

# Bozo Bus Tribune

The Official Organ of Minicon 48

*"We're all bozos on this bus!"*

## Back in the Ballroom

Welcome to Minicon 48: The Game of Life! If you remember last year's unexpected shift to the north tower or you've been following our plans for how to use the hotel's space this year, you may be surprised to find things largely back to the way they were two years ago. Over the course of the year, convention staff decided to try and make use of the best features of both towers, adopting an "all 2<sup>nd</sup> floor" plan. However, none of it had been nailed down with the hotel, and it eventually transpired that most of the Atrium rooms weren't available. So we're pretty much back to our familiar layout with parties surrounding the pool area and programming space centered around the Grand Ballroom.

Registration is back in the Grand Ballroom Foyer, not far from the top of the escalators. Once you find your way there, the pocket program you'll add to your inventory will tell you everything else you need to know! But for the sake of whetting your appetite:

- The **Consuite** and **Bar** are back in the large suites at the end of the pool area on the second floor.
- Since Stevie Ray's is no more, **Music** programming will take place this year in the Bloomington Room! That's the first one along the second floor hallway to the north tower.
- **Gaming** is tucked into Grand Ballroom East B, at the end of the mysterious hallway up the escalators and to the left.
- **Krushenkos** is along that same hallway, in Verandas 3/4.
- The **Film Room** is lonely in the north tower's Atrium 8, visible at the end of the hallway. Go keep it company!
- Children's Programming has evolved into: **The Rumpus Room!** In Grand Ballroom East A, it's not hard to find.
- Your **humble** newsletter's office is back in the Normandale Room, at the far end of the Grand Ballroom Foyer.
- Finally, the **Green Room** is back in Room 201, the closest sleeping room to programming space. If you're on programming, use it as a lounge or a place to connect with other panelists!

## Minicon: The Next Generation

In order to stave off the stifling shroud of age that engulfs us all, Minicon is happy to introduce its newest department — Minicon: The Next Generation! Next Gen, for short. This virile department is run by and for teenagers, those lovable scamps. If you're between the ages of 13 – 19 or are a convention volunteer, you're welcome to use the Teen Lounge in Room 217, located between the Consuite and Bar.

Next Gen will be running several events this weekend; with the exception of Breakfast for Dinner in the Teen Lounge, these events will be open to crotchety adults as well as young whippersnappers.

**Next Gen schedule** (yes, new departments get hazed with Comic Sans):

**Photo Workshop Part 1:** 5:30 Friday (Edina)

Come with an open imagination to get some tips on photography, a small surprise and a basic project to do during Minicon! Remember to bring a camera if you have one!

**Boffing:** Noon-3p.m. Saturday (Garden Court)

Don't want to participate? Then come watch your friends battle each other with foam weapons and cheer them on!

**Nerf Gun War:** 4-6p.m. Saturday (Garden Court)

Come have a blast with your friends in our all ages Nerf Gun War! Bring your own gun if you can and prepare for battle! See you there!

**Breakfast For Dinner:** 7-8:30 Sat. (Teen Lounge)

Come eat your favorite breakfast foods (bacon, eggs, waffles/pancakes, OJ...), hang out in the lounge and have a great time.

**Photo Workshop Part 2:** 2:30p.m. Sunday (Edina)

Where the projects from Part 1 achieve glorious culmination! (Or so your editor assumes.)

## Relic in Gaming Room

Gaming Head Matt M. reports that Level Up Games has provided a copy of the new Fantasy Flight board game Relic, a Talisman-style adventure game set in the world of Warhammer 40K. Your editor, who isn't really fond of Talisman, had the chance to playtest an early version of this release and found it engaging!

## Programming Corrections

**John Rezmerski** will not be on "The Year in SF".

**Blake Hausladen** will be signing in Veranda 1/2 on Saturday at 5:00.

**Arthur Hlavaty** will not be on "Community in the Information Age."

**Sharon Kahn** and **David Dyer-Bennett** will be replacing **Patricia Zetelumen** on "Striking a Pose".

## Roger Czerneda Slideshow Presentation!

**Look. Magic!** SAT 10 – 11 Edina

A slideshow presentation by photographer Roger Czerneda, "Look. Magic!" is a gallery show that grew from images taken to assist his author wife in envisioning a fantasy realm. Come see how the visual and literary arts can inspire one another.

