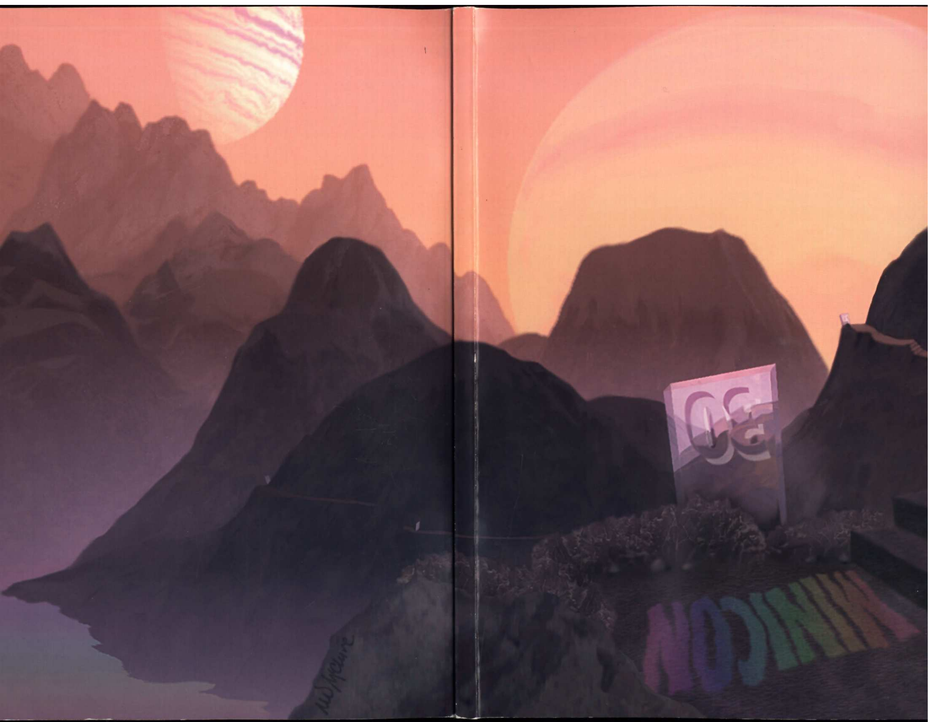

We remember

Morris Scott Dollens

Beth Eastman

Gary Gilchrist

Edmond Hamilton

Charlie Kuhl

Bert Lehta

Lee Pelton

Craig Peterson

Wiley Roger Pope

Karen Traego

Mike Wood

Wally Wood

and

Mr. C's

On the occasion of our 30th Minicon,
please take a moment for those
who are gone but not forgotten

Minicon is
what you make it.
If you are new to
Minicon, just enjoy,
and
be
recognized there.
If you've been coming
for years, like me,
be yourself, present
some different aspects
and hopefully make friends
that are remarkably similar.
Science Fiction Fans
is about Friendship.
Those of us who
found it and stayed
have stayed for friends
helps us find people
who like to be around
If you like the people
who call themselves
a "fan" then you
probably are too.

Minicon 30
Page 3

by Don Bailey

Word From the Chair

Minicon is scheduled to be Minnesota's premier SF&F event, as its official fall island, and I have long considered it one of our best services to the fannish community. It is an opportunity for creative, interesting people to share ideas and build friendships. It creates a special feeling of community that helps each of us in our daily lives. Because of its size, Minicon serves indirectly as a fund raiser and contact point for many small fan groups.

Minicon 30 will be my 25th Minicon. I've seen it grow from 500 to over 2200. What I have always liked about Minicon was the opportunity to learn, see new things, hear new music, and meet new people. I hope that this experience continues for many more. We have some rule first-use guests this year. It's hard for Minicons of today to match the intimacy of those early, small conventions, but we do the best we can. Welcome to a celebration with 2200 of your "close, personal friends"

Ten years ago, I was inadvertently famous (or infamous) within the Committee for telling people that Minicon was a SCIENCE FICTION convention. So why do we have program items dealing with french fries, alternate life styles, and Dr. Who known what else? Simple. We, fans, have a lot of different interests. Even with in science fiction or fantasy literature, there is a very broad range. Because Minicon is a science fiction convention, SF literature is a broad foundation for the fannish subculture. It's like the trunk of a tree with major branches and sub-branches.

Science fiction is a good foundation because it deals so strongly with change, sometimes on a massive scale. It is a medium for ideas. It sets us explore freely. Science fiction itself has changed. There are more written and the overall quality of writing has improved. Fandom changes, too, as people join and leave and change. I think it will always keep that interest in new ideas and in things that are "different" in some way.

Someone once asked for a definition of fandom. Fans are exceptional people. I know, because every time I try to describe them, people tell me exceptions. Actually, it's fun. Don't forget to bring your smile and your sense of humor.

Minicon 30

presented by The Minnesota Science Fiction Society

APRIL 14TH THROUGH APRIL 16TH, 1995

MARRIOTT SOUTH, APPROXIMATELY GARDEN HOTEL AND LYNDEL HOTEL

BLOOMINGTON, MINNESOTA

with

Vernor Vinge, Author Guest of Honor

Dr. Robert Forward, Science Guest of Honor

Judy Lee, Artist Guest of Honor

The Brigg House, Fan Group Guest of Honor

and

Glen Cook, Honored Guest

Some Assembly Required or "Would You Like Fries With That?"

A Mario Perez publication.

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For further information about Minicon, The Minnesota Science Fiction Society, MSFS-MP1, or any of our activities write: P.O. Box 8397, Lake Street Station, Minneapolis, MN 55408-0397.

You may join ON ON ON ON Friday 212 Sat 1310 or the Minicon Interactive at 612.215.7515.

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Buy a T-shirt!
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Then a sentimental passion of a vegetable fashion must excite your languid spleen.
An attachment à la Plato for a bashful young potato, or a not-too-french French bean!
. . . "If he's content with a vegetable love, which would certainly not suit me,
Why, what a most particularly pure young man this pure young man must be!" — Gilbert & Sullivan's Patience

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Register now for

Minicon 31!

see the last page

Where?

InfoDesk	Grand Ballroom Foyer, 2nd floor
The Bridge	Room 215, Poolview 2nd Floor
Public restrooms	Grand Ballroom Foyer, 2nd floor; North Tower 1st and 2nd floors (west end); 22nd floor Consuite
Volunteer signups	next to Info Desk
ChildCare	Room 217-218-219, Poolview 2nd floor
Consuite	22nd floor
Dark Star Café	Room 116, Poolview 1st floor
Gaming Suite	Plaza 5, North Tower 1st floor
Fanzine Room	Atrium VI, North Tower 2nd floor
Minneapolis in '73	Rooms 48–484, North Tower
Art Show	North Tower 1st floor
Dealers' Room	just off Grand Ballroom Foyer
Green Room	Rooms 201–202, Poolside

Use the Info Desk!

ASK FOR DIRECTIONS.

FIND OUT ABOUT ROOM PARTIES.

BUY A T-SHIRT.

LEARN WYNDHAM SHUTTLE SCHEDULE.

GET ADVICE ON FOOD & ENTERTAINMENT IN THE TWIN CITIES.

FIND OUT SCHEDULE UPDATES.

PICK UP COPIES OF THE *BOZO BUS TRIBUNE*.

VOLUNTEER!

Try us first! If we don't know the answers, we'll find someone who does.

When?

REGISTRATION HOURS

Friday	10:00 am	to	10:00 pm
Saturday	9:00 am	to	4:00 pm

ART SHOW VIEWING HOURS

Friday	5:00 pm	to	10:00 pm	
Saturday	10:00 am	to	5:30 pm	(Auction at 8:00 pm)

DEALERS' ROOM HOURS

Friday	3:00 pm	to	7:00 pm
Saturday	10:00 am	to	6:00 pm
Sunday	11:00 am	to	3:00 pm

POOL HOURS

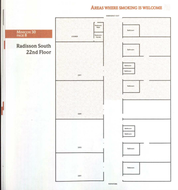
Friday	'til	4:00 **am**
Saturday	'til	4:00 **am**
Sunday	closed morning and early afternoon, open after Easter brunch	

In Case of Emergency Dial 7215 on any in-house or room phone

Basic Facts

22 A map of the all-new ConSuite

Areas where smoking is welcome



You probably have one of the zillion helpful branches near by, but Minicon's U.S. Post Office will feature a Minicon 30 Pictorial Cancellation, thanks to Ken Fletcher, Jim Odbert, Jeff Schalles, Cori Sullivan and Scott Innes.

In operation from noon to 4pm on Friday, Saturday and Sunday of Minicon 30, the temporary Post Office will be located in the Grand Ballroom foyer.

At Minicon 30, the Post Office encourages you to "mail" your mail. Instead of "anything" is fresh, you know what (two towns) and the clerks will be happy to cancel the stamp(s) with the Minicon 30 Pictorial Cancellation and sell us more stamps. If one wishes to send regular mail rather than keep the commemorative cancellation, the Post Office will deliver the mail with the nifty cancellation in their usual, efficient manner.

Minicon 30
Minicon 30
Minicon 30

Minicon membership is required for all convention events

The Minicon Membership counter is located in the Bridge, Room 215, on the Second Floor Atrium South, at the 4th end of the Grand Ballroom from (7...that's just above the hotel's front door?). Identification is required to receive your membership badge and convention publications.

Lost badges. If you have lost your badge, see a registration volunteer (Grand Ballroom foyer) during the hours listed above. If registration is closed go to the InfoDesk—InfoDesk (closed, hard for the Bridge. There will be a five dollar replacement charge for lost membership badges.

Convention Registration Hours:

Friday: 10:00 am to 10:00 pm
Saturday: 9:00 am to 4:00 pm

Action Room Registration:

The Bridge—Room 215
Pool/Inn, 2nd floor

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Page 3

Check-in/out procedure. When picking up your membership—or during a free moment at the convention when registration is open—take a moment to check that we have your correct mailing address listed. If your address is incorrect, ask the registration volunteer for a change-of address card, which can be filled out on the spot. Changes of address can be sent in to us at any time, by mail, to Minicon, PO Box 65482, "The Dog Mailing Box" (up to date and make sure you'll be receiving the Progress Reports for Minicon 35) — the cost is only a year away!

blood drive

Friday, 1-6 p.m.
Contact the Minicon Program for location.

With over three thousand members, Minicon ought to be able to reach its goal of 40 blood donors.

(OPA)

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

Do not stuff the elevators! They will break down and then we will all be walking. And if I know, twenty-two flights of stairs is more exercise than any of us needs.

Pool Hours: Friday until 4:00 am; Saturday until 4:00 am; Closed Sunday morning and early afternoon, open after the brunch.

The Radisson has asked us to inform you that, while you may be able to check-in at the hotel at 9:00 am, your room may not be available immediately. We have arranged late checkout for Saturday, Sunday and Monday. Late checkout is until 16:00 hrs.—as opposed to 12:00 hrs. Late checkout is free of charge. Note: The Radisson is very busy. It is, but just charge you if you are not out on time.

The traditional Radisson Easter Sunday Brunch will be from 11:30 hrs. to 15:00 hrs. The cost is expected to be about $16, and you will want to make reservations through the front desk as it usually sells out. Please respect the Brunch guests. I know they look funny, but try not to stare.

Minicon

attendees will find

many amenities

in the locales

of our three gracious

Hotels

The Wyndham Garden Hotel is Minicon's primary overflow hotel. It is located at 4400 Cedar Avenue South. The Wyndham is about a mile south of the Radisson, off the 14th Avenue exit. Wyndham Front Desk phone number: 821-3131. Take the shuttle, it's probably waiting for you now. The second overflow hotel, 1 Nicollet Sofitel, is located just across the south parking lot of the Radisson. It's that other big building, you can't miss it. 1, 1 Nicollet Sofitel Front Desk phone number: 833-1900.

We have arranged with the Wyndham Garden Hotel to provide a free shuttle service between the Radisson and the Wyndham. During most hours, the shuttle will run every 20 minutes, leaving the Radisson on the hour, at 20 minutes

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Page 4

after the hour, and at 20 minutes before the hour, leaving the Wyndham, leaving at ten after, on the half hour, and at ten before. During rush hours the shuttle will run every half hour. Shuttle schedules will be updated to reflect demand and an updated schedule will be available at the front desk of each hotel and at the InfoDesk.

The Radisson has been the home of every Minicon since Minicon 25. You will note that for Minicon 30, we noted three hotels!

CHILD CARE

Kids are in a vulnerable state of mind when they are traveling. It's up to us to keep them safe and healthy. Sometimes, a little preparation goes a long way. Here, we've put together a handy-dog-eared-in-a-pocket-sized guide to child care rules and tips for parents and caregivers. Tuck it into your purse or your diaper bag. Or, if you are a caregiver, pass it on to parents. Or, if you are a parent, pass it on to caregivers. Or, if you are a caregiver and a parent, pass it on to yourself. Or, if you are neither of the above, read it and weep. Or, if you are a child, read it and laugh. Or, if you are a child and you don't know how to read, find someone who does and have them read it to you. Or, if you don't want to do any of the above, just keep it handy in case you change your mind.

Thanks to Kathleen Kelly Janus, Director of Child Care, for her expertise, and to Jessica Lee, Director of Resource Center, Kathleen Kelly Janus, Director of Child Care,

Final or pressure adjusted to improve your order. Use the blue cover sheet to fill out the form with the information below. Use one form for each order. Be sure to include all pieces of the pattern you need. Use a separate form for each pattern. Use a separate form for each size for each pattern.

NO MORE WAITING LONG TIMES AFTER YOU ORDER!

Tailoring is a serious business, and we take our reputation very seriously. Our commitment to quality and customer satisfaction drives our mission to provide the highest-quality tailoring services to our valued customers. We understand the importance of timely delivery and the impact it can have on our customers' lives. That's why we have implemented a streamlined order processing system to ensure that your tailoring needs are met with the utmost efficiency and accuracy. We pride ourselves on our ability to deliver high-quality tailoring services while maintaining a fast turnaround time. By leveraging cutting-edge technology and our skilled tailors, we can offer our customers the best of both worlds: exceptional craftsmanship and prompt delivery. We are confident that our commitment to quality and customer satisfaction will set us apart from the competition and ensure that our customers keep coming back for all their tailoring needs. Thank you for your trust in our tailoring services, and we look forward to serving you with the highest-quality tailoring services in the industry.

Medical Emergencies in Child Care

Parents are asked to provide a current phone number where we can reach them in case of an emergency. Because the health and safety of our children is our first priority, we have a policy that requires immediate medical attention for any minor injuries. We will make every effort to contact parents before we administer any medication, but in the event that we are unable to reach a parent, we will administer medication only if we believe it is in the child's best interest. We will also keep a record of all medications administered, including the date, time, and dosage. We will also keep a record of any injuries or illnesses that occur while the child is in our care, including the date, time, and nature of the injury or illness. We will also keep a record of any medical emergencies that occur while the child is in our care, including the date, time, and nature of the emergency. We will also keep a record of any medications that are administered to the child in our care, including the date, time, and dosage

The Bridge

. . . . . designed to be
the problem-solvers
and path-smoothers

Located in Radisson Suite 215, on the second floor at the south end of the pool area. Look for the sign pointing that way, or follow anyone who looks like they're moving with a purpose.

Hours of Operation
Sun 2pm-10pm
(and thereafter working in the Bridge. Anyone here is running round—answer hard questions and let Volunteer Coordinator know if you can't.)

of Minicon; open noon Tuesday, April 13th, through noon Monday, April 18th. **What you can do on the Bridge:**

☛ **Obtain first aid.** We have excellent Life Support coverage just seconds away. Do not hesitate to come to the Bridge in suite 215 or dial 7215 from any in-house or room phone to report a problem. In case of emergency dial 7215 from any in-house or room phone. ☛ **Report special health problems or mobility needs.** *Example:* If getting around the con with a wheelchair is presenting difficulties—such as getting on or off elevators—there are things we can do to make it easier for you to get from here to there in the Radisson.

Dial 7215 on Any In-House or Room Phone

☛ **Report and replace lost badges.** When registration is closed—and after talking to the InfoDesk—this is the place to replace lost badges. ID and $5.00 required.

☛ **Lost & Found.** Turn in lost things you have found or pose My-Bird-things you have lost. ☛ **Obtain directions** and locations of events. ☛ **Contact convention staff.** ☛ **After-Hours Registration.** Yes! This is the place. See a Bridge Officer. ID will be required. ☛ **Volunteer for the Bridge!**

We Have Troubleshooters. They're the wonderful, knowledgeable people who roam (twinsoly) through the Radisson hotel just waiting to answer your questions and help you with your problems. Look for a person wearing a vest with the moniker "Bridge Dial 7215" on the back and feel free to express your needs—Keep it clean; they're on duty. *Match for charm.*

P.A.R.A.L.A.X

Weapons Policy ☛ Above all, use good judgment. If your gear would be unsafe while complying with the following guidelines, please don't use it. Remember, for the purposes of this policy, photons are waves. ☛ No projectile weapons of any sort. These are devices that throw particles or substances, or are thrown themselves. Squirt guns with liquid are projectile weapons and should not be carried. An unstrung bow or crossbow with no arrows is not a projectile weapon. ☛ All weapons must be carried in a sheath, sling or container of some sort at all times. Peace bonding is required. ☛ Only Class II lasers or lower are considered safe and acceptable. ☛ For the purposes of these guidelines, "weapons" encompasses: actual weapons (they do what they look like they do), facsimile weapons (close copies of actual weapons), anything actually used as a weapon, and anything an otherwise ignorant observer would have reasonable grounds to think was a weapon. ☛ Still in doubt and unwilling to forgo your gear? Pause inquire on the Bridge in Room 215 pontoise.

