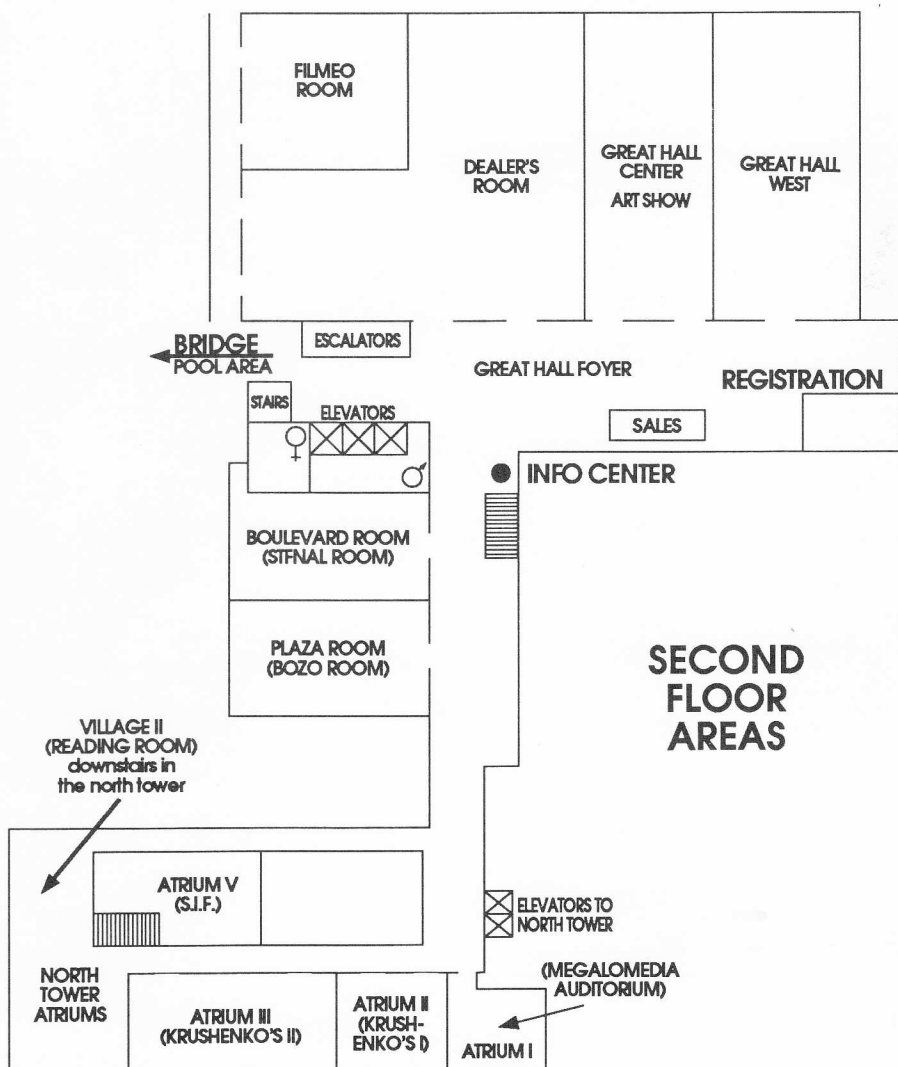


MN-STF'S MINICON

MINICON 26



THE RADISSON SOUTH HOTEL



Minicon 26:

“Think of it as
Evolution in Action”

Author Guest of Honor

George Alec Effinger

Artist Guest of Honor

David Cherry

Science Guest of Honor

Al Kuhfeld, Ph.D.

Fan Guests of Honor

Suzanne V. Tompkins

Jerry Kaufman

Lunch Guest of Honor

Jon Singer

And Whole Bunches of
Really Great People

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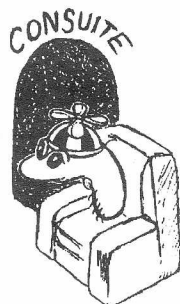
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MN-STF's Minicon

- Dictator: *Thomas Juntunen*
- Art Dictator: *Glenn Tenhoff*
- Cover Photography: *Cat Ocel*
- Interior Illustrations: *Jerry and Suzle Portraits*
Stu Shiffman
- Paramecium Joe & Others*
Glenn Tenhoff
- Parameciums are part of Evolution*
Loren Botner
- Interior Photogrphahy: *George Alec Effinger*
C.N. Brown & Locus Publications
- John Singer*
Fred A. Levy Haskell
- Other Useful Assistance: *Polly Peterson*
Geri Sullivan
Jeff Schalles
The Various Minicon Departments
- Other Assistance (?): *Victor Raymond*
- Very Special Assistance: *Kay Drache*



*For Kay,
without whom this would never have gotten done*

ACKNOWLEDGEMENTS

It is a sad truism among fandom these days that convention work creates untold stresses, especially of the person-to-person kind. One finds oneself reduced to sullen despair or screaming rage with very little provocation, simply because the spectre of deadlines hangs over all committee members and volunteers. However, some people find the grace within themselves to get past tribulation, to get the job done with a minimum of hair-pulling and help others manage a bit of calm amidst the storm. If it weren't for those people, the rest of us would have long since ended up in asylums.

I've needed some of that myself this year, since I am of the former sort. When the software seems one big kludge or the nth floppy disk has failed, taking the latest version of files with it, I can succumb quite easily to despair. Except someone usually manages to pull me out and rev me up for another go. I have had help on this book from more people than I could possibly list, but I have to say thanks to the one who kept me sane throughout.

Thank-you Kay. I love you.

Technical Notes

This year the program book was composed by myself and Glenn Tenhoff using Macintosh IIfx machines. Glenn used PageMaker 4.0 while I used Quark Xpress 3.0sub3. Cat Ocel took the photographs that compose the cover which I then edited and "enhanced" using Adobe Photoshop 1.0.7. Cover output was generated at ASAP, Inc. on their Linotronic L330. The rest of the book was printed on an Apple Laserwriter IINT. Body copy is Adobe's Hiroshige and Times, heads are Eurostile Extended and Helvetica. The remaining 10% is string, spit and bubblegum. Again, all the good stuff was everyone else, the mistakes are all mine. Enjoy.

Thomas Juntunen



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INTRODUCING MINICON

The introduction to The Neo-Fan's Guide to Science-Fiction Fandom (more on this later) reads in part:

"Science Fiction fandom draws together a community of people actively interested in stories, films, artwork and costumes set in the genre. From this jumping-off point science fiction fans bring their enthusiasm to many related activities — promoting the space program, re-enacting medieval tournaments and other past era festivities in costume, filmmaking, professional writing, foreign travel, and game designing. Your creativity will determine how much you enjoy science fiction fandom.

"Today's science fiction fandom has expanded in population and level of activity to match the genre's growing popularity. It's framework successfully carries over the freewheeling enthusiasm and tradition of it's earliest day. Where did this microcosmic society and its tradition begin? It's all Hugo Gernsback's fault..."

And the rest is geography. Twin Cities area fans found each other and formed the Minnesota Science Fiction Society (MN-STF). The above paragraphs exemplify what is best about fandom.

In preparing the program book for Minicon 25, it was understood that a primary

LEGAL

The following excerpts are from the Minnesota statutes comprising the Minnesota Clean Indoor Air Act:

144.412 Public Policy

The purpose of sections 144.411 to 144.417 is to protect the public health, comfort and environment by prohibiting smoking in areas where children or ill or injured persons are present, and by limiting smoking in public places and at public meetings to designated smoking areas.

144.413 Definitions

Subd. 2. Public Place. "Public place" means any enclosed, indoor area used by the general public or serving as a place of work, including, but not limited to, restaurants, retail stores, offices and other commercial establishments, public conveyances, educational facilities, hospitals, nursing homes,

The Bridge

The nerve center of Minicon is the Bridge. Situated in poolside suite #215 (second floor, south end of the pool area — look for the sign), this is where to find lost stuff, turn in found stuff, contact various convention staff and volunteer to help. When in doubt, contact the Bridge.

How do I contact MN-STF?

You can write to:

The Minnesota Science Fiction Society
PO Box 8297
Lake Street Station
Minneapolis, MN 55408

You can call the hot-line for a recorded message: 824-5559.

Or you can ask any convention staff, go to the Bridge in Room 215, or stop at the Info Center.

focus of Minicon's silver anniversary was fans and fandom. Part of the material I reviewed while composing the book was *The Neo-Fan's Guide*, courtesy of Geri Sullivan (a TruFan of course).

I did not have room to include anything from the Guide then, but the fannish focus is stronger than ever this year, as Minicon goes through its growing pains. Therefore I am including a substantial portion of the Guide in this years program book. After all, evolution doesn't forget its roots.

The Neo-Fan's Guide contains several sections: the introduction, the beginnings of fandom and science fiction and a glossary of fannish terms. I am reprinting the glossary and the printing history (which also contains all the credits). The copy I have been working from is the sixth edition, published by LA Con II. I have included all of that section verbatim, but please note: I have NOT verified that you can still order copies of the Guide from LASFS. Write them at your own risk.

What's missing is primarily 3 or 4 pages of material dealing with the earliest origins of science fiction and its fandom — a subject beyond the scope of this book. If you wish to learn more, encourage a dinosaur from the Minneapolis in '73 party suite to reminisce. If fandom only had oral traditions, the Minneapolis in '73 group would truly be the Keepers of the Flame for fannish history, especially that of MN-STF.

The portions of the Guide appearing here are in the form of sidebars that run continuously throughout this book. When reading them, please remember this edition of the Guide was printed in 1984, so some information is dated. For example, WorldCons are voted on three years in advance now, rather than two.

I also encourage you to keep in mind that most of the Guide's observations concerning fandom applies to the local fandom as well — like that guy over there. As recommended in the Guide, just speak up, be friendly — most fans won't bite. Welcome to Fandom.



Welcome to
Minicon.

*Thomas Juntunen
(Social Class Ant)*

auditoriums, arenas and meeting rooms...

Subd. 4. Smoking. "Smoking" includes carrying a lighted cigar, cigarette, pipe, or any other lighted smoking equipment.

144.414 Prohibitions

Subd. 1. Public Places. No person shall smoke in a public place or at a public meeting except in designated smoking areas...

144.415 Designation of Smoking Areas

Smoking areas may be designated by proprietors or other persons in charge of public places, except in places in which smoking is prohibited by the fire marshal or by other law, ordinance or rule.

144.417 Commissioner of Health, Enforcement, Penalties

Subd. 2. Penalties. Any person who violates section 144.414 is guilty of a petty misdemeanor.

The following excerpts are from the Minnesota statutes comprising the Liquor Act:

340A.502 Sales to Obviously Intoxicated Persons

No person may sell, give, furnish, or in any way procure for another, alcoholic beverages for the use of an obviously intoxicated person.

340A.503 Persons Under 21; Illegal Acts

Subd. 1. Consumption. It is unlawful for any:

...(2) person under the age of 21 years to consume any alcoholic beverages unless in the household of the person's parent or guardian and with the consent of the parent or guardian.

Subd. 2. Purchasing. It is unlawful for any person:

(1) to sell, barter, furnish, or give alcoholic beverages to a person under 21 years of age, except that a parent or guardian of a person under the age of 21 years may give or furnish alcoholic beverages to that person

solely for consumption in the household of parent or guardian;

(2) under the age of 21 years to purchase or attempt to purchase any alcoholic beverage; or

(3) to induce a person under the age of 21 years to purchase or procure any alcoholic beverage.

Subd. 3. Possession. It is unlawful for a person under the age of 21 years to possess any alcoholic beverage with the intent to consume it at a place other than the household of the person's parent or guardian. Possession at a place other than the household of the parent or guardian is prima facie evidence of intent to consume it at a place other than the household of the parent or guardian.

Subd. 5. Misrepresentation of age. It is unlawful for a person under the age of 21 years to claim to be 21 years old or older for the purpose of purchasing alcoholic beverages.

Subd. 6. Proof of age. Proof of age for purchasing or consuming alcoholic beverages may be established only by a valid driver's license or Minnesota identification card, or in the case of a foreign national by a valid passport.

340A.702 Gross Misdemeanors

It is a gross misdemeanor:

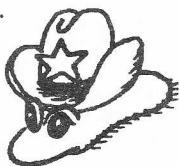
...(7) to violate the provisions of section 340A.502;

(8) to violate the provisions of section 340A.503, subdivision 2, clause (1) or (3);

340A.703 Misdemeanors

Where no other penalty is specified a violation of any provision of this chapter is a misdemeanor.

So there.



MEET JOE

"Pond Scum," I screamed at the passing flotsam. "I've known some bodacious bacteria in my day, but that creep was totally algaic. I detest E. Coli. You can take those hotshots with their Latin names and . . . never mind that, I've got bigger problems than the lousy company around here."

"Looks like I've got another stressed out con volunteer. Send the Cuddle Squad."

Some time later . . .

"Finally, it's quiet enough to sit back and sort out this mess I'm in. It seems like only yesterday . . .

It actually was only yesterday.

Of all the half filled coffee cups with a three day growth in the world, she should ooze into mine. She moved like molten lava. I stared. Limpid tendrils undulated slowly closer and closer.

"I'm Emily," she whispered as she brushed against my cillia. I caught a whiff of her perfume.

"My name's Joe. Paramecium Joe. You're one hot Amoeba, baby." At that precise instant the world as we knew it went whirlwind wind. We were savagely torn apart.

Apparently, Sheila, owner of the coffee cup, found out that her mother was stopping by for a visit. This necessitated the hurried and oh-so slipshod flurry of apartment cleaning.

I found myself hurtling headlong into who knows where, pushed along by unseen currents of warmish water. It was crowded and smelly. And some of the characters I ran across would make your hairs stand on end.

"Emily, Emily, will I ever see you again?"

The cluttered calm in which Joe was enjoying his romantic angst was brought to an abrupt conclusion. By an unusual twist of fate or simply aberrant plumbing he awakens to a new reality and begins doing the backfloat in a glass of tap water in



the consuite at the Radisson South Hotel. He is, of course, oblivious to this fact as he is a cillia-covered, slipper shaped, one-celled organism incapable of rational thought . . . or is he?

"I've got a splitting headache and a raging case of heartbreak. Ooooh, I'm in such a mood."

DavE Romm raises the glass of slightly murky water, about to quench a powerful thirst.

Paramecium Joe, upon seeing teeth and tonsils, yells with all his microscopic might, "Stop, stop, don't drink me!"

DavE pauses, and in an intuitive leap not often found in mere mortal fen, says to no one in particular, "I wonder what's in this water?"

Realizing that his words have had an effect, Joe tries again. "Put me down. I'm alive. Can you hear me?"

Feeling an overwhelming urge to talk to this glass of H₂O, DavE sets it and himself down. He doesn't find this strange, after all anything can happen at a con.

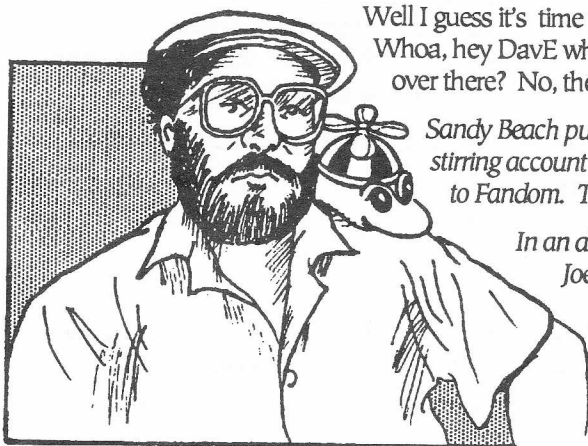
"Can you see me? Feel me. Touch me. Heal me." continues Paramecium Joe. Then he immediately feels foolish for quoting from Tommy.

DavE understands, having earlier quoted three entire verses of a Bay City Rollers song during the "Space , Rattle and Roll" panel trying to prove the existence of alternate universes.

Joe feels that he has found a kindred soul. He presses on, "Hey, since I'm in your mind and you seem to be in mine, try thinking me bigger."

DavE concentrates He is nonplussed yet delighted to see a greatly magnified Paramecium Joe. They cement their friendship when DavE gives Joe a symbol of a true fan; a beanie with with a propeller on top. (It just fits too - where does he get those wonderful toys?)

Joe muses, "I'm so lucky that DavE is the one who almost consumed me. I'll never forget Emily. I hope that wherever she is, she's happy."



Well I guess it's time to start badging the . . .

Whoa, hey DavE who's the gorgeous Paramecium over there? No, the one with the wavy hair."

Sandy Beach put pen to paper to bring you this stirring account of Paramecium Joe's introduction to Fandom. Thanks Sandy!

In an alternative universe Paramecium Joe set out for Minicon 26 last January and should be arriving shortly.

THE NEO-FAN'S GUIDE TO SCIENCE FICTION FANDOM

PEOPLE

Fan (plural: fans)

A follower, a devotee, or an admirer of any sport or diversion. In this instance the diversion is science, fantasy, and weird tales in book and magazine form, in the theatre, or on radio or TV. We assume you are interested in some facet of it, although you need not prove it — fandom absorbs all kinds. The fan buys, sells, trades, collects, and discusses the literature; he usually maintains a correspondence with other fans, and visits them when he is able — but wait for an invitation! He frequently attends meetings, regional conferences, and international conventions, as time and finances permit. He participates in many of the activities mentioned in these pages.

Neo-Fan

That which is new and recent, a recruit. You, perhaps. Generally speaking, fandom will tend to classify you as a neofan for the first year or two. If you persist in being juvenile, or idiotic, or hide yourself under a tub to the extent that no one ever hears of you, the label may last forever. (Also: neofan.)

Acti-Fan

Active fan; he who is always in the thick of it.

Club-Fan

A fan who finds all his fandom needs taken care of by his local SF club. Rarely, if ever, indulges in written fanac (q.v.), not even contributing to his club's zine.

Fringe-Fan

The chap who is content to remain on the outside, looking in and only rarely taking part in some activity; also, fans who are interested in a field only marginally related to SF. There

CHILDCARE

IF YOU EXPECT TO USE THE CHILDCARE ROOM, IT IS IMPORTANT THAT YOU READ ALL OF THE FOLLOWING INFORMATION.

Childcare will be available at Minicon 26 from:

11 a.m. Friday to 1 a.m. Saturday

11 a.m. Saturday to 1 a.m. Sunday

11 a.m. to 3 p.m. Sunday.

NOTE: This is a change from previous years.

The total number of children in the childcare room and the number of children of certain ages (particularly under one year) will be limited. Your child may use childcare at any time when space is available, with the following limitation: infants under six months may stay in childcare a maximum of two hours at a time. Other children may stay a maximum of four hours at a time. A child who has left childcare cannot return until at least one hour has passed. Parents who do not observe these limits will not be allowed to place their children in childcare again.

Children must be signed in and out each time they use childcare, and you must tell us where you will be. Parents who fail to do so will not be allowed to place their children in childcare again. When you sign your child in, you'll receive a "receipt", which you must present when you pick up your child. This is for the protection of your child.

Children in childcare are expected to follow the childcare workers' directions, to take turns with toys, and to treat other children respectfully, to the extent that is appropriate for their ages. Children whose behavior is persistently outside these limits will not be allowed to continue to use childcare.

Here are a few more things you should know:

Please leave a sufficient supply of diapers for any child in diapers. Please bring along a change of clothes for any child for whom there is the slightest chance of an "accident".

Please mark your child's name on all extra clothes and other belongings (toys, bottles, blankets, etc.).

Children with mental or physical disabilities are

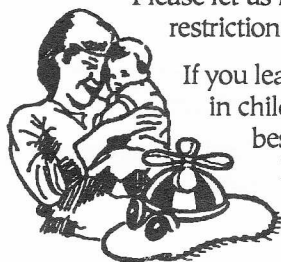
welcome if they don't require more special attention than we can provide. Please let us know about these conditions, or any special medical conditions.

We cannot take children with contagious illnesses.

We cannot dispense any kind of medication, including over-the-counter drugs such as Tylenol.

Children will be offered nutritious snacks about every two hours, but these are not meant to take the place of meals. If your child will be in childcare at a mealtime, please feed him or her ahead of time or plan to return early enough so that we don't have a famished child on our hands.

Please let us know about any dietary restrictions.



If you leave your child to go to sleep in childcare at night, we'll do the best we can. But we may not have enough workers to go through a special routine (rocking, singing, whatever) with each child.

are whole fandoms devoted to quasi-SF and semi-related subjects such as "Star Trek", comics, SF and horror films, and horror and supernatural fiction (such as the Count Dracula Society). There are also groups devoted to one particular aspect of fantasy or SF, such as the Tolkien Society (now absorbed by the Mythopoeic Society), the Burroughs Society, and the Hyborian Legion (sword and sorcery related). Even more on the fringe are groups which are totally unrelated to SF but whose members might be SF or fringe fans; for example, the Almack Society of Georgette Heyer Criticism, the Society for Creative Anachronism, and the Baker Street Irregulars. Some of these fringe fans may attend SFcons, especially the Worldcon.

Ex-Fan

He who walked out and left our cheerful madhouse behind.

Coming in
September!

VOYAGER

Exploring the Outer Planets

Written by Joan Marie Verba

The distant planets of our solar system are mysterious and fascinating. The secrets of how these planets were formed and what they are made of are of great interest to scientists and science buffs alike. In this new book Ms. Verba, formerly associate instructor of astronomy at Indiana University, discusses the Voyager space probes launched by NASA to study these distant planets. She describes the Voyager Project's amazing discoveries and includes the dramatic photographs sent back from Jupiter, Saturn, Uranus, and Neptune.

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Sometimes the ex-fan slides out quietly and is seldom missed, and sometimes he goes out with a whoop and holler, denouncing those who remain behind and blaming them for his disappointments. The fan who departs with much abusive noise has suffered a bruised ego.

Femmefan

The female of the species, and there are many in fandom. There have been quite a few marriages between fans of opposite sexes. (Also: fanne.)

Fanzine Fan

He whose greater interest lies in reading and producing fan magazines, as sometimes opposed to the...

Convention Fan

The fan (or fringe fan) who appears only a few days each year, at some assemblage.

Trufan

A controversial label having at least two meanings because of misuse. (1) Originally it applied to the complete fan, the one hundred and one percent who enthusiastically embraced every aspect of SF and fandom, overlooking nothing. (2) Through ignorance, the label has been twisted and applied to a peculiar breed of cat who is said to be interested only in other fans and their acts, a "fan-fan" who cares little for SF but admires fannish company. This second definition has been used by avid readers and collectors to castigate those fans who lack their zeal. The original definition contains merit and should prevail.

Fake Fan

Phrase coined about 1940, applied to Jack Weidenbeck who roomed with fans and enjoyed their company but shunned all responsibility in fan doings and institutions. Generally speaking, one who hangs around fans but takes no active part in fan affairs and may not read fantasy or SF.

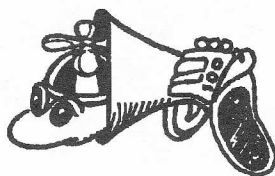
MINICON WEAPONS POLICY

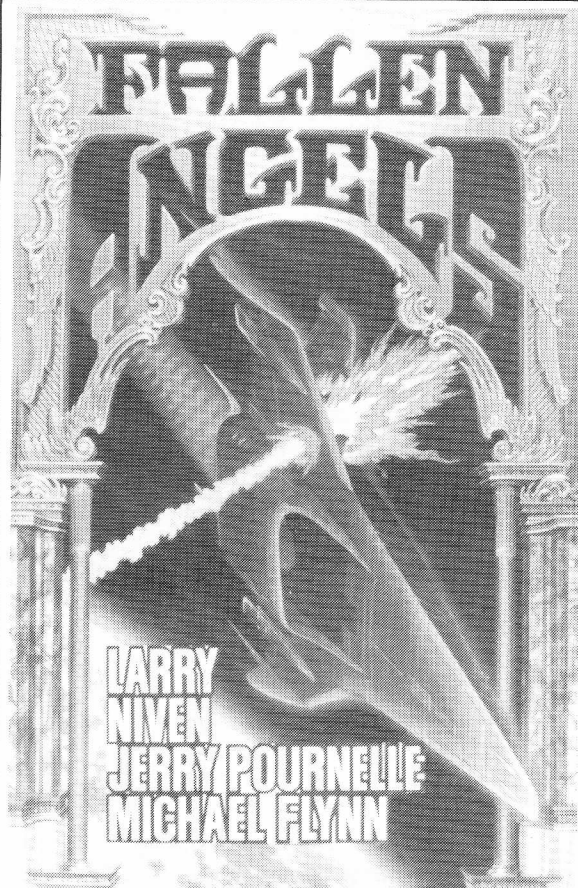
We want everyone to have a safe and enjoyable time at Minicon. We therefore have established the following policy on weapons at the convention.

- 1 Use good judgement. Even if it complies with the remaining rules, if it is unsafe or would reduce the enjoyment of other con members, please don't!
- 2 No projectile weapons.
- 3 All weapons must be carried in a sheath, sling, or container of some kind at all times.
- 4 With regard to lasers, only Class II or lower are considered safe and acceptable.

Definitions:

- A Weapons include actual weapons (they do what they look like), facsimile weapons (close copies of actual weapons), anything actually used as a weapon (please don't), and anything an otherwise ignorant observer would have reasonable grounds to think was a weapon.
- B Projectile weapons include devices that fire or throw particles or substances or are thrown themselves.
- Note 1 Squirt guns with liquid are projectile weapons and should not be carried.
- Note 2 An unstrung bow or crossbow with no arrows is not a projectile weapon.
- Note 3 Peace bonding is strongly encouraged.





