligence and personhood? In what ways are computers smarter than us? How have AI surpassed us, and what do we do when humans don't pass? *Ted Chiang, Aaron Vander Giessen (M), Andy Exley, Howard L. Davidson, Jason Wittman, Steven Halter*

FRI..... 10:00 PM Edina
Revolution 60

A Brianna Spacekat Wu and Frank Wu Panel. Revolution 60 is a breakthrough game for iPad, using the strength of the touch interface to tell a short, intense story. It features gorgeous animations using the Unreal engine and gameplay that is accessible to the casual iOS user. *Brianna Spacekat Wu, Frank Wu*

FRI..... 10:00 PM Krushenko's - Atrium 7
Librarians as the Arbiters of SF

The needle-nosed icons on the spines lured us in as children, and the good librarians encouraged us to read SF. How is the genre and the readership evolving? How is archiving evolving? If kids never hook up with a series that resonates with them, their reading lives remain stunted at best. How are librarians keeping SF alive? *John W. Taylor (M), Laura Krentz, Magenta Griffith*

FRI..... 10:00 PM Bloomington
George Lucas Retroactively Ruined My Childhood

When new versions of old movies are made, fans often express outrage and betrayal. When a franchise is being rebooted or expanded, fans worry that the makers might not get it right. When a sequel or subsequent work seems to portray something as deviating from the original work, are fans

justified in their disapproval? When does an artist turn their work over as part of collectively owned culture? What are advantages and disadvantages of open source culture? What right do we as fans have to create new work (fanfic, fanvids, etchings, sculputre) based on another author's settings, with or without permission? *Aaron Vander Giessen (M), Michael Lee, Sean Nye*

FRI..... 11:30PM Atrium 6
Intro to Moneyduck

Come play the original version of Moneyduck, a hilarious combination of Telephone and Pictionary. Doesn't matter whether you can draw or not, it's great fun!

SAT..... 10:00 AM..... Edina
Morning Belly Dancing

Wake up your muscles and exercise your middle in this beginning belly dance class. A great way to wake up! *Nadia Raks-Tieche*

SAT..... 10:00 AM..... Krushenko's - Atrium 7
Appending Our Cultural Heritage

Public domain works such as Dracula, Sherlock Holmes and Alice in Wonderland inspire new stories. How does an author make a topic uniquely their own, and still respect the original story? Shakespeare's work has inspired countless retellings - and he practiced such adaptations himself. How does the author make a topic uniquely their own and still respect the original story? When is a derivative story a crime against the source *Beth Friedman, Jane Yolen (M), Jason Wittman, Michael Merriam, Ruth Berman, Will Alexander*

SAT..... 11:00AM..... Atrium 2
Reading: Dana Baird

Dana will read from her latest work, Broken Legacy, the third book in her Spell Keeper series. *Dana M. Baird*

SAT..... 12:30-1:00PM Main Hallway
Signing: Jane Yolen & Lois McMaster Bujold
Jane Yolen, Lois McMaster Bujold

SAT..... 11:30 PM Atrium 6
Slide Show: The Work of Frank Wu & Guest of Honor Interview

Frank Wu shows slides of his work and discusses what went into the making of his art. *Frank Wu, DavE Romm.*

SAT..... 11:30 AM..... Krushenko's - Atrium 7
Believable Antagonists

What makes a good antagonist? What makes an

Programming, continued

antagonist believable? Why does Gaius Baltar on Battlestar Galactica work better than Anakin Skywalker in Episode III? Is the antagonist more about motivations, or contrast with the protagonist?

Dana M. Baird (M), Jason Wittman, Lois McMaster Bujold, Scott K. Jamison

SAT..... 11:30-12:30 AM . Atrium 2

Reading: Jane Yolen and Adam Stemple

Adam Stemple, Jane Yolen

SAT..... 11:30 AM..... Atrium 3

Writing the Blueprints for Fantasy

Many of Ted Chiang's stories weave intricate details around fantastic technologies, whether they be the means necessary to build a tower to Heaven, a skyscraper with bronze age technology, or the process required to animate a golem. Let's explore some of the fascinating technologies Chiang has set up and how his use of detail breathes life (though not always argon) into the stories. What are some ways we can imagine alternate technologies? What other works have delved into the practicalities behind fantastic constructions? *Ted Chiang, Christopher Davis, Rachel Kronick (M)*

SAT..... 11:30 AM..... Bloomington

Superman

A panel about America's most popular illegal immigrant. What are some of the more interesting developments in the recent Superman comics and screen adaptations? Who are our favorite writers for these stories? What do we think about the upcoming Henry Cavill movie? Why is Superman so much more awesomer than Batman? *Dave Kingsley, Emily Stewart (M), Erin Kelly, Sharon Kahn*

SAT..... 1:00 PM Film Room

The Tragical Historie of Guidolon, The Giant Space Chicken

Frank Wu and Chris Garcia discuss GUIDOLON THE GIANT SPACE CHICKEN, a movie about a Giant Space Chicken making a movie about a Giant Space Chicken. Remember - A Monster Movie *is* a Shakespearean tragedy! *Chris Garcia, Frank Wu*

SAT..... 1:00 PM Krushenko's - Atrium 7

Reading and Signing: Ted Chiang

Our author Guest of Honor Ted Chiang Reading from his work and signing books. *Ted Chiang, Anton Peterson assisting*

SAT..... 1:00 PM Atrium 3

iOS Game Development and Programming

Originally developed for the iPhone, Apple's operating system has been expanded to include the iPad, iPod Touch, and Apple TV. To date, more than half a million applications have been written for iOS, and the field continues to expand. No longer confined to a mouse and a keyboard, iOS games allow the player to swipe, tap, pinch, reverse or shake their device during game play. How does a game designer create games for this unique platform? How is the field of gaming changing to accommodate mobile devices?" *Brianna Spacekat Wu, Dean Gahlon, Martin Grider, Richard Mueller (M)*

SAT..... 1:00 PM Bloomington

SF Rock & Roll

From classics like Space Oddity and Rocket Man to Janelle Monae's Metropolis & The ArchAndroid, how is science fiction represented in the world of music? What stories are being told by songwriters, rather than book writers? Are there stories/themes that are particularly well-suited to being expressed in this medium? *Adam Stemple, Ctein, Eric Coleman, Greg L. Johnson (M), Holly Day*

SAT..... 2:00-3:00PM Atrium 2

Reading: William Alexander

William Alexander will read from his new book, GOBLIN SECRETS *Will Alexander*

SAT..... 2:30 PM Edina

Spinning Your Yarns

Many fans like working with our hands to create things, sometimes while we are participating in other activities. How does creating things keep us engaged? What are some of our favorite textiles? Is it difficult to knit in a dark movie theater? *Beth Friedman (M), Elise A. Matthesen, Erin Kelly, Holly Day*

SAT 2:30 PM Krushenko's - Atrium 7

The Shaping of Film Genres:1896-1949

From the turn of the century fantasy shorts of Georges Melies to the first s.f. film (1902), the first western (1903) and the growth through the studio era of comedies, horror films, gangster movies and film noir, how did genre movies distinguish themselves from mainstream cinema?

David Christenson (M), Eric M. Heideman

SAT..... 2:30 PM Atrium 2

Let Me Tell You About My Character!

14 What gaming conversations make you want to flee

in terror? Why are these conversations so fascinating to the storyteller, and so horribly boring for the listener? What is unique about RPGs that cause this phenomenon? Aaron Vander Giessen, Rachel Kronick (M), Scott K. Jamison, Sherry L.M. Merriam

SAT..... 2:30 PM Atrium 3

The End of the Vanity Publisher

What are some of the positive and negative options in self-publishing these days? What should writers be aware of? How are electronic venues making publishing more accessible to beginning writers?

Chris Gerrib, Ctein (M), Joan Marie Verba, Laramie K. Sasseville, Pat Scaramuzza

SAT..... 2:30 PM Bloomington

Young Children's and YA Science Fiction and Fantasy

A discussion of SF&F for the young, with a focus on the introduction to fantasy at a very young age. Which stories did we read to our kids before they were old enough to read themselves? What are some young people's books with great illustrations? How do I find great books to introduce young children to genre fiction? Jane Yolen (M), Laura Krentz

SAT..... 3:00 PM Atrium 2

Reading: Lois McMaster Bujold

Lois McMaster Bujold

SAT..... 3:00PM Seamstress' Guild Room

Terry Pratchett: Choosing to Die Discussion

This discussion coincides with an event in the film room at 2:00PM. In a frank and personal documentary, author Sir Terry Pratchett considers how he might choose to end his life. Diagnosed with Alzheimer's in 2008, Terry wants to know whether he might be able to end his life before his disease takes over. To be followed by a moderated discussion in the Seamstress Guild party room, complete with FAQ provided by Terry himself to facilitate discussion. Missy Hayes

SAT..... 3:00 PM Atrium 8

Hugo Nominees Announced

A presentation of this year's Hugo nominees, starting at 3:00PM. Bring your twitter enabled device and be the first on your block to post this year's nominees! Nominees will not be limited to 140 characters. Chris Garcia, Diane Lacey

SAT..... 4:00 PM Edina

How to Design a Spaceship

What goes into successful spaceship design, both from the perspective of practicality, and art?