ELEVATORS

Stay lounge-ready. You're waiting in line for one.

Think, Elevator, please don't run the flight of stairs.

Elevator, please don't stop at every floor.

Elevator, please don't stop for the crowded elevator that's already full.

Elevator, please don't stop for an emergency.

Be Good

Don't get stuck on stickers — **No Animals**

No sleeping in Public Areas

Smoking is prohibited In Public Spaces

Must be 21 and have correct badge to drink alcohol

LIVE

Help MnStf Open & Close its Con.

Just like every year, we are going to have **Opening Ceremonies.** Maybe you've seen them. We say "Hi," guest types are introduced, speeching is committed.

Closing Ceremonies will feature an old president of MnStf, an assassin, and, hopefully, a new president.

Watch a Play. Hear a Storyteller.

Lots of folks have been ensnared by the roar of the greasepaint. We open with **Shockwave's** radio play; there's a new show from those determined Thespians from the "wilds of deepest Iowa," the **Trans Iowa Canal Company Company (West Lock)**; and a vaudevillian comedic adventure from the **Bally-Hoo Players.** These productions are described further on pages 20 and 22.

Also, check your programming schedule for item #28, **Shadulantera,** a young people's production of a play about elves. And Jane Yolen is back with her beloved **Bedtime Stories** (#146).

Hum Along. Dance. Clap your Hands.

We're offering lots of chances to hear **bands** play (see page 23). Plus, you can watch those high-energy **belly dancers** perform, or learn the stately measures of **Regency dancing.** And there are plans for a **drumming circle** that welcomes drummers of all sorts.

Also, check your programming schedule for item #212, a scheduled **filk sing** (as opposed to pickup music around the con).

See Awesome Costume Presentations.

Yes, we are having a **Masquerade,** described on page 24.

Extravaganzas. *You* know, the Great Hall — I mean, the Grand Ballroom. It's where ***lots*** of the "really big shows" happen. But whatever you call it — I'm stuck with running it.... Just me and 20 or 30 great volunteers; all set to move seats, shove stage, it's time to put on makeup, it's time to light the lights, it's time to get things started on the Muppet Sh....

Well, not *them* — but other stuff — plays, costumes, bands, speeches, and more. Really wonderful stuff.

All of this and maybe some more surprises as well. So come see what is going on in that big room with all the crew. And if you cheered really loud maybe the fans in Australia will "hear" you (over the Net)!

— Rex Bryant

Experience Rituals.

Seder will be celebrated Friday evening (check pocket program for place and time). Jews from all sectors of the known universe are cordially invited to celebrate the first night of Passover, using the Reb Gershom intergalactic haggadah. Wear festive ceremonial garb from your world, and come prepared to discuss how "we were aliens in a strange land..." Basic Seder provisions will be provided. If you have kosher-for-Passover dairy/parve food to add to the feast, so much the better.

Spiritual folks of all sorts should check the programming schedule for item #184, a **multi-cultural/multi-species religious ceremony.** You'll probably also want to check out item #155, the **Chocolate Ceremony.**

Guess. Laugh. Jeer. Be Amazed.

You think they're only on the tube? No! Minicon has our own live game shows. On the big stage, there's **Win, Lose or Draw** (like the TV show), wherein we all watch and guess as Jody Lee (our artist GoH), Erin McKee, and other intrepid artists draw SF&F titles. IKV Rakehell promises us the **Klingon Dating Game** (programming item #207).

After last year's impromptu showstopper, **Men in Tights** return for your...er, edification (programming item #180). And for those who assert that the pun is an even lower form of humor, there's the **Beth Eastman Memorial Pun-el** (item #191).

If you appreciate displays of mental gymnastics, bring your posers to #157, **Ask Dr. Mike.**

*If all this live performance only whets your appetite, turn your Radisson room TV's dial to **Network '73** for an incredible array of recorded performances from other conventions, local fannish groups, our favorite bands, etc. (see page 49)*

IS IT LIVE OR IS IT INTERNET?

This year they didn't think just simulcasting events throughout the hotel was quite enough. Nor, for Rex's first year of running Extravaganzas, was it enough to simulcast on radio, as in some past years (and this year again). It wasn't enough to tape events so they can be shown on Minneapolis cable TV so all of you can tape it later at home! No, they wanted something ***really*** fun. Something really big.

This year, for the ***very first time,*** the audio portion of the opening ceremonies and Shockwave will be sent down an ISDN line to the Internet. That makes our little ol' Convention opening available to ***anywhere*** a fan has a computer and net access!

If you're not listening, please turn on your radio now.

The time is 6:00 PM Saturday on KFAI 90.3 FM

Minneapolis and 106.7 FM St. Paul, and ...

you're riding the Shockwave...

Every week for 16 years, Shockwave Science Fiction/Science Fact has brought you the best in original science fiction humor; reviews of books & movies & TV; roundtable discussions of topics serious and silly; interviews with characters real and imaginary; views on computers, software and the internet.... Each week features a Top 11 List, with topics like "the Top 11 Works Better Suited To Being Translated Into Klingon Than the Bible." There is no set format, so you never know what to expect.

Over the course of a decade and a half of being weird on the radio, Shockwave has developed a future history including such topical issues as the St. Paul Spaceport (78% of the former state of Wisconsin), the Gigamall, ELFLand, Bigger-Than-Light-Drive, Time In A Spraycan, the Solid State Fair, the Lunatennial and the Milk Carton Satellite Race. And, of course, Preconceptions, News of the Future. "If we don't cover it, it doesn't matter." With Anchorbeing Walter Mumble, Reporters Noah Ward and Phil Time, Interviewer Laureate Ellen Gone, and Religion Correspondent Lloyd Preservus. And occasional reports from Conceptual Artist Jason Reignboughs.

Shockwave Live Stage Shows started within a year of the radio program at a small SF con, and have been a feature at Minicon since the Year of our Moon Landing 11. The shows have been graced by the enormous talents of Kara Dalkey, Jerry Stearns, Brian Westley, Kate Worley, Jane Yolen, Emma Bull, Steve Brust, Brian Anderson, John Singer, Denny Lien, Ed Eastman, the late Beth Eastman and others too numerous to give their proper due here. The audience often has a part, too. This year, there will even be a part for those in cyberspace (see previous page).

Shockwave tries to show you the world as you've never thought to look at it. Shockwave is more than radio, it's the future. More than the future, it's the present. Or one of them, anyway.

Speculation about potential projects includes opening ceremonies at the 1996 LA Worldcon and the release of a CD-ROMM (finally making that joke funny). Tapes of Shockwave are available.

But don't ask me anything right after the show: I'm not all there. (Use this Free Straight Line wisely, grasshopper.)

Contact me at
71443.1447@
compuserve.com

Remember: "I can be bribed."

virtual exposition by David E Romm, Producer

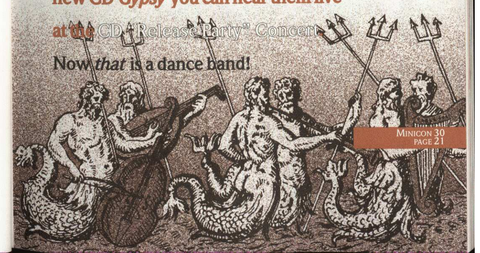
Friday night, after the play, one of our Fan GoHs will treat us all with a concert. If you haven't heard Decadent Dave Clement or Dandelion Wine, you are in for a treat. If you have... well, you'll be there waiting.

For Saturday night, Jerry said "Get me a dance band." So I did. Cats Laughing has agreed to play. And to be the opening act for Boiled in Lead.

If you just got Boiled in Lead's brand new CD *Gypsy* you can hear them live at the CD Release "Party" Concert.

Now *that* is a dance band!

And, music lovers, you'll also want to check out the schedule of performers at Dark Star, Minicon's very own coffee house.



The Trans Iowa Canal Company Company, West Lock

plans to "assault Anne Rice and many of our other Science Fiction & Fantasy favorites, in this year's opportunity to unload any food that spoiled on the way to the convention."

The TICC has grown from a single band of crazy SF thespian-wannabes to two companies of crazy SF thespian-wannabes. Over the past 13 years (ever since the misty past of ICON VI), its demented and ever-changing cast and crew have performed 27 plays for fans at midwest conventions. The TICC West, based in Des Moines, recently completed a six-play, 15-month Takin' By Storm tour. Now that it's recovered, it is available for Cons, banquets and druidic rituals near you.

The Rally Boo Players present

The Brothers Mombo in

'Til Debt do Us Part

A one-act make-up vaudevillian comedic adventure

featuring the side-splitting talents of

Erik Baker
John Morgan
Nick Schott
Joseph Scrimshaw
Joshua Scrimshaw
Tirzah Roland
Gypsy
Mr. & Mrs. Goofy

Plus a brand-new short

Ventriloshtick

featuring some of the above players.

The Rally Boo Players first burst upon the scene in 1989 with their unique brand of comic dementia. Since then, they have continued to wow packed houses throughout the Twin Cities area. This current production was written and directed by the brothers Scrimshaw.

Recommended for ages 11 and up.

Fun for the whole family. Don't try this at home. Etc.

Check your pocket program for locations and schedules.

T-shirt art © 1995 James A. Kuehl

BUY A T-SHIRT

Severe deficiency of con T-shirts.

It's critical.

Administer T-shirt, stat!

MIDWESTERN FANDOM IS MORE THAN MNSTF. TO FIND OUT HOW MUCH MORE, VISIT MINICON 30'S

FAN FAIRE

Various local groups, from literary discussion clubs to Federation fleets, will be present to share information with you (and each other).

Dedicated faans and aspiring SMOFs should also consider the following programming items:

62 How to be a starship captain
90 Pros, cons and fans on the information superhighway
92 Running a small convention
102 Scriptwriting for fannish audiences
117 Taping your convention 101

masquerade

by Elizabeth Sloan

Saturday, 7 pm
Grand Ballroom

Seating will begin at 6:30 pm on Saturday (handicapped and special seating 6:00 pm).

There will be no half-time entertainment this year; the awards will follow after the contestants have been seated in the hall.

The Masquerade and Award Ceremony will also be simulcast on Network 73.

See the Awesome, the Beautiful, the Dramatic, the Hilarious, the Fries!

Yes, we said "fries.".Besides our usual awards, we will have two special awards this year for costumes relating to Minicon 30's two themes: Would you like fries with that? and Some assembly required. Don't miss being there to see how costumed fans interpret these themes!

To give you an idea of what to expect, highlights from previous years include: Gamera vs. Mecha-Gamera ◆ Hook ◆ Samurai Cat Armor ◆ Concentrated Evil ◆ a Mystic from the Dark Crystal ◆ Erte's Eos-Goddess of the Dawn ◆ The Rowan, Lord Voll & Winnowill ◆ The Rocketeer ◆ Cutter & Leetah ◆ The Undead University Cheerleading Squad ◆ Lumiere ◆ Marvin the Martian ◆ Calvin & Hobbes ◆ Teenage Mutant Ninja Turtles ◆ Jessica Rabbit ◆ Futuristic Fashion Shows ◆ a Congressional Subcommittee ◆ the IRS ◆ Seymour ◆ the Energizer Bunny ◆ Conan the Librarian ◆ Klingons ◆ The Borg ◆ the Federation ◆ The Ferengi ◆ The Cardassians ◆ Battlestar Galactica ◆ Dracula ◆ Elves, Fairies, Warriors, Witches, Barbarians, Monsters, Robots, Dancers, Ladies, Lords, Tortured Souls, Groups, Troops, Young Fans, and of course, an Inflatable Dinosaur. (This list is not comprehensive, nor is it intended to leave anyone out, there are so many wonderful participants it is impossible to mention them all.)

Each year our contestants spend large amounts of time preparing costumes and presentations designed to amuse, amaze, delight, terrify, or astound you. They constantly out-do themselves and last year was no exception. This year we expect just as great a turnout as previous years, so don't miss this jewel in the crown of Minicon. This is the one event you don't want to miss! All we can say is: Expect the unexpected, the wonderful, the beautiful, the strange, the unbelievable, and more.

For Contestants

Masquerade registration table *

Hours: Friday 8:00 pm–10:00 pm
Saturday 9:00 am–2:30 pm

Registration deadline: 2:30 pm Saturday.

There is a required orientation for Contestants Saturday morning; check at our table for time and location.

** near the Info Desk*

Children's Programming

by Hilary Posner

This year at Minicon we have added a lot more programs for children than in previous years. We are featuring hands-on workshops in clowning, puppetry, magic, origami and other cool stuff. We are providing messy art activities involving potatoes (both for small fry and deep-fried congoers) and have some performances geared for adults and children together. The chief idea is for everyone to have lots of fun. In order that everyone be able to have fun safely, we do have some rules that we ask you to follow:

1. Children's Programming is NOT child care. It is not a place to abandon young children for long stretches of time while you go party. If you need child care, please talk to the child care department.
2. No child younger than five may attend the messy art activities or the workshops, though pre-schoolers will be welcome at the performances along with their guardians and caregivers. We know your child is brilliant, but if we make an exception for you, everyone else will want one too.
3. For children under eight years of age, parental presence is encouraged at children's programming events. Parents, keep in mind that you can earn volunteer hours with us by being a Waldo. Also, if you have children in child care, they can escort your children to some of the children's programming activities.
4. Please dress your children appropriately for the activities they will be attending. Don't dress them in an award-winning, glittery masquerade costume if they are going to participate in messy art activities.
5. Communicate with your kids. Set up standard times and meeting places so you can find them easily in case of separation.
6. Children who are unready or unwilling to be a part of the programming will not be forced to participate. Their parents or guardians will be contacted and asked to pick them up.
7. If your child becomes hurt or ill, we will escort him or her to life support (see The Bridge) and contact the appropriate parent or guardian.
8. In order that we may contact parents and guardians in case of the above emergencies, we must have names, badge numbers and places to reach you. We will have a short registration form available both at the main registration desk and at children's programming for you to fill out if you will not be attending children's programming with your child.
9. We assume that any child who arrives on their own can leave on their own.
10. We reserve the right to ban any extremely disruptive children from all further programming.

Items in the programming list that are of special interest to **kids** include: *16, 26, 65, 89, 149, 152, 153, 169, 170, 186, 250.*

In addition, **parents** (aunts, uncles, babysitters...) may be interested in programming items *17, 18, 19, 33, 93.*

TALES OF THE UNANTICIPATED

speculative fiction, poetry, and artwork in many flavors!

Contributers include: John Sladek, Eleanor Arnason, Maureen F. McHugh, L.A. Taylor, Dave Smeds, Phillip C. Jennings, Bruce Bethke, Ruth Berman, Nathan A. Bucklin, Carolyn Ives Gilman, Peg Kerr, Kij Johnson, Robert Frazier, Mark W. Tiedemann, Erin McKee, Rodger Gerberding, Terry A. Garey

Interviews with: Gore Vidal, Kate Wilhelm and Damon Knight, Chelsea Quinn Yarbro, Larry Niven, Fritz Leiber, Kim Stanley Robinson, Jonathan Carroll, George Alec Effinger

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TALES OF THE UNANTICIPATED
PO BOX 8036
LAKE STREET STATION
MINNEAPOLIS MN 55408

#15 (the "reality" issue) out August 1995
Reading submissions for #16 Oct. 1-Nov. 1, 1995

programming

1 Artists in a Bunch
Several artists demo their techniques. Artists in all media are welcome.
Jody Lee, Erin McKee, Dee Willis, Giovanna Fregni, Darlene P. Coltrain, Faun Bonewitz

2 Artists' Jam
Several artists together work on 3 to 5 pieces which will be auctioned off for charity during the art auction.
Jody Lee, Jim Groat, Ishtar, Dee Willis, Faun Bonewitz

3 The Fine Art of SF&F
Multiple artist slide show.
Erin McKee, David Egge, Giovanna Fregni, Beth Hansen

7 Aliens Among us I
One of the ways to write alien cultures is to talk to people in cultures outside the mainstream.
Rabbi Gershom, Jane Strauss, Steve Deyo, Brooks Peck, Amy Thomson

8 Aliens Among us II
An encounter with "aliens," i.e. fans with dual citizenship in mainstream society and other subcultures. Communication, not marginalization, is the goal.
Steven Vincent Johnson, Dierdre Murphy, Katie Clapham

11 Alternate Sexuality Themes in SF&F
How well does SF&F serve as a vehicle for exploring "alternative" sexual interests? What sorts of imaginary alternatives have been or are being written?
Pam Keesey, Sybil Smith, Jan Wolter

14 Babylon Five: *Lord of the Rings* Retold?
The coming of shadows... the great war... Where have we read this before? Are the similarities deliberate or just the result of good writing?
Brin Willis, Joe Agee, Victory Starbourne, Glen Cook

15 Battlefield Electronics in the 21st Century
Electronics have proven their worth in the modern battlefield. The Navy and Air Force have lots of electronics, but what does the Army have? Find out what the digital soldier is wearing.
Don Bailey, Vernor Vinge, Hewitt Schaefer

16 Bedtime Stories with Puppets and Props
Those SF&F stories for children & adults that are preferred by fannish storytellers.
Laura Krentz, Kay Marsalek, Hilary Posner

17 Best of SF&F Children's Novels
Finding the perfect SF&F novel for your niece or nephew.
Jody Lee, Jane Yolen, Laura Krentz

18 Best of SF&F Picture Books
Yes, Virginia, there are friendly monsters and nice witches.
Michael Levy, Laura Krentz, Jane Yolen

19 Best of SF&F Teen Novels
Are they only living on the Serrated Edge™?
Mark Shepherd, Jane Yolen, Laura Krentz

The programming committee has tried to provide panels and forums to cover as wide a range of fannish interests, concerns, and groups as possible. No persons, groups, or sub-cultures were left out intentionally. If there were things you would've liked to have seen, then get involved — call, write, volunteer! Help make Minicon the convention you would like to see.

