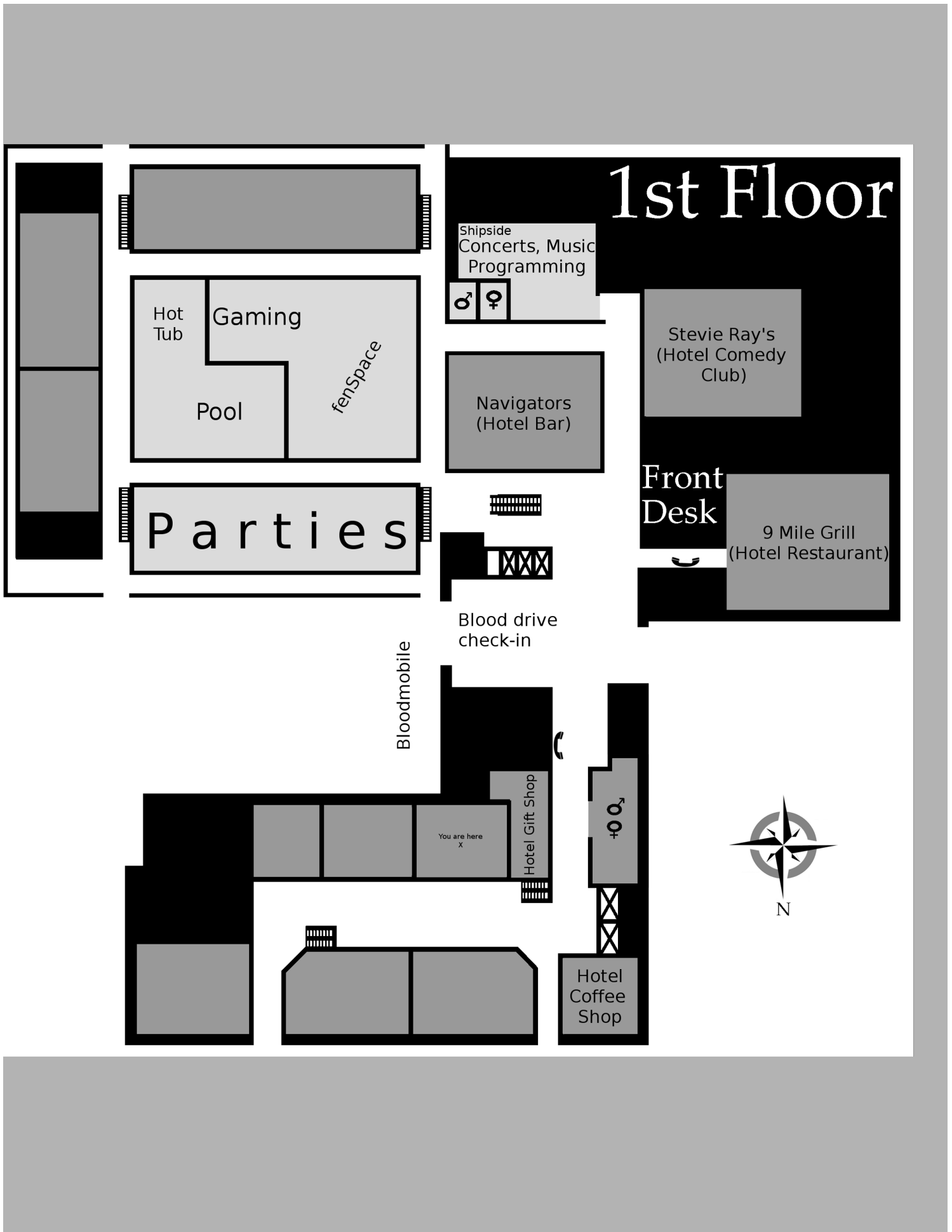


(Front cover)



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A n t i c i p a t i o n

The 67th World Science Fiction Convention

Neil Gaiman – Guest of Honour

Elisabeth Vonarburg – Invitée d'honneur

Tara Wayne – Fan Guest of Honour

David Hartwell – Editor Guest of Honour

Tom Doherty – Publisher Guest of Honour

Julie Czerneda – Master of Ceremonies

August 6-10, 2009

Palais des congrès de Montréal

Contact us:

C.P. 105, Succursale NDG, Montréal, QC, Canada H4A 3P4
info@anticipationsf.ca – www.anticipationsf.ca

"Worldcon" is a service mark of the World Science Fiction Society, an unincorporated literary society

Digging up the Future

Some sort of future is going to happen. We don't get to chose whether tomorrow is or isn't coming; the universe has already made that decision for us. All we can do is to try to ensure that the shape of tomorrow is more to our liking than the shape of yesterday. Our guests this year – each in their own unique way – embody that most quintessential human process. They craft word and image and song, they bind person to person, and they forge concept to page. An archaeologist digs up pottery and bone, and asks *“How do these things extend what we know?”*; our guests dig up ideas and possibilities, and ask the very same question. Anyone can just *ride* through time; heck, a pebble does that quite nicely. We've chosen our guests this year because they aren't content to just ride. Instead, they wield that greatest of all tools – the human imagination – and use it to dig up the shape of new futures.

Registration		Grand Ballroom Foyer	
Fri 10:00a.....10:00p	Sat 9:30a.....8:00p	Sun 9:30a.....11:00a	

Lost badges

If you lose your badge, you can get a replacement for \$5 at the registration table. If the table isn't open, find a staff member (check the ribbons on the badges) and ask them to call Carol Kennedy.

Registering for Minicon 44

If you pre-register for Minicon 44 during this Minicon, using the handy form you received when you signed in, your cost is only \$30! Students aged 13-20 pay only \$25, children 6-12 pay \$20, and children ages five and under attend for free. Fill out the form, put it and payment into an envelope (you got one of those when you signed in, too), and put that into the registration box. There will be a box in the consuite to deposit the registrations; there will also be a box at the registration table while it is open.

Volunteering		Con Sales Table, Grand Ballroom Foyer	
Fri 12:00p.....6:00p	Sat 12:00p.....6:00p	Sun 12:00p.....6:00p	

Minicon has always been run by fen who volunteer their time to help make Minicon a success. No one is paid for helping; even the convention chairs pay full price for their memberships.

We could try claiming that those of us who put so much time into forging Minicon do it because we're the sort of people who just live for the opportunity to benefit humanity. We could also try claiming that we're from Alpha Centauri. Truth is, most of us volunteer because it's *fun*. Whether you badge, tend bar, or help in the art show or consuite, you'll be rewarded with loads of great conversation and great people.

We do really appreciate everyone who helps during the convention, and we invented Dealer Dollars as a way of recognizing your help. Each is worth \$5 in our dealers' room. We have a limited number of Dealer Dollars, and our section heads will give them out to those who go above and beyond - our way of saying Thank You!

Drop by the con sales table in Grand Ballroom Foyer and sign up for a shift or two, and in return, we'll tell everyone you really are from Alpha Centauri.

Opening and Closing Ceremonies		Bloomington Room	
Opening: Fri 7:00p.....8:00p		Closing: Sun 5:00p.....6:00p	

Opening and Closing Ceremonies will end and begin Minicon 43, disrespectively. Opening Ceremonies will introduce the Guests of Honor, who may sing or talk as is their wont. Baron Dave Romm will preside over announcements, last-minute program changes and the various introductions. Closing Ceremonies will feature the Assassination of the MN-STF President, and a karate demonstration.

Weapons Policy

We adhere to all pertinent Minnesota laws regarding real and replica weapons. Prop weapons or costume pieces must be secured and pose no danger to others. We reserve the right to prohibit any such items from our function rooms.

Badges

Everyone attending Minicon must register and must wear a badge. Please wear your badge at all times for admission into convention functions.

Smoking

Laws have made the entire public area of the hotel non-smoking. Persons wishing to smoke must do so outside in designated areas as directed. Smoking in hotel rooms is permitted only by prior arrangement with the Sheraton Bloomington Hotel at the time of room reservation. Please direct questions about smoking policy to the hotel front desk.

Help, Information, and Emergencies

Need help or information? Ask at registration while it's open, or after hours at the consuite. Also look for wandering concon members wearing distinctive badges.

In case of emergency, don't look for us; contact the Sheraton Front Desk or call 911!

Come play with us! All kids' programming is scheduled for Saturday morning and afternoon.

Saturday, 10:30am-1:30pm ~ Dungeons & Dragons

GameMaster Paul O'Connor

Beginners welcome.

Note: Kids must be able to read.

Healthy snack will be served at noon.

Saturday, 1:30pm ~ Bubbles

Richard Tatge makes BIG bubbles.

Saturday, 2:00pm ~ Playtime (all ages)

comic BOOKS

handheld GAMES

flashlight LIGHT SABERS

battery TOYS

battery-powered ROBOT ARM

art STUFF for all ages

juggling and unicycle practice

music

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I was born in the coal port town of Barry, South Wales, in 1966 – I'll have just celebrated my forty-second birthday by the time of Minicon. I spent my preschool years in Barry, then moved with my family to Truro, Cornwall. We moved back to Wales before my tenth birthday, and I lived there until leaving home for university. After twenty-two years of living elsewhere (including England, Scotland and the Netherlands) I've just bought a house in Wales.

I got into reading and books from a very early age, and I was creating my own stories almost as soon as I could write. I was often ill as a child, which meant long periods being kept home from school or in hospital. Books played a massive role in my imagination. I don't know whether or not this was critical to my development as a writer, but it's easy to see how it might have helped.

Like most bookish kids I was happy with my own company and temperamentally disposed to the kind of solitary activity you need to make a go of writing. I started writing a novel when I was thirteen, and finished it when I was sixteen. That was about the time that I started thinking seriously about becoming a science fiction writer. By the time I was nineteen I'd written dozens of short stories, many of which were set against a common timeline, also shared by the novel. Although I'd grown up reading Clarke and Asimov, my big influence around then was Larry Niven, especially the Known Space stories. I wrote another novel, a loose sequel to the first. Everything was done in longhand until then, but somewhere between eighteen and nineteen I made the painful adjustment to using a typewriter, a massive, noisy beast of a machine. That was a necessity because by then I'd started trying to sell stories to Interzone, the UK's only professional SF magazine (others have come and gone, but – twenty-five years later – Interzone is still going strong). I started sending stuff to Interzone just after beginning my degree studies in Newcastle, but they didn't buy anything until I'd graduated and moved to Scotland to study for my PhD. I didn't mind collecting the rejection slips since I could see evidence of slow improvement in my writing, and – anyway – I had a feeling I'd get there in the end, if only I kept at it long enough. By this time, the hot new thing in SF was cyberpunk and most of my failed stories were weak attempts to do something similar. Meanwhile, I was studying physics and astronomy, and setting myself on the course that would lead to a professional career in space science. I'd been fascinated by the universe since I was tiny enough to understand that the stars were a long way away. SF just seemed to be another way of working through the same sense of awe and terror I got from looking up into the night sky and wondering if there was anything out there looking back.