## More Hotel Stuff

- Minicon once again has full signage rights! We're allowed to put up signs wherever we like, although it's probably best to restrict them to areas being used by the convention. The catch? The DoubleTree allows only one particular kind of low-tack tape: 3M Safe Release Painter's Tape 2080. In case your purse or pockets aren't well stocked with this already, you'll need to borrow a roll from the Registration/Info desk, the Consuite, the Bar, or Hotel Liaison Matt W. Be sure to return the rolls when you're done with them—they're apparently rather pricey! The Teen Squad will rip savagely into any signs still on the walls come Sunday, leaving no trace.
- Looking for wireless internet? The hotel's Doubletree network is freely available. If you're in a hotel room, just connect to the network and enter your room number and first and last names as prompted. Unlike last year, you shouldn't need a passcode! If you're in the lobby, access is reportedly unrestricted. In function space, log onto the Meeting network and use the passcode 'MINICON'.
- The hotel has scheduled a fire drill at 10a.m. Friday. Seriously! If you hear the alarm, don't evacuate—it's for staff only. They have all the luck.

## The Great Minicon Haggie Game!

When he learned he was going to be this year's Fan Guest of Honor, it wasn't long before Richard Tatge decided to create a Haggie game for Minicon, something he did once for another con long ago! Haggie is a party and convention game invented in the late sixties by game guru Sid Sackson. It's a trading game—each player gets a random collection of cards and rules, after which it's up to them to figure out what's going on.

In your registration packet, you received an envelope containing five colorful cards bearing fannish icons, together with three numbered rules. These are your Haggie

cards! The object of the game is to end up with the best hand of cards you can manage. But what makes a good hand of cards? You can't know until you know more of the rules. And there are a lot of rules! So you'll need to trade cards and rules with your fellow con-goers until you have a handle on what makes a good hand.

When you're satisfied with your collection of cards, put them back in the envelope they came in, write your name and badge number on it, and deposit the envelope in the box outside the BBT Office marked for such a purpose. Alternately, you can use the box at the Registration/Info/Volunteers desk.

The deadline for entering is noon on Sunday. The results will be announced at Closing Ceremonies. If you emerge victorious, you stand to win an ornate walking staff decorated by Richard himself, with a value of hundreds of dollars. You may alternately wind up with one or more of his signature holiday ornaments, hand-decorated in acrylic.

Richard did about half the art for the cards; the art will be credited in this year's final BBT. If you want to acquire extra cards, you can collect up to ten from the box of leftover Haggie cards we'll make available after Closing Ceremonies and at the Dead Dog Party.

### And to get you started...

*The Bozo Bus Tribune will be dropping some extra Haggie hints.*

**Haggie Clue #1:** Approved equipment for the Great Minicon Haggie Game includes red and blue Sharpie pens.

**Haggie Clue #6:** Rules come in three levels of scarcity: common, uncommon, and rare.

**Haggie Clue #8:** Looking for 1973 pennies? No numismatists in your black book? Someone at the con is giving them out! Or, of course, you could just find a medallion...!

### Speaking of medallions...

Don't worry—the Minicon Medallion Hunt will be back for its eighth year! It's just scaling back a bit due to the Haggie game. Clues will be in the next issue.

*Got material for the BBT? Drop it in the Submission Box on the chairs outside the BBT Office (Atrium 5). Pens and paper are provided.*

## The Bozo Bus Tribune

**Volume 48, Issue 1**

**Editor – Thorin N. Tatge**

**Consultant – Sharon E. Kahn**

**Roving Minion – Kurt P.**

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**Issue 2**

**Friday afternoon**

# Bozo Bus Tribune

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## Director of Short Film to Give Q&A

Brian James Crewe, director of the short film *FAR*, has flown all the way from Los Angeles to attend the screening of his film during Cinema Obscura's short film block starting at noon on Sunday. A Twin Cities native, he's excited to have this award-winning film brought to his original home region. Crewe intends to host a Q&A session after *FAR* is screened.

