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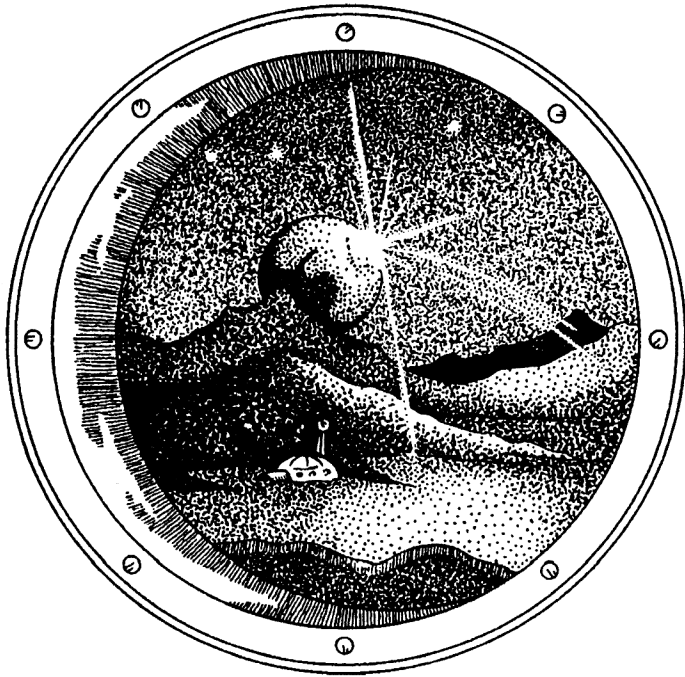
Esoteric Communiqués & Bill of Fare

Suite, Savage, Minicon

Minicon 28 • April 9th - April 11th
Radisson Hotel South • Bloomington, MN
& Wyndham Garden Hotel w/24-hour shuttle service

MN-StF / Minicon
P.O. Box 8297
Lake Street Station
Minneapolis, MN 55408

The MN-StF Hotline
#(612) 824-5559



Editor Guest of Honor
Susan Allison

Author Guest of Honor
Diane Duane

Author Guest of Honor
Peter Morwood

Musician Guest of Honor
Kathy Mar

Bless His Sweet Heart Guest of Honor
Don Fitch

Interesting Person Guest of Honor
John M. Ford



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The Boring, The Mundane, & The Legal

Anything this big, got'a have rules.

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

144.412 Public Policy

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

144.413 Definitions

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

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

144.414 Prohibitions

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

144.415 Designation of Smoking Areas

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

144.417 Commissioner of Health, Enforcement, Penalties

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

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

340A.502 Sales to Obviously Intoxicated Persons

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

340A.503 Persons Under 21; Illegal Acts

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

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

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

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

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

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

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

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

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

340A.702 Gross Misdemeanors. It is a gross misdemeanor . . .

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

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

340A.703 Misdemeanors. Where no other penalty is specified a violation of any provision of this chapter is a misdemeanor.

Minicon Registration

Registration is located on the 2nd floor, at the far end of the Great Hall Foyer of the Radisson Hotel South ("*. . . that's just above the Hotel's Front Desk.*"). **Identification is required. There will be a \$5 charge for replacement of lost badges.**

Registration Hours

Friday: 12:00 pm - 12:00 am

Saturday: 10:00 am - 6:00 pm

After Hours:

Register at the Minicon Bridge, room 215 poolside.

Weapons Policy

Above all, use good judgement. 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.

1. 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.
2. All weapons **must** be carried in a sheath, sling or container of some sort at all times. **Peace bonding is required.** If you need a tiedown for your weapon, please inquire at the Triage desk on the Bridge in room 215 poolside.
3. 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 (please don't), and anything an otherwise ignorant observer would have reasonable grounds to think was a weapon.

If you are still in doubt, but unwilling to forgo your weapon, please inquire on the Bridge in room 215 poolside.

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Star Trek fans!

U.S.S. *Phoenix* is a Twin Cities-based *Star Trek* fan club. We'll have a table at the Fan Fair (Saturday from 10:00 a.m. to noon), and our poolside hospitality room will be open at various times throughout the convention. (Come and watch the *Next Generation* episode with us on Saturday at 6:00 p.m.!)

Phoenix members will be conducting a number of panels this weekend. We'll also be holding some informal programming and activities in Krushenko's -- check the sign-up schedule for details.

We'd like to meet you -- come and check us out!

U.S.S. *Phoenix*
P.O. Box 4111, Hopkins, MN 55343-0111



Some Notes On the Golden Key Syndrome

by the Minicon 28 Grand Triumvirate

Margo Bratton

Polly Jo Peterson

Victor Raymond



We'd like to welcome you to Minicon 28, which has returned to the Radisson South hotel in sunny, beautiful downtown Bloomington, Minnesota. It is gratifying to those of us who are in charge of this year's convention to see so many attendees (we've seen the pre-registration numbers...). And since we are the people who are supposedly in the know about Minicon, we thought it would be a good idea to talk about a common belief that people have about Minicon - namely, the **Golden Key Syndrome**.

"Golden Key Syndrome: the belief that conventions appear by magic, just as if somebody walked up to a hotel, pulled out a golden key and unlocked the door, and whatever happened afterwards was called a convention. See also 2nd Law of Thermodynamics, TANSTAAFL*, etc."

At some point in our lives, we've all probably had an experience that we felt was special and different and magical. For many Minicon attendees, their first convention was like that. All sorts of fascinating people all doing interesting things, and it was possible to get involved. And since these things happened usually once a year, not unlike the opening of a Fairy Hill, it was easy to imagine that nothing happened the rest of the year.

Nothing could be further from the truth.

Minicon is the annual convention of the Minnesota Science Fiction Society (MN-StF), which is one of the oldest and largest science fiction fan organizations in the region. Besides Minicon, however, there are a lot of other things that go on:

MN-StF meetings are held every other week, usually in a member's home, and attract anywhere from 20 to over 100 people. They are perhaps best

described as 10-hour parties with a 10-minute business meeting-hyperbole, perhaps, but not too far from the truth. Fans get together and discuss an astonishing array of topics, science fictional and otherwise. The President of MN-StF runs the business meetings, and gets ~~rubbed out~~ to step down at the end of Minicon (go to Closing Ceremonies for more).

Rune is the MN-StF clubzine, produced by and for club members. It comes out irregularly, and welcomes articles, art and letters of comment by MN-StF members and non-members. The all-volunteer editorial staff is dedicated to ensuring that MN-StF maintains its link to fanzine fandom (go to the Minneapolis in '73 Suite for more about fanzines, or for that matter, hit the Fan Room and talk to Jeff Schalles).

Tales of the Unanticipated is the semi-professional magazine produced by MN-StF, and helps to build new writers by providing an outlet for their talents. MN-StF also has a book-publishing arm, Rune Press, which has printed books by Ted Sturgeon, anthologies of poetry, and will have new material at Minicon 28. (See the MN-StF Sales and T-Shirts table for more here.)

Einblatt is the monthly calendar of MN-StF, and has a phone answering partner, the MN-StF Hotline. Through these two channels, members get notified about upcoming events of interest to SF fans. *Einblatt* also has information about other groups that meet around the Twin Cities, their meeting times and locations.

And then there are a host of other activities: *Minneapa* and *Stipple-Apa*, two amateur press associations; *Fire Opal* and *Terraboard*, two of a myriad array of BBSs; book discussion groups like the Rivendell Group and Second Foundation; meetings, parties, moving parties, book signings, band appearances, and oh, yes, Minicon activities.

Running Minicon usually starts about 15-18 months ahead of the fateful Easter date. If you do your math, you'll see that we started planning Minicon 28 four months before attending Minicon 27. And it takes a lot of work, from literally hundreds and hundreds of volunteers. What this means is that a lot of people have put in thousands of hours of their time to make sure that there is a magical, wonderful experience every Easter. The reward they get is to see it happen each year, knowing that they helped to pull it off.

If this sounds like fun (and it did to us), then feel free to stop down by the InfoDesk and sign up to help next year.

*See *The Moon is a Harsh Mistress* by Robert A. Heinlein.

ReinCONation 3

REGISTER DURING MINICON

ONLY \$15!



MINNEAPOLIS IN '73 SUITE

(706+)

August 20 to 22, 1993
Radisson Hotel South Minneapolis

General Information



The Bridge / Room 215 Poolside
(Phone: 7-215)

**IN CASE OF EMERGENCY DIAL 7-215
ON ANY IN-HOUSE OR ROOM PHONE**

Public Rest Rooms / Second floor, Great Hall
Foyer, around the corner from the elevators, across
from the InfoDesk. 1st & 2nd floors, west end of
the North Tower. 22nd floor Consuite.

Childcare / Room 218

Convention Hospitality Suite (**Consuite**)
22nd Floor

Dark Star Cafe / Rooms 114-115-116

Gaming / Plaza 8

Green Room / Room 201

InfoDesk / 2nd floor, Great Hall Foyer
(Minicon's Information Center)

Krushenko's / Room 118

Video Room / Atrium V

Minneapolis in '73 / Rooms 704-706-710
Friday - Sunday, 11:00 am - 2:00 am

Art Show / Great Hall

Friday: 6:00 pm - Midnight
Saturday: 10:00 am - 8:00 pm
Sunday: 10:00 am - 2:00 pm / Art Pick-up

Art Auction / Bloomington Room
Saturday: 10:00 pm

Dealer's Room / Great Hall East
Friday: 3:00 pm - 6:00 pm
Saturday: 10:00 am - 6:00 pm
Sunday: 10:00 am - 3:00 pm

Extravaganzas / Great Hall West

Friday: Shockwave - 6:00 pm
Opening Ceremonies - 7:00 pm
Cats Laughing - 9:00 pm
Saturday: Masquerade - 7:00 pm
Bellydancing - 10:00 pm
DJ Dance - 11:00 pm
Drum Jam - 3:00 am
Sunday: Closing Ceremonies - 4:00 pm

Pool Hours

Friday until 4:00 am
Saturday until 4:00 am
Closed Sunday morning and early
afternoon. Open after the Brunch.

Wyndham Garden Hotel

Located at 4460 West 78th Street Circle.
Take the shuttle. See the Radisson or Wyndham
Front Desk or the InfoDesk for the current shuttle
schedule.

The Bozo Bus Tribune, Vol. 28

The Minicon daily newsletter returns in a (slightly) more-than-daily format! The BBT will have programming updates, con quotes, party reviews, a listing of the top volunteers, Sunday Funnies, and anything else we can cram onto a page or two. At-the-con volunteers wanted. If you have an item of interest to the general convention, please put it in the box at the InfoDesk to be considered for publication. If space permits we'll have a Personals Column and other Suite, Savage, Minicon news. Co-Editors Sharon Kahn and David E Romm, Mimeographer Jeff Schalles (*in the Fan Room*) and a Staff of dedicated stringers and hawkers will keep you up-to-date.

Watch for it on the InfoDesk and elsewhere.

VooDoo Message Board

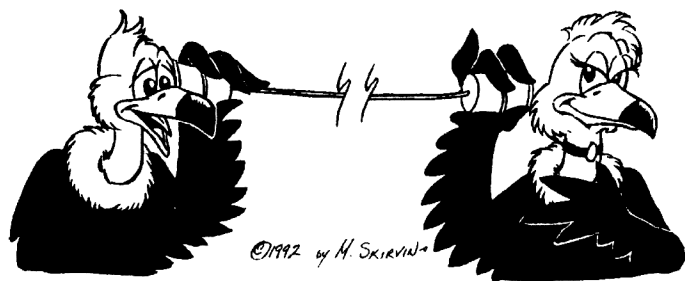
The VooDoo Message Board is an easy way to let your friends and associates know that you have arrived at the Con. It is also a method of communicating with each other without going through couriers and eliminating the need to spend hours searching through the hotel for that one person you wish to speak to.

The way it works is simple:

Upon arriving at the Con, sign onto the board. This lets everybody know that you have arrived. You may now receive or dispatch messages to anyone else checked into the system. The number of messages stored and waiting for you to pick up is indicated next to your name posted on the board. It's that easy!

The board itself will be located in the second floor main foyer, on the wall behind the registration center.

More detailed instructions await you at the InfoDesk, right around the corner. Check in and have fun!



MTV

Your program book is in your room 10 floors up and you've missed the last issue of the Bozo Bus Tribune, but don't worry, we've planned just for this situation with Minicon TV. You can catch all the latest announcements and programming updates on channel 3 of any Radission television. MTV will also be broadcasting live programming events on channel 10 through out the weekend.

Suggestions

If you have a great idea for Minicon or need to vent about something, please put a suggestion in our Suggestion Box at the InfoDesk. You also have an opportunity to come and talk to us at the Public Post Mortem of Minicon 28 which will be held Sunday, April 18th, 1993. Check at the InfoDesk for more details. We want to hear from you.

The celebrations begin . . .

At 6:00 pm Friday with **Shockwave the 13th: The Keep It Moving Show**. It's Shockwave's 13th Minicon live stage performance. Hard to believe, but there it is. Hellzapoppin with a future edge. Fast-paced, hilarious, unpredictable, and StFnal. When things lag, KIM will keep it moving.

Come watch, join in, and listen (post-con) to Shockwave on KFAI radio (90.3FM) 7:00 pm Tuesday nights here in Minneapolis, MN. A weekly science fiction show, now in its 14th year. Hard to believe, but there it is.

But don't go away! Following Shockwave will be Minicon 28's **Opening Ceremonies**. The people who brought you this convention introduce themselves and (**much** more important) the Guests of Honor, Susan Allison, Diane Duane, Peter Morwood, Don Fitch, John M. Ford and Kathy Mar. Find out who they are and why we invited them to Minicon anyway. We'll give you directions to the overflow hotels, the usual plea not to pack the elevators and any last minute pre-con announcements. Then, we officially unleash another Minicon upon the world.

Then, join us Sunday afternoon at 4:00 pm for Minicon's **Closing Ceremonies**. Hear the last words from this year's con committee, first words from next year's con committee, tearful goodbyes from the Guests of Honor (maybe) and a reminder that 4:00 pm is also check-out time. Get your copies of the last issue of The Bozo Bus Tribune, Vol. 28. And witness a long standing Minnesota Science Fiction Society tradition; assassination of the MN-StF President. Our barely nominal leader, Charles Piehl, is coming to the end of his term. Unfortunately, as President for Life, that means we are forced to use drastic measures to end his term. Fortunately for us, there is more than one way to "kill" a President. Find out how, find out who is behind the deed, the "lucky" fan who gets saddled with the job of being MN-StF's next President!

And, for your convenience, all this happens on the second floor in **Great Hall West**, Minicon's own private theater.

Have a blast at...

DuckKon 2

June 4-6, 1993--Lisle Hyatt, Lisle, Illinois

Hyatt reservations: (800) 233-1234

- +Author Guest of Honor: Leo Frankowski
- +Mad Scientist GoHs: Bill Higgins and Barry Gehm
- +Artist GoH: Paul MacNerland
- +Filk GoH: Lynn Fancher
- +\$20 pre-registration through 4/1/93
- +\$5 dealer dollars to DuckKon I members
- +Room rate--\$62...book early--space is limited!

Back by popular demand:

- +GT Berserker and Technology Exposition
- +Mad Scientist programming
- +Psychic vs Skeptic debates
- +Klingon love poetry with even more heavy objects
- +Live Rocky Horror Show
- +2 video rooms
- +Art show, filking, masquerade, dance, gaming,
- +dealers, hospitality suite and Dead Duck party
- +Child care available to pre-registered children

For more information, write:

DuckKon

P.O. Box 4843

Wheaton, IL 60189

or email duckkon@meltdown.chi.il.us

PUBLISHING: A Short History

by Beth Fleisher

First there was light. Then people came from the darkness to gather round the light, and it was good. Then there was the word, and people brought the word to the light, and told stories, and that was good. Then the word was typeset, and bound into books, and people became authors, and agents, and editors, and book designers, and book sellers, and salesforce, and distributors; and there came into being chain stores and super stores and computers and automatic reorder and placement fees and genres and the *New York Times* bestseller list; and the phone rings and the check is late and the manuscript is lost and there's the focus meeting and pub meeting and cover conference and lunch, lunch, lunch - -

(A strangled scream is heard off-stage.)

Order must be rendered from this chaos.

(Cue appropriate fanfare.)

Enter Susan Allison.

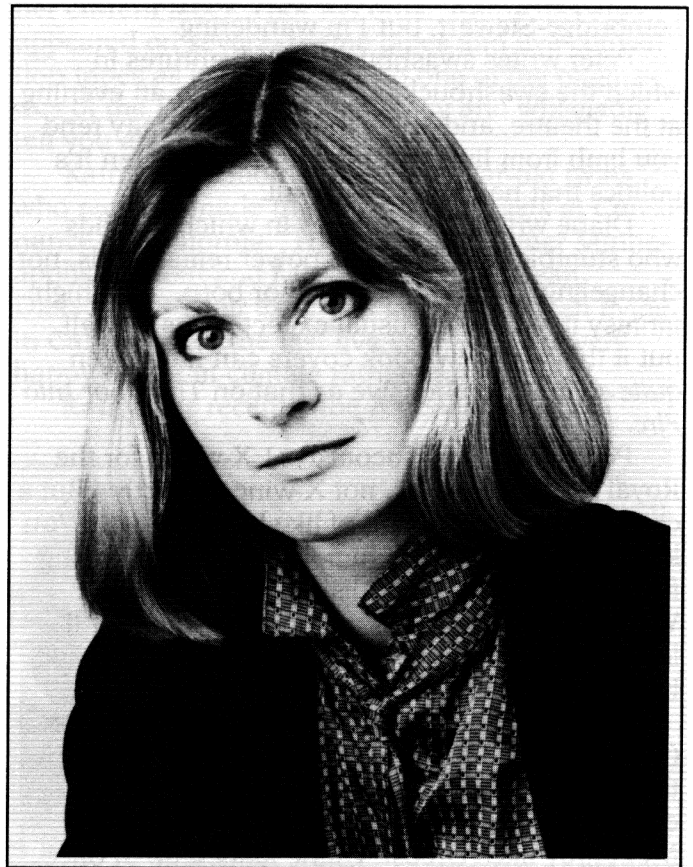
Running a large list of genre books for a major publishing conglomerate is a tremendously hard job, and not one that I think many people understand. It has all of "The Buck Stops Here" responsibility of running your own publishing house, but with the corporate parent always looking over your shoulder. An accurate job description would have much in common with the old Roman pastime of tying someone's limbs to four wild horses and then whipping them into a frenzy. Authors tug in one direction, agents in a second, the staff in a third, the publishing company itself in a fourth. In the middle is Susan.