By the time I'd finished my doctoral studies, I'd begun to sell stories to Interzone. Although it was to be another ten years before I got a novel deal, those early sales to Interzone played an enormous role in shaping my future career as a writer. By chance, I found out that I lived within walking distance of another Interzone contributor, a published writer with a book deal. That writer was Paul J. McAuley, still a central figure in British SF. Through that happy contact, I eventually got Paul's editor to agree to look at some sample chapters from my book. It took another two years, but that editor eventually gave me a contract for three novels.



Al's Novels

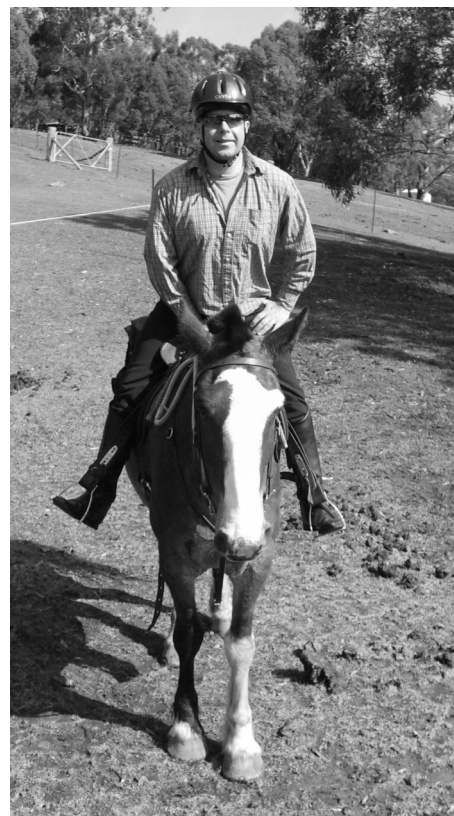
Revelation Space
Chasm City
Redemption Ark
Absolution Gap
Diamond Dogs
Turquoise Days
Century Rain
Pushing Ice

and his upcoming work...
House of Suns

I mention this to aspirant writers as an example of how short fiction sales can open doors – but of course, in these days of blogs and web-fiction, there are other ways to make those crucial contacts. That’s what worked for me, though.

It only seems like yesterday, but it’s now eleven years since I submitted REVELATION SPACE. I was very lucky in that my first novel sold well and picked up an audience. It was well marketed, with a strikingly original cover design that has now been much imitated. I’ve now written another seven novels, together with a pair of short story collections and a pair of novellas, and there’s a lot more material still to be collected. When I was getting serious about writing, I scoured short story collections for the author notes, trying to pick up something, anything, that might be useful in my development. I realise now that, at least in terms of the number of books and stories I’ve written, if not accolades and public recognition, I’m sort of at the same point in my career as those writers were when I was a teenager. Needless to say, I only just feel like I’ve begun.

I never intended SF to be much more than a career sideline until I was about thirty. Then a series of job wobbles made me realise that maybe there might be something to the idea of being a full-time writer. It wasn’t as if science was a particularly secure profession, anyway – I’d had several periods of unemployment and uncertainty, coupled with a nagging sense that perhaps I was not really cut out for a lifetime’s career in research. It can be pretty cutthroat at the sharp end, and I never had the killer instinct. A job in science also hinged on keeping up a healthy publication rate, and it gradually dawned on me that I was never going to be prolific enough. Two or three papers a year wasn’t enough, when you were competing for the same position or funds with someone who could bang out seven or eight without blinking. Luckily, SF doesn’t work that way – writers who are prolific are no more or less prized than writers who hardly write anything at all. Four years ago I quit science and I’ve been writing full-time ever since. Hand on heart, it’s not a decision I’ve regretted for more than a few nanoseconds. Not only do I now have more time to take on other writing projects – more short fiction, basically – but my wife and I have clawed back something resembling a social life. For several years, she’d see me for about five minutes between getting home from work and trudging upstairs to do my evening’s quota of work. That was great for a few years, when you don’t have a contract and are essentially writing on spec, but as soon as you’re required to turn in a novel once a year, you find out how quickly the months fly by. Now I work weekdays, like a normal job except my “working day” tends to spill over into the evenings, which is when I’m most creative.

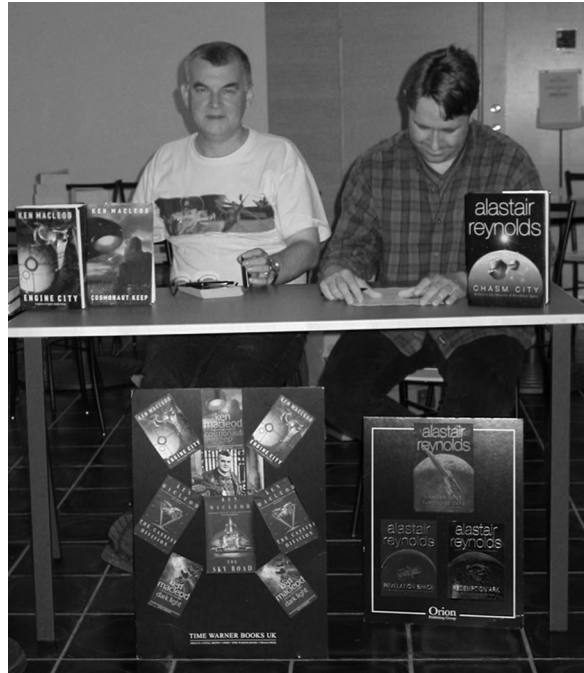


I’ve said nothing about the science I did during my time as a researcher, but if I did, we’d be here all day. Suffice to say that I started out doing real, old-time astronomy, using a big telescope where the observer had to line it up by looking through an eyepiece, standing in a dome on a cold night. I did a lot of work on a class of object called high-mass X-ray binaries, which are binary stars – you’d never have guessed – where one star is relatively normal, and the other one is an ultra-compact object such as a neutron star or black hole; the remnant of the second star after it has undergone a supernova explosion. I kept on working on binary stars in the Netherlands, and although I worked on many other projects, I kept coming back to them in some shape or form. I also did a lot of programming, finding a niche within the European Space Agency as part of a team developing a new kind of camera. That was the last project I

worked on before leaving science, and it was enormously fun and challenging. If you're bored (I mean, really bored), ask me about the connection between battleship turrets and the Crab pulsar.

I met my wife Josette soon after moving to Holland - we had a mutual interest in rock climbing, of all things, although it helped that she was a big reader with a liking for SF. Neither of us climbs rocks any more, although we both do a lot of horse riding, and have the bruises to prove it. We got married in 2005, in Wales. My wife is French (although of Spanish ancestry), although you'd never guess either nationality. She learned English in New York, and still has an American accent, albeit not as strong as when we first met. She reads all of my stuff before anyone else sees it and has learned to be a good, truthful critic. We like films, taking walks in the countryside, watching birds and animals, listening to Bruce Springsteen and drinking coffee. She rides motorbikes; I get my kicks by riding trains.

—*Alastair Reynolds*



Al at a signing, with Ken McLeod



World Fantasy Convention 2008

Mystery in Fantasy and Horror

October 30th - November 2nd
Calgary Hyatt Regency Hotel

David
Morrell



Barbara
Hamblly



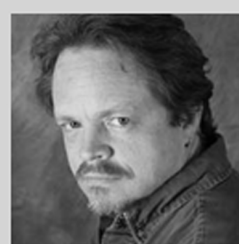
Tom
Doherty



An annual gathering of authors, artists, editors, agents, publishers, and others from around the globe with an interest in Light and Dark Fantasy literature and art.



Tad
Williams

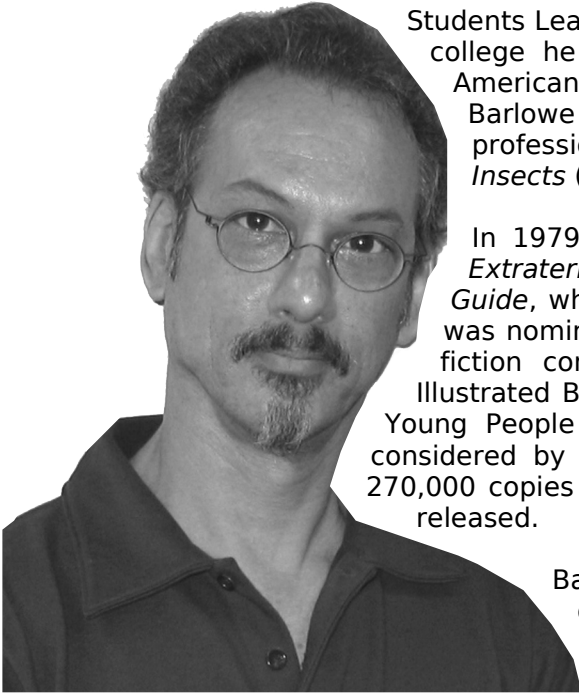


Todd
Lockwood

For more information,
Visit us online:

www.WORLDFANTASY2008.org

Born January 6, 1958 in Glen Cove, New York to well-known natural history artists Sy and Dorothea Barlowe, Wayne Douglas Barlowe attended the Art Students League and the Cooper Union in New York City. While in college he apprenticed in the Exhibition Department of the American Museum of Natural History. During this period Barlowe collaborated with his parents on his first professional book assignment, the *Instant Nature Guide to Insects* (Grossett & Dunlop).



In 1979 his first self-generated book, *Barlowe's Guide to Extraterrestrials*, was published by Workman Publishing. The *Guide*, which Barlowe conceived, illustrated and co-authored, was nominated for the American Book Award and the science fiction community's prestigious Hugo. It was chosen Best Illustrated Book of 1979 by the *Locus* Poll, and a Best Book For Young People by the American Library Association. The *Guide*, considered by many to be a contemporary classic SF work, has 270,000 copies sold to date. A Japanese edition has recently been released.

Barlowe's next book followed after nearly ten years, during which time he created over 300 book and magazine covers and illustrations for every major publisher. He has also created editorial paintings for *Life*, *Time* and *Newsweek*. His artwork has

been seen on television on Walter Cronkite's *Universe* and Connie Chung's *Saturday Night* as well as on the Discovery Channel. An interview with Barlowe appeared on the Sci-Fi Channel's *Inside Space* program. Portfolios and interviews in print have appeared in *TV Guide*, *Starlog*, *Realms of Fantasy*, *Science Fiction Age*, *Starburst*, *TV ZONE (UK)* and *Filmfax*.

Barlowe's second book, *Expedition*, a natural history journey to another world, consisted of forty paintings, one hundred black and white illustrations and two hundred pages of text, and was published in 1990 by Workman Publishing. It received extremely favorable reviews and was nominated for the Association of SF Artists' 1991 Chesley Award. *Expedition* was voted a 1991 Best Book for Teenagers by the New York Public Library.