### Addition to the film schedule – *The Selling*

*Saturday, 9:15p.m. – 11p.m.*

In the Game of Life, you can acquire House Deed cards for such residences as a beach house, mobile home, or a log cabin, but where is that card for the haunted house? In this horror-comedy, Realtor Richard Scarry is trying to flip houses, and has a difficult sell on his hands. Ghosts, bleeding walls, and other haunted house trappings are scaring away potential buyers! This too-honest-for-his-own good real estate agent has to sell "Scarry Manor" before its ghostly inhabitants ruin his income...and his life.

*Minicon's film room, Cinema Obscura, is found in Atrium 8, at the end of the trail of construction paper footprints.*

## Party list

Minicon, as ever, is rich with room parties for its size. Here are the ones we want you to know about...

### First Floor

Geek Partnership Society - room 107

Marscon 2014 - room 108

Detroit in 2014 NASFiC Bid - room 109

Krushenko's - room 110

Terry Pratchett's Seamstress Guild - room 115

Sarah Richards and the Goddess Party - room 118

### Second Floor

Sewing Circle - room 205

LiveJournal Party - room 206

Ethel's Meet-n-Greet - room 207

Brit Con MN 2014 is GO! - room 208

Phoenix in 2014 NASFiC Bid - room 209

KCin2016 - room 210

Kevin Austin's 30<sup>th</sup> Fanniversary – patio of room 213

(Friday afternoon and after Opening Ceremonies)

## Golden the Ship Was

**Join us at Opening Ceremonies and sing along!**

*Lyrics by Fan GoH Richard Tatge*

*Music by Nate Bucklin*

*(Based on the stories of Cordwainer Smith)*

From Clowntown out to Earthport, there's rumors going 'round  
I've listened to them carefully and this is what I've found.  
From all the whispers I have heard, I finally do perceive:  
They're going to build a ship so big it cannot be believed.

### CHORUS:

Golden the ship was—oh, oh oh!  
Golden the ship was—oh, oh oh!  
Golden the ship was—oh, oh oh!  
Golden the ship was—oh, oh oh! Oh no.

The Underpeople know of it and speak of it with fear.  
The Teli-Keli's heard of it, but he'll not interfere.  
On Alpha Ralpa Boulevard with all its changing hues  
The Oracle might speak of it, but then it might refuse.

### CHORUS

Designed for destruction with fear in every line,  
Shining sleek and deadly, she really does look fine.  
Sent her 'gainst the enemy and when they get the news  
When they see her comin', drives them crazy when she moves.

### CHORUS

The admiral told the overlord, "They're building us a boat.  
We'll put her on the deepest sea and see if she will float.  
The boat, it measures ninety million miles from end to end.  
She flies before her skipper like a hammer on the wind."

### CHORUS

The frightened ministers find refuge from the depths of time.  
The fleets they sent are vanished now, without reason or rhyme.  
The citizens are searching for survivors on the shore.  
The king is wild and gibbering; he just can't take no more.

### CHORUS

The ship has come and gone again; it wasn't meant to stay.  
The enemy is shattered now—his world is mad, they say.  
On half a hundred planets, men ask survivors why,  
But all they do is cringe and moan, and this is what they cry:

*CHORUS (but omit the final "Oh no!")*

## Clariforrections

- Wondering when **Dealer's, Science and Con Sales** close? They share their hours with the **Art Show**, as listed in the pocket program.
- Despite the room proportions depicted in the pocket program, the **Teen Lounge** is in **Room 216**, not 217.

## Crescent Kitchen

Hotel Liaison Matt W. encourages Minicon members to try the hotel's new restaurant, Crescent Kitchen, which is offering \$5 beer and food specials for Minicon. "The RadiShTree now has an on-site smokehouse and I can say their pastrami sandwich is excellent, as is the turkey wild rice soup. The sausage and latke appetizer was also extremely tasty."

