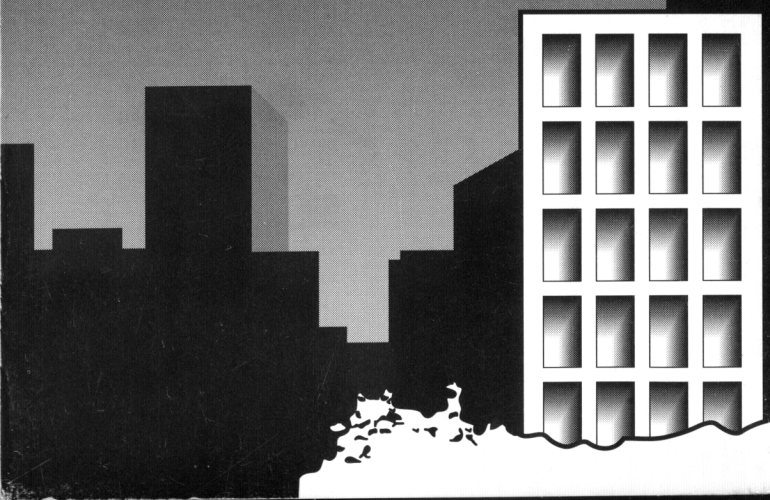
It Came From Minneapolis!
Minicon 25: The Silver Edition
(A Shared World Anthology)

"In the tradition of Lord of the Rings, Dune and Minicon 24"
— DavE Romm

"You can't attend just one"
— Scott Imes

"It must be awful to be normal"
— Fred Brown

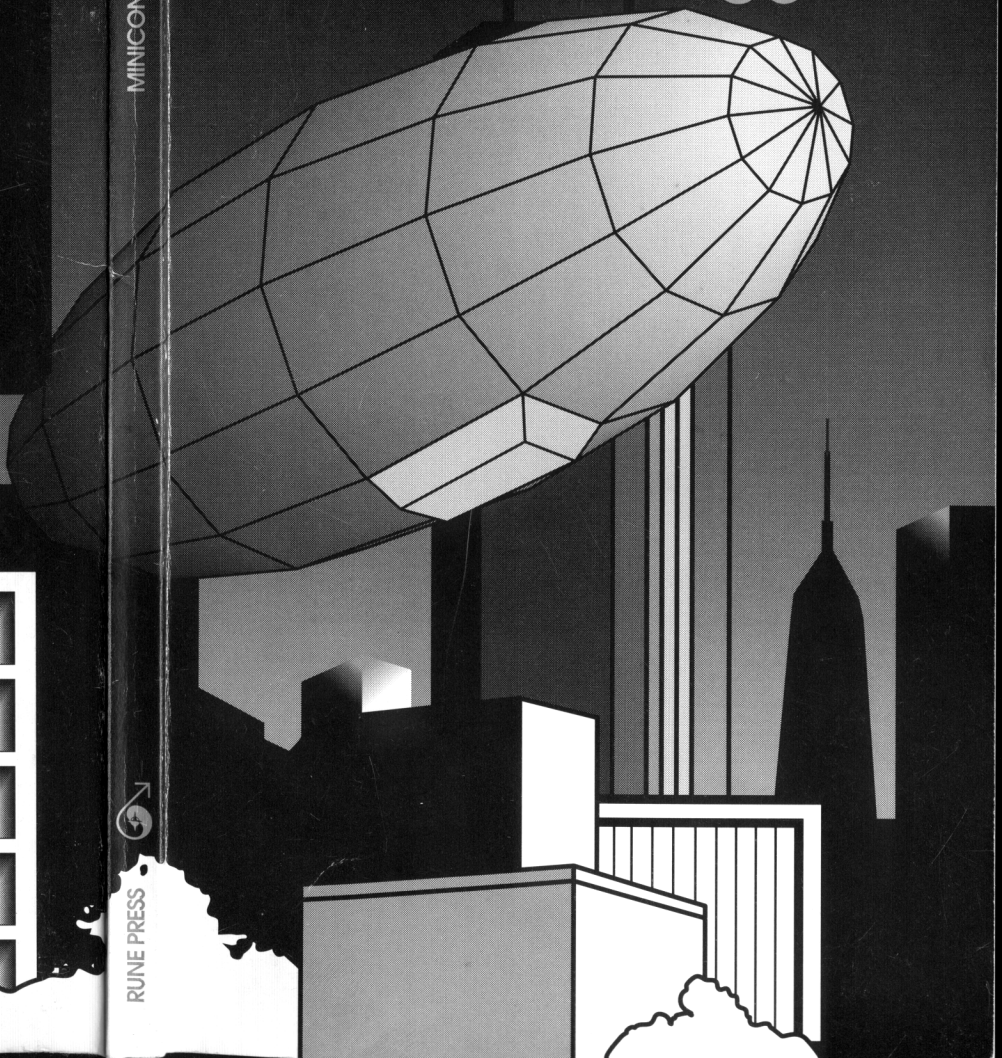
When vacation plans fall through, Wedge finds himself talked into attending his very first science fiction convention… will he ever trust Jordan Kells again?



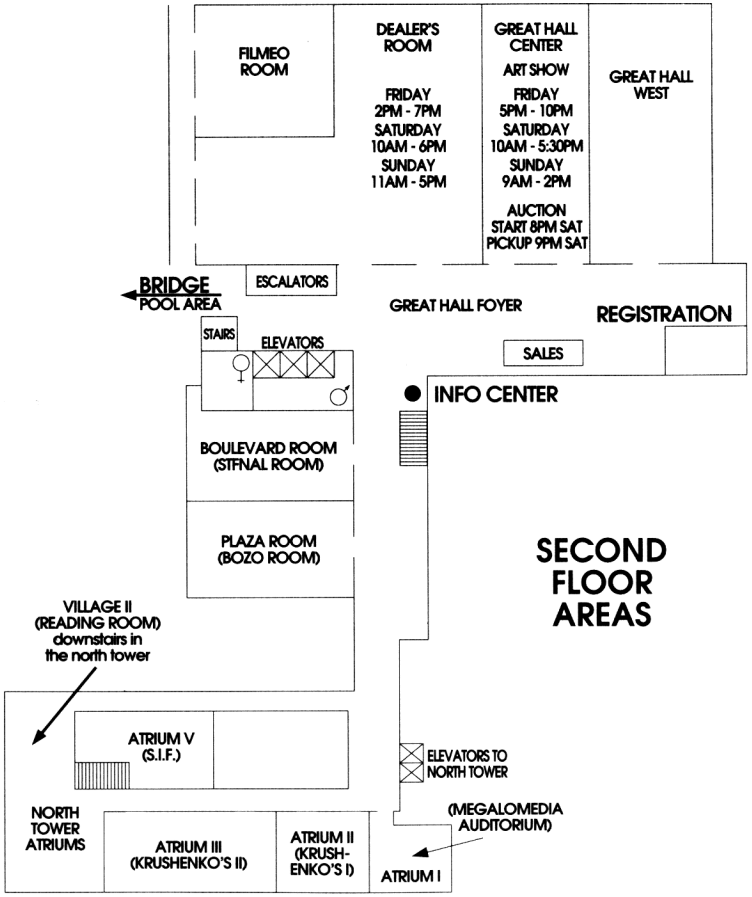
MINICON 25: THE SILVER EDITION

RUNE PRESS

IT CAME FROM MINNEAPOLIS
MINICON 25



Minicon 25 at the Radisson South



Minicon 25: The Silver Edition

Guest of Honor
Jane Yolen

Author Guest of Honor
Kim Stanley Robinson

"Arthur" Guest of Honor
Patrick Price

Artist Guest of Honor
David Thayer

Fan Guest of Honor
David E Romm

Science Guest of Honor
Earl Joseph

Honored Guests
Dave Clement • P.C. Hodgell
Dr. Joseph Romm • Art Widner

IT CAME FROM MINNEAPOLIS: MINICON 25 (THE SILVER EDITION)
A SHARED WORLD ANTHOLOGY

This is a convention. All the characters and events portrayed in this book are real or imagined, and any resemblance to people or incidents is a matter of opinion.

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A Rune Press Original

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Distributed by MN-STF

"To absent friends."
— *Rocky Horror Picture Show*

Karen Trego
1947 – 1990

Acknowledgements

Getting from idea to accomplishment is a many splendored thing. It's also near impossible without help in many forms. In (I use the term loosely) chronological order, I wish to thank the many people who aided me in this project. They are responsible for the good parts. Blame the bad parts on me.

Will Shetterly and Emma Bull for the basic idea of a paperback. Mike Laudenslager and Ad-X Communications for letting me use their equipment during odd hours to put this book together. Timothy Desley for the base sketch the cover is designed around. Scott Olejnicak for rendering the Minn-Stf logo. Loren Botner and Teddy Harvia (David Thayer) for most of the internal artwork. Steve Murray, Erin McKee and Bill Ware for the portrait illustrations. Garth Danielson, Scott Imes, Margie Lessinger, Rhip, Marc Sperhauk, Mitch Thornhill and Karen Trego for lots of help with all the 'dirty' tasks – folding, stuffing, labeling and listening to my complaints. Scott Imes again for unearthing the ISBN information. Dave Romm for his Shockwave redux and his many ideas. Sharon Kahn, Eric Heideman, Sally Morem and the rest of the Programming committee for their great organization, making it easy to incorporate their work. Geri Sullivan for keylining, advice and chanteys. All heads, co-heads and volunteers for Minicon who gave in to my totalitarian demands for more and more copy. And most of all, a very special (and large) thank-you to Kay Drache who scheduled it all, attended the meetings, rubbed my shoulders, had good advice and most of all, listened.

For those interested in the technical aspects: The cover art was scanned using a Hewlett Packard ScanJet Plus with HP's Deskscan software and rendered and shaded in Adobe Illustrator v1.9.3. The blimp was created in Silicon Beach's Super 3D v1.1 and used as a template for rendering in Illustrator. The cover lettering is Adobe's Futura Condensed, Extra-bold, flexed using Broderbund's Typestyler v1.01.

Internal illustrations were mostly scanned using the ScanJet and incorporated as TIFF images. The maps were created in Illustrator (thanks to Parties and Hotel for the base maps). The pages were composed using Aldus' PageMaker v3.02 Color Extension. Most text was prepared for placement using Microsoft Word v4.0. The body copy is Palatino, subheads and credits are mostly Cooper Black and chapter heads are Peignot Bold. The covers were output on a Linotronic L-300 at a 120 line-per-inch screen to provide color breaks and better resolution. Interior pages were produced on an Apple LaserWriter II NT using Hammermill laserprinter stock.

The platform used for all of this was an Apple Macintosh IIx operating on a Motorola 68030 CPU at 16 MHz. It had 8 megabytes of RAM, an 80 megabyte hard disk and a 19" SuperMac color monitor displaying 8-bit Quickdraw.

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Consuite Map ..... *Inside Back Cover*

"So you can't go to the outback and shoot things." Jordan Kells glanced at the vehicle's other occupant. "You always say you like new things — this is new!"

Wedge spared him a bleak look before returning to the scenery speeding by. He lit a cigarette and said, "We only have a few days. Suppose the whole thing sucks?"

Kells sighed and shook his head. "Then we'll both go shoot something."

Upon arriving at the hotel, Kells spoke. "Let's get our bags and go find our contact."

Wedge slung his shoulder bag and frowned. "Contact? I thought this was a vacation."

"It is. The Society arranged for someone to meet us is all." Making sure his clothes were presentable, Kells strode into the lobby. Wedge sighed and followed.

After consigning their baggage to handlers and obtaining room keys, Kells turned to find Wedge talking to a young woman.

"Yeah, I was at Juno Jennings. Backstage at the Spheriseum as a matter of fact. I also — huh?"

"Excuse me." Kells intervened politely and turned to Wedge. "We're checked in, we have to go register now."

"But I'm—"

"That's OK, Wedge. I have to go now," the woman smiled at him. "Look me up in the Consuite and I'll tell you about my band."

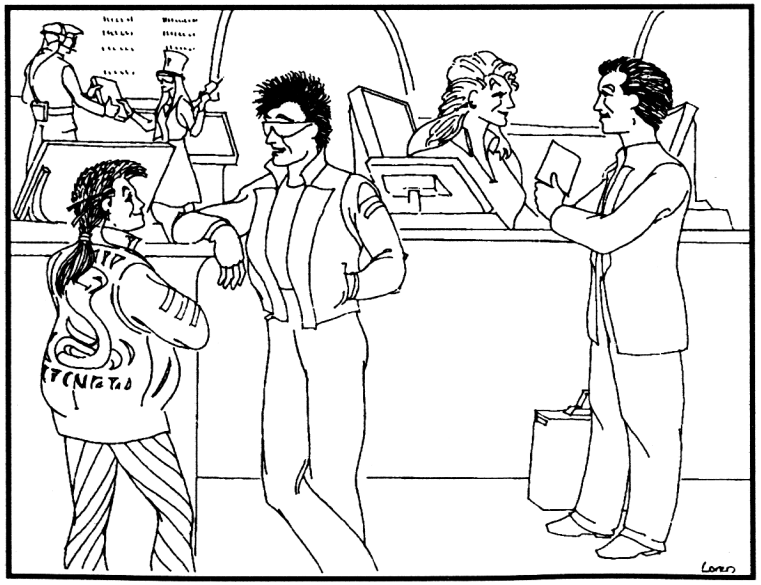
Wedge considered Kells without relish. "Remind me to do you a favor some time."

"There are lots of women here, you'll get to talk to more. We need to register."

"Register. Sounds big brother to me."

Kells just sighed.

In the large hall containing the registration tables, they stopped while Kells scanned the crowd for their contact. An early arrival, already decked out in costume and tanked up, wobbled and spilled his drink on Wedge's leathers. That was the last straw, with a snarl he yanked his gun out. Cutting off Kell's cry, a wall of orange fur appeared



Arrival

Registration Hours

Friday	11:00 am	until	12:00 midnight
Saturday	10:00 am	until	6:00 pm
Sunday	11:00 am	until	1:00 pm

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

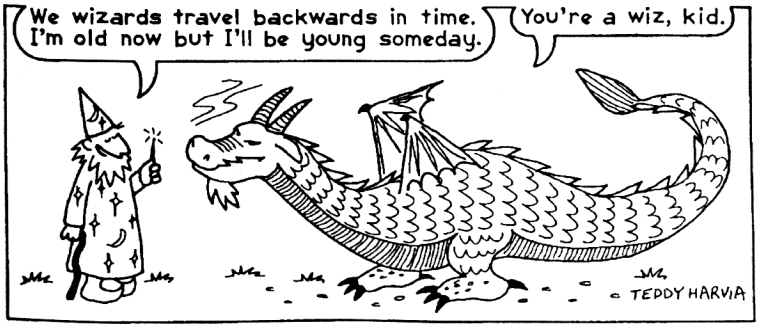
Checking Out

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

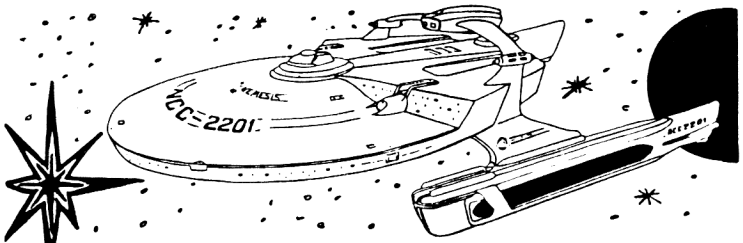
The Sofitel requires that you specify the late checkout time in advance or they will assume their normal checkout time (12 noon).