Barlowe has produced items as diverse as pop-up books (*The Pop-Up Book of Star Wars*, 1978, for Random House), children's growth charts, calendars and graphic novelizations. His line of SF toys, *The POWERLORDS*, was manufactured by Revell. A line of art trading cards, *The Alien World of Wayne Barlowe*, was published by Comic Images in 1994.

Barlowe's paintings have been exhibited at the Bronx Museum of the Arts, the Orlando Science Center, the New Britain Museum of American Art, the Society of Illustrators, the Atrium at Park Avenue, the Discovery Museum in Bridgeport, Connecticut, Hayden Planetarium in New York, the Andrea Rosen Gallery and the New York Academy of Science. In 1984 he was instrumental in organizing and co-chairing the first SF art show in the history of the Society of Illustrators.

In 1991 Barlowe began painting dinosaurs, which resulted in many paleontological assignments. His first limited edition dinosaur print was released by Scheele Fine Arts in 1993. In March of 1995, Barlowe's first book of dinosaur illustrations written by renowned paleontologist Dr. Peter Dodson,

An Alphabet of Dinosaurs published by Scholastic Books, was released to great critical acclaim. It was chosen as a "Pick of the Lists" spring 1995 title by the American Booksellers. Two months after its release it went back to press for a third printing. It is currently up to a ninth printing with 130,000 copies sold. Barlowe also executed six major paintings for Dr. Dodson's well-received academic work on the ceratopsian dinosaurs, *The Horned Dinosaurs*, which was released in 1996 from Princeton University Press. A 1999 dinosaur calendar derived from both works was released by Portal Publications.

The Alien Life of Wayne Barlowe, an art retrospective, was published in 1995, along with a limited edition print entitled *Elytracephalid*, from Morpheus International. Two screen-savers utilizing his paintings were released in 1996, also from Morpheus.

In 1996, HarperCollins released *Barlowe's Guide to Fantasy* a sequel to Barlowe's first book.

In the summer of 1996 Barlowe and James Cowan, publisher of Morpheus, created a development company called Xenophiles, Inc. with the purpose of developing imaginative multi-media properties. Its first creation, *XENOZOO*, was sold first to Playmates Toys, and then to Fox Kids Network.

Barlowe designed the Artifact, the principal aliens and their homeworld for the two-hour TNT *BABYLON5* movie, *THIRDSPEACE*, which aired in the fall of 1998. He contributed alien creature and character designs for the animated 20th Century Fox release, *TITAN AE* and designed creatures seen in *GALAXY QUEST* for Stan Winston Studios. In 2000 Barlowe executed preproduction drawings for *BLADE 2* and creature/character designs in 2002 for *HELLBOY* as well as *HARRY POTTER AND THE PRISONER OF AZKABAN*. 2003 brought to his drawing table the next installment, *HARRY POTTER AND THE GOBLET OF FIRE*, for which Barlowe once again executed concept art.

Barlowe's next book, which was released by Morpheus in January of 1999, is *Barlowe's Inferno*, a dark and unique vision of Hell. *Inferno* represents a shift in both Barlowe's thinking and rendering toward a more classical, less narrative, approach. Of the book, director James Cameron (*TITANIC*, *ALIENS*) has said: "*Wayne Barlowe's Inferno is an awesome visual work, taking us into a contorted landscape of the damned which Dante himself could never have imagined.*" In concert with the book's release, Morpheus published a limited edition giclee, a poster and a bronze created by Barlowe.

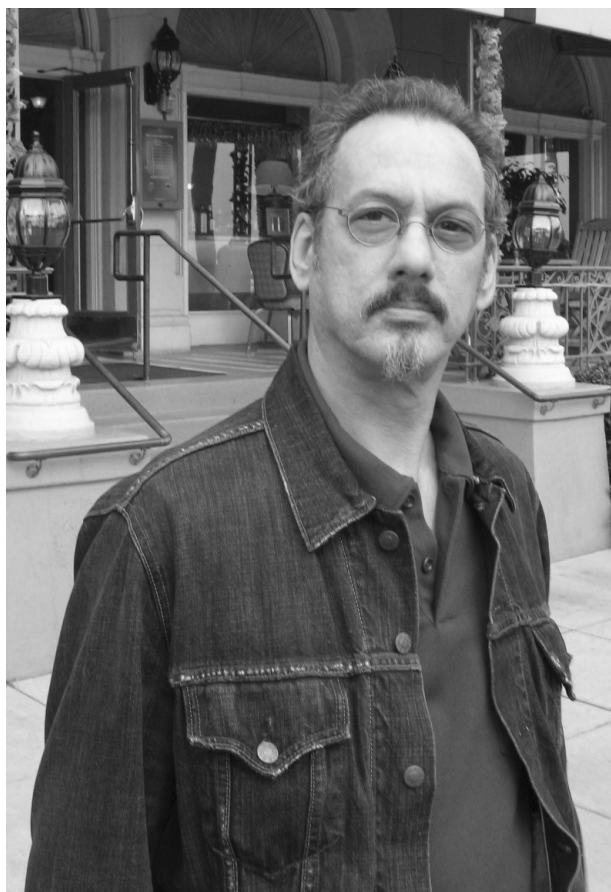
In the summer of 1999 Barlowe began work on a screenplay to accompany his art book. In November the completed screenplay entitled *INFERNO: REBELLION IN HELL* and the book were sold to Fox Feature Animation.

In 2001 Barlowe followed up on his first *Inferno* book with a second venture to Hell entitled *Brushfire: Illuminations from the Inferno*. This bound portfolio contains 18 new paintings further fleshing out the universe.

Barlowe contributed creature designs to Activision's console game *DEAD RUSH* in 2003.

In 2005 Barlowe's book *Expedition* was brought to life by the Discovery Channel in a two-hour presentation called *ALIEN PLANET*. He is one of the show's executive producers and the creative consultant.

During that same year Barlowe joined James Cameron's *AVATAR* design team as lead creature designer.



In 2006 he contributed pre-production designs to *PARADISE LOST*, *PRIEST* and the computer game, *PROTOTYPE*. That fall he also worked on *HELLBOY 2: THE GOLDEN ARMY*.

During 2007, he executed concept art for *THE DAY THE EARTH STOOD STILL*, *UPRISING* and three TV spots for the Bank of Ireland as well as a spot for Guinness Rugby. In October of the same year, Barlowe's first novel, *God's Demon*, was released to excellent critical acclaim.

Barlowe is included in the Society of Illustrators' prestigious book, *The Illustrator in America 1860-2000*. He has been, at various times, a member of the Society of Illustrators, The Society of Vertebrate Paleontologists and the Science Fiction Writers of America.

Barlowe works at home with his wife Shawna McCarthy, well-known editor and literary agent, and their two daughters, Cayley and Hillary.

To all Minicon 2008 attendees,

It is with the utmost regret that I find that I will not be able to fulfill my role as Artist Guest of Honor at this year's Minicon. When first approached to come out to Minnesota, I agreed to attend with the nervous proviso that, at a moment's notice, I might be called upon to work on some media-related, time-sensitive project that, given the vicissitudes of free-lancing and the needs of employers, I would be unable to turn down. Sadly, just such an event has taken place. Because of the uneven way in which I get employed, I do relatively few cons; Minicon was to be the first in quite a few years and, admittedly, it was a risk to agree. It weighs heavily upon me that I have let down anyone who was traveling to the convention with hopes of bumping into me and, reciprocally, I regret not having the opportunity to get to meet those same people. To all of the attendees and the very hard-working Minicon staff who worked with me over the year, the only thing I can say is that I am truly sorry.

Wayne Barlowe

MARSCON 2009

INVASION!

Infiltrating the Holiday Inn Select

March 6-8 in Bloomington, MN

Artist Guests of Honor

**Scott Rosema and
Suzanne Hiza-Rosema**

Science/Author Guest of Honor

Jeanne Cavelos

Music Guest of Honor

Wally Pleasant

**More guests to be
announced at**

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Sponsored by the Fans Educational Network for Science Fiction



Shawna McCarthy has been working in the science fiction and fantasy industry for longer than some of you have been alive. No joke. Her first job was with *Isaac Asimov's Science Fiction Magazine*, and she started there in (wait for it—you won't believe it!) 1978. She'd been working as an editor at a magazine for firefighters and reading science fiction under her desk when she heard a rumor that they might be looking for help at a science fiction magazine, and the opportunity to read SF above the desk intrigued her. She wrote a letter (yes, an actual letter that she typed on a typewriter, addressed and put in the mailbox) asking for an interview, and before long was installed as assistant editor at IASFM. Over the next seven years she worked as assistant, associate, managing and senior editor at not only *Asimov's* but *Analog* and *Science Fiction Digest* as well, eventually ending up as the actual editor and thereby winning a Hugo for Best Professional Editor.



From *Asimov's* she moved on to Bantam Spectra, which was just then starting up. As senior editor there she acquired books from writers such as Robert Charles Wilson, Connie Willis and William Gibson. She was still using a typewriter, although some other editors and some of the geekier writers had begun using something called a personal computer. The company tried to make her use one but she, for some reason, found the Word Star program to be twice as time-consuming as just sitting down and typing out the damn letter for god's sake.

After five years at Bantam, a bump arose in her career path, and that bump became larger and more unwieldy by the day until it produced her first child, Cayley. (Just to give you an idea of how long ago this was, she was allowed to drink and smoke a little while pregnant. Cayley, btw, is now 20 and seemingly none the worse for wear.) A year of fulltime motherhood ensued until she went back to work as senior editor at Workman, where she acquired very little of note to this audience, unless you want to count a little book called *GOOD OMENS* by Neil Gaiman and Terry Pratchett. This would be the first (and last) novel ever published by Workman. Amazingly, yet another bump appeared on her career path, and this one was eventually named Hillary (by this time drinking and smoking while pregnant was more thoroughly frowned on, but Hillary came out just fine despite her lack of prenatal stimulants).



After another year of fulltime motherhood, Shawna embarked on the career path she follows today. In 1993, she founded *Realms of Fantasy* magazine with the publishing team of Sovereign Media, and at the same time, went to work as an agent with Scovil, Chichak Galen. Some seven years later she set up shop on her own as The McCarthy Agency LLC and is enjoying representing writers like Tanith Lee, Robert Charles Wilson, Liz Williams, Sarah Zettel and Minnesota's own Katya Reiman. She now owns several computers, a hybrid car, a cell phone and a DVR, and can't remember the last time she used a typewriter.

Nate Bucklin grew up, for the most part, on Vashon Island, Washington, which is located in Puget Sound near Seattle. His family settled there after his father left his job with the United States Information Agency, which had led the Bucklins to spend four years in South America. He began to study guitar at the age of eight in Brazil, where he took lessons on Spanish classical guitar, developing a Latin style that still shows up in some of his music. A year and a half later, now living in Rosario, Argentina, Nate started writing songs in the local folk idiom, and almost immediately started performing at local variety shows and concert intermissions, using the name Ruben del Norte.