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IT ALL HAPPENED SO FAST...

One minute the two Space Hab astronauts were scoop-diving the atmosphere, the next day they'd been shot down over the North Dakota glacier and were the object of a massive manhunt by the United States government.

That government, dedicated to saving the environment from the evils of technology, had been voted into power because everybody knew the Green House

Effect had to be controlled, whatever the cost. But who would have thought that the cost of ending pollution would include not only total government control of day-to-day life, but the onset of a new ice age?

Stranded in the anti-technological heartland of America, paralyzed by Earth's gravity, the "Angels" had no way back to the Space Habs, the last bastions of

high technology and intellectual freedom on, or over, the Earth. But help was on its way, help from the most unlikely sources....

Join #1 national bestsellers Larry Niven and Jerry Pournelle, and Michael Flynn in a world where civilization is on the ropes, and the environmentalists have created their own worst nightmare. A world of *Fallen Angels*.

Secret Masters of Fandom (SMOFs)

People who consider themselves to be the real "rulers" of fandom, making decisions by running fan politics. Actually, these poor fellows are suffering from delusions of grandeur. (Also, verb form: to smof.) As a secondary (and semi-humorous) meaning of the verb form, some fans call gossiping with other fans "smoffing".

Collecting Fan

A chap whose greater interest lies in collecting things: books, magazines, fanzines, wives, dolls.

Sercon Fan

A Serious Constructive Fan, and another label having a dual meaning because of misuse. (1) Originally the term was applied to a horrid, narrow-minded lout who decided he had a holy mission in life: he would save fandom from itself, whether we liked it or not. He offered a Serious Constructive Program designed to build this new utopia, and threatened to penalize all who did not agree with him. His program included the censoring or suppression of fanzines, and the prior submission of written material for acceptance or rejection of his official stamp of approval — if he approved of its purity the fan editor could print it. After him (again, brought down by laughter and ridicule) the label was applied to any similar boob who launched a crusade to clean up fandom, or who named himself protector of our misguided lives. (2) Today, the term is applied to anyone who advocates or publishes thoughtful, sober-minded projects and papers on most any aspect of science fiction or fandom. A nonsense chap who hopes to accomplish something worthwhile within the framework of fandom. Older fans are often confused by the label, believing the original allusion is intended, whereas the newer

WHERE TO STAY AT MINICON

We strongly suggest you stay at The Radisson South or The Sofitel since they are our official convention hotels, but this is a free country...

Registration Hours

Friday 12:00 noon until 12:00 midnight

Saturday 10:00 am until 4:00 pm
(or until 6:00 pm if we have the business)

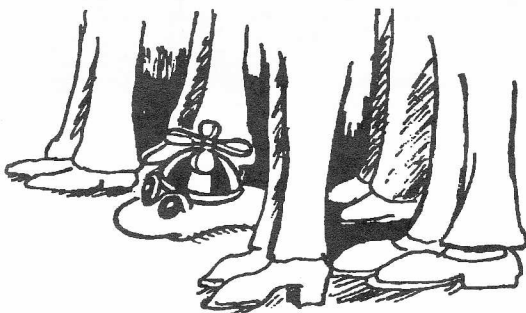
To register outside of these hours go to the Bridge (see page 6).

The registration desk can be found in the Great Hall foyer (see map).

CHECKING OUT

The Radisson South will assume you wish the late (4 pm) checkout time, but would appreciate knowing if you intend to leave early so they can clean the room.

The Sofitel requires that you specify the late checkout time in advance or they will assume their normal checkout time (12 noon).



SOME OF OUR FAVORITE STAFF...

Jolene Hawkins - Sales Manager

Jolene has worked as the hotel sales contact for Minicon for the last five years. "I have really enjoyed working with everyone over the years, as they all have been very nice and they are a very organized group. Every year it is always fun to see a lot of the same people and to meet the new people."

Jolene, along with the entire staff at the Radisson Hotel South and Plaza Tower, is very happy to have Minicon here, and she looks forward to working with the group for many years to come.

Pat Maniatis - Convention Manager

Pat has worked with Minicon since its first convention at Radisson Hotel South and Plaza Tower. Her role is to coordinate all functions withing the hotel together with our Hotel Liaison, and to follow through to see that all happens in a timely manner.

She was honored with the title "Convention Mom" by the 1989 Minicon Committee and was presented with a badge to prove it.

She says she loves working for Minicon, not only because it is a very good customer, but because it has been like "family" and the relationship between Pat and the Group is great.

Boo Moen - Waiter to the Pros

Boo has been at the Radisson Hotel South and Plaza Tower for over five years as a waiter in the Kafe Stuga coffeeshop.

"I just love serving Minicon people; they're such a hoot! They're fun, intelligent, lively and interesting. And they know how to treat people well! Can't beat that!"

Scott Nelson - Convention Floor Manager

Scott has worked with the Radisson Hotel South and Plaza Tower and Minicon for three years. His role is to manage the convention service crew in setting up each and every function.

He thinks it is great to have Minicon here. "It certainly adds fun to the job, which normally involves business meetings day after day. The festive interest of the folks of Minicon make it a real treat."

SUNDAY BRUNCH

The Radisson appreciates our patronage. We appreciate the efforts of their staff.

To maintain all this appreciation, the hotel requests convention attendees **DO NOT** park in the southeast parking lot on Sunday, March 31 (Easter) during the brunch.

This leaves room for the brunchers to park and everyone is happy. Plan ahead!

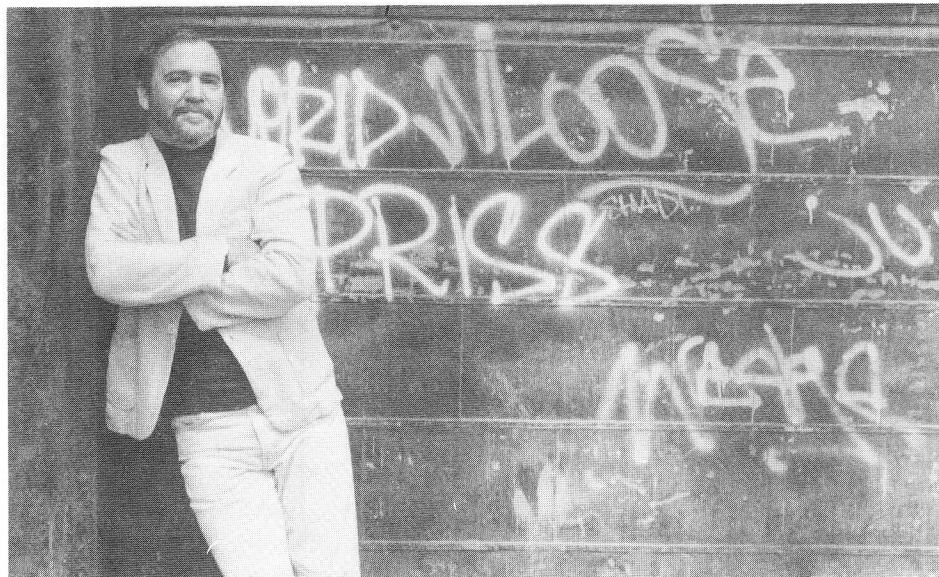
GEORGE ALEC EFFINGER

George was born in Cleveland, Ohio, in 1947. He discovered the works of Robert Heinlein, Andre Norton, Isaac Asimov, and Arthur C. Clarke one momentous day in grade school, when he went into the Memorial Branch of the Cleveland Public Library and turned right, thus bumping into the science fiction section. Who can say what his life would have been like if, when he'd turned right, he'd found nurse novels or dog stories instead?

In any event, he rapidly got older and attended Yale University, where a chemistry course disabused him of the notion of becoming a doctor. Well-read, thoughtful, and curious, he was totally unfit for any sort of gainful employment. He had the opportunity to meet many of his SF idols through his first wife, who had grown up in Milford, Pennsylvania, and was Damon Knight and Kate Wilhelm's babysitter. With Damon and Kate's encouragement, he began writing science fiction in 1970 and had a certain amount of early success.

This was one of life's cruel jests, however, because in rapid succession he was nominated for and lost a Nebula Award (for his first novel, *What Entropy Means To Me*), a Hugo Award (for his third published short story, "All the Last Wars at Once"), and the John W. Campbell Award for Best New Science Fiction Writer. At that time he became the first SF writer in history to lose all three awards. Since then he has also lost a Hugo in the novelette category (for "The City on the Sand"), another short story Hugo (for "The Aliens Who Knew, I Mean, Everything"), another Nebula (for the same story), and both Nebula and Hugo for his novel, *When Gravity Falls*.

Photo courtesy of C.N. Brown/Locus



Maybe he just can't take a hint, because despite everything he persevered. At last the Powers That Be rewarded his obstinacy by bestowing both the Nebula and Hugo Awards for his novelette, "Schrodinger's Kitten," which was also named the winner of the 1989 Theodore Sturgeon Memorial Award, given to the year's best work of short fiction. In 1990 he lost his fourth Nebula — for "Marid Changes His Mind," a part of *A Fire In The Sun* (the sequel to *When Gravity Falls*), in the novella category — and two more Hugos, for *A Fire In The Sun* (novel) and "Everything But Honor" (novelette).

His most recently published novels are *A Fire In The Sun* and *The Zork Chronicles*. May of 1991 will see the publication of *The Exile Kiss*, the third book in the Budayeen series. He is currently working on an alternate Civil War novel, *Everything But Honor*, an expansion of the Hugo-nominated story. His first computer role-playing game, *The Circuit's Edge*, based on the world of *When Gravity Falls*, was released in the spring of 1990 by Infocom. He has no lack of future projects. Following *Everything But Honor*, he has contracted to do a non-SF World War II spy thriller, a fourth book in the Budayeen series, and he's currently negotiating to dream up a hardcover Star Trek novel.

He has lived in New Orleans since 1972, primarily because he never wants to see snow again. He is active in local science fiction fandom, and can usually be seen at SF conventions twisting up a storm on the dance floor. He has often been heard to mutter that all of his life's problems would be solved if he looked like Errol Flynn, sounded like James Mason, and could fly. He has been a Cleveland Indians fan since the age of 7, and this has made the notion of life in an ozone-depleted, energy-hungry, post-cataclysmic age somewhat easier to bear.

fan is using the second definition.

Insurgents

The fun-loving crowd, the happy rebels kicking up dust in the face of stuffy authority and stuffed shirts. The rebels.

Letterhack

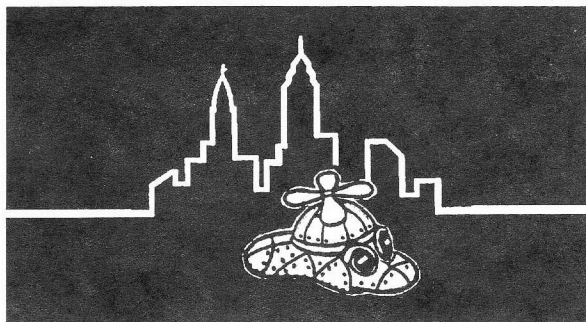
In the days when most magazines featured letter columns, many fans came to prominence (and the attention of other fans) by their habit of writing lengthy letters of comment to editors. They became known as letterhacks. The term is now generally applied to fans who carry on a similar practice in the correspondence sections of fanzines, or who habitually indulge in heavy correspondence with fans.

Pros

The professional class. Men and women who write science yams, the literary agents who sell it, the book and magazine editors who buy it, the artists who illustrate it, and those publishers (and their salesmen) who take a keen interest in fandom. These people are sometimes called "vile pros" and "dirty old pros" because they pursue the dollar, because they are supposedly rich, and because it is whispered they will stoop to any trick to rob, cheat, or vilify sweet, innocent fans. The pros occupy a dubious but permanent place in fandom. The majority of them are as much fans as anyone, and large numbers of them are fans who founded fandom in the Thirties...and you do believe in honouring your forefathers don't you?

Cosmen

Many allusions current in fandom today can be traced back to "The Cosmic Circle" — an Indiana club made famous by its gadfly promoter and plenipotentiary, Claude Degler. beginning in about 1943, Degler wandered the country from coast to coast visiting fans and clubs (but not finding a welcome in some),



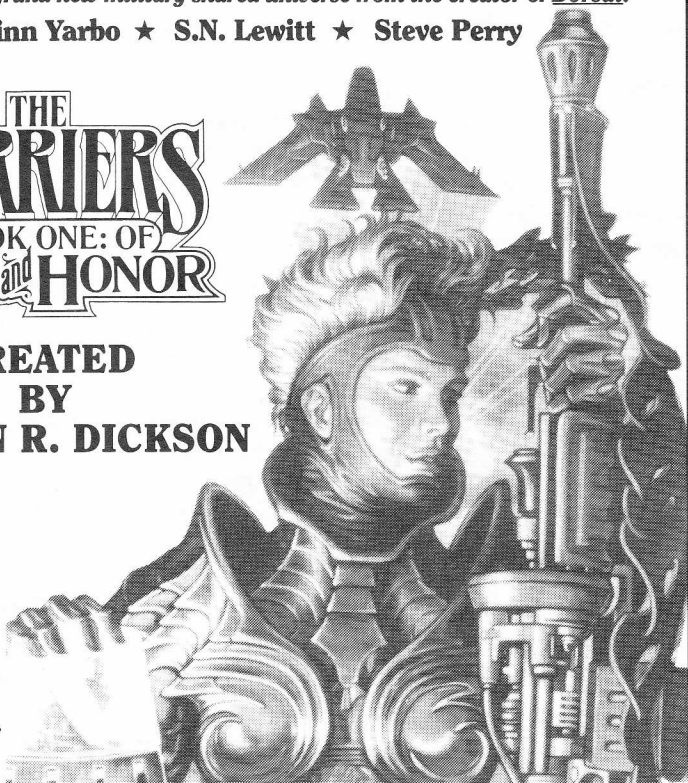
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BY
GORDON R. DICKSON



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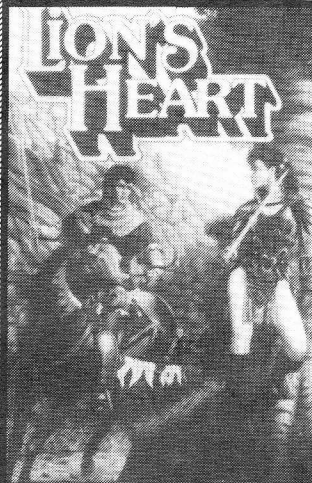
The Grand Harriers: An elite military force created to guard the Hub and the diplomats

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BAEN MARCH 1991

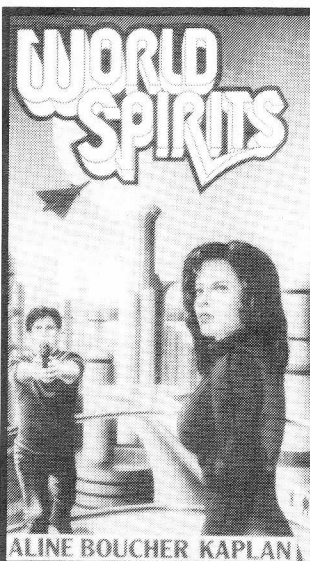
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WORLD SPIRITS

ALINE BOUCHER KAPLAN



ALINE BOUCHER KAPLAN

DAVID A. CHERRY

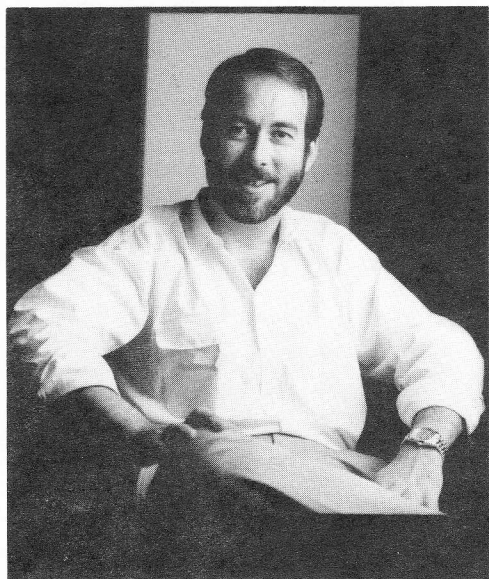
Minicon's Artist Guest of Honor, David A. Cherry, took a long time deciding what he wanted to do in life before he finally settled on art. At various times he has been a brick layer, a gas station attendant, a postman, a lifeguard, a popcorn and candy vendor in a movie theater, a scholar focusing on Latin and ancient history, a short order cook, a carpenter, a roofer, and a lawyer. He figured he was trained for just about everything but art.

He had settled down to being an attorney and was happy with it. The work was intellectually stimulating; the hours were good; and the pay was getting so good he was feeling guilty about it. Then his sister, multiple Hugo Award winning author C. J. Cherryh [yes, they do spell the name differently, but they really are brother and sister], talked him into going with her to something called a Worldcon.

"She [Carolyn] had just sold her first book, *The Gate of Ivrel*," Cherry recalls, "and she wanted me to go along to keep her company since she wouldn't know anyone there and was a bit nervous about her first big public outing as an author. I had no idea what we were getting into. Up until then, Carolyn had been a high school Latin and ancient history teacher. I had no idea she wanted to be a writer. I thought all those late nights at the typewriter had been spent doing lesson plans. And, although I read SF and fantasy voraciously, I had never heard of a science fiction convention, much less a Worldcon."

But Cherry went and wandered in awe through the exhibits and panels of the 1976 Worldcon in Kansas City, dressed in his gray three piece suit and looking more like hotel security than a fan. Eventually, he stumbled upon the art show—and his life was changed from that point.

"I had always played around with art as a hobby," says Cherry. "I liked doing realistic depictions of myth and fantasy, but the art world wasn't buying that and the art schools weren't teaching it; so I had never considered it as a career. But when I looked at those acres of art panels, it struck me that the professionals there were making a living doing the kind of art I had always wanted to do."



In the following years Cherry found himself working more and more at his art, teaching himself how to draw and paint. The obsession with it grew. In 1980 he accepted his first professional illustration assignment, having never seriously tried to work in color before. In 1982 he left his law firm and began to work part time as an illustrator. In 1983 he got his first paperback cover

assignment. In 1984 he quit law altogether and went into art full-time. In 1986 his art won two of ASFA's Chesley awards: one for Best Cover/Hardbound, and one for Best Color Work/Unpublished. In 1987 the Donning Company published a book of Cherry's work, entitled *Imagination: The Art and Technique of David A. Cherry*. In 1988 that book was nominated for the Hugo Award for Best Non-fiction Book, and Cherry himself was nominated for Best Professional Artist. He was nominated for the Best Artist Hugo in 1989 and 1990 as well.

Cherry has done covers and illustrations for the works of such authors as Stephen R. Donaldson, Poul Anderson, John Brunner, David Brin, Piers Anthony, William Shatner, L. Sprague de Camp, and, of course, his sister, C.J. Cherryh, to name a few, but he devotes as much time to totally original works of his own as he does to cover illustrations. In fact, he did very few covers at all in 1988 and 1989 since he devoted virtually all of his time during those years to serving as President of ASFA (The Association of Science Fiction and Fantasy Artists). Still, his work from that period found its way into several major exhibitions including the Park Avenue Atrium in New York and the Delaware Art Museum.

Currently, Cherry is back in the field of cover illustration, having just completed two for DAW Books, two for Ace, a painting for the next Xanth Calendar and with several more in the works. Aside from his cover work, he has just brought out his first fine art print [of his painting, *Simple Pleasures*] for national distribution. He even has a short story [entitled "Odd Man Out"] due out this spring in the paperback anthology, *The War Years: The Jupiter War*, edited by William Fawcett and David Drake.

This is Cherry's first appearance at Minicon, and he is anxious to meet you. He loves to chat with anyone about almost anything, but he especially enjoys talking shop with other artists. He is not shy about sharing his acrylic painting technique and will be giving a slide-show/lecture on the subject followed a little later by an actual demonstration at the Artists in a Bunch gathering. Panel topics will cover art business, portfolio preparation, art ethics, and you can catch him in the halls with anything else you want to throw at him. He will also present a slide show of his work.

proclaiming his new and supposedly world-wide organization; it was supposed to embrace hundreds of fans, and be the ultimate club. Degler was a highly controversial figure during his entire stay on the fan scene — about a decade. Quarrels and spiteful feuds arose about him, some of them instigated by himself, because he seemed to love strife and sensational publicity. He liked to believe that fans were "star-begotten" and that they possessed "cosmic minds". He preached that fans would someday take over first the world, then the solar system. In preparation for that day when Cosmen would rule, he offered a plot of ground in the Ozarks which came to be known as the "Ozark Love Camp". You were supposed to supply your own women and get busy breeding little geniuses like yourself. When this Cosmic Leader was refused admittance to a fan home, he cried out a new exclusion act and predicted all fandom would be plunged into war because of this so-called "Ashley Atrocity". Degler's career came to an inglorious end when one fan and club after another repudiated him, often publishing biting exposes of his local activities. In particular, a curious fan visited his Indiana hometown and found that the Cosmic Thinker once had been a patient in a mental institution. On this sad note the Cosmic Circle dissolved into the dustbin of history, although traces of its passage still linger in print and conversation.

ACTIVITIES

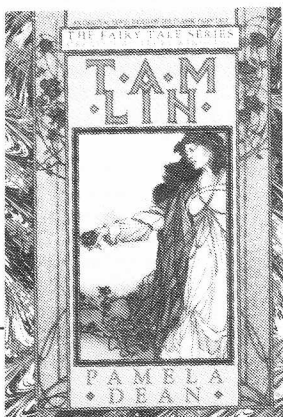
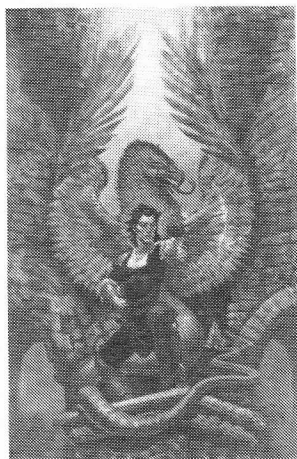
Fan Clubs

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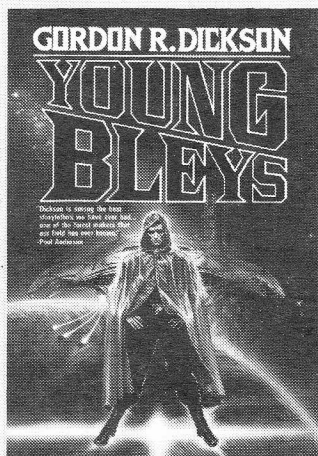
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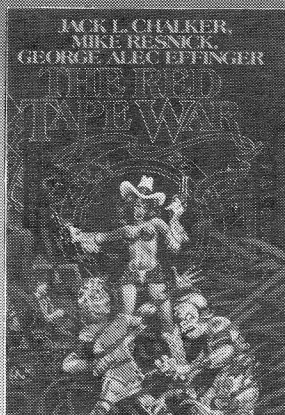
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AL KUHNFELD

by Eric M. Heideman

(with lots of help from Ruth Berman and Richard Tatge)

Albert W Kuhfeld, Ph.D., better known as Al, is the science teacher we all wanted. He makes science—and ideas, and exploring—seem friendly, accessible, and fun.

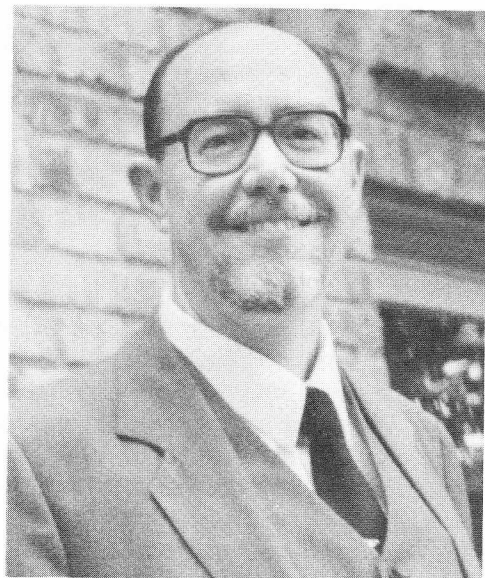
As a kid in various parts of Minnesota, Al became an active reader of science fiction and comic books during their respective Golden Ages, and took an early interest in science. He attended the Massachusetts Institute of Technology (B.S., 1963), where, in addition to his formal studies, he became proficient at the Sheperd Sling—a device with which he could send a water balloon through a third story window from a range of half a block. He obtained an M.S. degree (1966) and Ph.D. (1972) from the University of Minnesota; an abridged version of his doctoral dissertation was published in the journal *Nuclear Physics*.

Meanwhile, he was present at the dawn of active comic book fandom in the early '60s, and a founding member of Kappa Alpha, the first comic books APA (Amateur Press Association publication). He built the first video game in Minnesota, *Space Wars*, based on a game invented at MIT. He wrote an article on the game, and got it published in *Analog* (July 1971) and reprinted (in French) in the computer journal *L'informatique* (May-June 1973). He was an active Dungeoneer before Dave Arneson's *Dungeons and Dragons* got published, and a very early member of the Minnesota Science Fiction Society (MN-Stf), where, in the '60s and 70s, he collaborated on several filk songs, including "Onward Sauron Soldiers" with Ken Fletcher and Richard Tatge; and, with Denny Lien and Richard, "Marsupial Fandom" ("We do not bug wombats 'cause wombats bug back/And no one can live through a wombat attack/Can you imagine a sillier death/Than having a wombat with you on his breath?") And he became an acolyte of the somewhat whimsical Spiderist religion, devised by John Kusske. Al went on to develop most of the current Spiderist theology, and wrote "Trapped!," the official Spiderist tract, which, he says, "has been favorably reviewed in a number of books on New Age religion."