Frank Wu

SAT..... 4:00 PM Krushenko's - Atrium 7

Guest of Honor Interview - Ted Chiang

Dave Romm interviews Ted Chiang about his work and interests. Ted Chiang, Dave Romm (M)

SAT..... 4:00-4:30 PM Atrium 2

Reading: Jason Wittman

Jason Wittman

SAT..... 4:00 PM Atrium 3

A Love Letter to Jo Walton's "Among Others"

A love letter, along with an annotated bibliography of the books mentioned in "Among Others."

Ctein, Elise A. Matthesen, Laura Krentz, Ruth Berman (M)

SAT..... 4:00 PM Bloomington

Fanfic: Playing in Someone Else's Sandbox

Fanfiction isn't new, though the internet has made it much more accessible in the last two decades. Where is it growing? What is there to know about the explosion of fanfiction? How can we find fanfiction that we like? How can we find communities to help us develop our work? How do fanfic authors critique each other's writing? Beth Friedman, Eileen Lufkin, Ellen Rose Kuhfeld, Liza Furr (M), Scott K. Jamison

SAT..... 4:30-5:30 PM Atrium 2

Reading: Michael Merriam

Michael Merriam, author of *Last Car Annwn Station, Should We Drown in Feathered Sleep*, and over 80 short stories, will read from his forthcoming novella, *The Curious Case of the Jeweled Alicorn.* Michael Merriam, Sherry L.M. Merriam

SAT..... 5:30 PM Edina

Filking For Fun

What is filk? Why do we filk? What's the fun in just talking about filk when we could spend the time making our own? During this panel, panelists and attendees will set out to create our very own filk songs. A familiar tune will be provided. Attendees are invited to bring instruments. Decadent Dave Clement, Elise A. Matthesen, Laramie K. Sasseville, Thorin Tatge (M)

SAT..... 5:30 PM Krushenko's - Atrium 7

Clifford D. Simak - Alien Life In The Heartlands

Clifford D. Simak set much of his SF in rural Wisconsin where he grew up and Minnesota where he worked as a journalist. Join this discussion of the work of Clifford D. Simak. Britt Aamodt (M), CJ Mills, Eric M. Heideman, John C. Rezmerski, Pat Scaramuzza

Programming, continued

SAT..... 5:30-6:30 PM..... Atrium 2

Reading: Pamela Dean

Pamela Dean

SAT..... 5:30 PM Atrium 3

The Museum of Today ... Tomorrow

What is significant enough to preserve for the future, and how do museum workers go about deciding? How do we determine what's significant, or more importantly, what will be significant? How can we know what we should have saved for a hundred years from now? What does a curator do? How are museums changing? Now that the online world has exploded, should museums still treat their physical space as most important? *Chris Garcia, Ellen Rose Kuhfeld, Michael Kingsley (M)*

SAT..... 5:30 PM Bloomington

Gender And Video Games

Modern Video Games, especially multi-player games are often criticized for a shortage of characters that people who are not young men or boys can identify with. Even the characters that are available for young men or boys can sometimes reinforce negative stereotypes. Keeping in mind that video games are the gateway to computer literacy for many young people, how does this affect young people's relationships with computers? What is the history of gender in video games? How is the industry changing? *Brianna Spacekat Wu, Aaron Vander Giessen (M), Sharon Kahn*

SAT..... 6:30-7:30 PM..... Atrium 2

Reading: CJ Mills

CJ Mills

SAT..... 7:00 PM Edina

Art of the Snapshot, Part2

Tips and tricks for successful convention photography, with examples aplenty. Discussion of etiquette, technique, fair use and image manipulation resources. *Dave Romm (M), David Dyer-Bennet*

SAT..... 7:00 PM Krushenko's - Atrium 7

The Life and Works of Joanna Russ (1937-2011)

Joanna Russ is perhaps best known for her 1975 work "The Female Man," the 1972 short story "When it Changed," and her 1983 writing guide "How to Suppress Women's Writing." The dialogue regarding sexism in the field of science fiction and fantasy benefited from her voice, and her contributions still impact how that discussion is carried out. What do

we think about all of this? *Britt Aamodt, Eileen Lufkin, Eric M. Heideman (M)*

SAT..... 7:00 PM Atrium 3

What is Intelligence?

Ted Chiang's "Understand" asks and then attempts to very thoroughly answer the question of what it would really be like to be super-intelligent. Along the way, it delves into the definition of intelligence, and whether greater intelligence necessarily means greater morality. What's our current definition of intelligent? What is intelligence? Is our definition something that could evolve? Could we achieve super-intelligence with performance enhancing drugs? What would it mean to be super-intelligent? *Ted Chiang, Jason Wittman, Marissa Lingen (M), Martin Summerton, Steven Halter*

SAT..... 7:00 PM Bloomington

GLBT Friendly Video S.F.

How do movies and TV treat GLBT characters? What are some good modern examples of GLBT friendly entertainment for when a person wants to pour a drink, turn on the tube, and not throw anything at the screen? *Peer Dudda (M), Rachel Kronick*

SAT..... 8:30 PM Edina

Drink Tank: Live and in Public!

In an Podcastic episode of the fanzine "Drink Tank," Chris Garcia turns the tables on the standard Guest of Honor interview. Contrawise, members of the audience will be interviewed by Chris Garcia. *Chris Garcia*

SAT..... 8:30 PM Krushenko's - Atrium 7

Crossing over from SF to Mystery

Can SF and Mystery successfully co-exist in the same book? What qualities do the respective genres have that play nicely together, and which elements squabble bitterly? How do their respective backgrounds in the niche market of pulp make them unique? What are some of our favorite authors who successfully navigate the blending of these two popular styles? *Christopher Davis, CJ Mills, Dana M. Baird (M), Liza Furr, Lois McMaster Bujold, Marissa Lingen*

SAT..... 8:30 PM Bloomington

The Chinese Space Program

In 2003, Yang Liwei's successful mission aboard Shenzhou 5 made China the third country to inde-

Frank Wu

There are very few people in this world who should be given the keys to the universe. Frank Wu is one of those people.

And why not? He's most certainly a ghenius; a visionary looking so far forward that the superlative evolved an extra h.

That's Frank Wu.



Frank's a four-time, four-time, four-time, four-time Hugo winner for Best Fan Artist, not to mention coming within two nominations of knocking perennial winner Dave Langford off the ballot for Best Fan Writer in 2008. Frank has also won the Illustrators of the Future award and has had illustrations in magazine around the world. His style is fresh and funky and fun and flashy, and he can tug at the heart-strings if the illustration calls for it. I once spent an afternoon fighting off depression brought about by his piece Losing Memories.

If you've ever tried to herd cats through a single opening in a wall a mile away while a million shiny things stand between you and the hole, then you might understand what it's like in Frank's brain. There are thousands of ideas for paintings, for stories, for plays, for screenplays, for strange meals, for new national anthems, you name it, I'm fairly certain that Frank has thought about it seriously at some point in the last twenty four hours. While others may operate on a gigaflop scale, Frank's mind bolts through a sea of ideas at petaflop rates, processing input and putting out masterfully inventive output seemingly at will.

Well, almost.

You see, like all great artists, Frank has the trouble of focus. Once, while he was drawing in the fanzine lounge at CorFlu, I said his name three times

and received the answer of deep silence. I took a seat next to him and repeated the process. Crickets chirped. I placed a finger over the edge of the drawing and Frank practically jumped.

'I didn't see you there.' He said.

Such is Frank Wu the artist.

I also happen to hate Frank, as he's turned into a writer with imagination that goes far beyond anything that's ever blipped across my screen. He's had stories in Abyss & Apex and the Visual Journeys anthology. His first story sale was for an anthology called Daikaiju, an Australian thingee that was All Giant Monsters, All the Time. Frank's story would be considered a work of fever-dream ghenius if one was unaware of Frank's mind operating on a plane where only quantum computers and obsessive-compulsive Jazzbos dare to tread. "The Tragical Historie of Guidolon, the Giant Space Chicken," is not only a story of a Giant Space Chicken...I'm sorry, a Cosmic Avian Avenger, who comes to Earth, but it's the story of a Giant Space Chicken who directs a movie about a Cosmic Avian Avenger who comes to Earth.

Yep, it's meta alright.

The story is silly, with backlot golf cart chases, brawls between a giant octopus and a giant jellyfish, and a lead character who is something like Orson Welles if he had been bathing off of Three Mile Island at exactly the right moment. Frank debuted it with a reading at LosCon 2005 which left the audience gasping for breath.

Perhaps it was hearing those words read aloud that brought Frank to his next obsession: Guidolon: The Motion Picture! The Tragical Historie of Guidolon: The Giant Space Chicken came to life as a short film, with many of those who participated at the original reading reprising their roles. The result was a slapstick animated short that wouldn't die, so Frank did the only logical thing: he turned it into a feature. While it's not yet completed, the material is brilliant and it'll set the world afire once it hits the streets!

Frank's written other pieces for fanzines like the Nova-winning Zoo Nation and Hugo-winning Emerald City, and the steaming pile of fanzine that I edit called The Drink Tank. His work has ranged from political to artsy, often at the same time. My personal favorite of his pieces dealt with the things we are finding due to today's culture of recording. This was a work worthy of a historian, published in a zine edited by a historian who could never in his wildest dreams put together a piece that smart and wide-ranging.