Sunday Brunch

The Radisson appreciates our patronage. We appreciate the efforts of their staff. To continue all this appreciation, the hotel requests convention attendees do NOT park in the southeast parking lot on Sunday, April 15th (Easter) during their brunch. This leaves room for the brunchers to park and everyone is happy. Plan ahead!



Your Search Is Over



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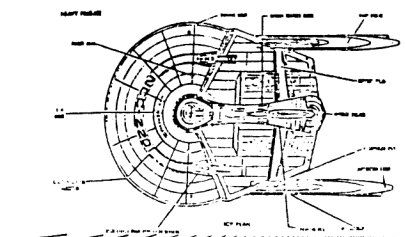


U.S.S. NEMESIS

P.O. BOX 262

DEARBORN HEIGHTS, MI

U.S.A. 48127

Minicon Weapons Policy

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

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

Definitions:

A. Weapons include actual weapons (they do what they look like), facsimile weapons (close copies of actual weapons), anything actually used as a weapon (please don't), and anything an otherwise ignorant observer would have reasonable grounds to think was a weapon.

B. Projectile weapons include devices that fire or throw particles or substances or are thrown themselves.

Note 1 Squirt guns with liquid are projectile weapons and should not be carried.

Note 2 An unstrung bow or crossbow with no arrows is not a projectile weapon.

Note 3 Peace bonding is strongly encouraged.

Legal Information

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

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

144.413 Definitions
Subd. 2. **Public Place.** "Public place" means any enclosed, indoor area used by the general public or serving as a place of work, including, but not limited to, restaurants, retail stores, offices and other commercial establishments, public conveyances, educational facilities, hospitals, nursing homes, auditoriums, arenas and meeting rooms...
Subd. 4. **Smoking.** "Smoking" includes carrying a lighted cigar, cigarette, pipe, or any other lighted smoking equipment.

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

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

144.417 Commissioner of Health, Enforcement, Penalties
Subd. 2. **Penalties.** Any person who violates section 144.414 is guilty of a petty misdemeanor.

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

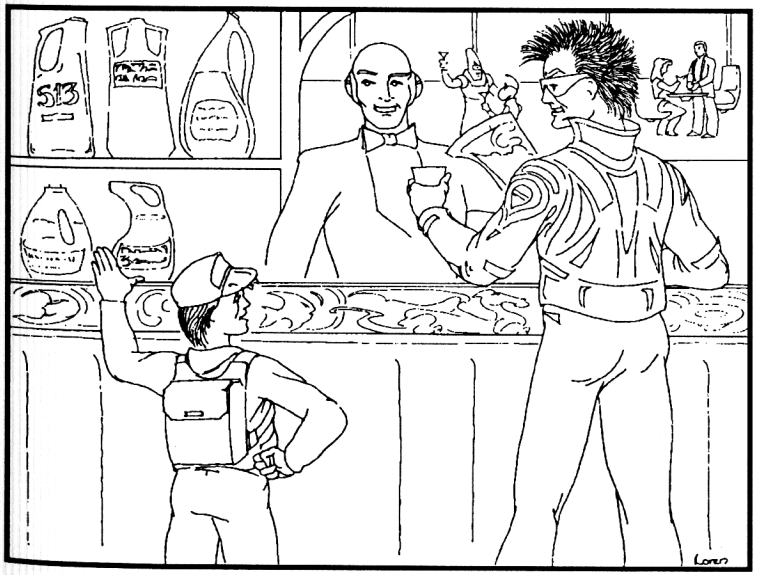
340A.502 Sales to Obviously Intoxicated Persons
No person may sell, give, furnish, or in any way procure for another, alcoholic beverages for the use of an obviously intoxicated person.

340A.503 Persons Under 21; Illegal Acts
Subd. 1. **Consumption.** It is unlawful for any:
(2) person under the age of 21 years to consume any alcoholic beverages unless in the household of the person's parent or guardian and with the consent of the parent or guardian.
Subd. 2. **Purchasing.** It is unlawful for any person:
(1) to sell, barter, furnish, or give alcoholic beverages to a person under 21 years of age, except that a parent or guardian of a person under the age of 21 years may give or furnish alcoholic beverages to that person solely for consumption in the household of parent or guardian;
(2) under the age of 21 years to purchase or attempt to purchase any alcoholic

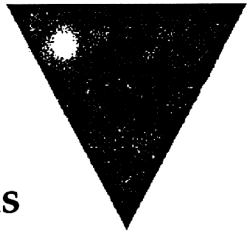
beverage; or
(3) to induce a person under the age of 21 years to purchase or procure any alcoholic beverage.
Subd. 3. **Possession.** It is unlawful for a person under the age of 21 years to possess any alcoholic beverage with the intent to consume it at a place other than the household of the person's parent or guardian. Possession at a place other than the household of the parent or guardian is prima facie evidence of intent to consume it at a place other than household of the parent or guardian.
Subd. 5. **Misrepresentation of age.** It is unlawful for a person under the age of 21 years to claim to be 21 years old or older for the purpose of purchasing alcoholic beverages.
Subd. 6. **Proof of age.** Proof of age for purchasing or consuming alcoholic beverages may be established only by a valid drivers license or Minnesota identification card, or in the case of a foreign national by a valid passport.

340A.702 Gross Misdemeanors
It is a gross misdemeanor:
(7) to violate the provisions of section 340A.502;
(8) to violate the provisions of section 340A.503, subdivision 2, clause (1) or (3);

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



Gay, Lesbian, & Bisexual Science Fiction Fans



Do you enjoy reading science fiction or fantasy? If you do, then you are cordially invited to come to the next meeting of the North Country Gaylaxians—the local affiliate of the Gaylactic Network.

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

Where do we meet? Members' homes, mostly. We also meet at Quartrefoil Library—this happens about every three meetings or so. Meetings are once a month, but this doesn't stop people from getting together other times, too.

When do we meet? The second Monday of the month, at or about 7pm. Call one of our contacts, or check Quatrefoil Library to see when and where the next meeting is.

What do we do? Besides having fun, we discuss science fiction and fantasy literature and media in a relaxed social setting. We've got a reading group for books with gay and lesbian themes, and we also plan social events and parties.

How can you find out more? Call one of the following people, or check at Quatrefoil Library:

Victor: 375-0288 David: 823-8526 Penny: 623-3990

or write: North Country Gaylaxians, P.O. Box 25026, Minneapolis, MN 55458. Thanks!

The most powerful name in Science Fiction & Fantasy takes wing!

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THE BEST OF TREK
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GLEN COOK
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LAWRENCE WATT-EVANS
H.G. WELLS
T.H. WHITE
LAWRENCE YEP
ROGER ZELAZNY

RoC *SCIENCE FICTION AND FANTASY*
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in front of Wedge. A mammoth hand gripped his jacket while another, claws extruded, rested upon his weapon hand.

"We have a policy about weapons here," it rumbled at him. "Why don't I just lock this up until you check out?"

"Uh, sure. No sweat." Wedge managed. The feline deftly locked the gun into a box and offered him a receipt to sign. "Here, use mine," Kells interjected, handing him his Gauss pen.

Pocketing his receipt, Wedge noticed a woman nearby, who handed him a printout.

"Hi. My name is Cassandra. I recognized Jordan here and came over. I'm your contact. That," she said, waving at the printout, "is the policy that Keeper was talking about." Walking toward the registration lines, Wedge scanned the paper.

"Hell, I would've eaten him!" he muttered.

While Wedge was deciding where to mount his badge, Cassandra spoke. "Wedge. The bar is over there. Why don't you get a drink and meet us out by the pool? I have some things to cover with Jordan."

Wedge smiled. "Later."

Taking an appreciative sip from his second drink, Wedge noticed a boy wearing an orange backpack and an "It's the only way" tee-shirt standing at the bar.

"Aren't you a little short on years, pal?" he inquired.

The kid thrust his jacket lapel out, revealing his badge. "See? It's a different color. I only want some ginger-ale. What a Cylon."

Deciding to wait by the pool, Wedge turned to leave. "Take it easy, kid. Don't run into any walls."

The pool was situated in a large area rimmed with suites. A large banner over one proclaimed it was the 'Bridge'. A whirlpool, a scattering of small tables and some deckchairs completed the scene. Wedge headed for the latter with alacrity.

Two more drinks improved his contemplation of the swimmers. he was about to order another when Cassandra and Kells reappeared.

Settling In

The Bridge

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

The Poolside Consuite

Situated (natch) near the pool, it is also directly below the Bridge on the first floor. Soft drinks are available and Gaming events are usually held here.

As usual, the main Consuite is the 22nd floor.

Pool Hours

The pool will be open from 10:00 am until 4:00 am during the convention. EXCEPT: The pool must be chemically cleaned during the weekend. When the hotel posts a CLOSED sign, the pool is not available. If no one pees in the pool, the cleaning will finish much faster. The pool will be open when we have a lifeguard on hand. If you are qualified, please see the Bridge if you are willing to volunteer. The pool will be closed on Sunday during the Easter brunch.

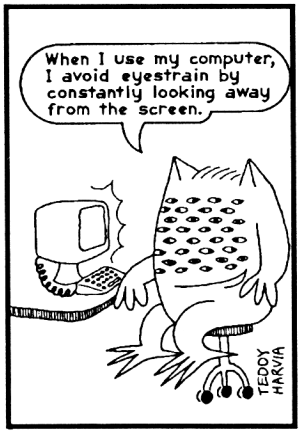
Volunteers Needed

For everything – especially badgers and gophers. Please sign up at the Bridge, the Info Center or at the location you wish to work at (i.e. art show, consuite).

Info Center • Big contest! Prizes!

Need help finding the Consuite? Want to know more about the local restaurants? Directions to the airport? Wondering what Minnstf is all about? Or maybe you'd like to help out the con, but aren't sure where to start?

Check out our brand new Info Center. It's so new in fact, that we haven't thought of a snappy name for it. Stop by and suggest a clever name. Win a free spot on the concom for next year! Also pick up freebie literature, restaurant menus, volunteer forms for next year. Check out our comprehensive parties board. Meet a real live concom member!



Childcare at Minicon 25

Childcare is available in Rooms 504-510 from Noon Friday to 2am Saturday, from Noon Saturday to 2am Sunday, and from Noon to 4pm Sunday.

Only children who are members of Minicon 25 may use Childcare.

The total number of children and the number of children of certain ages (particularly under one year) in Childcare at any one time will be limited. The number of hours that a child may be in Childcare is also limited: Infants under 6 months may stay a maximum of 2 hours at a time; other children may stay a maximum of 4 hours at a time. A child who has left childcare cannot return until at least one hour has passed. We hope that these restrictions will alleviate some of the crowding in Childcare but still give every parent a chance to make use of it.

Here are a few more things you should know:

- Children with mental or physical disabilities are welcome if they do not require more special attention than we can provide.
- Childcare cannot take children with any contagious illness.
- We cannot dispense ANY medication, including over-the-counter drugs such as Tylenol.

Children will be offered nutritious snacks about every 2 hours, but these are NOT MEANT TO TAKE THE PLACE OF MEALS. If your child will be in Childcare at a mealtime, please feed him or her ahead of time or plan to return early enough so that we don't have a famished child on our hands.

Please let us know about dietary restrictions.

Children must be signed in and out each time they use Childcare. If you fail to sign in your child, you can expect Minicon security forces to track you down and drag you back. When you sign your child in, you'll receive a "receipt", which YOU MUST PRESENT when you pick up your child. This is for the protection of your child.

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

A child may bring his/her own toy to Childcare if the toy is marked with the child's name (or initials) and if the child will be responsible for putting the toy away in his/her cubby when not playing with it. Toys left lying around are considered fair game for the other kids to play with.

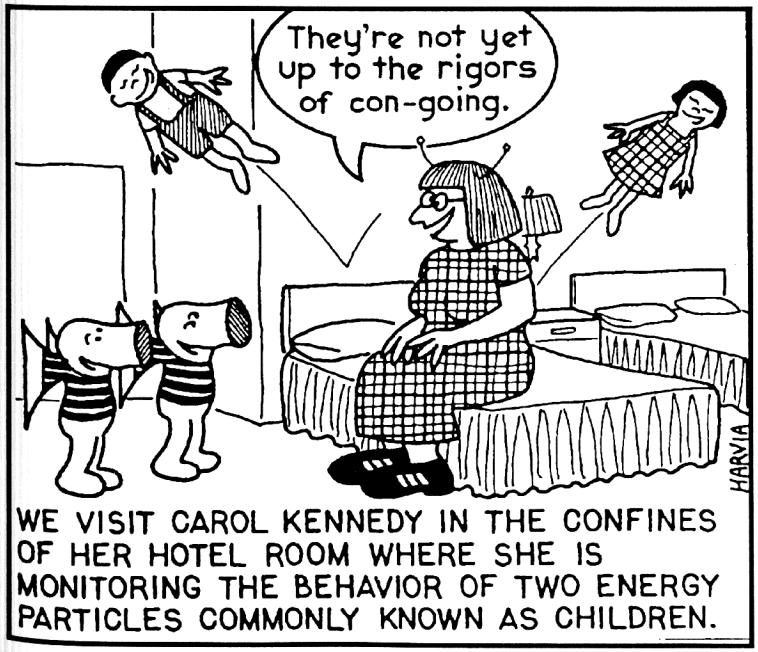
Please mark your child's name on all extra clothes and other belongings (toys, bottles, blankets, etc.).

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

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

Parents who do not sign their children in or out or who leave children longer than the 2 or 4 hour limit will not be allowed to continue to use Childcare.

While the Childcare room will be staffed by experienced, paid childcare workers, we encourage parents to volunteer some time. The more help we have, the more children can use the room.



The Fifth
Fourth Street
Fantasy Convention

at the Sheraton Park Place Hotel
Minneapolis, Minnesota

June 29, 30, & July 1, 1990
(please note change in convention dates)

A convention for readers and practitioners of the fantasy arts

Guest of Honor:
Samuel R. Delany

Guest Artist:
Don Maitz

Registration: $22 before June 1st, $35 at the door

Rates are as follows: $54/night for singles or doubles, $64/night for triple or quad
$100/night for single or double lanai suite, $12/person for extra occupancy

For hotel reservations, contact: Sheraton Park Place Hotel
5555 Wayzata Blvd. Minneapolis, MN 55416
(612) 542-8600

Pre-registrations and requests for Art Show,
Dealer's Room or other convention information should be sent to:

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

Note: if you have already pre-registered, but cannot attend due to the change in dates, contact the Fourth Street Committee about a refund of your registration

Who is Minn-Stf?

Who, Me?

by Bill Bader

(A brief ramble from today's president of the Minnesota Science Fiction Society and tomorrow's elder statesman.)