READINGS

The following authors will have scheduled readings:

Eleanor Arnason

Emma Bull

Robert Cornett

Terry Garey

Brooks Peck

David Perlman

David Prill

Joel Rosenberg

Mark Shepherd

Allen Steele

L.A. Taylor

Mark W. Tiedemann

Amy Thomson

Jane Yolen

22 Books as Bricks
Huge, thick books seem to be much more popular in the past few years. Is it due to consumer demand or insufficient editing? What's the attraction?
Vernor Vinge, Allen Steele, James Frenkel, Steven Brust

24 The Care and Feeding of the Creative Process
What sort of actions and environments are most conducive to getting and staying productive? How does an writer or artist distinguish being blocked from being too tired?
Mark Shepherd, Mark W. Tiedemann, Sandy Swanson, Darlene P. Coltrain, Steve Mudd

26 Celebrity Picture Book Reading
Dramatic readings of picture book favorites for children and adults.
Jane Yolen, Laura Krentz, Emma Bull, Pat Wrede, Elise Mattheson

28 Shakulantera
A play about elves, for the Thorin Tatge Radio Hour.
Thorin Tatge, Amber Tatge, Allera Brust, Dan Lowin, Steve Zalar

29 Clashing Symbols
How can writers prevent conflicts between symbols in a story and those in mainstream culture? Should they?
Danith McPherson, Mark W. Tiedemann

33 Con-Going with Kids
Or, "It's 4 a.m. Do you know where your parents are?" The trials, tribulations, and challenges of con-going for the "post-partum" parent.
Jane Strauss, Felicia Herman

35 Costuming on a Budget
For people who can't sew.
Elizabeth Sloan, Scott Ross, Jo Bramwell, Ann Chancellor

38 The Creation of Magic
How do you construct a magic system appropriate to the culture and technology level? Who's done it right?
Mark Shepherd, Peg Kerr, Steve Deyo, Katie Clapham, Kara Dalkey

40 Dangerous Visions Revisited
What topics and themes are too controversial for current SF&F? What are the taboos? What should be done about this?
Joyce Scrivner, Peg Kerr, Mark W. Tiedemann

44 Don't Give Up Your Day Job
For freelancers of all sorts (not just writers), when is the time right to make the transition? If it isn't yet, how do you balance writing with the job? Why stay employed?
Glen Cook, Allen Steele, Steve Mudd, Danith McPherson, Sandy Swanson

46 Ethics on the Information Super-Highway
Are computers changing the answers to ethical questions... the nature of the questions... the way we look at past answers to questions?
Les Roth, Steven Vincent Johnson, Brian Hurt, Lynda Sherman, Amy Thomson

48 Fat, Feminism, and Fandom
"Women en Large" has been out for six months now. What sort of issues have been catalyzed by its publication?
Terry Garey, Elise Mattheson

50 Fixing the Publishing Industry
All right, let's dream. If we were going to restructure the publishing industry in some sane manner, how would we start?
Robert Ihinger, L.A. Taylor, Dierdre Murphy, Kara Dalkey, James Frenkel

54 Gay & Lesbian Characters
The gay and lesbian character in modern SF & horror.
Sybil Smith, Pam Keesey, Peg Kerr, Raymond Banks, Eleanor Arnason

55 Gender Bending
Breaking characters out of stereotyped role models.
Jen Wolter, Mark W. Tiedemann, Sandra Lindow, Danith McPherson, Sandy Swanson

56 Getting the Location Right
Or, "Water doesn't freeze at 500; Mr Niven!" Using real-world locations means that people from there are going to be watching for errors. What sort of things should you watch out for?
L.A. Taylor, Aaron Larson, David Prill, Amy Thomson

57 Getting Up There
Comparing the various predicted methods of getting into space to the way we actually did it.
Aaron Larson, Allen Steele, Ctein

59 Guilty Pleasures
Books we love even though we know we ought not to. What makes them so enjoyable, and how can you incorporate these elements into your next work?
Brooks Peck, Mark W. Tiedemann

62 How to be a Starship Captain
Organizing a fannish club or organization. Sponsored by SF Minnesota.
Alois Tschampl, Joan Marie Verba, Eric Heideman

63 How to Draw a Barbarian
Artists' tips on how to draw from real life, with costumed models.
Crystal Marvig, Erin McKee, Ann Chancellor, Jeff Armstrong

64 How to Design a Costume Presentation
Even the best costume is helped by a good presentation. Tips from costumers on what you should and should not do on stage.
Deborah Jones, Elizabeth Sloan, Scott Ross, Jo Bramwell

65 Illustration Workshop for Kids (with Coloring for Younger Kids)
Artists help kids hone their artwork.
David Egge, Crystal Marvig, Erin McKee

66 The Influence of Dorothy Dunnett upon Modern SF&F
Such diverse authors as Guy Gavriel Kay, Ellen Kushner, and Pamela Dean have acknowledged her as an influence. What about her writing carries over so well?
Beth Friedman, Pamela Dean, Emma Bull, Amy Thomson

67 Inventions that Changed the Course of History
The invention of the horse collar was one of the major factors in the ending of slavery. What modern inventions might be considered equally influential a hundred years from now?
Aaron Larson, Earl Joseph, George Kurbik, Brian Toren, Hank Lederer

68 Is the Space Program Going to Fade Out...
...with all of us still stuck here? Can it be saved or is it too late?
David Egge, L.A. Taylor, Aaron Larson, David Perlman

71 The Language of Literary Criticism
A panel at another convention bogged down in discussing a book's "hidden mass" because it meant too many different things to different people. Does the language to go beyond "I Like It" exist?
Michael Levy, Eric Heideman, Russell Letson, Pamela Dean, Amanda Elg

76 Making Up Klingon is Hard to Do
Watch normal (well...) humans get into ridges. A guide for the forehead challenged. Sponsored by IKV Rakehell.
Bill Hedrich, Jennifer Peck, Doug Nowlan

77 Men: Can't Live With Them, Can't Get a New Operating System
Do men and women really think differently? Are we at the mercy of our genetic programming? Is the political correctness movement making things better or worse?
Sandra Lindow, L.A. Taylor, David Perlman, Sandy Swanson, Joyce Scrivner

78 The Message is a Mess
How do you write from a particular background or agenda without preaching or writing a polemic?
Aaron Larson, Vernor Vinge, David Perlman

80 Multi-cultural Diversity as Demonstrated in *Star Trek*
Who are the most Jewish? What other cultures can be seen in *Star Trek*'s aliens?
Rabbi Gershom, David Perlman

81 My Sense of Wonder Just got Run Over
How does a writer of contemporary fiction sustain the fantasy elements when the work is set in something resembling the real world?
Peg Kerr, Mark Shepherd, Kara Dalkey

82 The Myth of Myth
From the Epic of Gilgamesh to the Poodle in the Microwave, what cultural needs do myths satisfy?
Erin McKee, Deirdre Murphy, Jane Yolen, Kara Dalkey, John M. Ford

83 The Nature of Evil in SF&F
From "the Quest for Power" to "the Greatest Good for the Greatest Number" to "I just like to hear people scream," what makes a villain real and believable?
Steve Mudd, Vernor Vinge, Robert Cornett

85 Obscure British TV Shows
Blake's 7, Tomorrow People, The Avengers, Red Dwarf, Triffid, and others.
Sybil Smith, Ann Chancellor, Kurk Marston

89 Potato Science Experiments
Making a battery... putting a straw through a spud... bring your favorite demo. (No sledgehammers, Gallagher!)
Katie Clapham

90 Pros, Cons, and Fans on the Information Super-Highway
The Internet, GEnie, Fidonet, and AOL are providing a new way for readers and writers to meet. Is this replacing or augmenting fanzines and conventions, or is it something completely different?
Joyce Scrivner, Amy Thomson, John Johnson, Ctein

91 Prozac is our Friend
The legal mind-altering drugs of fandom: what are they, what do they do, and why should we take them?
Mark Shepherd, Don Bailey, Richard Cronk, Shirley Carlson

92 The Quest for Literary Respectability
Should we redecorate the ghetto or try to move into a higher class neighborhood? Is the mainstream red-lined?
Mark W. Tiedemann, Steve Deyo, Robert Cornett

93 Raising Children in Fandom
Morals, manners, and family: using Mr. Spock instead of Dr. Spock. Do we really raise our children differently or are they just born that way?
Jane Strauss, Jeanette Roth, Robert Cornett

94 Real Life and High Fantasy
Is it totally irrelevant to the plot that there are no latrines in all of Tolkien? Is this the nature of the subgenre? If not, how can real-life issues be dealt with appropriately?
Glen Cook, Steve Deyo, Kara Dalkey, Robert Cornett, David S. Cargo

95 Reincarnation in Literature
A mystic view of reincarnation, and a discussion of it as a plot device.
Rabbi Gershom, Dierdre Murphy

96 The Right Stuff
Artists discuss the best tools and materials for the job. Brushes, paints, paper, sculpting tools, etc.
Erin McKee, Crystal Marvig, Darlene P. Coltrain

98 Running A Small Convention
A how-to guide by people who have been there, done that, and sold the T-shirt.
Star, Jen Wolter, Sandra Lindow, Joan Marie Verba, Giovanna Fregni

102 Script Writing for Fannish Audiences
Tips for skits and plays to be performed at cons by writers and performers who have done it.
Jeanette Roth, Jerry Stearns, Les Roth

103 Self Publishing: From Desktop to Vanity Press
What are the advantages and disadvantages? How do you go about it? Why would anyone want to?
L.A. Taylor, Steven Vincent Johnson, Joyce Scrivner, John Rezmerski

109 Small Press: Alive & Kicking, or Suicidal?
There are a number of small press operations in the SF&F field. How do they operate?
Eric Heideman, Steven Vincent Johnson, Aaron Larson

110 So I Wrote the Book, So What?
Treat authors just like real people. Authors get to tell their favorite "Misery" stories.
L.A. Taylor, Allen Steele

111 Someday My Prints Will Come
Following the long, sometimes tortuous trail from artist's original to print, be that limited edition, lithograph, seriograph, photo, or offset print. How are they made? What are the differences? Should the buyer really care?
Ctein, Crystal Marvig, Erin McKee, Ishtar, Steven Vincent Johnson

115 *Star Trek* Technology
A discussion of all the technology in the *Star Trek* Universe: Romulan, Klingon, Borg, Cardassian, Federation, Bajor, and Gamma Quadrant.
Larry Lura, Sarah Seigel

116 Style vs. Style
Different people prefer different sorts of prose style. Readers and writers talk about what they like and what they hate about different kinds of writing.
Jane Yolen, Jen Wolter, Mark W. Tiedemann, Dierdre Murphy, Amanda Elg

117 Taping your Convention 101
How to make a good tape for your con (and maybe get it shown on Network '73 next year). Prerequisites: "Intro to Video" and "CamCorder Operation Basics."
Rick Lancaster, Network '73

118 Tattoo One: Body Art in Fiction and Real Life
Is tattooing, piercing, etc. really more popular or just less marginalized? What are the attractions?
Ishtar, Star

119 Tattoo Too: Acquiring Body Art
How to get your tattoos and piercings safely and keep them. Does it really hurt more on your ankle?
Ishtar, Star, Doug Nowlan

124 True Lies
SF&F is a lie that can effectively convey truths about our culture. How does this happen? Which writers are best/worst at this?
Marshall Willis, Danith McPherson, James Frenkel, Mark W. Tiedemann, Chris Bender

125 UFOs and Government Conspiracy
What are they hiding?
Keith Spears, Jim Groat, Steven Vincent Johnson, David Perlman, Joel Henry

126 Vampires on a Bed of Rice
The long-awaited movie has finally been released after much buildup and controversy. Discussion of the film as well as the newest book in the *Vampire Chronicles*.
Joe Agee, Andrew Bertke, Victory Starbourne

127 Visions of Cyberspace
Possible incarnations of the Information Super-Highway.
Don Bailey, Steve Deyo, Vernor Vinge, Earl Joseph, George Kurbik

128 X-Philes
A discussion of the popular *X-Files* TV program featuring FBI agents Fox Mulder and Dana Scully and their strange, sometimes frightening, but always thought-provoking cases.
Bill Willis, Sarah Seigel, Melanie Peterson, Joelle Riley

129 War is Bad, Peace is Good
The nature of war varies according to the culture and the level of technology. When is war a useful adjunct to diplomacy? Can wars be necessary, even desirable? Is SF&F a useful place to explore these questions?
Marshall Willis, Mark W. Tiedemann, David Perlman

130 What's Wrong with the Publishing Industry
Is there anything wrong with the industry? This panel will explore the topic, with reference to David Westlake's "A Likely Story."
Pat Wrede, James Frenkel, Don Blyly, Barbara J. Gislason

131 What an Aspiring Author Needs to Know
The ever-popular panel on how to prepare a manuscript, send a query letter, submit to agents or editors, etc. Spiced up with ways not to get published that various people have recommended or attempted.
Dierdre Murphy, Jane Yolen, David Perlman, Barbara J. Gislason

132 The Wheels of If Go Round and Round
Alternate history is a perennial subject for SF writers. What are the less obvious branch points and what might have come of them?
Aaron Larson, John M. Ford, Hank Lederer, Brian Toren

135 Why Isn't there more SF in our SF Bookshelves?
Why is so little hard SF being produced today? Or are we looking in the wrong place?
Eleanor Arnason, Mark W. Tiedemann, L.A. Taylor, Russell Letson

141 Aliens in Trek: Cardassia and the Dominion
Last year it was Borg and the Bajorans, now the other side of the Bajor/Cardassia conflict. Who are the true rulers of Cardassia? Will other returnees to the Dominion find the shapeshifters as Odo did?
Joe Agee, Matt Goldmann, Sarah Seigel, Larry Lura

145 Christian Fandom: a Special Interest Meeting
A discussion of Christianity in SF&F.
Joan Marie Verba, Marty Helgesen

146 Bedtime Stories with Jane Yolen
Tales from the oral tradition for children & adults.
Jane Yolen

149 Build a Castle/ Space Station
Constructions using milk cartoons and other recycled objects.
Faun Bonewitz

152 Children's Juggling Workshop
How many can you keep in the air? Let Ruth show you how.
Ruth Anderson

153 Children's Magic Workshop
Learn simple tricks to amaze your friends.
Wild Phogg

155 Chocolate Ceremony
A craft ritual honoring the Xocatl .
Michelle Clark

157 Ask Dr. Mike
He returns to answer your remaining questions.
John M. Ford

160 The Fantastic Art of Jody Lee
A slide show by the Artist GoH.
Jody Lee

163 A Funny thing Happened on the Way to Mars
It's time to bring to light the secrets of why we are all still bound to Planet Earth.
Victory Starbourne, Bill Willis, Matt Goldman, Sarah Seigel

164 Galactic Gourmet VI
Sample an interesting collection of delicacies rumored to be from around a galaxy. A chance to risk your taste buds (no one has died yet).
Brin Willis, Deb Nickelson

167 The Work of Vernor Vinge
James Frenkel talks to Vernor Vinge about his work.
Vernor Vinge, James Frenkel

169 Kid's Gaming
Come and play.
Michael Kauper

170 Toys in Space
Kids plan for L-5.
Anne Sheffee

171 Kirk is Dead! Long Live Picard!
The greatest hero of the Federation is dead. Can the Next Generation fill the shoes of the larger-than-life characters of classic Trek?
Joe Agee, Victory Starbourne, Diane Murphy, Joelle Riley

177 The Straightening of Hollywood
Films....
Don Kisser, Joe Agee, Sybil Smith, Robin Wylie, Eleanor Arnason

178 Make Your Own Puppet
Make puppets from socks and scraps, then perform with them.
Laura Krentz, Kay Marsalek

180 Men in Tights II
Wouldn't it be fun to watch all the men strut their stuff in opaque pantyhose? The gauntlet has been thrown. Who will brave the stage this year?
Deb Nickelson, Brin Willis, Andrew Bertke

184 Multi-Cultural/Multi-Species Religious Ceremony
Join us Sunday morning to celebrate differences and similarities. A presentation featuring the religious ceremonies of the diverse spectrum of human and alien kind featuring Christian, Jewish, Pagan, Mimbari, Klingon, Centari, Narn, and others.
Brin Willis, Victory Starbourne, Sarah Tesh

186 Origami workshop
Make amazing art by folding paper.
Lynda Sherman, Elizabeth Bramwell Colter

191 Beth Eastman Memorial Pun-el
Pun to remember! Once again, Minicon's punsters gather to mutilate the language without fear of flying fruit.
Ed Eastman

200 What Do I Read Next?
Recommendations.
Scott Imes, Michael Levy, Russell Letson

201 Writing for Adults
Standards in writing for adults.
Steven Brust

203 The Fiction of Robert Forward
Second Foundation's annual discussion of the work of a GoH.
Eric Heldeman, Robert Forward, Second Foundation, Jen Wolter

204 Minnesota Imaginative Fiction Writers' Alliance Meeting
A regular meeting, only at Minicon.

207 Klingon Dating Game
Sponsored and staffed by the IKV Rakehell.
Bill Hedrich, Jennifer Peck, Laura Thurston, George Richards, Mary Bertelson

208 Robert Forward Slide Show
Space tethers or FTL methods.
Robert Forward

209 Physics X
Everything you ever wanted to know about physics but were afraid to ask.
Robert Forward

210 Freewheeling Speculation on Minicon 31
Next year's concom answer or dodge all your questions, accept nominations for the theme, and compile a list of GoH suggestions for Minicon 32.
Glen Tenhoff, Kay Drache, Thomas Juntunen; with Kate Carey, Victor Raymond

211 Poetry Reading
A two-hour reading.
Terry Garey, Jane Hansen, Sandra Lindow, Jane Yolen

212 Filk Sing
Original and published filk songs.
Brin Willis

213 *Star Trek* News and Views
Latest news and info on *Star Trek*, etc.
Scott Hill

214 *Star Trek* Revival Meeting
Old Time Religion meets the 23rd Century.
Lynn Tauer

215 *Star Trek* vs. The TV Universe
Trek analysis and controversy.
Scott Hill, Joe Agee

218 *War for the Oaks*: the Movie... Status Report 3
The producers tell what's happening now.
Will Shetterly, Rob Ihinger

220 Investment for the Future
An investment broker suggests how to invest your money so you can continue going to cons when you retire.
Tom Ingram

Check your pocket program for day, time and location.