During the '70s he worked at the Science Museum of Minnesota, helping design exhibits, and conducting "Al's Science Shack," at which he gave all manner of neat hands-on scientific demonstrations. He now works as a museum curator at the Bakken Medical Library, writing for museum publications and restoring antique medical electrical devices. He recently served as part of the design team on *The 18th Century Electricity Kit* (Sargent-Welch, 1991), containing "all of the equipment you need to do 18th century experiments, plus a videotape and curriculum book."

Al has been an active member of the Society for Creative Anachronism (SCA) since about 1970, and Master of Sciences for the Middle Kingdom for three years. He hand-built medieval eyeglass frames to his prescription; has made musical instruments, and many costumes; has built armor, and helped develop the local Armory Guild of SCA. He is the publisher of the medievalist *The Rose and Nefer Press*, whose publications include *Scientiae Draconis Project Book*, on SCA-related crafts and projects, for which he served as editor and chief writer.

Al met his wife, Mary Pulver Kuhfeld, through SCA; they were married in full medieval regalia. She has gone on (as "Mary Monica Pulver") to write four novels (*Murder at the War*, 1987; *Ashes to Ashes*, 1988; *The Unforgiving Minutes*, 1988; and *Original Sin*, 1991) about the detective team of Peter and Cori Richter; and is working on three medieval mysteries (with Carol Bacon, collaborating as "Margaret Frazer"). Together, Al and Mary have sold several mystery stories to *Alfred Hitchcock's Mystery Magazine*, some containing suggestions of SF or fantasy: "An Ill Wind" (April 1984), "Allergic to Death" (September 1984), "The Scales of Justice" (mid-December 1985), "Timely Psychiatric



Intervention" (September 1986), "Night Light" (March 1987), and "A Specialist in Dragons" (cover story, May 1987). [Al and Mary will do a "Tag-Team Reading" of "Night Light" at Minicon: "She wrote the first half as a challenge to me, I wrote the second half as the answer. (We cheated: we advised one another in progress.)"] On his own, Al has published "The Old Shell Game" (January 1986) and "Thorolf and the Peacock" (June 1987) in *Hitchcock's*. Al says he is interested in "technologies of murder. Any idiot can kill someone with a blunt instrument. I'm interested in how to kill someone with a blunt instrument when you haven't been around for a while. And in secret doors, poisons...."

Al's other publications include a quarterly column on electromedical artifacts in *IEEE: Engineering in Medicine and Biology*, and articles and cartoons in *Computer Buyer's Resource*. He is currently running a series of comic book stories through Kappa Alpha, and is hoping to sell the series, "Tales of Life Among the Supers," to an independent comic book publisher. He appeared in the Minicon 25 Masquerade as one of his characters, Captain Mercaptain, "the world's first super villain from the fragrance and cosmetics industry."

He has served as a science advisor to several Minnesota SF writers, including Gordon R. Dickson and Eleanor Arnason; he is what Mr. Dickson calls the right sort of expert, the kid who can tell you what's wrong with the science in a story, and how to fix it. You'll get a chance to see Al display that expertise at two Minicon 26 "The Doctor is in" sessions, wherein SF writers will come to him with science problems.

And he's a dangerous punster. You can groan as he goes up against the fearsome Bill Bader and others in the Minicon Pun-El.

Trying to sum himself up, Dr. Kuhfeld says, "I'm an old-fashioned generalist. In fact, I think I would like to describe myself as more an engineer than a scientist; and use the 18th century phrase, 'industrious and ingenious artificer.'"

JON SINGER—Your Lunch Guest of Honor

by Fred A. Levy Haskell

Vaughn Bode was born in a log cabin in upstate New York and educated himself by firelight and Syracuse University.... Oops, wrong bio. Uh, where was I, Jon? Oh ... right ... *Jon*...!

I don't know the rationale of the committee in making Jon the Lunch Guest of Honor, as I wasn't at the meeting (I was out having a sandwich at the time, don'tchaknow). But I do know a Legend about Jon that may be relevant. It seems that Jon was once invited to be the Fan Guest of Honor at a small midwestern convention. On his way to the convention, Jon stopped for lunch at a little restaurant which looked interesting from the outside. (It had a certain ... *je ne sais quoi*....) Once inside, Jon noticed the fascinating flatware, and, being Jon, needed to discuss with the restaurateur the nature of the flatware, its origin, and how it came to be used at this restaurant. Well, you might imagine! Just so. The owner had, indeed, spent long hours in selecting and procuring precisely the correct flatware for his restaurant, and he was amazed and delighted at Jon's perspicacity. Never before had anyone noticed and thought to comment upon the flatware! Finestkind!

Well, as you might guess, the conversation did not dwell forever upon the flatware, but rather branched out to various divers and sundry miscellaneous other topics and well on into the evening as well. At closing time, the restaurateur insisted that Jon accompany him to his residence for further discussion. Jon would have declined this kind offer—since he had a vague feeling that he was supposed to be somewhere, or, rather, that he was supposed to be somewhere *else*—but as his new friend was asking his assistance and expert opinion regarding experiments with light amplifi-

cation by stimulated emission of radiation utilizing a chlorophyll medium, well, Jon could hardly refuse a request such as that!

And so it transpired that Jon returned home on Monday morning, having spent his weekend more or less as he had intended when he had first set out on that previous Friday—in stimulating discourse with new friends in new settings. However, no more than a week went by before Jon realized that the *where* of it had been slightly off—that he had originally planned to spend that time doing such things not at the home of his new friend, the restaurateur, but,

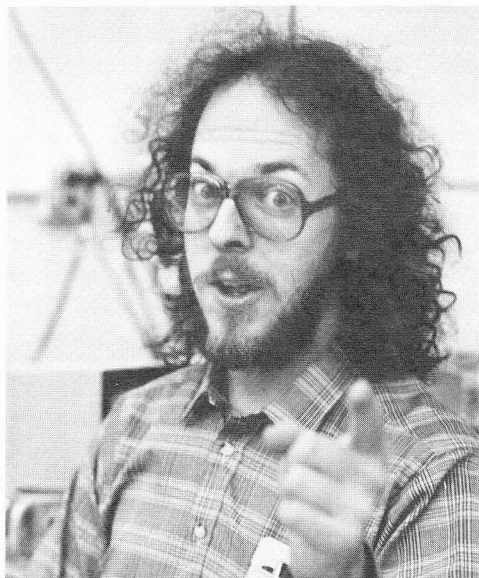


Photo Copyright ©1979, 1991 by Fred A. Levy Haskell

rather, at an stiff convention! But nobody at the convention had really missed Jon, as the concom had filled in for him with, variously, a small but lifelike Jon Singer stand-up (drawn by Reed Waller and hand-coloured by Stu Shiffman), a Gestetner 320, a hippotapher (who had obviously spent too much of his life with Morrison and was therefore somewhat the worse for wear), a Van de Graaff generator, *It's Talking Barney*, one of those fluorescent orange highway koans, a dog-eared copy of *Frogs into Princes*, and a half a flock of exotic birds. It wasn't quite the same as having Jon, hisself, there, but it was, nevertheless, interesting. Oh! and well worth a dollar.

So, I don't know, maybe that's why the concom selected Jon as the Lunch Guest of Honor at Mini-con this year. On the other hand, since I just made all this up, maybe not. What do you think?



"ASK JON ABOUT"

FURTHER QUESTIONS FOR STUDY AND REVIEW

1. The name and location of the restaurant mentioned in the preceding piece.
2. The other in-references in the piece.
3. The Jon Singer Fan Club.
4. The proper way to sharpen a knife.
5. The strange and illustrious career of Dr. Zyx W. Vuts.
6. How obvious should I get, Natasha?
7. What is Congressional Blue #116?
8. Who sawed Courtney's boat?
9. How, exactly, do we frustrate idiom?
10. What is the historical faanish significance of the phrase: "Tell Gary Farber that Jon Singer says 'Hello.'?"
11. Alan Watts has said that he has spent his life going East by going West. Ask Jon what that means....
12. Jon once said of himself: "Jon Singer was born in 1949, in New York. He hopes you won't hold it against him."
 - a. Why did he think we would hold it against him?
 - b. What would he prefer that we hold against him?
13. What is the interrelationship between the following words and phrases: "tiddely-pom", "hummy", and "constant reader"?
14. Don't ask him about NeuroLinguistic Programming unless you have considerable time to devote to his answer.

JERRY KAUFMAN & SUZANNE TOMPKINS

© 1991 by Jeff Schalles

I knew who Suzle was from reading the fanzine she co-edited with Linda Bushyager, *Granfalloon*, a leading genzine of its era, but I don't think she knew who I was when she took the glass of red wine out of my hand moments before it went down Harlan Ellison's back at the 1970 Pghlance. Ah, to be a teenager in fandom once more...

Jerry I met the next year, when Suzle and Ginjer Buchanan moved from Pittsburgh to NYC and I helped drive the van. I also met David Emerson that weekend, one of Suzle's new NYC roommates. Over the years we've stayed in touch through fanzines (Jerry & Suzle currently publish a fine fat mimeod twiltone genzine called *Mainstream*), fans and fanoclasts, and seen each other at Worldcons and Corflus, but I've been moving around the country slightly out of synch with them since about 1974. They moved from New York long before I arrived and long ago they got all the way to the Western Edge, Seattle, while I've only recently made it as far as Minneapolis. Join fandom and see the world!

So Jerry & Suzle are going to be Fan Guests Of Honor at Minicon! Wonderful! Staying in a room down the hall from me! What fun! I am so pleased! But listen, you won't need to have roots that go way back in time to enjoy their company, and they haven't come just to hang out with aging beanie-wearing trufans like me. You certainly don't need to have ancestral memories of fandom implanted to engage in conversation with them. They're into films, music, lots of interesting stuff. They are really nice people and you should introduce yourself and make them feel at home here at Minicon. Ask Jerry about M.F.K. Fisher, Calvin Trillin, Jackson Pollack, DUFF (the down-under-fan-fund which brought Jerry to Australia for a convention), new-wave music, rubber stamps, hitchies, film noir or the fantastic Lord Monboddo. Though, if it's stories you want, ask Suzle about driving with Harlan Ellison to the first Clarion writers conference. Which was actually in Clarion, which is in the middle of nowhere in Pennsylvania. And that was a long time ago.



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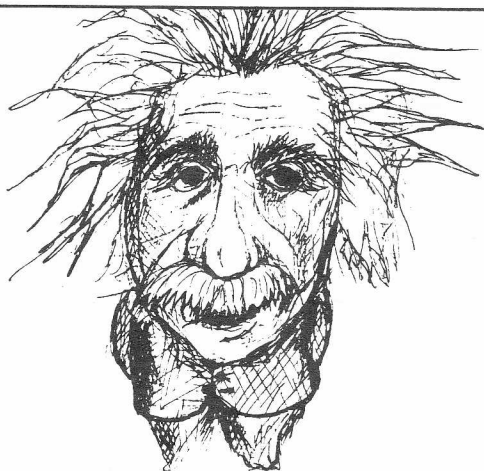
*Fourth Street Fantasy Convention,
4242 Minnehaha Avenue South, Minneapolis,
MN 55406*

A convention for students and
practitioners of the fantasy arts

The Sixth

June 21st-23rd, 1991

Fourth Street
antasy Convention



I WANT YOU

... TO CONSIDER MENSA

Consider This –

Minnesota Mensa has a Science Fiction Group that indulges every month, not just once a year.

Consider This –

There are at least 27 other days in every month to indulge in

- music
- writing
- discussing politics
- wining & dining
- dancing
- discussing any topic under the stars.
- what ever you want.

Consider This -

Isaac Asimov, Mensa's former Honorary International Vice President once said that his fondest memories of Mensa are socializing with delightful people.

Consider This -

If you are still considering things - you're thinking too much. Stop that!

Call 755-4181
and get more
information.

WHERE TO EAT AT MINICON

by Polly Jo Peterson

Welcome to food in the Burbs! I have included restaurants that are within easy walking and driving distance of the Radisson as well as some that were recommended even though they are not in the immediate vicinity. I have also tried to obtain menus for most of the restaurants and these can be perused at the Minicon Information Table in the foyer.

Many of these restaurants were unwilling or unable to commit themselves about whether or not they would be open on Easter Sunday, so I recommend that you call before showing up. Also, although many did not require (or allow for that matter) reservations for small groups, they required them for larger (i.e. 8 or more people) groups.

Your chances of getting immediate seating at most of these are increased if you go to eat in off peak hours (say before 5:30 or after 8:30). Information in the guide includes the name, address and phone number of the restaurant, hours when known (for simplicity and to save space, I will include Friday and Saturday hours only and you should assume that they close earlier on Sunday), the price range on a dinner (without extras like appetizers, drinks or the inevitable taxes) and any other pertinent info I had. So...

INSIDE THE HOTEL:

Aurora	\$10-25
Shipside	\$10-25
Kaffe Stuga	\$5-16

This is the usual moderately expensive hotel coffee shop, but it has a rather nice Scandinavian Smorgesbord around \$8. (Easter Sunday brunch may be more like \$10.)

WALKING DISTANCE:

L'Hotel Sofitel 835-0126

This French hotel has three restaurants, again two pricey ones (Le Cafe Royal and Chez Collette), and a more reasonable coffee shop (La Terrace).

1 FoodFare

5125 Edina Industrial Blvd. 893-0361

This complex contains a Chi-Chi's and a Dairy Queen which are open weekdays only until 8pm and a Cheeta Pizza (830-1234) Hours: F Sat, 11am-2am, Sun, noon-11pm.

2 Embers

7700 Normandale Rd. 835-4994

Right outside of the hotel, in the eastern parking lot.

3 TGI Friday's

7730 Normandale Blvd.

831-6553

A reasonably priced bar restaurant with a twelve page menu.

WITHIN ONE MILE

(as the crow or your personal hovercraft flies):

Off 77th St across Hwy 100 from the Radisson:

4 Howard Johnson's

7801 Normandale Blvd.

835-0016

Off Normandale Blvd. at 84th St.:

6 Kincaid's Steak Chop and Fish House

8400 Normandale Lake Blvd. 921-2255

Expensive Fine Dining located in an office complex.

You enter through the parking ramp.

7 Tony Roma's: A Place of Ribs

8301 Normandale Blvd.

835-3333

Lunch and dinner \$5-13. Available for take out.

8 Pizza Gallery

5242 W 84th St.

835-1661

They deliver. 5pm-1am, Large Pizza \$8-16,

Sandwiches and Pasta around \$5.

On 78th St (north of 494):

9 Stuart Anderson's Cattle Company

4470 W 78th St. Circle

835-1225

10 Fennel Cafe

4460 W 78th St. Circle

831-3131

11 Perkins

4000 W 78th St.

831-8855

On 80th St (south side of 494):

12 The Criterion

5001 W 80th St.

835-5686

13 Olive Garden

4701 W 80th St.

831-4044

11am-11pm, \$5.50-11.50. Italian.

14 Lincoln Del

4401 W 80th St.

831-0780

7am-1am, \$5-10 Sandwiches, dinners and scrumptious desserts.

mere handful to several hundred. Many cities large and small have such clubs and you can ferret them out by writing letters and asking questions; they also exist in some universities, in which case you should watch the bulletin boards and student newspaper.

APAs

The Amateur Publishers' Associations (also called Ajays or AJs for Amateur Journalism Societies) have a limited membership and require a minimum amount of activity to maintain membership. (And some of the societies have lengthy waiting lists of fans wanting admittance). According to their abilities, each member may write, illustrate, edit, and/or publish a journal which is not sold or distributed to fandom at large, but which is addressed almost exclusively to the other members of the society. The mechanics are as follows:

Each member is obliged to print and publish a minimum number of pages during a given calendar period, and sometimes the "deadwood" do just the minimum to skim by, but often the magazines are a lot larger than necessary. Each member is required to produce a sufficient number of copies to cover the full membership — membership is restricted to small numbers to keep everyone's publishing costs within reason and to prevent the society from collapsing from inertia and obesity. Each member sends the copies of his magazine to a central editor, who then assembles all contributions into identical bundles and mails one bundle to each member on a specified mailing date. Depending on the activity of each member, a bundle may contain as few as a dozen magazines totalling one hundred pages, or it may contain 40-50 magazines totalling 500 pages. (The 100th mailing of the Fantasy Amateur Press Association contained 48 magazines and an aggregate of 546 pages.) The publisher bears the

entire cost of his magazines and it may not be sold to other members, but he receives without cost the magazines produced by other members. Dues are a small sum per year to pay the central editor's postage costs, and to pay for the cost of the society's bulletin. One or more officers are elected to operate the society; they serve without pay. Each society has its own rules to govern conditions within it. The apas are popular and numerous.

The oldest apa is the Fantasy Amateur Press Association (FAPA) founded in 1937. Shadow FAPA is a hap-hazard, loosely knit group of FAPA wait-listers who sometimes publish quickie fanzines to let people in FAPA know they are still alive. A fan may wait as long as 5 or 6 years to gain admittance to FAPA. Other apas include SAPS (Spectator Amateur Press Society), SFPA (Southern Fandom Press Alliance), the Cult, ANAZAPA (Australian New Zealand Amateur Press Association), and Minneapa (Minneapolis-based apa). The National Fantasy Fan Federation, a general world-wide fan club, publishes the Neffer Amateur Press Alliance (N'APA) with membership restricted to members of the club. Several clubs publish apas, such as APA-L, a weekly apa published by the Los Angeles Science Fantasy Society, and APA-NESFA published by the New England Science Fiction Association. There is APA-45, open only to fans born since 1945, and several people are interested in starting an APA-55. And there are dozens more...

NFFF

The National Fantasy Fan Federation was founded in 1941. This is a general, world-wide club of fans, not an apa, although it includes an apa among the many activities offered its members. The N3F is a social and service organization with many bureaus,

15 Rusty Scupper

4301 W 80th St.

831-5415

5:30-11pm, \$11-20, Seafood and Beef, no personal checks, "Proper attire required"

16 Joe Sensor's Grill and Sports Bar

4217 W 80th St.

835-1191

11am-1am, Sandwiches \$5-9, dinners \$8-15, Lots of TV's!

17 Denny's

4209 W 80th St.

835-7476

\$5-8; 24 hours

18 TJ's Family Restaurant

7100 Ammundson Ave.

941-2005

The 70th St exit off of 100 then West to Ammundson. Piz-za (\$8-20 for large) and sandwiches (\$4-6). They deliver.

THE 494 STRIP:

19 Biscayne Bay

3800 E 80th St.

854-2100

21 Steak and Ale

2801 Southtown Dr.

884-0124

5-11pm, \$12-23 Steak and seafood

22 Wooley's West

2800 W 80th St.

888-4447

Expensive

23 Edwardo's Natural Pizza

2633 Southtown Dr.

884-8400

\$11-16 large and/or stuffed pizza. They deliver.

24 Applebee's Grill and Bar

494 at Penn (Southtown Center)

881-8845

11am-midnight

25 Godfather's Pizza

8050 Morgan Cir

884-7211

26 Wendy's

2001 W 80th St.

881-8731



27 Red Lobster
1951 W 80th St. 888-8102

28 Bennigan's
1800 W 80th St. 881-0013

29 Pannekoekin Huis
1600 W 81st St (at 35W) 884-4007
\$4-8, Family restaurant with a Dutch motif.
(Pannekoekins are stuffed pancakes)

30 DA-Afghan
929 W 80th St. 888-5824

31 Gregory's
7956 Lyndale Av S. 881-8611

32 Hope's Chow Mein
7627 Lyndale Av S. 866-4981

33 Broadway Pizza
7464 Lyndale Av S. 861-3402
11am-1am, meals \$5-6, pizza around \$10. Closed
Easter Sunday

34 Harmony Grill
7545 Lyndale Av S. 861-4647
8am-10:30pm, \$4-9 (and reasonable breakfasts)
50's type grill

35 Marc's Big Boy
7801 Nicollet Ave. 881-8606
Early-2am, \$4-10 Family restaurant

36 Chi-Chi's
7717 Nicollet Ave. 866-3433
\$6.50-10. Mexican

37 1st Wok (Chinese)
415 E 78th St. 881-2413

38 Arby's
7744 5th Av S (at Portland) 866-3408

39 Ming Chow Chow Mein
7828 Portland Ave. 884-6774

AROUND SOUTHDAL AND THE 66TH STRIP:

40 Fuddrucker's
3801 W 77th St. 835-3833

departments, committees, and round-robins designed to provide innumerable diversions for its members. It offers an annual story contest in which some winners were published in professional magazines, a games bureau for play-by-mail, a similar exchange for tape recorder owners, an information bureau, and a manuscript service for fan editors. The club publishes an all-letter fanzine, informational pamphlets, periodical bulletins, indices, and once published a book. It serves as a recruiting agency for new fans.

SFWA

The Science Fiction Writers of America. This is the organization for the professional writers and publishers. It also publishes a bulletin, awards the Nebula Awards, and provides an SF Speaker's Bureau.

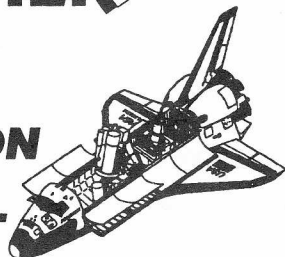
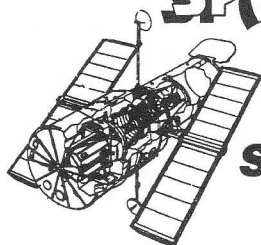
TAFF

The Trans-Atlantic Fan Fund, the sum of money raised annually to help speed some popular fan to an overseas convention. After the nomination of a few candidates, an international election selects the winner — and the lucky fan receives the accumulated funds to aid him in defraying transportation costs. To be eligible to vote in the elections, you must be active in fandom prior to a certain annual date, and must contribute at least \$1 to the fund. To be eligible for nomination, you must have five sponsors who dwell on both sides of the Atlantic. Then scramble for votes. The winner becomes (for 2 years) one of the two administrators of the fund and is also expected to produce a written report of his or her trip, with chapters of the report often appearing in various fanzines rather than just one.

TAFF grew out of the "Big Pond Fund", a scheme organized by Forrest Ackerman to bring British fan/pro Ted Carnell to Cincinnati in 1949. A similar special fund was raised in 1952

MINNESOTA SPACE FRONTIER SOCIETY

**TURNING
SCIENCE FICTION
INTO
SCIENCE FACT**



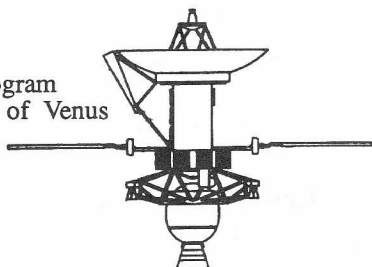
Space Science Panel Discussions in the Boulevard Room on the Mezzanine will include:

Friday:

2:00 pm Future of the U.S. Space Program
4:00 pm Magellan: A Radar Close-Up of Venus

Saturday:

12:00 pm Write Your Congress 'Critic'
1:00 pm The 'Real' Space Program
3:00 pm The Hubble Space Telescope

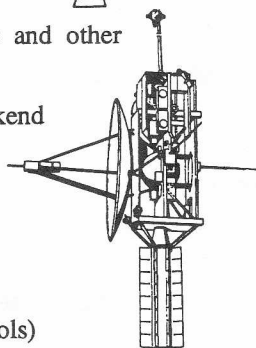


See the pocket reference for updated date and times and other science programming.

See the MN Space Frontier Society display all weekend in the Boulevard Room.

What MN Space Frontier Society Does:

- ☆ Monthly Discussion Meetings
- ☆ Publish Downrange Monthly Calendar of Events
- ☆ Publish L5 Points Quarterly Newsletter
- ☆ Space Computer Bulletin Board (612) 920-5566
- ☆ Displays & Speakers (Minicon, Spaceweek, Schools)



Bring this coupon to the MN SFS dealers table for a free button of your choice; OR Join MN SFS and receive two buttons of your choice!
Limit One (1) Time Per Customer

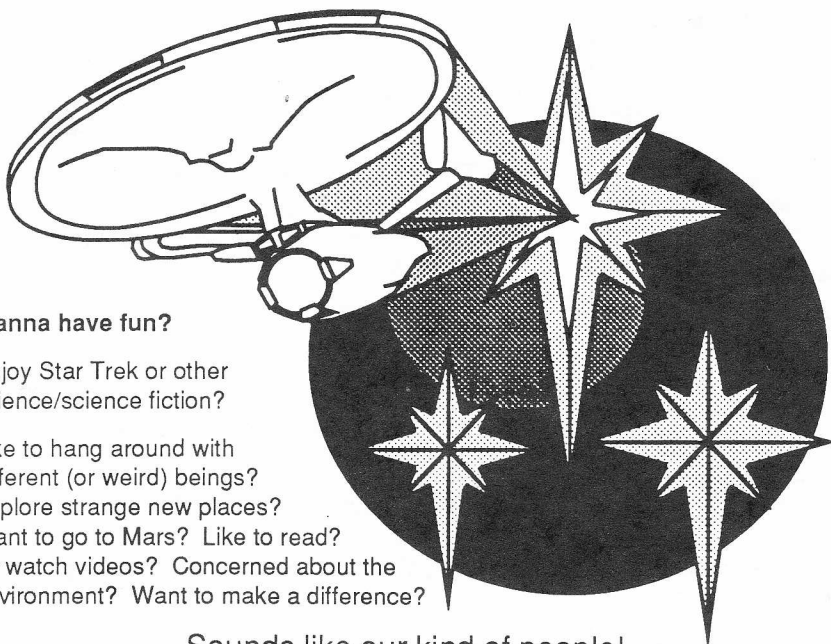
To join, bring to the table or send \$15.00/Individual, \$24.00/Family, \$12.00/BBS, \$21.00/Combined, or \$30.00/Combined Family Membership to:

MN Space Frontier Society
P. O. Box 1127
Minneapolis, MN 55458
(612) 927-9743

U.S.S. BEHR'AK

NCC-1797

"There are Always Possibilities...For Those Who Dare."