A large part of Susan's job is dealing with the unsexy issues and harsh realities of publishing today. Consumer spending is down, ad budgets are shrinking, more books are remaindered than sold. Authors need higher advances, the mid-list's disappearing, the competition for rack space is fierce. It's necessary to calm the wild horses. Compromises must be made between author and editor, publisher and agent, or no book will ever be published. Despite grim realities and daily stresses,

enthusiasm and a love of books must be nurtured, otherwise why be in this mad business at all?

Susan Allison is the rare person who can do *all* of this. With grace and aplomb, style and a large dose of wit, cute shoes and the patience of Job, she solves the problems, soothes the ruffled feathers, and still has enough energy left over to catch the train back home to her (handsome) husband David and her (rather large) puppy Gus.

While she's out from the Big Apple visiting the Mini-Apple you could ask her what it's been like publishing such authors as Piers Anthony, Isaac Asimov, Jim Blaylock, Frank Herbert, Dean Koontz, Anne McCaffrey, Patricia McKillip, Robin McKinley, Michael Moorcock, Tim Powers, John Varley, just about every author within a hundred mile radius of the Twin Cities, and a whole bunch of others. You could ask her what it's really like running the largest SF line in the English speaking world. Or, you could enquire about her recent physics experiment with a big dog, a small editor, and a fast deer. Whichever, I'm sure you'll gain a perspective that is uniquely Susan's.



"Susan Allison is still Susan Allison"

About Diane Duane and Peter Morwood

(or) *Profiles are What they Take at the Police Station*

by John M. Ford

I seem to have been tapped for this job because, having once Tuckerized Diane and Peter, I am presumed to know something about them.

So, are they *really* like that?

One of the neat things about nonfictional people is that, as soon as you pin down what they're "like," they turn up an unpinned edge. Diane and Peter are profoundly neat in this regard.

So here's some stuff I know:

I can imagine them as the Doctor and one of the more competent Companions: Diane in slouch hat and scarf as Tom Baker, natch, Peter perhaps as Harry. They may regenerate/mature into the trimly elegant Jon Pertwee and Brigadier Lethbridge-Stewart, but I'm wandering.

Peter writes swashbuckling adventures in which the swashbucklers have time for an evening at the theatre, and know that monsters may rend you limb from limb but nine times out of ten it's politics that nail you to the wall.

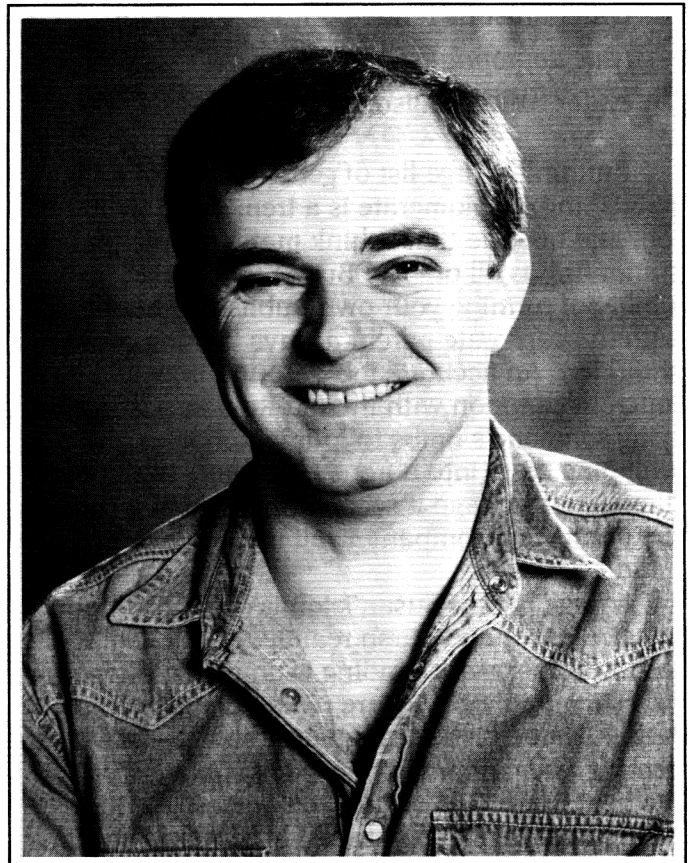
Diane writes YA fantasies in which the kids who stumble into immense power remain kids, not changeling aristos to the manner born. Also high fantasy in which the usual expectations — well, put it this way: few book covers can have been *quite* so misapprehensive as that on *The Door Into Fire*.

Peter used to fly Incom T-51 X-wings for the Royal Air Force. Well, not X-wings, exactly. But a car ride with him is kind of like being R2-D2. You know the Force is with him, but gosh we're going fast and those trench walls are awful close . . . WHOOPbeepTWEETLEooooooo, uh, I think I'll lock down this stabil — I mean, put another tape in the player, okay?

Wandering the aisles of an Irish supermarket (yes, they have supermarkets, with peat bricks by the checkout), Diane found a shelf full of Oreo cookies, imported from Over Here. Anne McCaffrey likes Oreos. Diane loaded up at once. Now, yours truly happened to know that Oreo cookies across the pond cost about as much as



"Tom Baker, without scarf & hat."



"Harry, perhaps?"

they do over here once coated with Godiva chocolate, or maybe platinum. So all but one of the packages went back on the shelf. *But it was a near thing.*

Just so none of their friends would have to miss the event, they got married *three times*.

Diane used to have an apartment in Philadelphia Center City nice enough to make you want to live in Center City, which is saying something. So of course, she was never there, getting all her sleep aboard British Airways, guess why.

I can imagine them in Starfleet. They would have Deep Space Nine cleaned up and operating at full efficiency in a week. Maybe six days. Commander Kira and Dr. Bashir would be on lithium carbonate and Quark would be wearing a radio collar.

Peter is to airplanes what Mel Blanc was to rabbits and ducks. Not only does his jets spooling up sound different from his prop planes, one can distinguish the piston inlines from the rotaries. Tickets could be sold to his performance of a Harrier VIFF maneuver.

What you really want to hear, however, is Diane telling a story while Peter does sound effects. (Talk about *son et lumière*.) And if you were all very, very good all this protracted winter, maybe they will.

I keep seeing them as characters in a particularly intelligent fantasy novel: one in armor, leaning nonchalantly on a sword, the other dressed for court in silks and soft leathers, a velvet cap rakishly set.

Your choice who's who. -- *The Stage Manager*

Sleep Is For The Weak And Sickly

Kathy Mar, Minicon's Musician GoH, has a reputation within filk music as a singer of endless stamina. Her button, which reads *Sleep Is For The Weak And Sickly*, describes her attitude toward those who leave before dawn at the Saturday filks.

Kathy is a former resident and native of Colorado who has been making music almost all of her life. She did musical theater in school, then began to sing and play (self-taught) in coffeehouses during the sixties. She supported herself and two children for close to nine years as a streetsinger. Although she had been avidly reading fantasy and science-fiction for years, she only discovered the existence of fandom in 1981 when the WorldCon was in Denver.

Kathy began writing filk music after she was recorded and published following ChiCon IV. She has recorded on the Off-Centaur label and her eclectic blend of musical styles can be heard on her current label, Thor Records. Kathy has also appeared on several theme tapes and live convention tapes as well. She is also one of the originators of the Dandelion Conspiracy and will gladly tell you all about it if you ask.

Kathy is the mother of seven-year-old twins who recently made their debut as singers at Consonance in California. Their father is former Minneapolis resident and MN-StF member, Dean Dierschow. Their extended family has been living in California for the last five years and are very happy to live in climate rather than weather.

Kathy was recently the American Guest of

Honor at Pentatonic, the British filk convention and has returned from England with a large body of new material from the very talented songwriters across the ocean. She is eager to share stories of her trip and some fantastic new songs.

Kathy's Discography

(Tapes)

On the Off-Centaur label

Songbird

On a Bright Wind

Bamboo Wind

On the Thor Records label

Plus Ca Change

Plus C'est Le Meme Choses



Don Fitch:

All-Around Sweetheart

by Geri Sullivan

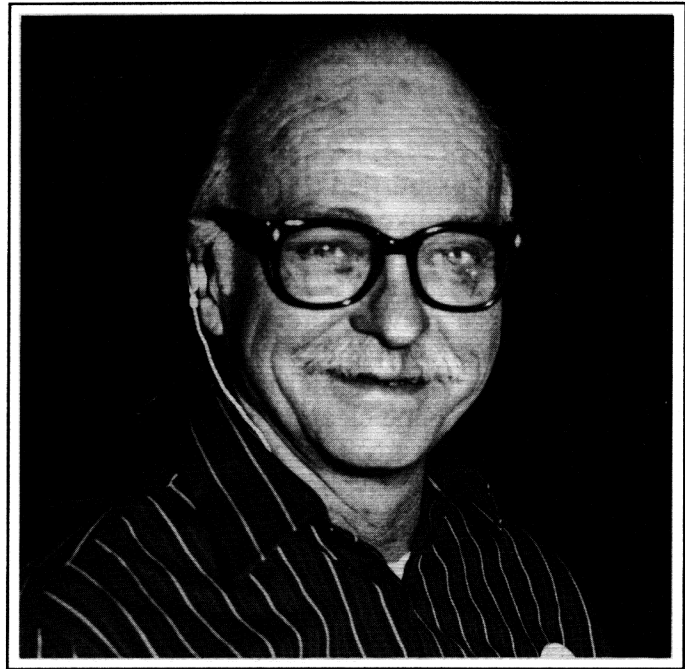
In the fannish press, I've named Don Fitch an archangel. Then again, I called him an airhead after he managed to lose his credit card, wallet (with driver's license), car keys, and airplane seat in four separate incidents during MagiCon. While absolute truth no doubt lies somewhere in between, there's one thing none can doubt: Don is a "100% Grade AA" kinda guy.

While he is known around Minicon and Minneapolis fandom for his quiet, generous nature, a quick review of Don's own writing shows there's far more to this fan than a quick hand on the restaurant tab and a strong back toting case after case of drinkables to the Minneapolis in '73 suite.

Don's Virtue...

Let's turn first to Don's self-described Virtue and Strength of Character. Two years back, he showed up in the Minicon Minneapolis in '73 suite with a bouquet of home-grown roses. He spent the rest of the weekend helping out in unobtrusive and delightful ways. I wrote it up as "A Tale of Generosity and Fannish Sensibilities" and sent it off to Arnie Katz, who published it in *Folly*. "None of the things I did at Minicon was all that Great," Don responded, "and spread out over five days the total does not amount to many Virtue Units per hour. By gathering them all together on one page, to be read in a couple of minutes, you create what seems to me to be a misleading impression. Fortunately, I probably have enough Strength of Character to avoid trying to live up to it. (Two consecutive years of not making peach jam, despite the prolific peach tree in the back yard, certainly indicates admirable (and unexpected) Strength of Character.) Besides, the flowers were part of an Evil and Malicious attempt to suggest an Invidious Comparison between the climates of salubrious Southern California and frost-bound Minnesota."

I leave it up to this year's Minicon attendees to see if Don's Strength of Character is up to the task, or if he fails in his efforts and instead lives up to the Completely-Accurate-Every-Last-Word-Of-It picture I painted of him. But back to those flowers ... if this were the only example of Don's evil nature, we could let it pass, but every Minicon



"Bless His Sweet Heart"

attendee should be warned of the extent to which this fan will pursue hideous schemes. "I don't want to be known as a having a sweet heart," Don insisted after hearing of the Minicon 28 plot to invite him to the convention. "I want to be remembered as being a mean, hard-hearted fan!" I laughed him off until he told of how just a few years earlier, LASFANS had crossed to the other side of the street at the mere sight of him. That was the summer Don planted some 17 different varieties of zucchini and carried a bag of squash with him wherever he went, on the off chance that he might be able to unload it on an unsuspecting fan.

... and other suspect traits

If you haven't yet run screaming from the room, you're probably wondering just how long this character has been in fandom, and how he discovered Minnesota, Land of 10,000 Lakes and twice as many zucchinis. Don's "Very First Science Fiction Convention" was a Westercon in Los Angeles, 'round about 1962, which held "all the Sense of Wonder and Magic that implies (for some, this comes with the second Con, but I'd been in fanzine fandom for almost 2 years and *knew* more than half the people there, often without having seen them in person, and thus didn't feel at all Lost)." His first Minicon was Minicon 15, back in 1979. While he enjoyed that convention, he wasn't

to return to Minneapolis for 10 years, when Corflu (a small convention for fanzine fans) drew him back to this part of the country. Something clicked, and he's been back for every Minicon and ReinConation since. Don described his Minneapolis friends and acquaintances in a comment to Joyce Maetta Odum that appeared in *Apa L*, "Most of the people I know in the area are more-or-less Old Guard types and/or quasi-members of 'Mpls Smoking, Drinking, Music-making, Fornicating, and Fanzine-publishing Fandom' (for which, I understand, any one of those activities is enough to qualify, in addition to the ability to tolerate the others)."

While he might deny it in person, I have it in writing that Don Fitch has every ounce of the tolerance and amiability he treasures in Minneapolis fandom, plus a measure more. "I like people," he says. "(Well ... except for a few arseholes.)" Among the things Don cites as having learned from fandom is "to distinguish (more often than not) between discussion and argument, to identify which one I'm participating in at the moment, and to recognize the importance of civility and mutual respect in such interchanges."

His list continues: "I've been exposed to many alien ideas and frames of reference which probably would not have been encountered or paid attention to elsewhere, but of which I have, perforce, come to have some understanding and appreciation; even those I have not fully accepted have broadened and enriched my life."

For someone who sees himself as being "distinctly shy and introverted by nature," Don is astonishingly comfortable to hang around with. I can say that, having shared the Minneapolis in '73 suite with him for a week at last year's WorldCon, and having previously convinced him to stay over for a few days after a Minicon or two (it's great having a master gardener on hand to prune the rose bush, eradicate another square foot of dandelions, and, in general, welcome Spring to Minnesota). But don't believe everything you read. Hang around the con suite, the music parties, the Minneapolis in '73 suite, and the fan room; you'll soon find out for yourself this weekend just why Minicon chose Don as its first-ever "Bless His Sweet Heart" Guest of Honor.



THERE BUT FOR THE GRACE OF GO I

(Enter appropriate higher power)

One of the things that I find really attractive about fandom is the way we take care of each other. Somebody in MN-StF announces that they are moving and 25 people show up to help them heave boxes on the day. A fan from Australia blows into town and someone knows where she can crash for the night. Despite the fact that the whole political spectrum is represented in fandom, I think that as a group we do care about what happens to the rest of the world. I have noticed that many fannish groups volunteer their collective time and money for charitable causes.

When the Grand Triumvirate decided that they wanted to have a charitable event at Minicon to express this concern for others outside of fandom, my reaction was "of course!" (stage direction: a slap on the forehead with the heel of my hand) to Scott Raun's suggestion that we give to the Minnesota Literacy Council. Reading is so important in my life and I do not know of a single fan for whom this is not true. If you would like to find out about the state of literacy in Minnesota, please come to the presentation by Cathy Naborowski of the Literacy Council at noon on Saturday in the Edina Room.

Of course, there is no reason why we cannot have fun while we earn money for literacy, so we have decided to have an Ice Cream Social during the Meet the Pros party on Saturday from 4:00 pm to 6:00 pm in the Garden Court (that's by the pool) and the funds that we raise by selling ice cream will go to the Minnesota Literacy Council.

But wait! There's more! Since part of the mission of the Minnesota Science Fiction Society is to promote science fiction, we would also like to offer the youth of the Twin Cities, the possibility of reading more SF. We will be collecting books for **the Bookshelf** at the InfoDesk. Please bring new and good-condition used SF and fantasy books (for all ages would be nice) to the InfoDesk and we will donate them to school libraries after the con. We would like specifically to thank Vonda McIntyre for reading the PR and immediately sending off a dozen hard cover books.

"Eat ice cream and read!" - Polly Peterson



photo/VALADA digital/jmf

"John M. Ford. A very interesting person."

by Pamela Dean

It's a curious fact that you are far more likely to be reading this if you already know John M. Ford than if you've never heard of him. Those of you who know him already, go away now, find something fannish to do; you can read this later. Those of you actually in search of information, or for some reason go to a panel or a reading that he's a part of, or to check out "Ask Dr. Mike"—what do you need to know? That most people call him Mike, though if you feel it's presumptuous to address by a nickname somebody you've just met, he'll answer to John too? That April 10th is his birthday, and, in a large and general sense, he's spending it with you? What, you ask, has he written, what is he like, how will you know him, why should you bother? Well, let's see.

Q. Dr. Mike, if Teflon is a non-stick coating, how do they get it to stick to the pan?

A. Oh, that's simple. They burn an egg between the pan and the Teflon.

A reviewer writing in *Dragon Magazine* once complained of *The Scholars of Night* that it was written so smoothly that you could read it too fast

"DRESSER: Sir,

I have seen clowns aplenty in my time,
And those that know their craft best, know its place;
While dancing is most merry, in its time,
And jesting maketh laughter, in its place,
To use them at the unappointed time
May call forth anger in good humour's place.
To curry laughs and fail's the direst thing.

DIDRICK: What penalty does bootless clowning bring?

DRESSER: God's truth, sir, I have seen men killed for it.

DIDRICK: A death for silent laughter? O grave wit!
Yet if I cannot bring the highest down,
As well be hanged for a killer as a clown."

— from *The Scholars of Night*

to discern what actually happened. However little this may describe that book, it does have a certain application to the author.

Here's the self portrait, from *How Much For Just the Planet?*: "The third person in the room was a wiry young man.... He had long and wayward blond hair, metal-rimmed glasses, and an awful pallor.... He loped down the staircase, pointed a long and sickly-pale hand at Uhura and Proke, and fixed them with blue eyes behind metal-rimmed glasses. His stare had a truly mad aspect."