Crescent Kitchen is pleased to announce that its breakfast hours have been extended for Minicon. Breakfast will be served until 11:30 Saturday and until noon Sunday, and will continue so long as demand perseveres. Your editor enjoyed the special eggs in Friday's breakfast buffet, and recommends mixing the cranberry and orange juice.

## Haggle Game Update

Haggle is underway, and as early as the Thursday night reception in the Bar, disparate strategies were emerging. Some players are aggressive, strong-arming others into giving up their cards before they know what hit them. Others are in it for the joy of learning, aiming simply to learn as many rules as possible rather than win. Still others are forming alliances. "Just like in Survivor," said our reporter, "you make your alliances early."

### And just for the record...

**Haggle Clue #2:** The number of cards you turn in is important. More than 5 can be turned in, but there is an upper limit.

**Haggle Clue #4:** There are multiple ways to get the maximum possible score.

**Haggle Clue #9:** If a group entry (six or fewer) is victorious, each winner will get a hand-painted holiday ornament.

### And then there's the Medallion Hunt...

...which is back for its eighth year, albeit scaled down a bit. Nine shiny 1973 pennies have been hidden throughout the hotel in locations to be determined from cryptic clues printed in the BBT. No pennies are hidden in restrooms, shops, or the Grand Ballroom Center. Please be respectfully quiet when searching outside of convention space.

If you find a penny, you can either track down the Cluemeister or visit him in the BBT Office during his Hours of Redemption. Each penny is worth Dealer Dollars equal to its clue number. Dealer Dollars can be spent in the Art Show or Dealer's Room or kept as souvenirs.

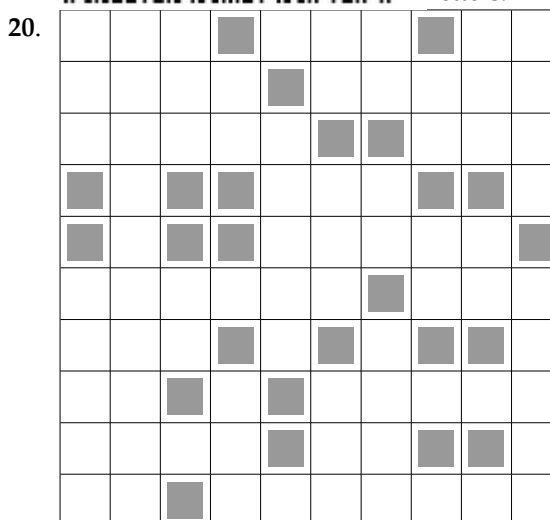
A sign outside the BBT will indicate the status of the various medallions. The stories of those that get found will be printed in subsequent BBTs; those not found by final press will have their stories told at Closing Ceremonies.

## CLUES: ROUND 1

C. 

- The home of Richard's favorite cone?
- Okay, time to be explicit. I will throw a blue plastic egg into the pool at exactly 9:45p.m. Saturday. It will have a medallion in it. Be there and collect it.
- A whirlpool between two electric fields.
- Yanadick times methereabum leads you to bed.
- 1-9-0-7-3; 7-0-9+0-2; 2-4-0-6-2-0+4-6; 2-6-0-7-2-0+7-5-6. 4-2-6-8-4-7-0-9-6+8-0; 2-7-6-0; 0-2-4-7-9-6-2+7-2-9; \*-2-#+7-9. 0-8-1-4-8-3-6-8+4-2-6; 4-2-6-8-4-0-6; 1-5-3+2-0; 3-7-\*-6-3+6-5-8-7.
- Verify twice a quincunx and try to speak out!

15.  Numbers to Letters.



Find this, then peek underneath.