Wanna have fun?

Enjoy Star Trek or other
science/science fiction?

Like to hang around with
different (or weird) beings?

Explore strange new places?

Want to go to Mars? Like to read?

Or watch videos? Concerned about the
environment? Want to make a difference?

Sounds like our kind of people!

If you want to explore all your possibilities, the members of the BEHR'AK meet the 3rd Saturday of each month in St. Paul. Anyone is welcome to the meetings, call the contacts below for exact places & times. Annual membership dues are \$10.00 (\$2.00 of which goes to the Cotton Top Tamarins, our adoptees at Como Zoo). Pick up a copy of the club newsletter, the Grin and Behr'ak. It is full of informative and fun articles submitted by fans.

Here's a few of the fun things we do: costumed nocturnal visits to Como Zoo, assaults upon the Renaissance Festival, star gazing, hiking, holiday parties, just-for-the-heck-of-it celebrations, community goings-on, and dressing up (or down)!

For membership or activity information contact:

Captain Blanche Hansen at 735-5085

(mail to 7861 Rimbly Road • Woodbury, MN 55125)

or First Officer Susan Fieberling at 623-3372

Dare to join us in our search for excellence!

to bring Irish fan Walt Willis to Chicago. Success crowned both efforts and TAFF came into existence. Other special funds were raised from time to time, including the Bob Shaw fund which brought that Irishman to Boston in 1971; the Mae Strelkov fund which brought her from Argentina to Washington D.C. in 1974; and the Tucker Fund which caused his deportation to Australia in 1975.

DUFF

The Down-Under Fan Fund, a sum of money raised annually to transport fans between Australia and North America, or vice versa. It operates in the same manner as TAFF above, except that the Pacific Ocean is the obstacle to overcome.

MAFF

The Mid-Atlantic Fan Fund. While this fund does not actually exist, this does not stop various fans from nominating their favourite fuggheads for it.

Hugo Awards

A series of honorary awards given each year to the best novel, short story, film, fanzine, etc., of the previous year. These awards are presented at the Worldcon, traditionally at the "Hugo" banquet. Named for Hugo Gernsback, editor-publisher of the first successful SF magazine.

Nebula Awards

A series of honorary awards given each year at the annual banquet of the SFWA for the best novel, novelette, short story, etc., published in the previous year. The winners are selected by the membership.

Ditmar Awards

Honorary awards given each year at the National Australian convention for the best Australian and international fiction and for the best Australian fanzine.

Europa Awards

Honorary awards given each year at the Eurocon conven-

41 My Pie Pizza/The Original Pancake House

3501 W 70th St. 920-4444

This schizophrenic restaurant serves pancakes by day (7-3pm) (\$4-6) and pizza pie by night (4-midnight) (pizza for \$10-18, pasta \$4.50-6.50)

42 Benjamin's

7101 France Av S. 926-7743

Leisure Lane Mall 8am-9pm, \$6-11

43 Byerly's

7171 France Av S. 831-3601

24 hours. This expensive grocery store has a very reasonably priced (L \$5-9, D \$5-14) restaurant.

44 In The Galleria (70th St south of Southdale):

Vie de France 929-8693

9am-10pm(F) 8pm(S) Closed Easter. (Soup and sandwiches \$5-7)

The Ediner

7am-10pm (\$4-6) 50's Diner.

The Good Earth

925-1001

9am-11pm, closed Easter (\$4-9) vegetarian "good food naturally"

45 Empress (Chinese)

71st and York Ave. 831-6567

11-9 (\$4-8.25) Yorktown Mall near Wendy's

46 Taco Bell

3210 Southdale Cir 925-1281

47 Baker's Square

3000 W 66th St 861-7471

7am-midnight, \$4-9 Pie!

48 Pannekoekin Huis

3020 W 66th St 866-7731

6am-midnight (see 29)

49 Chuck E. Cheese Pizza Time

2900 W 66th St 866-1773

11am-11pm. Arcade and animated Elvis Bear.

50 Divanni's

2312 W 66th St 866-3324

11am-midnight. Known more for its hot hoagies than its pizza.

51 Humphrey's Family Restaurant

6700 Penn Av S 866-4828

- 52 Fireside Pizza**
6736 Penn Av S 869-4040
- 53 Taco Bell**
2208 W 66th St 869-5131
- 54 Encore Chow Mein**
6637 Penn Av S 869-7718
The usual hole-in-the-wall take out Chinese.
- 55 Clark's Submarine Sandwiches**
6545 Penn Av S 869-9100
10am-2pm
- 56 Kindho**
6345 Penn Ave S 861-2491
11am-9:30pm. (\$3-6.50)
- 57 Champps of Richfield**
790 W 66th St 861-3333
11am-1am (\$4-10) Sports bar.
- 58 Bridgeman's**
800 W 66th St 861-7417
7am-midnight. Old fashioned ice cream place. (\$4-7)
- 59 Wendy's**
6500 Lyndale Av S 869-0994
- 60 Cinta's of Mexico**
6042 Nicollet Av 866-3622
- 61 Vina (Vietnamese)**
6401 Nicollet Av 866-5034
11am-2, 5-9pm, (\$4-6)
- 62 Godfather's Pizza**
66th and Nicollet 869-3261
11-1am.
- 63 Arnold's**
6519 Nicollet Av 869-6263
11am-midnight, \$3-6 yuppy hamburgers
- 64 Hardee's/TCBY**
98 W 66th St 861-7507
Burgers (24 hours)/yogurt (11am-11pm) next door.
- 65 Subways**
10 E 66th St 861-2339
10:30-midnight, Decent submarines.

tion for the best European fiction.

Fanzine Activity Achievement Awards (FAAns)
Peer awards with participation limited to actifans (q.v.) of the previous calendaryear. Awards given for the best single fanzine publication, fan editor, writer, artist, letter writer. The FAAns have been dormant for the past few years but there are recurrent rumours of their resurrection.

Fan Fiction
Science, weird, or fantasy fiction written by fans, and intended for publication in a fan magazine. Some who excel at fan fiction eventually sell professional fiction.

Faaan Fiction
[Note the triple, or sometimes double, "a"] A distinctly different breed of dog, faaan fiction is about fans and does not hope to do more than amuse fellow fans; it is not professionally slanted.

First Fandom
An exclusive club composed of some old guard fans. membership costs 1\$ annually, but to be eligible you must show that you were reading science fiction as early as 1938. Actually, that embraces the eras of First and Second Fandom, but why fret about it? (First Fandom members are long, dry and windy.)

Prozine
The professional SF and fantasy magazines, sold on newsstands or by mail. (Sometimes called promags.) A host of fans have sold fiction, non-fiction, and artwork to these prozines, and some fans have become editors of them. Collecting prozines has become a fine art, considering present day prices and the growing scarcity, especially among those who wish complete sets. In the days of yore, some prozines published fanzine review columns and letters. Today's prozines are far

fewer in number than those in the "golden age" of the SF magazines. Only Amazing emphasizes fan doings with fanzine review columns and editorial about fandom and the Worldcon.

Semi-Prozine

Fanzines which are no longer just hobby activities; their editors/publishers make a living from them.

Books

Also collected by many, either exclusively or with prozines. When speaking of books, HC denotes hardcover, while PB or pb is a paperback. JAM means the book has its dust-jacket in mint condition—jacket-and-mint. Dustjackets lend a higher value to books.

Cons

Large and small regional conventions or conferences in any part of the world, a habit firmly established since 1936. Regional cons are defined as smaller assemblages not in direct conflict with the annual world convention. They may be held in a single day, or spread over a long weekend; attendance varies from a dozen or so fans up to thousands. These cons are generally sponsored by local groups and sometimes are so relaxed that they have no program at all, while others emulate the worldcons in programming (if not size) by offering a frantic schedule of speakers, panelists, contests, masquerades, all-night movies and parties, and skinny-dipping. The number of cons is staggering, and you can find several near you by reading the fan newspapers (called newszines).

Con Society

A convention society or other organized group, usually with a life expectancy of just two years and existing for just one purpose: to sponsor the annual World Science Fiction Convention. A consociety may be a city club, or a newly formed union of individuals from one or more

66 Old Country Buffet

9 E 66th St

869-1240

11 am-9 pm, Well cooked traditional American buffet for about \$6.50 (inc. beverages and desserts)

WORTH THE EXTRA DRIVE:

Brugger's Bagel Bakery

44th and France

927-9446

For those of you who cannot survive without your morning bagel.

Fuji-ya

420 S 1st St

339-2226

Traditional Japanese food and atmosphere in downtown Minneapolis.

It's Greek to Me

626 W Lake St (at Lyndale)

884-5356

Very reasonably priced Greek food

Khan's Mongolian BBQ

418 13th Av SE (Dinkytown)

379-3121

Reservations are vital to avoid a long wait. You choose what you want stir fried from a buffet and then watch the chefs cook it for you. All you can eat for about \$9.

Mud Pie

2549 Lyndale Av S

872-9435

One of the better vegetarian restaurants in town.

New Riverside Cafe

329 Cedar Av (at Riverside)

333-4814

Another vegie restaurant with live acoustic music.

Odaa Ethiopian Restaurant

408 Cedar Av

338-4459

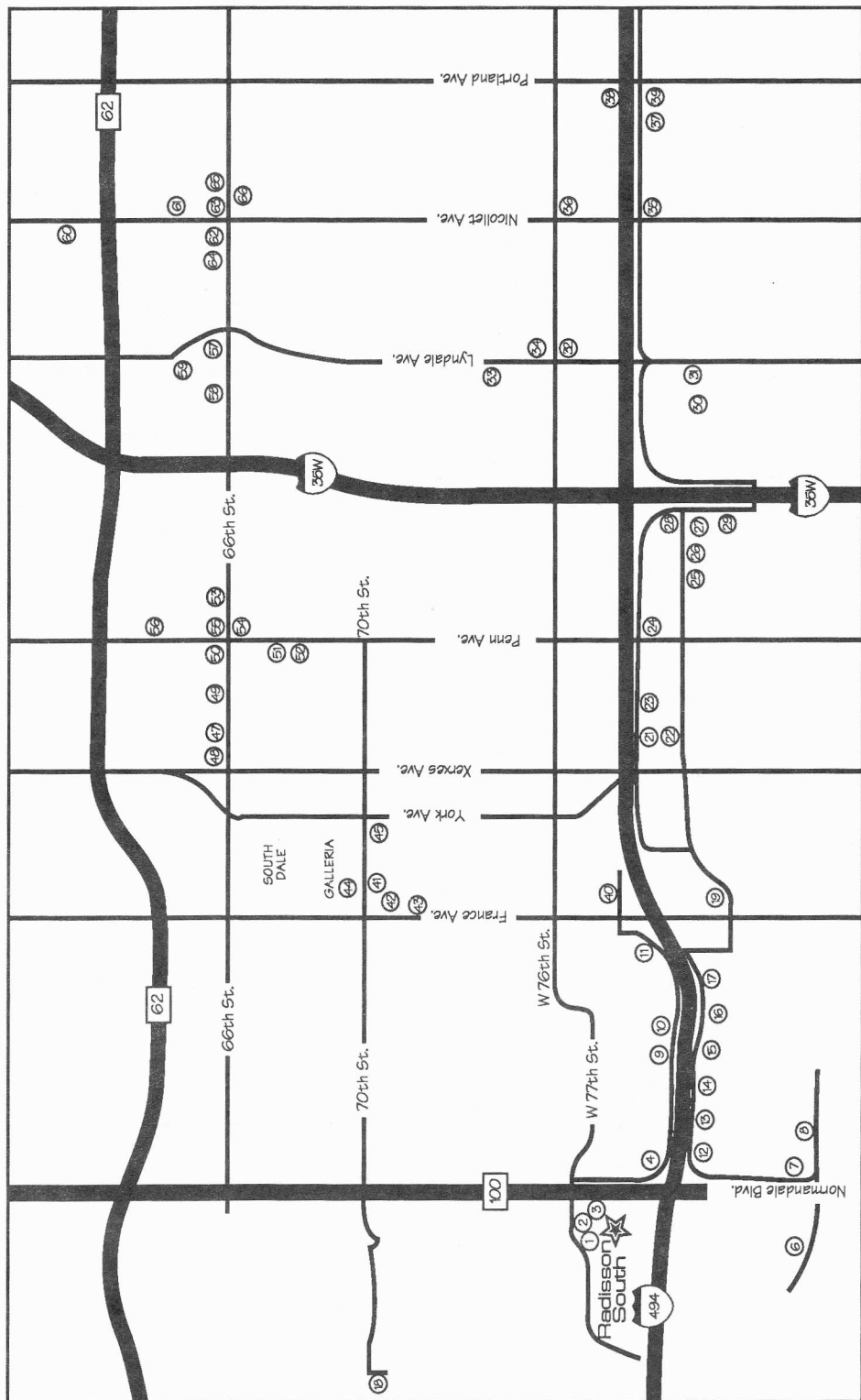
Not too many African restaurants to be found.

Please Note

Numbers 5 and 20 have been deleted as they are no longer in business. It was easier to do this than to renumber the rest of the list. I knew you'd understand.

— The Editor





Minneapolis in '73

It's a party, it's a fan room. It's a place to hang out; it's Ninja Easter Vermin headquarters. It's the worldcon bid that will not die for the worldcon that will never be. Where else but Minneapolis in '73?

The Minneapolis in '73 Suite is in room 506++, in the South Tower. The parties are all open and Minneapolis in '73 memberships are always available. Also for sale: special fanzine publications including Terry Carr's last *Innuendo*, *The Incomplete Terry Carr*, *The Portable Carl Brandon*, *Remember When* (Art Widner tribute), and Willis & White's *Beyond the Enchanted Duplicator* . . . *To the Enchanted Convention* (BEDEC). Then again, you could volunteer to help out in the Minneapolis in '73 suite, or elsewhere at Minicon, and receive a copy of BEDEC free (see Recruiting for details).

On hand: fannish photos, including pictures from Jerry Kaufman's DUFF trip and Jeanne Gomoll's TAFF trip. Special slide shows include David Dyer-Bennet's Minicon 25 photo project slides and the Minn-stf Family Album, Garth Danielson's pictures of Minicons Past – and maybe Torcon, too – and other fannish goodies.

SCHEDULE

Thursday	10 pm – midnight	Fish in SF Party <i>Elise Krueger & John Ladwig</i>	
Friday	11 am – 2 pm	Coffee/Toad Hall South <i>Jeff Schalles & Geri Sullivan</i>	
	2 pm – 5 pm	Bhigg House Party <i>Ruth Anderson, Sharyl Pearson, Don Bindas, & Dave Clement</i>	
	5 pm – 8 pm	The Usual – <i>Karen Schaffer</i>	
	8 pm – 11 pm	They say it's your birthday <i>Peter Hentges & Ericka Johnson</i>	
	11 pm – 2 am	Irish Party <i>Geri Sullivan, Jeff Schalles, Jack Targonski, ReinCONation, Susan Levy Haskell, Bob Berlien, & Kathy Routliffe</i>	
Saturday	11 am – 2 pm	Coffee – <i>Moron Havenapple Choir</i>	
	2 pm – 5 pm	The Usual – <i>Susan Levy Haskell</i>	
	5 pm – 7 pm	The Usual – <i>Karen Schaffer</i>	
	7 pm – 10 pm	ReinCONation Party – <i>Martin Schafer & the ReinCONation Committee</i>	
	 10 pm – 2 am	The Unusual – <i>Garth Danielson</i>	
Sunday	11 am – 2 pm	Coffee – <i>Karen Schaffer</i>	
	2 pm – 5 pm	Fannish Dinosaurs Party <i>Don Fitch, Wilson "Bob" Tucker, and Fannish Dinosaurs of all ages</i>	
	5 pm – 8 pm	The Usual – <i>David Schlosser & Kay McCutcheon</i>	
	8 pm – 11 pm	Fanzine Readings – <i>David Emerson</i>	

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Horror/Comics

CONVENTION SERVICES

New this year, Convention Services handles a number of things that didn't fall logically into the areas of the other departments. Some of our work is done behind the scenes (like moving stuff to the hotel or putting up signs) but much of it is visible if you know where to look. Here's some of the places you can find that unique ConServ flavor:

INFO CENTER

Although we handed out a bunch of useful information last year, when we closed down on Sunday we found that we still had a whole lot of information left. So we've decided to do it again this year! Located once again in the Great Hall Foyer near the elevators ("the crossroads of Minicon") the Info Center is the place to go to ask "How do I get to the Consuite?", "Where's a good place to eat around here?", "How can I volunteer to help out?", or "How far is up, anyway?".

VOODOO MESSAGE BOARD

Why is the North wall of the Great Hall Foyer covered with printout impaled on pushpins? It's the Voodoo Message Board! Find your name on the list. Don't panic if there's a pin stuck in it — that just means there's a message for you in the box nearby. If there isn't a message for you and you don't need to send one, it's still fun to scan the list for people you know and interesting badge names.

RECYCLING

Again this year there are receptacles for recyclables at convenient locations throughout the hotel. We hope that everyone, especially those who are hosting parties, takes advantage of them. You can get a complete list of locations at the Info Center.

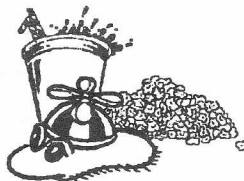
WHAT'S A PARTIES MONOLITH? AND WHERE'S THE FUN, ANYWAY?

A Parties Monolith is an amazing structure that can tell YOU where all the fun is.

It stands somewhere down in the main convention level on second floor; just look for the tall thing with party postings all over it. It carries listings of all the open parties during the convention. Check them out! Meet fellow fen! Boldly go where no — er, wander over and say "Howdy!"

Bid parties (if you don't know what these are yet, you owe it to yourself to go and become informed, not to mention well plied with quality munchies); media group open houses; costume fan jamborees; Old Fen and Tired sitting around having classic fannish conversations; bouncing brighteyed neo-fen parties; we've got 'em all. Don't forget to thank your hosts before you leave: these open parties are hosted by many diverse fan groups and con committees out of the goodness of their trufannish hearts. Who knows? Maybe next time you can return the favor by inviting them to YOUR open party. That's how all this works, y'know.

'Scuse me, I understand the Grand Lizards of ProFandom are having a little chocolate-tasting soiree over in the South Tower - saw a posting on the Monolith - and I'd hate to be late. See you there?



Time, Space & Fantasy, Inc., presents:

PolarisCon **II**

THE SEQUEL

*Minnesota's own
multi-media, fan-run convention!*

August 9-11, 1991

**Thunderbird Hotel and
Convention Center
Bloomington, Minnesota**

with
Peter Davison (Doctor #5)

(Other guests to be announced)

**Guest Q & A Sessions Autographs Art Show/Auction
Dealer's Room Fan/Guest Cabaret Masquerade
Fan Panels Charity Auction Fanzine Room MORE!!**

For information, write to:

Time, Space & Fantasy, Inc.
PO Box 8908, Lake St. Station.
Minneapolis, MN 55408

Visit us in the dealers room, here, at Minicon!

cities who will organize and manage the convention from beginning to end. [See also masochists.]

Worldcon

The annual international conventions which are held in large cities. They attract fans from around the world; recent attendance has been in the area of 6,000 persons. Fans aren't subsidized delegates to the con, but pay their own way. Worldcons are prepared by the con societies and held in a hotel and on a date chosen by them; the city itself was chosen by fans attending the Worldcon two years previously. A typical program, spread out over five days (usually the Labour Day weekend) may consist of any of the following items: formal and informal talks by fans and pros, business meetings, roundtable discussions, information panels followed by audience questions, club or apap meetings, previews of movies and TV shows, playlets or belly dancing, a costume ball, art shows, speeches, a banquet, smoke-filled rooms plotting the next Worldcon, and snogging. The auction is a long affair, often divided into sections over several days, at which a loud and indefatigable individual will preside, selling off artwork, manuscripts, magazines, and books donated by the prozines, the pros, and the fans to help defray expenses. Convention expenses are met in several ways: by charging a membership fee, by charging a separate fee for the banquet, by selling advertising in the program booklet, by selling hucksters' tables, and by taking a share of auction monies. Any profit from the con is usually divided among fanish organizations or passed on to the succeeding convention. The fan, in exchange for his membership fee, receives all informational booklets published before the con, plus booty available to the attendees at the time of registration; in addition he receives a voice and a vote in

RECRUITING

by Lisa Bah (Ves) & Sara Zoss

Hello volunteers and potential volunteers. The Recruiting Department would like to welcome you to Minicon 26.

Last year we celebrated the 25th Minicon. That's 25 times that local science fiction fans have volunteered great quantities of their time and energy to create an event called a science fiction convention. There's a lot of work that needs to be done before the convention to make sure it actually happens. This is what ConCom (the Convention Committee) is doing all year. Then, at the convention, there's a lot of work that needs to be done in order to keep things running, (smoothly, if at all possible). This is where YOU come in. We need more Fan Power Hours at the convention than are physically possible for the ConCom to provide so we need you, the attendees, to help, too.

Okay, you say, I'm feeling motivated, how do I volunteer? There is a recruiter on duty at all times during the convention. You can spot the recruiter by looking for the purple sash of office. We will answer your questions and point you in the right direction, namely, the bridge. If you can't find the recruiter, go to the bridge (#215) and have us beeped. If you have volunteered in previous years you already know that the bridge is where you sign up. The dispatcher on duty will have the scheduling book, 3 x 5 notecards and Fan Power Hour Docu-Cards.

The notecards and Fan Power Hour Docu-Cards reflect some changes. The General Committee (ConCom) has voted this year to give volunteers special thanks for your time. In the past many volunteers received buttons. For Minicon 26 we will be announcing our appreciation of volunteers during both opening and closing ceremonies and sending out thank-you letters to all volunteers who work at least one hour, as well as having buttons. Those volunteers who work 5 hours or more will also be able to choose between either a special volunteer T-shirt or a copy of "Beyond the Enchanted Duplicator ... To the Enchanted Convention" by Walt Willis and James White, which is the long awaited sequel to "The Enchanted Duplicator" by Walt Willis and Bob Shaw.

We would like to emphasize that the T-shirt and fanzine are tokens of our appreciation and NOT a payment. Also, we'd like to note, there is no guarantee that we will be able to do this again next year.

In order to get accurate records of who worked and for how long we have devised a system which may look a little complicated at first glance but is fairly straightforward. When you sign up in the scheduling book for the 1st time we'd like you to fill out a 3 x 5 notecard with your name and address. And we'd like you to use and turn in the Fan Power Hour Docu-Card even if you don't expect to work 5 hours. Just put your name on the Docu-Card and when you finish each shift have the department head or designated subhead on duty initial the correct box or boxes for the time you worked. You can hand in your Docu-Card to the recruiter on duty at any time if you're not redeeming it for the fanzine or T-shirt.

If you have worked 5 hours or more we have scheduled a number of times during the convention for T-shirt or fanzine pick-up. Go to the Info-Table with your filled out Fan Power Hour Docu-Card and the same ID you used to register for the convention during one of the following times.

Fan Power Hour Docu-Card Redemption Schedule:

Friday:	5:00 pm - 5:30 pm 11:00 pm - 11:30 pm
Saturday:	9:00 am - 9:30 am 12:00 pm - 12:30 pm 4:00 pm - 5:00 pm 10:00 pm - 11:00 pm
Sunday:	9:00 am - 10:00 am 1:00 pm - 2:00 pm 6:00 pm - 6:30 pm

We'd like to thank all of you who volunteered before the convention and we'd like to suggest that when you sign up in the schedule book you make a note to remind yourself when and where you are scheduled to work.

all convention affairs, including the right to nominate and vote for the Hugos.

Convention sites are chosen by vote. Cities wishing to sponsor the Worldcon make known their intentions well in advance, with much propaganda and political jockeying. They present their cases at the Worldcon business session of the convention two years before the convention being decided upon, and the fans make their choice by mail ballot or at the convention. To be eligible to vote, the fans must be members of both the convention of the current year and the convention to be bid on. Non-attending memberships are also available, and non-attending members may also vote. (South Gate, California, campaigned for 10 years and won a convention on the exact date it desired — 1958)

The United States is divided into three zones, West, Central, and east and every effort is made to permit each zone to have a Worldcon in turn, moving eastward across the nation in the order given. A foreign city may bid in any year. Almost every year someone decides to change the rules about rotating the convention; so if you are interested in learning about this year's rules, attend the business meeting. Recently, some fans have advocated having a North American Science Fiction Convention (NASFIC) whenever the Worldcon is held outside of the U.S. Other fans have fought against this idea, saying it would diminish the importance of the Worldcon, since most fans still live in the U.S. and would be unlikely to attend an out-of-the-U.S. Worldcon when they could go to a big convention in the U.S. Undoubtedly more controversy will ensue regarding this subject. But it seems likely that when a Worldcon goes outside the U.S. some large con will be held in the U.S. at approximately the same time even if people don't call it an "official" NASFIC. it

should be noted that when Melbourne won its 1985 bid in 1983, 3 cities in the Central zone vied to hold a NASFIC in 1985 (Detroit, Columbus and Austin) with Austin winning the honour (?).