If you make allowances for caricature and comic effect, this will serve well enough. The hair is tied back. He won't use the mad stare on strangers, except those in the audience of "Ask Dr. Mike." He has, in addition to the above-mentioned characteristics, a Midwestern accent with an optional British admixture, a very flexible voice, and a default to being funny. This is one of the pitfalls of the most casual acquaintance with him. He'll say something funny, you'll laugh yourself silly or choke on your coffee, and an hour or a day or a week later the little glass shard of truth will pierce your mind or your heart. The books, the stories, the poetry, and probably the games work that way, too. He's capable of pure and perfect

silliness, but that's usually just a gloss on something else. And he's capable of seriousness, though it's seldom pure and perfect. Whichever he's doing, if you can hear what he's saying at all, be careful of when you choose to take a mouthful of anything.

Q. Dr. Mike, why is it always the left shoelace that comes untied?

A. Because you're in the Northern Hemisphere.

Which of him will you meet? The novelist, the short-story writer, the poet, the satirist, the literary critic, the game designer, the gamesmaster whom one cannot out-think (but can still sometimes surprise), the songwriter, the actor, the builder of model railroads, the linguist, the Anglophile, the lover of old movies, the amateur historian, the adherent of British theater, the reader of Shakespeare, the compulsive recounter of every person in an obscure play or movie, or the friend who can walk into any place in the world where they sell books and pick up something you've been trying to find for years? There are others, too, whom I don't know; but depending on your interests and the vagaries of Minicon, you may meet one or more of them.

This is the appointed time, this is good humour's place. And here's a little of what he's written.

Partial Bibliography

Novels

Web of Angels

The Princes of the Air

The Dragon Waiting (World Fantasy Award for Best Novel, 1984)

The Final Reflection

How Much for Just the Planet?

The Scholars of Night

Casting Fortune

Growing Up Weightless (November 1993)

Non-fiction

On Writing Science Fiction, with George Scithers, Jr., and Darrell Schweitzer.

Ice Cream Social

**A Suite Savage
Fund Raiser during
the Meet the Pros party.**

**Saturday
4:00 pm to 6:00 pm**

**in the
Garden Court
by the pool**



INTERARK

"It's nothing one can name, or touch, or hold,
That breaks the ties to ancestry and world.
Perhaps imbalance in the mortal drives,
Rents in the fabric of one's local space,
A sense that life must span more than mere time,
That light may come from more than just one star."

- From *"The Starship Pauses In Flight"*

On the second-floor mezzanine, at the MN-StF sales table, among the T-shirts and the Frisbees and the copies of *Time Gum* and *Spindizzy* — all worthy objects — there's something new. It's a chapbook called *Timesteps*, it contains a selection of John M. Ford's poetry, and for three dollars the harassed but kindly person behind the table will sell it to you.

Those of you who are still reading rather than making a mad dash for the mezzanine don't know how lucky you are, to be, for the space of even a few days, in a place where this is possible. You haven't had to subsist on old yellow copies of sf magazines, poems passed around at gaming sessions, play-reading sessions, parties, in convention green rooms or programming rooms or pool decks — passed around and then removed, so all that you remember are tantalizing snatches. You haven't sat up late with others similarly afflicted, trying to piece a whole poem together from the different fragments you all remember. You haven't got a ratty folder full of dog-eared computer printouts of poetry you've begged from the author and then spilled coffee on; you haven't realized, blinking, that among your happiest anticipations of the holiday season is the arrival of Mike's yearly holiday poem. And now you needn't.

It doesn't matter what you think of poetry, or whether you ever think of it at all. As someone who has been quoting Ford's poetry at all and sundry since she first stumbled across the first song in his first novel, I can tell you that it brings out of the woodwork both the suspicious and the unwary, people whose opinions range from *If It Doesn't Rhyme And Scan It's Just Prose Chopped Up* through *If God Had Meant English Poetry To Rhyme He Wouldn't Have Put Words Like "Orange" Into The Language* all the way to *Poetry Is Boring And I Hate It*.

There's an extremely good chance that you won't hate this, especially if you love fantasy, science fiction, history, science, or any combination thereof. These poems, embodying the meticulous, loving, unsentimental, ironic, and knowledgeable attention of a multifarious mind bent upon a subject that you, too, love, are as great an adventure as anything the Enterprise ever embarked on; and you don't have to worry about not coming back, either, even if you're wearing a red shirt. You may come back changed, but that's a part of the poetic contract.

Timesteps begins with Merlin, who in his turn begins by trying to answer the question, "How could you?" and ends by being, among other things, the poet, beckoning you into the book. He'll take you through two more Arthurian poems and a sestina about a nameless wizard, and then fade quietly into the background as the starships arrive. Then you get modern physics in rhymed couplets; and then one funny and one wondering meditation. After that it's poets: Marlowe, the author himself, Prospero and other wizards, since the distinction between poet and wizard is (as the earlier poems have demonstrated) hard to make. And then a sonnet cycle concerned with the clichés of science fiction, in which history, physics, wizards, and poets are all combined; and finally a sonnet that turns itself inside out in the middle, inviting you, as Merlin has already, to look into the mirror. Throughout these poems, humor and sorrow, irony and reverence, science and fiction, history and fantasy, are tangled as tight as they can be, bound up with echoes of other poetry and tied with extended metaphor. But this is all just an enthusiast's blather, after the fact; and you are still before it. Go read for yourself.

- Pamela Dean



MYTHCON XXIV

Down the Hobbit-hole & Through the Wardrobe: **FANTASY IN CHILDREN'S LITERATURE**

Guests of Honor:
Jane Yolen
Carol Kendall

Keynote Speaker: **Jack Zipes**



July 30-August 2, 1993 at The Minneapolis campus of the U of M

Join us in Kruschenko's on Sunday at Minicon, right after the discussion of Diane Duane's children's fantasies, for tea and talk about Mythcon, the Mythopoeic Society, and the curious importance of tea in all three of the fantasies invoked in our theme: the Mad Hatter's Tea Party, Lucy & Tumnus's tea at the beginning of the Narnia books, and Bilbo's Unexpected Party at the beginning of *The Hobbit*. Or come to the Rivendell Group discussion of Jane Yolen's *Briar Rose* on Saturday.

Papers & Programs: Mythcons traditionally incorporate aspects of both academic conferences and SF conventions. Some of the fannish activities will include an art show, masquerade, bardic circle, costumed procession, filksinging and possibly dramatic presentations or other entertainments. There will also be many papers, panels and presentations on the works of the guests of honor, the Inklings, and other fantasy topics.

Mythcon is the annual conference of The Mythopoeic Society, an international association devoted to the study, discussion, creation and enjoyment of myth, fantasy and imaginative literature through publications, local discussion and special interest groups, annual awards, and the annual Mythopoeic Conference. It is especially interested in the Inklings, including J.R.R. Tolkien, C.S. Lewis and Charles Williams. In 1994, Mythcon 25 will be in Washington, D.C., Theme: "The Language of Myth," guests of honor: Madeleine L'Engle, Verlyn Flieger, and Judith Mitchell. Mythcon 26 will return to Berkeley, California.

Volunteers, program suggestions, dealer & art show inquiries welcome.

Contact: Send memberships (\$45 through May 31) and other inquiries to the
Mythcon XXIV Committee—Attn: Joan Verba, Corresponding Secretary—
P.O. Box 1363—Minnetonka, MN 55345—telephone (612) 292-8887 (David or Jo Ann).
Internet: D-LENA@VM1.SPCS.UMN.EDU BITNET: D-LENA@UMINN1 GENIE: D.LENANDER
Compuserve: Steve at 70451,2545

InfoDesk

Hello! This is the Department Director of InfoDesk (**Minicon's Information Center**) speaking and this is the official InfoDesk Plug™! The purpose of my cohorts and me at this convention is the swift and accurate dispensation of information. If you need directions to the Bridge, are wondering where and when the panel on Chia Pets is happening, or haven't been able to find a rest room since you arrived, come ask us. We also keep a road map & bus schedules on hand for anyone wishing to brave the Twin Cities transportation infrastructure. We are located in the Great Hall Foyer on the second floor, just around the corner from Registration. Can't miss it. So, don't panic . . . we do have all the answers. **Just ask.**

-Gypsy

Restaurant Guide

Yes, we have a restaurant guide, but as an experiment we are seeing if everyone really needs one. They will be available at the InfoDesk, so by all means take one if you need one. Also let us know if you have strong feelings one way or the other about whether or not everyone should have a restaurant guide. Put your opinion in the Suggestion Box at the InfoDesk.



OH GROSS! I CAN'T LOOK:
SHE'S HAVING HIM RAW.

Childcare

This year childcare is located in Rooms 217-218-219. Once again, next to the bridge.

Hours Friday: 2:00 pm - 12:00 am
Saturday: 12:00 pm - 2:00 am
Sunday: 12:00 pm - 5:00 pm

Now for the fun part, THE RULES;

Childcare is available to any one attending the convention; but is not guaranteed! The available space will restrict the number of children this service can accommodate. If childcare is full, you will not be able to leave your child; but you are welcome to check back later. When full, children that have been pre-registered for childcare will be taken ahead of non-pre-registered children.

We ask that infants are at least six months old, and that they don't stay for more than 3 hours.

The childcare room will give out snacks every 2 hours or so. This does not make up for meals. Please don't think that it does. Also, if your child has any dietary restrictions please tell us and we'll see what we can do.

Childcare will once again have toys, movies, and art stuff for the children to play with. We also have a quiet room for naps.

Children with mental or physical disabilities are more than welcome in childcare, if they don't require more attention than we can provide for other children. Please let us know about any of these conditions or other medical conditions ahead of time.

We cannot take children that are sick. We do not have enough room to keep them from infecting other children. We are also not allowed to hand out medications to the children.

Please bring along a change of clothes for any child who might have an "accident". Remember to put their names on all of their things.

We require that you check your child in and out every time you use childcare. You will get a "receipt" when you drop your child off. If you do not have your receipt when you come for your child there will be a big mess trying to make sure that you are who you say you are and the child is yours. So please, for the safety of your child make sure you don't lose that receipt.

I believe that takes care of it. OH! One last thing, for the safety of the children;

NO SMOKING OR ALCOHOLIC BEVERAGES ALLOWED IN CHILDCARE ROOMS!

Volunteering

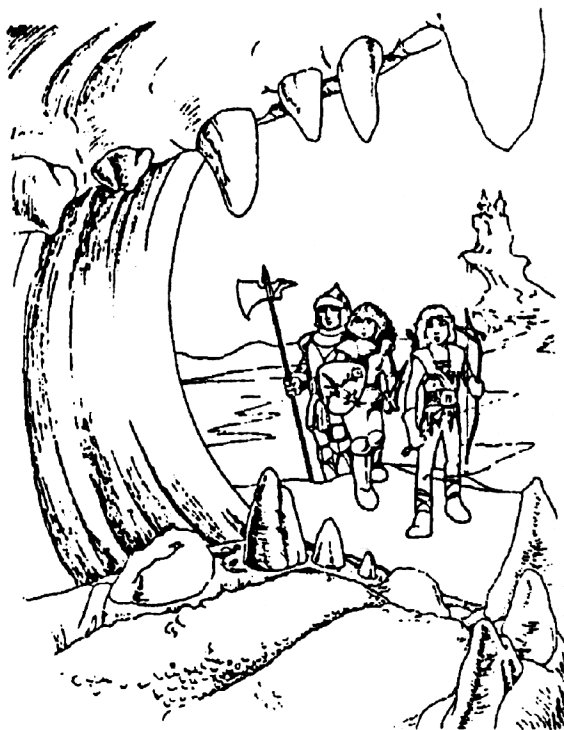
For your enjoyment, Minicon has not only programming, a consuite and a myriad of things to do. We also have tons and tons of volunteering opportunities.

Just wander over to our table (staffed twenty-four hours a day for your convenience) located on the second floor of the Great Hall Foyer. (For those of you who've been here before, this is where the piano use to be. For those of you who are Minicon virgins, ask at the InfoDesk. Or, come to think of it, if your at the InfoDesk, just look to your right. That's us there.

What sort of jobs do we have available? We have everything that you could possibly ever want to do at a convention. (Except for that. And that. But besides those, we've got it all.) You can help with the Art Show, Badge consuite, Gopher on the Bridge, work with Registration. The list goes on and on and on.

Feel free to stop by and ask us questions about job descriptions, times we need people, or anything else. We promise not to make you do anything you don't want to do. (We may beg, plead, whimper, and look pitifully at you, but if you don't want to volunteer, that's fine.)

Look us up! We'll be there, and we'll give you something exciting and fun to do for an hour or two.



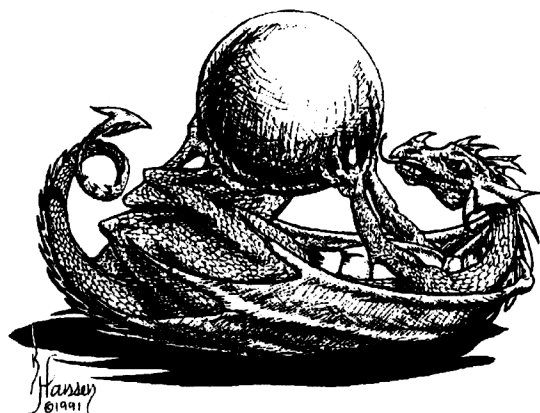
Fan Fair

Saturday: 10:00 am - Noon
Bloomington Room

Get to know who's out there in our local fannish community (though we've heard a few out-of-towners have slipped in) by spending some time at this years Fan Fair.

Meet the representatives from various SF groups, organizations and associations. This unique collection of Fen is here to give you information on membership and what their group has to offer.

Come One,
Come All,
to the Annual Fan Fair!



Gaming

Want a break from the normal mayhem of the convention? Try playing a game. As always, Minicon offers space for those fans wishing to game this weekend. Experience miniatures, board games, and a variety of role-playing games.

The Gaming Room is located on the first floor of the North Tower, in **Plaza 8**. Centrally located, easy to get to, and close to lots of other Minicon programming events. The Gaming Room will be open 24 hours a day, from 3:00 pm Friday afternoon all the way through to 3:00 pm Sunday afternoon. So, when the mood strikes you . . . play a game!

Dealer's Room

A fabulous roomful of wondrous items to buy. Chain-mail, SF books, phasers, dragons, t-shirts, silly buttons, and more can all be found in the Dealer's Room.



Hours

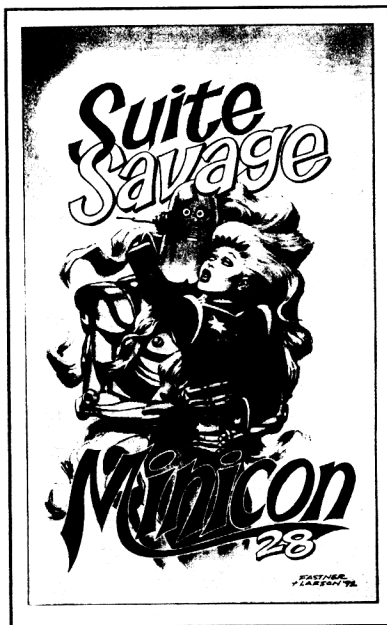
Friday: Noon - 3:00 pm / Set-up
3:00 pm - 6:00 pm / Open to Public
Saturday: 10:00 am - 6:00 pm / Open to Public
Sunday: 10:00 am - 3:00 pm / Open to Public

MN-StF Sales

T-Shirts, Commemorative Sweatshirts & More. Our sales table will be located in the Great Hall Foyer on the second floor of the Radisson.