## Hours of Redemption:

The Cluemeister is guaranteed to be in at: **11p.m. – Midnight Fri.** • **10 – 11a.m. Sat.** • **4 – 5p.m. Sat.**

*Got material for the BBT? Drop it in the Submission Box on the chairs outside the BBT Office (Normandale Room – not Atrium 5, sorry). Pens and paper are provided.*

## The Bozo Bus Tribune

### Volume 48, Issue 2

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**Issue 3**

**Saturday afternoon**

# Bozo Bus Tribune

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## Aliens By Design

At Opening Ceremonies, it was stated that there was a sign-up sheet for Author GoH Julie Czerneda's workshop "Aliens by Design". The event is actually unlimited—no sign-up required! Sorry for the confusion. This hands-on 'creating an alien' activity will be held from 10:30a.m. - 12:30p.m. Sunday in the Rumpus Room (Grand Ballroom East A).

## Also from Opening Ceremonies

Julie is tickled that the convention bar has been renamed Claws and Jaws for the weekend, in honor of the renowned restaurant for sundry aliens in her Trade Pact Cycle.

Richard Tatge discussed how most of the games you see people playing around the convention were introduced to the community by him. Quoth an audience member: "He's patient zero!!"

Speaking of which...

## Fan GoH interview

"I caught part of the Fan GoH interview today. Dave Romm provided Richard Tatge with great leading questions. We learned a few things such as Richard's current favorite game (Pattern Master), made more interesting by a surprise move by John Stanley last night. Even Sharon Kahn learned something after many years together with Richard. Ask one or both about the figurines he brought back from Vietnam.

I hadn't known—there's a tour of Richard's games on YouTube. [Ed: Search for "Richard Tatge on gaming".] And then there's the duplicating dodos... dodos... dodos..."

-Jeanne Mealy

## Hugos: When it pays to screw up least

Minicon is pleased to announce that at 3p.m. Saturday in the Edina room, when **Joel Phillips** and **Diane Lacey** announce the nominees for this year's Hugo awards, they will in fact be Ustreaming live! Whether we'd manage a live stream was uncertain for a while. In fact, due to various mishaps, of the four conventions simultaneously announcing the nominees, Minicon will be the only one streaming live, said Joel at Opening Ceremonies.

## Registration update

According to at-con Registration Head Carol K., Minicon 48 had about 85 at-the-door registrations as of noon Saturday. Since then, against all expectations, we actually ran out of Hagggle cards to give out!

Carol also wishes to remind everyone to return any lost badges to the Registration desk, and to look there if you've lost your own badge.

## Couched in modernism

If you've noticed a few unusual choices of furniture by the DoubleTree—notably, the rectangular gray couches with brobdingnagian backs and armrests—be assured that you're not alone. Apparently, fans aren't the only ones to ask the hotel about its furnishings. A hotel worker told reporters that the DoubleTree management is still settling in, and that they are "aware there are issues with their couch selection." By next year, things may be human-friendly again!

## Programming miscellany

### \* Relic demo tonight

Gaming will be running a demo of the new Fantasy Flight Games game Relic tonight at 7. Designer John Goodenough will be playing! All players will receive coupons for \$5 off the game from Level Up's booth.

### \* And remember:

The live Art Auction is also tonight at 7!

### \* Bob Tucker Memorial Smoooooooooth

A fannish tradition with a smooth finish—in the bar tonight at 9p.m.

### \* Party hours

The LiveJournal party in Room 205 will start at 8 Saturday night. The Ladies' Sewing Circle, also in 205, will run from 2 – 5p.m. Sunday.

### \* Additional panelist

**Jason Otting** has been added to "The New Pony Phenomenon" (5:30 Sat., Veranda 5/6).

### \* Program book correction

The URL on the final page should read: [www.mnsthf.org/minicon48](http://www.mnsthf.org/minicon48).

## Personal

Everyone have a fun and safe convention! That includes you, Emma and Will.