Back in the States, Nate developed an interest in the lead guitar styles of bands like the Everly Brothers and the Ventures, though it was 1965 before he got his first electric guitar. A year after that, now a freshman and Merit Scholar at St. Paul's well-respected Macalester College, Nate started to play commercial gigs. Despite Nate's comparably strong interest in acoustic folk guitar, the need to earn a living pushed him into the active Twin Cities rock'n'roll scene, and he became a lead guitarist, organist and eventually a commercial bass player. He also became a part of the local science fiction fan community, and was one of the founding members of the Minnesota Science Fiction Society. One of his goals was to also become a published science fiction writer, a goal he achieved with the publication of several short stories in the eighties.

He gave up being a full-time musician in the early eighties, and has worked as a medical transcriptionist for the last twenty-three years. He continued to perform professionally in various venues, and continues to do this today.

His songwriting has encompassed five decades in which he has written a very wide array of songs in many styles. There are quite a number of songs that show the influence of his earliest musical training in South America in the intricate and driving rhythms he uses. Others songs bear witness to his solid roots as an aficionado of traditional folk music. Many other songs defy categorization. Most of his music is driven by well-crafted lyrics, many touching, some poetic to the extreme, and others truly odd, funny, or unusual in one way or another.

Nate currently lives in South Minneapolis, with his wife and musical partner, Louie Spooner Bucklin, and stepson James Trainor. He currently works as a transcriptionist and has a regular musical gig playing bass for a local rock band called The Time Travelers.

Nate was always something of an over-achiever and his appearance in our program book is no exception. The man gets two bios; if this has happened before, we've misplaced that memory. And so, without further adieu, here is Nate's second bio.





Thank you, Nate.

That's kind of a joke, based on one of his more amusing foibles. If you get to know him (which I highly recommend, by the way), you'll see: at some point he will feel the need to say something and obviously be working hard at not hurting your feelings, and the result will be, ah, interesting. He once said to me, "I've been on stage with lots of worse drummers than you, Steve." To which one can only reply: Thank you, Nate.

Where does that come from? Well, clearly, it comes from a desire to not hurt anyone. Nate has no interest in hurting anyone. Nate, rather, delights in delighting people. Many of us in fandom take joy in playing with words (rhymes, puns, or a well-tempered sentence), but not many of us can make them stand up and do tricks the way Nate can. Many of us play an instrument, but few of us can come close to Nate in skill and musicality. Many of us engage in long, intense, personal discussions, but few of us commit to them as totally and as passionately as Nate.

Sometimes you can see it. Sometimes, when the lighting is exactly right, you can see him glow from the pleasure of making you grin and gasp and snicker, and maybe even cry. He'll tell you of his life in verse and music, and sometimes you'll ache from it (he's been described as a living extended metaphor). When you're talking with him, you'll feel the intensity of his focus. You'll be amazed at the glimpses of the universe he inhabits, and intrigued at the places where it intersects with ours, and the places where it doesn't. You'll want to get to know him better, and spend more time hanging out with him, because you'll feel that doing so will be richly rewarding; and you'll be right.

Words, music, the fine shades of emotion, and caring at a profound level are, it seems, as natural to him as enjoying the results are to the rest of us.

What a fine, fine thing it is that there is one of him in the world for the rest of us to delight in!

Thank you,
Nate.

—Steven Brust



DreamHaven Books

DreamHaven is just about about to celebrate its 31st Anniversary. I'd like to thank you for your support over the years and to announce some changes in the upcoming year.

Our store at **912 W. Lake St** (between Lyndale and Hennepin) will continue to offer a great selection of comics, science fiction, fantasy, horror, and more (free parking!) through late summer. At that time, we will sell our building and move the store to a new location in Minneapolis which we will be able to reveal shortly.

It's been incredibly tough the last few years. We've experienced steady declines in business and with the road construction last summer (and continuing for a while this year) we lost a great deal more business. Between changing buying habits and more competition within the book business and other media, things look dire for many independent booksellers. We've been both lucky and stubborn and plan on selling books with a storefront for a long time yet.

Please watch for updated information instore and on our website. We have too many books and comics to move and we'll have some really great sales starting very soon. And thanks again for your support.

Greg Ketter, owner and founder.

For more information on DreamHaven Books,
visit our website at www.dreamhavenbooks.com
email me at greg@dreamhavenbooks.com
or call 612-823-6161

DreamHaven

Books & Comics

Aliens without Eyes, etc.

In Wayne D. Barlowe's alien natural history book *Expedition*, none of the creatures have what we'd think of as eyes. There are also many tripeds and monopeds, and few bipeds or quadrupeds. What are some other divergent paths that an alien ecology might take, and how does an artist go about visualizing them?

Wayne D. Barlowe, Ctein (m), Graham Leathers, Kelly Strait, Chas Somdahl

Sunday, Noon-1:00pm ~ Room 3/4

Alternative Kinship Models in SF and Fantasy

What are the speculative writings and films that look at and explore other "family" models besides the white, middle class, heterosexual, nuclear family model that predominates our material and imaginative realities? What are the implications of these alternative frameworks?

Peer Dudda, Brandon Lacy Campos, Shannon Gibney (m), John Till, Ka Vang

Saturday, 2:00-3:00pm ~ Krushenko's

The Art of Wayne D. Barlowe

Come see the beautiful work of our Artist Guest of Honor.

Wayne D. Barlowe

Saturday, 3:30-4:30pm ~ Edina room

Ask a Scientist

Here's your chance to find out why there are no green stars, how come the sky is blue or where red blood cells go when they die. Or anything else that our panel can answer.

Lisa Freitag (m), Bill Higgins, Chas Somdahl, Matt Strait

Saturday, 7:00-8:00pm ~ Room 3/4

Bookshelves and Other Book Storage Devices, On The Cheap

A how-to for people who need ways to store their overflowing collections. What options you have if you're just starting to shelve your collection, or just starting to run out of room in the garage.

Dean Gahlon, Sharon Kahn (m), Mark Richards, Matt Strait

Sunday, 3:30-4:30pm ~ Room 3/4

The Choose Your Own Adventure Panel

Choose Your Own Adventure (CYOA) novels are an artform unto themselves: multi-branching stories where the reader determines the outcome. We'll share some of our favorites, as well as exploring the possibilities for this genre. If you would like to sing a CYOA song, turn to paragraph 213. If you would like to participate in CYOA theater, turn to paragraph 17. If you would like to experience a CYOA history of Judaism, turn to paragraph 73.

Naomi Kritzer (m), Sarah Monette, Joseph Scrimshaw, Thorin Tatge

Saturday, 2:00-3:00pm ~ Room 3/4

Creating Believable Languages

How do you make a fantasy or SF language that feels real? What traits give a constructed language verisimilitude? How can you come up with a realistic-feeling language without having to spend a lifetime developing it first?

Eleanor Arnason, Ruth Berman, Jan Bogstad, Peer Dudda, Rachel Kronick (m)

Friday, 8:30-9:30pm ~ Room 3/4

Data Archaeology

We are steadily transcribing our own histories on illegible media. What do we do when every important piece of information is stored in a format that we no longer have the technology to read? Are we dooming ourselves to lost memories? What are some promising methods of keeping our memories accessible?

Phyllis Eisenstein, David Dyer-Bennet (m), Peer Dudda

Sunday, Noon-1:00pm ~ Room 1/2

Demonology 101

The ecology of hell is fascinating. The variety of fallen angels in historical literature is vast, and Wayne D. Barlowe has created many more. What shapes do we give to our demons, and why?

Wayne D. Barlowe, Alexandra Howes, Lyda Morehouse (m)

Saturday, 8:30-9:30pm ~ Krushenko's

The Destruction of Identities in the Future

There seem to be a lot of SF stories with the notion that in the future, all races will become one, and yet that "one race" seems suspiciously white. Other fiction indicates that the difficulties of transgender experience won't exist in the future — but for many, this means that transgender experience *itself* will not exist in the future. We'll discuss the meanings, feelings and reasonings surrounding this issue.

Eleanor Arnason, Shannon Gibney (m), Elise Matheson, Ka Vang

Saturday, 7:00-8:00pm ~ Krushenko's

Details as Reality

Some details in a movie or book can make it feel all the more real, but some details can violently wrench you out of your suspension of disbelief. Why do some details work and other fail? How can writers improve their craft by employing detail?

Beth Friedman (m), CJ Mills, Sarah Monette, Alastair Reynolds

Saturday, 3:30-4:30pm ~ Room 3/4

Editors' First Impressions

Editors receive far more pages than they could possibly read, so it's important to make a good impression from the first page. Our panel of experts will evaluate the first 400 words of sample manuscripts, and discuss how they would feel about turning to the next page.

Jim Frenkel, Eric M. Heideman, Shawna McCarthy (m), Jane Yolen

Saturday, 2:00-3:00pm ~ Room 5/6

Embalming from Then to Now

From ancient Egypt to undecaying saints, we seem to have a fascination with the immaculate dead. We'll discuss the evolution of embalming practices and try to dig out what it all means.

Phyllis Eisenstein, Lisa Freitag, Tate Hallaway, Eric M. Heideman (m), Katya Reimann

Saturday, 3:30-4:30pm ~ Krushenko's

English + 100 Years

Where is the English language headed? How will it evolve in the next century?

Bob Blackwood, Peer Dudda, Phil Kaveny, Carol Kennedy (m), CJ Mills

Saturday, Noon-1:00pm ~ Room 3/4

Film: *The Lost World* (b&w/hand colored/tinted, 1925; 100 mins.).

Director: Harry O. Hoyt; Screenwriter: Marion Fairfax, from the 1912 novel by Sir Arthur Conan Doyle. Cast: Wallace Beery, Bessie Love, Lloyd Hughes, Lewis Stone, Arthur Hoyt, Margaret McWade, Bull Montana.

This good-hearted adaptation of the original lost-plateau-with-living-dinosaurs novel contains Conan Doyle's storytelling gusto, solid performances (notably Beery as Professor Challenger), and Willis O'Brien's delightful stop-motion-animated dinosaurs, battling one another and menacing our intrepid explorers. (In 1933, O'Brien would go on to bring the immortal *King Kong* to life.) The film will be followed by a brief discussion.

Friday, 5:00-6:50pm. ~ Krushenko's

Geek, Be Not Ashamed

It seems like the geeks have “won”, but many geeky pursuits are still not socially acceptable. Many of us are still bashful about admitting our experiences, interests and ideas. What are some good ways to fly your geeky colors — *without* being obnoxious?

Marissa Lingen, Jen Manna (m), Alison Sommer

Sunday, Noon-1:00pm ~ Room 5/6

Goodbye to the *Weekly World News*

Our source of all the latest gossip about space aliens and bat-boys—best damn investigative reporting on the planet!—has gone to the great newspaper rack in the sky. Let’s remember it fondly. Eric M. Heideman & Sharon Kahn, co-mods.