221 Bronze Casting Slide Show
The ceramic shell process of casting bronze sculpture.
Butch Honeck

222 Homoerotica in SF&F
How it affects or appeals to the reader. How did you feel when you first encountered the genre? Come share your insights, opinions, and feelings.
Brin Willis, Victory Starbourne, Joe Agee, Andrew Bertke

227 H.G. Wells' *Time Machine*
Discussion of the novel on its 100th anniversary; the text and George Pal's motion picture.
Kurk Marston, Blair Keith, Wayne McCloud, Eric Heideman

228 *Dr Who* Regenerates
The TV show that wouldn't die....
Kurk Marston, Wayne McCloud, Greg Bakun

229 Is Time Travel Possible in Our Lifetimes?
Einstein says no. Minkowski and others say maybe.
Kurk Marston, Celestial Affiliation of Timelords

230 Missing Scenes from *Star Wars*
Did Lucas leave something on the cutting room floor?
Eric Jon Larson

240 The Scholar's Approach to Media Fandom
Psychological analyses of characters, sociological analyses of cultures, and leitmotifs through popular TV shows.
Katie Clapham, Carol Stoneburner, Beth Friedman

241 Creating Languages for Other Cultures
Or, "How to Swear in Elvish." How do you swear in cultures without Christianity? Language comes out of culture comes out of language.....
Katie Clapham

248 *Terminator*: A Feminist View
Feminist panel discussion of *Terminator* and *T2*.
Sara Connor

250 Clowning Workshop
How to make 'em laugh (by accident on purpose).
Andre Guirard

Information will undoubtedly change after this book goes to press.

Last-minute changes will be posted on Network '73, in the Bozo Bus Tribune, *and outside function rooms.*

...DIDN'T
Gorp. Bheer. Blog. Fresh Fruits. Music. People. Chocolate.
I
Bagels. Polite Fruits. Chips & Dip. Caramel Corn. Peat Bog.
JUST
Soda Soda Soda. Neat Stuff. Cool Crowd. Ooblech.
LEAVE
Bathtub Surprise. Cream Cheese. Curds. Cotswald.
THIS
Smoked Blarney. Sense-a-Wundah Room. Kosher Nibbles.
PARTY?
Over 3,000 assorted Condoms. Hospitality 24 Hours a Day.

Just canning!

The Consuite will shut down all services (excepting Soda Service) for the hour of 11am to 1pm Friday & Satyrday, in order to facilitate a cleaning binge. Any warm bodies wandering around the Consuite at that time may be press-ganged into helping. And to make things easy on y'all, we have formulated this handy policy guide, known as **THE CONSUITE COMMANDMENTS**

THE 22ND FLOOR CONSUITE

see map on page 8

by Erik Baker

BEST!

thou shalt

1 Have Fun.

2 Pay Attention to the New Smoking Arrangements and keep them Wholly Pure.

3 Not prepare Waffles in the Consuite.

4 Not attempt to take from the Consuite that which You were served in the Consuite (Drinks, Munchies, etc.)

5 Light the Lamp, not the Rat.

6 Please keep it in Mind that, an it be Illegal outside of the Hotel, it be also Illegal inside the Consuite. Use Thy Head.

7 Not procure Alcohol for the Underaged, lest we Boot You from the Convention.

8 Volunteer to be a Twinkie, that we may Shower You with Gratitude Forever.

9 Not Damage the Consuite.

10 Not Game in the Consuite with the Funny Dice, lest we feed You to the Weasels.

11 Not Snooze/Crash in the Consuite, lest the aforementioned Weasels begin to get Fat.

12 Have Fun.

Dark Star Cafe Visited by The King

A rash of Elvis sightings has been sweeping the country. Reports from Kennebunkport, Maine indicate the King may have been vacationing with former President Bush. New Orleans residents claim to have seen Elvis in the French Quarter dancing to a Zydeco band, eating a Cajun-spiced twinkie during Mardi Gras.

Allegedly, the King remarried this past June at the Chapel O' Luv on the outskirts of Las Vegas. He was seen leaving the Chapel with Ethel Mermann. Employees at the Chapel refused to comment. Later that month he was spotted in a biker bar in Leavenworth, Kansas, throwing darts at a poster of Michael Jackson with a group of Hell's Angels.

Another recent sighting placed him at the foot of an alien spacecraft in the desert of New Mexico signing a peace agreement with representatives of Alpha Centauri. Early reports indicate a full peace accord through the year 3025.

Alpha Centaurians aren't the only aliens lucky enough to party with the King. Many recent Elvis sightings have been made at small espresso bars from Seattle to Charlotte. Apparently the King has developed a refined taste for coffee and espresso. There is photographic evidence of the King's visit to the Dark Star Espresso Bar at Minicon last Easter in Bloomington, Minnesota. Rumors abound that he may make an unprecedented second appearance at Dark Star Cafe. Sources have indicated that Elvis' preferred beverage is the chocolate-raspberry cafe au lait; perhaps the drink bears a tasty resemblance to a jelly donut.

To watch for Elvis' second coming, put on your Blue Suede Shoes (and white polyester jumpsuit) and bring your Hunka Burnin' Love poolside to Dark Star.
There are two music rooms with live Jailhouse Rock every evening.
Don't Be Cruel — Dark Star is still non-smoking.
Come on down and get All Shook Up because coffee, tea and soda are served 22 hours a day (the bar will be closed between 4 and 6 am for cleaning and nap time for the espresso machines).
Viva Las Vegas!

Room parties

The room party is a curious hybrid. On one hand, it's hospitality, and that's something Minicon specializes in. We party and we're proud of it. On the other hand, room parties take place in private hotel rooms. They are not Minicon's official hospitality — remember the consuite?

There's something for everyone at room parties: Clubs increase their visibility, Worldcon bids entice you to vote for them, people visit with friends thay only see at cons. Publishers, costumers, and anime fans all host parties.

Some room parties are open — everyone is welcome to find a drink, some munchies, an interesting conversation. Others are private: The hosts may be entertaining their friends. When in doubt, ASK, "Is this an open party?" Don't worry if it's not. That happens.

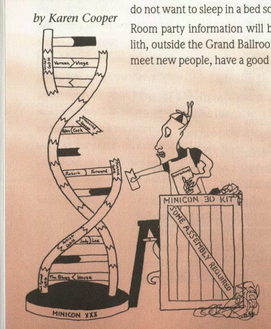
Room parties mostly happen in someone's bedroom. Be courteous and neat. The hosts want everyone to have a good time; they do not want to sleep in a bed soggy with spilled pop.

Room party information will be available on the Parties Monolith, outside the Grand Ballroom. Check out some room parties, meet new people, have a good time. That's why we're here.

Room party information is available on the Parties Monolith, outside the Grand Ballroom.

MINICON 30
PAGE 40

by Karen Cooper



VALLEYCON 20

Science Fiction & Fantasy Convention

October 6-8, 1995

Simon Hawke, Author GoH

Robin Wood, Artist GoH

Blair Flegel, Fan Guest

Art Show and Auction, Banquet, Dance, Gaming, Sanctioned Magic Tournament, Panels, Demonstrations and Much More!

Membership $10 before 8/31/95
$15 at the door.

Held at the Doublewood Inn in Fargo, ND

For Information:
P.O. Box 7202, Fargo, ND 58109

Art Show

THURSDAY
- 7:30 pm..... Art Show set up

HELP WANTED!

FRIDAY
- 12:00 noon..... Open for Artist Check-in
- 5:00 pm ..... Open for viewing
- 10:00 pm ..... Close

SATURDAY
- 10:00 am..... Open for viewing
- 5:30 pm..... Art Show ends
- 8:00 pm..... **Art Auction** begins
- 10:00 pm..... Sold art may be picked up

SUNDAY
- 9:30 am..... Artist checkout permitted
- 2:00 pm ..... Take down Art Show

HELP WANTED!

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

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

It takes about 20 people to run a successful Art Auction. Contact the Art Show Director if you want to help.

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*Artists should check the **programming** schedule for items of special interest: 1, 2, 3, 24, 44, 63, 96, 111, 160, 186, and 221.*

The Art show is using the "Artifacts" computer program by Steve Hanchar.

How to bid on art

(batteries not included)

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

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.

Dealers' Room

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PAGE 44

Looks like a lot of really good things are going to be available to buy. Visit early, visit often, and spend all that cash that's burning holes in your pockets.

Louis Allgeyer
Arms and Armor
Arthur Chadbourne Jewelers
Black Rose Enterprises
Bronze Age Enterprises
Celtic Myth & Fantasy
Darlene Coltrain
Conman Creations
Glen Cook
Dancing Wolf Studio
Digital Fiction
Djinn Enterprises
Dodeka Records, Ltd./ The Screen Empire
Dragonspawn Crafthall, Ltd.
Dragonwaters(formerly Excaliber Leather)
Dreamhaven Books & Comics
Dreamstitcher Custom Costume
Emerald's Fashions
Evenstar Bookstore
Faun Art
Felix Needleworthy
For Collectors Only
Giovanna Fregni
The Gameshop
Gemini Dreams
Gemini Glass
Jeff Gonner
Graph X Press
Honeck Sculpture

Dealers Room Hours

Friday .... 3:00 pm–7:00 pm*
Saturday .. 10:00 am–6:00 pm*
Sunday ... 11:00 am–3:00 pm*

** The dealers room continues to be open after hours for the patrons who still want to buy.*

Imagination Unlimited
Isher Artifacts
JCP Designs
Philip Kaveny Bookseller
Kyril's Cavern
Lighthouse Design
Magus Books
Erin McKee
Fred Meine
Mere Dragons
MN Space Frontier Society
MO'R Design
Off World Designs
Omega Artworks
P.J. Silversmiths
Palliard Press
Ravenwing & TMR Distributors
Red River Valley Tang So Do
Steve Scherer
Something Different
Space Station
TAJ Designs
Tarot by Annie & Graphic Traffic
Things that go Bump
Uncle Hugo's
USS Phoenix SF Fan Club
Susan Van Camp
Leo Watrin
Whimsey Winks
The Wizard's Wagon
20th Century Books

Video Room

We'll be showing hard-to-find SF&F films and shorts.
There will be aschedule posted.
Seek us out!

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Gaming

Hi! I'm Mike Heinsohn, and I'll be your host this year in the Gaming Suite. This makes my fifth tour of duty as Gaming Head, and I think you'll like what's coming this time around. There will be a selection of games* available for your use, simply ask the room monitor to check one out.

** Card Decks, Chess, Pick-Up Sticks, Monopoly . . .*

Please feel free to stop by, either to play a game or just to relax. We will be open from noon on Friday until 2 pm on Sunday. Gaming is located in Plaza 5, located ground floor beneath the North (short) Tower. As in past years, there are a few rules, which are listed at right.

There is one new restriction – as there were problems last year, there will be a limit on the number of tables that can be used for any one type of game:

- Role playing games
- Board and/or war games
- Collectible card games (such as Magic: the Gathering or Illuminati: New World Order, etc.)

I will try to be fair and if there are open tables, things are negotiable.

And now, the Rules:
1. No smoking (sorry)
2. No alcohol (sorry again)
3. Be courteous to your fellow gamers
4. Clean up your messes

HAVE A GOOD TIME!

Minneapolis in '73

The Worldcon bid that launched Minicon

by
Geri Sullivan

Set your wayback machine for 1967 and travel with Jim Young, Fred (pre Levy) Haskell, Ken Fletcher, Dick (pre Richard) Tatge, Frank & Carol Stodolka, and Al Kuhfeld as they journey to New York for Nycon 3. Dick was in the Army at the time and traveled down from Boston, where he was stationed before heading over to Vietnam. The rest of the Minneapolis fans made their way to New York from Minnesota.

Less than a year earlier some of those same fen had been around for the founding of Minn-stf (at least one claims to have been "out for a sandwich" at the time). There was no Minicon, no Minneapa, and not much to the club other than a few creative, zany "youngsters" just discovering this thing called fandom.

The Minneapolis fen immersed themselves in the fannish milieu at Nycon — it was heady, wondrous stuff, as good Worldcons are wont to be. Sometime late in the weekend, Dave Vanderwoort asked Jim Young, "Gee, have you ever thought of bidding for a Worldcon?"

Jim was a bit taken aback by the concept, but didn't let that stop him. He responded promptly, "Why, no, but I'm really thinking of bidding for the Midwestcon," thus showing just how much of a neo he was, since the Midwestcon wasn't open to bidding. It doesn't move around like Worldcons, Westercons, Eastercons, Canventions, World Fantasy Cons, Corflus, Readercons, and a host of other conventions, many of which had yet to be created back in 1967.

Dave looked at Jim with some bewilderment, then set him straight. With the Midwestcon out of reach, Jim set his boyish, fannish eyes on bringing the Worldcon to Minneapolis.

At that time, the Minneapolis convention best known to fandom was a con that never happened. *InVention: The First Science Fiction Invitational Convention,* was supposedly held April 4–6, 1952. It was a hoax perpetrated by members of the old Minneapolis Fantasy Society and two fannish friends visiting from Missouri. They created a fanzine containing an 18-page convention report filled with improbable topics and events. In *A WEALTH OF FABLE,* Harry Warner, Jr. reported that some BNFs (Big Name Fans) of the day (including Harlan Ellison) got their noses bent severely out of joint, thinking they'd been left out. They were again outraged when they learned they'd been duped.

Many years later, after Minicon had been created and held for some time, Minicon weekend intersected InVention's anniversary. Fred (still pre Levy) Haskell and Emma Bull cooked up a fitting tribute to the occasion. Fred proposed holding InVention 30, a hoax of a 30-year-old hoax, and Emma provided art for the name badges. Several fen at Minicon 14 wore their InVention 30 badges, but no conreport was written, and fandom-at-large let the anniversary pass by quietly.

For that small bit of creative Minneapolis lunacy to have happened, Minicon had to exist. So let's get back to Jim Young and his dreams of Worldcon grandeur. For it was from those dreams that Minicon arose (or descended...or, knowing Jim...jumped out of his left ear, jabbering something reminiscent of Firesign Theatre).

"We have to put on a convention," Jim thought. "If we want to run the Worldcon, we need experience. We need to show the BNF's and other voters that we can do it."

Minicon 1 was held in 1968. It was a 1-day affair at the Men's Lounge of Coffman Union at the University of Minnesota. These days, if you really stretch the count, you could claim a total of 60 people attended for at least part of the day. Fred Levy Haskell and Don Nelson, both expected at Minicon 30, were two members of the convention. They're the only members of Minicon 1 who went on to attend every Minicon since.

Jim worked hard on the next two Minicons, which were full weekend events. The young convention began to grow, and as the word of Crazy Minneapolis Fandom began to spread, Minneapolis in '73 bid parties became the place to be at cons near and far.

While Minn-stf had few ties to the old Minneapolis Fantasy Society, the club also had friends in Missouri — in St. Louis, to be

The Mpls in '73 Suite is in Rooms 480–484, North Tower.

The suite will be open from noon to 2 am Friday and Sunday, and from 10 am to 2 am on Saturday.

Check your pocket program for the exact schedule of events.

precise. Fans working on the Minneapolis in '73 bid saw first hand the painful meltdown that occurred as a result of the 1969 St. Louiscon. Running the Worldcon, with its numerous demands and political stresses, destroyed the St. Louis fan group. Not long after, Jim Young's father died. Jim had to withdraw as chair and he really couldn't see anyone else in the group who he thought could run the bid. In the aftermath of St. Louiscon, the work and politics of running Worldcon didn't look like much fun. In fact, it looked like a Bad Idea. Rather than continuing, Minneapolis in '73 dropped its Worldcon bid before voting occurred, giving its support to the Toronto group that eventually hosted Torcon.