Hours

Friday: 3:00 pm - 6:00 pm
Saturday: 10:00 am - 6:00 pm
Sunday: 10:00 am - 3:00 pm



Minicon
T-shirt Design

List of Dealers for Minicon 28

- Arms & Armor**
Historical and Fantasy Weapon and Armor
- Artemis Adornments**
Jewelry, Pouches, Chainmail, etc.
- Pamela Barnes**
British Media Items
- Black Rose Enterprises**
Bookseller
- Bronze Age Enterprises**
Jewelry & Knives
- Don Butner**
Bookplates
- Catfish (T)rading**
Costuming, Assorted SF Stuff
- Celtic Myth & Fantasy**
Books, Jewelry, and Occult Related Items
- Arthur Chadbourne Jewelers**
Jewelry
- Chained Lynx**
Chainmail
- Clean Slate Press**
Media Fanzines
- Darlene P. Coltrain**
Jewelry and Prints
- Comics Etc.**
Media Merchandise
- Conman Creations**
Jewelry and Leather Goods
- Glen Cook**
Books
- Crystal Stix**
Juggling Sticks
- Dancing Wolf Studio**
T-Shirts
- Dream Haven, Inc.**
Books
- Dream Stitchers**
Costumes
- Elemental Clay**
Earthenware Pottery
- Equine Customs & Embroidery**
Embroidered Apparel
- Evenstar Bookstore, Inc.**
Books, Tarot Decks, Magical Jewelry, and Related Supplies
- Excalibur Leather**
Leather Accessories and Star Trek Items
- Fanne Studio**
Dolls
- Footrot Flats**
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- Gemini Glass**
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- Jeff Gonner**
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Comics, Art, and T-Shirts

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Magic Wands and Rayguns

Bill Johnson

Cloaks and T-Shirts

Philip E. Kaveny

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Stuffed Creatures

Stephanie Lasley

SF and Fantasy Collectables

Erin McKee

Cards, Prints, and Stationery

Mere Dragons

Posters, T-Shirts, Pins, and Patches

Minnesota Space Frontier Society

Button and Posters

Felix Needleworthy

Costumes

Darlene Ney

Jewelry, Buttons, and T-Shirts

OffWorld Designs

Hand Airbrushed T-Shirts

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and Bronze Sculpture**Ann Marie Paschall-Zimbel**

Tarot Readings

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The Source

Games and Gaming Supplies

Spirit Quest Art

Wands and T-Shirts

Traditional Facets

Jewelry

20th Century Books

Books and Comics

Uncle Hugo's Science Fiction Bookstore

Books

Susan Van Camp

Prints

Leo C. Watrin

Books

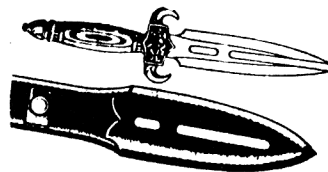
Whimsey Winks

Fimo Sculpture

Don Williams

Books and Book Restoration

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**Dragon Claw**

This dagger is 10-3/8" long. The blade is made of 420 J2 stainless steel. Guard and Pommel is cast metal w/antiqued copper finish. Hand grip is wood. Comes w/leather sheath. Price: \$42
Item #KND-UC-699

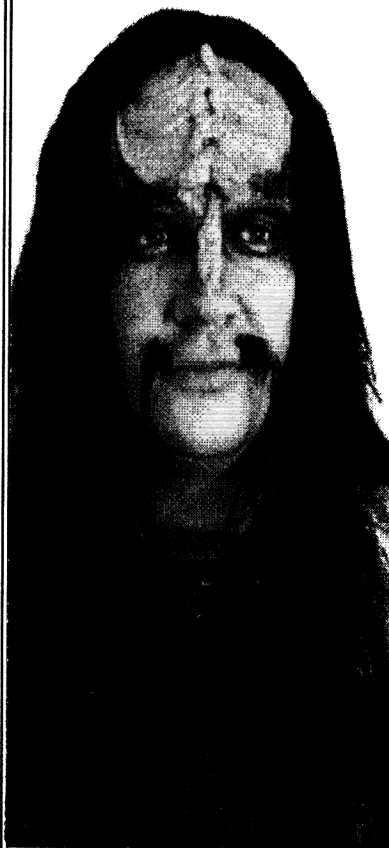


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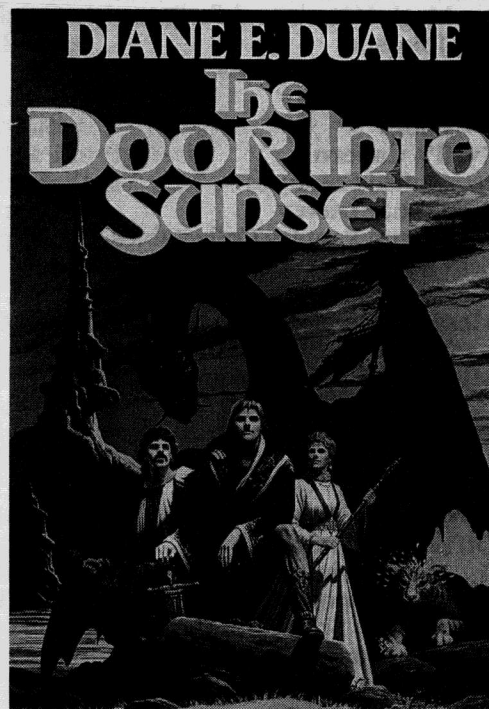
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—PUBLISHERS WEEKLY

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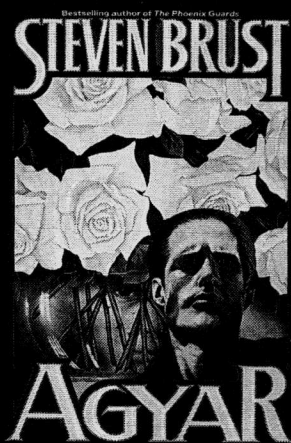
—KIRKUS REVIEWS

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ALSO AVAILABLE FROM TOR BOOKS

AGYAR Steven Brust

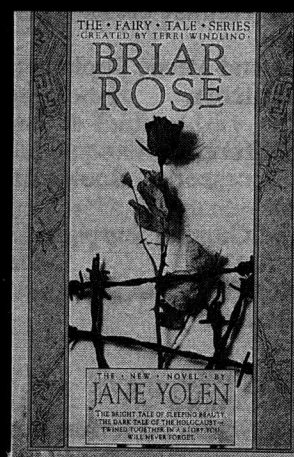


"Compact, understated, and highly persuasive.
[In Agyar,] Brust accomplishes with a wry turn of
phrase or a small flourish what others never
achieve despite hundreds of gory spatters."

—Kirkus Reviews

0-312-85178-2 • \$18.95

BRIAR ROSE Jane Yolen



A 1992 NEBULA NOMINEE

"Both heartbreaking and heartwarming, [BRIAR
ROSE] is a compelling reminder of the Holocaust
as well as a contemporary tale of secrets and
romance." —Booklist

0-312-85135-9 • \$17.95

TOR BOOKS 

Art Show Hours - Great Hall



Thursday: High Noon / Art Show set-up (help wanted)

Friday: 9:00 am - Noon / Check-in for artists helping with art show
Noon - 4:00 pm / Artist check-in (all artists)
4:00 pm - 6:00 pm / Artist Preview (artists & guests)
6:00 pm - Midnight / Art Show open to Convention

Saturday: 10:00 am - 8:00 pm / Art Show open to Convention
10:00 pm - 11:00 pm / Art Auction in the Bloomington

Room

11:00 pm - Midnight / Sold Art may be pick-up

Sunday: 10:00 am - 2:00 pm / Art Pick-up & Artist check-out
2:00 pm / Art Show tear down (help wanted)

General Information

No cameras, bags, food, drink, or smoking allowed in the Art Show.

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

Most of the artwork 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.

Bidding Rules

1. Attending convention members have the opportunity to bid on art in the art show and to buy prints from the print shop area. Each bid is an offer to buy and is legally binding when accepted on behalf of the artist. All bids must include your name, badge number, and, of course, your bid price.
2. Written bids will be accepted during the Art Show's regular hours on Friday and Saturday. No bids will be accepted after the auction.
3. Art with five (5) or more written bids will go to a 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 artwork in the Art Show are limited edition prints. Extra copies of limited edition prints may be available from the artist but will probably cost more than the minimum bid. Contact the artist if you don't get what you want.

It takes about 20 people to run a successful Art Auction. Contact the Art Show Director if you want to help. The Art Show and Auction is run by all volunteer help.

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

Masquerade

Saturday 7:00 pm - Great Hall West

Now is the time to show your stuff. Whether you're a professional, amateur or just like to dress up funny, this show is for you. This is a performance Masquerade, where we emphasize theatrics as well as construction ability. There are several divisions of competition, from Novice to Master/Professional so stop by the Masquerade Registration Table (next to the InfoDesk, Great Hall Foyer) and ask us how to participate.

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

Young Fan — Any contestant under 12 years of age as determined by the convention.

Novice — An individual who has never won a major prize** in a costume competition (other than "Young Fan") at any regional Con or World Con.

Journeyman — An individual who has won 1 or more major prizes at previous Minicons, regional Conventions or has won a major prize at World Con.

Master/Professional — Master: An individual who has won 5 or more major wins at the regional level or 1 major win at the World Con level. Professional: An individual who promotes themselves as a Costumer for hire. Only if 2 or more Master/Professionals are entered will a Master/ Professional division be used.

You can find out which one you fit in at the Masquerade Registration Table.

*With the exception of "Young Fan" divisions pertain to the person who constructed the costume only.

**Major prize is defined as: "Best ...", "Most ...", "Judges ...", "First Place ..." or "2nd Place".

Re-Creation — This is an "Open Division" and may be competed for by ALL levels.

Costume must be copied directly or with minor modifications from a live action, animated motion picture, television production, staged production, staged presentation, comic book or strip, or a graphic novel. **Note:** If the dominant theme or major portion or prop is re-created then the costume or group must be entered as a Re-Creation. Please supply 3 views of source material. This is a must!!

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

There will also be Workmanship Awards which will include a category for best Re-Creation.

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



Prizes: Stop by the Registration table to see them. Prize give-aways are at the sole discretion of the Masquerade Directors and Judges.

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

Registration: Pick up your Masquerade entry form at the Masquerade registration table (Great Hall Foyer). Please register early, all entries must be in by **NOON** on Saturday. Also, if you have any special needs for your presentation (special air tanks for those non-oxygen breathers, etc.) please contact the Masquerade Staff at the Masquerade registration table.

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

Video Coverage: Once again, the Masquerade will be videotaped. There is a **different group** doing the videotaping this year. They are the folks that were with us from 1988-1990. If you are interested in obtaining a copy, please stop by . . . you guessed it . . . the Masquerade registration table.

Best Boys (Girls), Gaffers, Grips, and Wranglers Needed: If you would like to *volunteer your time and/or services* to help us in the oh-so-very-exciting Masquerade, stop by the registration table and join the production team.

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

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

Masquerade Programming — there will be several programming activities related to the masquerade process and costuming. Check your programming guide for times and further information on these events and panels.

Special Note— The Theater Tech and Video/TV people are a different group this year. Please make them feel welcome.

Asimov's Alive! Roddenberry Resurrected!

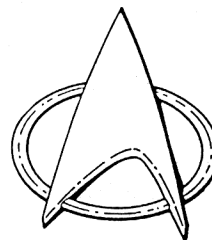
at the
MINNEAPOLIS PLANETARIUM

300 Nicollet Mall
(inside the Mpls Public Library)

Don't miss these classic star shows:

Asimov's chilling tale:

THE LAST QUESTION!



WARPSPEED!
A Star Trek Journey to Orion

CALL 372-6644 for showtimes!

****FREE Star Map when you bring in this advertisement!**

Operations

Open 12:00 Noon Thursday,
April 8th thru
12:00 Noon Monday, April 12th.
Room 215 Poolside or Dial 7-215 on any
In-House or Room Phone.



**IN CASE OF EMERGENCY DIAL 7-215
ON ANY IN-HOUSE OR ROOM PHONE**

The Bridge

The problem-solvers and path-smoothers of Minicon. We are located in Suite 215 on the second floor at the south end of the pool area. Look for the signs pointing the way or follow anyone moving with a purpose.

What To Do On the Bridge

1. **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 7-215 from any in-house or room phone to report a problem. (In case of emergency dial 7-215 from any in-house or room phone.)
 2. **Register for the convention when the main registration desk is closed.**
 3. **Report and replace lost badges.**
 4. **Turn in lost things** you found or possibly find things you lost.
 5. **Obtain directions** and locations of events, and find convention staff.
 6. **Volunteer!** Earn undying acclaim and gratitude by working on the Bridge.
- Please ask. There are no stupid questions.

Troubleshooters

These are wonderful, knowledgeable people who roam tirelessly through the hotel just waiting to answer your questions and/or help you with your problems. Look for the person wearing a vest with the moniker "Bridge Dial 7-215" on the back and feel free to express your needs. (Keep it clean — they're on duty.)

After-Hours Registration

Yep. This is the place. See the Information Officer. ID will be required.

Elevators (Maximum capacity: 20)

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

Life Support

In case of **MEDICAL EMERGENCY** dial 7-215 on any house phone or grab a Troubleshooter. Life Support is located Poolside in room 213 (phone 7-213) and the EMT ready room is pool level, room 117.

Well, yes, we support life ... its better than the current alternative. Emergency Medical Services are being staffed by a great group of talented professionals and semi-professional volunteer lifeforms. Their job is to provide immediate first aid care and contact advanced care if indicated. They'll be around the con, sometimes roving with troubleshooters, sometimes in the Life Support Lounge/Cuddle Squad room or the EMT ready room.

We have trained over 50 staff members in the last three years in American Red Cross Standard First Aid and Adult CPR and many of our Emergency Medical Services Team have credentials in advanced life support.

Health Problems

Any special health problems or mobility needs should be brought to our attention. If getting around Minicon is presenting difficulties, such as getting on the ever-packed elevators, or off again, talk to us. No, we can't make them hold more people or move faster, but there are things we can do to make it easier for you to get around the Radisson if you let us know it's a problem.

Providing TLC

Cuddle Squad provides stress reduction and support for the working convention staff. We work to keep them from turning into little fuzz balls or mere shadows of a former lifeform by insuring they eat, sleep, party, and relax.

**LIFE SUPPORT VOLUNTEERS: PLEASE
COME TO ROOM 213 AND SIGN UP
FOR YOUR HOURS ON DUTY!**

NOTE TO OPEN PARTY HOSTS

Various lifeforms tolerate the Earth-type alcohols poorly in large quantities. Minnesota law requires YOU, the host, to ascertain earth age (equivalent of 21 statute solar years) and prevent near lethal dosage ingestion. Dispensing drinks, rather than letting your guests help themselves, and serving munchies, will decrease the need for EMS, and the Cuddle Squad dealing with them. See page 2 form more info.

Hotel

General Information: Radisson Hotel

Parking — There is a lot of parking around the hotel. Not enough, though. We suggest that you consider parking at the Wyndham and taking the shuttle or parking at the Sofitel. Why? Well, because we would like you to leave the South lot open on Easter Sunday for the brunch guests.

Elevators — Do not stuff them! They will break down and we will all be walking. 22 floors is more exercise than any of us needs. (Maximum elevator capacity: 20 people).

Pool Hours

Friday until 4:00 am

Saturday until 4:00 am

Closed Sunday morning and early afternoon.

Open after the Brunch

Check-in/Check-out information

The Radisson has asked us to inform you that, while you may be able to check in as early as 10:00 am, your room may not be available immediately. If someone has stayed in the room the night before, the cleaning staff will need time to clean the room. So your room may not be available until after 3:00 pm. We have arranged late checkout for Saturday, Sunday, and Monday. Late checkout is until 4:00 pm, as opposed to Noon. Please try to be out by checkout time. The Radisson is very nice to us, but may charge you if you are not out on time.

Wyndham Garden Hotel

The overflow hotel is located at 4460 West 78th Street Circle. Take the shuttle, it's probably waiting for you now. Late check-out: 4:00 pm.

Hotel Liaison

On call 24 hours a day. If you have a problem with the hotel contact the Bridge (7-215) and ask to have the hotel liaison on duty paged. At the Wyndham or L'Hotel Sofitel: Contact the front desk of your hotel and ask them to transfer you to the Minicon Bridge; or dial the Radisson directly (#835-7800) and ask the switchboard operator for room 215.

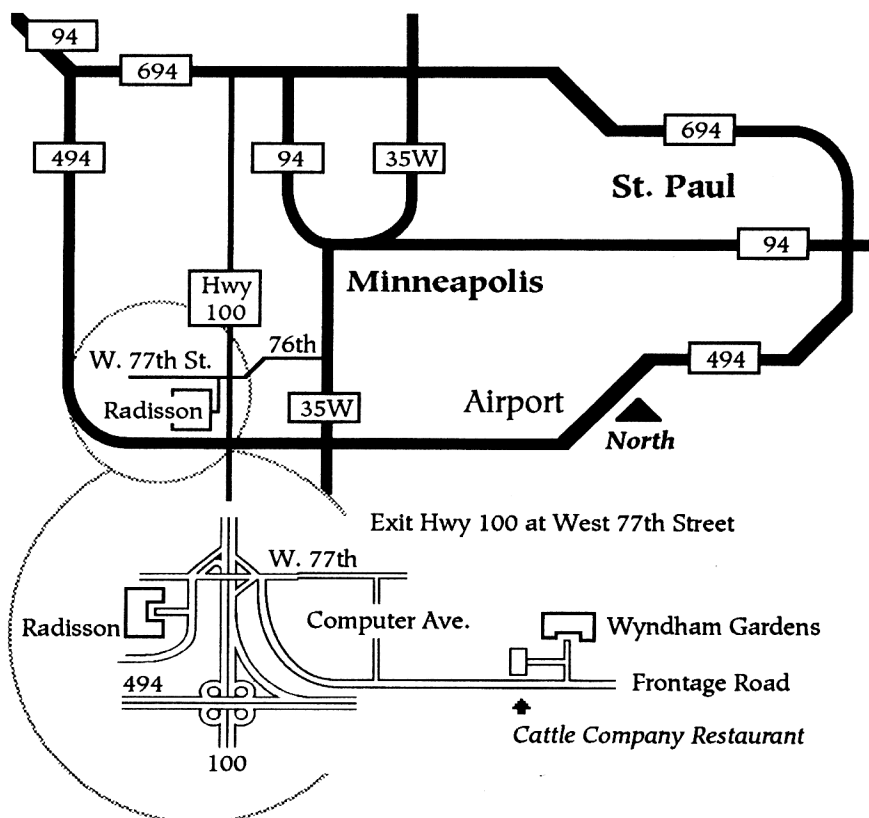
Sunday Brunch

The traditional Radisson Hotel Easter Sunday Brunch will be on Sunday (of course) from 10:30 am to 3:00 pm. 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.

Shuttle Service

We have arranged with the Wyndham Garden Hotel to run a 24 hour 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 twenty minutes after, and at twenty minutes 'til, and leaving the Wyndham at ten after, on the half hour, and at ten to. During non-peak hours (say five in the morning) 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 Minicon Housing Authority

Your Suite Ghods



Hours of operation

Friday from 10:00 am to 6:00 pm at the Hotel Front Desk. The Ghods will also be making the Open Parties circuit Friday and Saturday nights (8 pm - 2 am). Or, call the Bridge (7-215) and ask to have the Suite Ghod on duty paged.

Program Info

Gooooood question. Okay, here goes. The Suite Ghods program exists to serve the Minicon attendee by giving you the room that best suits your needs. We do this by taking control of the Radisson's room reservation system, asking for and receiving requests, and allocating rooms based on a priority system. We hope that, if you had a special need, you sent in a form and that your need was met.

If you sent in a form (or are thinking about sending one in next year), here is some information that might be useful.

There are really only two kinds of rooms in the Radisson: Kings (one king bed) and Double-doubles (two double beds). Doubles are in short supply throughout the hotel, especially in the Plaza Tower.

Our priority system goes roughly like this: Minicon department needs, handicapped access, open parties, Minicon staff, volunteers, room blocks, out-of-towners, everybody else. Within each category, requests are handled in order of submission. This is the best way we could find to prioritize the requests. If you have feedback for us, write to us c/o Minicon, P.O. Box 8297, Lake Street Station, Mpls, MN 55408.