Frank once played a homeless man in a silly

little film I produced. It was a part with a single line, but Frank took that character and made it his own, building around a theme of the seven deadly sins and delivering the line, which was only half-caught by the camera, with a force of will that actually made him one of the stars.

I've never been fishing with Frank Wu. I've always regretted that.

Frank is probably one of the great talkers in fandom, and that is saying something. Frank can turn a thing of hot wings and chicken tenders at a sports bar into a surrealist mélange of high scientific ideas, TV theme songs, strange diagrams and general whackiness. When dining with Frank, it would be wise to bring a stenographer because the ideas will be flying, sometimes literally, and you'll want to make sure you have a record of it so when you steal...I mean reference them.

There are truths about Frank Wu, his passion for Cold War knick-knacks and Aramaic cooking notwithstanding, that the world just doesn't know. He collects things, a lot of things, and is the guy who maintains the Frank R. Paul website. He also served as the inspiration for The Karate Kid. Frank's collaborated with Jay Lake on a story collection called Greetings from Lake Wu. Frank has a PhD. Frank also knows the lyrics to most of the songs of the last century. Frank doesn't drink, though a number of people I've spoken with have claimed that he's drunk 24/7. I personally think they just

can't deal with the reality he's dropping.

More people might know The Wu than anyone else I know. I've gone to cons with Frank and he greets and is greeted by more people than I knew were in fandom. He's also a hugger. I've been to gatherings where the last five minutes are devoted entirely to Frank giving goodbye hugs. What's amazing about Frank is that he can know everyone and they all know him and through him there is a gathering of souls. He is the guiding force behind the concept of the Food Amoeba, a nebulous group that goes for food at cons. You'll even see people who didn't know each other the day before, but after one meal in the Frank-guided amoeba and they're fast friends. Frank has a field of 'getting-to-know-you' around him.

There is a dark side to Frank Wu, there must be. I mean, you don't know that many people and do such great work without being evil. Frank may seem innocent, but could he actually be the devil himself.

Nah.

So, that's Frank Wu. When you're walking down the hall of the con, go ahead, touch him. Offer him a seat at your table and start a conversation of 1970s animation or biological catastrophism and the impact on the science fiction stories of Theodore Sturgeon. Knit him a hat, it's cold out there. Most of all, enjoy Frank, it's incredibly easy to do.

by Chris Garcia





by Frank Wu: left and upper right
by Brianna Spacekat Wu, above and right

Make It Count

A few words about Brianna
Spacekat Wu



It's 1 am in Arlington, Massachusetts. Most people are at home, asleep. Or watching David Letterman. A blood-red motorcycle with a black-shrouded rider cuts through the night at 80 mph. Look out, world. It's Brianna Spacekat Wu.

It's October 26, 2007, 4:50 pm, Denver time. I'm Guest of Honor at MileHiCon, and I've just arrived at the room where my slide show will start shortly. Despite reassurances from the concom, there is no set-up. No projector, no screen, no nothing. But there is an audience. Including this absolutely elegant and beautiful woman a few rows back. I sure hope she's single. Stalling for time, I act like the show's already done and ask the audience, "Uh, does anyone have any questions?"

I am staring right into that beautiful girl's eyes.

Without missing a beat, she says, "Yeah. Did you steal those boots from Neil Armstrong?"

My shoes. I forgot. I am wearing New Rocks. Black, punky. The only thing I wear. "No, uh, Neil Armstrong stole his look from me."

In a few minutes, this girl is showing off her technical wizardry. She's the only one in the room who knows how to hook up my computer to the slide projector. Now she's running my slide show. It is her first science fiction convention, and she doesn't

yet realize that I am a complete technological illiterate and will be relying on her massive computer skills the rest of my life.

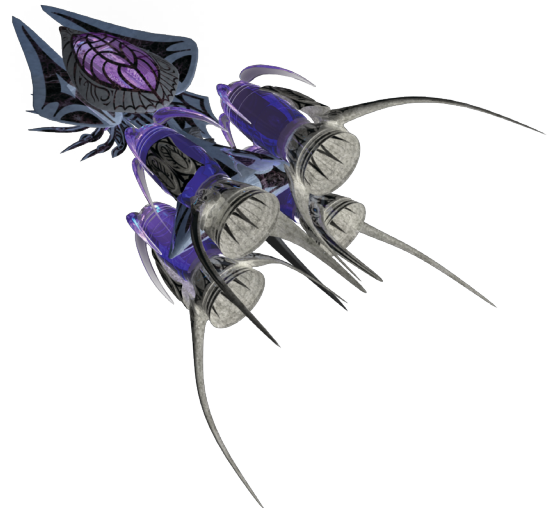
Fast forward a couple years. We're married now, and Brianna is on the treadmill. She's running seven miles an hour. For an hour. She does this every day. That's almost two marathons a week. She could run from our house in Arlington to Phoenix in a year. Maybe that's why she's so tall and skinny. Usually she watches TV as she's running. But not today. With her techno-wizardry, she's hooked up the Playstation 3 above the treadmill. With game controller in hand, she's beating Final Fantasy XIII. Killing monsters, all while running seven miles an hour. It will take hundreds of hours, but she will beat the entire game this way.

And now Brianna's putting all the pieces together. She's living her dream, making a videogame. Her main character, Holiday, is tall and skinny and beautiful, just like her. Like all the girls she's drawn her entire life. Holiday kills monsters while running. She even rides a motorcycle. And Bri is using all the techno-wizardry she can muster to bring this character to life in full 3D animation.

I find Brianna simultaneously skyping with her lead animator, texting her lead animator and babysitting the render box, pushing the computer until smoke pours out of the vent. I ask her what she's doing and she says she's talking with Autodesk to find a pipeline to turn non-uniform reticulating B-line splines into polygonal geometry with a minimum of sub-division levels.

I have no idea what any of that means, except that making videogames is hard. It's a challenge I couldn't do. I don't have the combination of art skills, technical skills, writing skills, and leadership skills to organize and pull off a project this complicated. But Brianna does. And with her laser-like focus, I have no doubt that this game, "Revolution 60" will be a success. You get one shot at life, she says. Gotta make it count.

by Frank Wu



pendently send a human into space. Since then, the Chinese space program has expanded. Current plans include a permanent space station and crewed expeditions to the Moon and Mars. How are these projects coming along? What other exciting developments are in the works? *Ben Huset, David Buth, Rachel Kronick (M)*

SAT..... 10:00 PM Edina

Secret Scandals of Frank Wu

Nobody knows exactly what the programming item is going to be except for Brianna Spacekat Wu, but it will undoubtedly be scandalous.

Brianna Spacekat Wu, Frank Wu

SAT..... 10:00 PM Krushenko's - Atrium 7
Is There A Fannish Accent? - What's Happened Since?

A follow up panel about how fans talk and communicate. Many years ago, a speech therapist attending Minicon observed something very like an accent. After spending some time studying this phenomenon, she returned to Minicon to report on her findings. Discussion since the actual panel has taken on a life of its own and what was actually said at this panel is hotly debated now that news has entered a large collective consciousness. Even Boing Boing has reported on her findings. Fans seem to have a dialect, and even psychological characteristics to their communication. Now that this idea has sunk in, how has the wisdom from the previous panel entered into the fannish imagination? Has there been more since then? Attendance at previous panel is not necessary to enjoy this discussion.

Elise A. Matthesen, John W. Taylor (M), Peer Dudda

SUN..... 10:00 AM..... Krushenko's - Atrium 7
Folklore or Fakelore

...or does it really matter? Authors who romp through the folk stories of the world, borrowing/ grabbing/snatching up tropes as they go will either tug their forelocks for doing so, find excuses for themselves, or boldly go wherever they want to and be happy to do so. Is there a proper use of our folkloric inheritance, or should the world's basic stories be up for grabs for whomever and whatever we want? *Adam Stemple, Dana M. Baird, Jane Yolen (M), Michael Merriam, Ruth Berman, Will Alexander*

SUN..... 11:00 AM..... Atrium 2

Reading - Chris Gerrib

Pirates, Mars, and cookies. One of these is not like the other. Come hear Chris Gerrib explain the contradictions and read from his newly-released novel *Pirates of Mars*. *Chris Gerrib*

SUN..... 11:30 AM..... Edina

What's New in the World of Dinosaurs?

A Slide show featuring lots of great pictures of recent dinosaur discoveries. *Frank Wu*

SUN..... 11:30 AM..... Krushenko's - Atrium 7
Truly Alien Languages

Ted Chiang's "Story of Your Life" posits an alien language that is incompatible with human understanding. In what ways are human languages necessarily tied to human modes of thought? What forms of language could exist that wouldn't work with these modes of thought? What is alien language? How does one go about constructing a language from scratch? What can we learn from the secret languages of twins? *Ted Chiang, Christopher Davis, CJ Mills, Greg L. Johnson (M), Peer Dudda*

SUN..... 11:30 AM..... Atrium 1

Lady Poetesses From Hell

Lady Poetesses From Hell is a poetry performance group. They dress very nicely and have wicked senses of humor. *Elise A. Matthesen, Jane Yolen, John C. Rezmerski, Ruth Berman, Terry A. Garey*

SUN..... 12:30-1:30 PM.... Atrium 2

Reading: Ellen Kuhfeld

Ellen Rose Kuhfeld

SUN..... 1:00 PM Edina

Encore Game Show

A repeat of last year's popular music game in which two teams compete to come up with song lyrics. Prompted by a word, phrase or idea, the teams must act quickly to satisfy the judges.