But just because we didn't want to run a Worldcon didn't mean we didn't want to party. Bev (pre Elmshauser) Swanson and Chuck Holst are widely credited with the continuation of the Minneapolis in '73 bid, post-supporting variety. They led the first such party at Torcon, and Minn-stf fans have been holding Minneapolis in '73 parties around the world ever since.

In 1990, Minicon began sponsoring a Minneapolis in '73 suite for the duration of the convention. It's one of the "conventions within a convention" that you can find at Minicon. The small Minneapolis in '73 suite provides a place for old farts to hang-out and also serves as an entry-point for newer fans who might find the 22nd floor consuite just a tad loud and overwhelming.

Since the Radisson remodeled our old suite out of existence, Minneapolis in '73 is moving to the Plaza Tower (that's the short one) for Minicon 30. During the suite's open hours, a variety of hosts will offer a comparable variety of amusements and entertainments, all bound together by traditional Minneapolis in '73 hospitality.

Depending on when you arrive, you might find yourself building milk carton boats, eating pancakes, flipping the heads on PEZ dispensers to get at the treats inside, building a bheercan Tower to the Moon, buying memberships to ReinCONation, smoffing with the exec of Minicon 31, drinking champagne, or eating birthday cake. Then again, you're welcome to just stop in for a cup of coffee or bottle of brew. All parties are open, and Minneapolis in '73 memberships will be available whenever you or the hosts are able to find the stash of 1973 pennies and membership cards.

Networrk '73

Network '73 is a pair of closed-circuit television channels available within the Radisson. "We control the vertical...."

Live Events

The only live events to be televised will be the Opening and Closing Ceremonies, and the Masquerade. This will provide maximum accessibility to the maximum number of Minicon members —supplementing the "live studio seating" with the best possible TV signal the hotel cable system allows.

These Grand Ballroom events are very well attended (to Standing Room Only and beyond) and warrant such treatment.

Other programming events will not be televised. A convention is meant to be attended—not watched from your hotel room. The programming committee and panel participants have put in a lot of time and work bringing their events to Minicon. Playing to a nearly empty room is not heartening. I know—I've been there.

Another Programming Track: Pre-Recorded

Now, what WILL be on: an alternative track of programming, not available at Minicon (or anywhere else in some cases). These include fan-written and fan-produced shows, author readings, artist demos, interviews, masquerade retrospectives, Midwest Convention "Travelogues," special children's shows, and our own version of religious programming on Sunday morning.

"News from the Con" Live

Network '73's most ambitious project is live "News from the Con" at 6 pm and 10 pm on Friday and Saturday. Watch Channel 3 for program times and titles.

The Text Channel

Clarabelle Radio—channel 3—is the Text Channel. It carries all those programming updates and the latest announcements, just like last year. And, just as in its first year, it will also be your Fan Radio station of choice, carrying fan-written, fan-performed or fan-preferred music and radio plays. "The perfect party background muse-zac."

On behalf of all the crew, tech, writers and actors — thanks for watching us!

Watch for our exclusive world premieres of recordings that include:

❖ IKV Pakehell's new one-hour "episode" of Battleship Vengeance.

❖ Sneaking Suspicion in concert at the New Riverside Cafe.

by
Rex Bryant, Chief Penguin and the Blue Meanie
and
Kris Spiesz, Co-head, a.k.a "Max"

The Fanzine Room

and World Wide Web site

by Jeff Schalles

More and more conventions have created fanzine rooms in recent years. Forty years ago there was less distinction, fewer separate activities. If there was a movie, all 85 fans watched it, then everyone discussed something, then everyone went to dinner.... As fandom grew, adding films, multi-track programming, gaming, costuming, filking and all, fanzine fans felt cast adrift. Huddled around the benches by the elevators, hiding amid the pros in the bar, fanzine fans began to ask for their own spaces — calling them Mimeo Rooms, Fan Rooms, Fanzine Rooms, Fan Lounges.

Eventually, an entire convention just for fanzine fans was founded. It was last weekend, in fact, in Las Vegas: ***Corflu 12.*** *If there was a movie, all 185 of us watched it. Then we talked about something and all went out to dinner.... More or less; Las Vegas has a lot of distractions.*

The realm of science fiction fanzines and fanzine fandom (subtly related but essentially different from the "zines" described in mainstream publications) is a bit like that great big old turtle that ancient mythologies place under the elephant upon which all of the higher material worlds rest. There at the beginning, the roots of what followed. You may not notice that the turtle is there, but you would miss it if it was gone. But don't worry, it isn't going anywhere anytime soon — except maybe out onto the Internet.

All knowledge resides in fanzines, though sometimes it comes across like the million monkeys pounding away at a million typewriters. You have to dig to find it, and some nuggets may be hidden inside something so ugly you want to scream. But without fanzines, without fan-eds and fanwriters, without the Fanzine Writers of America (FWA), there would be a far poorer historical record of fan activities — and far less reason to meet the mailman every day.

Although passersby may get the impression that only diehard old-time sf fanzine heads hang around the fanzine room, waxing nostalgic about cranking mimeos day and night in the crazy apartments of the Bozo Bus building, this isn't entirely true. *Partially,* but not entirely. Furthermore, the fanzine room is more than just a bustling print production facility; it is also meant to be a lounge where you may sit and read, draw, write, chat, make new friends, or just stare off into space.

At Minicon 30, the fanzine room will be publishing a daily newsletter, *The Bozo Bus Tribune.* There will be equipment available for people to make their own fanzines. In the past we've had venerable mimeographs, but this year we're using computers, laserwriters, scanners, digitizing tablets, and a high-speed photocopier.

Also, we plan to make Minicon 30 a World Wide Web site on the Internet, with the local host based in the fanzine room and a Web page filled with con information, photographs, live audio feeds....

This is fitting. Fanzines were the original long-distance worldwide fan communication network, dating back to the 1930's. Fans have long been prominent among the early adopters of each new wave of communications technology.

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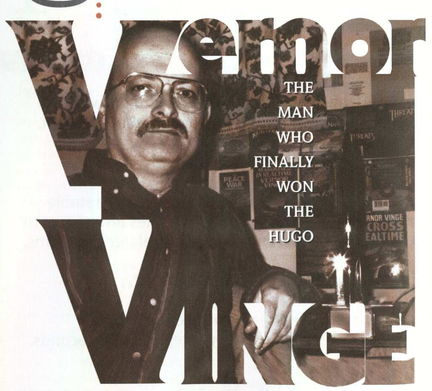
Guest of Honor

Vernor Vinge

THE MAN WHO FINALLY WON THE HUGO



Among serious science fiction writers, Vernor Vinge is considered one of the most highly respected writers in the field. For years, professional writers and editors would walk around saying things like, "Boy, that Vernor Vinge is really terrific. It's really a shame that more readers haven't discovered his books."

And for a number of years, this was quite true. Vernor Vinge was better known in the late 1960s and early 1970s than he was in 1983. His debut novel, *GRIMM'S WORLD,* was quite highly regarded for its imaginative premise, well-worked out science, evocative depiction of life on a planet with an unusual geology, and its general "sense of wonder." He had written a number of intriguing and effective short stories for John W. Campbell's *Analog.* In the second half of the 1960s, he was definitely a young hard-SF writer to watch. His second novel, *THE WITLING* wasn't published until 1975, and by 1976 he had stopped writing SF, concentrating instead on his career in academe first as a mathematician and then, with the development of computer science as field independent of mathematics, as a computer scientist. He credits the fact that he had came to formal computer learning rather late as something of an advantage — he didn't know what was "impossible."

While Vernor was learning and teaching computer science, his then wife, Joan D. Vinge, was starting her own science fiction career, beginning in 1973. When she garnered a sizable advance for *THE SNOW QUEEN* in 1978, Vernor decided to give SF another try. The early '70s were a relatively down time in the field, but now it seemed there was more money to be made, as a readership that had been largely discouraged by the predominance of doom-laden stories in the late '60s and early '70s came back to SF, eager for fresh new stories.

MINICON 30
PAGE 53

by Jim Frenkel

He wrote *TRUE NAMES* in 1980, and it proved to be a turning point in his career. Its first appearance, in Dell's *Binary Star #5*, was a finalist for both the Nebula and the Hugo awards. Marvin Minsky spoke at length about *TRUE NAMES* in his Nebula Awards banquet address in New York in 1981, and many people in both the science fiction and scientific communities have since cited it as perhaps the single most seminal work of fiction and predictive fact in the development of what we now call cyberspace.

Vinge was nominated for a Hugo award for his next novel, *THE PEACE WAR*, published in 1984. Despite great popularity and widespread critical praise, it lost to Orson Scott Card's even more popular *ENDER'S GAME*. Likewise, in 1986, the sequel to *THE PEACE WAR*, *MAROONED IN REALTIME*, lost to *SPEAKER FOR THE DEAD*. He didn't write another novel until *A FIRE UPON THE DEEP*, published in 1992, and the development of his novelistic skills that was evident in the two previous novels had clearly taken another leap in this new work. He never said anything about it, but by this time Vernor must have been wondering what it took to win a Hugo Award. This new novel was one of the most highly acclaimed hard-SF novels of the new decade. Filled with ideas as few SF novels are, it impressed a wide range of critics, and readers were dazzled by the combination of vast scope, high-concept SF ideas, riveting action, sharply limned characters, and masterful narrative control. Vinge was in San Francisco for the World SF Convention, ConFrancisco, sitting in the front row where all the nominees and their guests were sitting during the Awards ceremony. He wasn't the most surprised winner that night—Janet Kagan probably won that kudo—but he may have been the most relieved and pleased. He had worked for four years on this book, and his merit was finally recognized. Unquestionably, his recognition was delayed by the fact that due to the demands of his academic career, he can't write full-time. But the Hugo Award will forever mark Vernor Vinge as a great SF writer, and *A FIRE UPON THE DEEP* as one of the masterpieces of the field.

If you like hard SF adventure, pick up one of his books and start to read it. But you'd better set aside a few hours, or you might miss appointments, as well as sleep, as you marvel at the wonders of his science fictional universe. If you see him in the halls or at a party, ask him questions about his work. He is an articulate and enlightening person who carefully tries to understand the craft of science fiction, and is always working to improve his considerable skills. You won't see Vernor Vinge holding forth; he's modest about his achievements, and lets his prose speak for him. Go to his reading, and maybe you'll be able to get him to talk about his work in progress. That's REALLY fun.

VERNOR VINGE

HIS BOOKS

GRIMM'S WORLD (Berkley paperback) 1969
UK reprint: Hamlyn pb, 1978. Note: two stories linked into a novel; republished in 1987 in expanded version as TATJA GRIMM'S WORLD.

THE WITLING (DAW paperback) 1976
US reprints: Bluejay trade pb 1986; Baen pb 1987. UK reprints: Dobson hc 1978; Hamlyn pb 1978; Pan pb 1990. Translations: French (1981), German (1984).

TRUE NAMES (Dell paperback) 1981
as *BINARY STAR 5*, a two-in-one volume (along with *NIGHTFLYERS* by George R. R. Martin).

TRUE NAMES (Bluejay trade paperback) 1984
Note: first separate edition of this novella. Translation: Danish (1986).

THE PEACE WAR (Bluejay hardcover) 1984
US reprint: Baen pb 1985. UK reprint: Pan pb 1987.

MAROONED IN REALTIME (Bluejay hardcover) 1986
US reprint: Baen pb 1987. UK reprint: Pan pb 1987. Translations: Dutch (1987), Spanish (1989). Note: sequel to *THE PEACE WAR*.

ACROSS REALTIME (Science Fiction Book Club hardcover) 1986
Note: omnibus containing *THE PEACE WAR* and *MAROONED IN REALTIME*.
US reprint: Baen pb 1991 (which adds a related novella, "The Ungoverned").
UK reprint: Millennium pb (1994) and trade pb (1993).

TATJA GRIMM'S WORLD (Baen paperback) 1987
Note: revised GRIMM'S WORLD, with addition of a later story, "The Barbarian Princess," as a prequel.

TRUE NAMES—AND OTHER DANGERS (Baen paperback) 1987
Note: collection of five stories, including the previously-published-separately *TRUE NAMES*.

THREATS—AND OTHER PROMISES (Baen paperback) 1988
Note: collection of seven stories, including "The Blabber", a novella-length sequel to *A FIRE UPON THE DEEP*.

A FIRE UPON THE DEEP (TOR hardcover) 1992
US reprint: TOR paperback 1993. UK reprints: Millennium hc and trade pb, both 1992. Translations: Italian (1993) and German (1995).

Tor Books Salutes

Guest of Honor

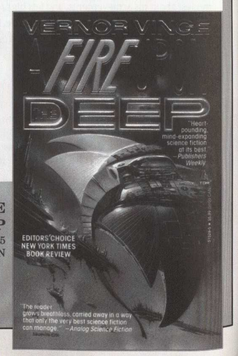
Vernor Vinge

"One of the most ingenious minds in science fiction."
—Charles Sheffield

Author of the Hugo Award-winning

A Fire Upon the Deep

"A masterpiece"—*Kirkus* (starred review)

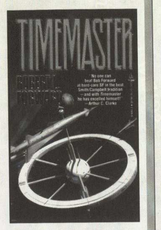


A FIRE UPON THE DEEP
0-812-51528-5
$5.99/$6.99 CAN

MiniCon's Spectacular Guest List!

Science Guest of Honor

Robert L. Forward



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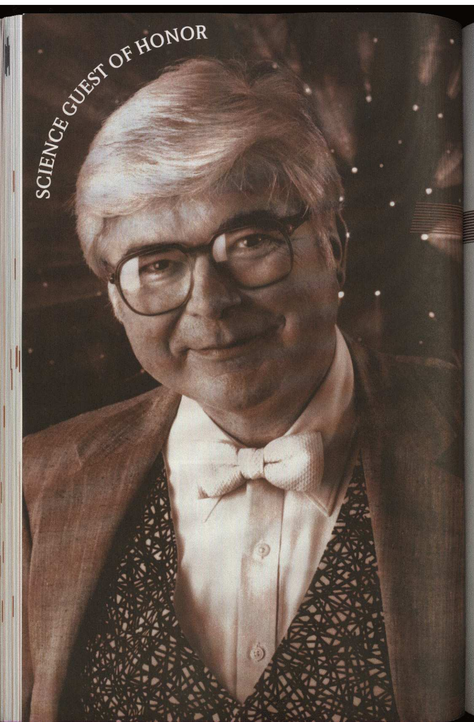

Dr. Robert L. Forward is a science consultant, writer, and futurist specializing in studies of exotic physical phenomena and future space exploration with an emphasis on advanced space propulsion concepts. Dr. Forward obtained his B.S. in Physics from University of Maryland in 1954, M.S. in Applied Physics from UCLA in 1958, and Ph.D. in Gravitational Physics from University of Maryland in 1965. For his thesis he built and operated the world's first bar antenna for the detection of gravitational radiation. The antenna is now at the Smithsonian museum.

ROBERT FORWARD

Dr. Forward has 38 years of experience in advanced space propulsion, experimental general relativity, gravitational and inertial sensors, low noise electronics, and space sciences. For 31 years, from 1956 until 1987, Dr. Forward worked at the Hughes Aircraft Company Research Laboratories in Malibu, California, in positions of increasing responsibility, culminating with the position of Senior Scientist on the Director's staff. During that time he built and operated the world's first laser interferometer gravitational radiation detector, invented the rotating gravitational mass sensor, published over 70 technical publications, and was awarded 18 patents. He left Hughes in 1987 in order to spend more time writing and consulting under his own company, Forward Unlimited.

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From 1983 to the present, Dr. Forward has had a series of contracts from the Department of Defense and NASA to explore the forefront of physics and engineering in order to find new energy sources that could produce breakthroughs in space power and propulsion. The first contract, "Alternate Propulsion Energy Sources," was to conduct an intense technical assessment of the latest concepts in science and engineering that show promise of leading to a major advance in available energy sources for space power and propulsion in the 21st Century. The study resulted in the uncovering of 64 propulsion energy concepts, of which 28 were well defined enough to be selected for preliminary technical assessment. Further study narrowed the field down to six concepts that had not been known before, or had been deemed unfeasible or too far off by advanced propulsion surveys. One of these was antiproton annihilation propulsion.

The second contract, "Antiproton Annihilation Propulsion," was to determine the physical, engineering, and economic feasibility of antiproton annihilation propulsion. The conclusion of the study was that antiproton annihilation propulsion is feasible, but expensive. A 212-page final report, a journal publication, six papers at conferences and workshops, and a book, *Mirror Matter: Pioneering Antimatter Physics*, resulted from that effort. As a result of the study, the Air Force set up special programs to support antiproton annihilation propulsion research.

The third contract, "Advanced Space Propulsion Study," continued to explore new propulsion concepts. The effort was to include an emphasis on the study of antiproton annihilation propulsion and to present approaches for promoting the scientific and technology issues of the concept. The contract resulted in five published papers. *The Mirror Matter Newsletter* was started in June 1986 with Dr. Robert L. Forward as editor. Each issue of the newsletter contained 10–14 pages and was sent free to those with an interest in the scientific and technological applications of stored antimatter. The newsletter was published 3–6 times a year and was terminated in June 1990 with the 18th issue. This contract also resulted in the compilation of an extensive *Antimatter Science and Technology Bibliography.*

The fourth contract, "21st Century Space Propulsion Study," was a multi-year program running from August 1987 through May 1991. The effort called for Dr. Forward to continue monitoring the research at the forefront of physics and engineering to discover new technology and scientific phenomena that might have application to space propulsion, and based on these latest developments, propose space propulsion concepts. The study again included an emphasis on antimatter propulsion concepts. The contract resulted in a patent and five publications.