About a year ago, I got a most intriguing telephone call that contained a very tempting offer: how would I like to be the President? Even though I was half asleep, I needed only a moment to make the right decision. Of course, I'd love it! While I was packing for the trip, visions of all the wonderful side benefits flowed, unbidden, through my mind: the parties, the VIPs, the wild social life, the graft and corruption, the prestige. Soon, they would all be mine. Unfortunately, reality soon reared its ugly head. There would be no trip to Washington, no ouster of George Bush to the obscurity he so richly deserved, no graft, no corruption (at least, none that I've heard about. Is someone holding out? *Where's my slice of the pie??*), and not a whole lot of prestige. When I was warmly greeted by a fellow Minn-Stffer (I still can't spell it) with the words "Hello, Sucker!", I thought "Oh-oh!!"'

Actually, he was wrong; being President has been a truly unique experience. Approximately 20 times I've had the chance to ask a friend how he or she (or they) would like to have 80 of their closest friends come visit for a half day and not leave until very late; I've run many business meetings into the ground; I've gained no prestige; and I've had some pretty good times.

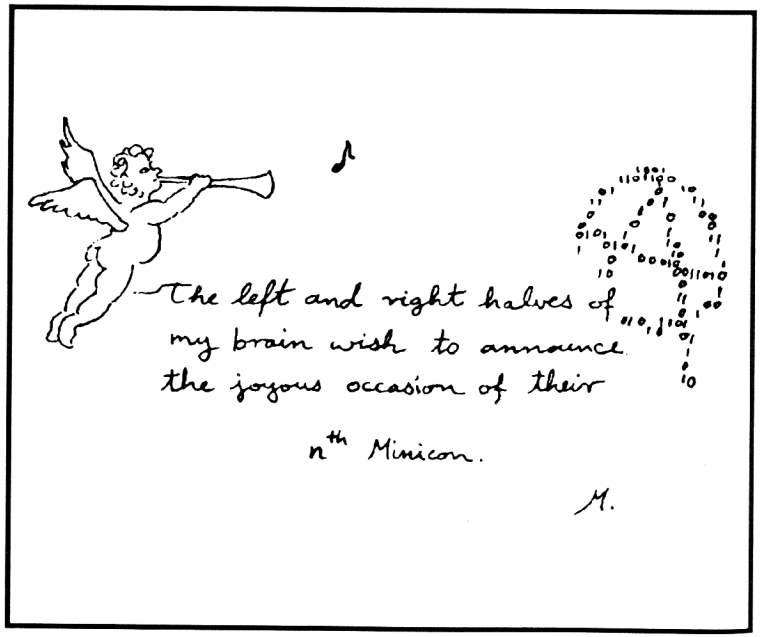
While I'm not one of the Floundering Fathers, I've been involved with MN-STF long enough to have some kind of perspective on the group. I've also met some of the most interesting people I've ever known, and I've learned that Science Fiction can be nothing more than a starting point, or it can be the be-all and end-all of the universe; it all depends—on what, I'm not sure. I've also stayed up way too late, eaten way too much, and told not nearly enough jokes. Somebody had to do it. I can hardly wait for the assassination. I hope it's as much fun and as silly as the one I conducted last year.

Min-Stif has acquainted me with an amazingly wide range of outlooks, values, and points of view. It's especially good to see that after many years of gradually aging as a whole, the Minnesota-ScientiFiction Society is showing more and more new and young faces. Someday, the old fogies may be outnumbered. Not only are there new members coming in from the outside world, but *we're breeding our own!* It's becoming more and more

necessary to keep at least one eye on the floor at the typical MSF meeting: our world is slowly increasing the floor-level population.

While we'll never take over the world, I think that *what* we are doing by maintaining and enlarging our community is important and valuable enough that I could put a really lame ending onto this sentence if I don't watch out. What I think I'll say instead is that, even though Fts-Nnim certainly has room for improvement (don't we all?) I can't think of anything significant that I'd want to change. For me, at least, it's become a lot more than I thought it would, and I'll probably be around for a while. I hope I never have to write anything again, or at least for a little while.

A lot of you may be curious enough to ask the usual questions: who, what, when, where, why, and why not? If you want to find out more about the Organization, ask lots of questions at Minicon, or call 824-5559 (the Minnstifffffff Hotline), and at least some of your questions could be answered in ways that you might enjoy more than you expected. Take a chance; it's worth it. In fact, it's more than worth it.



The first lesson is that being a fantasy hero is a tough business.
The second lesson is that sometimes the hero dies.

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JANE YOLEN

by Pat Wrede

Jane Yolen is my editor now, so I have to say nice things about her. Fortunately, with Jane this is not hard. Even when she is tearing your manuscript into tiny shreds and dragging out all sorts of flaws into the merciless light of day (and she is a veritable demon at it), she manages to do it so gently and painlessly that when you get home, you are amazed by the amount of revising you have agreed to do. All of it, I might add, necessary, cogent, relevant, and generally of an improving nature. Jane is like that.

What's that? You thought she was a writer, not an editor? Well, of course, she is. "She has written upwards of a hundred books" is the usual way of putting it, because most of us who know her stopped counting when she hit one hundred. We don't really care how many, frankly, as long as there are more. More punny Commander Toad books, more quietly atmospheric children's tales like *Owl Moon*, more new-old fairy-tale treasures like *Dove Isabeau*, more powerful tales like *The Devil's Arithmetic*, more Arthurian tales like the ones in *Merlin's Booke*, more two-volume trilogies like *Sister Light, Sister Dark* and *White Jenna*, more short stories, more anthologies, more poems, more more, more...

She also tells stories. Wonderful bedtime stories, naptime stories, fairy stories, ghost stories, funny stories, new stories, old stories — if you have a chance, go listen to her tell stories. Or read. Or better yet, both. If you are lucky, she will sing something acapella: an old English ballad, perhaps, or one of her own poems set to music. She's a scholar, too, and an enthralling and informative speaker. It is worth hearing her, no matter what the topic on which she has chosen to speak.

But more than all this, Jane is a great person to be around. She likes good food, good music, good books, and good conversation, not necessarily in that order. She is strong and wise and charming and kind, and she can accomplish the impossible with astonishing ease. (I cite as evidence of this last: she has served two terms as god-emperor of SFWA without screaming or punching anyone in the nose so far as I know; she has currently in hand a signed contract for a book I swore to two other editors and at least ten friends that I would never write; and she got my husband to attend and enjoy a dinner party at which more than two writers were present.)

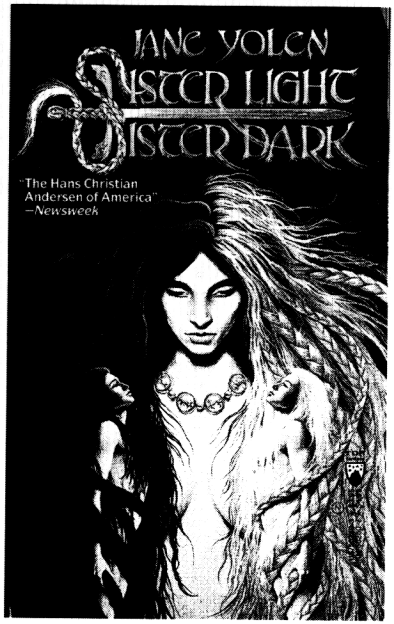
Jane is not, however, a night person, so be nice if you meet her wandering the halls after ten o'clock, and bear in mind that she's probably still on east coast time. Catch her in the morning, when hardly anyone else is up yet.

TOR

1989 Nebula Award nominee!

SISTER LIGHT, SISTER DARK

JANE YOLEN



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Hey! Looking for some

RAW SACKS

Look for a person wearing a button with the above slogan, or check at book dealers in the huckster room here at Minicon for your copy of PAPER BAG WRITER, an anthology of poetry by Eleanor Arnason, Ruth Berman, Camilla Decarnin, Terry A. Garey, and Laurie Winter. PAPER BAG WRITER is published by Bag Person Press Poetry Cooperative, and is a recyclable literary product. If you see this ad after Minicon and want a copy of the anthology, write for info to Terry A. Garey, 3149 Park Ave. S., Minneapolis, MN 55407.

PARTIES

Hey you! Looking for a good time? Then why are you sitting here flipping through this free paperback? Hit those elevators before they get too full and zip on up to the Consuite. We're already in full swing and you're *missing* it!! Hurry, hurry don't waste a second!! Someone else is getting *your* cashews out of the gorp!! If the elevators get stuck you'll have to *walk* up to get the munchies and drinkables. Do it now!! Go! Go! Go!

Minicon goes to great length to throw a great party. Our Consuite is a place to meet and talk to some of the most interesting people you'll ever know. Parties (the department) is here to make sure you and everyone else has a good time. So come on up and see what it's all about. What's that you say? You don't want to brave the elevators? You want to know what's in it for you? Trust me, it'll be fun!

OK, OK to whet your appetite here's a small sample of what you might find up on the 22nd floor.

The most important thing you will find in the Consuite is the Parties Co-Head. In the past it has been traditional to have a tall blonde woman and a shorter, dark haired man. This year we've expanded to a complete set. We have Sue Grandys, former tall blonde woman now red haired, Peter Hentges tall, thin blonde man and Pete Richardson, shorter brunette man. These three lunatics, that is, we, have taken on the monumental task of bringing you the best party in fandom. We put in hours and hours before you even got here hammering out the details. Now there's only one thing left to do: watch over it all so that it doesn't explode.

The next thing you will find on the 22nd floor is the Parties sub-head on duty. You will be able to recognize the sub-head by the top hat and/or lab coat they will be wearing. They also have a beeper and a set of keys to all of the rooms in the Consuite. The Parties sub-head is in charge of the hour to hour operation of the Consuite. They trade off the responsibility every two hours. Go the the sub-head if there is a problem or you need some help or you want to help or you just want to chat.

Many of you know the Consuite as "the place they have all the free beer". Well, we do have that and blog too. There are, however, a few other things you need to know. First of all, Minnesota law requires that you be 21 years of age to drink or be served alcohol. If you look like you are under thirty, or even if you don't, you may be asked to show ID, even if you are wearing a drinking badge (we know the old badge switching trick, we used to do it

She looked at him. "You look better."

Surprised that it was true, Wedge replied, "Yeah, I'm getting into the flow."

Cassandra smiled. "Good. I will escort you to the opening ceremonies tonight and be available to answer questions before then. Enjoy the convention."

Kells said, "I'm sure we will. Thank-you."

Wedge raised his glass.

"Look at all this stuff!" exclaimed Wedge as he thumbed through his program book. "Art show, hucksters room, opening and closing ceremonies. Shockwave? Enough meetings and panels for a government. Where do we start?"

Kells punched the elevator button with a knowing look. "That's easy. The Consuite — after all, you like parties, right?"

"Damn straight."

After a short furry creature with black stripes carefully inspected his badge, Wedge found himself in a large suite overflowing with sentient.

Popcorn was popping in one corner and opposite a table sagged under a variety of snacks including paper buckets marked 'gorp.'

making his way to the bar, Wedge discovered his choices where 'bheer' or 'blog.' Shrugging, he selected a cup of blog.

"What's the damage?" he asked. The bartender looked surprised. "No charge — you're a convention member!" he said, pointing at Wedge's badge.

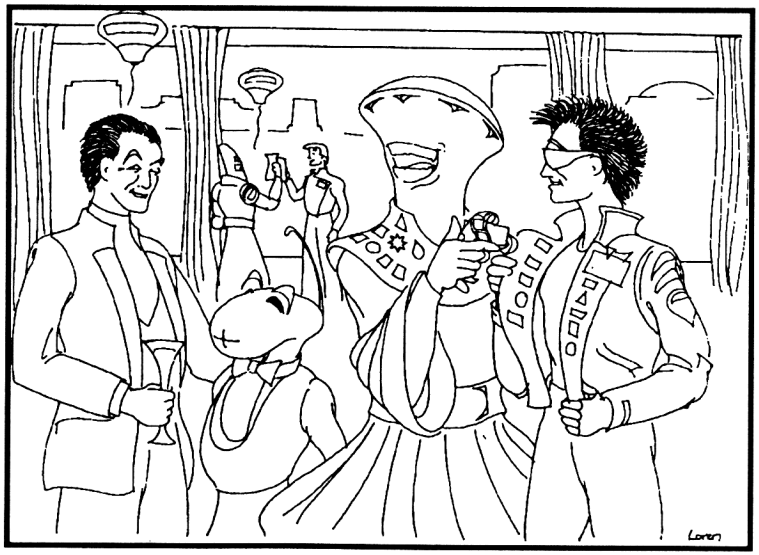
Wedge stared. No charge? "How long are you open?"

"You must be a neo," the bartender laughed. "We're open around the clock while the convention lasts."

Wedge smiled. "I like conventions."

Kells clapped the fanzine editor on it's ganglia and looked about for Wedge. Drifting from room to room, he soon found him ensconced in a nearby suite. Wedge had obtained an asymmetric guitar somewhere and was teaching British sea chanteys to two women.

When he finished the current selection, Kells clapped his hands as he strode over and pulled the feeder tube out of Wedge's blog glass.



too). We also reserve the right to refuse to serve anyone who is obviously intoxicated. Now it is important to realize that we would really rather not have a lot of rules and we especially don't want to have to be the heavies. Hey, a lot of other cons have prohibited alcohol altogether. We want *everyone* to have fun, remember? We party late into the morning and the beer and blog keep flowing as long as we have bartenders (that means we need *volunteers*). If you are having a good time and not bothering others, we won't hassle you. If we do see a problem, we will try to solve it courteously and ask you to act in the same manner.

For those who choose not to consume alcohol the consuite supplies a full range of soda-pop. Blog comes in a non-alcoholic mixture as well.

But fan does not live by drink alone. Fen need sustenance to stay up late and party. We provide more munchies than you can shake a stick at. Popcorn is one of the main staples. One reviewer stated that we make enough popcorn to give Orville Redenbacher wet dreams. There are the basic potato chips as well as the popular variant flavors (No, we don't have vinegar and salt flavored chips). Gorp is an ever-present basic fan nosh, and hey, let's do everyone a favor and don't pick out all of the cashews. You know who you are. For those who do not prefer salty-crunchies we have a good supply of vegies to keep you perky late into the night. It is reported that chocolate is addictive. We don't know if we believe it but if you are a chocoholic and need a fix, the consuite is the place for you. If you have a severe case of the creeping con crud, there is instant soup and oatmeal available to keep you hale. And, hey, if you need something you don't see, ask the sub-head on duty, we just might have some.

In the past, we have had an occasional problem with the amount and density of cigarette smoke in the consuite. Even the smokers have complained! Last year we set about trying to rectify this problem to the satisfaction of everyone. We purchased two industrial strength air cleaners which helped greatly. This year we are adding a third and are hoping that it will eliminate the problem. Smokers, you can help by limiting your smoking to the designated areas. The rooms on the right hand side of the consuite as you leave the elevators are all designated smoking areas except for room 2202. We have provided your own bar, your own munchies and, besides, all of the comfortable furniture is on that side so please use it. Also report any problems with the air cleaners to the sub-head on duty so we can keep the non-smokers off your backs.