Becca Leathers, Chas Somdahl, DavE Romm (M)

SUN..... 1:00 PM Krushenko's - Atrium 7
Goblinish Lore and Literature

Folkloric traditions and fantastical literature have presented many different versions of the roguish goblin. From Christina Rossetti's seductive fruitmonsters to J.R.R. Tolkien's violent and villainous warriors recent fiction by Hilary Bell, Jim C. Hines, and others, offer more sympathetic portrayals of goblinish people. What are the origins of these mischievous creatures, how has fantasy/fiction reshaped them, and what new forms will they take? *Jane Yolen, Jason Wittman, Will Alexander (M)*

SUN..... 1:00 PM Atrium3

Computer Folklore

Computer Folklore is an academic discipline based on studying anecdotes of computer history. Apple's original Macintosh, software design, and the evolution from cash register to pocket calculator all have a different spin depending on who's telling the story.

Programming, continued

Chris Garcia may even bring along some artefacts from the Computer History museum. What do we hope to learn from this? *Chris Garcia, Andy Exley (M), Christopher Davis*

SUN..... 1:00 PM Atrium 2

The Death Panel

Despite modern medicine and the promises of science fiction, immortality continues to elude us. Instead of bringing salvation, advances have made it possible to hang onto life well past when some would consider it desirable. Sarah Palin criticized the growing need for end of life decisions, but perhaps "death panels" are just what we should have. We will examine dying in American hospitals, options for end of life care, and how decisions should be made. How do you want to die? *Beth Friedman, CJ Mills, Joan Marie Verba, Lisa C. Freitag (M), Magenta Griffith*

SUN..... 1:30-2:00 PM..... Atrium 2

Reading: Marissa Lingen

Marissa Lingen

SUN..... 2:00 PM Atrium 2

Reading: Minnesota Speculative Fiction Writers

Members of MinnSpec, a 300+ strong writer's organization, read from their works. More information about MinnSpec at <http://www.meetup.com/MNspec/> *Jason Wittman, Michael Merriam, Pat Sullivan, Sarah Olsen, Terry Faust*

SUN..... 2:30 PM Krushenko's - Atrium 7

The Year in SF: What Do I Read Next?

Our annual confab about what's good and (mostly) new in (mostly) Science Fiction and Fantasy. *Chris Gerrib, Greg L. Johnson (M), Russell Letson*

SUN..... 2:30 PM Atrium 3

Mega Moneyduck Reveal

The mesmerizing return of The Magnificent Mega Moneyduck Machine. This is the big reveal on the big screen! How far did our original phrase evolve? What's that supposed to be a drawing of? Where did those spiders come from? Wait . . . What?!! *Patricia Zetelumen (M), Rachel Kronick, Thorin Tatge*

SUN..... 2:30 PM Bloomington

Fantasy Art Through Time

How has fantasy art changed over the past few years? How has digital media changed the field, and what's it like to break in as a new artist? What

expectations does an artist usually need to meet, and how has the industry changed? What cool things are new artists doing? *Brianna Spacekat Wu, Frank Wu, Jeff Lee Johnson (M)*

SUN..... 4:00 PM Edina

Closing Ceremonies

Say goodbye to our wonderful Guests of Honor, learn the results of the medallion search, and serve as eyewitnesses to MinnSF's unique method of choosing a new club president. *Brianna Spacekat Wu, Chris Garcia, Frank Wu, Ted Chiang, Dave Romm,*

SUN..... Dead Dog Party Consuite

SUN..... Dead Dog Consuite

Medallion Hunt Denouement*

The Cluemeister will be on hand to speak in greater detail about the Medallion Hunt's riddles and results, and will also have one last bonus puzzle and prize to dispense.



Nadia Raks

Nadia Raks is coming out of her temporary hiatus to grace us with some lovely fusion belly dance performances. She will be performing Friday between music acts in Plaza 2, and also performing in the Singularity bar at 10pm on the 7th floor.

CLASS

Get your groove on! Join Nadia Raks as she emerges from her temporary hiatus to present a fusion belly dance mini-workshop at Minicon from 10AM to 11AM in the Edina Room. Learn some basic steps, techniques, and a short choreography. Wear comfortable clothing (dancewear, exercise, yoga clothing, etc.) and don't forget to bring some water. Class will cater to all levels, so novice, beginner, and advanced dancers are all welcome to participate. For performance locations, times, and details, please see the listings under Programming.



Minicon Gaming Events

Well, 2012 has rolled around and gaming is going to be HOT this year! Not only do I have my usual staff of people coming out to provide fun and entertainment, but I have a special guest that is helping out – Level Up Games. For board gaming this year, I am going with a theme – all Sci-Fi games. It wasn't TOO hard of a challenge to come up with games, but I wanted to find the most interesting and fun ones to provide for our wonderful MiniCon folks. I lightened up the Magic the Gathering events last year and received a lot of feedback to add more, so I did! Now that people get credit even for casual events, I am scheduling everything so people can earn points. .and prizes too! Level Up Games has been kind to help sponsors prize support for Magic this year. Oh, and we are doing more fun events this year such as Archenemy, a Legacy Constructed, as well as my own creation Quantum Leap. However, we will also provide "on demand" sanctioning of events, such as sealed and draft, if you want. Just see me in the gaming area.

Oh, and speaking of Level Up Games, they wanted to introduce themselves at MiniCon with a blast! They are going to host four "Win the Console" events. We are going to have four different consoles and a competition. Win the competition and you win the console! How cool is that!

Event Descriptions

Friday

Cosmic Encounters

In Cosmic Encounter, each player is the leader of an alien race. The object of the game is to establish colonies in other players' planetary systems. Players take turns trying to establish colonies. The winner(s) are the first player(s) to have five colonies on any planets outside his or her home system. A player does not need to have colonies in all of the systems, just colonies on five planets outside his or her home system. These colonies may all be in one system or scattered over multiple systems. The players must use force, cunning, and diplomacy to ensure their victory.

Battlestar Galactica (Basic)

This is the 2008 version from Fantasy Flight. After the Cylon attack on the Colonies, the battered remnants of the human race are on the run, constantly searching for the next signpost on the road to Earth. They face the threat of Cylon attack from without, and treachery and crisis from within. Humanity must work together if they are to have any hope of survival...but how can they, when any of them may, in fact, be a Cylon agent?

Battlestar Galactica: The Board Game is an exciting game of mistrust, intrigue, and the struggle for survival. Based on the epic and widely-acclaimed Sci Fi Channel series, Battlestar Galactica: The Board Game puts players in the role of one of ten of their favorite characters from the show. Each playable character has their own abilities and weaknesses, and must all work together in order for humanity to have any hope of survival. However, one or more players in every game secretly side with the Cylons. Players must attempt to expose the traitor while fuel shortages, food contaminations, and political unrest threatens to tear the fleet apart.

Merchant of Venus

This uses the base game plus the Pegasus Expansion. Merchant of Venus uses many elements which come together to form a very interesting game. Players take on the roles of space traders who move their ships through interconnected systems discovering new alien worlds

to trade with. As players start to make money delivering commodities in a unique supply-and-demand system, their earnings can be used to purchase better ships and equipment (shields, lasers, engines, etc...) and construct their own spaceports (which speed up trading) and factories (which create better commodities). Variations included in the rulebook allow for interplayer combat. The player who first acquires enough total value (\$1000, \$2000, \$3000, \$4000) in cash and port/factory deeds takes the day.

Saturday

Battlestar Galactica (Advanced)

See description for Friday Event. This adds the Exodus expansion.

Twilight Imperium: "Fall of the Empire"

Scenario. Twilight Imperium Third Edition is an epic empire-building game of interstellar conflict, trade, and struggle for power. Players take the roles of ancient galactic civilizations, each seeking to seize the imperial throne via warfare, diplomacy, and technological progression. With geomorphic board tiles, exquisite plastic miniatures, hundreds of cards, and introducing a rich set of strategic dimensions that allows each player to refocus their game-plan, the original designer Christian T. Petersen has seamlessly incorporated the better qualities of other recently popular games to improve on the game-play of the original TI, making it at once perfectly well-rounded and pleasantly familiar to experienced gamers.

TI3 is played by at least three players who belong to ten possible alien races, each with their own advantages and quirks. The 'designer notes' in the rulebook candidly and humbly acknowledge the inspiration for some of the improvements to the original game. The strategic game-play borrows the governing element from 'Puerto Rico' to involve players in an iteratively complex and yet fast-paced game experience with very little downtime. The game map, basic player progress and overall victory are

dynamically determined in almost exactly the same way as they are by imaginative players of 'Settlers of Catan', while the "Command" system cleverly improves on the 'oil' logistical mechanism of 'Attack' to both manage turn-based activity and limit the size of armies, uniquely enabling weakened players to bounce back if they play their cards right.