The fifth contract, "Failsafe Multistrand Tethers for Space Propulsion," was an SBIR Phase I study with NASA/Marshall SFC that developed a failsafe multistrand tether design with a lifetime 500 times the lifetime of a single strand tether. This was followed by another SBIR Phase I contract "Failsafe Multistrand Tether SEDS Technology Demonstration," which runs from 15 December 1994 through 15 June 1995.

Another present contract effort is a multi-year contract with JPL for an advanced propulsion research definition study to find new concepts for advanced space propulsion that would be suitable for further experimental or analytical study by JPL.

Dr. Forward is a recognized expert on future technology, especially exotic physics and future space travel. He has given invited,

THE BOOKS OF ROBERT L. FORWARD: FICTION

DRAGON'S EGG (Ballantine/Del Rey hardcover) 1980
US reprints: SFBC hc 1980; Ballantine/Del Rey pb 1981. UK reprint: NEL pb 1981; reissued 1988. Translations: German (1981), Japanese (1982), French (1984), Finnish (1987), Spanish (1988).

THE FLIGHT OF THE DRAGONFLY (Pocket/Timescape hardcover) 1984
US reprints: Pocket/Timescape trade pb 1984. UK reprints: NEL pb 1985; reissued 1987. Note: expanded 1985; expanded & retitled 1987, q.v.
Translations: Japanese (1985), French (1986), German (1986).

THE FLIGHT OF THE DRAGONFLY expanded (Baen paperback) 1985
US reissue: Baen pb 1987. Note: further expanded 1987 as *ROCHEWORLD*, q.v.

STAROUAKE (Ballantine/Del Rey hardcover)
US reprints: SFBC hc 1985; Ballantine/Del Rey pb 1986. UK reprint: NEL pb 1988. Translations: German (1987), Japanese (1987), Spanish (1987).
Note: sequel to *DRAGON'S EGG*.

ROCHEWORLD (Baen paperback) 1990
Note: further expansion of *FLIGHT OF THE DRAGONFLY*; "Rocheworld" series.

MARTIAN RAINBOW (Ballantine/Del Rey hardcover) 1991
US reprints: Easton hc 1991; Ballantine/Del Rey pb 1992. Translation: German (1992).

TIMEMASTER (TOR hardcover)
US reprint: TOR pb 1993.

MAROONED ON EDEN (Baen paperback) 1993
Co-author: Martha Dodson Forward. Note: "Rocheworld" series.

RETURN TO ROCHEWORLD (Baen paperback)
Co-author: Julie Forward Fuller. Note: "Rocheworld" series.

CAMELOT 30K (TOR hc)

OCEAN UNDER THE ICE (Baen paperback) 1994
Co-author: Martha Dodson Forward. Note: "Rocheworld" series.

DRAGON'S EGG/STAROUAKE (Ballantine/Del Rey paperback)
Note: omnibus of the two named novels.

RESCUED FROM PARADISE (Baen paperback) 1995
Co-author: Julie Forward Fuller. Note: "Rocheworld" series.

paid lectures to the Okayama Prefecture in Japan, the 1990 NASA/Lewis Vision 21 Workshop, and four National Space Society International Space Conferences. He has presented invited review papers on the feasibility of interstellar flight as part of the 1976 JPL Flyby Celebrations, the JPL "Gossamer Spacecraft" workshop, and the 1985 IAF Congress, and also an invited paper to the 1985 IAF Congress reviewing the entire US advanced space propulsion program. He was a visiting lecturer on advanced space propulsion at the 1993 summer session of the International Space University. In 1994 he was the Keynote Speaker at the Practical Robotic Interstellar Flight Conference.

Dr. Forward's extensive review and bibliography, "A National Space Program for Interstellar Exploration" is published in *Future Space Programs 1975* of the House Subcommittee on Space Science and Applications. In 1990, he was invited by the AIAA to write the advanced space propulsion section of the special propulsion issue of *Aeronautics and Astronautics*. In 1993 he was asked to write the advanced space propulsion section of the US Air Force Academy-sponsored textbook on space propulsion. He is a regular contributor to the *Encyclopaedia Britannica*, which invited review articles, "Ships to the Stars" in the *1988 Yearbook*, and "Antimatter" in the *1993 Yearbook*.

In addition to 130 professional publications and patents, Dr. Forward has written 65 popular science articles for publications such as *Omni, New Scientist, Encyclopaedia Britannica Yearbook, Science Digest, Focus, Analog*, and *Galaxy*. His published works include two science fact books and ten "hard" science fiction novels, where the science is as accurate as possible. (see Bibliography at bottom of pages).

Dr. Forward is a Fellow of the British Interplanetary Society, Associate Fellow of the American Institute of Aeronautics and Astronautics, and a member of the American Physical Society, Sigma Xi, Sigma Pi Sigma, National Space Society, The Science-Fiction and Fantasy Writers of America, and the Authors Guild.

BONUS GUEST:
MARTHA DODSON FORWARD,
CO-AUTHOR

Martha Dodson Forward obtained a Bachelor of Arts degree in English from the University of South Carolina in 1956 and took graduate courses at UCLA. Her primary literary output consists of letters to a wide circle of family and friends, some of whom save them assiduously with the fond and foolish hope of becoming wealthy from their publication after her demise.

THE BOOKS OF ROBERT L. FORWARD:

DETECTORS FOR DYNAMIC GRAVITATIONAL FIELDS 1965
Thesis: University of Maryland at College Park.

DEVELOPMENT OF A ROTATING GRAVITY GRADIOMETER FOR EARTH ORBIT APPLICATIONS 1973
Hughes Research Laboratories: Research Report.

FAR OUT PHYSICS (report of SFWA presentation) 1974

A NATIONAL SPACE PROGRAM FOR INTERSTELLAR EXPLORATION 1975
Hughes Research Laboratories: Research Report.

INFRASTELLAR AND INTERSTELLAR EXPLORATION 1976
Hughes Research Laboratories: Research Report.

GRAVITY GRADIENT MAPPING FROM THE LPO
Hughes Research Laboratories: Research Report.

INTERSTELLAR TRAVEL AND COMMUNICATION: A BIBLIOGRAPHY 1980
Co-edited, for British Interplanetary Society.

SELECTED NON-FICTION

ANTIPROTON ANNIHILATION PROPULSION 1985
Report for Air Force.

ADVANCED SPACE PROPULSION STUDY: ANTIPROTON AND BEAMED 1987

POWER PROPULSION (report for Air Force).

FUTURE MAGIC (Avon paperback) 1988
Note: *Future Magic*, now out of print, is being replaced by a Baen Books original paperback, *INDISTINGUISHABLE FROM MAGIC*, which has non-fiction chapters, updated from *Future Magic*, plus a new non-fiction chapter on faster-than-light, with short stories — including a new one — interspersed in between. It will be out in August 1995.

MIRROR MATTER: PIONEERING ANTIMATTER PHYSICS (Wiley hc)
Co-author: Joel Davis.

21st CENTURY SPACE PROPULSION STUDY 1990
Report for Air Force.

JODY LEE

ARTIST GUEST OF HONOR

Jody Lee has been illustrating professionally in the field of fantasy and science fiction for twelve years. Her clients include DAW Books, Bantam Doubleday Dell, Tor Warner, and others.

She has done covers for books by Mercedes Lackey, Jo Clayton, Mickey Zucker Reichert, Lloyd Alexander and Madeleine L'Engle.

Jody thinks of herself as a "born-again pre-Raphaelite" and admires all the usual suspects from that era and afterward, but she takes inspiration from many other sources and civilizations.

She tries to create a different and singular look for each book or series that will suit the story, the author, and the intended market. All her styles combine good design, attractive, well-drawn figures, and glowing color.

She is a member of AFSA, a member of the Graphic Arts Guild of New York, and a former chair of their Professional Practices Committee.

Jody was born in San Francisco and holds a BA in illustration from the Academy of Art College there. She and her husband Tom Ingram, a financial consultant for Merrill Lynch, now live in White Plains, New York. They race their nineteen foot sailboat, *The Pride of Yonkers*.

A list of Jody's book covers appears on the following pages.

Cover for Beyond Ragnarok *by Mickey Zucker Reichert (new release), and working sketch*

Works by Jody Lee

Title	©	Medium(s)
Changer's Moon	1985	Graphite, acylics on gesso
Skeen's Leap	1986	FW inks, graphite, acrylics, pastels
Skeen's Return	1986	FW inks, graphite, acrylics, pastels
Skeen's Search	1986	FW inks, graphite, acrylics, pastels
Arrows of the Queen	1986	Oils, acrylics, gold watercolor on gesso
Arrows Flight	1987	Acrylics, gold watercolor on gesso
Arrows Fall	1987	Acrylics, gold watercolor on gesso
Out on a Limb	1984	FW inks, graphite on WC board
Blue Magic	1987	Gouache, acrylic, on gesso
A Gathering of Stones	1988	Gouache, acrylic, on gesso
The Oathbound	1987	Gouache, gold watercolor on gesso
Oathbreakers	1988	Gouache, gold watercolor on gesso
The Shadow of the Warmaster	1988	Pastels, graphite, gouache, acrylics
Magic's Pawn	1988	Acrylics, gold watercolor, gouache, ink
Magic's Promise	1989	Acrylics, gold watercolor, gouache, ink
Magic's Price	1989	Acrylics, gold watercolor, gouache, ink
The Book of Three	1989	Acrylics, ink, gouache
The Black Cauldron	1989	Acrylics, ink, gouache
The Castle of Llyr	1989	Acrylics, ink, gouache
Taran Wanderer	1989	Acrylics, ink, gouache
The High King	1989	Acrylics, ink, gouache
Spellsingers	1968	Acrylics, ink, gold gouache
Shadow Rey	1989	Pastels, graphite, acrylics, gouache
Shadowspeer	1990	Pastels, graphite, acrylics, gouache
Shadowkill	1990	Pastels, graphite, acrylics, gouache
By the Sword	1990	Acrylics, ink, gold gouache
A Wrinkle in Time	1990	Acrylics, pastels
A Wind in the Door	1990	Acrylics, pastels
Many Waters	1990	Acrylics, pastels
A Swiftly Tilting Planet	1990	Acrylics, pastels
The Song of the Gargoyle	1990	Acrylics, ink
An Acceptable Time	1990	Acrylics, ink
The Frogge Would a Wooing Ride	1980	Gouache
Wild Magic	1991	Acrylics
The Last of the Renshai	1991	Acrylics, graphite
The Chronicles of Prydain	1991	Acrylics, graphite

Title	©	Medium(s)
The Cat Who Wished to be a Man.	1991	Acrylics, graphite
Phoenix Fire	1991	Acrylics, ink, graphite, prisma pencil
Wild Fire	1991	Acrylics
Below the Root	1991	Acrylics
And All Between	1991	Acrylics
Until the Celebration	1991	Acrylics
Winds of Change	1992	Acrylics
The Western Wizard	1992	Acrylics
A Tapestry of Lions	1992	Acrylics
The Magic Wars	1992	Acrylics
Wren to the Rescue	1992	Acrylics, pastels
World's End	1992	Acrylics
Child of Thunder	1992	Acrylics
The King Arthur Companion	1982	Acrylics, FW inks
Runequest	1982	Gouache
Pendragon	1983	Gouache
The Mists of Avalon	1983	Acrylics
New Moon	1988	Acrylics
Winds of Fury	1992	Acrylics
Winds of Fate: Elspeth and Darkwind	1991	Acrylics
Winds of Fate: Mornilthe Falconsbane	1991	Acrylics
The Black Griffin	1993	
The Jaguar Princess	1993	
The Legend of Nightfall	1993	
Nightfall Spine Art	1993	
The Witch and the Wombat	1993	
Sing the Four Quarters	1993	
The Book of Earth: Dragon Quartet Book One	1993	
Storm Warning	1993	
Fifth Quarter	1994	
The White Gryphon	1994	
Beyond Ragnarok	1994	
Storm Rising	1995	

Images on these four pages are © Jody Lee

BHIGG HOUSE

Bhigg House — 337 Oxford Street, Winnipeg, Manitoba, Canada. BaggieCon headquarters. Home to Decadent Dave Clement, Elizabeth Clement, Ruth Anderson, Sharyl Leis, and Mike MacKinnon. Site of fannish parties and plots too numerous to remember let alone mention.

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by Steve Glennon with assistance from Geri Sullivan, Karen Cooper, Sharyl Leis, and Ruth Anderson.

Let us begin with the House itself: it is big, it is gray, and it has a red door. Beyond these obvious attractions it is possessed of a lovely sun room with a view of the resident turtle's portable pond. The big, friendly living room is home to a swarm of balloons and an amazing light fixture; considered purely as sculpture it could be referred to as "the launch of the intergalactic sperm." The dining room comes equipped with a big table and stacks of jigsaw puzzles. The second floor has a big music room, suitable for parties and band practice, with book-lined walls in the best fannish fashion. The third floor has a closet big enough to serve as a guest bedroom. The brass plaque over the door reads, "Steve Brust slept here."

In 1990 several Canadian fans (Dave, Elizabeth, Ruth, Sharyl, and Don Bindas) were inspired by fannish households of Minneapolis (such as Toad Hall and the Bozo Bus building) and created a group home of their own in Winnipeg. Thus began Bhigg House. Their home allows each of the them to follow their Muse, so that it is a place of many, many friends.

Some of them gather every summer at BaggieCon, which is all Dave's fault. Each year he enjoyed the music and camaraderie of the group of friends gathered at the Winnipeg Folk Festival. Realizing that the warmth and happiness of good friends, good talk, and good music was the essence of a convention he made it official. Thus was born BaggieCon: an annual gathering of souls united by their love of music, enormous campsites, and desire to stay dry (hence the giant baggies). Like all good conventions it has been commemorated in song, story, and T-shirt. There may even be a few BaggieCon T-shirts left — just ask.

FAN GUESTS OF HONOR

SELECTED DISCOGRAPHY: DAVE CLEMENT

Music after Midnight ..... Dodeka ..... Tape
Rambling the Galaxy ..... Dodeka ..... Tape

SELECTED DISCOGRAPHY: DANDELION WINE

Circles in the Grain ..... Dodeka ..... Tape
Cheap Hooch ..... Dandelion Wine ..... CD

The defining characteristic of the Bhigg House is hospitality, and last year's BaggieCon was a prime example. The Winnipeg Folk Festival ended early, to the strains of tornado warnings and a spectacular thunderstorm, rather than the usual "Mary Ellen Carter" and "Ripple." After the worst of the storm was over, 16 BaggieCon campers fled the disaster site and followed Ruth to the Bhigg House. They arrived at 2:30 a.m., drenched and dripping. Mike, Sharyl, and Elizabeth gave them a warm welcome, hot showers, dry clothes, places to sleep, and a chance to sing "Ripple" anyway. By morning, Elizabeth had all of their wet clothes washed and dried and was acclaimed as the patron saint of the BaggieCon campers.

As you might expect with such a friendly group, they are not coming to Minicon alone. Look for the rest of Dandelion Wine, other musicians, family, and friends. Of course they can't bring the house with them (they just had the foundation redone and they can't do a thing with it), but the spirit of the Bhigg House is with them, and you can experience Bhigg House hospitality for yourself. Look for the Red Door on the 16th floor. (See the pocket program for places and times).

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Photos by Ruth Anderson

DENIZENS OF THE BHIGG HOUSE

Mike MacKinnon

Interests in Bridge, Magic, computers, Bridge, Magic, not learning the piano, Bridge, Magic, not learning the guitar, Bridge, and Magic. He is well rounded and knows how to count.

Ruth Anderson

Interests in juggling (especially Stix), singing, playing the guitar (sporadically), NLP, and expanding her talent entrepreneurial tendencies.

Sharyl Leis

Interests in reading, gazing into Mike's eyes, and jigsaw puzzles. Hobbies: staying awake so she doesn't miss anything.

Elizabeth Clement

Interests in reading, French, and baking bread. She is looking forward to being an au pair in Quebec next year. If you wish to parlez en francais then seek her out.

Dave Clement

Interests in music, singing, reading. Enjoys playing guitar, dumbak, and penny whistle solo or in the band Dandelion Wine. Dave especially likes to bring musicians together; most recently he ran the Filk programming at ConAdian.

Tor Salutes Hugo Award Winning MiniCon Attendee

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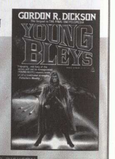

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glen cook

HONORED GUEST

Glen Cook was born in 1944 in New York City. He has lived in Columbus, Indiana; Rocklin, California; and Columbia, Missouri, where he attended the state university. While attending the Clarion Writers Workshop in 1970, he met his wife Carol and they now have three children. The Cook family lives in St. Louis where Glen works nights in a GM plant.

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THE BOOKS OF GLEN COOK

THE HEIRS OF BABYLON (Signet paperback) 1972
Translation: Poruguese (Brazil) 1980.

A SHADOW OF ALL NIGHT FALLING (Berkley paperback) 1979
US reissue: Berkley pb 1984. Note: "Dread Empire" series #1.