MAELSTROM I

SEPT. 17 - 19, 1993

LINCOLN, NEBRASKA

CONFIRMED GUESTS: MICKEY ZUCKER REICHERT
RICHARD A. KNAAK
ROBERT REED

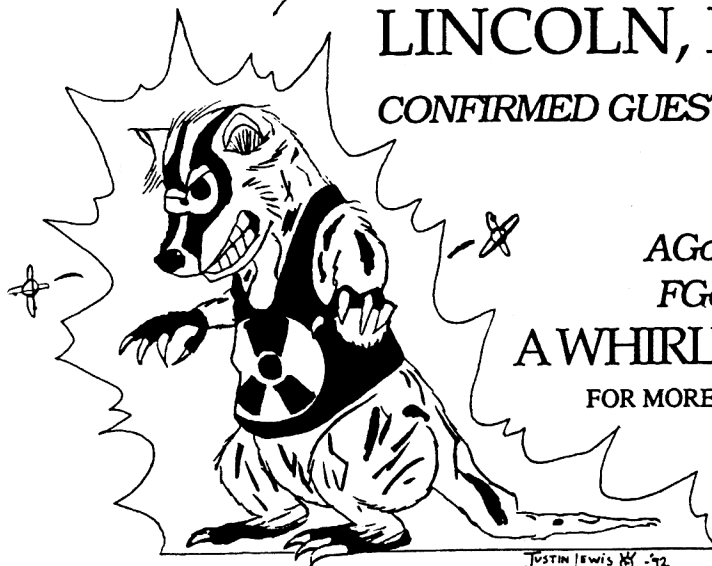
AGoH: ERIN MCKEE

FGoH: MYRNA SUE LOGAN

A WHIRLWIND OF EVENTS

FOR MORE INFO WRITE:

LFSF/MAELSTROM I
719 'B' STREET
LINCOLN, NE 68502



Sweet Savages at Play

Open Room Parties and Their ilk.

Around The Clock Parties

Astral Realm BBS Open Party

906 South tower

Open practically around the clock.

This room is open for anybody to come in, eat, talk, socialize, and discuss Paganism. See InfoDesk for further information.

HARO Japanese Anime Party

223 Poolview

"All day, every day - except 3 am to 6 am so we can sleep".

The Houghton Anime Review Organization is showing Japanese anime. Most of the material is subtitled.

Friday

Decadent Dave Clement's

Non-Smoking Open Music Party

506 South tower

Friday night.

The title says it all.

North Country Gaylaxians

678 North Tower

Friday night.

See InfoDesk for further information.

Orkney Islands Party

481 North tower

Friday night.

It's a celebration of fans of the Scottish tradition and the tradition of friendship between the British Isles fandom and American fandom.

Rex Party

204 Poolview

Friday night, 7 pm to 11 pm.

See InfoDesk for information.

Ted Davis Fan Club Party

108 Poolside

Friday night from 8:00 pm to 2:00 am.

The First Annual Minicon Ted Davis Fan Club Party. Come to the Ted Davis party and experience the phenomenon of Tedness firsthand. With a special guest appearance by the original Ted. Come one, come all, come Ted. Better Ted than anything else...

Troll's Guild Party

205 Poolview

Friday night, 8 pm.

This is an open party. Everyone is welcome.

Viscous Milleux Party

1606 South tower

Friday night, 8 pm to whenever.

This party is thrown by Viscous Milleux, a writing group. There will be some assortment of beer, NABs, food, music, self-promotion, conversation, and fun.

Central Coast Costumers Guild

107 Poolside

Friday night, 9 pm until late; Saturday night after the masquerade; perhaps Thursday, as well.

Promoting convention costuming and the exchange of ideas/techniques/information among fen. This open party is for costumers and anyone interested in costumes (or parties).

Club Adventure, The Grand Opening

101 Poolside

Friday night, 9 pm to midnight.

Special opening events include:

Full-Contact Twister, Special Guest Appearances, Adventure Olympics, Our special Tropical Punch, and much more.

Have you ever dreamed of Casablanca? Is Indiana Jones one of your heroes? Does your species have an interest in 20th century Earth history? Do you just want a cool place to hang out that serves alcoholic and non-alcoholic drinks? Then come to Club Adventure for the life of someone else's time. We do not discriminate on the basis of sex, race, religion, species, planet of origin, time period, clothing, occupation or anything else.

Minnesota Dairy Goat & Fantasy Society

228 Poolview

Friday night, 9 pm to whenever.

A get together of rural fans, hobby farmers, animal breeders, and anyone else with a taste for country life.

Kansas City in 2000

103 Poolside

Friday night, 9:30 pm.

This is a party for the Kansas City in 2000 Worldcon bid, also Conquest 24 and Contraception 5. We'll be serving BBQ sandwiches with BBQ sauces from Kansas City. Our theme is BBQ, Beer, and Blues.

Swashbuckling Party

584 North tower

Friday night, 10 pm.

This is in the big room at the end of the hall. It is a party of people interested in swashbuckling, masquerade, dressing up in costume, costuming, or fighting with swords. Everyone is welcome.

Jones Party

422 South Tower

Friday night, midnight.

Anti-Filkers party, A.K.A. "Entropy at its orgasmic best"

Friday & Saturday

Cement Mixer Party

128 Poolside

Friday and Saturday night.

Stop by and have a cement mixer (you'll have to come by to find out what one is). Come and learn to juggle. If you already know, come by and show off. Saturday night's theme is a surprise.

U.S.S. Czar'ak

125 Poolside

Friday and Saturday.

Star Trek parties.

See InfoDesk for further information.

Blake's 7

229 Poolview

Friday and Saturday, 3 pm to midnight

We will be showing Blake's 7 from A to Z, all episodes, in no particular order.

Troll Hammer Forge

206 Poolview

Friday and Saturday starting about 4 pm or 5 pm.

Open gaming campaigns possibly including Shadowrun, Car Wars, AD&D, Forgotten Realms type material. Open to any and all who care to join.

Polariscon 1993 Party

106 Poolside

Friday night, 5 pm to midnight; Saturday late afternoon & evening.

Time, Space, & Fantasy, Inc. is sponsoring this party to promote our local fan run Science Fiction/Fantasy media convention, Polariscon. There will be pop and snacks, videos, people can come find out more about TSF and Polariscon. General SF fun and awareness.

The Pink Elephant Party

210 Poolview

Friday night, sixish to whenever; Saturday after the Art Auction.

This is a silly party from PAPS, the Pink Animal Preservation Society. If it's an animal and it's pink (or if we think it should be pink, such as elephants, flamingos, sharks, and squirrels), it counts. Especially the Pink Cushy Marshmallow bunny. The official party drink will be the Pink Squirrel (it's a real drink).

U.S.S. Nokomis

129 Poolside

Friday and Saturday evenings, 6 pm or after the masquerade.

This is the U.S.S. Nokomis hospitality room. There will be videos, Trek talk, and munchies. No alcohol and no smoking.

LA in 96 Worldcon Party Bid

102 Poolside

Friday and Saturday evenings, from 7 pm to 1 am.

Open worldcon bid for LA in '96.

Augsburg Alternative Realities Association

514 South tower

Friday and Saturday nights, starting 7 or 8 pm until dead from exhaustion.

AARA is an on-campus group dedicated to the free exchange of ideas based on a framework of SF and fantasy fandom. The parties may include viewing classic Dr. Who, Prisoner, Star Trek, and Hitchhiker's Guide episodes, cheesy movies like Killers From Space, maybe a Tesla coil demonstration and many party-esque things that are yet undecided. We want to have a lot of fun and make anyone who comes into contact with us have a better experience at the Con.

U.S.S. Phoenix

124 Poolside

Friday night 7 pm to midnight; Saturday 11 am to 2 pm, 6 pm to 9 pm, 10 pm to 2 am; Sunday noon to close.

Hospitality suite for the U.S.S. Phoenix. This will be Star Trek videos in a non-alcohol environment, with food, talk, and fun people.

The Citadel Party

2120 South tower

Friday night 9 pm to 2 am; Saturday night 8 pm to 2 am.

This is a combo party for SF fans, role players, and Citadel BBSers (modem people). There will be a VCR with movies, music, purity testing, and much much, more.

Demicon and Icon Party

105 Poolside

Friday and Saturday nights, 10 pm and on. This is a promotional party for the Iowa conventions, Demicon and Icon.

Duckon and Golden Duck Awards Party

131 Poolside

Friday and Saturday nights, 10 pm to 2 am. This is a publicity party for Duckon and the Golden Duck Awards. Duckon is a Chicago area convention. The Golden Duck awards are for excellence in children's Science Fiction.

Saturday

Meet the Pros party

Garden Court

Saturday from 4:00 pm to 6:00 pm

An Alien Carnival

123 Poolside

Saturday evening, 5 pm to midnight.

The U.S.S. Behr'ak is presenting an Alien Carnival. Alien art, alien characters in costume, alien food and drink served from 5 pm to midnight. Join us in exploring the universe. Feast with Klingons. Debate with Vulcans. All species welcome. The U.S.S. Behr'ak is a Saint Paul Star Trek fan club.

Artist's Jam

209 Poolview

Saturday night, 6 pm to midnight.

Musicians have jams, so do artists. When the door is open, artists or onlookers are invited to come in, sit down, draw or watch others draw. This will be sponsored by CIA Studios.

Celestial Affiliation of Time Lords

552 North Tower

Saturday night, starting around 7 pm or 8 pm.

This is a party for people interested in time travel. We are a local club. We'll have videos running, Red Dwarf, and a club video.

IKV Dragons Terror

127 Poolside

Saturday night, 7 pm to midnight.

This is a Klingon open party.

See InfoDesk for further information.

SF Minnesota & Diversicon & Universe Edge

1606 South Tower

Saturday night, 8 pm to whenever.

SF Minnesota is a multimedia, multi-cultural organization dedicated to encouraging and improving contact among groups and individuals interested in speculative fiction, both in and out of the traditional SF community. Diversicon is SF Minnesota's new small, discussion oriented SF convention to be held in Bloomington, MN June 18th to 20th. Universe Edge is a cable-access SF show.

Space Pirate Party

231 Poolview

After the costume contest on Saturday.

Come talk about props and costumes. Come grab munchies. There will be a professional photographer taking pictures. There will be big props. This is where the Klingon Field Gun is located. This is the "Space Pirate Get Together," alias the "Anti-Space Pacifists Party"

Blue Stuff III - Everything on this planet is Blue

224 Poolview

Saturday night, 10 pm.

This is the third time we've done this. We'll go from 10 pm until we run out of Blue Stuff.

Sunday

The Magic of Mythcon

Krushenko's - 118 Poolside

Sunday from 3:30 pm to 5:30 pm.

Representatives of Mythcon XXIV talk about this summer's Minneapolis conference on children's fantasy. Tea and scones provided. Hosted by David Lenander.

See InfoDesk for Further Information

BBS Party

208 Poolview

Blaylock Party

554 North tower

Fantasy Artists Co-op

212 Poolview

We are a group of artists who cooperate and support each other. We are having a room party which will be informative and hopefully we can attract new members.

Levy Haskell/Brown/Easley

Music Parties

2014 South tower

Fred, Susan, & Gavriella Levy Haskell, Margret Brown, and Carrie Easley are hosting music parties from time to time during the convention. The parties are open to con members; however, performers are by invitation or pre-arrangement only.

KEYCON Party

104 Poolside

Keycon is Winnipeg's annual SF convention held in May.

MODERATION Party

203 Poolview

Moderation is a Chicago based fan organization.

N.A.T.O. Anime Party

1806 South Tower

This is an open party to meet comics artists and animation fans for informational discussion. We will be putting on another animation screening this year.

Open Gaming Party

401 South tower

Peters Party

227 Poolview

An open party for Star-Trekkers to gather and chit-chat.

ROG Science Fiction Theatre

1406 South Tower

S.C.A. Open Party

110 Poolside

Open house with munchies and beverages, videos of S.C.A. fighting and pictures, music.

U.S.S. Mudd PI

225 Poolview

An open party for people to discuss Star Trek and view Trek videos with a group of fans from outside the Minnesota area.

TALES OF THE UNANTICIPATED

Fiction, Poetry, Artwork, and Essays by Rising Stars!

ELEVENTH ISSUE: fiction by Martha A. Hood, Mark W. Tiedemann, Kij Johnson, Chuck Rothman, and Josh Partlow; poetry by John Calvin Rezmerski and Sandra J. Lindow; John Sladek on books; and part 1 of a George Alec Effinger interview. \$4.

#1 (photocopy facsimile of original): fiction by Carolyn Ives Gilman, Ruth Berman, and Terry A. Garey; John W. Taylor on Philip K. Dick; Kate Wilhelm's essay, "On Responsibility;" a Rhysling Award-winning poem by Rezmerski; Damon Knight judges a "Bad SF Contest;" and Eleanor Arnason interviewed. \$5.

#2: fiction by Arnason, Dave Smeds, Janet Fox, Nathan A. Bucklin, and Peg Kerr; Rezmerski's poem, "Challengers;" and a Knight/Wilhelm interview. \$3.

#3: fiction by Arnason, Fox, Bucklin, Kerr, Phillip C. Jennings, Bruce Bethke, Colleen Drippe', and Kij Johnson; poetry by Thomas G. Digby; and Chelsea Quinn Yarbro interviewed. \$3.

#4: fiction by Fox, Jennings, Bethke, Garey, Howard V. Hendrix, and Elissa Malcohn; a Charles Nodier story translated from the French by Ruth Berman; poetry by Bruce Boston; and Larry Niven interviewed. \$3.

#5: Clifford D. Simak's story, "Courtesy," and David W. Wixon on Simak; fiction by Jennings, Bethke, Kerr, Robert Frazier, and Laurel Winter; poetry by Camilla Decarnin; and John Sladek interviewed. \$3.

#6: Fritz Leiber's story, "Lie Still, Snow White," Rodger Gerberding on Leiber, and Leiber interviewed; fiction by Berman, Bethke, Smeds, Hood, and Uncle River; and poetry by Margo Skinner. \$3.

#7: fiction by Fox, Bethke, Hood, Garey, Jennings, Smeds, and Jamil Nasir; Sladek on books; poetry by Malcohn; and part of an epic poem by Arnason. \$4.

#8: fiction by Hood, Kerr, Nasir, Winter, Kij Johnson, and Chuck Rothman; poetry by Mark Rich; Sladek's column; and Kim Stanley Robinson interviewed. \$4.

#9 (fifth anniversary issue): fiction by Hood, Frazier, Tiedemann, K.D. Wentworth, Andre Guirard, and Lance Robinson; poetry by John M. Ford; Sladek's column; and Jonathan Carroll interviewed. \$4.

#10: fiction by Arnason, Hood, Hendrix, Tiedemann, Kij Johnson, and David Starkey; poetry by Lindow and Rich; and Greg L. Johnson on SF and rock and roll. \$4.

Artists include Gerberding, Suzanne Clarke, Margaret Ballif Simon, Erin McKee, H.E. Fassl, Peggy Ranson, Cindy Rako, and James Jamison.

Three-issue subscription (#s 11-13), \$10. "Heckuva Deal" (#1 photocopy and #s 2-15), \$35. Make checks payable to the Minnesota SF Society. Canadian subscribers send \$11 U.S. currency for three issues; \$40 for the "Heckuva Deal" (cash or money order).

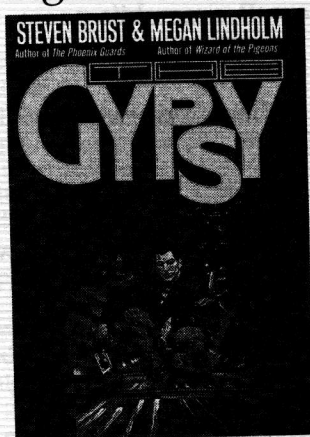
Tales of the Unanticipated
P.O. Box 8036
Minneapolis, MN 55408



Reading Submissions for TOTU #13
October 1st
thru
November 15th, 1993

MINNEAPOLITAN SF & FANTASY FROM TOR

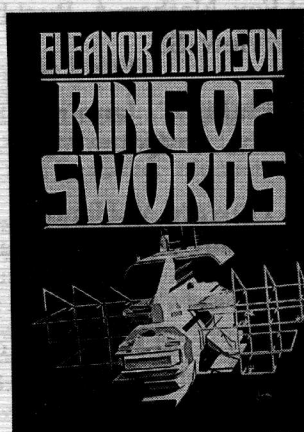
THE GYPSY
Steven Brust and
Megan Lindholm



"A powerful and memorable fantasy."—*Publishers Weekly*

COMING IN PAPERBACK IN JULY

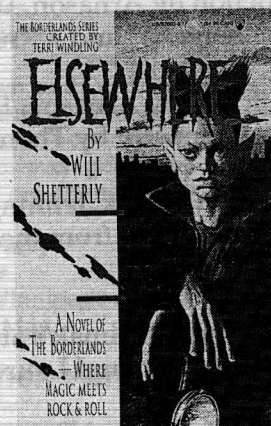
RING OF SWORDS
Eleanor Arnason



The new novel by the
award-winning author of
A Woman of the Iron People

COMING IN AUGUST IN HARDCOVER

ELSEWHERE
Will Shetterly



Winner of the
Minnesota Book Award

0-812-52003-3 • \$3.99/\$4.99

TAM LIN
Pamela Dean

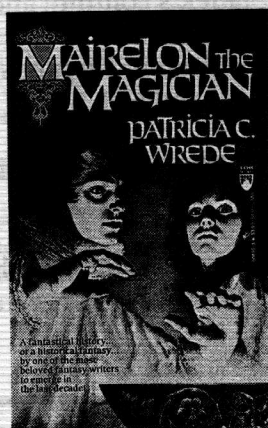


"A delightful entry in the Fairy Tale series...anchoring its fantastic elements in a solid, engaging reality."

—*Publishers Weekly*

0-812-54450-1 • \$4.99/\$5.99

**MAIRELON
THE MAGICIAN**
Patricia C. Wrede

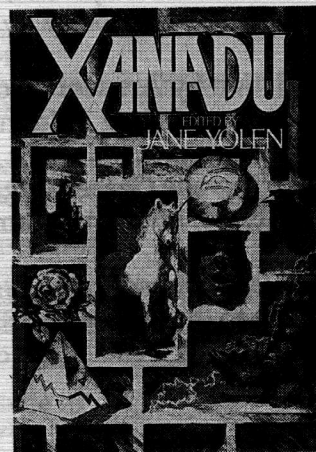


"A confection [that] will charm readers of both Regency romances and fantasies."

—*Publishers Weekly*

0-812-50896-3 • \$3.99/\$4.99

XANADU
Jane Yolen, ed.