This scenario pits the Lazax Empire against three other players.

Star Munchkin

The Munchkins are back - but now they're in space! Now they're Mutants, Androids, and Cat People... grabbing Lasers, Vibroswords, and Nova Grenades... fighting Fanged Fuzzballs, Bionic Bimbos, and the Brain In A Jar. This is a complete game using the best-selling Munchkin rules (with a few new twists like Sidekicks). Yes, it CAN be combined with Munchkin! And, of course, it features the twisted humor of Steve Jackson and the wacky cartoons of John Kovalic.

Risk 2210 A.D.

Risk 2210 A.D. is yet another entry in the long series of Risk variants. Set in the not-so-distant future, battles are now fought by machines of destruction, known as MODS, for short. Human commanders still lead these mechanized troops, but these commanders each have special powers and abilities. These come into play via the use of Command cards, which add a new dimension to the game. Now, the battle is not just for the continents, but the sea and moon are also battlegrounds. Although much has been added, the basic flavor of the game is still Risk. One welcome change is the institution of a five-turn game limit, which allows the game to play to completion in about three hours. Further, players must also factor in economics in the form of energy. This energy is used to purchase Command cards, bid for Turn Order, and hire new commanders. There is much more strategy and planning involved in this new version, but it should still appeal to the classic Risk fans.

Star Trek: Expeditions

Star Trek: Expeditions is a board game for up to four players, set in the "New Universe" of Star Trek, as seen in the 2009 movie. It is built upon the cooperative board game model and the players will work together against the game itself. In the game, players assume the roles of Kirk, Spock, Bones and Uhura. The premise is the Federation has received a petition for membership from a planet and the Enterprise is dispatched to assess their application. When the Enterprise arrives, they discover:

- ◇ A Klingon battle cruiser is in orbit;
- ◇ Civil war is threatening to break out on the planet;
- ◇ And the planet is (coincidentally?) reconsidering its application for UFP membership.

Your mission is threefold; defuse the threat of civil war, deal with the Klingon threat and get the planet to join the UFP. And you only have 30 days (roughly equaling 30 turns) in which to do it, or a Klingon battle fleet will warp in and you will be forced to withdraw (thus failing your mission). Each objective is tracked on a scoresheet that monitors your progress. Decisions you make in the game as well as how you interact with the other players will affect the outcome of the mission. The four figures are fully rendered, 3D versions of the four Bridge officers. The four figures and two spaceships are similar to HeroClix figures, with the clicks on the dials at the base of the figure representing damage and corresponding diminished abilities.

Space Empires

Space Empires is a game in the finest tradition of 4X space games - eXplore, eXpand, eXploit, and eXterminate. Make no mistake. All four "X's" are included in this game. This is a wargame where the purpose of building your empire is not to feel good about your achievement, but to destroy your enemies and burn their colonies. □ One difficulty in games of this genre is that they are often either overly simplistic or tediously detailed. Space Empires has been almost 20 years in the making and, during that time, many elegant solutions have been developed to keep the theme rich without a lot of rules. The game includes carriers and fighters, mines, cloaking, a very large technology tree, fifteen ship classes from scout to dreadnaught, merchant shipping, colonization, mining, terraforming, bases, shipyards, black holes, warp points, and non-player aliens, yet the rules are short and intuitive and the game can be finished on one sitting. This is NOT a game that is hard to get into. The playtest rules are only 8 pages long for the basic game and increase to 11 pages in length when the advanced rules are included. Exploration is easy (well, easy for you, it is actually dangerous for your ships) and fun and reveals different terrain (such as asteroids and nebulae) which affect your movement and your combat. The map is mounted.

Sunday

BattleTech

The Introductory Box Set is designed as the entry point into the game for new BattleTech players. The quick-start rules, which can be learned in under an hour, will have new players quickly slugging it out in the thirty-foot-tall war machines known as BattleMechs. The longer introductory rules provide more extensive guidelines for 'Mech movement and combat as well as construction rules for building or customizing your own (introductory-level) 'Mechs. Quick-start rules for vehicles and infantry are also included for players interested in combined-arms battles. Also included in the box set is a BattleTech universe book providing an overview of the game world, its history, and its factions. A set of 24 unpainted plastic 'Mechs, ready for play and suitable for painting, are accompanied by prefilled record sheets listing each 'Mech's capabilities. The set also includes maps, a painting and tactics guide, cardstock reference sheets, a universe poster map of the BattleTech universe, and two six-sided dice. The 2011 "Twenty-Fifth Anniversary Edition" of the box set replaces the 2007 edition's thin paper maps with board game-style mounted maps, adds two "high-quality" plastic minis (a Thor and a Loki (and accompanying record sheets), and includes a brief guide detailing the BattleTech gaming system intended to introduce new players to the various products for the game.

Starfarers of Catan

The foray into space, sometime near the year 2700 A.D. Compete for the prestigious post of Ambassador to the Galactic Council. To attain this lofty position, players must leave Terra and the known planets to explore and colonize the galaxy, while working to establish trade with alien cultures, encounter aliens, and defeat pirates. Glory and victory go to the brave and astute explorer upon whom luck smiles. The known worlds lie at one end of the game board, where each of the 3 or 4 players begins from known solar systems, each with 3 planets producing raw materials needed for the travels into deep space.

Each player begins with 2 Colonies and a Space Port (all components are made from plastic). The Space Port makes starships to transport your new colonies and trade posts to distant lands. Throughout the game, all the colo

nies and spaceports enable the production of resources when the dice match the numbers of adjacent planets. Resources are traded for colony ships, trade ships, and fleet upgrades of freight rings, booster rockets, and cannon. Beware as you explore—some planets are covered in ice, and some conceal dangerous pirates.

Magic Events

Archenemy

This format pits three players against an Archenemy who has a special deck of cards to play against his challengers. This format supports any Legacy legal deck.

Quantum Leap

Special design by Matt McMillan that combines Vanguard and Planechase Magic variants into one format. This is a "free for all" format.

Legacy

This is a Legacy format tournament, using current rules from Wizards of the Coast.



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Fan	Christopher J. Garcia
Science	Jon Singer

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Dealers at Minicon 47

Alternate Realities

by *Blues Bland*

DVDs, action figures, model kits, books, magazines, lobby cards

Artemis leather

by *Shadia Ouma*

leather clothing, pouches, accessories

BigWorldNetwork.com

A new e-book and on-line publisher looking for fiction submissions

David Christenson Bookseller

"85% books, 12% DVD's, 3% collectables"

Cut it Out

by *Beth Phillips*

glitter tattoos, toys, handmade crafts and novelties

DreamHaven Books

by *Greg Ketter*

books and more books, some at bargain prices

FTL Publications

by *Joan Marie Verba*

books, shoulder bags, posters

Funk 'n Fantasy

by *Pat Taylor*

jewelry, clothing, musical toys, gifts

Rick Gellman

books and stuff

Lady Dragon's Treasures

by *Jean Mylnzcak*

handmade bead jewelry

Level Up Games

by *Tony Leitner*

video games, Magic, toys

L.S.V.S.L.