Sunday, 10:30-11:30am ~ Krushenko's

Group Sing

Come sing with us!

Saturday, 3:30-4:30pm ~ Shiptside

Guitar Workshop

A music lesson from our fan guest of honor. Bring your guitar and join Nate as he covers the basics of finger-picking and scales. This is most definitely a participatory event.

Nate Bucklin

Saturday, 2:00-3:00pm ~ Shiptside

Hard SF’s Relationship with Public Education

Is hard SF suffering because of lower educational standards in the US? Where are the Heinlein juveniles of today to get young people into hard SF?

David Dyer-Bennet, Marissa Lingen, Naomi Kritzer, Kelly Strait (m)

Friday, 8:30-9:30pm ~ Room 5/6

Harry Potter and the Order of the Phoenix

We’ll talk about J.K. Rowling’s 2003 novel (#5 of 7 in the Harry Potter series) and its 2006 film adaptation.

David Lenander (m); sponsored by The Rivendell Group, a fantasy-book discussion group that has met regularly since late 1973 or early 1974.

Saturday, 10:30-11:30am ~ Krushenko's

How to Destroy the Sun

Alastair Reynolds has successfully destroyed a star, at least in fiction. What would it take to completely obliterate our own star?

Seth Breidbart, Alastair Reynolds, Matt Strait (m)

Saturday, 8:30-9:30pm ~ Room 5/6

Imperialism: Critiques and Alternatives from SF&F

In science fiction and fantasy, it sometimes seems like empires are the default government. But this panel will be about how our favorite genres give insights into the limitations of empires, and show us other, non-imperial ways that nations can be organized.

Shannon Gibney (m), Brandon Lacy Campos, Sarah Monette, John Till, Ka Vang

Saturday, Noon-1:00pm ~ Krushenko's

Jamming 101

What makes a good music jam. What to do and not to do.

Becca Leathers, Graham Leathers, Peggy O'Neill, Chas Somdahl

Saturday, Noon-1:00pm ~ Shipside

Japan & Worldcon 2007

A slideshow.

Lisa Freitag

Saturday, Noon-1:00pm ~ Edina room

Knit-Knacks

A woolen Dalek? How about a yarn-based DNA strand? A discussion of all the cool things you can make by knitting, crocheting, felting and other fiber crafts.

Beth Friedman, Laura Krentz, Bonnie Somdahl (m)

Sunday, 2:00-3:00pm ~ Room 1/2

The Long Road to Pluto: NASA's New Horizons Spacecraft

Pluto, the only planet not yet explored by spacecraft, may not be a planet any more by the time the New Horizons probe, launched in 2006, arrives there. Join Bill Higgins for a look at the mission, the Plutonian controversy, and results from the recent Jupiter flyby along the way.

Bill Higgins

Saturday, 2:00-3:00pm ~ Edina room

Milk and Cookies and Stories with Auntie Jane

Jane Yolen reads us all bedtime stories. Nighty-night!

Jane Yolen

Saturday, 8:30-9:30pm ~ Room 1/2

Minneapolis Magic, St. Paul Magic

The Twin Cities have very different styles; Minneapolis has been called the "easternmost Western city" and St. Paul the "westernmost Eastern city". A discussion of how the two cities have come to have different aesthetics, attitudes and auras.

Naomi Kritzer, Betsy Lundsten, Michael Merriam, Lyda Morehouse (m), CJ Mills

Saturday, 7:00-8:00pm ~ Room 1/2

The New STL Epics

In recent years, many hard SF authors such as Alastair Reynolds and Vernor Vinge have avoided using one of the popular tropes of SF: faster than light travel. How have they dealt with stories that move no faster than light, and why?

Bill Higgins, Greg L. Johnson (m), Bill O'Connor, Alastair Reynolds

Saturday, 5:00-6:00pm ~ Krushenko's

Opening Karen Cooper's Time Capsule

After the first Moon Landing in 1969, Karen Cooper put together a time capsule. Now is the time to open it. Let's see what wondrous things the past contains.

Karen Cooper

Friday, 8:30-9:30pm ~ Room 1/2

The Performance Panel

What can and should be done in a musical performance to make it a good show.

Dave Clement, Becca Leathers, Peggy O'Neill, Chas Somdahl

Sunday, 2:00-3:00pm ~ Shipside

Post-Scarcity Economics

Many recent authors — Iain Banks, Charlie Stross, Cory Doctorow and Alastair Reynolds

among others — have tried to deal with what life will be like when no one wants for anything. What would such a post-scarcity economy look like? What works have had the most interesting takes on the prospect? How well-equipped are we to even think of such a thing?

Seth Breidbart, Greg L. Johnson (m), Alastair Reynolds, Emily Stewart

Sunday, 2:00-3:00pm ~ Room 3/4

The Psychology of Fiction

Id, Ego, Superego; McCoy, Kirk, Spock. Does Superman have “flying” dreams? How is simple psychology used in fiction to benefit a story? How can “collective unconscious” symbolism be exploited to make stories exciting? What makes some characters sympathetic to some people and consummately annoying to others?

Sharon Kahn (m), CJ Mills, Will Pell, Dave Romm, Emily Stewart

Saturday, 2:00-3:00pm ~ Room 1/2

RPG Settings as Pure Worldbuilding

Many role-playing games include intricately detailed worlds. Which ones are the best examples of the genre, and what makes them so great?

Chad Davidson, Rachel Kronick (m), Will Pell, John Till

Friday, 5:00-6:00pm ~ Room 1/2

The *Real* Taboos in Fantasy and SF: Why Nobody Menstruates, Has Hot Flashes, Or Grows Middle-Aged in Our Books

There are some topics that even the most daring writers won't touch. Which ones are they, and why?

Naomi Kritzer, Lois McMaster Bujold, Adam Stemple, Jane Yolen (m)

Friday, 5:00-6:00pm ~ Room 3/4

Remembering Jack Williamson

Let's talk about Williamson (1908-2006), 1994 Minicon Guest of Honor, SF's long-distance champion, and a gracious elder statesman of the SF community.

Eric M. Heideman (m)

Sunday, Noon-1:00pm ~ Krushenko's

The Sign-Out

Here's your chance to get a book signed by everyone who's willing to sign! All pros who would like to sit and sign will be welcome.

Sunday, 3:30-4:30pm ~ Signing area

Songwriting

A panel discussion of the process of songwriting.

Nate Bucklin, Eric Coleman, Graham Leathers, Peggy O'Neill, Chas Somdahl (m), Adam Stemple

Saturday, 5:00-6:00pm ~ Shiptside

Trivia for Chocolate

Answer questions, get chocolate, have fun!

Steven H Silver

Saturday, 7:00-8:00pm ~ Room 5/6

Unusual Jobs in Fantastic Worlds

Not everyone can be a hero, wizard or starship captain. There are other jobs out there, too: Wurm Milker, Dragon Polisher or Griever, for example. What other jobs would have to exist in worlds we know? And what do everyday people do in unusual worlds?

Naomi Kritzer, Adam Stemple, Pat Wrede, Jane Yolen (m)

Saturday, Noon-1:00pm ~ Room 1/2

Using Theory to Make Your Roleplaying Better

In recent years, several new theories have come out to describe different styles of roleplaying, and different ways of thinking about the RPG experience. We'll discuss some of the theories, and then get into ways that these theories can help you have more fun.

Chad Davidson, Rachel Kronick (m), John Till

Saturday, 8:30-9:30pm ~ Room 3/4

What It's Like Getting Your First Novel Published

Getting your first novel published can be a harrowing and giddy experience, even if you've already published other work.

Wayne D. Barlowe, Jim Frenkel, Lyda Morehouse (m), Katya Reimann

Saturday, 5:00-6:00pm ~ Room 1/2

Whose Responsibility Is It to Write for Me?

"Write what you'd like to read" is an often-heard refrain in fandom, as is "Want to see more X? Then write it yourself!" But this can be a cop-out: an excuse for writers to not broaden their perspectives, and to continue writing for groups who are already well-represented. If I want to see, for example, more lesbian SF, or more fantasy set in Southeast Asia, is it my responsibility to create it myself? What about those who can't or don't want to write?

Shannon Gibney, Rachel Kronick, Michael Merriam, Lyda Morehouse (m), Jane Yolen

Sunday, 3:30-4:30pm ~ Krushenko's

Why Are So Few People Willing to Play Anything Other Than D&D?

Dungeons & Dragons continues to dominate the RPG marketplace. Many people are unwilling to try anything different, and many games suffer by trying to use D&D for things that it's ill-suited to. How can you convince your friends to try something different, and what should you try first? Does D&D dominate because it's just that good? Are RPGs an innately conservative hobby?

Chad Davidson, Rachel Kronick (m), John Till

Saturday, 3:30-4:30pm ~ Room 5/6

Why Does Fantasy Continue to Outsell SF?

At one point, fantasy was a small sub-genre within the science fiction genre, but these days the SF section seems to be mostly fantasy, sales of hard SF are down, and good SF novels are hard to find. What accounts for this change? (This panel will not be arguing about the definitions of SF and fantasy, as those are unending.)

Eve Cain, Shawna McCarthy (m), Pat Wrede

Sunday, 2:00-3:00pm ~ Room 5/6

Why Isn't Biological Hard SF Treated as Hard SF?

"Hard SF" usually brings to mind spaceships and lasers—domains related closely to physics. But biological SF can be just as rigorous—in the hands of writers such as H.G. Wells, Joan Slonczewski, and Nancy Kress—so why isn't it given the same weight?

Eric M. Heideman & Kelly Strait, co-moderators.

Sunday, 2:00-3:00pm ~ Krushenko's

Worldbuilding: Indulgence or Necessity?

Some critics have recently charged that worldbuilding is unneeded and even harmful — that it detracts from story and from the reader's experience. Others argue that worldbuilding is pleasurable in itself, that it allows for immersion and that it builds stronger stories. Which is more correct?

Lois McMaster Bujold, Sarah Monette, Dave Romm, Seven, Steven H Silver

Sunday, 3:30-4:30pm ~ Room 1/2

Writing Nasty, Mean and Horrible Characters

A lot of Alastair Reynolds' characters are not very nice people, yet they're not completely unsympathetic. How can writers create characters that make our skin crawl, who offend our morals, and who still make us want to keep flipping the page?

Greg L. Johnson (m), CJ Mills, Alastair Reynolds, Adam Stemple

Friday, 8:30-9:30pm ~ Krushenko's

The Year in SF

Our annual round-up of great books you simply *must* read.

Greg L. Johnson (m), Russell Letson, Steven H Silver

Saturday, 3:30-4:30pm ~ Room 1/2

Young Adult Books Adults Might Like, Too

What are some really good YA books published recently that adults would enjoy?