—stephen borer

## Krahn-Gahlon 4a.m. Pulse Check

Bar: 10 Counters: 2 Consuite: 4 Keith: 1 Lobby: 1  
Seamstress Guild: 12 Kevin's Fanniversary Party: 7

**Total: 37**

## Haggle Game Update

Not only has the great Minicon Haggle game been a hit, it's spawned a variety of projects, strategies, and social phenomena. Your editor has borne witness to spreadsheets of cards and hands in mobile devices, sprawling arrays of cards and rules, inductions into a mighty alliance, tales of double agents and scampish informants sending deliberately redundant information, and even—gasp—allegations of sabotage! Now that not all the rules in circulation are on the original slips of paper they were printed on, how can we know they're genuine? Could a clue reportedly copied word for word from a cell phone be a malicious fraud?

**Clarification of Rule 48:** If multiple entries tie for the high score, they are all disqualified. Whoever has the highest unique score is the winner.

**Haggle Clue #3:** There are two rules numbered 25 and two numbered 54.

**Haggle Clue #5:** More than one penny or rule turned in does not further increase your score.

**Haggle Clue #7:** The low can be boosted high, but everything can easily be lost.

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## Tales from the Medallion Hunt

C. An arrow? Just an arrow?! Well, yes—it's a familiar symbol, especially with new, modern silvery signs directing visitors around the hotel. The ones pointing down the poolside area stairs have arrows of this sort, and this exact arrow can be found on the RECREATIONAL FACILITIES sign to the right of the consuite. The medallion was hidden directly behind the arrow. This one was picked up quickly by veteran hunter Rob I., who called it "low-hanging fruit". "C" might have stood for either 'Cabanass' or 'Crafts', but in the end stood for CubeBot, the folding robot-shaped toy Rob claimed as his prize.

15. The bar code is in EAN-13 format and encodes the numbers 208545143165. (The final '6' is merely a checksum.) When the initial '20' is taken as a single number and the other digits are taken individually, converting these numbers to their corresponding letters yields:

THEDEADCAFE. There used to be a little cafe in the corner of the north tower, but the room now sits empty... except for the penny the Cluemeister planted on one of the window frames!

Congratulations to **Tarah D.**, who, with help from her friend **Shannon J.**, deciphered the barcode with the help of a cell phone and Amazon.com. She readily decoded the letters, but didn't find the penny in the room until an impulsive and determined second pass. She then earned her penny back by solving a puzzle in the BBT room. A charm bracelet may be in her future!

## CLUES: ROUND 2

3. You know—the hyperspace cone? It's cosmic! And cardboard!

5. So, uh, yeah. See you there.

7. Second floor, pool area. But the pool's not in sight.

8. Specifically, the left bed. On the right side of the headboard. Counting sheep can make you sleepy!

*(Medallions 7&8 have been mysteriously marked Missing in Action.)*

10. They're not minuses, they're hyphens! And the pluses are just... 'and's. It's not a hash mark—it's a pound sign! But the stars really are stars.

12. Only half the first word is veritable, but twice a quincunx can be reduced to noise. I watched you at six today, and I'll do it again tomorrow.

20. The southwest corner, to be exact. Think thematically in terms of negative space.

## Hours of Redemption:

The Cluemeister's next three office hours are:

9 – 10p.m. Saturday • Midnight - 1a.m. Sunday •  
11a.m. – Noon Sunday

*Got material for the BBT? Drop it in the Submission Box on the chairs outside the BBT Office (Normandale Room). Pens and paper are provided.*

## The Bozo Bus Tribune

**Volume 48, Issue 3**

**Editor – Thorin N. Tatge**

Yes Man – Kurt P.

Proofreader—John Goodenough

Reporter – Sharon E. Kahn

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Issue 4

Sunday noon

# Bozo Bus Tribune

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## Minneapolis Dungeon rears its random head

Last night before a modest audience, **Richard Tatge** brought two teams of six brave players back to his fabled Minneapolis Dungeon, which for two decades had lain dormant. Each party member was given a pre-generated character and allowed to choose a single unique power to enhance it. One player reported that the dungeon was cool, but didn't give the impression of being in danger—rather, it was “like a tour through things that wouldn't hurt us if we left them alone.”