OCTOBER'S BABY (Berkley paperback) 1980
US reissue: Berkley pb 1984. Note: "Dread Empire" series #2.

ALL DARKNESS MET (Berkley paperback)
US reissue: Berkley pb 1984. Note: "Dread Empire" series #3.

THE SWORDBEARER (Pocket/Timescape paperback) 1982
US reprint: TOR pb 1990.

SHADOWLINE (Warner paperback)
US reissue: Warner pb 1986. Note: "Starfishers" series #1.

STARFISHERS (Warner paperback)
US reissue: Warner pb 1986. UK reprint: Futura pb 1984. Note: "Starfishers" series #2.

STARS' END (Warner paperback)
US reissue: Warner pb 1986 (?). Note: "Starfishers" series #3.

THE BLACK COMPANY (TOR paperback) 1984
US reissue: TOR pb 1989. UK reprint: ROC pb 1992. Note: "Black Company" series #1.

Glen says of himself:

> "Unlike most writers, I have not had strange jobs like chicken plucking and swamping out health bars. The only full-time employer I've ever had is General Motors, where I am currently doing assembly work in a light duty truck plant. My hobbies include stamp collecting and wishing my wife would let me bring home an electric guitar so my sons and I could terrorize the neighbors with our home-grown, head-banging rock and roll."

Our honored guest is the author of numerous science fiction and fantasy books. His works include the "Black Company" fantasy

SHADOWS LINGER (TOR paperback)
US reissue: TOR pb 1990. UK reprint: ROC pb 1992. Note: "Black Company" series #2.

THE FIRE IN HIS HANDS (Pocket/Timescape paperback)
Note: "Dread Empire" series #4.

DOOMSTALKER (Warner paperback) 1985
Note: "Darkwar" series #1.

A MATTER OF TIME (Ace paperback).

PASSAGE AT ARMS (Popular paperback).

WARLOCK (Warner paperback)
Note: "Darkwar" series #2.

THE WHITE ROSE (TOR paperback)
US reissue: TOR pb 1990. UK reprint: ROC pb 1992. Note: "Black Company" series #3.

WITH MERCY TOWARD NONE (Baen paperback)
Note: "Dread Empire" series #5.

ANNALS OF THE BLACK COMPANY (SF Book Club hardcover) 1986
Note: collects The Black Company, Shadowslinger, and The White Rose.

CEREMONY (Warner paperback)
Note: "Darkwar" series #3.

REAP THE EAST WIND (TOR paperback) 1987
Note: "Dread Empire" series #6.

SWEET SILVER BLUES (Signet paperback)
US reissue: ROC pb 1991. Note: "Garrett" series #1.

BITTER GOLD HEARTS (Signet paperback) 1988
US reissue: ROC pb 1991. Note: "Garrett" series #2.

Biographical background taken from Sweet Silver Blues (c 1987) and Sung in Blood (c 1990).

series and the "Garret," hard-boiled detective, fantasy series. He is also the author of the "Dread Empire" books, the "Star Fishers" series (an SF series dedicated to Richard Wagner), and *The Dragon Never Sleeps*. Glen's personal favorite (and probably his masterpiece) is *A Matter of Time*, a time-travel historical mystery novel centered around the Vietnam War era.

When he isn't writing books, assembling trucks or collecting stamps, Glen can usually be found behind a huckster's table at science fiction conventions. So if you wish to meet him, stop by his area in the Minicon Dealer's room, maybe do some business, and introduce yourself. Glen is a hard-working but very approachable man and we recommend him highly.

COLD COPPER TEARS (Signet paperback)
US reissue: ROC pb 1991. Note: "Garrett" series #3.

THE DRAGON NEVER SLEEPS (Popular paperback).

AN ILL FATE MARSHALLING (TOR paperback)
Note: "Dread Empire" series #7.

THE GARRETT FILES (Science Fiction Book Club hardcover) 1989
Note: collects *Sweet Silver Blues, Bitter Gold Hearts,* and *Cold Copper Tears.*

OLD TIN SORROWS (Signet paperback)
Note: "Garrett" series #4.

SHADOW GAMES (TOR paperback)
Note: "Black Company" series #4.

THE SILVER SPIKE (TOR paperback)
Note: set in world of The Black Company, but not part of main numbered sequence.

THE TOWER OF FEAR (TOR hardcover)
US reprint: TOR pb 1990. UK reprint: Grafton pb 1991.
Translation: Italian (1990).

DREAMS OF STEEL (TOR paperback) 1990
Note: "Black Company" series #5.

DREAD BRASS SHADOWS (ROC paperback)
Note: "Garrett" series #5.

SUNG IN BLOOD (NESFA Press hardcover).

RED IRON NIGHTS (ROC paperback) 1991
Note: "Garrett" series #6.

DEADLY QUICKSILVER LIES (ROC paperback) 1994
Note: "Garrett" series #7.

OUR FAMILY ALBUM

Welcome to Minicon 30. In the past 27 years there have been 29 other Minicons (we can't get enough of a good thing).

In 1987, Geri Sullivan published a one-shot 'zine entitled *Dare to be Stupid.* The 'zine contained a list of previous Minicons (through 1987) with each one's location, guest list, and convention year. Geri's list shows that the first Minicon was held in 1968 and took place in Coffman Union at the University of Minnesota. Around 60 people attended. By contrast, Minicon 29 was held at the Radisson South and had a membership of about 3,300 people.

I also had an opportunity to examine program books for most of the Minicons listed, back through number 6. For this, many thanks to Geri Sullivan and Scott Imes, True-Fen of the first water.

The following pages provide a snapshot of our 50-fold growth. They show each convention's year, the theme — if known — and the guests of honor (plus honored guests from time to time), along with commentary and a few odds and ends. Artwork and quotes are from the program books. The list is in chronological order (which isn't numerical order!)

— Tom Juntunen

Looking at early program books, I was struck by the program schedule — usually one or two pages, all events on one "track." The Minicon 29 program book describes 134 events across 26 pages of not terribly large type! And Minicon 30 promises to be even bigger; talk about humble acorns and mighty oaks. This oak has some deep roots, so climb a few branches and enjoy.

Minicon 1 (1968)

Location: Coffman Union (Men's Lounge), University of Minnesota.
Guests: Gordon Dickson, Charles De Vet, Clifford Simak.

Minicon 2 (1969)

Location: Andrews Hotel.
Guests: Gordon Dickson, Charles De Vet, Clifford Simak.

Minicon 3 (1970)

Location: Dyckman Hotel.
Guests: Poul Anderson, Gordon Dickson, Clifford Simak.

Minicon 4 (1971)

Location: Curtis Hotel.
Guest: Lin Carter.

Minicon 5 (1971)

Location: Andrews Hotel.
Guest: Volsted Gridban.*

Minicon 6 (1972)
The Stereo-opticon

Location: Hyatt Lodge (Minneapolis).
Guest: Ruth Berman.
For three days of programming there were 15 items listed.

Minicon 7 (1973)

Location: Hyatt Lodge.
Guests: Larry Niven (pro), Rusty Hevelin (fan).

* *"Joke, Moshe"*

Minicon 8 (1974)

Location: Dyckman Hotel.
Guests: Kelly Freas (pro), Bob Tucker (fan).
The program book listed 27 program items and 13 committee members for approximately 350 attendees.

Minicon 30 page 78

Minicon 9 (1974)
Made possible by a grant from Daytons

Location: Library/Dyckman Hotel.
Guests: Judy Lynn and Lester del Ray.
The program book listed 20 items and 11 committee members for approximately 190 attendees.

Minicon 10 (1975)

Location: Holiday Inn.
Guests: Poul Anderson (pro), Gordon Dickson (fan).*
There were 30 items listed in the program book.

Minicon 11 (1976)

Location: Leamington Hotel.
Guests: Edmond Hamilton and Leigh Brackett (pros), Leigh and Norb Couch (fans), Jackie Franke and Rusty Hevelin (toastmasters).
The program book listed 32 items, an Exec of 4 people and a Committee of 19.

Minicon 30 page 79

"The first group 'Smooooothl' of Minicon 11 took place at 9:50pm on the evening of Sunday, 11 April, 1976, in an apartment just south of Minneapolis. Tucker was present, and was radiant in a knit shirt and a single contact lens."

Minicon 12 (1977)

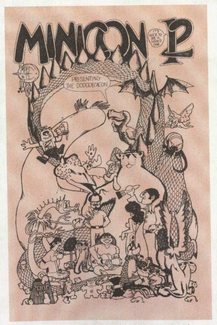
Location: Leamington Hotel.
Guests: Ben Bova (pro), Buck and Juanita Coulson (fan), Joe Haldeman (toastmaster).

"Come, fannish slans and humanoids
And gather at the Con,
To party, argue, drink and sing,
Carouse and huck, or anything —
Disrupt the place 'til dawn.

Associate with finer filk,
Come in from out of the smog.
Be not afraid, come as you are
And visit our bizarre bazaar,
And fill yourself with blog.

True fen are drawn to Minicon,
(For confans, the Grand Prix)
So, if you never say 'Sci-Fi,'
Be not adverse to dropping by —
Minneapolis in "73!!!"

— John Huotari, Minnetonka



Minicon 13 (1978)
Nothing is as it seems

Location: Leamington Hotel.

Guests: Samuel R. Delany (pro), Spider Robinson (fan), Bob Tucker (artist), Krissy (toastmaster).

The program book listed 34 items, 5 Exec and a "Merry Minicon Mob" of 25. The first "Winnipeg in '94" ad appeared. Moebius Theatre brought *Stage Wars* to Minicon (anyone remember the "special effects"?).

Minicon 15 (1979)

Location: Minneapolis Radisson.

Guests: Theodore Sturgeon (pro), Tom Digby (fan), Rick Sternbach (artist); Bob Vardeman.

The program book listed 40 items and Exec of 5 and a ConCom of 67.

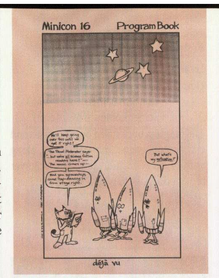
"Please: No frisbeeing in the Con Suite!"

Minicon 16 (1980)
Déjà Vu

Location: Minneapolis Radisson

Guests: C.J. Cherryh (pro), Jon Singer (fan), Ken Fletcher (artist), Nate Bucklin (music), Wilson (Bob) Tucker (toastmaster).

There were 47 programming items, 4 on the Exec and a ConCom of over 70. Things were organizing into departments and "troubleshooters" were first listed. Avner the Eccentric, a master mime from Atlanta, performed for the con.



"Please: No sex in the Con Suite!"

Minicon 17 (1981)

Location: Minneapolis Radisson.

Guests: Jack Vance (pro), Jerry Boyajian (fan), Reed Waller (music), Kathy Marschall (artist)

The program book listed 36 items.

Minicon 14 (1982)
Forward, Into the Past

Location: St. Paul Radisson

Guests: John Varley (pro), Cliff Simak (fan),* Spider Robinson (musician).

The program book listed over 50 items and concurrent programming appeared, along with organized Child Care. David Stever provided a guide to getting around St. Paul.

"This Program book is brought to you by Powder Blog Biscuits, the biscuits that help shy fans do what they must."

Minicon 30 page 82

Minicon 19 (1983)
Backward, Into the Future

Location: St. Paul Radisson

Guests: Larry Niven (pro), Pamela Dean and David Dyer-Bennet (fans), Dave Sim (artist), Spider John Koerner (music), Steven K. Zoltan Brust (toastmaster), Nostradamus (proxy).

This con was notable for starting with Closing Ceremonies and ending with Opening Ceremonies.

Minicon 18 (1984) *We know what we're doing and you don't. Trust us.*

Location: Leamington Hotel.

Guests: Chelsea Quinn Yarbro (pro), Dave Wixon (fan), Steve Hickman (artist), Somtow Sucharitkul (music), Rusty Hevelin (toastmaster), Bob Tucker (smoooth).

The program book was a newspaper, the *ConTribune*. The front page featured drawings of the hotels Minicon had previously been at — Andrews, Dyckman, Minneapolis Radisson and the Curtis — now all reduced to piles of rubble. Of course, we all know what happened since '84 to the Leamington...

Minicon 20 (1985)
Let's you and I get normal for a change

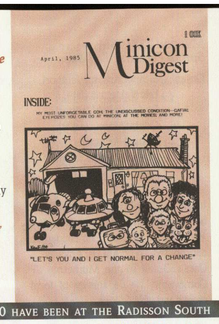
Location: Radisson South.

Guests: James P. Hogan (pro), The Permanent Floating Riot Club (fan group), The White Women (music), Stu Shiffman (artist), Jerry Stearns and Kara Dalkey (toastmasters).

In the program book Jeanne Mealy revealed a cure for Gafia.

"I'd give my right arm to be ambidextrous!" — DavE Romm

"In order to perform miracles, one must take notes." — Jack Vance



All Minicons since Minicon 20 have been at the Radisson South

Minicon 21 (1986) *Now we're just immoral and fattening*

Guests: Damon Knight and Kate Wilhelm (pro), Denny Lien (fan), Ken Fletcher (artist), Ann Passovoy (music), Diane Duane (toastmaster); Phyllis Eisenstein, Terri Windling, John M. Ford, P.C. Hodgell.

The registration packet came in a game box (Mutant, by Adventure Games) and included one of a set of miniature lead and tin figurines (sculpted by Ken Fletcher), as well as a cut-out diagram of a 23-sided die. There were rules for a treasure hunt in the program book — solve the riddles and (hopefully) discover the Treasure Trove.

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Minicon 22 (1987)
Still Crazy After All These Years

Guests: David Brin (pro), Fred Haskell (fan), Erin McKee (artist), Jerry Stearns (music), Robert Bloch (toastmaster); Diane Duane, Jane Yolen, Ellen Kushner.

Winnipeg in '94 ads surfaced again. Kayte Norini directed a play of two acts based on Patricia Wrede's book, *The Seven Towers*.

"I have always counted on the craziness of committees." — David Gerrold

Minicon 23 (1988)
Spring Forward, Fall Over

Guests: Eleanor Arnason (author), Eric Heideman (fan), Frederick Pohl (editor), Crystal Marvig (artist), Richard Feynman (science)*; Jane Yolen, David Hartwell, Algis Budrys.

In the program book, an ad by "DAV" books appeared for Eleanor Arnason's *Wage Slaves of Gor.* Eric Heideman contributed "Who Am Us, Anyway? A User's Guide to the Minnesota SF Community" — a survey of local groups and publications.

* Dr. Feynman passed away February, 1988

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page 84

Minicon 24 (1989)
Zen and The Art of Fan Maintenance

Guests: Harry Harrison (GoH), George "Lan" Laskowski (GoH), Fritz Leiber (GoH), Barry Longyear (GoH); Patrick and Theresa Nielson Hayden, P.C. Hodgell, Larry Niven, John Sladek.

In 1989 we lost Cliff Simak. Shockwave performed "Weatherproof Windows of the Mind," the 3rd or 6th installment of the Food Wars saga. And we saw the 20th anniversary of the Apollo moon landing.

"While others drift,
we ride the lift;
Push them buttons, open them doors!
Oh, the friends we meet,
when we're off our feet;
Push them buttons, open them doors!"
— Teddy Harvia

Minicon 25 (1990)
The Silver Edition

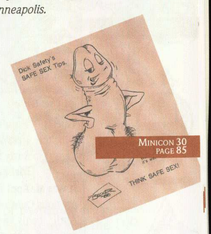
Guests: Jane Yolen(GoH), Kim Stanley Robinson (author), Patrick Price (arthur), David Thayer a.k.a. Teddy Harvia (artist), DavE Romm (fan), Earl Joseph (science); Dave Clement, P.C. Hodgell, Dr. Joseph Romm, Art Widner.

The program book was produced as a paperback entitled *It Came From Minneapolis.*

Minicon 26 (1991)
Think of it as Evolution in Action

Guests: George Alec Effinger (author), David Cherry (artist), Al Kuhfeld, Ph.D. (science), Suzanne V. Tompkins and Jerry Kaufman (fans), Jon Singer (lunch).

The program book included a reprint of some of "The Neofan's Guide to Science Fiction Fandom," mostly the glossary portions. It was also full of parameciums.



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page 85

Minicon 27 (1992)
Don't Ever Be A Dodo

Guests: Lois McMaster Bujold (writer), Ctein (artist), Dave Van Ronk (music).

Steven Brust served as the Official Minicon Adversary with great distinction. It was an educational program book, as Carol Kennedy undertook the thankless task of informing the membership about harassment, Denny Lien explained all about dodos, and Stephen Goldin explained the delicate art of "pro etiquette."

Minicon 28 (1993)
Suite, Savage Minicon

Guests: Susan Allison (editor), Diane Duane (author), Peter Morwood (author), Kathy Mar (music), Don Fitch (bless his sweet heart), John M. Ford (interesting person).

This was the inaugural year of Dark Star, Minicon's own espresso bar and music cafe.

"Let me see if I've got this right, you buy hundreds of pounds of junk food, enough gallons of soda to float a yacht, and hundreds of dollars worth of chocolate. Then you rent the top of a hotel and throw a party where you give it all away. Even the beer, which you always misspell. You keep this thing running all weekend, 24 hours, and all with volunteers? Sorry, but 2700 people having that much fun sounds very un-Minnesotan to me."
— from a conversation with a young neo, prior to the convention

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Minicon 29 (1994)
It seemed like a good idea at the time

Guests: Tom Doherty (publisher), Jack Williamson (author), Rusty Hevelin (fan), Phil Foglio (artist).