Naked lady (What to do when meeting)

Don't touch her, remember your manners. You'll find much to do at a convention, but the program is only part of the fun. There are books, blinkies, tribbles, magazines, posters and other esoterica on sale in the huckster rooms; there are slide shows and all-night movies; there are parties that seem never to end, and sometimes there is skinny-dipping; but most of all there are people — hordes of them, eyeball to eyeball with YOU. Some people are naturally shy with strangers but in fandom most of the barriers are down long before you reach the

WHERE TO SHOP AT MINICON

In The Huckster's Room of course! The hours are as follows:

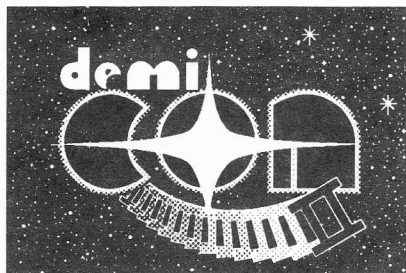
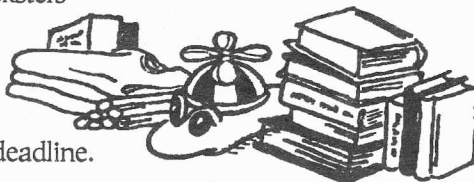
Friday Setup: 9:00 am – 2:00 pm
Open: 2:00 pm – 7:00 pm

Saturday 10:00 am – 6:00 pm

Sunday 10:00 am – 4:00 pm

On Sunday, the room must be clear by 6:00 pm, so some hucksters

may stay open for awhile past the 4:00 pm deadline.



the voyage continues

**April 26 – 28, 1991
Des Moines, Iowa**

Special Guests:

Joe Haldeman, ProGoH
Gay Haldeman, FanGoH
Lucy Syrik, ArtGoH
Rusty Hevelin, Toastmaster

Featuring: • Art show • Dealer's Room • Costume Contests • Tang Apology Contest • Trans-Iowa Canal Co.™ lunacy • Writer's Workshop • WorldCon '90/'91 Retrospective/Preview • Motorola's "Iridium" Project • Plus panels, readings, more!

Registration Rates: \$20 at-the-door, \$12 one-day
(pre-registration date has passed)

Further Information:

DemiCon II
P. O. Box 7572
Des Moines, IA 50322-7572

DemiCon II will be held at the Des Moines Howard Johnson's, 4800 Merle Hay Road (off I-80/I-35 exit #131), ph: (515) 278-4755. Special convention room rates: \$41/single; \$47/double. These rates only guaranteed through April 12, 1991, so make your reservations early!



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con — you are expected to behave and not touch that naked lady. She may be on her way to the masquerade and she doesn't need you pawing her.

As a Neofan (q.v.) you need not be timid, nor paste yourself to a wall to watch the activities. You will be ignored, or stomped underfoot only if you prove yourself to be a fugghead. You are as welcome to meet and talk to the pros — the writers, editors, and publishers — as the next fan; they wouldn't be at the con if they didn't want to meet their readers, and you need only introduce yourself and tell them what's on your mind. They won't bite unless you are that self-same fugghead, and they are more likely to kiss you if you're a female asking for an autograph. If you have questions about a writer's stories, ask him; if you have questions about the program, ask the committee people sponsoring the con; if you have questions about fandom, ask the people in the Neo-fan's room — or ask the nearest fan.

Parties

All cons have parties, usually at night after the programming has closed down. Some are open affairs sponsored by the committee and any con member is welcome; some are room parties given by the inmates of that room, who issue invitations to friends and likeable strangers; and some are "closed door" parties. Closed door means just that: a group of fans are holding a private party and interlopers aren't desired. As a neofan you may find it difficult at first to locate open parties, or to convince yourself that you are welcome. The tried and true method is to wander the halls looking for open doors and smoke-filled rooms, or listening for noisy rooms behind closed doors. Knock and ask, if in doubt — or find another fan who knows a party that will welcome you. When all else fails, there is always the simple expedient of holding your own party.

ARTSHOW

Art Show hours

Thursday	7:30 PM	Art Show set up (help wanted)
Friday	12:00 noon: 5:00 PM 10:00 PM	Open for Artist Check-in Open for viewing Close
Saturday	10:00 AM 5:30 PM 8:00 PM 10:00 PM	Open for viewing Art Show Ends Art Auction begins Sold Art may be picked up
Sunday	9:30 AM 2:00 PM	Artist check out permitted Take down Art Show (help wanted!)

Bidding Rules

1. Attending convention members have the opportunity to bid on art in the art show and to buy prints from the print shop area. Each bid is an offer to buy and is legally binding when accepted on behalf of the artist. All bids must include your name, badge number, and, of course, your bid price.
2. Written bids will be accepted during the art show's regular hours on Friday and Saturday. No bids will be accepted after the auction.
3. Art with four (4) or more written bids will go to a voice auction on Saturday night. Art with less than four written bids will be sold to the highest bidder after the art show.
4. Artwork is available for viewing and inspection. Art is sold "as is." (Most artists are good about repairing damage if there is any.)
5. Minicon will accept payment by cash, check, VISA, or MASTERCARD.
6. Bids must be in whole U.S. dollars. Bids must be higher than the posted minimum bid and all previous bids on that piece. (Yes, some people have to be told.)
7. If you buy Art and fail to pick it up, Minicon

will retain the Art and contact you about payment. Minicon reserves the right to resell unclaimed art to recover its costs.

8. This year, you may hire the Art Show Director to act as your bidding agent. The Director or his representative will act as your agent, placing bids in your name, during regular Art Show hours only, not the during the auction. If the Art in question goes to voice auction for any reason, the Director has automatically fulfilled the commission. The agent fee is one dollar (\$1) for each piece watched. The Director may stop accepting commissions if the workload becomes heavy. Agented pieces will be marked with a red dot.
9. If you wish to bid on art work where the Director is acting as an agent, we suggest you contact the Art Show Director to act as your on-the-spot bidding opponent.
10. Some of the art work in the art show are limited edition prints. Extra copies of the limited edition prints may be available from the artist but will probably cost more than the minimum bid. Contact the artist if you don't get what you want.

General Information

No cameras, bags, food, drink, or smoke are allowed in the art show.

Part of the Art show is a print shop. Art work copies in the Print Shop are sold by direct sale at the art show counter.

Most of the art work in the show is original art. Original art is made by hand and is always unique. Some of the art is classified as a "multiple original." A multiple original is part of a common set that has been uniquely treated, usually colored, to be different from other members in the set. Limited edition prints are part of a numbered set of identical pieces. Please keep these differences in mind when you bid on art.

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

Drunkness or illness marks you a fugghead, as well as a fan who can't hold it and should n't try. Remember that hotels are public places and the security people can make life hard on drunks.

Filksinging

This is, of course, the singing of folksongs. Often fans congregate at parties or in the hall singing these ditties and ballads. Many have been written by now famous authors like Randall Garret, some by long-forgotten fans, and some by good old A. N. Ornyous. Other songs have been taken from SF stories and adapted to music (like "The Green Hills of Earth") or stolen from folksongs and adapted to SF (like "What do you do with a drunken spaceman"). If you play a guitar, harmonica, or even a kazoo, you may find yourself leading the singing. Join in, you'll soon learn the words.

Fanzines

The fan magazine, an amateur journal, booklet, or newspaper, produced by the fan for his own amusement and for the amusement of others. Someone, somewhere will read even the illegible fanzine. (Also known as "fanmag", and sometimes abbreviated to "fmz", or "zine".)

Fanzines are produced by carbon-copying, by mimeograph, hektograph, spirit duplicator (ditto machine), lithography (offset), and printing press; the means of duplication isn't as important as the legibility, but of course the more expensive methods can produce better results and increased egoboo. (Well, see egoboo under MINUTIAE.) Many editors charge a fee for copies, simply because they can't afford to give their fanzines away when considering a circulation of 100-200 or more; most other fanzines are available for the "usual", the "usual" being defined as contributions, letters of comment, or trade for

your own fanzine. There are some fan editors who are so adamant (read that as "pure") about their amateur status that they absolutely refuse to accept money for their zines. The rest of them believe that a few sales here and there don't compromise their amateur status; anyway, the small influx of cash helps in funding more copies, the better to communicate with more fans. Remember all this before you write asking for free sample copies — producing a fanzine can be an expensive proposition and few, if any, fan editors ever break even.

Fanzines may be as brief as one page or as thick as a hundred. (Fancyclopedia II contained 196 pages plus supplements.) They contain fiction, non-fiction, verse, and artwork by the editor and by other fans who have been invited to contribute or who send in unsolicited work. This material is not paid for in cash (same reason as above) but in free copies of the fanzine. Some of the better material first published by fans in fanzines has been reprinted by the professional magazines. Fanzines are published by an individual, by two or three individuals who pool their resources, or by local and national clubs. Readers and subscribers are obtained by advertising, by sending sample copies, and by favourable reviews in other magazines. (But if you crave this last, don't send a copy of your first issue to an Indiana ogre named Coulson — he devours neofans who publish crudzines. Now look up "crudzine".) Contributors are obtained either by begging for material or by publishing such an excellent journal that fans want to be seen in your pages.

The first fanzine, "The Comet", was published during the birth of fandom in 1930. A few hardy souls have attempted to record the thousands of titles (and duplicated titles) published since the beginning, and a master bibliography has been pub-

THE OFFICIAL MINICON ART SHOW RULES

Everyone:

1. Attending convention members have the opportunity to bid on art in the Art Show and to buy prints from the Print Shop area. Each bid is an offer to buy and is legally binding when accepted on behalf of the artist.
2. Written bids will be accepted during the Art Show's regular hours on Friday and Saturday. Art with four (4) or more written bids will go to a voice auction on Saturday night. Art with less than four written bids will be sold to the highest bidder after the Art Show. No bids will be accepted after the auction.
3. Artwork is available for viewing and inspection during the regular hours on Friday and Saturday. It is sold "as is."
4. Minicon will accept payment by cash, check, VISA, or MASTERCARD.
5. Last year we tried an experiment called "Bid Insurance." This year we will try a simplified alternative that will operate only during regular Art Show hours. Ask for details if you are interested.

Artists:

1. There is a \$0.25 hanging fee per piece of art entered in the Show. No artist may enter more than 20 pieces in the Art Show or use more than 50 square feet of display space. (That's three 4'x 4' panels or one and one-half 6' diameter tables or about two 6' tables along the wall.) A name card may be placed with your art free of charge but should be no larger than 3" by 5". Our space is limited. Be prepared to share with other artists.
2. Prints and reproductions may be entered in the Art Show if they are signed, and numbered, and have a total print run or reproduction lot of

not more than 500 pieces. Multiple originals, where the medium permits unique but similar copies, are permitted. All prints and multiple originals must be clearly marked as such on the bid sheets.

3. Art that is not for sale may be entered in the Art Show. Mark it "NFS" on the control sheet. Art that is for sale must have a minimum bid.
4. Hanging space is available on a first-come, first-served basis except that artists who help set up the panels and Art Show space will have first choice of hanging space. Other Art Show related work may qualify you for early placement. Art show set up is about 7:30 Thursday night. There is a display case available for small sculpture and jewelry, and table space for three-dimensional pieces.
5. There will be a Print Shop area for prints and reproductions that are not qualified for the Art Show. There is a limit of 12 print shop items per artist but you may have many copies of each item for sale. There is no hanging fee charged for print shop items. Print shop items are sold by direct sale, not by bid.
6. Minicon will take a 10% commission on all artwork sold through the Art Show, Auction, or Print Shop. Checks will be mailed to artists or their agents within three weeks of the end of the convention. Arrangements for partial payment at the end of the convention must be made at least one week in advance of Minicon.
7. Art not sold at the convention will be returned to the artist on Sunday or during the following three weeks. If postage, insurance, or hanging fees have not been received or covered by sales, the artist will be notified at this time.
8. Master Control sheets, bid sheets, and answers to questions are available from the Art Show Director through the Minicon P.O. Box. Art may be mailed to the P.O.Box or sent by UPS or other carrier to Donald Bailey, 2624 Garfield Ave. S., Minneapolis MN 55408. Mailed artwork must arrive by Tuesday before Minicon.
9. Security will be provided by Minicon staff while the Art Show is open and by hired guards at night. No bags, packs or cameras will be allowed into the Art Show.
10. Permission to use copyrighted characters, when required, is the responsibility of the artist, not Minicon. Minicon will cooperate with legitimate efforts to enforce copyrights.

Special Note to Artists:

Last year someone said the Minicon Art Show was the largest Art Show with nothing in it. Another person gave a better assessment saying there was the usual top quality art and the usual rough art but nothing in between. The quality and content of the artwork is up to you. It's your show. Minicon draws people with many different interests. They all appreciate the wide range of ideas that fill the realm of science fiction and fantasy. They like humor. They like imagination. They like the cosmic sense of wonder that comes from contemplation of the universe.

lished. An early fanzine index of 1952 had 141 pages of data covering the first 22 years.

Some fanzines last but one issue, while others have gone on to one or two hundred editions. Warning: as a neofan, be cautious in risking large sums of money on fanzine subscriptions. Sometimes they will have folded the duper and slipped away while you were going to the mailbox. The best policy is to first make sure the fanzine is still being published, then send only enough cash to purchase one issue—fan editors seldom hand out rainchecks. Anyway for most fanzines you can obtain further issues by contributing material, sending letters of comment, or trading your fanzine.

One-shot

A fanzine which is published once and only once. The editor clearly states his intention of producing just that one issue, or else he will label it a one-shot, relying on you to understand his meaning. (This is distinct from the general fanzine which intends to publish several issues, but fails after the first.) A "one-shot session" is when a group of fans meet by accident or design and crank out a one-shot then and there. Most such one-shots have little real value beyond momentary amusement.

Crud-zine

A fanzine filled with crud, or worse. Generally illegible. Don't publish one.

Semi-professional fanzine

Some fanzines have gone beyond being amateur magazines done for the amusement of the editor to become semi-professional (see also semiprozine). They may pay contributors, feature paid advertising, and have large circulations (going to several thousand paid subscribers).

PARTIES

Hello, I'm Spud, your Spokeschip for the Parties Department. Eat me! The entire 22nd floor of the Radisson Hotel is taken over by the *ta da* Minicon Consuite. This is what Minicon is all about, except for the rest of it. It's really quite a place: Friends old and new! Drinkables and munchies! Smoking and non-smoking sections! Chairs! Tables! Bathrooms! Windows! In the wee hours of the morning, after a hard night's partying, while we're watching the sun rise, there may even be coffee and doughnuts. There may be specialty munchies, like popcorn or chocolate you need a hammer and chisel to have a piece of. But the real attraction is me and my friends. We have been coming to Minicons for years and years. We like the people who come to Minicon. Help us effect a proficous tuberosum-sapien interface. If you get lost, there is even a Ken Fletcher map to help you find your way. The consuite will be open continuously all Minicon, staff permitting. And there are other Parties throughout the hotel. Here is a compatriot of mine with more about that.

Hello, I'm Bubbles, your Spokespop. Drink me! The Poolside Consuite is located in Room 115, a poolside cabana in the Radisson Atrium, on the first floor directly underneath the Bridge. Me and my munchie friends will be hanging out next to all the other parties around the pool. Think of us when the elevators get crowded. Oh sure, there are other parties on other floors, and some of them have potables nearly my equal. Check 'em out, but don't forget we're here! Hours will be posted on the door. On Sunday morning, the Radisson has an Easter Brunch in the atrium attended by many non-fans. Be courteous to the brunchers; they're nice people, though a little too weird for me.

Spud here again. As long as Bubbles brought up the subject, let me say a few words about consuite etiquette. It's really pretty simple: Everyone there is much the same as you. My friend Macintosh the Spokesapple calls this The Golden Delicious Rule. Minicon is to be enjoyed by everyone. We urge you to be considerate of other people and to enjoy the company of those you haven't yet gotten to know. Happy partying!

WINSFA Presents:

KEYCON 8

Winnipeg, MB Canada

May 17-19, 1991

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GORDON R. DICKSON

HONOURED GUEST:

JOEL ROSENBERG

ARTIST GUEST:

ADRIAN KLEINBERGEN

FAN GUEST:

RON GILLIES

MEMBERSHIPS

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until April 30, 1991

\$35 Cdn (\$30 US)
at the door.

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Ph: (204) 269-7700

**KEYCON 8
P.O. Box 3178
Winnipeg, MB
R3C 4E6**



FILMEO SCHEDULE

Notice: This schedule may be subject to change. Changes to the schedule will be posted at the convention. If live simulcasts of events are not possible, tape delayed showings will be held.

Wizard of Speed and Time (1979)

This outstanding short film will be show in between each feature if time allows.

Friday

- | | |
|------------------|---|
| 5:00pm - 6:30pm | Japanese Animation |
| 6:30pm - 8:40pm | Opening Ceremonies & Shockwave LIVE simulcast |
| 8:40pm - 10:30pm | Metropolis (Fritz Lang, 1926, 98 min.)
<i>This Orchestral version is the longest and most complete version available of this timeless classic.</i> |
| 10:30 - 11:00 | Le Jette
<i>This orchestral version is the longest and most complete version available of this timeless classic.</i> |
| 11:00 - 12:00 | Minicon play "Ike at the Mike" LIVE |

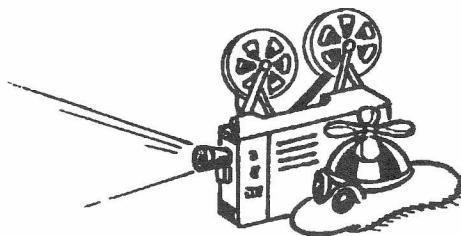
Saturday

- | | |
|----------------|---|
| 12:15 - 1:55am | Dark Star (1974, 91 min.)
<i>This cult classic parody features an alien beach ball, and a smart missile which wants to blow up, but has trouble with philosophy.</i> |
| 1:55am - 3:15 | Fangs for the Memories (75 min.)
<i>For those of you who can't sleep, this collection of excerpts from classic horror and SciFi films will make sure you don't.</i> |
| 3:15am - 5:00 | Things to Come (1936, 92 min.)
<i>A chilling look into the future after a devastating war.</i> |
| 5:00am - 7:30 | Closed for sleeping. (Maybe Japanese Animation) |
| 7:30am - 9:00 | Missile to the Moon (1959, 78 min.)
<i>Campy SciFi thriller explores the dangerous creatures inhabiting the moon.</i> |
| 9:00 - 11:00 | Japanese Animation. |
| 11:00 - 12:45 | Simon (1980, 97 min.)
<i>A group of scientists convince an ordinary man that he is an alien messiah from space, and turn him loose to see what happens. The results are hilarious.</i> |
| 12:45 - 2:15 | Wizards (1977, 80 min.)
<i>Ralph Bakshi's classic animated fantasy. A heroic magician is pitted against the vile forces of technology in the post-apocalypse future.</i> |

- 2:15 - 4:00 Time After Time (1979, 91 min.)
Jack the Ripper steals H.G. Wells' time machine to escape to the present day. H.G. Wells pursues him in this excellent tale of suspense.
- 4:00 - 5:30 Fire and Ice (1983, 81 min.)
Master animator Ralph Bakshi combines talents with legendary artist Frank Frazetta to create this outstanding animated swords and sorcery epic.
- 5:30 - 7:00 Miracle Mile (88 min.)
An intense end-of-the-world thriller. A man finds out that the missiles are on the way one hour before everyone else. The only problem is he just fell in love and doesn't want to escape nuclear destruction without her.
- 7:00 - 9:00 Minicon 26 (1991) Masquerade LIVE
- 9:00 - 11:00 Fail Safe (1964, 112 min.) Henry Fonda, Walter Matthau.
Oops, we accidentally nuked Moscow. The Russians aren't mad, they just want us to nuke New York to make it even...
- 11:00 - 12:00 Minicon Play "Ike at the Mike" LIVE

Sunday

- 12:00 - 2:15 am Heavy Metal (1981, 91 min.)
This dazzling animated classic has the voices of John Candy, Eugene Levy, Harold Ramis; Music by Black Sabbath, Blue Oyster Cult, Cheap Trick, etc., and the ultimate evil green sphere.
- 2:15 - 4:00 Mysterious Island
Based on novel by Jules Verne. Union soldiers escape a Confederate prison camp on the island and find they would have been safer in the prison camp.
- 4:00 - 6:00 Minicon 25 (1990) Masquerade Tape
- 6:00 - 7:00 Closed for sleep. (Maybe Japanese animation)
- 7:00 - 9:00 Woman in the Moon (Fritz Lang, 1929, 104 min.)
A co-ed gold mining expedition to the moon.
- 9:00 - 10:25 Tobor the Great (1954, 77 min.)
Spies try to steal a telepathic robot... Is there a flaw in this plan?
- 10:30 - 12:20 Jason & the Argonauts (1963, 104 min.)
Jason searches for the golden fleece and battles stop motion monsters.
Monsters by Ray Harryhausen
- 11:00 - 3:00 Japanese Animation
(Maybe longer)



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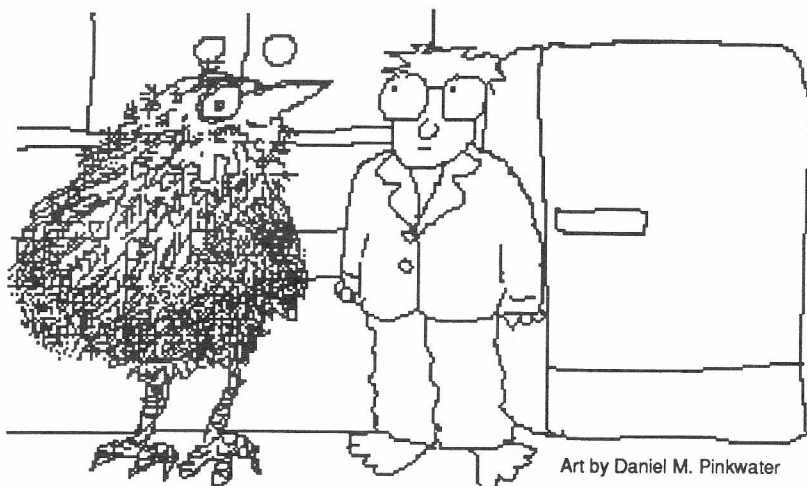
Receive our 1990 PR, bid button
and surprise. Your fee will be credited
towards an attending upgrade, should we win.

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Annish

The anniversary issue of a fanzine — if they last a year.

Apan

A fan who is a member of one of the Amateur Press Societies.

Blog and Crottled Greeps

Nectar and ambrosia; a spiritous liquor and a snack greatly favoured in the British Isles.

Bacover

Also, backcover, the back cover of a fanzine.

BNF

Big Name Fan. The label must be earned, not purloined.

Beanie

Fannish headgear, a propeller beanie.

BEM

A Bug Eyed Monster, dearly beloved in SF.

Bloch

Author of "Psycho". "Bloch is the Only True Ghod" was the gospel initiated by Vernon McCain, who received the Revelation in 1955, but, Bloch reports, was singularly lax in sacrificing any virgins. "Bloch is Superb" is the motto of Blochists.

Crifanac

Critical fan activity; you sometimes run to stay even.

Canfan

Canadian fan.

CoA

Change of Address; most fanzines will publish yours when you move.

Conrep or

Conreport

Convention report; who did what to whom and why.

Corflu

Correction fluid, to hide mistakes when typing stencils.

Croggle

Amazement or awe; to be croggled is to be confounded.

Masquerade

Well here we are again. It's time for that annual Minicon event, The Masquerade. This year the rules and awards will be the same as last year. There will be five categories:

*Young Fan • Novice • Journeyman
Craftsman • Master/Pro*

You can find out which one you fit in at the Masquerade registration table. Note: Maker and Model are subject to all categories of classification.

Each of the five categories will have a First Place trophy, a Judges Award trophy and there will be a special trophy for Best of Show. There also will be Workmanship awards. NO RENTALS, PLEASE.

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

Prizes

Stop by the Registration table to see them. Prize giveaways are at the sole discretion of the Masquerade Directors and Judges.

Registration

Pick up your Masquerade entry card in the information zone near the main convention registration area. Please register early, all entries must be in by noon on Saturday. When you turn in your registration card, please pick up your Masquerade participant card (if you are a group, pick up one for each person in the group) and carry your participant card with you at all times during the Masquerade events.

Important

You Masquerade Card will assure Hotel Security, the Bloomington Police, and any other concerned sentient beings that you are a harmless (sort of) Masquerade participant (that harmless part is really important). Please remember the Weapons Policy (see elsewhere in the program book). All weapons must be secured. If your costume just wouldn't be the same without your giant barbarian sharp, pointy thing or your fairly

harmless short pointy thing or your super blaster that makes 59 different beeps and buzzing noises or what not, if it even resembles a weapon, get your Participant Card and keep it with you. You will save yourself and all concerned a lot of hassle.