by *Lev Bronshteyn*

Russian and USSR sci-fi, military and space stuff

Lioness

by *Elise Mattheson*

handmade jewelry

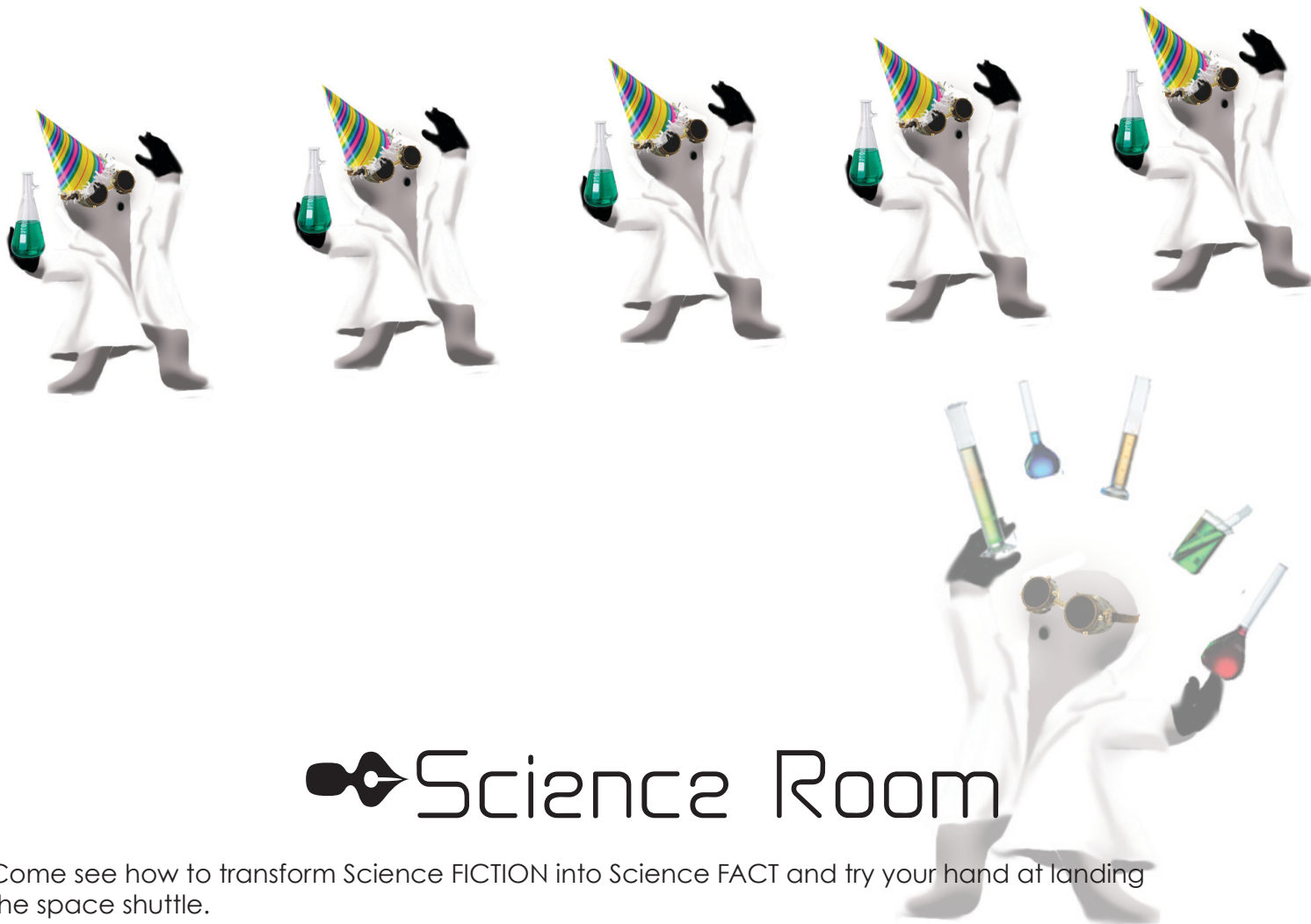
Sam's Dot Publishing

novels, anthologies, magazines, novellas



Gala brassiere





Science Room

Come see how to transform Science FICTION into Science FACT and try your hand at landing the space shuttle.

Visit the Minicon Science room in the Grand ballroom Center behind the dealers' area and next to the art show area, 2nd floor—View hard science exhibits from many groups. We welcome new this year L-5 the Series and Twin Cities Maker plus our returning groups MN Space Frontier Society, Minnesota Area Radio Control Electric Enthusiasts, Minnesota Museum of Space Science and Science Fiction Models, National Space Society, Moon Society, MarsSociety, MN Astronomical Society, NASA Glenn Research Center and more!

NASA space videos featuring Mars Rovers animations chronicling the ongoing Opportunity and Curiosity rover missions on Mars and other current space topics will be screened in and check out our life sized models of the rovers, our latest addition to the Science Room.

To learn more about these groups visit their web sites at:

L-5 the Series	www.l5-series.com
Mars Society	www.marsociety.org
Minnesota Area Radio Control Electric Enthusiasts'	www.marcee.org
MN Astronomical Society	mnastro.org
Minnesota Museum of Space Science and Science Fiction Models	mnsfs.org/education/museum.html
MN Space Frontier Society	mnsfs.org
Moon Society	moonsociety.org
National Space Society	nss.org
NASA Glenn Research Center	www.nasa.gov/centers/glenn/
Twin Cities Maker	www.tcmaker.org

Bozo Bus Tribune

"We're all bozos on this bus!"

The Bozo Bus Tribune is the official convention newsletter of Minicon. Since Minicon 28, the BBT has kept con-goers amused, informed, and occasionally distracted by the news of the hour. Fans can expect four issues, the first early on Friday and the last around noon on Sunday. Each issue will be distributed throughout con space--you'll find them lying in disorderly piles on tables and other sundry surfaces.

The BBT office will be located in Atrium 5 this year. (That's at the far end of the north tower's second floor.) If you have material for the BBT, such as a news item, panel review, party announcement, overheard quotation, correction, or personal comment, feel free to write it up and drop it in the Submissions Box outside the BBT office. Pens and paper will be provided, and most submissions find their way into an issue eventually.

Medallion Hunt

The Minicon Medallion Hunt is a clue-based treasure hunt for 1973 pennies, now in its seventh year! Adults and children alike are encouraged to participate. Clues for the hunt, ranging from whimsically easy to diabolically difficult, can be found in the Bozo Bus Tribune, along with the stories of those "medallions" that find their way home. If you find a medallion, you can either track down the Cluemeister or take it to the BBT Office (now located in Atrium 5) during one of the scheduled Hours of Redemption to receive your prize--whether Dealer Dollars or something more (or less) nefarious.

Any pennies not redeemed by the BBT's final issue will have their stories told at Closing Ceremonies. The theme of this year's hunt is multiple levels of encryption! But beware! If analysis rebuffs spiritual shadow fallacies, unearthly quartz armlets seem greasy. Secure minimal unity; proud triumph paste awes sixteen quartzes. Then again, a bunch of sharp dressers like you already knew that.

Costuming

Minicon will hold a costume contest in an informal setting, with prizes for adults and children, including participation awards for all. Skits are okay, but not required. Our theme is, "The minions are coming, the minions are coming!" You're encouraged to dress as your favorite minion.





Brit Con MN

www.BritconMN.org

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Frazer Hines (Jamie - Doctor Who)

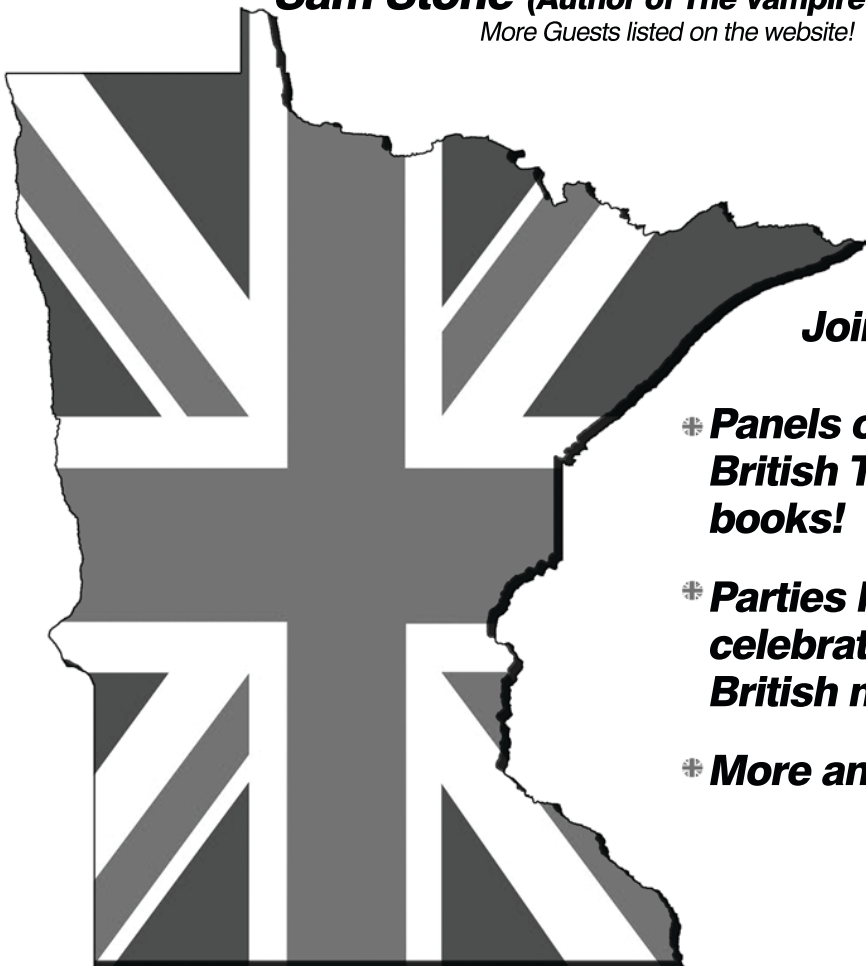
Sarah Douglas (Superman 2, V)

Joan Marie Verba (Official author of original Gerry Anderson Thunderbirds books)

David J. Howe (Doctor Who Historian)

Sam Stone (Author of The Vampire Gene series)

More Guests listed on the website!



Join us at Brit Con for:

- ✦ **Panels on all of your favourite British TV series movies and books!**
- ✦ **Parties hosted by local groups celebrating all aspects of British media & culture!**
- ✦ **More announcements to come!**



**You can find us on Facebook (Britcon MN)
or our website: www.BritconMN.org**

Minicon 47 Music

Graham Leathers - Friday 8:30 pm

Graham Leathers is a battle hardened veteran of the stage, screen and airwaves. Originally from Winnipeg, Manitoba, Graham has been a fixture at the Fringe Festivals and CBC radio broadcasts, both regional and national. His varied background has him doing just about everything from acting to bald eagle research. With a range of experience like that, he has had plenty to write about. Songs from the sublime to the ridiculous, that's Graham.