The thing that made me decide that Minicon was worth it all was the music. Every night the local "professional amateurs" circle up with friends from across the country and strangers with guitars and stranger instruments. They play the sun up and cover the musical gamut from folk songs and traditional favorites to original and surprising material. You can spend hours just sitting and listening or can wander in and out for musical variety. Friday night we will be having a special "open music night." If you

have a desire to play we will be eager and willing to listen. After many years of listening to our musician friends it is sometimes refreshing to hear someone new. Bring your guitar. Bring your banjo. Bring your fiddle. Leave your bagpipes in your room. We're expecting a wonderful time.

Now *anyone* could pour beer, open a few bags of chips and call it a consuite. At Minicon we try to do something, or many things, a little special. It starts at about 7:00 in the morning with the arrival of the donuts. Hordes descend on the Consuite to snarf up the pastry goodies. We ask that you show a little restraint. There is enough for everyone but not if everyone takes a dozen! For those fen celebrating Passover we have kosher munchies available. Just ask the sub-head on duty for them. We will also be trying to give the sub-heads something special to give out every two hours or so. It might be a bowl of extra-special Easter candy or Chinese yo-yo's or a case of special beer or something else. You never know when it will happen or what it will be! Come on up and be surprised.

One of the things that makes Minicon's Consuite special is our famous bathtub surprise. The first year it was twinkies in the bathtub. Then it was an Easter basket in the bathtub, complete with three foot tall chocolate rabbit. Two years ago it was a six tiered cake that looked like a spaceship. This year...you'll have to come up to find out. You can get a hint by looking in your hotel room's bathtub. We thought it would be so much fun we wanted to share it.

We think the Consuite is what makes Minicon such a fun place. Unfortunately, this much fun doesn't always come easy. We need you to help! You get the satisfaction of making thousands of people happy! You get to wear those cool twinkie-doinkers! You get first dibs on the munchies! We need twinkies, bartenders, popcorn trolls and the ever-important beer relay teams! We need more exclamation points!! Seriously, volunteering for Parties is a fun way to meet people and help out. Come up, find a sub-head and get signed up in The Book.

Cuddle Squad

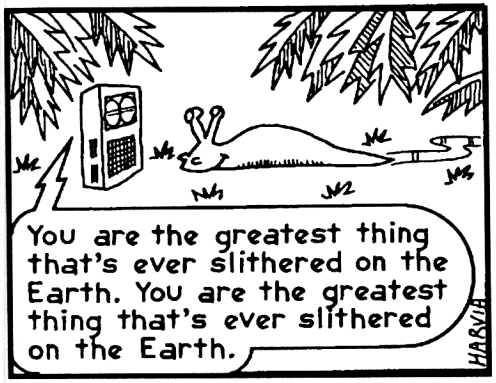
Many Minicon volunteers work entirely too hard. We need all the help we can get but don't want our volunteers to burn out. If you can help relaxing the stressed out con workers please let us know. Ericka Johnson is coordinating enthusiastic and sensitive people to form the Cuddle Squad. Contact her through a Parties Co-Head or Sub-Head if you can be of help.

Safe Whoopie!

Acknowledging the realities of fan partying and the realities of STDs*, the Minicon Parties Committee has gotten together with the Minnesota AIDS Project to make available a supply of condoms, in the Con Suite. Please use what you need!

**Sexually Transmitted Diseases*

Minicon's own Dr. Whoopie will be in the Con Suite a lot of Friday and Saturday nights, helping with distribution and answering any questions anyone may have (whatever you want to know, PLEASE ask — the only "dumb" question is one which isn't asked).



You've probably already noticed that things are different here. This is to tell you about some of the differences which aren't so immediately obvious, so you'll be able to find your way around better.

For instance, you may have already looked through the program book. Notice that the people in charge are a committee. They really are - there isn't A BOSS, we're all volunteers. Everyone who is working at this convention paid the full price for membership and is paying full price for their hotel room. Science fiction fandom is the only place in the world where conventions of this size are accomplished without a payroll. That's one of the reasons con membership doesn't cost ten times more - and why you'll be begged and encouraged to volunteer for any number of necessary tasks. (You don't *have* to, but it not only helps, it helps you to meet the people who make it all go.)

This is a place which we make for ourselves. Say, if something is about to overflow and make a mess, and will just take a second to fix, so it isn't really horrible later, do it! If you can't, at least tell someone! There aren't any people being paid to clean up after us, or generally keep things nice or make it go. It's just us. That's how we are able to create such a free space. Fandom in general is more accepting of a wide variety of people then society in general. We are happy to meet you and want to make you part of our "family."

Unfortunately, that makes it easier for a couple of jerks ("fugheads") to ruin it for us. Pulling fire alarms or destroying hotel property might be considered funny a lot of places. Not here. There's no one to harass or hassle except ourselves. Destructive and vandalistic behavior results in loss for everyone. If it continues long enough we will not be able to find a hotel in the nation that will be willing to host the convention and it will come to an end. No one wants that so think before you act.

TOR

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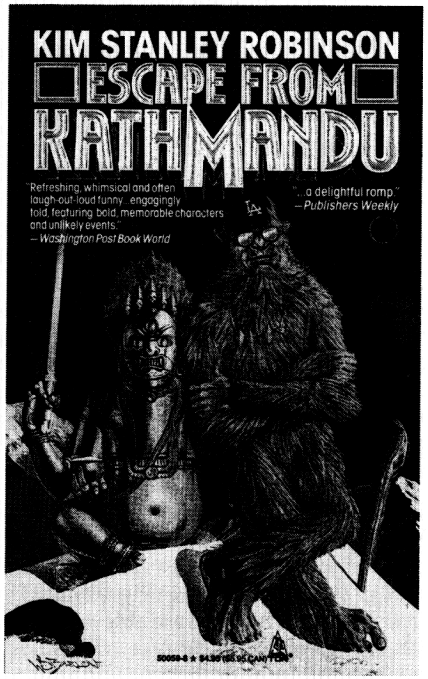

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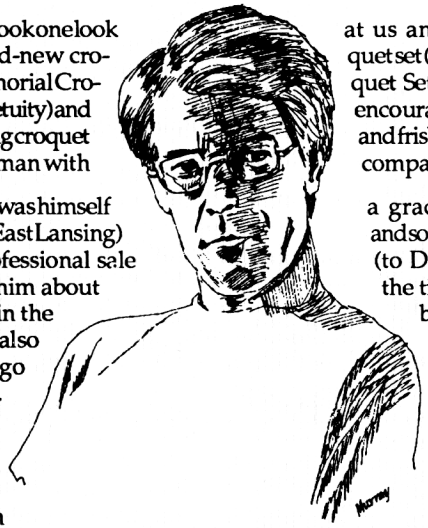
*Congratulations **Minicon** on your **Silver Edition**—go for the Gold!*

Kim Stanley Robinson

by Peg Kerr and Rob Ihinger

Remember the sizzling summer of 1988? The third week of Clarion was over, and the students felt fried: we were sick of trying to write stories, and receiving criticism was beginning to feel like being gutted with a dull spoon. Then Kim Stanley Robinson arrived, the teacher for the fourth week. Did he marshall the troops, get the blood pumping, incite us to sink our teeth into a fresh batch of stories?



Not at all; Stan took one look at us and went out and bought a brand-new croquet set ("The Kim Stanley Robinson Memorial Croquet Set," bequeathed to Clarion in perpetuity) and encouraged us to take the week off playing croquet and frisbee. (Well, mostly.) Now there's a man with compassion!

Stan Robinson was himself a graduate of Clarion (Class of 1975, East Lansing) and sold his audition piece as his first professional sale (to Damon Knight for *Orbit 18*) Ask him about the time they took out the fire hoses in the basement of the dorm. He has also graduated from U.C. San Diego with his Ph.D in English (1982).

Dr. Robinson has had short fiction published in *Orbit*, *Universe*, *Clarion SF*, *Asimov's*, *F&SF*, *Omni*, and reprinted in *The Year's Best Science Fiction* (#s 1, 2, 3, 4, 5, and 6). He was a finalist for both the Nebula and the Hugo for his 1983 novella "Black Air." It won the World Fantasy Award. Other stories have also made the final ballots, including "Venice Drowned," "To Leave a Mark," and "The Blind Geometer."

His first published novel was *The Wild Shore*, selected by Terry Carr to lead the revitalized Ace Science Fiction Specials line in 1984. It won the Locus Award for Best First Novel. Three other novels (*Icehenge*, *The Memory of Whiteness*, and *The Gold Coast*) two collections (*The Planet on the Table* and *Escape From Kathmandu*) and two mid-length pieces published as Tor doubles ("Green Mars" led the series, paired with Arthur C. Clarke's "A Meeting with Medusa"; "The Blind Geometer" paired with "The New Atlantis" by Ursula K.

LeGuin) have followed. In addition, his non-fiction doctoral dissertation has been adapted and published as *The Novels of Philip K. Dick.*

Stan's writing is notable for its refusal to rely on violent solutions to tough problems. He has a finely-honed ability to sketch well-rounded characters—not just the most visible or powerful, but also lonely people on the down and out. He has set stories vividly everywhere—on the moon and other planets, the Himalaya mountains, underwater Venice, and really strange locales like Southern California.

His lecture at the last Worldcon on the New Wave writers of the 1960's had the audience hanging from the chandeliers in rapt attention. Because we arrived with only two minutes left and realized we had made a grave error, we prevailed on Stan to repeat the lecture at Minicon. If you can be awake (or at least moving) at 10:00 a.m. Saturday morning, do not miss this lecture. It will be an eye-opening way to start the day!

Stan is now living in Chevy Chase, Maryland, and working as a full-time writer and daddy. If they manage to make it here this weekend, be sure to welcome his son, David, age one, and his wife Lisa Nowell (not age one) two very friendly and intelligent people.

So give Stan a warm Minicon welcome. Maybe he'll treat you to a chorus of "Wild Thing." Bring your own croquet set.

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STAR TREK FANS!

The **U.S.S. *Phoenix*** is a Twin Cities-area *Star Trek* fan club. Our purpose is to bring *Star Trek* fans together so they can meet others with similar interests and have a lot of fun. We have our serious side too, as we are firm believers in working to build a better future, and so we support various charities. We publish a monthly newsletter, *Phoenix Rising*, and a fanzine, the *Phyrebyrde*.

Be sure to check out the **panels** we're running (a schedule is posted outside the *Phoenix* hospitality suite), or visit us at the **Fan Fair**. Also, our **hospitality room** will be open at various times during the weekend -- look for more information posted near the elevators. Come and watch the *Next Generation* episode with us on Saturday at 6:00 p.m., or just stop by any time we're open and have some munchies and a chat with our members. **We'd love to meet you!**

If you would like to receive a complimentary copy of our newsletter, look us up here at Minicon or write to us:

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An idea whose time has come:

Minneapolis in '73

It's a party; it's a fan room. It's a place to hang out; it just may be a convention within a convention. It's a floor wax; it's a dessert topping. It's the worldcon bid that will not die for the worldcon that will never be. Where else but Minneapolis in '73?

Check out the Minneapolis in '73 Suite, mostly likely on the 5th floor of the Radisson South Tower... you know, just about a third of the way up. Who knows what you'll find there? Friends, photos, fanzines, conversation, pebbles from the path to the Tower of Trufandom, arcane trivia and gossip, Minneapolis in '73 memberships, fan artists, a comfy place to sit down, rampant fannishness...

Hours, more or less:

Friday	11 am — 3 pm (coffee, etc.)
	5 pm — opening ceremonies
	9 ish — ???
Saturday	11 am — 3 pm (coffee, etc.)
	5 pm — ???
Sunday	11 am — 1 pm (coffee, etc.)

Additional hours and "scheduled" events will be posted on the door. The Minneapolis in '73 suite is sponsored by Minicon for those who are old fans, and tired, as well as for neos trying to figure out what this fannish stuff is all about, anyway. Suite hosts: David Emerson, Jeff Schalles, Geri Sullivan, and friends.

How do I contact Minn-Stf?

You can write to:

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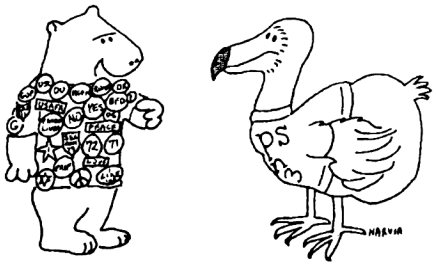
PO Box 8297
Lake Street Station
Minneapolis, MN 55408

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

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



What a coincidence! Under all these buttons and badges, I'm wearing a *Minneapolis in '73* T-shirt, too.

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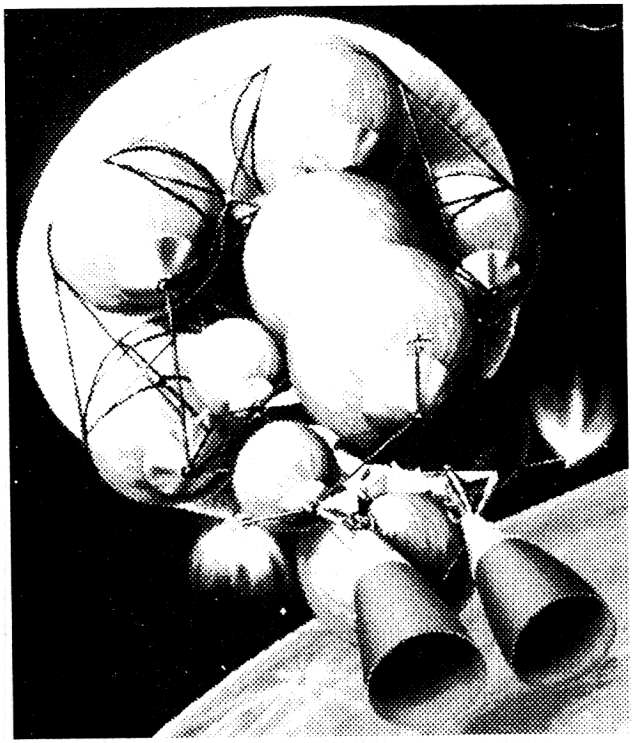

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David E Romm

by Jerry Stearns

DavE Romm was born April 13, 1955, in Massachusetts, and was brought up in Middletown, New York. His parents were in the newspaper business. But, enough about that.

DavE Knows Fandom!

In January of 1974 DavE was in college in Albany, New York, and was introduced to fandom. There he learned about fanzines, Apas, and conventions, and once beat a tree in an election for club president. He's been involved with all aspects of fandom ever since.

DavE Knows Minn-Stf!

In 1978, DavE moved to Minneapolis, from where he had been living in Detroit. Of course he did this to be near fans, and the special kind of fandom in the Twin Cities. He immediately got involved in all the local fannish activities - like Minicons. He even lived at the fan-famous Bozo Bus Building. In fact, he is the one who first called it "The Boze" (long O).

DavE Knows Weird!

In 1979, DavE was one of many who accepted the invitation to become involved with a fledgling local radio show doing science fiction themes. He's continued doing *SHOCKWAVE* ever since.