Masquerade Rules

Yes, we have rules. They, along with other useful information, will be posted at the Masquerade registration table. If you will be in the Saturday evening Masquerade, please attend the participants meeting at 1:00 pm Saturday afternoon in Veranda 7 & 8.

Video Coverage

Once again the Masquerade will be shot onto video tape. If you are interested in obtaining a copy, please stop by... you guessed it... the Masquerade registration table.

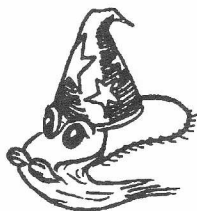
Best Boys/Girls, Gaffers, Grips and Wranglers Needed

If you would like to volunteer your time and/or services to help us in the oh, so very exciting Masquerade, stop by the registration table and join the production team.

Also, if you have any special needs for your presentation (special air tanks for those non-oxygen breathers, etc.) please contact the Masquerade Directors, Bill or Laura Lochen, at the Masquerade registration table.

There will be a Photo Reception after the Masquerade, so that your friends and fans can catch your image for posterity.

It is very important that you be on time for all meetings and events if you are participating. All of the Workmanship Awards will be decided before you even go on stage. So please pay attention to all information that you are given about participation. We want this to be the best Masquerade ever!



Deadwood

An apan who skims by publishing only the barest minimum per year to maintain his membership. One cut above a freeloader.

Ditto

A type of duplication using a spirit master and a fluid. Also known as spirit duplication. Zines which are dittoed are known as dittozines.

DNP

Do not print, or DNQ: Do Not Quote. On your honour now.

Duper

A duplicating machine, such as a mimeograph, hektograph, etc.

Eney's Fault

An earth-fracture underlying Arlington, Virginia.

Egoboo

Publicity for yourself; kind words to boost your ego.

Eofandom

That which preceded First Fandom(theepoch),andwhich regards First Fandom(theclub) as praedial tenants.

Eyetracks

These are left on the printed page by careless reading habits.

Fanac

Fan activity, when you don't bother to run to stay even.

Fafia

Forced away from it all; sometimes parents are heartless.

Faned

Fanzine editor. And please, no more crudzines.

Fannish

Referring to fandom, or characteristic of it.

FIAWOL

Fandom Is A Way Of Life. Don't you believe it youngster.

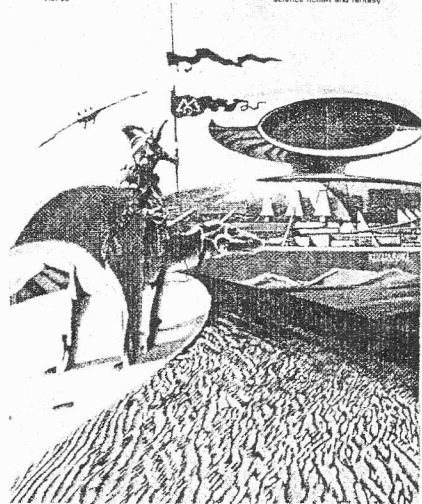
FIJAGH

Fandom Is Just A Goddam Hobby. That's the spirit.

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No. 28

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GAMING SUITE

There will be games played. There will be role-playing games such as:

Shadow Run, AD&D and Traveller

There will be science fiction miniatures gaming such as:

Warhammer 40,000, Imperial Commander, Space 1889 and Battletech

There will be children's games such as:

Critter Commando and Puppy Pounders
— bring your favorite stuffed animal!

And of course there will be ordinary games such as:

Backgammon, Chess, Cribbage and Bridge.

We will have tables available for sign up and use, and we will have scheduled games as well. So come to the suite to sign up and play or just to watch.

We will be in **Village 1** and our hours will be:

Friday	10 am to 5 am
Saturday	8 am to 5 am
Sunday	10 am to 3 pm

Looking forward to seeing you there!



Faunch

A nervous, impatient waiting for something to happen.

Flange

A thingie, a thingamabob, something you can remember the name of.

Gafia

Getting Away From It All. The desire or necessity to leave fans and fandom behind. This is 180 degrees from its original meaning when gafia meant getting away from mundane life and immersing oneself in fandom.

Genzine

A general fanzine having a universal interest.

Ghods

There are a number of ghods in fannish mythology: FooFoo (or Foo), Ghu, Roscoe, Herbie, The Great Spider, Pthalto, Bheer, and Bloch...

GoH

Guest of Honour at a convention or a worldcon; a Big Name Pro or Fan.

Goon

Fandom's answer to the private eye of mystery fiction.

Goshwowboyoboy!

An enthusiastic howl of joy uttered by neofans.

Hitchie

A hitchie is a flange, only smaller.

Huckster

To sell, as in to sell fanzines, books, mags, and comics in the huckster room at conventions.

Hyperfanac

Hyper-fan-activity; when you run like mad to stay even.

Illo or Fillo

An illustration in a fanzine.

Ish

Issue, referring to a particular edition of a fanzine.

Lettercol

The letter column in a prozine or fanzine.

LoC

Letter of Comment to a fan or pro editor.

Lino

The abbreviation for interlineation, which is a quotation or a stray remark taken from context and reprinted between two parallel lines on a fanzine page.

LMJ

Loud Mouth Jackass, and fandom is shot through with them.

LNF

Little Name Fan; you, until you make a name for yourself.

Mimeo

A mimeograph.

Mundane

The ignorant world outside fandom, whence you came.

OE

Official Editor; the man who really runs the apa; he often distributes the mailings when they are due.

OO

Official Organ; the poopsheet of a club, society or apa.

Postcards

Government postcards sold inly in Georgia and Ireland. A typing error caused them to find favour in fandom.

Quasi-quote

A quotation set off "like this" to indicate that the quote is not an exact one, but an honest summation of the speaker's remarks. Care must be taken not to distort the original meaning, intention, or implications made by the speaker.

Quote covers

These are fanzine covers which are given over (in whole or in part) to silly or significant remarks dropped by fans or other people; a cover filled with linos.

Slan

A slan is a fannish superman, a real gone genius. Requirements are downward slanting eyes, broad mental horizons, and a pointed head; he may also have tendrils.

Snogging

Fannish version of necking.

TANSTAAFL

There Ain't No Such Thing As A Free Lunch.

Ten of Clubs

A gaming card lost or stolen from Tucker.

Thish

A contraction of "this issue". (Also, thisish.)

Typo

A typographical error.

Twonk's Disease

The ultimate in afflictions of any nature, possibly synonymous with falling of the armpits.

Wahf

We Also Heard From... Sorry, no room to print your LoC.

WKF

Well Known Fan. In the fannish hierarchy the WKF is placed between the LNF (or Neo) and the BNF. Unlike BNFhood, which can never be properly self-proclaimed, most fans who get to be known outside of their immediate local area (thereby becoming

WHO TO BLAME FOR MINICON 26

Executive Committee

Kay Drache
Karen Cooper
Karen Johnson
Lynn Litterer
Polly Jo Peterson

Programming

Cochairs

Eric M. Heideman
Sharon Kahn

Exec Liason

Polly Jo Peterson

Literary Subhead

Greg L. Johnson

General Fandom/ Electrocelluloid Media Subhead

Joe Agee

Science Subheads

Sally Morem
Paul Richards

Graphic Arts Subhead

Rodger Gerberding

Kids' Programming Subheads

Erik Baker
Corwin Brust

Green Room Manager

Elise Krueger

SHOCKWAVE/Closing Ceremonies

Jerry Stearns
David E. Romm

Meet the Pros Party Coordinator

Peg Kerr

Fan Fair Coordinators

Art Johnson
Ed Eastman
Lucia Johnson

Artists in a Bunch Coordinator

Giovanni Fregni

Mass Autographing

Coordinators
Laurel Winter
Gerri Balter

Masquerade Managers

Bill Lochen
Laura Lochen

Equipment Grips

Lee Reynolds
Todd McInroy
Art Johnson

Eleanor Arnason
Sybil Smith

David Lenander
Herman Schouten
Doug Friauf

Andrew Bertke
Victory White
Rebecca Chesin
Kay Sproll
Gayle Kaplan

Technical Support Services

MDX Rainhill

Convention Services

Head

Martin McClure

Info Center Subhead

Mark Abbott

Signs Subhead

Nancy Wirsig McClure

MTV Editor

DavE Romm

Voodoo Message Board

Rob Ihinger

Transportation

Lynn Anderson

Parties Monolith

Richard Tatge

Hotel

Co-Heads

Jeff Peasley
Rob Ihinger

Suite Gods

Elise Krueger
Victor Raymond

Gaming

Head

Herman Schouten

Ed Eastman
Peter Hentges
Bob Brynildson
Mike Quail
Bill Voss
Dave Wheeler

Moral Support

Gerri Balter

Life Support

Head

Ericka Johnson

Tom Bates
Linda Zapata
Doug Winston
Richard Sheaves
Colleen Bailey
Josh Meier

Liaisons

Liaison Liaison

Beth Friedman
Lisa Bah (Ves)
Eric Heideman
Elise Krueger
Victor Raymond
Joel Rosenberg

Parties

Head

Jeff Ahlstrom

Gerri Balter
Martin Schafer
Bill Bader
Curtis Gibson
Alice Ableman
Erik Baker
Jennie Baker
Jerry Boyajian
Corwin Brust
Elyssa Elmshauser
Erik Elmshauser
Marty Helgeson
Curtis Hoffman
Laura Krentz
Linda Lounsbury
Wild Phogg Pattinson
Sharyl Pearson
Winnipeg
*and many others – you
know who you are!*

Cuddle Squad

Head

Ericka Johnson
Renata Fosset
Steve Perry
Lee Pelton
Andie Dunn
Erika Revie (aka
Mathilde)
Ryan Alexander
Mike Devor
Curtis Gibson
Terry Garey
Bill Bader
Kayte Norini

*Have some real food and
get some sleep while
you're here. We want you
to have a good time.*

Special Returning Guest

Neil Rest as Dr. Whoopie
*Dr. Whoopie says, "Play
safe!"*

Insurance

Mitch Pockrandt

Operations

Co-Heads

Kathy Marschall
David Messer
Mark Abbott
Erik Baker
Jennie Baker
Tom Bates
Margo Bratton
Corwin E. Brust
Reen Brust
Rebecca Chesin
Greg Cotton
Kara Dalkey

David Dyer-Bennet
Ken Fletcher
Doug Friauf
Beth Friedman
Andre Guirard
Marty Helgeson
Felicia G. Herman
John Elwood Holmberg
Peg Ihinger
Robert F. Ihinger, Jr.
Eileen Lufkin
David Martin
Michael Martin
Kevin Matheny
Cat Ocel
Eustace Pangolin
Anna Ravenscroft
Tony Reeves
Mark Richards
Joel Rosenberg
Hewitt Schaefer
Martin Schaefer
Glenn Tenhoff
Doreen Thornley
Jack Wickwire
*(volunteered in
absentia by Karen
Cooper)*

*Errors and omissions are
the fault of David Messer.*

Registration

Co-heads

Scott Raun
Mitch Pockrandt
David Dyer-Bennet
David S. Cargo
Margo Bratton
Beth Friedman
*A host of at-the-con
volunteers*

Treasury

Jan Applebaum
Mark Richards

Filmeo

Head

John Garner

Lord Photon Displacement Engineers

Alice Ableman

Peter Leppic

Christina Dedanann

Minneapolis in '73

Head

Geri Sullivan

Jeff Schalles

Karen Schaffer

David Emerson

Bozos on the Bus

Ruth Anderson

Bob Berlien

Don Bindas

Michael Butler

Dave Clement

Garth Danielson

David Dyer-Bennet

Don Fitch

Doug Friauf

Terry Garey

Jeanne Gomoll

Jerry Kaufman

Susan Levy Haskell

Peter Hentges

Erika Johnson

Elise Krueger

John Ladwig

Kay McCutcheon

Jeanne Mealy

Sharyl Pearson

Neil Rest

Kathy Routliffe

Martin Schafer

David Schlosser

Jack Targonski

Suzanne Tompkins

Wilson "Bob" Tucker

The ReinCONation

Committee

and the billions and
billions of past, present,
and future Minneapolis
in '73 members . . .

Publications Authority

Dictator

Thomas Juntunen

Dictator of Vice

Glenn Tenhoff

Surveillance & Camera

Cat Ocel

Exec Infiltration

Polly Jo Peterson

Wetwork

Jordan Kells

Wedge

Field Agents

Geri Sullivan

Jeff Schalles

Wonderwoman

Kay Drache

Ghostwriter

Dave Romm

Paramecium Wrangler

Sandy Beach

Deniable Plausability

Victor Raymond

Wetware

Butch Yamaguchi

We also heard from...

*Finger pointing and
jeering is the right and
the obligation of every
member of the Minicon
Committee. These people
in particular wanted to
make their voices heard.*

Finger Pointing and Jeering

Chair (er, Recliner)

Val Lies

Mary Jo Baur

Bob Berlien

Steve Brust

Al Burnett

David C. Cummer

Andy Dunn

Sue Grandys

J. Elwood Holmberg

Fred Levy Haskell

Jeff Peasley

Maria Pinkstaff

Neil Rest

Jeff Schalles

Mike Slack

Geof Stone

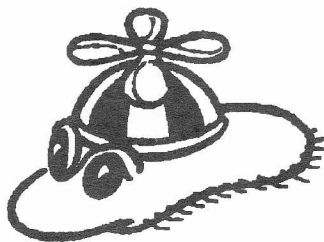
Geri Sullivan

Reed Waller

Mike Wallis

Kate Worley

Jane Yolen



Minicon 26 General Committee

Alice Ableman
Joseph E. Agee
Jeff Ahlstrom
Janice Anderson
Jan Appelbaum
Kevin Austin
Ves, aka Lisa Bah
Don Bailey
Gerri Balter
Andrew Bertke
Margo Bratton
Rebecca Chesin
Karen Cooper
Kay Drache
David Dyer-Bennet
Ed Eastman
Doug Friauf
Beth Friedman

John A. Garner
Curtis Gibson
Eric M. Heideman
Peter Hentges
John Elwood Holmberg
Rob Ihinger
Arthur Johnson
Ericka Johnson
Greg L. Johnson
Karen Johnson
Lucia A. Johnson
Sharon Kahn
Elise Krueger
Val Lies
Lynn A. Litterer
Martin McClure
David Messer
Sally Morem

Jeff Peasley
Polly Jo Peterson
Mitch Pockrandt
Scott Raun
Victor Raymond
Mark Richards
Paul Richards
David E. Romm
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Sybil Smith
Kay Sproll
Kevin Stahl
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Geri F. Sullivan
Twila Tuttle
Sara Zoss

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In addition to *Star Trek* events, we host social events and
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the world around us.

Come join us on the Rec Deck (poolside)
for *Star Trek: The Next Generation*
on Saturday evening starting at 5, and look for our posters all around the Con
for additional times our
Hospitality Suite will be open.

If you can't visit us during the weekend, please write
for more information.

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For Fans Who Take Science Fiction Seriously!

QUANTUM

Fall 1990 / Winter 1991 No. 38 \$3.00

Kim Stanley
Robinson
on Lucius Shepard

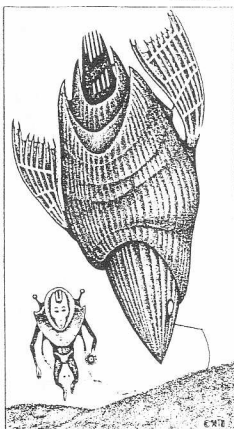
Michael
Bishop
on His Short Fiction

Connie
Willis
Interview

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Darrell
Schweitzer
Looks at SF Movies

Michael P.
Kube-
McDowell
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Thrust Publications
8217 Langport Terrace
Gaithersburg, Maryland 20877

NOTICES

Minicon 26 and
The Other Side Theater Co.
present:

"Ike at the Mike"*

A one-act play based on the
short story by Howard Waldrop.

Adapted for the stage
by Greg and Brian Johnson.

Friday, March 29th at 11:00 pm
in the Great Hall.

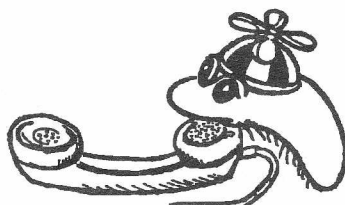
*"Ike at the Mike" by Howard Waldrop,
©1982 Omni Publications International,
Ltd. All rights reserved.

Derf, I thought you said you were a cleric?

MINICON IN THE FUTURE

As you know, Minicon is undergoing
many changes. If you would like to be a
part of that process, call the MN-STF
hotline at 824-5559 to find out when the
Minicon 26 Postmortem and future
meetings will be held.

In the mean time... don't you go
changin'!



WKFs) are usually allowed to state this fact without being considered out of line.

Zapgun

A fannish weapon which will never replace the old Remington rolling block. The victim is rendered sterile.

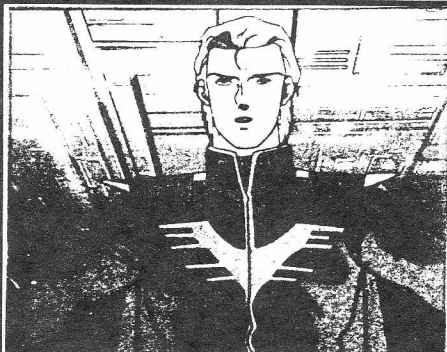
SPECIAL MENTION

Fugghead

A fellow closely related to the LMJ, one who speaks before he thinks, if he thinks at all. He is a loud fond of assinine statements, silly assertions, and fraudulent claims; an oaf with a babbling tongue. The first serconfan was a flagrant fugghead.

Fan Hoaxes

The history of fandom is studded with hoaxes, some mild, some virulent. One such hoax was a complete fanzine describing an imaginary convention, filled with the names of real people who were said to have attended by invitation only, and several others bit, expressing dismay for having been left out. Another successful hoax was the photograph of the cover of a new prozine said to be coming on sale soon. Four story titles were printed on the cover and the initials spelled out HOAX. The most persistent sham favoured by fans is the creation of an imaginary person, a new fan, sometimes complete to name and address. Most successful was the creation of "Carl Brandon"; an artful fellow said to be living on a California campus. Brandon wrote and published witty pieces, joined apas, published fanzines, and was so "real" that his unmasking at a convention caused a shock in fandom. He was the brainchild of five fans who took turns providing his fanac. Some cruel lies (hardly hoaxes) were the circulated reports saying fans had died, or committed suicide.



The Zeon Embassy welcomes you to
MINICON ANIMANIA Mk.4!
- Room 224 poolside -

Another round the clock Japanese
animation presentation, featuring
special guests; Fans, Pros, and
wannabe's!

Animated feature
films directed by

-Anno Hideaki
-Oshii Mamoru
-Miyazaki Hayao
and others.

Look for our special

TV animation presentation featuring
Fushigi No Umi No
NADIA

The Secret of Blue Water
DRAGONBALL
ZETA GUNDAM
THE DIRTY PAIR

and many more!

And don't forget . . .
*"Everything You Ever
Wanted To Know
About Sex
And Violence"*
THE SEQUEL!

SURPRISES!

**FREE
SCHEDULES!**



What To Do At Minicon - Part 2

"Somehow it Fits"

The initials "SF" have been used at various times to denote "science fiction," "speculative fiction," "science fantasy," and "somehow it fits." Some of our moderators/facilitators use "SF/Fantasy" in their event title, meaning that they intend SF to stand for "science fiction." But when we, the Programming Co-chairs, use SF in the following list, we mean it to stand for "speculative fiction," an umbrella term that includes science fiction, fantasy, and supernatural horror. Fantasy/horror fans, please consider yourselves included, and welcome.

Major Programming Function Rooms

Great Hall West (GH West) is being used for major events, such as the play, Fan Fair, Mass Autographing, Masquerade, and Art Auction.

Boulevard Room (Blvd) is the home of science programming, plus some literary panels. It includes the Science and Author Guest of Honor interviews.

Plaza Room (Plaza) is our main room for fannish programming, including "*The Live Mainstream*" and "*My Dinner With Singer*," several "silly" events such as the "Pun-el," and panels/discussions of film/television SF.

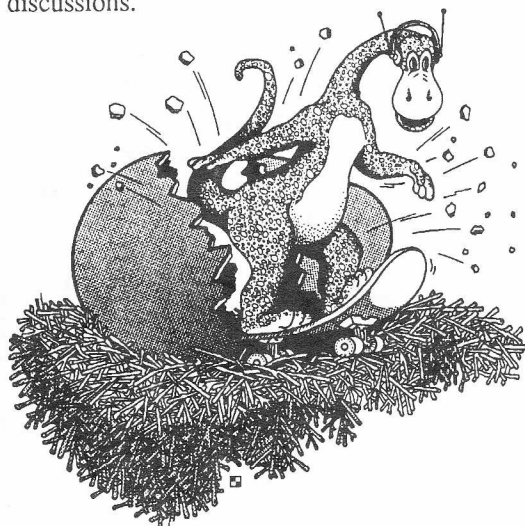
The three Atrium rooms are forming a "literary corridor" this year. **Atrium I** is now "Way Station," a room for readings, lectures, and author forums. **Atrium II** is now "Krushenko's Annex," our science fiction/fantasy coffee house. This year the newly-dubbed "Annex" has a certain amount of literary programming, including some formal panels, but emphasizing informal and semi-formal roundtable discussions. Equally important is the Annex's "down-time;" when the room's not scheduled, come and make friends who share your interest in talking about fantasy and science fiction! Krushenko's (**Atrium III**) is our main literary programming room, emphasizing more formal panels, plus a few less formal discussions.

Village III and **Village IV** (new this year), right downstairs from the Atrium rooms, are concentrating on additional fannish programming and graphic arts programming. They are conveniently close to the Gaming Lounge (**Village I**) and the Filmeo Room (**Village II**).

Look for the No-NEA Label!



This year we are using an No-NEA ("not eligible for National Endowment of the Arts funding") label to denote programming events which we and the event moderators/facilitators consider likely to contain provocative, controversial material.

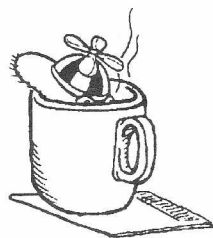


SF in Books & Magazines

Friday

Krushenko's Scheduling Information

Other *12 Noon* *Atrium 3 (Krushenko's)*
Krushenko's (Atrium 3) and Krushenko's Annex (Atrium 2) open.
Both remain open around the clock, for scheduled and spontaneous
discussions of science fiction and fantasy; Krushenko's until
6:00 p.m. Sunday, Krushenko's Annex until 10:00 p.m. Sunday.



Working in the Shadows

Discussion *2:00 PM - 3:00 PM* *Atrium 2 (Krushenko's Annex)*
What techniques do writers use "behind the scenes" to make their stories work?
L.A. Taylor; Moderator
Participants: Steve Mudd, Kris Jensen, Kara Dalkey, and Peg Kerr

Science Fiction SubGenres Defined and Derided.

Panel *2:00 PM - 3:00 PM* *Atrium 3 (Krushenko's)*
Is science fiction so "genriefied" now that if one writes a story that doesn't fit people
don't know what to do with it?
John Calvin Rezmerski; Moderator
Participants: Phillip C. Jennings, John M. Ford, Bruce Bethke, and Gail S. Van Asten

Cyberpunk Considered as a Historical Movement

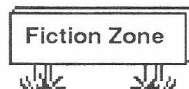
Panel *3:00 PM - 4:00 PM* *Atrium 3 (Krushenko's)*
What were the roots of cyberpunk writing, and how has it affected the SF field? Will it
continue to have influence, or simply fade away?
Greg L. Johnson; Moderator
Participants: Curtis H. Hoffman, John W. Taylor, Bruce Bethke, and Amanda Elg

Katherine Kurtz: Author of the Camberian and Kelson Chronicles

Panel *3:00 PM - 4:00 PM* *Atrium 2 (Krushenko's Annex)*
Discussion of the way Katherine Kurtz's work combines alternate universes, history,
society, and a remarkable people who should exist.
Victory White; Moderator
Participant: Patricia Kenneally

Al and Mary Kuhfeld Tag-Team Fiction Reading

Reading *3:00 PM - 4:00 PM* *Atrium 1 (Way Station)*
The Kuhfelds read their collaborative science mystery "Night Light."



Eco-Feminism

Panel 4:00 PM - 5:00 PM *Atrium 3 (Krushenko's)*

Examines recent long, stately-paced novels about peace and the environment written by women; the other major trend (besides cyberpunk) in SF of the '80s.

Eleanor Arnason; Moderator

Participants: Terry A. Garey, Ruth Berman, and Michael Levy



Good Books You Might Have Missed

Panel 5:00 PM - 6:00 PM *Atrium 3 (Krushenko's)*

What are some less well-known science fiction and fantasy books published during the last couple of years that are worth searching for? What's good about them?

Michael Levy; Moderator

Participants: George "Lan" Laskowski, Russell Letson, and Greg Ketter

Fiction Reading: Patricia C. Wrede

Reading 5:00 PM - 6:00 PM *Atrium 1 (Way Station)*

Fiction Reading: Eleanor Arnason

Reading 6:00 PM - 7:00 PM *Atrium 1 (Way Station)*

Reads from a work in progress containing controversial material.



Borderline

Panel 6:00 PM - 7:00 PM *Atrium 3 (Krushenko's)*

Examines stories (by Philip K. Dick, Jonathan Carroll, Henry James, Kate Wilhelm, et al) firmly grounded in reality into which fantastic elements are suddenly thrust. Is it reality, imagination, or madness on the part of the narrator/viewpoint character?