"A must-buy for lovers of short fiction."—*The Washington Post*

0-312-85367-X • \$18.95

tor books 



Of Schedules & Hosts

	Friday	Saturday	Sunday
11:00	Corflu Coffee	Smoooooth Breakfast	Coffee with the
1:00	Jim Hudson & other	Steven Laird	Red Dragon
2:00	MadCitians		Dragon Lady
2:00	Minneapa	Society of MICE	GoHost Stories
	Dean Gahlon et al.	(Midwesterners In C* Exile)	Don Fitch & Geri Sullivan
4:00		Mike Wallis	
4:00	Guerrilla Poetry	The Genial Misanthrope	StippleApa
6:00	Bag Person Press	Denny Lien	Peter Hentges et al.
6:00	Deep Thoughts	Overdressers	ReinConation
	Ctein	Anonymous	Martin Schafer et al.
8:00		Themselves	
8:00	Cohousing	Peter Hentges 26th Annual Birthday Party	Toronto in '73
	Bozo Bus: The Next		Hope Leibowitz
10:00	Generation		
10:00	Cartoonists'		The We just want you to
	Party		know that we kept on
12:00	Be there		dancing
12:00	or		and singing
	Be drawn!		and playing
1:00			Music Party
2:00	Ken Fletcher		Karen Schaffer

Minneapolis in '73
Suite 704 - 706 - 710

The sword fell from between the king's fingers, its momentum appearing to carry it twirling across the floor at such a speed that Scheherazade was forced to leap out of its path.... To her, the sword's movement did not seem like an accident. Rather, the sword moved with a will of its own.

And the object of that will was the death of Scheherazade.

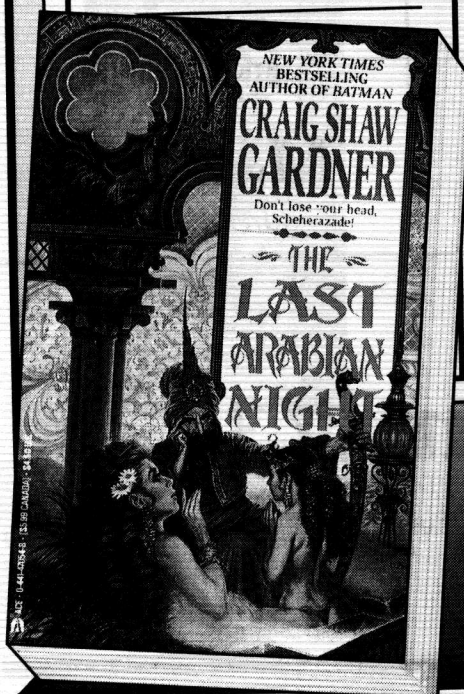
— Excerpted from
The Last Arabian Night

**The outrageous
conclusion to the
rollicking Sinbad series!**

Here is the tale of Scheherazade—the 301st queen of a mad king with a tendency for killing his wives. Scheherazade must use her gift for storytelling to save herself from this crazed man ...not to mention an unspeakable mother-in-law! \$4.50

**CRAIG SHAW
GARDNER**

New York Times bestselling
author of *Batman*



Savn started to say something, but Vlad raised his hand. "Many years ago, a man helped me to pull a nasty joke on your Baron. Now, on the very day I come walking through his fief, the man who helped me turns up dead. And the victim of this prank moves to his manor house, just outside the village I'm passing through. Would you believe that this could happen by accident?"

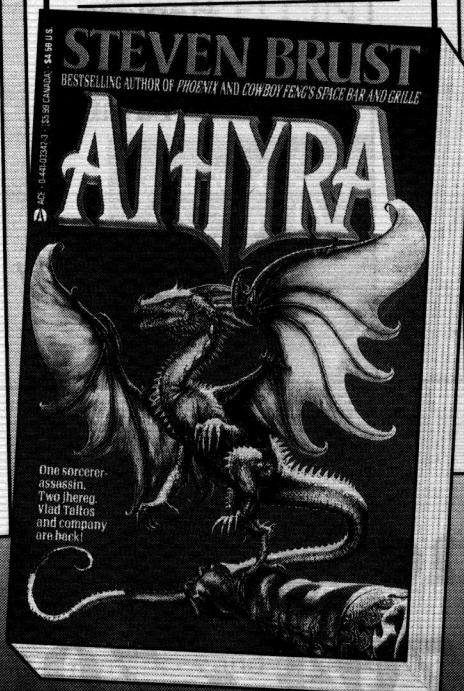
— Excerpted from *Athyra*

**Vlad Taltos is back in
another thrilling
adventure!**

With his two faithful jhereg companions, assassin Vlad Taltos retires to the country. Unfortunately the House of Jhereg still has a score to settle with him—as does a powerful, undead sorcerer. \$4.50

STEVEN BRUST

Bestselling author of
Phoenix and *Cowboy*
Feng's Space Bar and Grille



"Power on one....Ready....
Three....Two....One!"

As I sent the final signal, I trod down solidly on the footplate and felt the surge of power as the engine cut in. There was no roar, not even a whisper of sound....

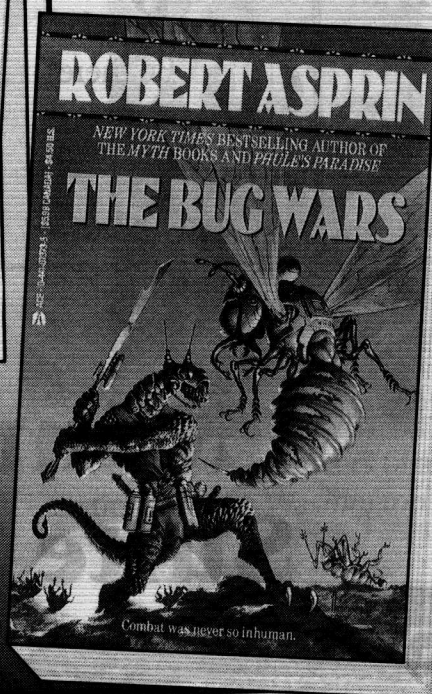
Our formation darted forward through the dark on the first assault of the new war.

— Excerpted from *The Bug Wars*

The reptilian Tzen have honed their skills as fierce warriors and master strategists. Now, they're facing their deadliest enemy: savage, relentless winged insects on a mission of conquest. \$4.50

ROBERT ASPRIN

New York Times
bestselling author of
Phule's Paradise



The Fan (a.k.a. "mimeo") Room

Science Fiction Fanzines (very different from the "zines" talked about in "mundane" publications like *Rolling Stone* or the *Minneapolis Star Tribune*) are kind of like that great big turtle all of the worlds rest upon. Sadly, a lot of modern fans don't much pay any attention to fanzines and don't much know or care that they have been around since before the beginnings of time. The structural role of fanzines in the scheme of things seems of little importance to them. Thus these fans are unaware of the undisputed fact that all knowledge resides in fanzines. That without fanzines there would be no historical record of fan activities to refer to in times of confusion and turmoil. That *Locus* used to be a six page mimeographed fanzine. And that the rock & roll, anarchist, Generation X "zines" available in some record stores all date back to a cross-over fanzine called *Who Put the Bomb?* mimeographed by SF fanzine publisher Greg Moore in the late 1960's. Another fanzine of his was called *Entmoot*.

Anyway, none of this stops the rest of us from continuing our long-running fanzine dialogue amongst ourselves. Pubbing Our Ish, we call it. Every year less and less people crank out their own fanzines on home mimeo or ditto machines. Fewer still work with the grandfather of all non-printing press processes, hecktograph. Even Mae Strelkov, in Argentina, no longer boils cattle bones to make heckto jelly. Photocopy machines are universally available in all first-world countries. But we still Pub Our Ish. And occasionally newcomers to fandom decide to join us.

When I made it clear that we would be typing with real time typewriters onto genuine wax stencils to publish fanzines at Minicon 28, I was told this was a dumb idea, that since laser writers and electrostencilers abounded, being Science Fiction Fans, the most current high tech was the way to go. Well, nuts to that. Technology is technology, old or new. I make my living with Macintosh computers and laser output devices. Why would I want to drag all that stuff to Minicon? I want to have a relaxing, enjoyable convention, away from computers and CRTs, whirring cooling fans and 60 cycle hums.

I want to hear clickity-clack and ka-thump ka-thump. I want to smell fresh, new wax stencils and

the heady odor of stencil correction fluid (or "corflu" as we call it.) I want to fan a fresh ream of twiltone and slide it into a Gestetner 360 hopper and see it come out the other side with words and artwork neatly printed upon each and every sheet.

The Fan Room will be open Friday, Saturday, and Sunday. Come pub a fanzine, ask questions, read an ish. Learn about mimeos.

Located in Atrium I
Check your pocket program for hours.



THANK YOU
The volunteers who make Minicon possible

THANK YOU
would like to express heartfelt gratitude

THANK YOU
to the friends, spouses and lovers

THANK YOU
without whom we would not be possible

THANK YOU

~ THE MINICON COMMITTEE ~

An all-new adventure never
seen on TV

Based on the hit Universal
series starring
Scott Bakula
and Dean
Stockwell

**THE LEAPS JUST
KEEP ON COMING!**

**QUANTUM LEAP:
TOO CLOSE FOR COMFORT—**

The second original "Quantum Leap" novel from Ace

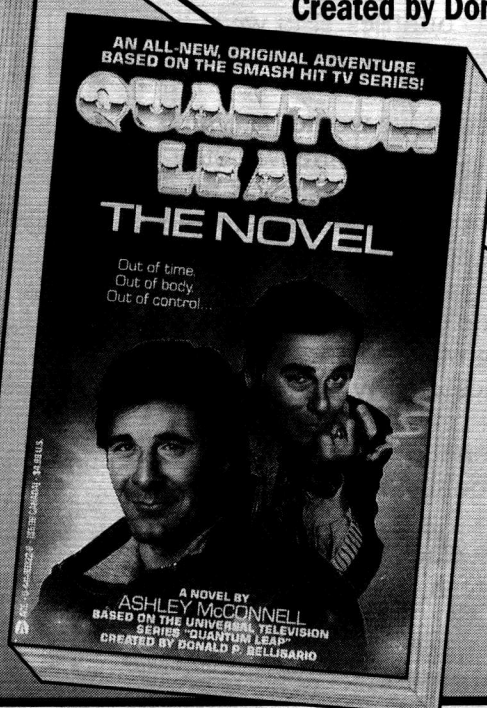
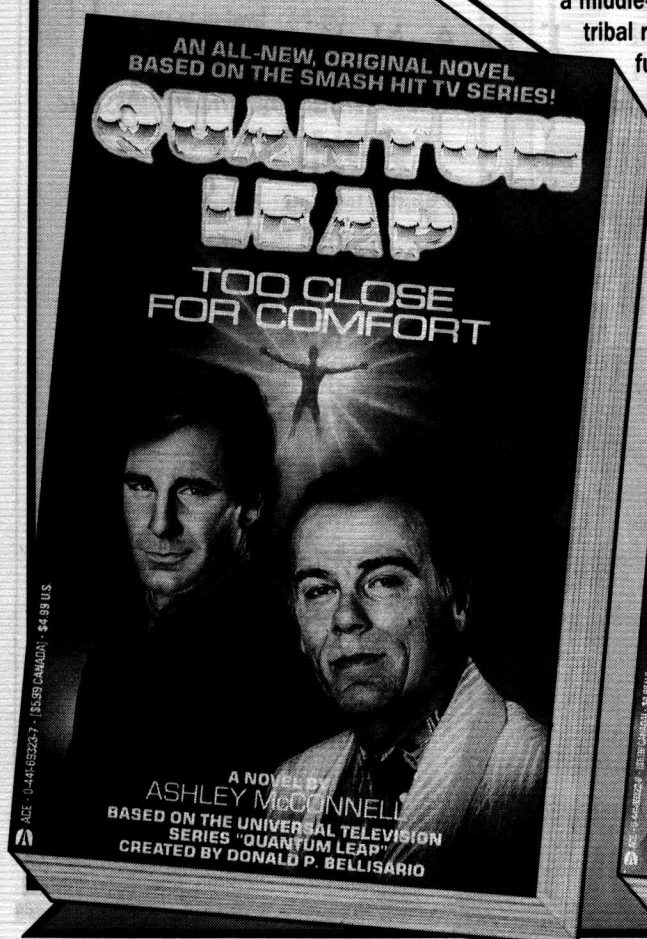
Dr. Sam Beckett is transported into the middle of a men's encounter group, circa 1990. There he meets Al, his holographic contact from the near-future. Only this time Al's a middle-aged man on a soul-searching quest, beating his chest in a mock-tribal ritual designed to reveal his true self. The whole thing seems pretty funny to Sam—except for the fact that Sam's role in the group could make or break the Quantum Leap Project... for all time.

Based on the Universal television series
"QUANTUM LEAP"

Created by Donald P. Bellisario

\$4.99

ON SALE IN MARCH



DarkStar

C a f é

114-115-116 Poolside • Espresso • Live music • 24 hours

Up all night? Want to be? Welcome to the DarkStar Café: rooms 114-115-116 poolside. This is the place to be for music, conversation, and—best of all—coffee.

We, that is myself, Michael Matheny, along with my alternate *il Duce* Tom Grewe, have thrown together what we hope might just be the neatest thing since indoor plumbing—and a lot more affordable. We will have a commercial Espresso machine, ready and willing to make your deepest, darkest caffeine dreams come true. We will also have fresh-brewed Regency coffee and an assortment of teas that will make you wish you were a cup of hot water. We're open 24 hours all weekend, but during the Sunday brunch we will be restricted to hallway access only. In addition to the coffee experience, we will have live acoustic music. We'll have a few bands who will play at specific times (come by and check listings—we'll have a few surprises for you) but much of the time it will be a free-for-all music circle. All musicians are encouraged to bring an instrument and hang out... all night long.

Another unusual facet about our little gem is that it will be not-smoking. This doesn't mean that we despise you if you are a smoker—quite the contrary—only that we have designated this area as a not-smoking area, with everyone invited... regardless of smoking preference.

Come by.

Play some tunes.

Load up on caffeine.

Go ahead... it's your convention.



"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, 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 this convention.*

Minicon Parties!

What more could you ask for?

Fans, Food, More Fans, Fun, Even More Fans, Music, and yes, Lots of Fans!

What do I need to say about a 24-hour party to convince you to show up and enjoy yourself? Oh, yeah, the usual stuff about making sure you show your badge when asking for anything alcoholic at the bar, the warning not to do something stupid, or the business about remembering to wear your hall costume. Part of the beauty of Parties is that they're always new, every hour; something different is always happening, someone new is saying something new.

The Consuite is on the top floor of the Radisson. The east side is non-smoking, and the west is smoking. Very simple, very easy. This is where you find the throng relaxing after programming events, where you meet your friends for fun, or just for a place to relax and watch the skyline. We're open 24 hours, all weekend, so come on up and enjoy us whenever you like!

A little trick to help you have a better time:

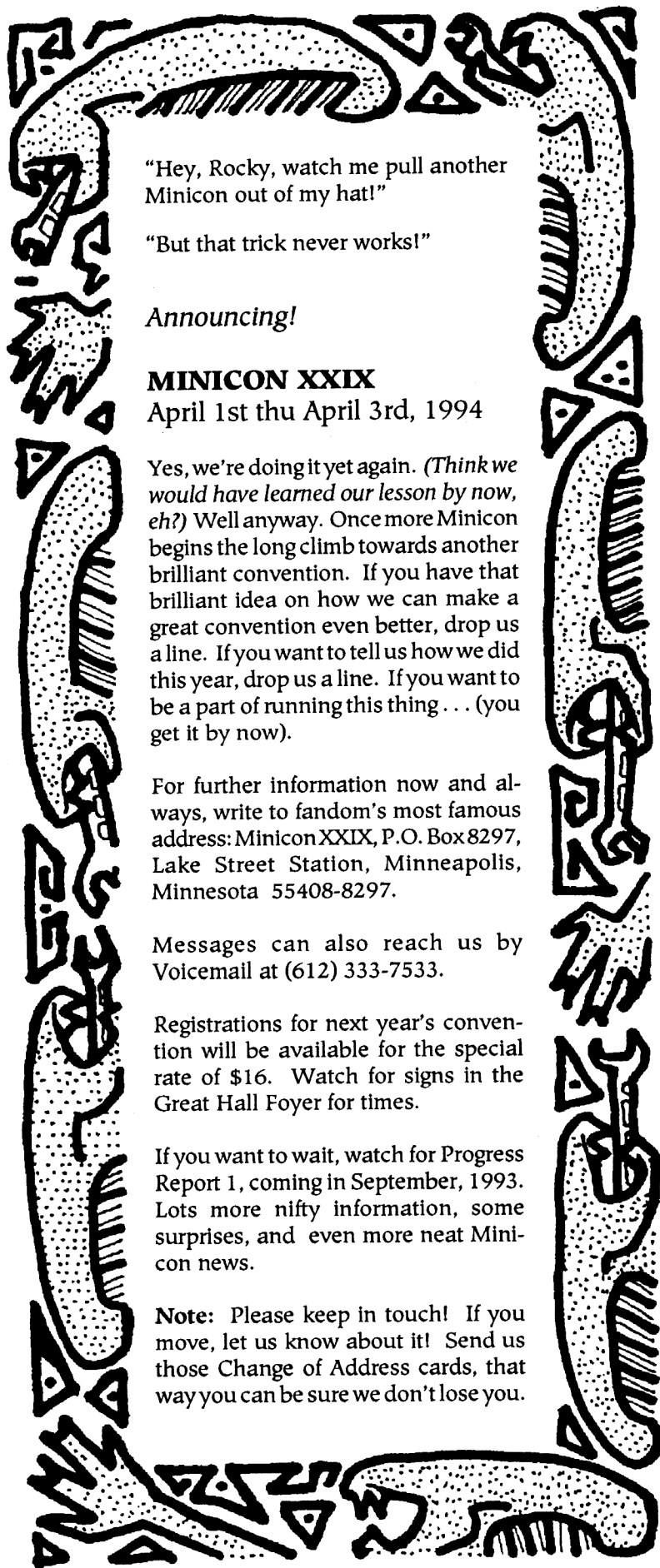
If you have a question, ask someone in a propeller beanie. They're Parties Sub-Heads. They know what's going on, and can help you find something, answer your questions, and make sure you have fun.