DavE is inventive, articulate, and politically aware, so he's always had something to say, and said it a lot, on the air. He is a strong influence on the "conceptual structure" of SHOCKWAVE's radio personality. One of his dreams on the radio is to read or dramatize all of Chip Delany's *Dhalgren* in three-minute installments.

MURRAY

DavE has been involved with the *SHOCKWAVE* Radio Opening Ceremonies at Minicon since the beginning, in 1981. He has been the producer, a director, an actor, and a writer for this event, including writing one script entirely himself ("When the Chips Are Down" - Minicon 21, 1985).

DavE Knows Cons!

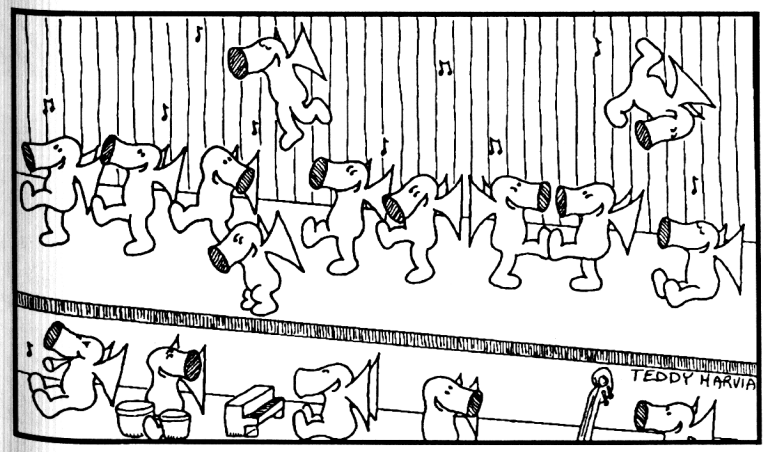
DavE has attended every Minicon since Number 17, and been on the committee most of that time. He brings with him considerable experience at running cons, including committee work on two WorldCons. He invented the Minicon Department of Micro-Programming, based on a concept by Samuel R. Delany - one of DavE's favorite writers - of several people doing street theater for an audience of one. He later expanded the reach of the department to finding events which happened spontaneously at Minicon, and declaring them a Micro-Programming Event after the fact. He organized and implemented the idea of the Minicon / Balticon Connection at Minicon 24. (Anyone with a valid Balticon badge could be an attendee at Minicon, and vice versa.) He runs his massage seminar regularly at Minicon, and does backrubs at every opportunity for people who need them.

DavE Knows How to Pub His Ish!

DavE has contributed to several Apas during his fannish career, including *RAPS*, *CAPRA*, *APA-50*, and *Minneapa*. He has written numerous articles for other fanzines around the country. Currently DavE is co-editor of *Rune*, the Minn-Stf clubzine, with Jeanne Mealy. I've gotten notes from him that read at the top "From the Desktop Publishing Empire of David E Romm" (*Note* there is **no** period after the E). DavE knows mimeo, ditto, and PageMaker, and once shook hands with Hecto.

DavE Knows that Yngve is a Louse

But he'll overlook it. It's Friday the 13th. On this very day when Minicon begins to celebrate it's 25th year, DavE celebrates his 35th (*see birthdate, above*). Not only is he the Fan GoH of Minicon, but his own brother is a Science Guest. Conceptually, that's just the way DavE Romm would have planned it, if he'd had any control over it. Instead he'll just have to declare it a Micro-Programming Event. When you see DavE at Minicon, wish him a Happy Birthday - and look a little stooped over, he'll probably give you a terrific backrub.



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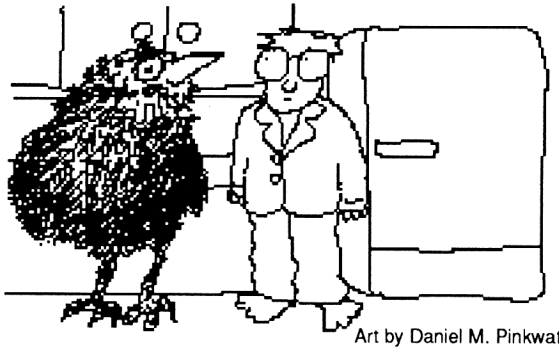

Art by Daniel M. Pinkwater

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SHOCKWAVE Opening Ceremonies: The Aluminum Edition

reminiscences by David E Romm

Back in the fall of 1979, Everett Forte and Chris Dronen approached members of the Mpls science fiction community. They were engineers at KFAI 90.3 FM, at that time a small radio station just over a year old. They had recently started an sf radio program called SHOCKWAVE, and were wondering if anyone was interested in helping them out. We were. In fact, we took over.

Since then, SHOCKWAVE has been an experiment without a format, covering a very wide spectrum of original science fiction, comedy, future tion, radio production, interviews and much history, readings, have done bits of business which no one else has ever tried. more. As such, we Sometimes we soar above our highest expectations, and sometimes we fall flat on our deely boopers. I'm proud of the former and not ashamed of the latter.

We have both soared and fallen in our live performances. Minicon 25 will mark the 10th Opening Ceremonies at Minicon for the SHOCKWAVE Riders, and is a retrospective of our previous shows entitled: "Amongst The Best of SHOCKWAVE Live!: Vol. III". The soaring stuff.

Our first show outside of the studio and in front of an audience was at a small convention in the fall of 1980. It was more work than we'd planned on, but we had fun and so did the audience. In this performance we established much of the procedure used since then: Everett and Chris at the engineering helm, humorous original material performed by the writers and audience involvement. I mention this because we're using Kara Dalkey's "Interview With A Crackpot" (also known as "Ima Believer") in our retrospective. The show was performed by a diverse cast including Kara, Jerry Stearns, Emma Bull, John Bartelt, Kate Worley, Rob Hunter, Gerri Balter, David Cummer and myself.

SHOCKWAVE's first Minicon Opening Ceremonies took place in 1981. It was a hodgepodge of material mostly from the radio show with a few new bits. Jerry Stearns, as Head of Programming, handled most of the technical arrangements and organization. Production and orchestration of scripts and

players was a group process, which we worked out a few hours before we went on. Everett and Chris engineered (and made the tape we later played on the air), as they have for all of them, and Everett handled the cue cards for the audience. In our retrospective we're using some of the opening, Emma Bull and Will Shetterly's "His Master's Voice..." and Brian Westley's "Pete Moss, Space Detective" as well as some shorter bits. Also that year, our record *Spindizzy*, (ok, ok, a *soundsheet*) came out to thunderous indifference. Still, it has "Captain Audio and the Space Cassettes" amid some strong material and solid production values. We're using my "Time In A Spraycan" commercial for the retrospective. Cast included Jerry, Kara, Emma, Rob, David, Kate, Brian and myself.

Jerry and Kate wrote the 1982 script. "Warp of the Worlds" was a parody of Orson Welles' "War of the Worlds" broadcast. If you weren't familiar with the original it was kind of hard to follow what was going on, but that didn't matter much amid the verbal pyrotechnics. We're doing an excerpt, "The Landing at Davis Corners" this year. Cast included Jerry, Kate, Kara, Emma, David, Brian, Jon Singer and myself.

The 1983 script started out innocently enough. Brian wanted to write a Dudley Do-right episode where Dudley gets turned into a vampire and I wanted to write a murder mystery where the audience did it. This is about average when I'm the Producer. Over the summer, Dave Sims, creator of *Cerebus the Aardvark*, accepted as Artist Guest of Honor. Kara had been adapting the *Cerebus* scripts, and it was only natural that we insert the current one, "The Secret" from *Cerebus* #6 into the performance. It was an inspired addition, and this is perhaps our best stage show to date. Each of the three main skits is too long to redo (sorry), but we're using Brian's sequence of 5 related commercials in the retrospective. Cast included Brian, Kara, Jerry (as Dudley), Jon, Kate, Curtis Hoffmann (as Cerebus), Michael Butler, Steve Brust (who was Toastmaster), Cass Marshall (doing special effects) and myself.

The theme for 1984 was, of course, a *1984*-inspired, "Big Bozoid Wants You." Kara, as Producer (and co-Head of Programming), made sure everything on "Cable Radio" reflected the theme. For the retrospective I'm slightly rewriting "The Next of Kinetic Sculptures" without the Big Bozoid references. It was an Ellen Gone interview which introduced my BBS alter-ego, Conceptual Artist Jason Reignboughs. This scattering of otherwise unrelated material included Kara, Jerry, Brian, Kate, Curtis, Jon, Linda Schusheim, Jake Esau and myself.

The 1985 script, "When The Chips Are Down", was supposed to be my Magnum Opus, reflecting my personal philosophy and filled with situations and dialogue which would make anyone and everyone laugh, cry and think; preferably at the same time... it didn't work out that way, alas. But there were amusing sequences and the philosophy did get an ovation. For the retrospective we're using the "Jews for Elvis" commercial and perhaps some of the other odd bits. Cast included Jerry & Kara (co-Toastmasters), Brian, Sue Grandys,

Val Lies, Ed Eastman, James P. Hogan (Pro Guest of Honor) and myself. About this time John Brower joined Everett and Chris in the tech crew.

"Generic Movies", the 1986 script by Jerry, Brian and Mark Rotzien, started out as a movie in one genre, slipped fancifully into another and then another and kept going without stopping for air. The audience liked it a lot, though some of the jokes were dread, Jim. We're not going to try to pull a segmant out of context. Cast included Jerry, Brian, Kara, Jon, Val, Curtis, John Robey, Richard Stuefer, John Houghton, and myself.

The 1987 script was the most fun to write. The *Liavek* shared-world anthologies contain many SHOCKWAVE alumni and friends, and we wanted to include as many as possible in a performance set in that city. Myself, Jerry and *Liavek* contributor Kara sat down and constructed the play line-by-line. It is our tightest script. We had some problems with the band scheduled for later that night (we later changed Minicon structure because of the incident) which affected our performance, but it still came off pretty well. "PBS Liavek" is another script for which I'm not sure we can pull a segment out of context. Cast was composed of *Liavek* contributors Kara, John M. Ford, Pamela Dean, Patricia C. Wrede, Jane Yolen (remember that name!), Emma Bull, Nathan A. Bucklin and Steve Brust, along with Jerry and myself.

The 1988 "Colorized Radio" was discrete scripts by Jerry (whose "Vince Washburn, New Age Detective" episode won an award), Kara (we used two of the four segments of her generation ship series) and me ("Star Trek: The Baby Boom Generation") loosely held together by segments written by Brian and myself. The retrospecive will probably include some of the Star Trek introduction. Cast included Jerry, Kara, Brian, Ed, Jane, Jon, Val, Beth Eastman, John Houghton ("Ho-Ho"), Jerry Modjeski, Barry Longyear (Pro GoH) and myself. We also turned up the heat on our technical department (mainly Jerrys Stearns and Modjeski) by using a greater range of special effects (eg: a door) and by broadcasting LIVE, forcing us to start on time, produce *exactly* an hour of material (our longest stage show up to that time and almost twice our average) and connect directly to the KFAI studio miles away. We added a tech crew at the studio end.

The 1989 "Weatherproof Windows of the Mind" was structured like *Night Gallery*, but weirder. Kara Dalkey, completing The Food Wars Saga, wrote "Repast of the Jello". Brian Anderson, Peter Stenshoel and Jerry Modjeski, writers for The Little City In Space, our brother sf radio show on KFAI, contributed an episode of "The Philip K. Dick van Dyke Show". Jerry Stearns and I adapted sections of "Naked Came The Robot", a novel by Pro GoH Barry B. Longyear. Kara and I wrote the Weatherproof Windows segments which Jane Yolen played to the hilt of her umbrella. Cast included Kara, Jerry S., Jerry M., Peter, Brian A., Barry, Jane, David Dyer-Bennet (as C-3Peeler), John H., Ed, Beth, Chris Hebert, Stuart Matthews and myself. Allen Varney and Brian W. helped with audience cue cards. In addition, we had original music throughout. Brian A. did several pre-recorded pieces and live music was written and

performed by Nate Bucklin (bass) and David Emerson (keyboards).

The final inclusions for "Amongst The Best of Shockwave Live!: Vol. III" haven't been determined as I write this, about 6 weeks before the con. We'll lean heavily on material which hasn't been performed in a while. Scripts will be available for a nominal fee, possibly at the Minicon sales table and definitely through us. Also, some SHOCKWAVE material will be heard in the Audio Room; check your local listings. I hope you enjoy this year's Opening Ceremonies. Live radio is a lot of work and we have to be crazy to do this year after year. Yup.

"We don't want to miss opening ceremonies!" he said as jovially as possible.

Wedge looked at the women. "Some people have to schedule their fun. It's been real." Getting to his feet, he looked at Kells sourly. "OK, let's do it."

Cassandra looked relieved as they approached the hall entrance. "I have some seats down front." She led them down one of two aisles dividing the ranks of chairs. On the stage several people were assembled in front of microphones, and others were seated to one side.

As the man on stage was saying "Thank-you and enjoy the Con!" Kells looked at Wedge and asked, "How did you like it?"

"My left and right hemispheres haven't reached an agreement yet. Let's go to the bar." Wedge jumped up and walked swiftly away.

Kells looked at Cassandra. "He liked it." She shook her head.

With a revolting buzzing noise, the phone yanked Wedge out of a sound sleep. "Mmmph?" he grunted into the receiver.

"Good morning!" Kells was indecently cheerful. "Let's get breakfast in the café and check out the art show."

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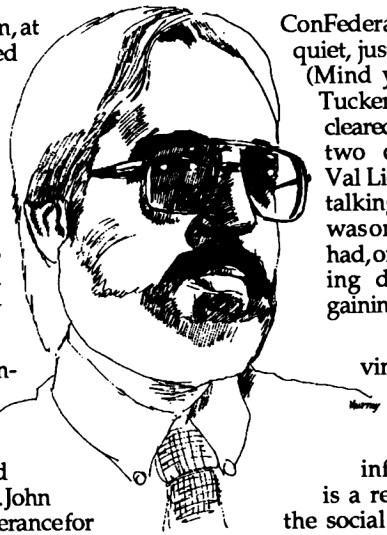
If you would like more information about the Whoniversity, come to our room here at MiniCon. Or you can contact us by writing: The Whoniversity, 5564 101st Ave., Brooklyn Park, MN. 55443. A S.A.S.E. would be appreciated.

PATRICK PRICE

by David Charles Cummer

I've been reading a lot of Robert Heinlein lately and have come to one conclusion: Patrick Lucien Price is no Lazarus Long. Thank God.

He's more like... well, have you ever seen those little clamshells, the ones that once placed in water eventually pop open to expose a paper flower floating at the end of a thin green stalk. That's what Patrick is like, he's an unexpected joy.



When I first met him, at ConFederation about four years ago, he seemed quiet, just another guy at the breakfast table. (Mind you, one of the other guys was Bob Tucker...) After an hour or so everyone else cleared out, leaving Patrick, myself and two of my friends, Susan Grandys and Val Lies. We spent the next three hours talking, about what I can not recall, but it was one of the best conversations I'd ever had, only topped by the ones on the following days. We spent hours every day gaining weight and getting to know him.