The team made its way past a radioactive, tentacle-filled pit and a mysterious prairie-dog-supported object before reaching the dungeon proper, in which they battled a giant weasel and the Wee Free Men. The only PC death was due to a genie summoning a giant nutcracker, which accepted a set of proffered walnuts and subsequently cracked its benefactor in the nuts, with fatal results. The unfortunate's body was later used as a tether for another character cursed to tread the ceilings with anti-gravity.

## Can he be beaten?

As of press time, Richard had played his own games 49 times and been beaten 7 times, twice by the same player. Will **Joe P.** take the prize? Come to Closing Ceremonies and find out.

## Penny FAR your thoughts

Director **Brian James Crewe** gave the promised Q&A following the noon screening of his short science fiction film *FAR*. He answered about a dozen questions for an audience of around thirty, revealing among other things that despite the film's deliberately gappy narrative, very little was shot that wasn't used; that he had a voice cameo as the angry restaurant manager; and that the script was written by the actor who played Hannah, **Marion Kerr**. Crewe is currently working on a short film set in World War II Paris and planning another short he describes as *Die Hard* with time travel. More information can be found at [www.farshort.com](http://www.farshort.com).

## Added panelists

**John Till** and **Martin Schafer** have been added to “Twin Cities Ties to Gaming” (2:30 Sunday, Veranda 5/6.)

## Julie's Gems

The Bozo Bus Tribune apologizes for providing so little coverage of Author GoH **Julie Czerneda**, but it can report that Minicon members consider her a barrel of fun and a mature panelist with wonderful marketing and storytelling skills. Attendees appreciated her tantalizing book teasers and audience gifts. Her scientific background shone through in her descriptions of communication based on scent, touch, and alternate visual spectra in “Communicating with the Animals... and Aliens”, and her Guest of Honor Interview revealed the origin and necessity of a certain troublesome bureaucrat from her works, as well as the significance of teleportation.

## Costume contest results

This year's costume contest was sparsely entered, with no one claiming the titles of Professional or Novice. The Home-Sewn category was won by +\***Ann Nielsen's** entry, “Dark Faerie”. In Youth, first prize went to **Leo M.** (winner for three years running now) and his sister, attired as knight and priestess. 2<sup>nd</sup> place went to **Cecilia L., Avery W-S.** and **Thea W-S.**, while 3<sup>rd</sup> place went to **Roanna's** bandit.

## Reg Record 'Recked!

As of press time, Minicon 48 has reached a total of 515 registrations and 505 warm bodies. We haven't broken 500 since Minicon 41.

## Haggle Game Update

The Great Minicon 48 Haggle Game is now closed! A total of 28 submissions were turned in—a perfect number which happens to be the number on the Cluemeister's badge. What a lucky omen! One brazen alliance reportedly made eight submissions, and there's even an entry from **Julie** and **Roger!** Come to Closing Ceremonies to learn the results.

## Haggle Art Credits

Who created the vivid artwork that helped make our Haggle game so compelling? Now that you've probably seen all ten types of cards, it's safe to say.

**Beanie, Ducky, Saucer, Spaceman:** Richard Tatge

**BEM, Dodo, Zeppelin:** Laramie Sasseville

**Robot, Rocket:** Original line drawings by Alec Phillips,  
finished art by Richard Tatge

**Raygun:** Delia Ihinger

**Card backs:** One of Richard's old light show slides

**Layout:** Laramie Sasseville

## Krahn-Gahlon 4a.m. pulse check

Constitute: 4 Games: 4 Bar: 7 Stairs: 1 Seamstress' Guild: 19 Elevator lobby: 3 Music party: 12 Counters: 2 Plus: 1  
**Total: 53**

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### Medallion Hunt results!

3. Richard may have reported Friday that his favorite game is now Pattern Master, but before that it was Cosmic Encounter. His favorite cone, therefore, ought to be the hyperspace cone used for attacking in Cosmic Encounter's unique central mechanism. **John S.** found the penny in Gaming's Cosmic Encounter set and tried to release it back to the wild, but as Gaming was locked up for the night immediately afterwards, he has no choice but to accept his three Dealer Dollars.