Cheshire Moon – Friday 9:30 pm

Cheshire Moon is the fanciful collaboration of trickster bird Lizzie Crowe and crazed magician Eric Coleman. What began as a simple joining of two talents in song circles, and occasionally during the mad-hatter antics of Eric Coleman on stage, whipped and frothed into the most likely of pairs. Eric's love of punk, folk and prog rock gives them an eerie, otherworldly sound, while Lizzie brings the voice of that otherworld to life in chorus and verse. Together they bring about a torrent that is as playful as it is lightly sinister, all wrapped up in a pretty little beribboned box. Do you dare to open it?

Riverfolk – Friday 10:30 pm

Featuring the vocal and guitar harmonies of our "Music Man" Chas Somdahl and our "Mistress of Music" Becca Leathers, Riverfolk plays a mix of folk-flavored tunes, old and new. This includes songs that are familiar, songs that are less than familiar and originals. They bring in a little blues, country and even a few show tunes. The fun they have playing together seems to be contagious and is shared by their audiences as well. Minicon 47 marks Riverfolk's 10th consecutive appearance at Minicon. They must know somebody.

Peggy O'Neill – Saturday 2 pm

Music has always been important to Peggy, especially when she can have a great time sharing music and ideas with friends. Her Convention "Music" experience started with the Minicon more than 25 years ago. Although chorale and vocal soloist music had been a mainstay since the age of five, performing at Minicon helped her develop the confidence she needed to break out of her track to explore becoming a performing singer-songwriter. This exploration led to the Nomination for "Female Vocalist of the Year" by the 1996 Minnesota Music Academy, opening for Dar Williams and Spider John Koerner, a couple of small tours

around the Midwest, running the Folk Alliance Region Midwest Conventions for two years and much more. Recently, there have been some setbacks which had caused her to put her music career on hold, but as she says, "I will always be the woman who does folk music with a blues twist."

Adam Stemple – Saturday 3 pm

Adam Stemple has played so much guitar it'd make your ass hurt. In bands like Cats Laughing (with writers Steven Brust and Emma Bull), Boiled in Lead, and the Tim Malloys, he's played everything from psychedelic rock to Irish folk to Eastern-European sludge jazz. He created all the music for Neil Gaiman's *Speaking in Tongues*, as well as producing two more for Neil and dozens more for other local artists. He's been a fixture at Minicon music parties for two decades now and his shows are always entertaining and occasionally appropriate for children.



Teresa Chandler – Saturday 4 pm

Teresa Chandler is back at Minicon. She enjoys having a sensible way to spend Easter weekend - playing music, thinking about dragons, post apocalyptic choices, space travel, wetware, and letting her geeky freak flag fly. Throughout a fulfilling career in the arts, Teresa has endeavored to appease her muse through writing and performing music, comedy, theatre, and improvisation -- with her music being the throughline.

Musically, she is at home with folk, blues, county, rock and roll, and big band swing. Her CD *Druthers* is available at iTunes and CDBABY.com. She is currently a bit of a recluse at work on her second novel. This year she is joined by Adam Stemple - so anything could happen....

(Decadent) Dave Clement – 7:30 pm

Dave Clement has been playing guitar and singing country, folk and filk music for more than fifty years. Minneapolis fandom in the persons of Steven Brust and Beth Friedman drew him out of musical retirement in the mid 80s and into the world of filk music. He has not stopped singing and playing since. His band, "Dandelion Wine", (Dave Clement, Cheryl Miki, John Speelman and Tom Jeffers) grew out of friendships formed around filking and his family. Many years of filk and folk shows and two albums later (*Circles In The Grain* and *Cheap Hooch*) D.W. shrank to a duo, Dave and Tom, who just released a third album (*The Face on Mars*) at Duckon/2010. This album won the first ever Canadian Aurora SF/F award for filk music last year. Dave has two solo albums to his credit, "Music After Midnight" and "Rambling the Galaxy" but both are currently out of print.

He can also be heard on many filk compilation albums and has provided backup on many other filk albums. "I consider myself a singer first and a guitar player second", says Dave although he also plays Irish whistle, bodhran, dumbek and djembe. His rich evocative baritone voice has been described by many as "chocolate velvet". "I think of myself as an ambassador for Canadian folk and filk music" says Dave and those who have heard him in concert agree. "Music is for sharing, I love to jam with folks and get everyone singing" and this he has been doing for the past twenty five years at conventions throughout North America, both as a lead singer and a backup musician. Dave has been a GOH

at many cons including the British and German filk conventions, has won two Pegasus "best performer" awards and is an inductee of the "Filk Hall of Fame". Even so, Dave considers Keycon in Winnipeg and Minicon in Minneapolis his home conventions and attends whenever his rambles allow. And why "Decadent"? For that tale, ask Karen Cooper.

Howlin' Beagle – Saturday 8:30 pm

Howlin' Beagle is a rock meets folk band involving Daniel "gundo" Gunderson and anyone else he can force on stage with him. Bringing a rock sensibility to folk, and a folk sensibility to rock, they are known for mangling favorites all over Chicagoland. Birthed in the musical prisons of Joliet, Raven, Jason Neerenberg, and gundo have escaped, picking up Amy McNally along the way and meeting up with Eric Coleman to torture the Twin Cities.

Beth Kinderman and the Player Characters – Saturday 9:30 pm

Beth Kinderman & the Player Characters consist of Elizabeth Greenberg (vocals, violin, keyboards), Justin Hartley (percussion, accordion), Beth Kinderman (vocals, guitars), Dave Stagner (guitars), and Nikki Walker (vocals, percussion). They perform Beth's original filk and progressive rock songs (with inspirations that range from Star Wars to zombies to Battlestar Galactica to comic books to roleplaying games and beyond), and have also been known to throw in the occasional weird cover song. Since forming in 2008, they've released 4 CDs and have enjoyed playing at a variety of conventions around the Midwest, including Windycon, DemiCon, Icon, Convergence, and MarsCon. Their most recent release, "Winter Is Coming," is an EP of original songs inspired by fantasy novels. Beth and the PCs are thrilled to be performing at Minicon for the first time!

Minicon Jam Band – Saturday 10:30 pm

Last year's Jam Band was such a success, we are repeating it this year. A Jam Band is a band of the moment. Last year's Guest of Honor, Chas Somdahl, will lead a group of selected musicians through an unrehearsed musical conversation. The full composition of the group won't be known until they take the stage. They will all be musicians Chas has played with, but they may never have all played together before. Join us for a truly unique musical event.

Cinema Obscura

In 2012, Cinema Obscura brings you documentaries, independent narratives, short films, and webseries. We hope that this year's selections of video delights, infuriates, educates, amuses, saddens, and entertains the registrants of Minicon.

Friday 6:00pm - 7:00pm

The Vetala

A supernatural thriller about a hostile, yet conflicted spirit from the pages of Sanskrit mythology, and the succession of people it travels through. (webseries)

Friday 8:30pm-9:30pm

Chris Garcia's Shorts

Guest of Honor Chris Garcia presents some of his favorite SF films

Friday 9:30pm-11:00pm

Charles Beaumont: The Short Life of Twilight Zone's Magic Man

Imagine becoming the top writer for Playboy in your twenties... Imagine being a mainstay for the groundbreaking Twilight Zone series... Imagine verging on the cusp of a major film writing career... Then imagine a mysterious illness stealing your mind and youth... "What happened to Charles Beaumont was as fantastic as one of his fiction stories..." - Forrest J Ackerman (documentary)

Friday 11:00pm-12:00am

Aidan 5 - Part 1

A living comic book webseries similar to the style of Sin City or The Spirit. In 2064, a police detective tries to determine why his clones are being murdered. (webseries)

Friday 12:00am-1:00am

The Yellow Sign

Tess Reardon, owner of a struggling art gallery, discovers that an artist she has been dreaming about, actually exists. She seeks him out, and discovers the truth about her past, the artist, and reality. Based on the classic short story by Robert W. Chambers. (short film)

Saturday 10:30am-12:00pm

GOLD

A comedic web series. Enter the world of Professional Role Playing Gamers, with arrogant mavericks like Richard Wright, idiot savants like Paul Hokes, and stuffed shirts like Oliver Crane. Will America's valiant heroes be able to defeat the World Champion British Team in the World Goblins & Gold Role Playing Game Championship? (webseries)

Saturday 12:00pm-1:00pm

L5

The pilot episode of a hard science fiction dramatic webseries set at LaGrange point 5 in Earth orbit, with discussion with the actors and filmmakers. (webseries)

Saturday 1:00pm-2:00pm

Guidolon: The Giant Space Chicken

Frank Wu's warped and nutty homage to Japanese monster movies (animated short film)

Saturday 2:00pm-3:00pm

Terry Pratchett: Choosing to Die

Broadcast on the BBC in 2011, author Terry Pratchett explores the realities of assisted suicide in this documentary that has sparked strong controversy. Is it "a disgraceful use of license-payer's money", or "deeply moving"? Discussion afterwards with the Seamstress Guild. (documentary)

In a frank and personal documentary, author Sir Terry Pratchett considers how he might choose to end his life. Diagnosed with Alzheimer's in 2008, Terry wants to know whether he might be able to end his life before his disease takes over. To be followed at 3:00PM by a moderated discussion in the Seamstress Guild party room, complete with FAQ provided by Terry himself to facilitate discussion.