Somehow we convinced Patrick to attend the next Mini-con, he brought his lover, Hefter. You *must* meet John, he is, well, a *bad influence*, the kind of bad influence that the world seems to lack. John is a reprobate, he has complete lack of tolerance for the social order, and will teach you more about the care and feeding of your colon than you ever thought possible.

It wasn't until C'ntraction that I really got to know Patrick. As the entire publications department I ended up writing his bio for the program book. That's when I discovered that not only was Patrick the editor of *Dragon* and *Amazing* magazine , for TSR, but also that he attended school in France (Vau Menau Technique at St. Brieuc and La Sorbonne in Paris) and graduated from Marion College with a B.A. in French and Spanish, plus a concentration in Russian.

Patrick has also studied tarot card interpretation, herbology, runology, and other esoteric subjects, and has been working on a book on his Native American heritage.

I don't know what else to say about Patrick, except that I respect him a great deal, for his wide ranging knowledge and position in the "sci-fi biz", and also because he goes about his life as an out-of-the-closet gay man with such quiet dignity. There is so much I can learn, and have already learned from him. Ladies and Gentleman, please meet my friend, Patrick Price.

Bibliography

"Leaves from the Inn of the Last Home", Dragonlance Series, 1987, TSR

Fantastic Stories; Tales of the Weird and Wonderous, Co-edited with Martin Greenberg, 1987, TSR

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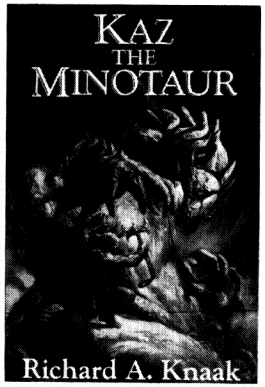

The sequel to *The Legend of Huma*. Stalked by enemies after Huma's death, Kaz hears rumors of evil incidents across the land. When he warns the Knights of Solamnia, he is plunged into a nightmare of magic, danger, and *deja vu*. Available June 1990.

THE GATES OF THORBARDIN

Dan Parkinson

The story of the dwarves of Krynn is continued. Available September 1990.

GALEN BEKNIGHTED

Michael Williams

Sequel to *Weasel's Luck*. Available December 1990.

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MASQUERADE

Well, here we are again. It's time for that annual Minicon event, The Masquerade. This year you can expect a few changes in the rules and awards. There will 5 categories:

Under 12 • Novice • Journeyman • Craftsman • Master/Pro

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

Each of the 5 categories will have a First Place trophy, a Second Place ribbon and there will be a special trophy for Best of Show.

There will also be some Special Awards:

Workmanship • Make-up • Originality • Recreation • ?

The Special awards will all get Ribbons of Recognition. There will be more information at the Masquerade Registration Table. This will be quite a showcase for workmanship and imagination.

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

No rentals, please.

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

Important: Your Masquerade Card will assure Hotel Security, the Bloomington Police Force, and any other concerned sentient beings that you are a harmless (sort of) Masquerade Participant, (that harmless part is really important). Please remember the Weapons Policy (See page 9). All weapons MUST be secured. If your costume just wouldn't be the same without your giant barbarian very large, sharp pointy thing or your fairly harmless short pointy thing or your super blaster that makes 59 different beeps and buzzing noises or what not, if it even resembles a weapon, get your Participant Card and keep it with you. You will save yourself and all of us concerned a lot of hassle.

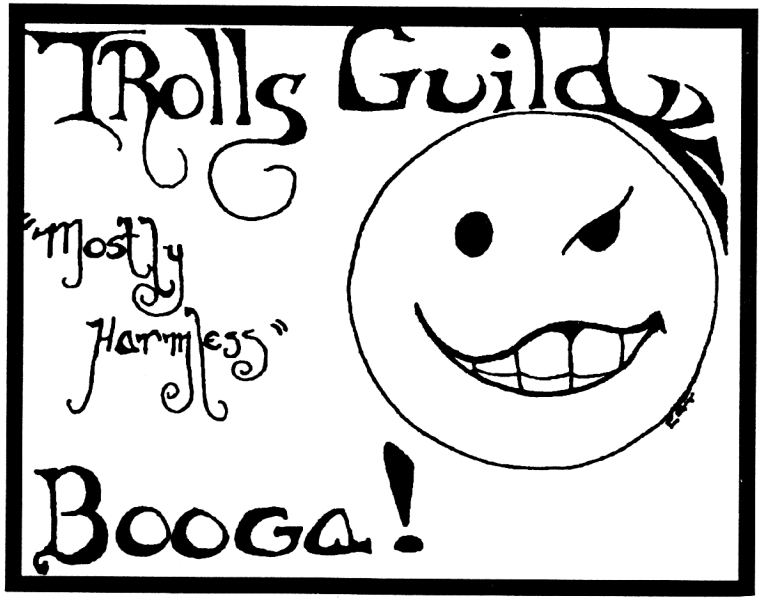
Masquerade rules: (yes, we have rules) along with any other useful info will be posted at the Masquerade registration table. If you will be in the Saturday evening Masquerade, please attend the participant's meeting at 1:00 P.M. at the Poolside Meeting Room.

Video coverage: Once again the Masquerade will be videotaped. If you are interested in obtaining a copy, please stop by –you guessed it– the Masquerade registration table.

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

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

It is very important that you be on time for all meetings and events if you are participating. Many of the Special Awards will be decided before you even go on stage. So please pay attention to all information that you are given about participation. We want this to be the best Masquerade ever Toto! (We might just be in Oz, you never know...)



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? ? ?

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ORIGINAL SOUND TRACK ON RECORD
DOLBY STEREO

Earl Joseph

By Sally Morem

Earl Joseph is a professional futurist. He studies economic, social, political and technological trends and makes projections into the future based on what these trends show. He then looks at the alternatives: "People have a choice about what the future has to offer."

As president of Anticipatory Sciences Incorporated (ASS) a consulting firm in St. Paul, Minnesota, he gives talks and conducts workshops on the future in cities and towns throughout the upper Mid west. He also gives numerous lectures around the country every year. ASS is involved in futures research, consulting, and strategic management, planning, teaching, and forecasting. Joseph's own research covers many fields including science, business planning, medical/hospital issues, human rights, agriculture, biotechnology, nanotechnology, computers, and artificial intelligence.

Joseph is also a professor, teaching Business Futures at the College of St Thomas, Walden University, and Metropolitan State University. He is also an adjunct professor and visiting lecturer on futures at the University of Minnesota.

He worked for Sperry Univac for over 30 years as a manager and director, computer designer and scientist, programmer and futurist. He has designed five major computer computers, has three computer patents, and has programmed large software systems.

He has been involved in science fiction for three decades as a consultant to or with Clifford Simak, Harry Harrison, Larry Niven, Gordon Dickson, Dr. Dean Lambe, Dr. Dean Ing, Dr. James Gunn, Joe and Mary Gay Haldeman, and the U.S. Air Force.

Joseph has had over 600 managerial, scientific, and technical articles related to future possibilities published.

Joseph is deeply concerned with the American educational system. He calls for life-long learning for all Americans. As he told a Redwood Falls audience, "Information in the world 2,000 years ago used to double every 500 years; in the early 1900s new information was doubling every 50 years. Now it doubles

every five years... As we develop into a knowledge-based society, we need to become more educated."

Computers are also becoming educated. In a 1984 edition of *U.S. News & World Report*, Joseph said, "Increasingly, human thought processes and even values are being programmed into computers. Imagine machines which are smarter and more intelligent than humans and, with their embedded initiative, can't wait to tell you about it." And then there is the light side of the future. *USA Today* interviewed Joseph in 1983 on the many changes happening in our daily lives: "You walk into the kitchen in the morning—still sleepy—and the refrigerator hands you a glass of orange juice or the coffee pot hands you coffee with cream and sugar. A machine sets the table and has eggs ready whichever way you want them. When the machine doesn't understand, it will ask.

"You'll tell the oven you want to cook a roast and it will ask you how you want it cooked—rare, medium-rare or whatever—and when you want it done. It'll weigh the roast for you.

"We could make clothes so they'd last a lifetime and never need changing. That sounds terrible, doesn't it? On command they would change color, moment to moment if you wanted. They would bleach out stains and if you had the smellies, the clothes could take care of that."

This used to be the stuff of science fiction; it is now becoming fact. Come to Science Programming and meet Earl Joseph. He is a fascinating man. Find out what will be happening soon in a future near you.

In Memory Of

Wiley Roger Pope

also known as the bookworm
or the gray furry monster

October 10, 1941 to January 23, 1990
He will be missed.

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MC BK

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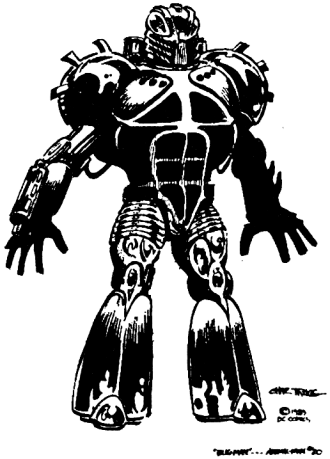

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Art Show

Art Show Hours

	Friday
12:00 noon	Open for Artist check-in
5:00 pm	Open for viewing
10:00 pm	Show closes
	Saturday
10:00 am	Open for viewing
5:30 pm	Show closes
8:00 pm	Art auction begins
9:00 pm	Sold art may be picked up
	Sunday
9:00 am	Artist check-out permitted
2:00 pm	Take down show

What the heck is "Bid Insurance?"

This year, we are trying a new idea called "Bid Insurance." It won't necessarily save you money or guarantee you get the piece you want, but it will let you go to dinner instead of waiting around the Art Show to protect a bid.

Bid Insurance authorizes us, the Art Show Staff, to check the bid sheet on a piece of art and, if someone has bid over your last bid but is offering less than you are willing to pay, put in a bid for you. Legally speaking, we act as your agent following your written instructions for the purpose described below.

Bid Insurance costs one dollar ($1) for each bid you insure. You must identify the artwork and a maximum amount you are willing to spend on it. No other bidder will know the amount until after the Art Show closes on Saturday. We will mark insured bids on the bid sheets as time permits.

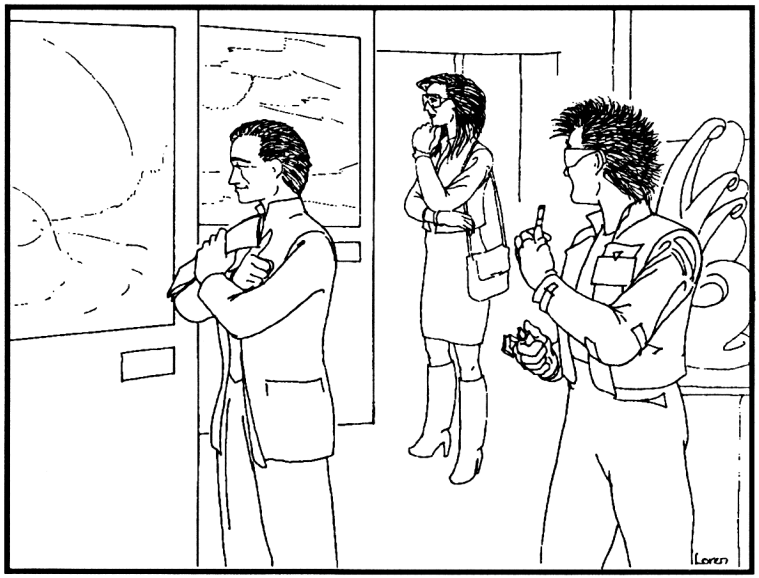
When the art show closes, we will check your insured bid(s). If someone has put in a bid higher than your insured bid but the last bid is less than your maximum price, we will bid one dollar ($1) over the last bid. If there are two or more insured bids on the same piece, we will put it into the voice auction starting at one dollar over the second highest maximum price.

Here's an example of how it works.

1. Bidder 1973 enters minimum bids of $10 on Exploding Galaxy, $25 on Cute Unicorn, $15 on Naked Dragon with Lady, and $15 on Spock's Brain.

2. Bidder 1973 comes to the Staff Table, pays $3 and insures Exploding Galaxy up to $20, Cute Unicorn up to $40, and Naked Dragon with Lady up to $30. He does not insure the bid on Spock's Brain.
3. Bidder 2010 comes along and bids $16 on Exploding Galaxy, $26 on Cute Unicorn, and $35 on Naked Dragon with Lady.
4. Bidder 2010 pays $1 and insures the bid on Cute Unicorn up to $50.
5. When the Art Show closes on Saturday, the Staff reads the Bid Insurance instructions and enters a $17 bid on Exploding Galaxy for bidder 1973, a $40 on Cute Unicorn for bidder 1973, and a bid of $41 on Cute Unicorn for bidder 2010. (The bid on Naked Dragon with Lady is higher than 1973's limit.)
6. Bidder 1973 gets Exploding Galaxy and Spock's Brain. Bidder 2010 gets Naked Dragon with Lady. Both bidders may compete for Cute Unicorn in the voice auction. If bidder 2010 does not attend the voice auction, bidder 1973 or someone else could buy Cute Unicorn for $42. Bid Insurance does not extend into the voice auction.

The staff will not accept bid insurance orders after 5:00 pm on Saturday. If you have any further questions, just ask someone at the art show desk.



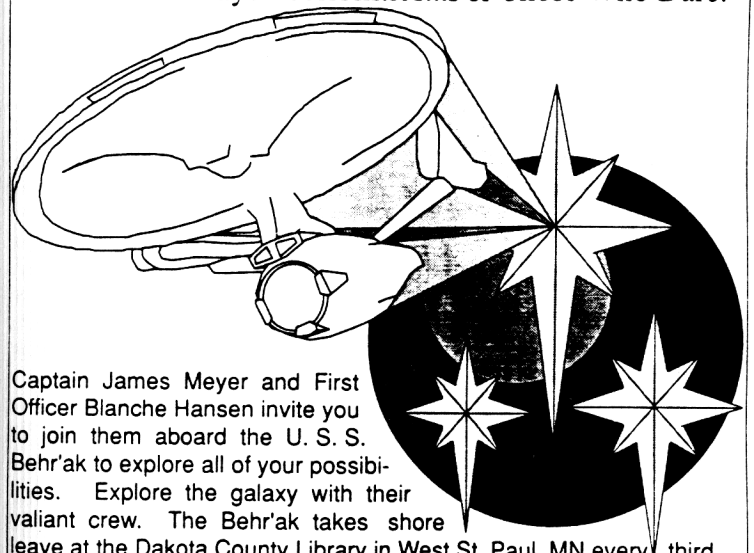
"Come in here where I can reach you."
"Tsk. The early bird and all that. See you soon."
Muttering imprecations, Wedge crept into the shower.
Alien planets. Alien condominiums. Strange creatures. Glass, metal and wood. His head whirled with images. he looked at Kells examining an oil painting. Sighing, he lit a cigarette to clear his head.

J O I N

THE **U.S.S. BEHR'AK**

NCC-1797

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



Captain James Meyer and First Officer Blanche Hansen invite you to join them aboard the U. S. S. Behr'ak to explore all of your possibilities. Explore the galaxy with their valiant crew. The Behr'ak takes shore leave at the Dakota County Library in West St. Paul, MN every third Saturday of every month. (1:00 pm CST) Annual memberships cost $10.00 (with $2.00 of every membership going to support The Como Zoo). Write us for more information. Send your dispatches to:

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Also events tied to:
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The Science Museum
The Minnesota Renaissance Festival
Plus Much Much More...