5. When you leave the veil of ambiguity behind, reality's bite is at its sharpest. Your Cluemeister was going to throw his blue plastic egg containing Medallion 5 into the pool at 9:45 last night, but when he arrived, the pool turned out to be closed! No doubt at that point the throngs of penny hunters waiting by the poolside assumed some deep hijinks were afoot and vacated the premises *en masse*, vigorously debating how such concepts as 'pool' and '9:45' could be taken metaphorically. In any case, the Cluemeister dropped the egg into the fully occupied hot tub, waited for exactly five minutes while nobody but a toddler showed the slightest interest, politely asked for it back, and wandered off to watch *Zathura* in the Marscon party. The party turned out to be so hospitable that the Cluemeister gave the egg and prize to host **Jan S.** and called it a night.

7. The whirlpool was a Whirlpool washing machine, and the electric 'fields' were two more of those gray signs—on the doors adjoining the laundry area, both marked ELECTRICAL. This last point was overlooked by the hard-working team of **Stephanie B., Andra S., Jason M., Kyle M. and Diane K.** (hereby arbitrarily dubbed Team Cheesehead). **Lady Dragon** was proud to have deciphered the whole clue, but was a day too late.

8. 'Yanadick' and 'metherabum' are words from a method used by North Englanders (with this specific version, folks from Teesdale or Tong) for counting sheep as they pass a gate. They correspond to the numbers 11 and 19, which when multiplied yield 209. This room belongs to the NASFiC in Phoenix 2014 bid. The penny was attached to the bed in the place indicated by the second clue, and was found by **Team Cheesehead**.

10. This was another two-step decryption. The strings of numbers, hyphens and pluses were broken up by semi-colons, denoting separate letters, and periods, denoting separate words. The stars and pound sign may have been the best clue as to what was going on. Start with a standard telephone pad, with the numbers arranged in a 3x4 grid. Draw lines from one number to the next so long as you have hyphens, and start an additional line when you reach a plus sign. Each string thus gives you an image, as so:

Fish; Arrow; Kite; Envelope. Box; Lightning; Umbrella; Easel. Flower; Ice cream; Rake; Escalator. Taking the initials of these strings and separating the words yields FAKE BLUE FIRE. The penny was stuck just beneath the new display of fake blue embers on the far wall of what used to be the Concierge Lounge. Sadly, it was missing in action at press time.

20. The Big Kahuna's first clue featured a grid with various gray cells, while the second clue told us to think thematically. This year's theme is "The Game of Life". Get it now? There's a famous "cellular automation" or "zero-player game" called Conway's Game of Life. In that system, a given arrangement of living cells repeatedly transforms into a new arrangement according to this rule: Living cells survive if exactly two or three of their eight neighbors are living, while dead cells come to life only if exactly three of their neighbors are living.

Applying this rule once to the given grid generates a figure in the shape of a hollow octagon. Look around the hotel a bit and you'll find a rug printed with hollow octagons on the floor of the north tower's court. As the second clue suggests, the medallion was hidden underneath its southwest corner. The reference to negative space might lead some to reverse the roles of living and dead cells in the original grid, but actually just refers to the hollow octagons on the rug being light, not dark, in color.

Being walked upon apparently took a toll on the Big Kahuna, however, because by the time it was discovered by intrepid **Team Cheesehead**, the penny's beautiful minion-generated line art had degenerated to the point that they didn't realize what they'd found. They'd been searching (in the wrong place entirely) for penny 12! This marks the first time the Big Kahuna has gone to finders not looking for it—but the Cluemeister isn't bitter. He knows that at least **Andy E.** and **Joe P.** managed to get as far as the octagons.

## FINAL CLUE:

12. Numerically, 'quincunx' is a Roman word for the fraction five twelfths. The number's representation keeps getting additions. Focus on the base of a focal point.

**Don't Ever Be a Dodo! (Did we hear something rumbling?) In any case, see you next year!**

### The Bozo Bus Tribune

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