Of course we have all your favorites: soda, munchies, and fun stuff. Watch for surprises, though, we've been getting silly again. The bar will as always be open every evening until well into the night, with bheer and bhlog as long as we don't run out. Remember, if you ask for bhlog, be clear about whether you want Classic Bhlog (alcoholic) or Bhlog Free (nonalcoholic or St. Paul bhlog). Ask for it by name.

Music has always been an important part of Minicon Consuites. This year, the music parties will be hosted by people who will keep things running smoothly. In addition to our famous open music circles, from time to time we will be featuring one of the musicians, or a small set of musicians, who will take some time and show us what they can do on their own. Watch for signs, the whole plan will be laid out in the Consuite. Ask the host on duty if you have questions, then come in and sing!

The Parties staff invites you to the 22nd floor, bring your friends, and please don't forget to enjoy yourself. *See you at the top!*



"Hey, Rocky, watch me pull another Minicon out of my hat!"

"But that trick never works!"

Announcing!

MINICON XXIX

April 1st thru April 3rd, 1994

Yes, we're doing it yet again. (*Think we would have learned our lesson by now, eh?*) Well anyway. Once more Minicon begins the long climb towards another brilliant convention. If you have that brilliant idea on how we can make a great convention even better, drop us a line. If you want to tell us how we did this year, drop us a line. If you want to be a part of running this thing . . . (you get it by now).

For further information now and always, write to fandom's most famous address: Minicon XXIX, P.O. Box 8297, Lake Street Station, Minneapolis, Minnesota 55408-8297.

Messages can also reach us by Voicemail at (612) 333-7533.

Registrations for next year's convention will be available for the special rate of \$16. Watch for signs in the Great Hall Foyer for times.

If you want to wait, watch for Progress Report 1, coming in September, 1993. Lots more nifty information, some surprises, and even more neat Minicon news.

Note: Please keep in touch! If you move, let us know about it! Send us those Change of Address cards, that way you can be sure we don't lose you.

Video Room

The first thing you may notice about this year's Video Room is that the video schedule is not in the Program Book, or in your membership packet. This is because we are so intent on bringing you the best and widest variety of American and Foreign SF and Fantasy movies, that we won't be finalizing the video schedule until the day of the convention. (This happens normally at other conventions anyway.) You can find copies of the video schedule for your very own personal selves just outside the Video Room door.

This year, the Video Room staff has decided to make a few changes from past precedent. First, we're adding a few more of the commercially subtitled Japanese animation (anime) titles to the line-up. Anime in Japan has come a long way since *Speed Racer*, and some of it rivals the best big-name American live action film for action, adventure, and quality of story. You'll just have to watch *Vampire Princess Miyu* to see what I mean.

Second, we're trying to contrast the style and story content of the films you've seen in the past, with those from other countries. The U.S. isn't the only country making SF movies, you know. But this is the tricky part — we won't know what we can show until the convention gets started. You'll just have to visit the Video Room and find out, like the rest of us.

Lastly, we have an overflow room right next door. The Video Room staff is willing to take requests for special showings of our tape library. If we have received too many submission tapes to include them all in the regular schedule, the rest can be viewed in the overflow room by request.

Hours

Video Room / Atrium V

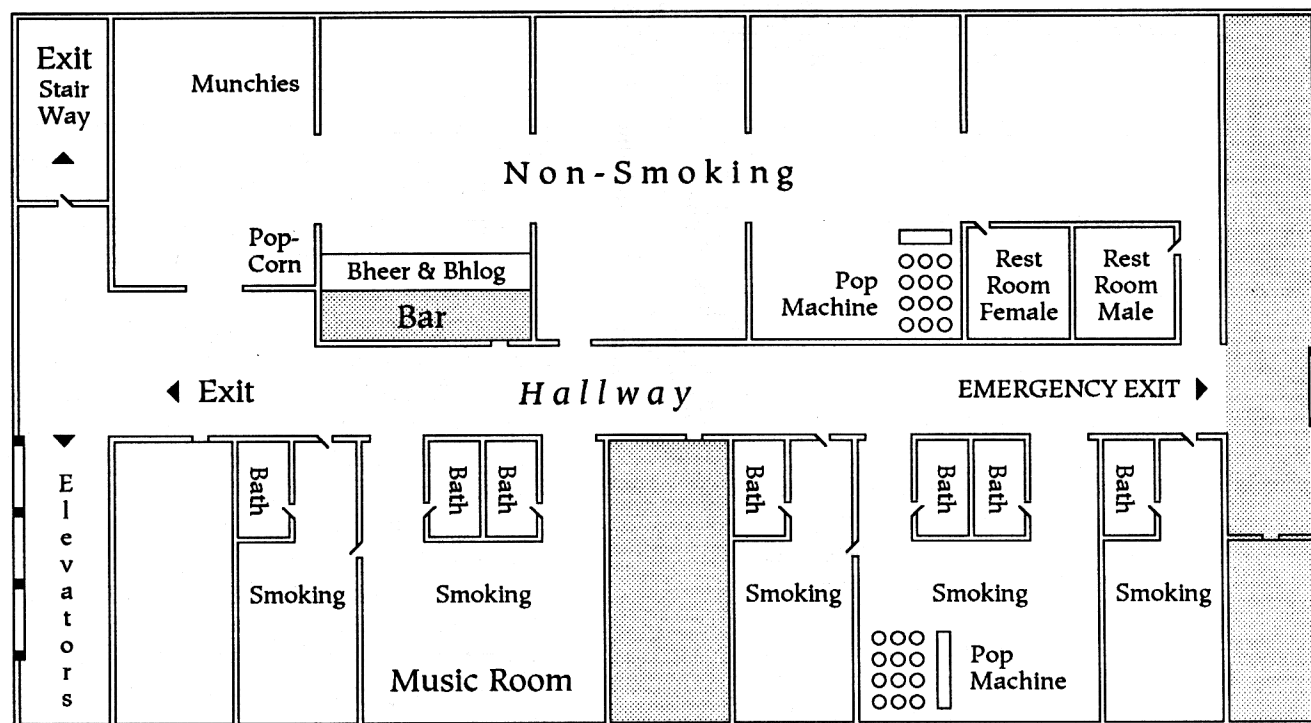
Friday, 6:00 pm to 12:00 pm Sunday

(Open 24 hours, if we have enough volunteers)

Overflow Video Room / Atrium VI

At the whim of the Ghod of Programming.

Radisson Hotel South



The Suite, Savage, Consuite

■ - Parties Staff Only

22nd Floor

Krushenko's : Still Sane After Ten Years

Ten years ago (1983), Krushenko's was founded on the dream that a large, SF convention ought to have at least one round-the-clock room set aside for the specific purpose of encouraging people to get together and talk about science fiction and fantasy. Krushenko's, the SF coffee house, started at the St. Paul Radisson at the 1983 Minicon (Krushenko's took its name from a bistro in Minicon 1983 GoH Larry Niven's novel, *Ringworld*). Since then, Krushenko's has changed location several times. Fan and professional groups have formed enduring friendships at Krushenko's. In a large and busy convention, Krushenko's, located this year in room 118 poolside, is a small, quiet reminder that the heart and soul of SF fandom is SF.

Krushenko's will be **open continuously** from noon Friday through late night Sunday. We continue to serve the traditional regular and un-leaded coffee and tea, as well as lemonade and this year we'll have a bit more in the way of SF-and-coffee-house-style decorations. There are several hours of scheduled Programming discussions. (See schedule page #44.) There's lots of unscheduled time so you can bring a bunch of people over from an interesting panel that ended too soon, and/or hang out, relax, and meet other people who enjoy talking about SF. We are also encouraging the creation of "nanoprogramming" this year; if you've got your own SF topic that you'd love to share with other folks, you can sign up in Krushenko's to conduct your own discussion. Topics related to science fiction and fantasy in the literary media are encouraged, but topics dealing with SF in other media, and speculative science, are okay, too.

"Krushenko's is accustomed to serving Alien Guests!"

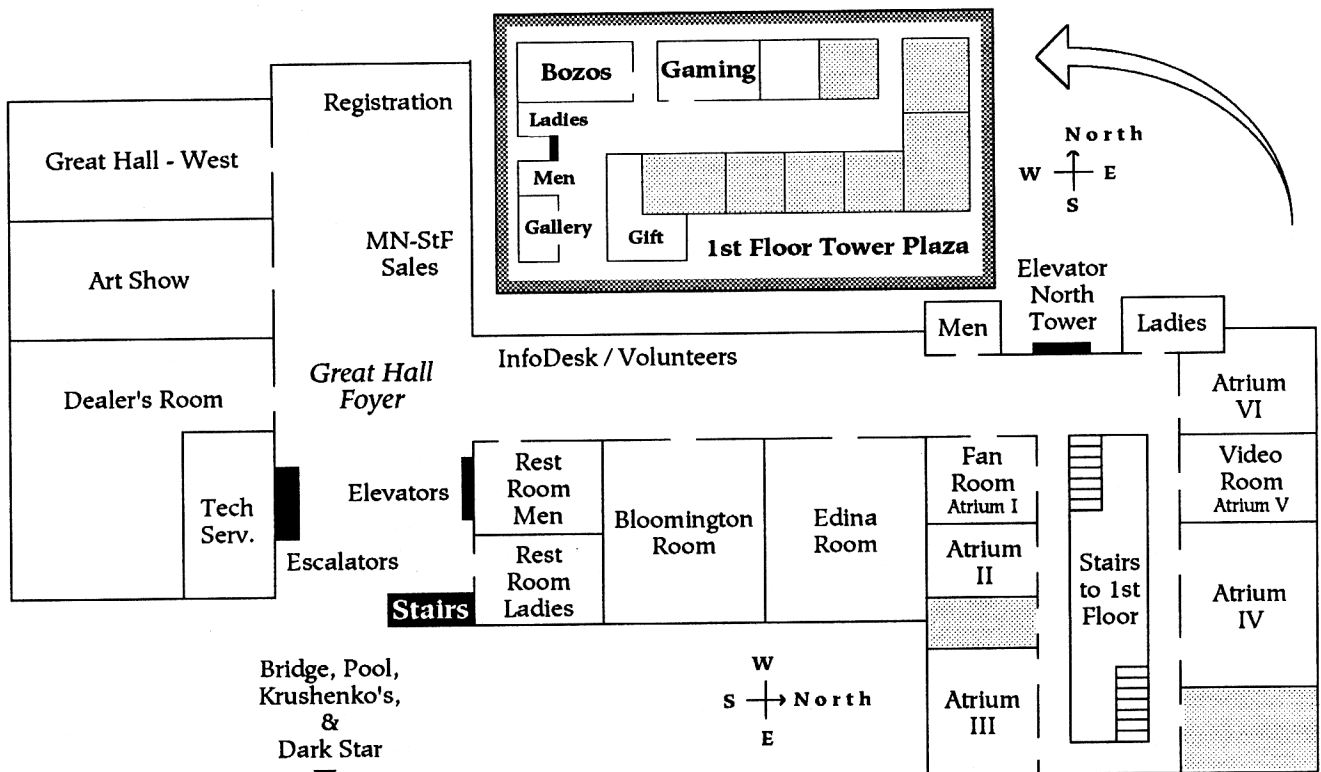


Programming: Suite, Savage, Minicon 28

Programming creates the time and places where the fans, readers and writers, amateurs and pros, artist and musicians, can meet, talk, and sometimes share a stage. From discussions organised by fan groups to Joel Rosenberg's five-part "So You Want To Be A Writer" series, programming reflects the interests and concerns of the people who make up the SF community. We hope you'll find something you like in this year's schedule.

Hours

Friday: 3:00 pm - 1:00 am
 Saturday: 9:00 am - 2:00 am
 Sunday: 10:00 am - 4:00 pm



1st & 2nd Floor Programming Locations

This publication goes to press several weeks before the convention and the programming schedule was as complete as possible with its departure. Of course, fen, being fen, would never let such a minor fact interfere with continued scheduling and last minute tinkering. Consult your pocket program for changes and additions.

Programming Schedule / Minicon 28

Friday, April 9th

Time	Bloomington	Edina	Great Hall West
3:00 pm		Myths of The Ancient Future: The Fiction of Cordwainer Smith Eric M. Heideman, moderator. Dwayne H. Olson, Ross Pavlac.	
4:00 pm			<i>"Check out this schedule and beam in for a while".</i> - Bill Lochen
5:00 pm	Myths of The All-Women Society A discussion of books that feature all female societies. Jen Wolter, moderator. Sandra J. Lindow, Bruce Glassco, Mary Monica Pulver.		
6:00 pm			Shockwave the 13th: The Keep It Moving Show The Shockwave Radio Theater Cast.
7:00 pm			Let The Games Begin! Suite, Savage, Opening Ceremonies. Victor J. Raymond, Polly Jo Peterson, Margo Bratton, Susan Allison, Peter Morwood, Diane Duane, Don Fitch, John M. Ford, Kathy Mar.
8:00 pm	Creating Plausible Pseudoscience Getting the jargon straight. Diane Duane, Peter Morwood, Al Kuhfeld, Howard Davidson.	The Humanism of Isaac Asimov & Gene Roddenberry A discussion with members of the humanist association. Scott Lohman, moderator. George Erickson, Paul Heffron.	
9:00 pm	So This Is Your First Minicon An introduction to Minicon and fandom. Dave Romm, moderator. Joella Bonser, Don Fitch, Jim Groat, Karen Ochu, John Taylor.	Science Fiction: What's More Important, Media Or Literature? Victory Starbourne, moderator. Diane Murphy, Sarah Siegel, Brinn Willis.	Dance with Cats Laughing

Atrium II	Atrium III	Atrium IV	Atrium VI
		Why It's Impossible To Write Good SF Because there's so much stuff you have to know. Eleanor Arnason, moderator. Phillip C. Jennings.	
Samizdat, Fanzines, and The Really Small Press What is fan publishing and what's it all about? Don Fitch, Terry Garey, Jeff Schalles.	Books For School Kids Good books for elementary school age children. Hillary Posner, moderator. Laura Krentz, Kay Marszalek.	The Classic SF Project, Part 1 What are the classics of our field? Hosted by David Dyer-Bennet.	
			
	A Man's Reach Should Exceed His Grasp or What's A Heaven For? Writing the book that's beyond your present abilities. Chris Claremont, Gordon R. Dickson, Phillis Eisenstein.		
	So You Want To Be A Writer, Part 1: Are You Crazy? The panelists engage in a rational attempt to dissuade the listeners from anything more than hobby writing. Kara Dalkey, Eleanor Arnason.	The Messiah Figure In SF and Fantasy Religious, Christ-like figures have played a role in many prominent SF and fantasy books. Steven Deyo, moderator. Kris Jensen, Dwayne H. Olson, Bruce Bethke, Ross Paulac.	A Reading By Sandra Lindow

Programming Schedule / Minicon 28

Friday, April 9th

Time	Bloomington	Edina	Great Hall West
10:00 pm	Why Do DC's Heroes Do Better on TV And In Film Than Marvel's? Clark Stone, moderator. Ed Eastman, Eric M. Heideman.	Surviving As An Artist in and Out of SF/Fantasy Giovanna Fregni, moderator. Erin McKee, Darlene Coltrain, Lucy Synk, Rodger Gerberding.	Dance with Cats Laughing
11:00 pm	Good Writers Gone Bad And The Readers Who Love Them You know who they are. What happens to writers who go bad? David Dyer-Bennet, Martin Schafer, Beth Friedman, Teresa Nielsen-Hayden.	The Latest SF Boom on TV: True Growth or Cancer? Voice your opinions here! Jen Wolter, moderator.	
Midnight			

Krushenko's Schedule (so far):

Friday

2:00 pm - 3:00 pm

"This Way to Krushenko's!"

Reminiscences of Krushenko's history, discussion of the Krushenko's philosophy, and an orientation session for Krushenko's Hosts.

Eric M. Heideman, moderator.

4:00 - 5:00 pm

"Poetry Workshop for Kids."

Laurel Winter, instructor.

5:00 - 6:00 pm

"Costuming Workshop for Kids."

9:00 pm - 11:00 pm

WorldBuilding Group Meeting:

"The Solar System in 2050."

The WBG is a combination science fiction-and-futurology discussion group, speculating about future and alternate worlds.

Lynne Holdom, Dan Goodman, and Sally Morem; conveners.

Saturday

2:00 - 3:00 pm

Discussion: "Why can't the U.S. Field a Space Station?"

Paul F. Richards, moderator. Dave Grono.

3:00 - 4:00 pm

U.S.S. Phoenix Star Trek event (TBA)

4:00 - 6:00 pm

Kids Programming (TBA).

7:00 - 8:00 pm

Minnesota Imaginative Fiction Writers' Alliance meeting: "SF Writing Groups: The 1993 Scene."

Writing group representatives discuss the history and methods of their groups with aspiring writers.

Eric M. Heideman, convener.

11:00 pm - Midnight

Discussion: "Grand Opera: The Science Fiction of Iain Banks."

Banks is a British writer noted for writing both mainstream fiction and modern space opera.

Greg L. Johnson, moderator.

Friday, April 9th

Atrium II	Atrium III	Atrium IV	Atrium VI
Just Who Is Ted Davis, Anyway? Stop by and find out. Ted Davis, moderator. Ted Davis, Ted Davis, Ted Davis.	A Reading by Peter Morwood	Sweet Savage Love: Science Fiction As Romance, Romance As Science Fiction Jen Wolter, moderator. Laramie Sasseville, C.J. Mills, Polly Peterson.	
	The Achievement of Fritz Leiber A tribute to the work of one of SF's Grand Masters. Eric M. Heideman, moderator. Ruth Berman, Rodger Gerberding.	Creating Religions The role (and problems) of invented religions in SF. P.C. Hodgell, moderator. Kris Jensen, Mary Monica Pulver, Dave Wixon, C.J. Mills.	
		Vampires on A Bed of Rice: The Reprise This year's discussion focuses on the Tale Of The Body Thief. Joe Agee, moderator. Andrew Bertke, Victory Starbourne.	

Sunday

1:00 - 3:00 pm

Workshop:

"Designing and Building Fantasy Castles."

Linda Lounsbury, instructor.

3:30 pm - 5:30 pm

Presentation: **"The Magic of Mythcon."**

Representatives of Mythcon XXIV talk about this summer's Minneapolis conference on children's fantasy. Tea and scones provided.