Laura Krentz, Jen Manna (m), Jane Yolen

Saturday, 10:30-11:30am ~ Room 1/2

Minicon has a film room this year! As this is something of an experiment, we are showing a variety of public domain movies, some you may have grown up loving, others (many others) you've probably never heard of - until now! Perhaps you'll make a new favorite, or perhaps you'll just have something to rant about on your blog. We have also included a few licensed movies which fit particularly well with our theme. MnSTF welcomes feedback on this feature; if you don't like what we're offering this year, tell us how we can improve!

Friday, March 21

7:00pm Black Dragons

Speaking of vampires, Bela Lugosi is most famous for the role of Dracula, but his forceful Slavic persona lends itself to a different style of villain in this suspenseful tale of a string of murders at a Japanese embassy on the eve of World War II. Its portrayal of the Empire of the Sun is hardly politically correct by today's standards, but it's still a gripping and unpredictable mystery.

9:00pm She-Gods of Shark Reef

Two brothers on the run make port at a Polynesian island populated only by women - who take their traditional taboos very seriously.

11:00pm Gamera the Invincible

A titan reptile from before the time of Man erupts from the Arctic ice to menace the nuclear power plants of the world! Japan's *other* famous giant monster franchise begins with this classic.

Saturday, March 22

Keep in mind that Saturday starts late Friday Night

1:00am Virus

A deadly illness ravages society; the last desperate survivors of the human race struggle to survive an Armageddon of their own making.

3:00am Lady Frankenstein

(Contains Nudity)

Doctor Frankenstein has unleashed a monster whose first victim is the doctor himself. Now, his even more brilliant - or demented - daughter hatches a plan to stop it.

5:00am Little Shop of Horrors

Long after color came to theaters, this ridiculous black-and-white dark comedy was made on a shoestring budget and attained cult status for its unique outrageousness. While not exactly a masterwork of filmmaking, this piece is sure to provoke a reaction!

Danger! Evil Daylight Happens Here Danger!

5:00pm The Wild Women of Wongo

In prehistoric times, the village of Wongo is populated by brutish men and beautiful women. All is well until a stranger arrives from the village of Goona, where it's the other way around! The Wongo women are captivated by this handsome stranger, and hijinks ensue. Easily the best "prehistoric babes" movie we've seen, however much that says..

7:00pm Nosferatu

Possibly the first vampire movie ever made, this silent film chronicles a confrontation with the notorious Count Orlock, a hideous creature who stalks the night with twisted claws and bared fangs!

9:00pm Stargate

Kurt Russel and James Spader star in this sci-fi fable of a high-tech portal unearthed from the sands of Egypt, which leads to a planet where an immortal alien body-snatcher rules as the god Ra.

11:00pm Angel on My Shoulder

A dour mob boss gets a new lease on life - right after his death! A deal with the devil lets the vengeful capo take the place of a virtuous judge - but while making a mess of Hizzoner's life, he begins to discover what was missing from his own. Inspirational without being quaint, this tale of rebirth and redemption comes highly recommended.

Film Room

Edina Room

Sunday, March 23

Keep in mind that Sunday starts late Saturday Night

1:00am Night of the Living Dead

The radiation from a fallen satellite causes the recently deceased to rise from the grave and seek the living for food. An essential survival guide for the coming zombie apocalypse.

3:00am A Boy and His Dog

(Adult Content)

Harlan Ellison's vision of the world after World War IV is...striking, to say the least. Come for the explosions, stay for the lost underground civilization that needs fresh blood for its dwindling gene pool! The results may surprise you....

5:00am Sherlock Holmes and the Secret Weapon

The Great Detective (no, not Batman - the *first* one) applies his masterful powers of observation and deduction to protecting a Swiss scientist from Nazi assassins and foiling the plans of his archrival Professor Moriarity! One of the most dynamic of Holmes' adventures.

Danger! Evil Daylight Happens Here Danger!

5:00pm 2001: A Space Odyssey

This masterwork by Arthur C. Clarke and Stanley Kubrick needs no introduction.

7:00pm King Solomon's Mines

A voyage to darkest Africa in search of treasure and adventure, this film both highlights and defies the stereotypes of Irish and black people that predominated at the start of the 20th century. Another literary classic brought to the screen without fancy special effects but with a faithfulness to the original seldom seen in adaptations today.

9:00pm Viewer's Choice

Viewers' Choice (voting provided during the con).

Other titles may be announced during the convention; watch for postings outside the film room!

Friday March 21

8:00 pm - Peggy O'Neill

Mix together driving visions and hopeful dreams, toss in a bit of Blues, Jazz and Contemporary Folk. Peggy O'Neill is able to bring this recipe together with a beautiful voice and a lot of heart.

Peggy was a 1996 nominee for "Female Vocalist of the Year," by the Minnesota Music Academy and has been active in the Folk Alliance Midwest Region. She has opened for national acts such as Dar Williams. Her songs have been covered by Dandelion Wine and Riverfolk. Widely known in Midwest folk and filk circles, Peggy returns to Minicon to open a fine weekend of concerts.

9:00 pm - Dave Clement

"Decadent" Dave Clement came out of musical retirement when he discovered fandom in the mid 1980's and we have all been the better for it. He has performed in a number of groups, but is best known for Dandelion Wine. His rich voice and driving guitar carry a wide range of music and feelings to audiences and music circles alike. Dave will certainly feature Canadian writers such as Stan Rogers, David Francey, Sam Baardman, and James Keelaghan; he is just as apt to give you a song of the sea, folk, blues, country, or 60s rock.

Dave was inducted into the Filk Hall Of Fame in 1999. Although he makes his home in Winnipeg he is a roving ambassador of filk. Minicon welcomes Decadent Dave back this year.

10:00 pm - Graham Leathers

Graham Leathers will make you smile; more likely than not he will make you laugh out loud. He collects and writes fun and clever songs, often with an odd twist. "Don't Swear at Machinery" and "Chocolate Is a Vegetable" will creep into your head days from now. This is not to say he can't come up with serious and poignant as well; "Nantucket Sleighride" and "Isolation," are fine examples. All of those songs are from his first CD, "Reality Check." We will be treated to songs from his brand new CD, "Bears All", as well.

A longtime resident of Winnipeg, he is one of us now. He moved to Minneapolis last year. We get to keep him!

Saturday March 22

8:00 pm - Riverfolk

Featuring the vocal and guitar harmonies of Becca Leathers and Chas Soudahl, Riverfolk plays a mix of folk-flavored tunes old and new. This includes songs that are familiar, songs that are less than familiar and originals. They bring in a little blues, country and even a couple of showtunes. The fun they have playing together seems to be contagious and is shared by their audiences as well.

Minicon 43 marks Riverfolk's sixth consecutive appearance at Minicon. They must know somebody.

9:00 pm - Nate and Louie Bucklin

Much will be said and written for this convention about our Fan Guest of Honor. Here we feature his music. Five decades of making, writing and sharing music. There can't be many reading this who don't already know Nate's music. If you are one of those, you are in for a treat. So are the rest of us.

Joined in this performance by his wife and musical partner, Louie Spooner Bucklin, Minicon 43 Fan Guest of Honor, Nate Bucklin. Don't miss this one!

10:00 pm - Eric Colman and Andy Anda

Either Eric writes character studies of nervous, lonely and frustrated folks that are very much like people you know, or he is writing oddball social satire with a vicious sense of humor.

He has been played on Dr. Demento. He has songs featured on *Highway 61 Folks Festival - 4th Annual Songwriters Collection*, and *Laughter Is A Powerful Weapon Vol 2*, where he is in the company of folks like Weird Al Yankovic and Barnes And Barnes. He has run Radio Capricorn for several years. His latest CD project is, *I Had To Suffer For My Art, Now It's Your Turn*.

From Des Moines, IA, this is Eric's first Minicon.

MINNESOTA GAMERS'



Minnesota Gamers' Convention
November 21 –23, 2008

Board Gaming!
Card Gaming!
Miniature Gaming!
Role Playing!
Tournaments!
Contests!

Free PARKING!

The weekend prior to Thanksgiving we would like to invite you to come join the fun at our fifth annual celebration of gaming!

Holiday Inn—St. Paul East
I-94 and McKnight Road

Pre-Registration Prices

before October 26, 2007

Three Day Attendee Badge	\$20
Judges Discounted Badge	\$10

Check out our web-site for more details:
<http://mgcon.org>



Gaming is located in the Garden Court area near the hot tub this year. You'll find games from A to Z available in the gaming area including; Apples to Apples, Bang!, Corsari, Cosmic Wimpout, Deadwood, Dilbert, Escape from Elba, Falling, Fluxx, Give Me the Brain!, Hacker, Ingenious, Jacob Marley Esq., Kill Dr. Lucky, Lord of the Fries, Munchkin, Nexus, One False Step for Mankind, Parts Unknown, Q-Turn, Rocketmen, Set, Totally Renamed Spy Game, Uno, The Very Clever Pipe Game, Wiz-War, Wizard, Zar, Zombies!!! and more. (Nothing against X and Y. I just didn't have any games that started with those letters handy.)

There will be sign-up sheets provided so you can sign up for games or invite other people to play one of yours.

We're also planning on having some scheduled events in the gaming area. Expect to see a few game demos, tournaments, and maybe even a roundtable discussion or two. The gaming event schedule will be posted in the gaming area.

Goodies? Loot? Booty? We'll have many valueless prizes that can be awarded to the winners (or losers, if that's your preference) of any games that are scheduled in the gaming area. Ask the gaming head (look for the guy in the propeller cap) for details. Need dice? We got 'em. Playing cards? Have those too. Funny money? Chips? Tokens? Yup. We hope to have whatever you need to make your gaming successful and enjoyable.

Consuite Opens Friday, 3:00pm

Saturday, 8:00am Continental Breakfast
Sunday, 8:00am. Continental Breakfast
Times at Random Surprises Abound (pizza, meatballs, hot dogs, and other favorites from past years are to watched for)

Consuite Closes *Well, that's a bit harder to say. It doesn't close, really, unless no semi-conscious, semi-warm bodies can be found to keep chips in the bowls. Should that happen, chances are you'll be asleep.*

The Singularity

Bar & Grill

Bar Serving Hours Friday, 5:00pm until we drop
Saturday, 5:00pm until we drop
Sunday, Probably, at some point

Midnight Events Friday @ Midnight - Brian's Trivia Contest

Saturday @ Midnight - Bambi's Nerdy Tattoo Contest
First Prize donated by Forever Yours Tattoos!

We'll be serving, at various times, Guinness Extra Stout, Newcastle Brown Ale, Hard Cider, and other beers yet to be decided by the lazy slug who runs this fiasco. And, of course, our world-renowned Minicon Blog will back once again in all its dangerously delightful glory.

Each year, we try to do something to make ***The Singularity*** even better, and since efforts to get Joel to stay home have failed, we decided to add wine to our offerings. We'll be serving a selection of wines including Cabernet Sauvignon, Chardonnay, Merlot, Shiraz, and White Zinfandel.