DARE TO JOIN US IN OUR SEARCH FOR EXCELLENCE!

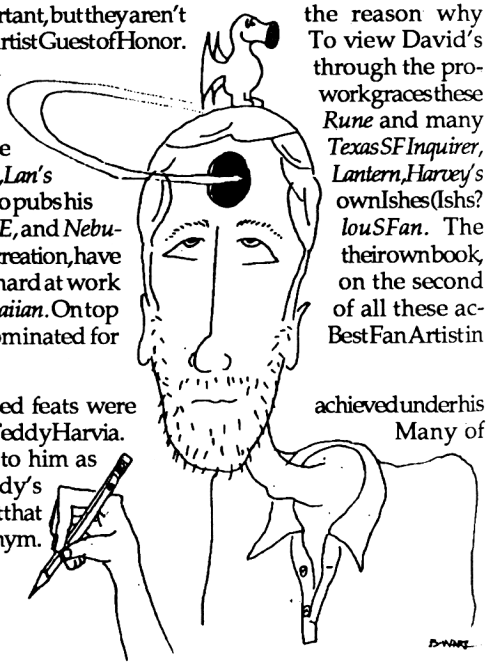
We will be at the Saturday Fan Fair. Also come see our panel SiFi Survival 101!

David Thayer/Teddy Harvia

by Tom Grewe

Where do I begin in describing David Thayer? Vital Statistics? Yea tall, born on the thirteenth of April, 1949 in Stillwater, Oklahoma, raised in Ohio, Florida, and Oklahoma, one of four kids, one semester at the University of Tulsa before leaving to join the Army...

All these facts are very important, but they aren't the reason why we've invited him to be our Artist Guest of Honor. To view David's art, you need only look through the program book you hold. His work graces these pages, as well as those of *Rune* and many other Zines: *Smart-Ash*, the *Texas SF Inquirer*, *Pirate Jenny*, *The Ciderial Times*, *Lantern*, *Lan's Harvey's Wallbanger*, *Et Cetera*. He also pubs his own Ishes (Ishs? Ishii? Eesh?), *8 1/2 x 11 ZINE*, and *Nebulous Fan*. The WingNuts, characters of his creation, have their own book, *WingNuts Soccer*. David is hard at work on the second volume, *WingNuts Go Hawaiian*. On top of all these accomplishments, he was nominated for Best Fan Artist in last year's Hugo Awards.



Most of the aforementioned feats were achieved under his Anagramatic pseudonym, Teddy Harvia. Many of us have been introduced to him as Teddy, and have loved Teddy's work for years. Some suspect that David is actually the Pseudonym.

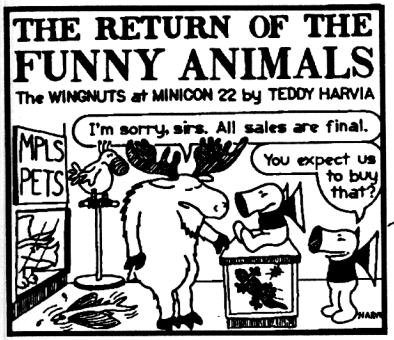
AUTOBIOGRAPHICAL DATA

Teddy is a sentient, heterosexual humanoid. He is best described as an animal. But we aliens think all Earthlings are animals. There are other interests besides sex, you know. Conquering Earth, for example.

There are a few more things you should know about David. He's in town this weekend with a few close friends he publishes with: Bill Ware, McPherson Strutts, and Miranda Thomson. He likes Dinosaurs, and this Friday is his birthday. But that isn't why we've invited him. He's here because his work has brought joy and laughter to so many of us.

Bibliography

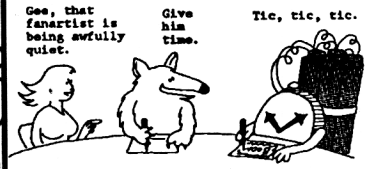
MINICON 15

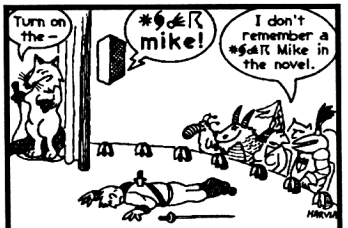


The con publications bring out the beasts in the faneds and artists.

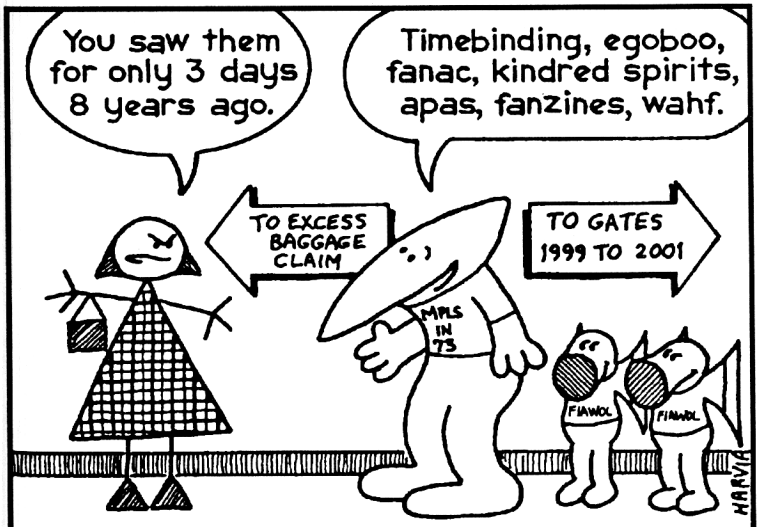
IN WEIRDS AND PITCHERS

by TEDDY HARVIA

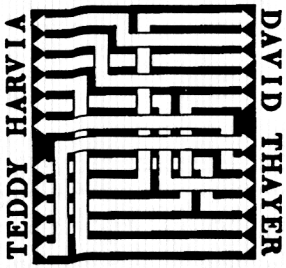




THE DRAMATIC PRESENTATION OF PATRICIA WREDE'S *THE SEVEN TOWERS* WOWS THE CROWD DESPITE A FEW TECHNICAL GLITCHES.



BACK HOME, DAVID THAYER TRIES IN VAIN TO EXPLAIN TO A NONFAN HOW HE CAN FEEL CLOSE TO FANS DISTANT IN BOTH TIME AND SPACE.



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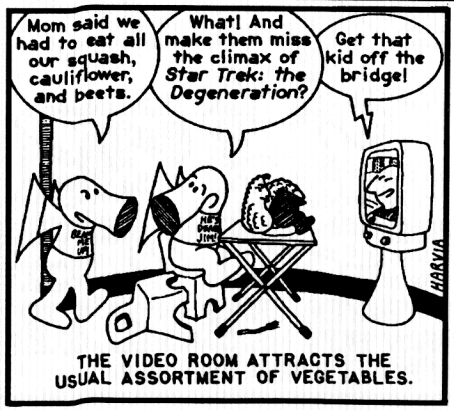

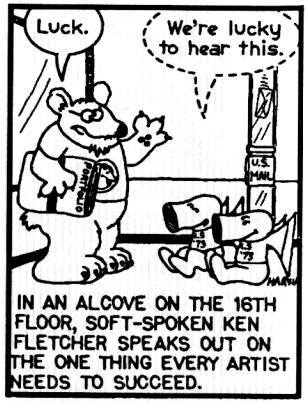

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"Utterly absorbing!" —LOCUS
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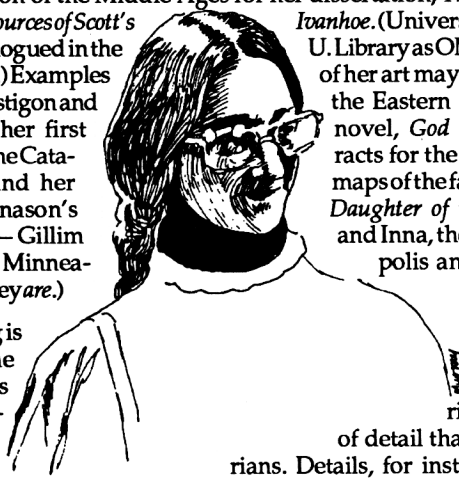
10,000 FOR TAU CETI... Mankind can finally go to the stars—but only 10,000 people will be chosen. It's the opportunity of a lifetime for those 10,000, though at the cost of everything they love on Earth. But those to be left behind are full of rage and despair, and as the mission launch date draws closer those feelings mount until they threaten the mission—and Earth itself.

P.C. Hodgell

by Ruth Berman

Patricia C. Hodgell, the chronicler of Jame of the Kencyrath, was born March 16,1951, in Des Moines, Iowa, and lives in Oshkosh, Wisconsin. She is a writer, a scholar, and an artist. These different abilities come together in her delight in the building of worlds — she writes them, she draws them, and she studied that variety of world-rebuilding that went into Sir Walter Scott's recreation of the Middle Ages for her dissertation, *The Nonsense of Ancient Days: Sources of Scott's Ivanhoe*. (University of Minnesota, 1987, catalogued in the U. Library as OMWL, Theses, MnUD, 87-110.) Examples of her art may be seen in the maps of Tai-Tastigon and the Eastern Lands which accompanied her first novel, *God Stalk*, and of Rathilien and the Cata- racts for the se-quel, *Dark of the Moon*, and her maps of the fantasy worlds in Eleanor Arnason's *Daughter of the Bear King* (Avon, 1987) — Gillim and Inna, the land and sea of Ingilla; and Minnea- polis and St. Paul, of Earth. (Well, they *are*.)



But the writing is central. In her stories of Jame the Kencyr (the two novels so far, and four short sto- ries), she writes with a density of detail that recalls Scott and the Victo- rians. Details, for instance, such as the Cloud Kingdom, the country on the roofs of the city of Tai-Tastigon, jealously guarded against invasion by groundlings like Jame (*God Stalk*). Sent to take the Cloud King's britches, Jame returns to the Thieves' Guild:

> "Here." She tossed the bundle of cloth across the table to Scramp. It was a pair of trousers, made of rich fabric but much mended. "I'm afraid the only proof of ownership I can offer is that patch on the back... But if any of you gentlemen think I had time to embroider the royal crest there, you don't know much about needlecraft."

Or Ardwyn, the goddess of the Tai-Tastigon streetlamps, or Sumph, the god of sewage disposal ("Eats shit, does old Sumph — among other things — and loves it. You don't believe me, go over to the inner wall sometime and have a look 'cross at his backside.") The Tai-Tastigonians believe in practical gods, with a few seeming exceptions like Gorgo the Lugubrious.

Or the host trees in *Dark of the Moon*, with leaves that go south for the winter instead of falling —

> A flurry of pale green new leaves leaped into the air and vanished, golden veins flashing, into the upper mist.
> "But when will they fall?" asked Jame, staring after them.
> "Not until they reach their winter host tree far to the south. They'll come back in the spring."

Patricia remarked to our writers' group once that the Cloud Kingdom was inspired by the need to make it difficult to get a look at the labyrinthine layout of the Temple District, where Jame gets lost. I don't know what eldritch needs produced Ardwyn, Sumph, or the migrations of leaves.

Her writing is both romantic and comic — and thus unlike most other modern fantasy writers (with a few exceptions such as Avram Davidson, or Fritz Leiber, whose City of Lankhmar may have influenced the urban development of Tai-Tastigon). It's typical of her to have not only a Cloud King, but one with mended pants.

A Victorian like Dickens would have delighted in her sense of the grotesque. So do her readers now.

(This sketch is revised from "P. C. Hodgell," in the program book for "Through Alien Eyes," the Minnesota Science Fiction Society Lecture Series, 1987, when she spoke on October 14th on "The Alien Other.")

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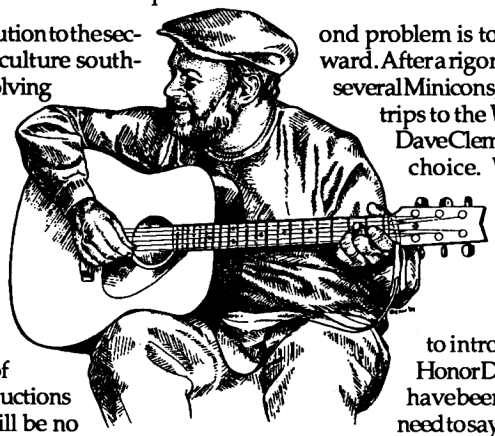
Decadent Dave Clement

Or Another Reason We're very Grateful to Canada

by Elise Krueger

Minnesotans are funny about Canada. For one thing, they have even colder winters than we do. This makes those Minnesotans who associate frostbite with virtue a little uneasy. For another thing, they've got a tradition of pretty good folksingers up there, which tends to make the Minnesotans who are not particularly concerned with either frostbite or virtue wonder if they might be missing out on some fun music parties.



The obvious solution to the second problem is to import a little Canadian culture southward. After a rigorous selection process involving several Minicons, Keycons, and a couple of trips to the Winnipeg Folk Festival, Dave Clement emerged as the best choice. We wore down his resistance by inviting him to Minicon January, pool parties in succumbed to our lures.

What can I say to introduce you to Music Guest of Honor Dave Clement? Once introductions have been made, of course, there will be no need to say anything further. This is good, because there will be no chance – you'll all probably be singing along to the choruses of "Watching the Apples Grow" and asking Dave where to find more peach cider. I think I'm going to let Dave tell it his way:

"So you want a bio for Minicon, eh? Well let's see. I was born... but hold up, maybe you don't want to go back that far? I haven't written a bio before, especially about myself. What's worse, I've not read many either. I think the last one was about the guy most folks know as Lawrence of Arabia and that was so long ago that I can't remember his full name. It was 600 pages and I doubt you want that much detail. This is just a mostly chronological and somewhat truthful collection of facts.

- Grew up in Port Dover, small town in southern Ontario on Lake Erie. I spent every spare moment at the beach and in the fish shanties. That's why I like Stan Rogers' songs so much. They strike very close to home.