David Lenander, host.



Programming Schedule / Minicon 28

Saturday, April 10th

Time	Bloomington	Edina	Great Hall West
9:00 am			Video Production Workshop
10:00 am	The Fan Fair The <i>place</i> to find out what fan groups are up to these days. Art Johnson, co-ordinator. Charles Piehl, host.		So You Want To Be A Costumer How to get started, what it's like. Hosted by David Potter.
11:00 am		SF Filk And Fun Festival Hosted by Brinn Willis.	
Noon	The Artist's Jam Artists share ideas, methods, and examples in an informal atmosphere.	The Minnesota Literacy Council Learn about the official charity of Minicon 28 A Presentation by Cathy Naborowski.	Masquerade Orientation
1:00 pm		Poetry Readings Featuring readings by Jane Yolen, Terry Garey, Ruth Berman, John M. Ford, Sandra J. Lindow, John Rezmerski. Hosted by Laurel Winter.	Minicon 29: A Look Ahead To Next Year Yes, they're already making plans for next year. Want to help out? Charles Piehl, Christina Mastro.
2:00 pm			

Atrium II	Atrium III	Atrium IV	Atrium VI
			
	So You Want To Be a Writer, Part 2: The Business of Writing 201 The Advanced Course. The series begins with an hour devoted to questions about non-basic points involving the business. Joel Rosenberg, moderator. Patrick Nielsen Hayden, Susan Allison, Diane Duane, John M. Ford, Pat Wrede.	Fantasy and Science Fiction For Kids of All Ages Laurel Winter, moderator. Jane Yolen, Hillary Posner, Terry Garey.	
Christianity's Relationship With SF, Fantasy, And Fandom A meeting with members of Christian Fandom. Marty Helgeson and Joan Marie Verba, hosts.	So You Want To Be a Writer, Part 3: The Business of Writing 101 The Basic Course The basic questions are answered. Pat Wrede, moderator. Pamela Dean, Jane Yolen, Emma Bull.	The Death of Superman: New Role Models In Comics? Clark Stone, moderator. Ed Eastman.	
Anne McCaffrey: Her Dragons, People, And Stories Andrew Bertke, moderator. Victory Starbourne, Diane Murphy.	The Fan As Pro, The Pro As Fan Elise Matthesen, moderator. Gordon Dickson, Teresa Nielsen Hayden, Greg Ketter.	Sex And Gender In Space Do writers treat gender issues differently when they occur in alien settings? Kris Jensen, moderator. L.A. Taylor, Sandra J. Lindow, Amanda Elg.	A Reading By C.J. Mills
What Do Writers Want? The Editor-Author Relationship Personal, artistic, business, and other considerations in the editor/author relationship. Pat Wrede, moderator. Susan Allison, Beth Fleischer, Patrick Nielsen Hayden, Teresa Nielsen Hayden.	Science Fiction vs Mystery Writing Why have there been more gay/lesbian/bisexual characters in mystery than in science fiction? Don Kaiser, moderator. Diane Duane, Eleanor Amason, Mary Monica Pulver.	Star Trek Aliens Through The Series How do the Cardassians rate as villains? Are the Klingons really our friends? Come as you aargh! Joe Agee, moderator.	
State of The Art: The Publication Of The Tekumel Bestiary A book in which the entire contents, including art, were transferred to the publishers via electronic medium. Giovanna Fregni, moderator. Victor Raymond.	History of Folk Singing Steve Brust and Friends	Time-Binding: The Myth Making Process & Science Fiction By mimicking the process by which history becomes myth, SF writers can deal with time on a grand scale. Are we creating myths for the future? Greg Johnson, moderator. Gordon Dickson, Phillip C. Jennings, John Taylor.	A Reading By L.A. Taylor

Programming Schedule / Minicon 28

Saturday, April 10th

Time	Bloomington	Edina	Great Hall West
3:00 pm		Globalnet: A Worldwide Network For Knowledge and Information Sharing A Demonstration by Brian K. Toren	Fannish Exposure by Elise Matthesen. A reader's theater presentation of a work in progress. Yet another in a series of fannish parodies mixing the ridiculous with the sublime.
4:00 pm	Business Ethics and Star Trek What are the rules in the Star Trek universe? John Nicolay, moderator. Diane Duane, Kathy Blixrud.	The Future of Computing How is today's reality most likely to fulfill SF's predictions? Steven Deyo, moderator. Bruce Bethke, Brian Toren, Chuck Wolter.	
5:00 pm		The Reality of Cold Fusion Chuck Wolter, moderator. Earl Joseph, Howard Davidson.	
6:00 pm		What's There To Do Besides Kill People and Take Their Stuff? The annual gaming panel. Jim Groat.	
7:00 pm			The Masquerade
8:00 pm			<i>"Great Hall West is not a Holo Deck!"</i>

Atrium II	Atrium III	Atrium IV	Atrium VI
Minnesota Fandom: Not Just Twin Cities Anymore A discussion with members of SF Minnesota. Featuring: K'John Jones, Mayor of Montevideo.	So You Want To Be a Writer, Part 4: Epistle To The Civilians How doing this for a living is simultaneously a soft touch and a real hard dollar. Joel Rosenberg, moderator. Susan Allison, Diane Duane, Peter Morwood, John M. Ford, Beth Fleisher.	The Writing of Jane Yolen A discussion with members of the Rivendell Group. David Lenander, moderator.	
Books For Little Kids: Fantasy and Science Fiction In Pictures. Hillary Posner, moderator. Laura Krentz, Laurel Winter.	Fiction Based on Games What's better? The book or the game? Barbara G. Young.	Recommended Reading: Books To Look For Scott Imes, moderator. Peter Morwood, Mike Levy, Russel Letson.	A Reading By P.C. Hodgell.
Quantum Healing Workshop Dr. Susan Clark, Dr. Chris Grams.	The Massage Seminar Wear loose clothing and prepare to relax. It's all downhill from here. Hosted by Myrna Logan.	The Classic SF Project, Part 2 By now, the leading candidates should be emerging. Hosted by David Dyer-Bennet.	
		Writers You Don't Think Of as Writers There's more to good writing than what's found in books. Terry Garey, moderator. Dave Romm, Jerry Stearns.	
	So You Want To Be a Writer, Part 5: If Francella Butler Calls It Kiddie Lit, So Can I The joys, sorrows, promises, and challenges of working in a market that people who don't read any of it don't understand but think they do. Jane Yolen, moderator. Pat Wrede, Diane Duane, Will Shetterly.		
The Validity Of The Thorsen Experiment. Squirrels, Cheese, and Radios Eric Baker, Karen Cooper, Sean McGuire, Dave Romm.	A Look At Chaos Theory Greg Johnson, moderator. Earl Joseph, Howard Davidson.		A Reading By Phillip C. Jennings.

Programming Schedule / Minicon 28

Saturday, April 10th

Time	Bloomington	Edina	Great Hall West
9:00 pm		Chin Music, Dirty Sermons, and Other Solipsistic Schtick A prose and poetry performance by John Calvin Rezmerski.	
10:00 pm	The Art Show Auction		Midnight At The Oasis Experience the beauty and hypnotic rhythms of authentic Oriental Dance as dancers celebrate baladi (country) and urban styles of dance during a Middle eastern belly dancing performance. Hosted by Kay Marszalek.
11:00 pm			D.J. Dance
Midnight		The Fourth Annual Minicon Punel: Crime And Punishment Local punsters at their best, and worst. Hosted by Beth Eastman.	
1:00 am	<i>A Suite, Savage, Sleep Period!</i>		
2:00 am			Drum Jam

Atrium II	Atrium III	Atrium IV	Atrium VI
Walking The Edge: Pros And Cons Of Personas Victory Starbourne, moderator. Matthew Goldman, Sarah Tesch, Joelle Riley, Nancy Wysocki.	Where Do We Come From? The artistic roots and outside influences of SF and Fantasy art and illustration. Tom Grewe, moderator. Erin McKee, Larry Smolucha, Lucy Synk, Beth Hanson.	Ripping Ripley A feminist deconstruction of the Alien movies. Stephanie Brady, Andrea Casselton, Jodi Wurl, Anna Bliss, Cynthia Ahlguist, Tamara Bredemus.	
		Ask Dr. Mike Dr Mike, aka John M. Ford, the Interesting Person Guest of Honor, is an Expert at Everything!	
Formal Critical Schools, The Academe and The Writing of SF And Fantasy Did Aristotle really say it all? What, if anything, can an SF writer learn from formal criticism? Pamela Dean, Patrick Nielsen Hayden, Susan Allison.	War For The Oaks: The Movie Is there going to be a movie version? Will Shetterly, Emma Bull.		

The Green Room

Open to programming moderators, participants, and their guests to meet, take headcount, go over a panel's premise or just relax. Refreshments, comfortable furniture and a friendly welcome from the Green Room staff are available. (Room 201.)

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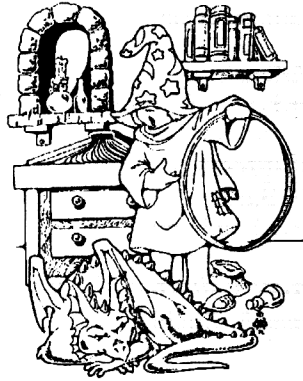
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Programming Schedule / Minicon 28

Sunday, April 11th

Time	Bloomington	Edina	Great Hall West
10:00 am			How To Make Video Movies
11:00 am	The Galactic Gourmet Let's Eat! Debra Nickelson, moderator. Renee Anderson, Maren Brajkovich, William Crowley, Jane Dusek, John Gabaronen, Jodie Kulpa. Also featuring Susan Lee, Larry Lura, Walter Obestar, Mary Jo O'Rourke.		
Noon	Thirty Years of Doctor Who It's been thirty years?! Greg Bakun, moderator.	Star Trek News and Views Art Johnson, moderator Scott Hill, Phill Goldman.	Stage Combat Demonstration
1:00 pm	Hear The Symbols Crash How are symbols used in SF? Are we literate enough to do it deliberately? P.C. Hodgell, moderator. Eleanor Arnason, Rodger Gerberding.	The Flash Girls Emma Bull, Lorraine Garland, Stuart Martz, Todd Menton.	The Realities Of Sword Combat A demonstration by Craig Johnson.
2:00 pm			
3:00 pm		The Science Fiction Metapanel What makes a good panel? What have we seen too little of that we ought to see more of next year? Victor Raymond, Elise Matthesen, Eileen Lufkin, Felicia Herman.	
4:00 pm			Closing Ceremonies Victor Raymond, Charles Piehl, a Cast of Dozens, and MN-StF's next President (you know who you are).

Atrium II	Atrium III	Atrium IV	Atrium VI
	Good Books For Young Adults Hillary Posner, moderator. Laura Krentz.		
The Stuffed Animal As Art A demonstration by Julie Bowman.	The Diane and Peter Show What have the Author Guests Of Honor been doing lately? Diane Duane and Peter Morwood.	How To Write And Parent At The Same Time Laurel Winter, moderator. Jane Yolen, Sandra Lindow, John Rezmerski.	A Reading By Peg Kerr Ihinger
	Re-Writing Fairy Tales For Fun And Profit Jane Yolen, Diane Duane, Kathleen Massie-Ferch.	Are We Literary Yet? Or is there still room for hack work in science fiction? (Eleanor argues that there is.) Eric M. Heideman, moderator. Eleanor Arnason, Phillip C. Jennings, Emma Bull.	
	The Frequent Complainer's Program Joel's quick course on how to get a fair shake at hotels and restaurants, be it convention or other. Victor Raymond, moderator. Joel Rosenberg.	Subtexts, Sources, and Symbols The images of mythology come from our collective subconscious. How do artists tap into this wellspring for inspiration? Sandra Santara, moderator. Tom Grewe, Erin Mckee, Darlene P. Coltrain, Lucy Synk.	A Reading By Laurel Winter
	Vengeance and Retribution In SF From at least the moment young Tarzan stands over the body of his dead ape-mother through Jack Vance's Five Demon Princes and beyond, it's been a staple of the field. Why? Patrick Nielsen Hayden, moderator. 2:00 PM-3:00 PM	The Fiction of Diane Duane and Peter Morwood The members of Second Foundation and the Rivendell Group discuss the writing of the Author Guests Of Honor. Eric M. Heideman, moderator. 2:00 PM-3:30 PM 	

The Suite Savages & their Cohorts

The Grand Triumvirate

Margo Bratton
Polly Peterson
Victor Raymond

We would like to thank the following people , and the many individuals who are missing from this list, for their help in making Minicon 28 a reality.

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Thank You All. Some helped before, some during, and some after the Minicon 28 time span. If your name was missed, misplaced, or misspelled, our apologies.

ACKNOWLEDGEMENTS

Once again here we are, Minicon, the gala event of Minneapolis Fandom. I hope you enjoy the festivities we've planned and take every opportunity to create your own.

I am glad to be here, for me the work is over! Its been a long, and at times trying, eleven months since starting the publications for this convention. Its all done with magic of course, but magic's very hard work and takes a lot of help which is repaid, around here, with a large thank you. So here goes . . .

First, I have to thank the Grand Triumvirate (Polly, Margo, & Victor) for always pointing me in the right direction, and one of the first things they pointed out was my publications "brain trust," Tom Juntunen and Beth Friedman who supplied both suggestions and advice.

Next I'd like to thank all the department directors, their assistants, and volunteers who supplied and then proofed all the information/text which filled the pages of our publications. My thanks to Mark Abbott (and Mary) who published PR3, the Pocket Program and Restaurant Guide. Thanks to: everyone who pitched in and helped with the dirty job of labeling and bundling the bulk mail; to D. M. and Carol Kennendy for making themselves available for late night, short notice check writing; and to Scott Raun for my special label requests.

An other collective thank you goes to all the talented people who responded to my request for artwork. You deserve more then just your name in print and we're fortunate you settle for so little.

A special thank you to my wife Sandy, who put up with me, the meetings, the late hours and still agreed to proof read everything I brought her. Actually, this is pretty amazing considering the last time I got her involved in publications (Minicon 26) I edited her program book article and forgot to mention it. Sandy, please accept this public apology.

Another apology to John M. Ford for misspelling the title of his musical comedy *How Much for Just the Planet?* in PR2.

We received numerous compliments on the PR's. Thank you for your kind words and we hope you'll be as pleased with our last effort, the program book you hold in your hands.

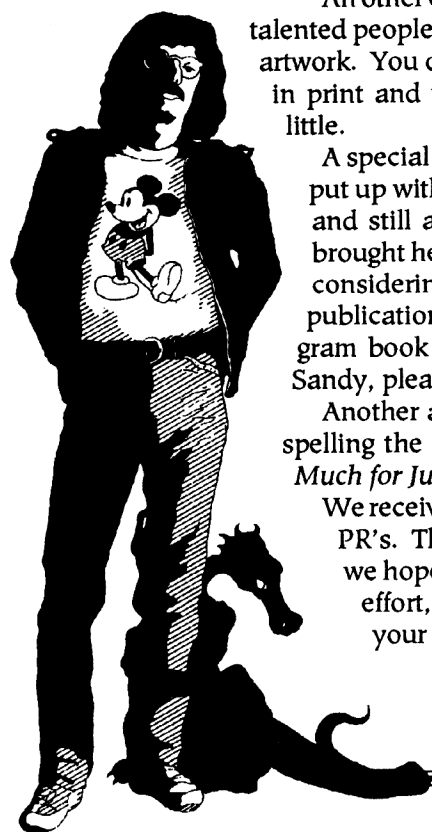
- Glenn Tenhoff -

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Erin McKee	31
Robert Pasternak	15, 26
Peggy Ranson	4, 6, 13, 16, 24, 45
Mary Hanson-Roberts	19, 41, 47, 53
Laramie Sasseville	18, 49
Mary Lynn Skirvin	7, 35, 37
Chris Schneider	38
Glenn Tenhoff	Cover, 1, 28, 40, 55, 56
Valada	14

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— Enjoy the Con!



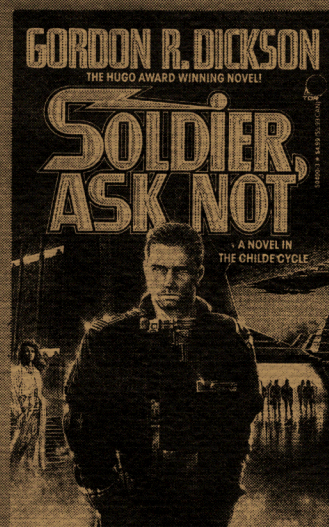
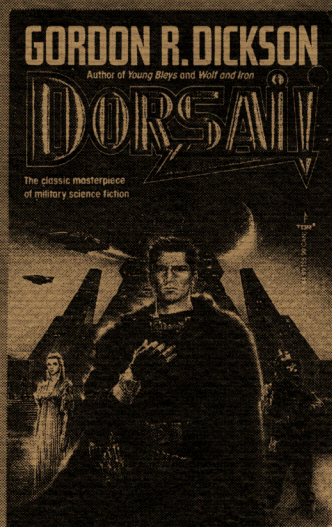
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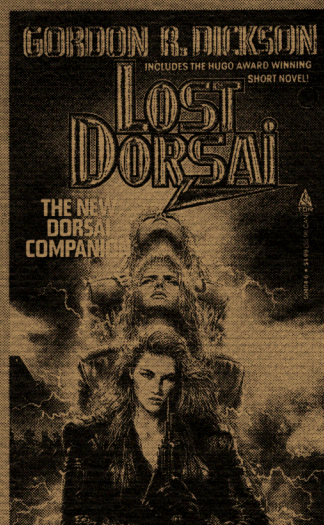
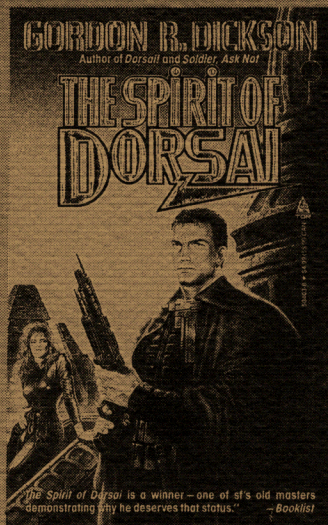
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