ConFusion 34

January 23-25 2009

Guests:

Diana Harlen Stein - Artist Guest of Honor

David "Davroz" Rozian - Raconteur of Honor

Michael "Freon" Andaluz - Fan Guest of Honor

Anime, Gaming, Masquerade, Art, Science, SF Literature & Media Panels, KidFusion (for ages 4-12)

Registration

By Sept/Dec/At-the-Door:

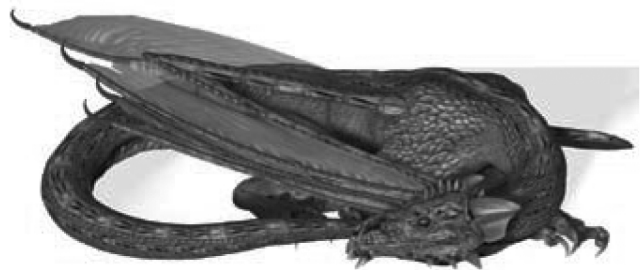
Adult: \$30/\$35/\$45

KidFusion (12 and younger): \$15/\$20/\$25

ConFusion

P.O. Box 8284

Ann Arbor, MI 48107



Troy Marriot, Detroit MI

<http://www.marriott.com/hotels/travel/dtttt-detroit-marriott-troy/>

For more information, contact us at:

<http://www.stilyagi.org/cons>

confusion@stilyagi.org

Penguicon™ 6.0

Convention of Science Fiction
And Open Source Software

April 18-20, 2008 - Hilton, Troy MI

Tamora Pierce fantasy author, co-founder of Sheroes Central

Vernor Vinge Multiple Hugo winning science fiction author,
computing visionary

Keith Baker Ebberon world for Dungeons and Dragons

Jono Bacon Ubuntu Community Manager for Canonical

Randall Munroe xkcd webcomic

Benjamin Mako Hill
Debian/GNU, MIT Media
Lab, Wikimedia, Free
Software Foundation

**Giant Singing Tesla
Coils, "Hack of Honor"**

**New 90-computer LAN
gaming party by MPCon!**

<http://penguicon.org>



Trans Galactic Inter Dimensional Gourmand Society Fri & Sat 9:00pm-??? - Room 105

Once again, the Trans Galactic Inter Dimensional Gourmand Society presents evenings of food, drink and fun from around the galaxy. Stop in and keep the party going all night!

MISFITS Fri & Sat 8:00pm-12:00am - Room 106

Come party like its 1999! 1999 brought us the debut of Napster, the Sega Dreamcast, Y2K preparation, the Mac iBook, the birth of the six billionth concurrently living human, the WTO protests and Stephen King's fateful car accident. Come and reminisce, or just play some Dreamcast.

Seattle in 2011 Room 107

Come back to the Emerald City for the 69th World Science Fiction Convention! Pacific Northwest fandom, under the auspices of SWOC, is bidding for the 2011 Worldcon in Seattle, to celebrate the golden anniversary of Seacon, the 1961 Worldcon. We plan to use the Washington State Convention and Trade Center and adjacent hotels.

MarsCon Saturday 9:00pm-1:00am - Room 108

Invasion MarsCon! The invasion forces are gathering, due to take over the planet in 2009. Prepare for their arrival by joining us in a video review of friendly incursions documented for the big and small screens. MarsCon will celebrate its 11th year on the weekend of March 6-9, 2009, at the Holiday Inn Select, Bloomington, Minnesota. Guests will include artists Scott Rosema and Suzanne Hiza-Rosema, author Jeanne Cavelos, and musician Wally Pleasant. Join the invasion!

MCTC Science Fiction and Fantasy Club Friday & Saturday Night - Room 109

Krushenko's Annex Fri & Sat 9:00pm-2:00am, Sun 7:30pm-1:30am - Room 110

The Krushenko's mission was, and remains, to encourage people to talk about science fiction and fantasy at SF conventions. This floating salon is a hybrid of traditional Programming and traditional Hospitality spaces. At Minicon 43 Krushenko's will hold panels and discussions in the daytimes and early evenings, while Krushenko's Annex holds parties hosted by SF-related groups in the evenings. Krushenko's is accustomed to serving Alien Guests!?

Friday, 9:00pm-2:00am : *Tales of the Unanticipated* Not-a-Publication Party

Hosted by this 22-year-old SF antholo-zine, whose 29th issue will debut in August.

Saturday, 9:00pm-2:00am : Conventions Party

Co-hosted by Diversicon, a multicultural, multimedia convention, the 16th edition of which will be held August 1-3 in the Holiday Inn Metrodome, Minneapolis West Bank, with Guest of Honor Anne Frasier and Special Guest Nnedi Okorafor-Mbachu; Con-Sarnit, a one-day Western convention premiering Saturday, June 7, in the Best Western—Bandana Square, St Paul, including a tribute to posthumous Western Icon John Wayne; and Arcana, a convention of the Dark Fantastic in literature and film, the 38th edition of which will be held October 17-19 in the Best Western—Bandana Square, St Paul, with Guest of Honor F. Paul Wilson.

Sunday, 7:30pm-1:30am Silver Edition Party

Celebrating the 25th anniversaries of Second Foundation, a speculative fiction-book discussion group that's been meeting regularly since 1/29/1983; and Krushenko's, which premiered at Minicon on Friday, April 1, 1983

LJ Party Sat 8:00pm-??? - Room 205
Sat 8:00-???

Are you on LiveJournal? Would you like to see some of the faces that go with those strange LJ names? Come to rooms 205 (cakmpls) and 206 (fmsv and cowfan) to meet fellow LJers and have some refreshments.

Ladies' Sewing Circle**Sun 3:00pm-5:00pm - Room 206**

Sewing Circle is a chance to get together and work on sewing, knitting, crocheting, embroidery, or other crafty projects while enjoying light refreshments and pleasant conversations with people with similar interests. Hosted by Laura Krentz, with Irene Raun as host during Closing Ceremonies. Sewing Circle members are encouraged to attend the Knit Knacks panel at 2 p.m. on Sunday in Veranda 1/2.

OddCon**Room 207**

Odyssey Con is coming back for an eighth year! We return to the Radisson Inn on Madison's west side, April 4-6, 2008, with more great panels, dealers' room, gaming, an art show, and new media programming. Guests include Kage Baker, George R.R. Martin, Richard S. Russell.

DreamHaven**Fri 9:00-12:00 - Room 208**

DreamHaven Books Birthday Party. We're celebrating our 31st birthday and you're invited. Food, drink, conversation...and FREE BOOKS.

Amalgamated Spleen**Sat 7:00pm-??? - Room 209**

Amalgamated Spleen is having its 26th annual corporate picnic and harvest party.

This will be our Third Annual Minicon Medallion Hunt.

The popular quest for 'medallions' – marked 1973 pennies – returns for Minicon 43! This event, inspired by but not really based on the St. Paul Winter Carnival, is sponsored by the Bozo Bus Tribune (BBT), Minicon's newsletter.

This year, twelve medallions will be hidden, each with its own number. The first round of clues will be released in the Friday evening issue of the BBT. Further rounds of clues for undiscovered medallions will be included in later issues. If enough pennies are found early, as they were in past years, additional pennies will be hidden, and clues provided.

The pennies will be hidden somewhere in the hotel, but not in any shops, restrooms, or areas off-limits to the public. Some pennies may be hidden outside of convention space, but when searching in these areas, please be considerate of hotel guests and keep your noise level to a minimum. And, as always, don't set off any alarms.

When you've found a medallion, take it to the Bozo Bus Tribune office during working hours (which are – predictably – unpredictable) to redeem it for Dealer Dollars, which can be spent in the Dealers' Room or Art Show. This year, each penny's value in Dealer Dollars is equal to its number, which ranges from 1-20. If the BBT office is closed, you can also try finding the Editor or Cluemeister to redeem your medallions.

Good luck to everyone (which is arguably another way of saying 'No luck for anyone')!

Bozo Bus Tribune

Normandale Room

There are, indeed, bozos on this bus.

The Bozo Bus Tribune has been a Minicon staple since before the dawn of time itself. Each year its crack staff of journalists – eagle of eye and what...squid? – I mean, what else is emblematic of ink? – eagle of eye and squid of pen, wander languidly forth to ferret out all of the convention news that is fit to print. And so it is that the BBT staff longs now and again for a larger font; this is where you can help. Got any news or views, anything seen, heard, or imagined (vividly, please) that you'd like to see in print? Come by and catch a ride on the Bozo Bus.

Fri 2:00p.....7:00p

Sat 10:00a.....6:00p

Sun 11:00a.....4:00p

*Our Art Show, Dealers' Room, and Science Room share the same location and hours.***Lev Bronshteyn**

Russian SF, military books, Russian comic books

Lady Dragon's Treasures

Jean Mlynczak

Handcrafted beaded jewelry

Larry's Games and Stuff

New and used boardgames, RPG and collectible card games

David Christenson

New and used books and DVD's

Thompson Productions

Games and miniatures, comics, t-shirts,

Anime DVD's, RPG books

Sam's Dot Publishing

Small-press books, chapbooks, and magazines

Hedgehog and Otter Books

Philip Kaveny

Books: art, history, religion, literary criticism

Lioness

Elise Matthesen

Jewelry and beads

Laramie Sasseville and Bonnie

Handmade treasures

Mo'r Designs (Rosedale Mall)

Mark Abbott

Beads, jewelry, crystals, meteorites, ancient artifacts

DreamHaven Books

Greg Ketter

Books

CURSED BY GOD,
HUNTED BY DEMONS,
DESIRED BY CAIN AND ABEL...
ALL IN A DAY'S WORK.



Evangeline Hollis spent one night with a fallen angel and their passion has led to a divine punishment — the Mark of Cain. From her home in Orange County, CA, Eve must pay her penance by eliminating the scourge of the Earth.

A lifetime agnostic, she struggles with the realization that there is a higher power and all the creatures she thought were fictional aren't. She's also become the latest point of contention in the oldest sibling rivalry in history, but she'll worry about Cain and Abel later. Right now she's more concerned with learning to kill while staying alive ... and saving the soul she hadn't believed existed.

EVE OF
DARKNESS
978-0765360410
\$6.99/\$8.99 Can.
April 2009

EVE OF
DESTRUCTION
978-0765360427
\$6.99/\$8.99 Can.
May 2009

EVE OF
CHAOS
978-0765360434
\$6.99/\$8.99 Can.
June 2009



SJ DAY
WWW.SJDAY.NET

www.TOR-FORGE.com



What is MnStf?

For the lawyer in you, the Minnesota Science Fiction Society, variously abbreviated MnStf, Minn-SFT, MN-STF, and other variants ad infinitum, is the 501c(3) corporation that brings you Minicon. Moving on...

Each year, the MNStf board of directors approves the chairperson for the upcoming convention, looks after the continuing needs of the convention and looks for new ways to enhance SF in the community.

The corporation consists of the following parts:

- The Board of Directors, who are responsible for guiding the organization.