Saturday 4:00pm-6:00pm

Finding the Future: A Science Fiction Conversation

Shot against the backdrop of major conventions, this documentary examines the phenomenon of science fiction. Through commentary from prominent authors (e.g. Catherine Asaro, Ben Bova, Davin Brin) and enthusiastic fans, explore the culture of science fiction and the passion of its devotees for the genre. (documentary)

Saturday 6:00pm-7:30pm

Aidan 5 - Part 2

A living comic book webseries similar to the style of Sin City or The Spirit. In 2064, a police detective tries to determine why his clones are being murdered. (webseries)

Saturday 7:30pm-10:00pm

Short Block;

A Complex Villainelle

Before the Penguin became the overweight, obsessive sadsack of his later years, he was a poet and a dandy, travelling Gotham City by umbrella and looking for love. He found it in the form of a lovely nanny, Mary Poppins, who also prefers travel by umbrella. However, his hopes for romance are dashed by a mysterious, rich playboy in a black cape.

Cockpit: The Rule of Engagement

A space military Captain must decide if it is worth risking the security of Earth to save a suffocating pilot who may or may not have been corrupted by mind controlling aliens.

Nickel Children

In an alternate 19th Century, dust bowl Kansas, a young boy witnesses his parent's murder, and is forced to survive in an underground child fighting ring. Only the wealthiest are invited to attend these secret communities to bet on the children for their own amusement. However, one among them, is determined to find her abducted son ... whatever the cost.

Paths of Hate

A short animated tale from Poland about the demons that slumber deep in the human soul and have the power to push people into the abyss of blind hate, fury, and rage.

Payload

A family of scavengers. A corrupt spaceport. A callous matriarch. A home in the shadow of a space elevator. After a brutal attack on his father, Simon Carter must sacrifice everything to save his family. Sometimes the only way out is up.

Status

A young man fights to protect his girlfriend from a terrifying new technology that uses our craving for love to violently reshape the world. Welcome to the Stat-Link, the evolution of social networking.

The Anachronism

On a sun dappled summer day a science expedition propels two children toward an enigmatic encounter at the edge of their known world.

The Wars of Other Men

A nameless Lieutenant fights for an army on the verge of defeat. The enemy has begun to dominate the battlefield with their new chemical super weapon, known only as "the Fog." When his superiors learn the location of the facility that manufactures the Fog, the Lieutenant is ordered to lead a squad through the war torn city to capture the scientist responsible for its creation... at a terrible cost to soldier and civilian alike. With the lives of his men and the fate of the war hanging in the balance the Lieutenant must make a choice -- will he be a good soldier or will he be a good man?

Saturday 10:00pm-12:00am

Ink

Father and daughter are wrenched into a fantastic dream world battle, as a creature known as Ink steals the daughter's soul in hopes of using it as a bargaining chip to join the Incubi - the group of supernatural beings responsible for creating nightmares. (independent narrative)

Sunday ... 10:00am-12:00pm

Sita Sings the Blues

Featuring the vocals of Jazz Age chanteuse Annette Hanshaw, and based upon the Sanskrit epic, The Ramayana, this animated movie relates how Hindu goddess Sita accompanies Lord Rama into the forest, where she is abducted by Ravana, the demon-king of Lanka. A great way to learn about Hindu mythology! (animated film)

Sunday ... 12:00pm-1:30pm

Lumina

Lumina Wong lives in Hong Kong, a city of millions, but she still feels lonely and isolated. Late one night, Lumina has a chance encounter with a handsome young man from the Dark Realm, another world that she can see in mirrors and darkened window reflections. She revels in the fantasy relationship until Eben Sanchez (a mirrorspy for the Mirrorati guild) comes into her life, warning her of the treacheries of the people of the Dark Realm. (web-series)

Sunday ... 1:30pm-3:00pm

Lunopolis

Two documentary filmmakers find evidence of a hidden base on the moon and attract the attention of the dangerous and reclusive 'Church of Lunology,' (founded by sci-fi author J. Ari Hilliard), forcing them to flee their homes, only to encounter a man who unravels the truth behind every conspiracy theory. (independent narrative)

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**THE 70TH
WORLD SCIENCE
FICTION CONVENTION**
AUG. 30-SEPT. 3, 2012
HYATT REGENCY CHICAGO
WWW.CHICON.ORG

GUESTS OF HONOR

MIKE RESNICK
AUTHOR GOH

JANE FRANK
AGENT GOH

ROWENA MORRILL
ARTIST GOH

**PEGGY RAE
SAPIENZA**
FAN GOH

**STORY
MUSGRAVE**
ASTRONAUT GOH

JOHN SCALZI
TOASTMASTER

SPECIAL GUESTS:
SY LIEBERGOT
NASA FLIGHT CONTROLLER, APOLLO EECOM
PETER SAGAL
HOST OF NPR'S "WAIT, WAIT... DON'T TELL ME!"

CURRENT MEMBERSHIP RATES

Attending Membership:	\$ 215	Family Membership (Two Adults & All	
Young Adult (17-21):	\$ 100	Children plus \$25 per Young Adult):	\$540
Child (5-16):	\$ 75	Upgrade Supporting to Attending:	\$165
Supporting Membership:	\$ 50	Upgrade Supporting to Young Adult:	\$ 50

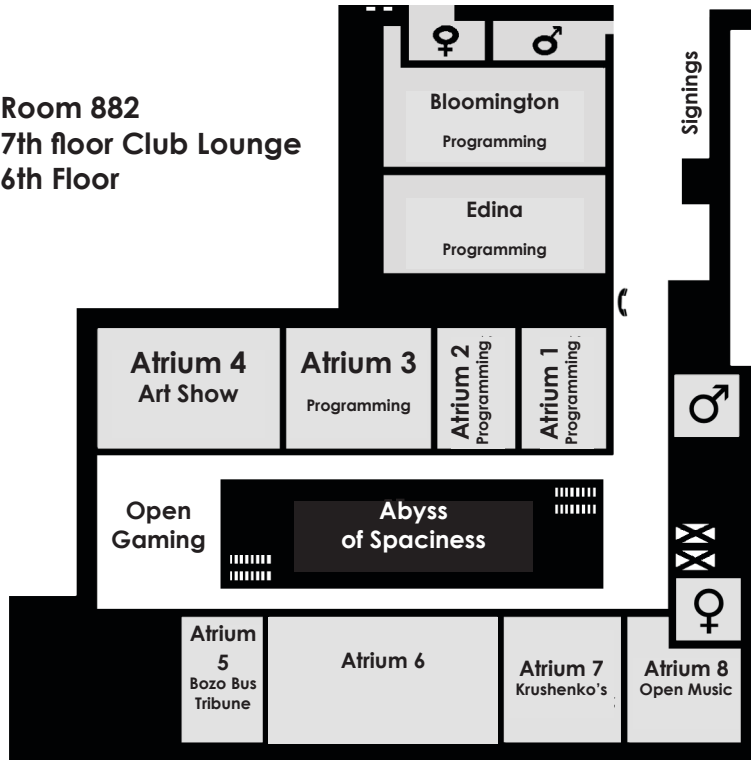
All Prices in U.S. Dollars. Rates good as of 04/01/2012.

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LIVE JOURNAL (CHICON7) AND TWITTER (CHICON_7)!**

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Consuite
Bar
Parties

Room 882
7th floor Club Lounge
6th Floor



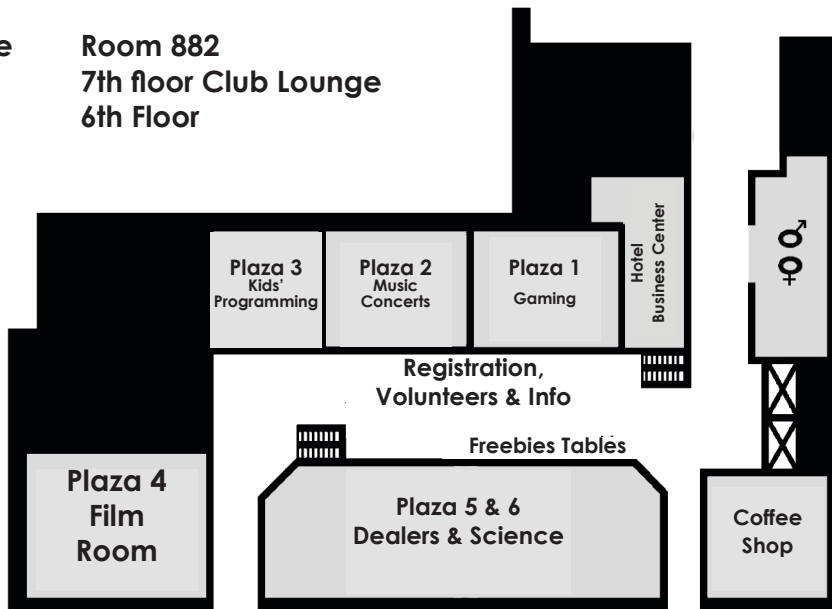
↑ To Grand Ballroom



Second
Floor

Consuite
Bar
Parties

Room 882
7th floor Club Lounge
6th Floor



↑ To Hotel Registration



First
Floor