Dwayne H. Olson; Moderator

Participants: John W. Taylor, David, Lenander, Rodger Gerberding, and Phillip J. Rahman

Dragon Writers of Pern

Discussion 6:00 PM - 7:00 PM *Atrium 2 (Krushenko's Annex)*

A readers' and writers' discussion of the Pern books of Anne McCaffrey as jumping-off points for generating new stories set in the Pern universe.

Andrew Bertke; Moderator

Participants: Dianne Murphy and Victory White

Meet the Pros Party

Discussion 8:45 PM - 10:00 PM *Poolside*

After the conclusion of opening ceremonies introductions, GOHs, writers, artists, editors and fans meet and mingle. Enjoy!

Peg Kerr; Host

J.R.R. Tolkien at Work

Lecture 10:00 PM - 11:00 PM Atrium 1 (Way Station)

On the evolution of Tolkien's LORD OF THE RINGS

Steven M. Deyo; Host

Violence: A Feminist Response

Panel 10:00 PM - 11:00 PM Blvd

How can violence be ethically portrayed in fiction? What should writers and readers do when it isn't?

Elaine Bergstrom; Moderator

Participants: Mickey Zucker Reichert, Gail S. Van Asten, Steve Mudd, and Peg Kerr



IKE AT THE MIKE

Performance 11:00 PM - Midnight GH West

A one-act play based on the short story by Howard Waldrop; script by Greg L. Johnson and Brian Johnson, directed by Brian Johnson.

Vampires on a Bed of Rice

Panel Midnight - 2:00 AM Atrium 3 (Krushenko's)

A returning panel focusing on the vampire character in the works of Anne Rice, this time discussing the effects of immortality on the psyche and the search for Truth, Beauty, and Meaning.

Joe Agee; Moderator

Participant: Andrew Bertke

Saturday

THE PRISONER'S DILEMMA and Cooperation

Discussion 9:00 AM - 10:00 AM Atrium 2 (Krushenko's Annex)

Why do people sometimes cooperate and sometimes not? A discussion of Robert Axelrod's book, THE EVOLUTION OF COOPERATION and how the game THE PRISONER'S DILEMMA relates to cooperation and human interaction.

Rebecca Chesin; Facilitator

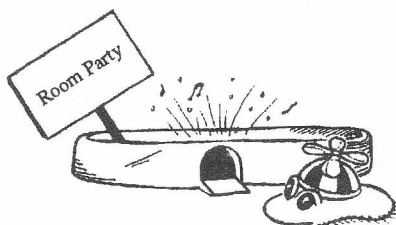
The More You Know, the Better World You Can Create

Panel 10:00 AM - 11:00 AM Atrium 3 (Krushenko's)

A study of the vast cultural differences already in existence, and of the diversity of flora, fauna, and geological forms that actually exist, may stimulate world-building and help avoid the grasslike, the treelike, and the horselike.

Steven M. Deyo; Moderator

Participants: Patricia C. Wrede, Kara Dalkey, Mary Pulver Kuhfeld, Gail S. Van Asten, and Margaret Howes



Has Burbank Taken Over?**Panel** 10:00 AM - 11:00 AM Atrium 3 (Krushenko's)

Are there any SF books of the present era, 1978 and beyond, that are common to at least two-thirds of us? Enough so that the remainder ought to run out and read them to retain their credentials? Or have films become our only common language?

Greg L. Johnson; Moderator

Participants: John Calvin Rezmerski, John Taylor, Bruce Bethke, and George "Lan" Laskowski

Fiction Reading: Terry A. Garey**Reading** 11:00 AM - Noon Atrium 1 (Way Station)**Writing about the (Human) Other****Panel** 11:00 AM - Noon Atrium 3 (Krushenko's)

Writing about people who are different from the author, including minorities to which the author does not belong. Why should one do it, and how can one do it well? (For related themes, see "Who is That Green Lady?" and the fiction of Octavia E. Butler)

Eleanor Arnason; Moderator

Participants: Bruce Bethke, Peg Kerr, George Alec Effinger, and C.J. Mills

**Who Is That Green Lady?****Panel** Noon - 1:00 PM Atrium 3 (Krushenko's)

Why did the cover of Octavia E. Butler's MIND OF MY MIND portray a green woman when the novel's main character is a black woman? And why aren't there more non-Caucasian human characters in Science Fiction and Fantasy — and non-Caucasian readers?

Gerri Balter; Moderator

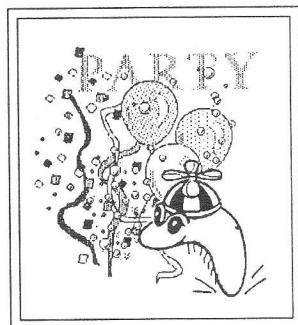
Participants: Steve Mudd, Sybil Smith, Eleanor Arnason, and Joyce Maetta Odum

**The Hidden Stress of Being a Writer: How Many Relationships Have You Sacrificed to Your Latest Book?****Panel** Noon - 1:00 PM Atrium 3 (Krushenko's)

Examines how contracts, deadlines, proofreading page proofs, doing signings and special appearances, and attending conventions can disrupt one's day job and home life. What choices do writers make, and how do their friends and loved ones cope?

Kris Jensen; Moderator

Participants: Nathan A. Bucklin, P.C. Hodgell, Phillip C. Jennings, and Elaine Bergstrom



Garden, Dark Forest, City Street: The Changing Landscape in Fantasy

Panel 1:00 PM - 2:00 PM **Atrium 3** (Krushenko's)

Should landscape in fantasy novels be used merely as background, or as part of the plot? Now that many fantasy novels are moving into the city, are we substituting the city for the garden and the dark forest?

Elise Krueger; Moderator

Participants: John M. Ford, Jane Yolen, and Steve Mudd

Editorial vs. Authorial Intention: the Clash of Titans

Panel 1:00 PM - 2:00 PM **Atrium 3** (Krushenko's)

Who gives when an editor and author disagree about the author's writing? When should an author put the foot down and when should an author roll over and expose the throat?

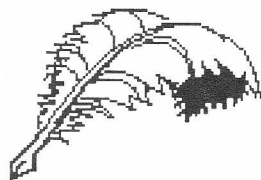
Peg Kerr; Moderator

Participants: Kris Jensen and C.J. Mills

Mass Autographing, Hour 1 of 2

Other 2:00 PM - 3:00 PM **GH West**

George Alec Effinger, David A. Cherry, Gordon R. Dickson, Jane Yolen, Joel Rosenberg, P.C. Hodgell, Pamela Dean, Kara Dalkey, Phillip C. Jennings, Mickey Zucker Reichert, Bruce Bethke, Gail S. Van Asten, C.J. Mills, and Laurel Winter



The Fiction of Octavia E. Butler

Panel 2:00 PM - 3:00 PM **Atrium 3** (Krushenko's)

Focuses on the PatternMaster series and the Xenogenesis trilogy, with a side trip into how Butler's fiction is different from much of science fiction, including the role of race in her fiction.

Capper Nichols; Moderator

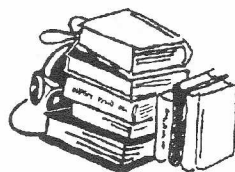
Participants: Gerri Balter, Michael Levy, Sybil Smith, and Marianne D. Hageman

Fiction Reading: Will Shetterly

Reading 2:00 PM - 2:30 PM **Atrium 1** (Way Station)

Fiction Reading: Emma Bull

Reading 2:30 PM - 3:00 PM **Atrium 1** (Way Station)



Author's Forum: Joel Rosenberg

Forum 3:00 PM - 4:00 PM **Atrium 1** (Way Station)

Joel converses about his writing and other topics.

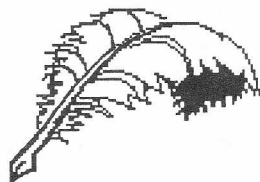
Mercedes Lackey: Magic, Loyalty, and Sacrifice

Panel 3:00 PM - 4:00 PM *Atrium 2 (Krushenko's Annex)*

Examines the way Lackey's characters combine magic and psi abilities while exhibiting qualities of loyalty and self-sacrifice.

Victory White; Moderator

Participant: Roxanne Widmer



Mass Autographing: Hour 2 of 2

Other 3:00 PM - 4:00 PM *GH West*

Wilson Tucker, Emma Bull, Glen Cook, Will Shetterly, L.A. Taylor, Kris Jensen, Steve Mudd, Donald Aamodt, and Sandra J. Lindow

Traveler in Faerie: Using Fairy Tale Material in Modern Novels

Panel 4:00 PM - 5:00 PM *Blvd*

Is fairy tale material in modern novels a straight jacket, or just a starting point? How many times can the same material be used without wearing thin?

Kara Dalkey; Moderator

Participants: Patricia C. Wrede, and Pamela Dean

George Alec Effinger Interviewed (Out Loud)

Interview 4:00 PM - 5:00 PM *Blvd*

Come learn about the Author GOH and his work.

Eric M. Heideman; Interviewer

The Influence of Anthony Boucher as Editor

Panel 5:00 PM - 6:00 PM *Atrium 3 (Krushenko's)*

Examines the influence of Boucher, who edited the ground-breaking "Magazine of Fantasy and Science Fiction" during the 1950's, in shaping readers.

Ruth Berman; Moderator

Participants: Charles DeVet, Gordon R. Dickson, and Wilson Tucker

Fiction Reading: Peg Kerr

Reading 5:00 PM - 5:30 PM *Atrium 1 (Way Station)*

Rivendell Group Meeting:

Ursula K. LeGuin's TEHANU: THE LAST TALE OF EARTHSEA

Meeting 6:00 PM - 7:30 PM *Atrium 3 (Krushenko's)*

The Rivendell Group is Minnesota's senior speculative book discussion group, holding monthly fantasy book discussions since 1973.

David Lenander; Moderator

How to Write SF: Rhetorical Snake Oil Manuals

Panel 6:00 PM - 7:00 PM **Blvd**

Are "How-To" books useful in teaching SF writing or are they simply exercises in literary criticism with a few comon-sense bromides?

John W. Taylor; Moderator

Participants: George "Lan" Laskowski, Phillip C. Jennings, and Hal Hintze

Your Airlock or Mine: Is There Enough Sex in SF?

Panel 7:00 PM 8:00 PM **Blvd**

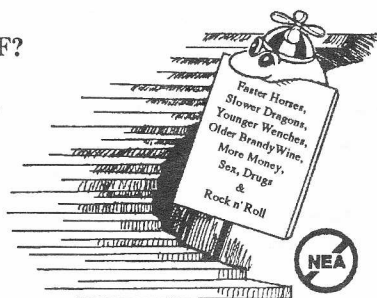
Have publishers become reluctant to publish fantasy and science fiction novels with lots of sex in them?

Why? Whatever happened to the "good old days" of DHALGREN?

(Part 1 of a triad of panels
on Sex, Drugs, and Rock 'n Roll)

Terry A. Garey; Moderator

Participants: Kris Jensen, John Calvin Rezmerski, Camilla Decarnin, Reed Waller, and Kate Worley



Fiction Reading: Elaine Bergstrom

Reading 7:30 PM - 8:00 PM **Atrium 1 (Way Station)**

Minnesota Imaginative Fiction Writers' Alliance Meeting:

SF Writing Groups: the 1991 Scene

Meeting 7:30 PM - 8:30 PM **Atrium 3 (Krushenko's)**

Members of SF writing groups tell how their groups function and give tips on how to start and maintain a writing group. Since 1985, this annual Minicon meeting has been instrumental in helping many aspiring SF writers make connections with one another.

Eric M. Heideman; Convenor

Drugs in SF: From Intergalactic Narcs to Expanded Consciousness

Panel 8:00 PM - 9:00 PM **Blvd**

Sharon Kahn; Moderator

Participants: Nathan A. Bucklin and Curtis H. Hoffman



Science Fiction/Fantasy Poetry Reading

Reading 8:30 PM - 10:00 PM **Atrium 3** (Krushenko's)

Includes readings by several contributors to the newly published Rune Press anthology, TIMEFRAMES.

Terry A. Garey; Host

Participants: Jane Yolen, Ruth Berman, Laurel Winter, John Calvin Rezmerski, and Sandra J. Lindow

Author's Forum: Glen Cook

Forum 9:00 PM - 10:00 PM **Atrium 1** (Way Station)

Glen Cook converses about his writing with his readers.

Space, Rattle and Roll

Panel 9:00 PM - 10:00 PM **Blvd**

Examines the mutual influence of SF writers and rock 'n' roll musicians.

Greg L. Johnson; Moderator

Participants: Curtis H. Hoffman, Ernie Batson, Bruce Bethke, and Rod Smith



Authors' Obsessions: Or Not Another Bag-Lady-Meets-God Story, Melvin! What's Gotten Into You?

Panel 10:00 PM - 11:00 PM **Atrium 3** (Krushenko's)

Authors discuss their own and other authors' obsessions.

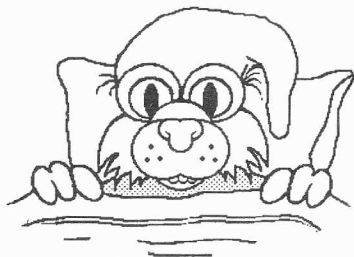
Phillip C. Jennings; Moderator

Participants: Bruce Bethke, George Alec Effinger, and Mickey Zucker Reichert

Bedtime Stories with Jane Yolen

Performance 11:00 PM - 1:00 AM **Atrium 3** (Krushenko's)

An annual Minicon treat. If you haven't discovered Auntie Jane's skill at story-telling, come and be enchanted.



Why Science Fiction?

Discussion *Midnight - 1:00 AM* **Atrium 2** (Krushenko's Annex)

What can SF do that can't be done just as well or better in other types of fiction? Is SF just another form of escapist fiction like the romance novel or the Western, or can it be something more: not just "great science fiction" but "great fiction?" BYO opinions.

Thomas A. Winterstein; Moderator

Participant: George "Lan" Laskowski

The Works and Wonders of Jack Vance

Discussion 10:00 AM - 11:00 AM *Atrium 2 (Krushenko's Annex)*

Looks at how and why Vance's fiction is wonderful (or isn't).

Russell Letson; Moderator

Participant: Phillip C. Jennings

Small Presses in SF/Fantasy

Panel 10:00 AM - 11:00 AM *Atrium 3 (Krushenko's)*

The joys, woes and value of small press publishing.

Terry A. Garey (Tales of the Unanticipated); Moderator

Participants: Jerry Kaufman (Serconia Press), Dwayne H. Olson (Jwindz Publishing), and Hal Hintze (Atopos)

Fiction Reading: Jane Yolen

Reading 11:00 AM - Noon *Atrium 1 (Way Station)*

Censorship: Threat or Menace?

Panel 11:00 AM - Noon *Atrium 3 (Krushenko's)*

Examines both economic and political censorship. How is SF affected by the current NEA flap, the feminist/pornography issue, and the conservative/Christian/pro-family movement?

Eleanor Arnason; Moderator

Participants: Rodger Gerberding, Capper Nichols, George Alec Effinger, and Camilla Decarnin



Fiction Reading: George Alec Effinger Reads (Out Loud)

Reading Noon - 1:00 PM *Atrium 3 (Krushenko's)*

Fiction Reading: Mickey Zucker Reichert

Reading 1:00 PM - 2:00 PM *Atrium 1 (Way Station)*

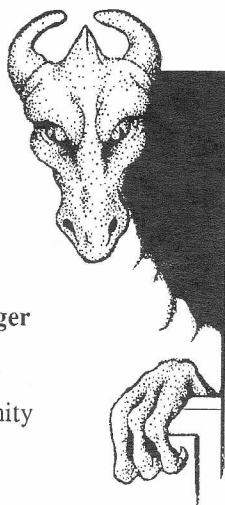
Second Foundation Meeting: The Fiction of George Alec Effinger

Meeting 2:00 PM - 3:30 PM *Atrium 3 (Krushenko's)*

A Minicon tradition since 1983, the Sunday afternoon meetings of this science fiction book discussion group give readers an opportunity to talk about the author GOH's work and ask the author questions.

Eric M. Heideman; Moderator

Participant: George Alec Effinger



Fiction Reading: Laurel Winter

Reading **2:00 PM - 2:30 PM**

Atrium 1 (Way Station)

Fiction Reading: L.A. Taylor

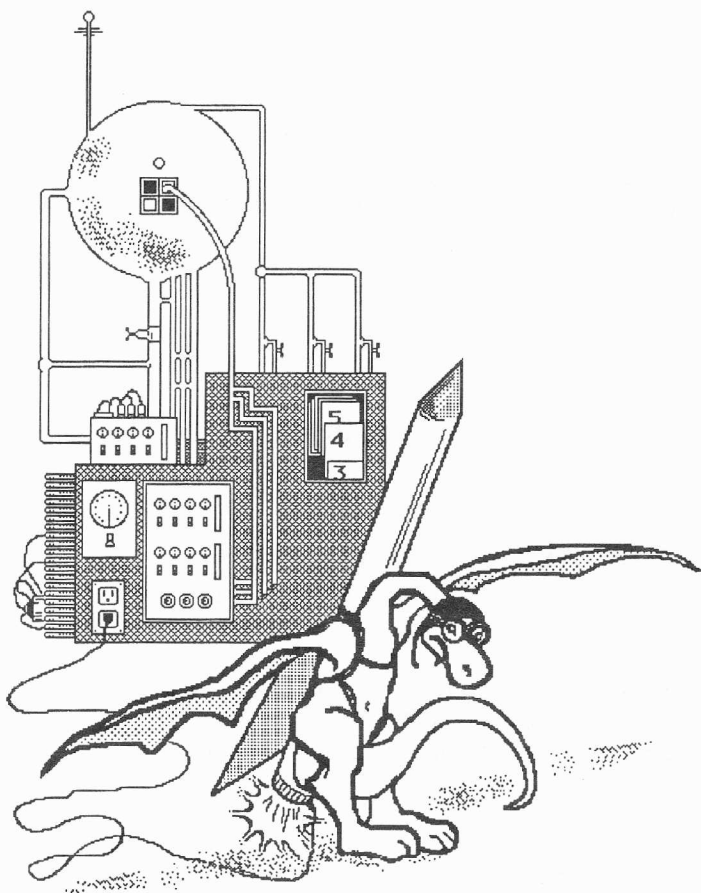
Reading **2:30 PM - 3:00 PM**

Atrium 1 (Way Station)

Fiction Reading: P.C. Hodgell

Reading **3:00 PM - 3:30 PM**

Atrium 1 (Way Station)



SF in ElectroCelluloid Media

Friday

SHOCKWAVE

Performance 7:00 PM - 8:00 PM *GH West*

SF radio comedy show, taped for later broadcast on KFAI. Audience participation encouraged, nay mandated!

Jerry Stearns & Dave Romm; Hosts

Participants: Jon Singer and Kara Dalkey

Twin Peaks Night Owls

Panel 10:00 PM - 11:00 PM *Atrium 3 (Krushenko's)*

Analyzes David Lynch's cinematic style and characterizations. When, precisely, will that gum that we like be coming back in style?

Joe Agee; Moderator

Participants: Kay Sproll, Jerry Boyajian, and Capper Nichols

Saturday

Star Trek News and Views

Panel 2:00 PM - 3:00 PM *Plaza*

Art Johnson; Moderator

Participants: USS Nokomis

What Have They Done to My Baby?

Lecture 4:00 PM - 5:00 PM *Atrium 1 (Way Station)*

Talk, with charts, about what happens to a book after it's sold.

C.J. Mills

25 Years of Trek

Discussion 4:00 PM - 5:00 PM *Plaza*

The USS Phoenix pays tribute to Star Trek's silver anniversary, examining how the phenomenon has evolved from the classic series to film to the "Next Generation."

What elements have contributed to Trek's longevity?

Joe Agee; Moderator

"Based on the Story by...": Film Adaptations of Written SF.

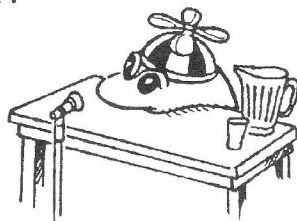
Panel 10:00 PM - 11:00 PM *Plaza*

Which film adaptations of written SF work? Which don't?

Is an accurate adaptation possible.

Ed Eastman; Moderator

Participants: Doug Friauf and Lee Reynolds



USS Phoenix Discussion: Do Androids Really Dream...?

Meeting 11:00 AM - Noon Plaza

Take part in a debate about the emotional potential of Data, Star Trek's android who longs to be human. Is he a mechanical Pinocchio or just an example of very slick programming?

Joe Agee; Moderator

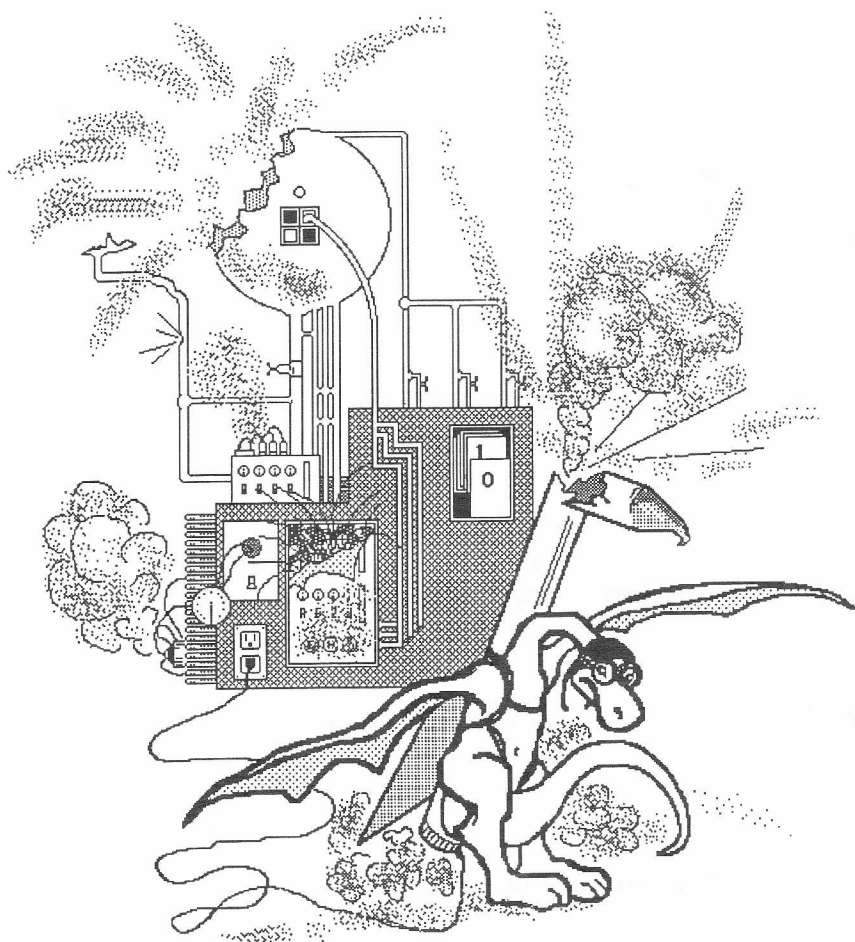
Participants: Victory Starbourne and Patricia Kenneally

Trek Peaks

Performance 3:00 PM - 3:30 PM GH West

SF Radio Comedy Show

Participants: Andrew Bertke and Joe Agee



SF in Graphic Arts Media

Friday

Artists in a Bunch

Other 12:30 PM - 1:30 PM GH West

Artists and craftsmen demonstrate their work-in-progress at tables.

Giovanna Fregni; Host

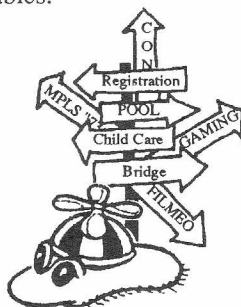
Participant: Erin McKee and David A. Cherry

The Business of Being an SF/Fantasy Illustrator

Panel 5:00 PM - 6:00 PM Village 3

How do aspiring artists break into science fiction and fantasy illustration? How do they promote their work? How do they preserve their consciences while remaining a marketable commodity?

Participants: James Jamison and Erin McKee



Saturday

Technique

Slide Show 10:00 AM - 11:30 AM Village 4

Slideshow and Lecture. The Artist GOH takes us through all the steps from initial concept to sketch to finished painting.

David A. Cherry

Minnesota Cartoonists' League: The History of Cartooning in Minnesota

Lecture 1:30 PM - 2:30 PM Village 3

With the aid of slides and videotapes, the Cartoonists' League shares the rich 90-year heritage of Minnesota cartooning.

David Mruz; Moderator

Participants: Reed Waller and Kate Worley

Ethics in Art: Avoiding Plagiarism

Panel 3:00 PM - 4:00 PM Village 4

What is the difference, in terms of fine art vs. commercial art, between a "quotation" and a "swipe"?

Erin McKee; Moderator

Participants: Rodger Gerberding, David A. Cherry, and Michael Waltz

Wonder Woman: the Panel

Panel 5:00 PM - 6:00 PM Atrium 2 (Krushenko's Annex)

Princess Diana of Paradise Island, created by Charles Moulton in 1941, is 50. A golden-anniversary look at the lives, times, mythic and modern sources, and enduring appeal of the quintessential comic book heroine.

Rodger Gerberding; Moderator

Participants: Sybil Smith, David Mruz, and Ed Eastman

David A. Cherry and His Art

Slide Show **9:00 PM - 10:00 PM** **Plaza**

The artist GOH presents a slide show and lecture giving a tour through his art, who he is and what he's done.