- The MNStf officers, who do much of the work for the corporation: plan meetings, pool parties, picnics, and file taxes.

- The annual Minicon Concom, who do all the hard work it takes to hold the convention each year.

- The Membership, which includes anyone who has signed the Membership Book at a MNSTF meeting.

Minn-STF usually holds two social meetings a month, generally at member's homes. These meetings may involve talk, food, dinner expeditions, games and music. Meeting locations are published in the Einblatt!, and available online at www.mnstf.org or www.mnstf.org/minicon. In addition, MnStf puts on an annual pool party, which is typically held at the Sheraton, as well as an annual picnic.

MnStf Picnic

The annual Mnstf summer picnic will be held Saturday, July 19 at Minnehaha Park in Minneapolis. We have reserved picnic area #2 north of Godfrey road. The picnic usually starts around 2pm and lasts till about 9 or 10. This is a potluck picnic and there will be a grill fired up for whoever wants to cook. Join us for socializing and games. The park's waterfall is nearby and there's usually a group who will take a walk down to view it, just in case it changed from the prior year.



Join us

for a four-day celebration
of 10 years of
CONvergence!



CONvergence 2008

July 3-6 (Thurs-Sun)

To celebrate our tenth year, CONvergence is throwing a four-day birthday bash, and we're inviting back a huge number of guests from past years of the convention to party with us. 2008 Guests (scheduled to appear):

Robert Meyer Burnett

Filmmaker and producer of DVD extras.

Christian Colquhoun

Prop-builder and physical effects artist.

Larry Dixon

Author and fantasy artist.

Daren Dochterman

Designer and illustrator for film.

Kenneth Hite

Role-playing game designer & columnist.

Dr. James Kakalios

Author of *The Physics of Superheroes*.

Harry Knowles

Creator of *Aint-It-Cool-News.com*.

Jay Knowles

Creator of Harry Knowles & AICN contributor.

John Kovalic

Cartoonist and Game designer.

Mercedes Lackey

Fantasy author; *Valdemar* series.

Bridget Landry

JPL Engineer and rocket scientist!

Peter Mayhew

Chewbacca from *Star Wars*.

Andrew Probert

Production Designer; *Star Trek*, *Airwolf*

Vincent Truitner

Animation and CGI artist.

David Weber

Author of the *Honor Harrington* series.

Len Wein

Comics/animation writer.

Greg Weisman

Animation writer/producer; *Gargoyles*.

Marv Wolfman

Writer for comics and animation.

Bernie Wrightson

Comics Artist and Illustrator;.

AND FEATURING

First Time Guest of Honor

Mark Evanier

Writer/producer for comics and animation.

PLUS - Room Parties, Live Music, Masquerade Costume Contest, Art Show and Auction, Dealers Room, Cinema Rex Movie Room, Theater Nippon Anime Room, Connie's Space Lounge, and much, much more!

It's all at the **Sheraton Hotel in Bloomington, Minnesota**. Adult Memberships are **\$50 Until May 15 2008**, \$65 at-the-door. For more information on our Guests of Honor, Memberships, Hotel Reservations, or to get involved with planning, visit:

www.convergence-con.org

Art by Wayne Barlowe

Nearly all of the art in this program book is by Wayne Barlowe. Except where otherwise noted, all of the art herein, as well as the front cover, are Copyright © Wayne Barlowe and used with permission. All rights reserved.

The original images for most of Wayne's work are rendered in stunning colors which we can not reproduce here; drop by **The Singularity** (room 218) to view a full-color art slideshow.

Page	Title
3	<i>How Faraii Acquired His Sword</i>
5	<i>Salamandrine Head Study</i>
13	<i>Barlowe's Inferno</i>
19	<i>Rayback, from Expedition</i>
21	<i>Twilight Vigil - Velociraptor</i>
22	Clockwise from upper left <i>Unholy Communion, The Decurion, The Mercenary, Salamandrine Mount 1</i>
23	Clockwise from upper right <i>Wild Seed, The Veteran, The Last Man on Earth</i>
24	<i>Psittacosaurus and Sinornithoides</i>
27	<i>Daggerwrist, from Expedition</i>
31	<i>Morphaiis</i>
37	Untitled Hell Sketch 1
38	<i>Salamandrine</i>
39	<i>Baron Faraii</i>

The art strips on the edges of most pages are narrow strips taken from larger pieces of Wayne Barlowe's art.

Pages 1 - 5

Left pages: Taken from *Succubus*
Right pages: Taken from *The Veteran*

Pages 6 - 17

Left pages: Taken from *Seawrack*
Right pages: Taken from *Wild Seed*

Pages 18 - 27

Left pages: Taken from *Oviraptor*
Right pages: Taken from *Gyrosprinter, from Expedition*

Pages 28 - 39

Left pages: Taken from *Salamandrine Man*
Right pages: Taken from *Aquilifer*

Pages 40 - 44

Left pages: Taken from *Astaroth's Herald and Standard Bearer*
Right pages: Taken from *Astaroth's Herald and Standard Bearer*

Program book front cover and convention t-shirt feature the cover art from Wayne Barlowe's novel *GOD'S DEMON*.

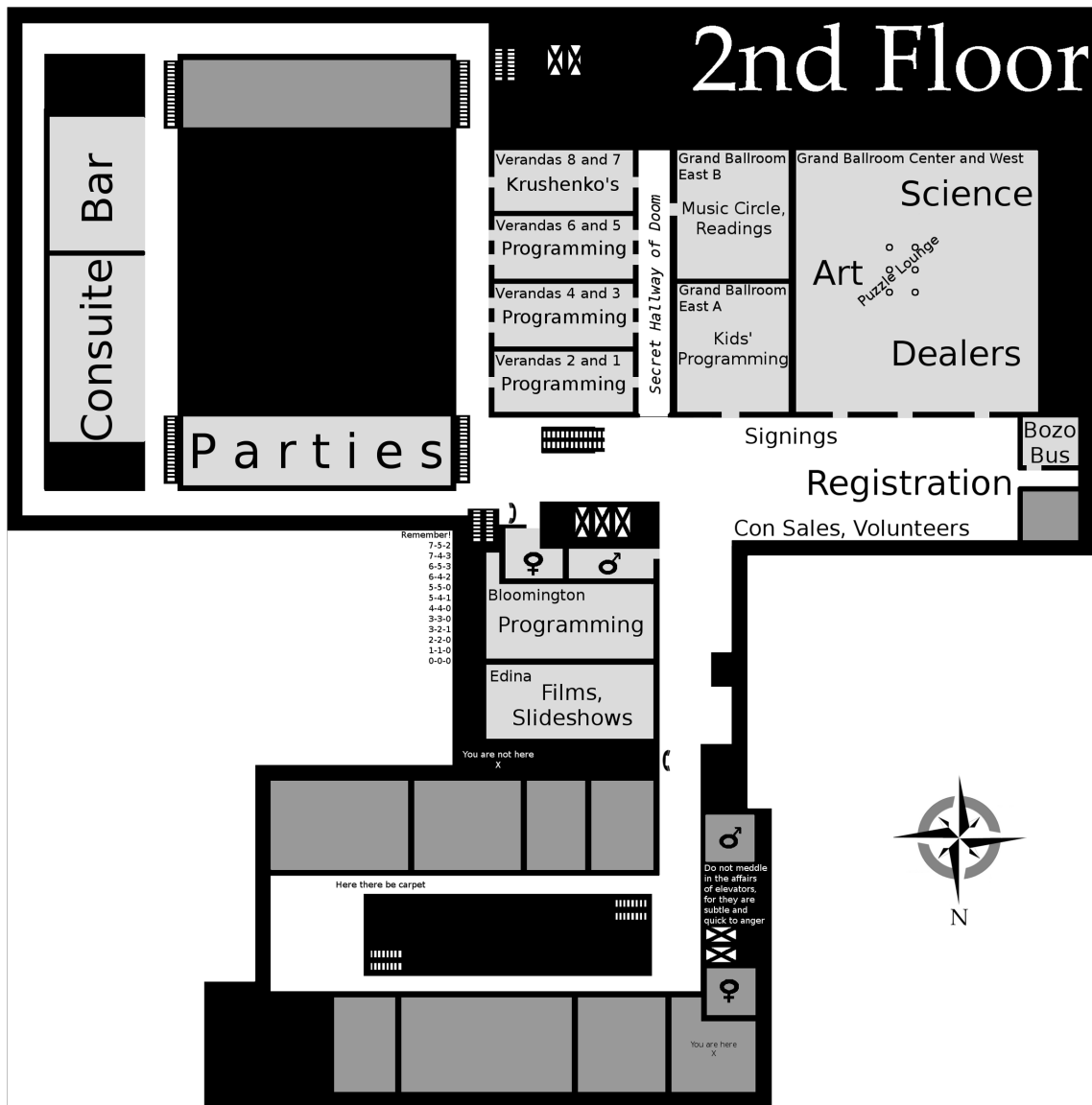
Photo Credits

Photos of Nate Bucklin on pages 16 & 17 by David Dyer-Bennet

Chairfen	Keith Malgren Matthew Strait
Art Show	Pat Scaramuzza David Wilford
Badge Layout	Bill Christ
Bozo Bus Tribune	Sharon Kahn
Costuming	Bonnie Somdahl
Dealers' Room	Lisa Freitag
Gaming Room	Kevin Austin
Film Room	Will Pell
Green Room	Karen Cooper
Guest Liaison	Andra St. Arnauld
Hospitality	BarJoel Phillips Tarbenders.....Brian, Diane, Keith Mistress of Light.....7 ConsuiteBeth Phillips
Kids' Programming	Marian Turner
Medallion Hunt	Thorin Tatge
Music	Chas Somdahl
Programming	Rachel Kronick Lisa Freitag Lydia Nickerson Eric Heideman
Publications	Progress Reports, Program Book, Dealer Dollars.....Keith Malgren Publishing Apprentice.....7 Copy Editing.....Carol Kennedy* Pocket Program.....Rachel Kronick Matthew Strait
Opening/Closing Ceremonies	David E Romm
Registration	Pre-con.....Peer Dudda At-con.....Carol Kennedy
Room Parties Coordinator	Kelly Strait
Treasurer	Seth Breidbart
T-Shirt Design	Keith Malgren
Volunteers / Con Sales	Marilee Layman
Web Geeks	Ethan Sommer Matthew Strait

* Through no fault of her own, Carol was not given an opportunity to edit sections of this program book; all errors are ours and not hers.

Convention Committee Minions at Large: Greg Ketter, Erin McKee, Richard Tatge. Each year, we realize too late that we have somehow, in the press of going to press, let slip people who have made great contributions to our convention. Now and again, it is someone who has been a huge part of the convention, and we can't for the life of us figure out how we slipped up; and yet, slip up we do. Whoever it turns out to be this year, please accept both our abject apologies and our admission of general incompetence.



(Back cover)