It was an April Fools Minicon: "The previous ConCom has been declared April Fools and was promptly replaced with the current Minicon Committee..." Daylight savings stole an hour from us. The program book included Elise (Krueger) Mattheson writing about "Big Trouble," and there was a quiz on Minicon.

Q: How many hotels has Minicon been in, and how many are still standing?

A: 9 hotels. 4 survivors — and it's not our fault!

Minicon Ad Infinitum...

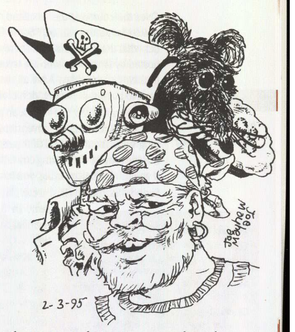
Which brings us to our 30th Minicon. This brief look through the kaleidoscope of Minicon's past is only meant to give you a sense of the history here.

To really know Minicon you have get out into it. Jump in, the water's fine!

Greetings from the Pirates of Fenzance

Baltimore in 1998
Worldcon Bid
Committee:

Brian Alexander
B. Shirley Avery
Covert Beach
Rebecca S. Bross
Dana Carson
Malinda Carson
Jack L. Chalker
Pat Ciuffreda
Martin Deutsch
Joseph Fleischmann
Bobby Gear
Marty Gear
Grinner
Hal Haag
Thomas Herman
Marian Horseman
Kitty Jensen
Quinn Jones
Mirian Kelly
Pat Kelly
Judith Kindell
Irv Koch
John T. Ledebur
Perrianne Lurie
Robert MacIntosh
Mike Manton
Thomas McMullan
Rikk Mulligan
Michael Nelson
Lance Ozzko
Jul Owings
Mark Owings
Peggy Rae Pavlat
John T. Sapienza, Jr.
Nicholas Shactman
Eva C. Whitley



The Pirates of Fenzance are pleased to announce that if we win the 1998 Worldcon bid at Intersection, Peggy Rae Pavlat has been elected to be our chairperson. We would also like to remind you that we have moved our bid to August 5 - 9, 1998 (Wednesday through Sunday).

And that's the news from Baltimore in 1998 - Where all the pirates are jolly, all the committee members are fannish, and all our Pre-Supporters are deeply appreciated.

Baltimore Worldcon 1998 Inc.
P.O. Box 1376, Baltimore, MD 21203
baltimore98@access.digex.net

You Want to Put That Where?

The Neurosis Commonly Known as the "W" Word

by Volstead Gridban

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

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

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

How does it work? Eligibility is limited on one region per year, and they cycle through from East to West to Central. The current cycle is shown in the second sidebar.

International bids are eligible anytime, without upsetting the cycle. If the Worldcon is overseas then we hold something called the NASFiC, or North American Science Fiction Convention. NASFiC is held in the region that otherwise would have hosted the Worldcon, had it been on this continent. For instance, the 1995 Worldcon will be in Glasgow, Scotland, and since this is an "Eastern year," the NASFiC will be in Atlanta that same year. Worldcons and NASFiCs are traditionally held over Labor Day weekend, although overseas cons usually run earlier or later, so they don't conflict.

Each Worldcon selects the site for the Worldcon to be held three years later. For instance, the 1993 Worldcon was in San Francisco. 1994 and 1995 had already been selected (Winnipeg and Glasgow, respectively), so that left them with the choice of a site for 1996, which is another Western year. They can't take a home field advantage and choose themselves again, since there is a rule requiring that the next site be at least 60 miles away.

Got all that? Good. Nobody said this was going to be easy.

Okay, you've decided when to bid. Then all you have to do is get sufficient hotel accommodations, a convention center, and a whole bunch of your friends (all of whom had better have strong con-running experience) to help you pull it off. Guess which one is the hard part. Now you're ready to bid. In addition to having your act together, you need to tell other people about your bid, and what you plan to do if you end up hosting Worldcon.

Bid parties really are the way to go. Since the people who go to Worldcon, and therefore can vote, are likely to go to other cons, then you want to get other really nifty cons (like Minicon). At a bid party, you invite people in to hear about your plans, and to try and get their vote. People who liked your bid bought pre-supporting memberships at your planned Worldcon. Anyone who pre-supports a bid can then vote for site selection. You can upgrade your pre-supporting membership to attending real cheap after the voting, whether your bid won or not.

Some cities bid for Worldcon every chance they get. Some believe that running a Worldcon is great fun, and a really neat thing to do for the rest of fandom. Chicago, Boston, and Los Angeles are perennial bidders, for instance. On the other hand, others say that friends don't let friends run Worldcons. Minneapolis fen feel safest if we bid for a Worldcon that happened 21 years ago.

Once you win, you're on your own. But you have our best wishes! Oh, lest we forget, ever hear of the Hugo Awards? Or the John W. Campbell Award for best new writer? In fact, if you register for Worldcon, you can nominate and vote for the Hugos. You always wondered how that happens, didn't you?

So there you have it. Everything you ever wanted to know about Worldcons, but was afraid to find out. If you have more questions, talk to the people hosting the bid parties at this Minicon — they have to know.

Regions

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

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

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

Cities currently bidding*

1997 *Central*— San Antonio and St. Louis

1998 *East*— Baltimore, Boston, New York, and Niagara Falls

1999 *West*— Australia, Las Vegas (actually, the bid group is in Chicago, and they're serious), and Alcatraz (they're not serious)

2000 *Central*— Chicago, Chicago, Kansas City, and (oh, yes, I almost forgot) Chicago. No, I'm not kidding — there are three different bid groups in Chicago.

2001 *East*— Boston

2002 *West*— [Minicon is unaware of any active bids beyond 2001]

**At least the ones we know about...*

Thomas Juntunen's Testimony: Overseeing Publications for Minicon 30 has been a different experience from the last time I headed this department. Different and interesting. Modern-era communications have really become a part of everyday life. I communicated with many people via fax, e-mail and the Internet and was able to collect much of my material electronically.

Another different, and very pleasant, experience was the timeliness in receiving submissions from other departments. The majority were ahead of time, let alone by deadline! Thank you to all who submitted on time, you made a difficult job much easier.

The nifty appearance for all our materials was the inspiration of Nancy Wirsig McClure. She is also a good editor and has a keen mind, a ready supply of good cheer and is fun to be around. (She has cool screen savers, too.) This book would have been a much more drab affair without her efforts. Thank you very much, Nancy.

I was glad I could be a part of organizing our 30th Minicon and have enjoyed adding my two cents here and there. I'd like to thank Don Bailey (our Chairman) for offering me the chance to do so. And I'd like to thank his Vice Chairs, Cat Ocel and Glenn Tenhoff for all their support and kind comments.

And very special thanks to Kay Drache who helped more than mere words can convey. All the good stuff I've done originates with her.

Lastly, a heartfelt thank you to all who put up with me this Minicon season — you know who you are.

Convention publications were printed at Winslow Printing, Minneapolis, MN

COLOPHON

Advice to future publications staff: don't write your Colophon text as the last lap of a marathon.

Nancy Wirsig McClure's Testimony: I created the cover art in KPT Bryce 1.0 and Photoshop 3.0—is the computer a legitimate tool for an artist? All you DTP wonks will want to know that I produced the pages in QuarkXPress 3.3 on a Power Macintosh 8100/80. We used both a desktop scanner and a high-end scanner. Incidental graphics came from all those cheap CD-ROMs I've been accumulating and were manipulated in Aldus FreeHand 5.0 and Adobe Photoshop 3.0. Duotones were created in Photoshop.To play "name that typeface," try to apply the list at right.

Like all pro designers, I use unpaid projects to experiment. I hoped to be playful with typefaces without impairing readability. You be the judge: is the result a "ransom note?" Exploiting the freedom of a volunteer editor, I shoved lots of text around (with apologies to department heads who agonized over the sequence of their paragraphs), hoping to increase findability of useful factoids *during* the convention. I don't wanna know that you're reading this book long *after* Minicon 30.

Thomas Juntunen created the ideal laboratory for my experiments. Because I knew he'd apply his prepress expertise to my files, I felt unconstrained by production issues. Because I knew he'd shepherd the book through the print process, I made full use of the second color, duotones, and bleeds. Thanks, Thomas!

Fonts Used

Amer.Typewriter (Adobe)
Anna (Image Club)
Birch (Adobe)
Caflisch Script (Adobe)
Critter (Adobe)
Cutout (Adobe)
Gallia (Image Club)
Jazz Poster (Image Club)
Hobo (Adobe)
Mercurius (Monotype)
Myriad Tilt (Adobe)
Neon Caps (Wayzata)
Neuland Inline (Font Co)
Oz Handicraft (Bitstream)
Playbill (Image Club)
Pozol Laudatio (Adobe)
Post Antiqua (Adobe)
Quake (Adobe)
Rubino Serif (Image Club)
Serif Gothic (Adobe)
Slalom (Wayzata)
Studz (Adobe)
Timbre (Font Co)
Viva (Adobe)
Washout (shareware)
Wiedemann (Font Co)

whodunnit...

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Don Bailey ..... Chair
Cat Ocel ..... Vice Chair
Glenn Tenhoff ..... Vice Chair

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Pat Beckfield..... Third Directorate Archivist
Gale Traynor..... Third Directorate Archivist
Kay Drache..... Minutes
Joseph Maddison.... Signs (and Portents)
Ishmael Williams.... Ombudsman
Bruce Schnier..... Souvenirs

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Polly Peterson and Mark Richards

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Linda Lounsbury .... Vernor Vinge Liaison
Scott Raun..... Dr. Robert Forward Liaison
Michelle Clark..... Jody Lee Liaison
Karen Cooper..... Smooth Liaison
Steve Glennon..... Bhig House Liaison
Bruce Faegrie ..... Glen Cook Liaison

Operations

Loren Botner
Peter Larson
Linda Paul
Janet Huss
Tom Monahan
Ted Meisner
Mike van Maltzen
Thomas Juntunen
Additional phone help from Kate Carey, Cat Ocel, Marguerite Carlson.

Life Support

Page Appelbaum .. Head (Office)
Tom Bates ..... Head (Field)

Registration

Greg Cotton
Cat Ocel ..... Subhead
Marguerite Carlson.. Subhead
Joe Maddison
Hillary Posner
Roxanne Hill
Linda Steiner
Karl Jones
Matt Weiser
Ishmael Williams
Isaac Fish
Cynthia Sorensen
Betsy Lundsten
Charlie Horne
Glenn Tenhoff
David Vaurick
Andre Guirard
Margie Lessinger
James Kuehl ..... Badge Artwork

Hotel

Karen Cooper
Greg Johnson ..... Suite Ghod
Geri Sullivan..... Suite Ghod

Volunteers

Chris Jacobson
Joellyn Ackerman-Ricci
Sally Duval
Ben Grimm
Commander Susan Ivanova
Gretchen Jones
Kevin Johnsrud
Caryn and Brandon Lengkeek

Cuddle Squad

Myrna Logan and Lacy Patoch

...whodunnit...

Childcare

Jane Strauss

Hilary Posner ..... *for cooperation*
Don Blyly . *for patience and runs to the Post Awful*
Anna Zahava ..... *for use of her "baby boogy"*
Shmuel ..... *for further training*
Deborah Halpern, Dorothy Braseth,
Enid Griffin ..... *for forms preview and comment*
Shannon Leslie ..... *for ample warnings*
Michelle Clark ..... *for child care*
Rex Bryant ..... *for moral support*
Reed Waller ..... *for the badges*
The Portable Chaos Squad (Mina, Natanya and Shaya)
Mary and Maria Devitt
Page Appelbaum
Wizard Marks, Cathy Brennan and Kris Landry
Colleen Giover
Carol Kennedy
Jim Nicolai (Greater Minneapolis Daycare Association)
Fishman's Kosher Market, L'Chaim Kosher Market

Extravaganzas

Rex Bryant

Kris Spiez ..... *for keeping me organized*
Tadao N. Tomomatsu ... *the best P.A. I've ever had*
Nathanial G. and Jeff B. ..... *who made it look like I knew what I was doing*
Jeff Armstrong ..... *one FINE tea caddie*
Reed Waller ..... *for the badges*
Lorrie ..... *for trying really hard to bring us a play*
John Corwin. *for answering all those calls at work!*
Hilary Posner, Kristin Shaw,
Lynda Sherman, Jane Strauss ..... *for being there*
The bands: Dandelion Wine, Cats Laughing (thanks, Steve!) and Boiled in Lead
Shockwave and The Translowa Canal Company
The Portable Chaos Squad (Mina, Natanya and Shaya)

Programming

Jerry Corwin

Beth Hansen ..... Art programming
Kay Marszalek ..... Belly dancing
Hilary Posner ..... Children programming
Steven McKillen .... Entertainment
Rex Bryant ..... Extravaganzas
Jeff Schalles ..... Fanzine Room
Elise Mathison ..... Green Room
Beth Friedman ..... Literary programming
Elizabeth Sloan ..... Masquerade
Art Johnson ..... Phan Phaire
Kris Spiesz ..... Scheduling/Organization
Mike Heinsohn ..... Gaming
Reed Waller ..... for the badges
Dave Ackerman
Michelle Clark
Lauree Nelson
Jennifer Peck
Andrew Prock
Jane Strauss
Terry Garey

Masquerade

Elizabeth Sloan .... Director

Bruce Hyde ..... MC

Dealers Room

Kelly O'Donoghue

Art Show

Mark Abbott

Video

Kevin Scoles

Gaming

Mike Heinsohn

...whodunnit

Parties

Kate Carey, Shannon Leslie and Gypsy

Cheri Thompson .... Condom Queen
Jason Christiansen ... Condom King
Hustlin' Eric Baker
Sigrid
Lynn Litterer
Timmy, Bobby and the Wonderful Kate
Kent Hawkes
Aliera Brust
Toni Brust
Cat Ocel [Cotton]
Geri Sullivan
Doc Holliday and the Dream Cafe — you rock!
Barry Watson, helpful person extraordinaire
Mishla, best stupid dog
Radia, Falafel, Heather, Rufus and the Moose
The Minicon 31 Exec (Glenn Tenhoff, Kay Drache and Thomas Juntunen)
Kinko's, Godiva Chocolatiers, R.J. Reynolds, Oban Scotch, G.Y. at Roots'n'Fruits, Fantasy House, Willy at Coke, Russ at Midway Rent-All, Woodpecker Cider, Fishman's Kosher Market, L'Chaim Kosher Market
Special thanks to Audrey and the Gang at Bruegers Corporate.

DarkStar

Anna Bliss ..... The King

Jody Wurl ..... The Colonel
Tom Grewe ..... The Jordanaires
Cynthia Ahlquist .... Little Lisa Marie

Fanzine Room

Jeff Schalles

Garth Danielson
Brian Hagland
Peter Hentges
Bozo Bus Tribune editors: Sharon Kahn, Dave Romm, Nancy Wirsig McClure

Minneapolis in '73

Geri Sullivan

Network '73

Rex Bryant and Kris Spiez

Jennifer Peck
Lori Thurston
Janet Moe
Wayne McCloud
Toni Johnson
Elizabeth Sloan
Y. Gershom
J. Berry
L. Sherman
Eric Larson
Gregory Frost
Kay Drache
Our "news crew" team and reporters:
Beth Hansen, Hilary Posner, Jane Strauss, Shaya Clark, Kristin Shaw, Steve McKillin, Vernor Vinge's editor, Elizabeth Sloan, Tadao Tomomatsu, Dan Dobson
Our Music friends:
Corwin Brust and
Emily Groff, Sneaking Suspicion, Decadent Dave Clement and Gang
The kindly ConComms of: ValleyCon 19, Diversicon II, ReinCONation, Arcana, PolarisCon Pi, 4th Street Fantasy, ICON 17, 18 and 19
Special thanks to all the IKV Rakehell Klingons and their friends

Publications

Thomas Juntunen

Nancy McClure ..... Secret Master
Victor Raymond ..... Publisher Liaison
Special thanks to Geri Sullivan, Scott Imes, and Kay Drache.

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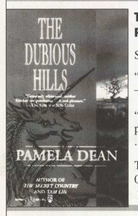

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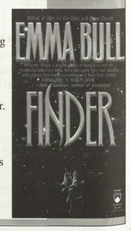

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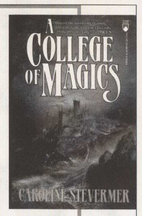

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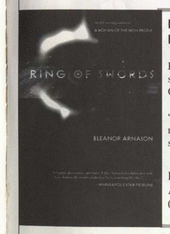

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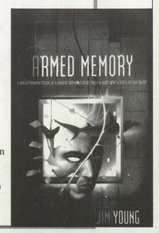

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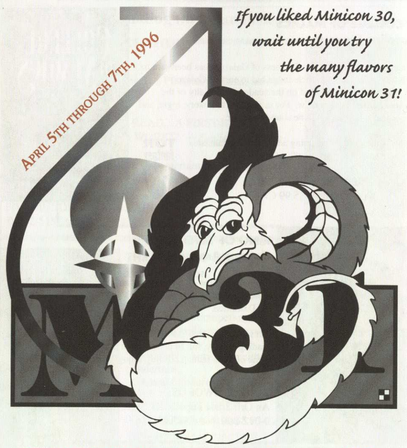

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