David A. Cherry

Art Auction

Other **10:00 PM - Midnight** **GH West**

Don Bailey; Committee Head/Art Show



Sunday

The Flash Lives!

Panel **10:00 AM - 11:00 AM** **Village 4**

Whirlwind adventures of the fastest man alive! 51 years of Flash history, from Flash Comics # 1 to CBS tv, with special attention to the classic work of Gardner F. Fox, John Broome, Julius Schwartz, and Carmine Infantino.

Eric M. Heideman & Ed Eastman; Moderators

Association of Science Fiction and Fantasy Artists

Meeting **11:00 AM - Noon** **Village 3**

Interested in joining ASFA? Come and find out about it.

Erin McKee; Host



Research for SF/Fantasy Illustration

Panel **Noon - 1:00 PM** **Village 3**

How much do/should science fiction/fantasy illustrators consult sources to produce an ACCURATE drawing/painting? What sources should they consult?

Rodger Gerberding; Moderator

Participants: Erin McKee, James Jamison, David A. Cherry;, and Michael Waltz

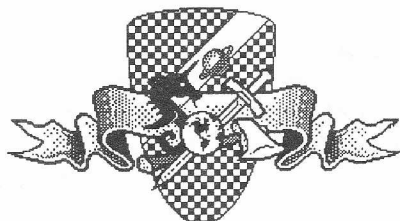
The Art of Mahlon Blaine

Slide Show **1:00 PM - 2:00 PM** **Village 4**

Mahlon Blaine (1894?-1969) was a distinctive and quirky book and magazine illustrator for over 40 years.

A noted Blaine collector shows and discusses his work, published and unpublished; some of it sexual in nature.

Roland Trenary; Host



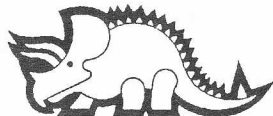
A User's Guide to the Advisory Report on NASA's Future

Panel **2:00 PM - 3:00 PM** **Bld**

Panelists give their reactions to the report of the Advisory Committee on the Future of the U.S. Space Program.

Paul Richards; Moderator

Participants: Rick Gellman, Laurel Winter, Mike Dorn, and Ben Huset.



Artificial Intelligence: What's New?

Panel **3:00 PM - 4:00 PM** **Bld**

What's new — and what lies ahead — in this ever-changing field.

George Kubik; Moderator

Participants: Earl Joseph and John Sladek;

Cosmic Connections: The Joys and Hazards of Computer Bulletin Boards

Panel **4:00 PM - 5:00 PM** **Plaza**

Computer bulletin boards allow you to "rub shoulders" with people in Boston, L.A., and Japan whom you've never actually "met". How can they help and hurt a writer?

Laurel Winter; Moderator

Participants: Debbie Hodgkinson, George Alec Effinger, and David Dyer-Bennet

Magellan: A Radar Close-Up of Venus

Panel **4:00 PM - 5:00 PM** **Bld**

An overall view of the latest discoveries and theories of Venus.

Tina Bird; Moderator

Participants: Jess Larsen, Claia Bryja, and Chris Taylor

Which Way Will Nanotechnology Go?

Lecture **5:00 PM - 6:00 PM** **Bld**

Lecture and videotape on the 1989 Foresight Conference on nanotechnology at Stanford.

Hank Lederer



Nanotechnology and MicroMachines

Panel **6:00 PM - 7:00 PM** **Bld**

Micromachine technology is being worked on now. Will it lead to nanotechnology (i.e. the technology of extremely small machines), that might be able to make anything out of anything?)

Earl Joseph; Moderator

Participants: Dennis Polla, Hank Lederer, and Brian Toren

WorldBuilding Group Meeting: Designing a Space Ark Society

Meeting **Midnight - 2:00 AM** **Atrium 2 (Krushenko's Annex)**

Sally Morem; Moderator

Participants: Lynne Holdom and Dan Goodman

Saturday

Anatomy for Fantasy WritersLecture

Lecture **10:00 AM - 11:00 AM** **Atrium 1 (Way Station)**

A medical doctor speaks about her "favorite" medical science errors made by science fiction and fantasy writers. Warning: this lecture includes information about what really happens when people get head injuries, sword wounds, and infections.

Lisa Freitag



The Doctor is IN—Session I

Workshop **11:00 AM - Noon** **Blvd**

In the first of two sessions, the Science GOH helps SF writers with science problems in their stories. This is a great opportunity to see how Dr. Kuhfeld makes science fun.

Al Kuhfeld; Host

Write Your Congress-Critter: Space Politics and Activism

Panel **Noon - 1:00 PM** **Blvd**

How does space politics work in Washington; how can you get involved at home?

Scott Shjefte; Moderator

Participants: Jim Muncy, Ben Huset, and Ann Shjefte

The REAL U.S. Space Program is Doing Fine

Panel **1:00 PM - 2:00 PM** **Blvd**

A look at private space groups and private companies and their space-related research (e.g. the Biosphere Project; the Mars balloon).

Paul Richards; Moderator

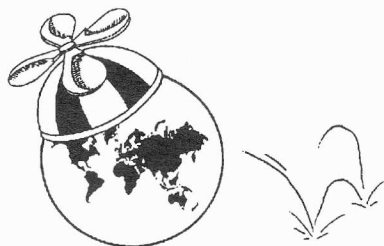
Participants: Earl Cook, Paul Kirst, and Jess Larsen

Al Kuhfeld Interviewed (Out Loud)

Interview **2:00 PM - 3:00 PM** **Blvd**

Our interviewers explore Dr. Kuhfeld's multi-faceted background and interests as a writer, scientist, and fan.

Mary Pulver Kuhfeld, Sally Morem , and Richard Tatge; Interviewers



Minnesota Space Frontier Society Meeting: The Hubble Space Telescope**Meeting** **3:00 PM - 4:00 PM** **Blvd**

Looks at the Hubble's planning, building, launching, and results.

*Sally Morem; Moderator**Participants: Bill Higgins and Tina Bird***When is it Okay NOT to Save Lives?****Panel** **5:00 PM - 6:00 PM** **Blvd**

Technological advances have changed the definition of human life. Can we make a decision about quality vs. quantity of life? When do the needs of the many outweigh the needs of the few or the one?

*Polly Jo Peterson; Moderator**Participants: L.A. Taylor, Mickey Zucker Reichert, and Lisa Freitag***Think of It as Evolution in Action: the Science Panel****Panel** **10:00 PM - 11:00 PM** **Blvd**

Considers evolution as a scientific theory. What is a scientific theory and what is evolution? How does it work?

*Sally Morem; Moderator**Participants: Janet Lewis, Hal Hintze, Al Kuhfeld, and Lynne Holdom***Desert Storm: Our First Science Fiction War?****Discussion** **11:00 PM - Midnight** **Atrium 2 (Krushenko's Annex)***Sally Morem; Moderator*

Sunday

Science Education (or Lack Thereof)**Panel** **10:00 AM - 11:00 AM** **Blvd**

Examines science failures (and successes, if any) in kindergarten through college.

*L.A. Taylor; Moderator**Participants: Pat Heller and Janet Lewis***Religion and Science****Panel** **11:00 AM - Noon** **Blvd**

Can science and religion be complementary, rather than antagonistic?

*Al Kuhfeld; Moderator**Participants: Mary Pulver Kuhfeld and Craig Koller***The Doctor is IN: Session II****Workshop** **Noon - 1:00 PM** **Blvd**

Dr. Al Kuhfeld dispenses more scientific advice to SF writers.



General Fandom

Friday

Role-Players, Why Don't You Use Miniatures Like Real People?

Panel 4:00 PM - 5:00 PM Village 3

Herman Schouten; Moderator

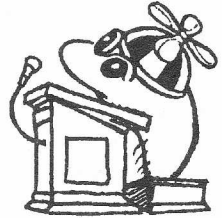
Participants: Ed Eastman and Bob Vrynaldson

Opening Ceremonies Introductions

Other 8:00 PM - 8:40 PM GH West

Jon Singer; Master of Ceremonies

Participants: Al Kuhfeld, David A. Cherry, Suzanne Tompkins, George Alec Effinger, and Jerry Kaufman



3rd Annual Minicon Pun-El: The Pun Also Rises

Panel 10:00 PM - 11:00 PM Plaza

Come join the punelists for more mad punning. Check your produce at the door.

Beth Eastman; Moderator

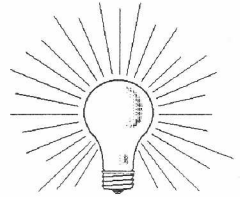
Participants: Bill Bader, Kara Dalkey, Al Kuhfeld, and Ed Eastman

Idea-Tripping Jam

Panel Midnight - 1:00 AM Plaza

Many of us enjoy wide-ranging conversations, particularly which involve playing with ideas. Is it possible to have such a conversational jam session?

Participants: Jon Singer, Pamela Dean, and Curtis H. Hoffman



Saturday

Christian Fandom

Meeting 10:00 AM - 11:00 AM Village 3

Marty Helgesen; Host

Fan Fair

Other 10:00 AM - Noon GH West

This major Minicon event returns for its second year; many fan groups will have literature tables and friendly people. Come and learn about this richly diverse community. No secret passwords required!

Art Johnson, Lucia Johnson, and Ed Eastman; Hosts

Details in Costuming: the Little Things Count

Panel **10:30 AM - Noon** **Plaza**

Panel and Q/A on costuming, finishing touches, creative use of materials and fabrics, how detailing and exactness in science fiction and fantasy work toward prize-winning costumes.

Kenneth Darden; Moderator

Participants: James Cullem and A.J. Cullem

Games of the Future: Cyberpunk and Beyond

Panel **11:00 AM - Noon** **Village 3**

Examines future-oriented games and what they predict about the future. Discusses the use of computers as game aids.

David A. Wallbridge & Hosts

Participants: Dave Duccini and Roger E. Moore (Dragon Magazine)

The Galactic Gourmet II

Panel **Noon - 1:00 PM** **Plaza**

Talk show, featuring recipes from across the galaxy, including recipes from the new USS Phoenix GALACTIC GOURMET COOKBOOK (free samples available in the Phoenix Hospitality Suite after the panel!)

Deb Nickelson; Moderator

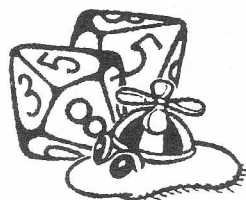
Participants: Phil Goldman, William Crolley, Jane Dusek, Mary Jo O'Rourke, Rebecca Vasquez, Renee Anderson, and Victory Starbourne

Gaming and the Literature it Spawned

Panel **Noon - 1:00 PM** **Village 3**

Herman Schouten; Moderator

Participant: Barbara G. Young (Dragon Magazine)



Masquerade Informational Meeting

Meeting **1:00 PM - 2:00 PM** **Veranda 7&8**

Bill Lochen and Laura Lochen; Moderators

Evolution of Fanzine Technology in Action

Panel **1:00 PM - 2:00 PM** **Village 4**

Fanzines from hecto to desktop publishing.

Jerry Kaufman; Moderator

Participants: Jon Singer, Dave Romm, Suzanne Tompkins, and Jeff Schalles

Report of the Long-Term Task Force on Minicon's Future

Panel **1:00 PM - 2:00 PM** **Plaza**

Don Bailey; Moderator

Participants: Polly Jo Peterson, David Dyer-Bennet, Joe Agee, and Eric M. Heideman

Other Conventions: Myths, Legends and Tall Tales of Fandom

Panel **2:00 PM - 3:00 PM** **Village 4**

Divers fans tell funny and expository stories about conventions other than Minicon. And fan history.

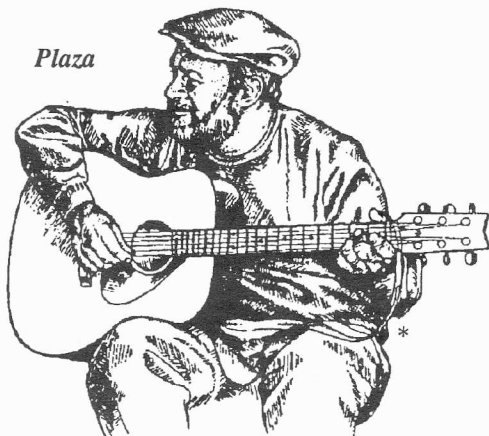
Jerry Kaufman; Moderator

Participants: Wilson Tucker, Suzanne Tompkins, and George "Lan" Laskowski

Decadent Dave and Friends

Performance **3:00 PM - 4:00 PM** **Plaza**

Concert by Dave Clement, gifted folk musician from Winnipeg and a former Minicon Honored Guest.



The SF Community: Think of it as Evolution in Action

Panel **3:00 PM - 4:00 PM** **Atrium 3 (Krushenko's)**

Surveys the evolution of the speculative fiction community since the 19th century, and considers issues raised by that evolution. Where have we been, where are we going, and what is our special contribution to the general culture?

Eric M. Heideman; Moderator

Participants: Ruth Berman, John Calvin Rezmerski, Jon Singer, and Greg L. Johnson

Masquerade Green Room

Other **5:00 PM - 9:00 PM** **Veranda 7&8**

Contestants gather to prepare for their performance and watch the early part of the masquerade on a t.v. hookup.

Bill Lochen and Laura Lochen; Hosts

The Live "Mainstream" (the Last Live Fanzine)

Performance **5:15 PM - 6:30 PM** **Plaza**

Readers' theater presentation of the fan GOHs' fanzine, Mainstream, including articles, slides of Mainstream illustrations, and a song.

Suzanne Tompkins & Jerry Kaufman; Editors

Participants: Jon Singer, Elise Krueger, Terry A. Garey,

David Emerson, Andrew Hooper, and Jeanne Gomoll

Contributing Artists: Stu Shiffman, Craig Smith, and Taral



Masquerade**Performance** 7:00 PM - 9:00 PM *GH West*

You asked for it, and we aim to please: Minicon's most popular programming item appears in an evening timeslot.

Also including half-time music by Dave Clement.

Laura Lochen and Bill Lochen; Directors

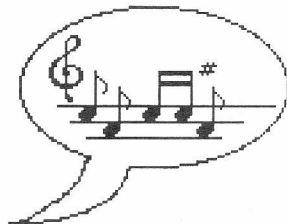
Entertainment: Dave Clement

My Dinner With Singer**Other** 7:30 PM - 8:30 PM *Plaza*

Minicon's Lunch GOH eats an actual meal while engaging in an actual, wide-ranging conversation. Starring Jon Singer as "Singer," Elise Krueger as "Elise," Victor Raymond as "The Waiter."

Old Fashioned Filk Sing**Other** 10:00 PM - Midnight *Village 3*

Bring your voice and join in the fun!

**Perverts Panel II****Panel** 11:00 PM - 1:00 AM *Plaza*

Humorous look at everyone's favorite sport and fashion. If you're interested in fun, laughter, and sex, this is a place to be. Ask and answer questions; try and trip the panelists. (Note: shirt, pants, and/or shirt required, but underwear optional).



Sunday

Alienation in Fandom**Panel** Noon - 1:00 PM *Plaza*

How are fans different from "mundanes"? Are we attracted to SF because we're different or does SF change us? Should we try to fit in? How? Why?

George "Lan" Laskowski; Moderator

Participants: Jerry Kaufman, Jon Singer, and Lisa Freitag

Fandom and Social Responsibility**Panel** **1:00 PM - 2:00 PM** **Plaza**

Considers ways that fandom does, could, or should make contributions to the surrounding community, including: underwriting of literary projects, "good cause" charitable fund-raising, space advocacy and public health education (e.g. The AIDS project)

Polly Jo Peterson; Moderator

Participants: Jeff Berry, Art Johnson, Eric M. Heideman, Joe Agee, and Terry A. Garey

Do Gamers Fit in the Science Fiction Universe?**Panel** **1:00 PM - 2:00 PM** **Village 3**

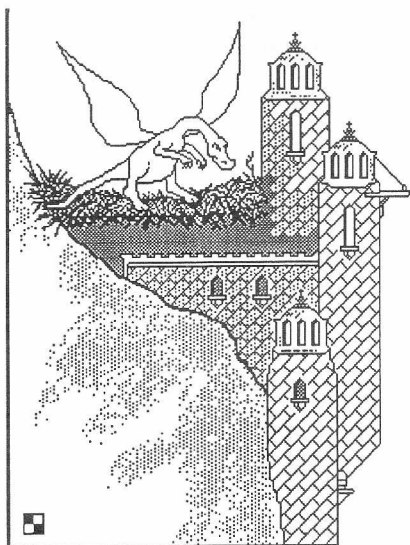
In other words, are you a science fiction fan or what?

*Herman Schouten; Moderator**Participant: Ed Eastman***Tolkien Filk Sing****Other** **2:00 PM - 3:00 PM** **Plaza**

Join in songs based on Tolkien's LORD OF THE RINGS, with Ruth Berman (editor: MIDDLE EARTH SONG BOOK) and David Lenander.

Closing Ceremonies**Other** **3:30 PM - 4:00 PM** **GH West**

Featuring the assassination and swearing in of the Minnesota Science Fiction Society (MinnStf) president

Jerry Stearns & Dave Romm; Hosts

Something for the Kids

Friday

Baker Street Irregulars

Meeting **3:00 PM - 4:00 PM** *Village 3*

Organizational meeting for Minicon volunteers, ages 6-18.

Erik Baker; Host

Participant: Corwin Brust

Hf da hansw casz da
venasea cabnesa da!

Funny Languages

Panel **6:00 PM - 6:30 PM** *Village III*

Are children aliens? They speak funny languages!

Barbara Jensen; Moderator

Participants: Amber Tatge, Jenny Baker, and Corwin Brust

Saturday

Children's Science Fiction

Discussion **11:00 AM - Noon**

Atrium 2 (Krushenko's Annex)

Corwin Brust; Moderator

Participant: Erik Baker

Rocky Horror Picture Show

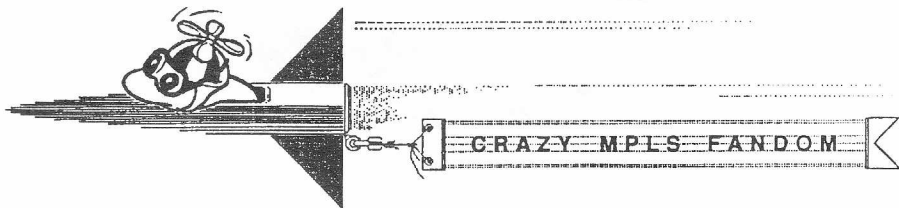
Performance **7:00 PM - 8:00 PM**

Village 3

Children's play.

Erik Baker; Host

Participants: Corwin Brust, Jenny Baker, and Amber Tatge



Children's Fantasy

Discussion **Noon - 1:00 PM**

Atrium 2 (*Krushenko's Annex*)

Some of today's best fantasy and science fiction is written for kids. Whether you're young in years or just in heart, come and discuss your favorites.

Laurel Winter; Moderator

Participants: Pamela Dean, Patricia C. Wrede, Jane Yolen, and P.C. Hodgell



Potpourri

Friday

Troupe MonHarr Dances

Performance *Midnight - 1:00 AM* *Foyer*

Troupe MonHarr performs their own special brand of Middle Eastern belly dancing.
Val Lies; Host

Participants: Sue Grandys, Crystal Marvig, Kashia Curney, and Jeff Gagnor

Saturday

Emergency Medical Techniques

Panel *9:00 AM - 10:30 AM* *Plaza*

Minicon's Life Support crew provides information about 1) volunteering for Life Support and 2) emergency response.

Ericka Johnson and Tom Bates; Moderators

Troupe MonHarr Belly Dance Workshop

Workshop *Noon - 1:00 PM* *Foyer*

Val Lies; Host



BBS Users

Meeting *Noon - 1:00 PM* *Village 4*

An open meeting for people interested in electronic Bulletin Board Systems.

Massage Seminar

Workshop *3:00 PM - 5:00 PM* *Village 3*

DavE Romm; Host



Walk-Around Magic

Performance *4:00 PM - 5:00 PM* *Foyer*

A magician wanders around performing minor miracles, close-up and intimate.

Walt Pattinson; Host

Sunday

Society for Creative Anachronism Combat Demo

Performance *Noon - 1:00 PM* *GH West*

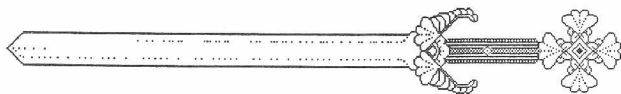
Myths and mechanisms of old-time combat exposed, explained, and demonstrated.

Stage Combat

Demonstration *1:00 PM - 2:00 PM* *GH West*

En Garde, Unlimited!, a not-for-profit stage combat school, demonstrates how staged fighting can be done. Areas covered will be: unarmed; rapier and dagger; broadsword; quarterstaff.

Bill Lochen; Instructor



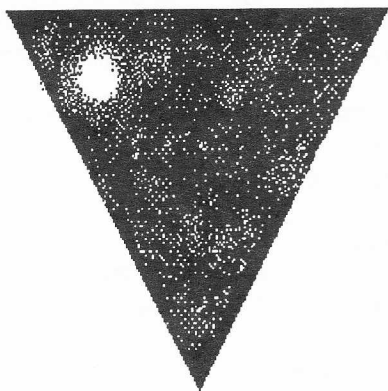
Gay, Lesbian, & Bisexual Science Fiction Fans

The North Country Gaylaxians is a club for gay males, lesbians, bisexuals and their friends who have an interest in science fiction and fantasy literature and media.

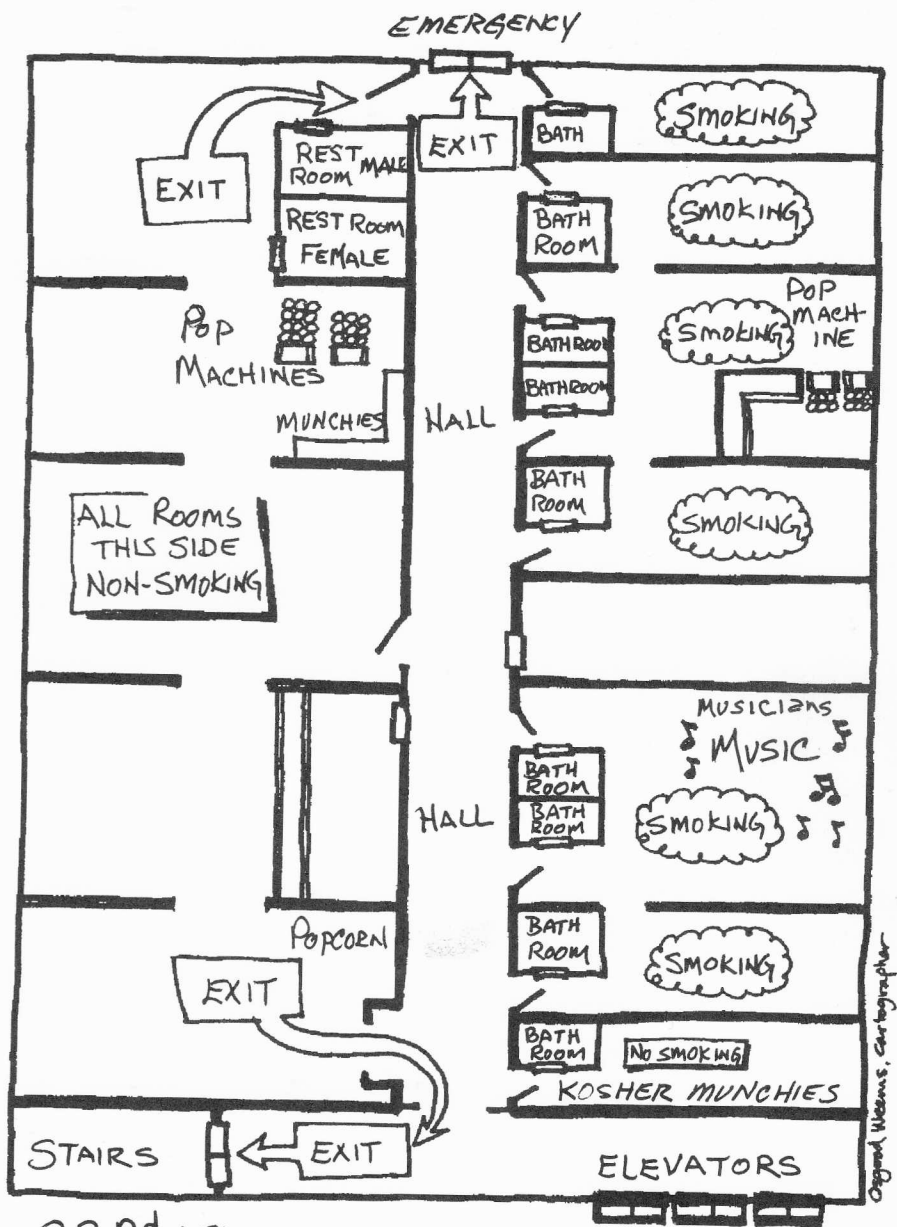
Meetings are once a month, usually the second Monday of the month, at or about 7pm. Besides having fun, we discuss science fiction and fantasy literature and media in a relaxed social setting. We've got a reading group for books with gay and lesbian themes, and we also plan social events and parties. (check the Parties Monolith for the location and times)

-or- write:

North Country Gaylaxians
P.O. Box 25026
Mpls. MN 55458



**Come to the
Gaylaxians Room Party
on Friday and Saturday
nights of Minicon!**



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