- Lost most of my sight at ten when hit in head with baseball bat at school (they didn't believe in the strap in those days).
- The usual introverted, lonely, and lust-unfulfilled adolescence of those cut out of the "norm".
- Started playing guitar and singing (my family were country music nuts and most of my uncles had bar bands so it was in the blood, you could say).
- Attempted University of Western Ontario (failed out miserably but found folk music and people who weren't frightened off by someone who walked into doors occasionally: a pivotal year in my life).
- Came west to Winnipeg in October, 1966 to take a computer programming course for the blind and got hooked on it as it satisfied my mathematical and scientific bent.
- Settled into job, career, and family life (and put away my guitar for about fifteen years, other than singing to the kids or myself).
- Started reading anything and everything I could get my ears on. Other than school books I had read exactly one book before I was 22. Betty read many SF/F books to me, and once I tapped into talking books I read all the time, especially anything I could find in SF/F. As I couldn't always choose the books I got I discovered that there were many interesting and entertaining books outside of SF/F. One I remember reading in a 24-hour blitz was titled *So Excellent a Fish*, all about giant sea turtles. I couldn't put it down. Had I been able to choose in advance I would never have chosen a book like this; thus my reading interests were broadened to my benefit.
- Continued to take in SF/F movies. (Did I mention I had been watching the stuff on TV and movies since about 1948? We got our first TV that year. Saturdays boasted 15-minute episodes of Buck Rogers and Flash Gordon. I followed all the shows I could, even Space Patrol and Lost in Space, and saw Star Trek when it was brand new. This was my "media fan phase", you might say. Once I started into real books I became a full-fledged bonafide "reader".)
- Bumped into fandom at Keycon 1, went to Keycon 2, and promptly ran into Beth Friedman and Steve Brust. (We ended up playing music until dawn. I only found out later Steve was a writer and one of the guests of the con. This started me back on the musician path and drew me into Minneapolis fandom).
- Went to my first Minicon in '86 and was encouraged to sing by the likes of Uncle Fred, Kate and Reed, and Nate. (This led to my abandoning my writing in favor of my guitar. There just isn't enough time to write and sing too; you have to sleep sometime).
- Took in Nolacon in '88, discovered that there really is some good "filk music" and some fine musicians playing it.

- Have carried on carrying on at Minneapolis cons and parties whenever possible since then. (Why, I've even been known to come down in late January through raging winter blizzards just to share one evening of music and talk.)

- Started up a fun band to play both folk and filk music (several public appearances, no real money yet though – in that, we are carrying on a fine old fan tradition).

And that's probably more than enough, sorry to bore you..."

Dave, being boring is not one of the things I've ever heard about you. We're glad to have you, aren't we, huh? Tell you what, folks: catch the Decadent Dave and Friends Musical event this weekend, or just follow your ears down the hall to the sound of guitars and Canadian laughter. Find Dave – it's hard to stay shy around him for long. Pretty soon you'll begin to see why we're so grateful to Canada.

Even if they can handle the cold better than Minnesotans. Virtue isn't everything, y'know?

Virtue and music, now, that's something else, eh?

April 15 April 15

Happy 1st Anniversary

Bill & Donna Neuman

from the Crew of the U.S.S Nemesis

The timber wolf is one of the most misunderstood, most unjustly maligned, most feared, and most romanticized of all endangered predators. For nearly twenty-five years, the Timber Wolf Preservation Society in Milwaukee's suburban Greendale, Wisconsin, has been dedicated to preserving and studying this fascinating animal, and to educating the public about the true nature of the wolf.

Today, the Society faces extinction, and its twenty-five resident wolves face undeserved death. We must raise $100,000 before August 1, 1990 in order to retain our present location. Because wolves are highly territorial, they cannot easly be moved to another site; the stress would prove fatal to many, if not to all of them.

You can help! Become a member of the Society, adopt one of our magnificent wolves, buy a pin or a book, a t-shirt or a photograph. Every dollar you give brings us that much closer to our goal. Fandom alone cannot raise all the money we need -- but fandom **can** help.

The wolves -- gentle and affectionate, stubborn, independent, fierce, and proud -- need all the help they can get. Write to the Society at 6669 South 76th Street, Greendale, WI 53129, and learn what **you** can do to help save the timber wolf!

"So we've forgotten how to read?" Kells said in a dangerously soft voice. he pointed at a prominent NO SMOKING sign. Wedge sighed as he snuffed the butt.

"Is that all clear?" Kells asked anxiously, "I can explain it again." The Art Show staffer looked at all 17 pages of bid instructions again and smiled wanly. "No, I understand."

"Good!" Kells seemed reassured. "Let's go to the Huckster's Room," he said to Wedge.

"Sure," Wedge said, relighting his cigarette in the hall.

Seven impossible things seemed quite plausible now, Kells thought as he watched Wedge buy yet another widget.

"Check it out!" Wedge chortled as he walked up. "It's a pocket magnifier! It has it's own light source and a 1000x power lens!"

"Magnificent," Kells said without enthusiasm.

"Just because you don't know a bargain when one bites you..." Wedge began hotly.

"No, no," Kells said hastily, "I just have other things on my mind."

"You ever hurt that thing?" Wedge said pointedly. "Your brain I mean?"

"You interested in some coffee?" Kells offered diplomatically.

"Caffeine? Sure." Kells smiled.

"There's a guy reading out loud!" Wedge stated in a loud whisper.

"That's the whole point," Kells said. "Now be quiet so I can listen."

"Huh. A double espresso," he added to the counterman. "This had better be good," he stated to Kells.

Later, noticing Wedge's coffee was only half finished and his rapt expression, Kells decided it must be good.

As the head of "L-5 in '05" pasted a sticker on the last blank spot of Wedge's badge, it burbled happily. "Yeah, I agree completely," Wedge said as he finished his Atomic Jello. he grimaced as he saw Kells approaching. "Can't we stay at one party more than and hour or two?"

Huckster's Room

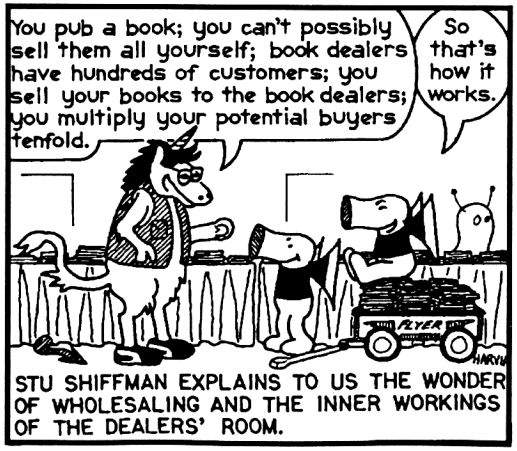
Room Hours

Friday	2pm-7pm
Saturday	10am-6pm
Sunday	11am-5pm

Alice Bentley's Books	*New books & magazines*
Anoka Music	*Weapons & pewterware*
Bronze Age	*Jewelry, mythic style*
David S. Cargo	*Used books*
Arthur Chadbourne Jewelers	*Jewelry*
Clean Slate Press	*Fanzines*
Darlene Coltrain	*Jewelry, artwork*
Comics Etc.	*Books, games, Star Trek/media*
Glen Cook	*New & used books*
Dragon's Hoard	*Fantasy jewelry*
Dreamhaven	*Books, limited editions*
Dreamstitcher	*Costumes*
England Productions	*Caricatures*
Evening Moon Jewelry	*Porcelain jewelry*
Feather Wind	*Feather ornaments*
Feats of Clay	*Fantasy Pottery*
Jane Freitag	*Jewelry*
Furry Foote	*Stuff!*
Dusty Griffith	*Jewelry*
Gameshop	*Books, tarot, games, jewelry*
Gemini Glass	*Stained glass*
Holographic Concepts	*Holograms*
Honek Sculpture	*Bronze fantasy sculpture*
Isher Artifacts	*Blinkies, rayguns*
Barb Jenkins	*Costumes*
Bill Johnson	*Cloaks, stationary*
Phil Kaveny	*Books, Tolkien specialist*
Kelley's Heroes	*TV/Movie paperbacks*
Kyril's Cavern	*Stuffed animals*

Kirk's Engraving	*Nameplates*
Legacy Games	*Games, miniatures*
Val Lies & Sue Grandys	*Wood boxes, stained glass*
Leopold Lisoukis	*Celtic jewelry*
Mark Loy	*Art prints*
Erin McKee	*Art prints, stationary*
Magic Panda	*Ceramic work, minerals*
David Miller	*Used books & pulps*
Minnesota Space Frontier Society	*Buttons & more*
Mythical Creations	*Stuffed animals*
Oak Leaf Comics	*Toys, shirts, games, Star Trek*
Omega Artworks	*Swords & Knives*
Originals by Janet	*Pewterware, jewelry*
Chris Osterhus	*Jewelry, costume accessories*
Karen Pauli	*Fanzines, costume accessories*
Ray Van Tilburg	*Painted t-shirts*
Secret Empire	*Filk tapes, stuffed animals*
Eric Sneve	*The Urantia Book*
Source	*Games & Accessories*
Tanstaafl Leather	*Leather Accessories*
Tatterdemalion	*Shirts, buttons*
Time, Space & Fantasy	*T-Shirts*
Amy Tochman	*?*
Uncle Hugo's	*New & used books*
Wode 'n' Wood	*Tarot, books, castles*
Don Williams	*Used books*

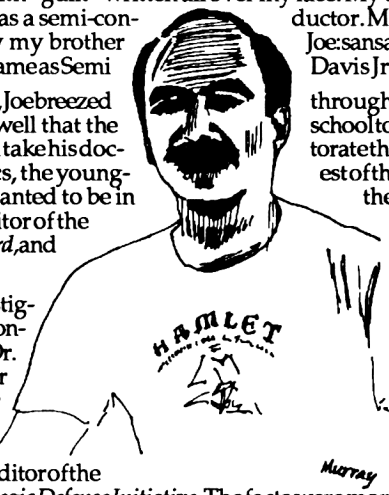
No food, drink or smoking in the Dealers Room, please!



Dr. Joseph J. Romm

by DavE Romm

Our mother, on the occasion of her 50th birthday, held a costume party with the theme of 50%, 1/2, co- semi- and the like. Quite a few came half dressed-half undressed or half man-half woman; they brought halves of birthday cakes and gave her halves of a $100 bill (the other halves collectable on her 100th birthday). I, using paper and tape for the effect, came as an unindicted co-conspirator with "guilt" written all over my face. My uncle broke a baton in half and came as a semi-conductor. My favorite costume, however, was by my brother Joe: sans any proper accoutrement, he simply came as Semi-Davis Jr., the co-median.



Not long after that, Joe breezed through MIT as an undergrad and did so well that the school took the unusual step of also letting him take his doctorate there. Despite his proficiency in physics, the youngest of the three Romm boys wasn't sure he wanted to be in the hard sciences. Our father was the editor of the Middletown (NY) *Times Herald-Record*, and the political science bug bites deep.

Winning the prestigious American Physical Society Congressional Science Fellowship, Dr. Joe spent 1987-88 working for Charles Bennet, DFL, senior member of the House Armed Services Committee, where he was Scientific Consultant and Editor of the *House Democratic Report on the Strategic Defense Initiative*. The facts were more powerful than demogoguery, in the final analysis.

He is now Assistant on International Security to the President of the Rockefeller Foundation. His job is to put together programs of grant making in International Security, eg. preventing weapons proliferation, and redefining security to include things like the environment. He is also Adjunct Professor at Columbia University in the School of International Public Affairs teaching a course entitled, "Rethinking National Security"

In his spare time he has written as yet unpublished novels of science fiction and /or life at MIT, a play about Shakespeare's son Hamnet (or Hamlet; they're not quite sure) and had an article published in *Hamlet Studies* entitled "Why Hamlet Dies."

Joe has always been a proto-fan, and went to a few conventions in Boston. Most of the family is back East and so I usually go there, but last year my plane was snowbound and I only saw him for a few hours. I'm glad he's coming out here for a change. I suspect you will too.

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FILMEO

Hi, Filmeo fans! We've merged this year; you'll find all this great stuff in Atrium 5-8 (Film Room). Lost? Ask for directions!

Friday's Videos

Little Shop of Horrors	*Come see the cult classic.*	4:00pm-5:30pm
Dark Crystal	*Starring Jim Henson's Muppets.*	5:30pm-7:00pm
Closed For Opening Ceremonies	*(We wanna go too!)*	7:00pm-9:00pm

Friday's Films

Short Subjects		9:00pm-9:40pm
Outland	*An SF western that baffled many critics.*	9:40pm-11:30pm
Short Subjects		11:30pm-12:10am
Dune	*See giant worms and drug lords duke it out.*	12:10am-2:30am

Saturday's Videos

The Bride	*You're invited to the ultimate wedding!*	2:35am-4:35am
Journey To The Center Of The Earth	*Pat Boone & James Mason.*	4:35am-6:45am
Silent Running	*See a grown man talk to trees.*	6:45am-8:15am
Legend	*You'll have a devil of a time.*	8:15am-9:45am
Beetlejuice	*Written by "Guys on Drugs"*	9:45am-11:15am
Ladyhawke	*A guy and his bird.*	11:15am-1:15pm
A History Of SF Films	*Hey! A history of SF films!*	1:30pm-4:40pm
Anime	*What it is, where it's been, where it's going.*	4:45pm-6:30pm
Closed For Dinner	*(We've gotta eat sometime!)*	6:30pm-7:15pm
Xanadu	*Muse it over, you'll want to see it.*	7:15pm-8:45pm

Saturday's Films

Short Subjects		9:00pm-9:40pm
Blade Runner	*You thought you knew what run meant.*	9:40pm-11:40pm
Short Subjects		11:40pm-12:20am
My Science Project	*Don't try to grade this one!*	12:20am-2:00am

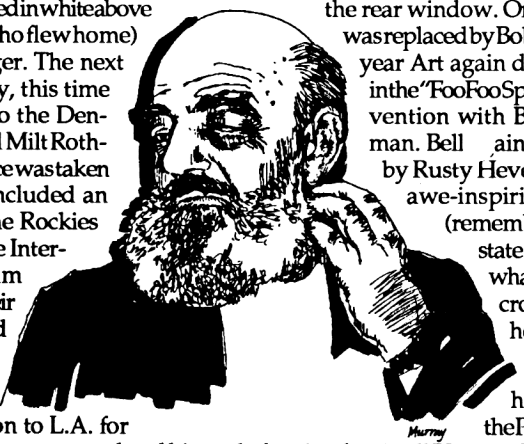
Sunday's Videos

Battlestar Galactica	*Come help search for earth.*	2:00am-4:00am
Invaders From Mars	*They're here, wanna meet'em?*	4:00am-5:30am
20,000 Leagues Under The Sea	*Watch your step.*	5:30am-7:30am
Starman	*The nicest alien in the galaxy.*	7:30am-9:30am
This Island Earth	*Bring your pail & shovel.*	9:30am-11:00am
Condorman	*The perfect ending to a perfect con.*	11:00am-12:30pm
Beauty and the Beast	*A never-aired episode and discussion.*	12:30 pm-END

Art Widner

by Jeff Schalles

In the September 1934 issue of *Astounding Science Fiction* there is a chatty letter of comment that ends: "Would like to correspond with any one interested in science-fiction and promise to answer all letters.—Arthur L. Widner, Jr., 79 Germaine Ave., Quincy, Mass." Art quickly became enthusiastically active in fandom, publishing hektographed fanzines, corresponding, attending early fan gatherings. In 1940, Art, Earl Singleton, and John Bell drove to Chicon I from Boston in "The Skylark of WooWoo," a 1928 Dodge "Fast Four" with its name painted in white above the rear window. On the return trip Bell (who flew home) was replaced by Bob Madle and Julius Unger. The next year Art again drove across the country, this time in the "FooFoo Special", a 1935 Ford V8, to the Convention with Bell, Madle, Denman. Bell again flew home and Unger, and Milt Rothman. Bell was taken by Rusty Hevelin. The return trip included an awe-inspiring side trip through the Rockies (remember, this was long before Interstate Highways.) I asked him about what they talked about on their cross-country fantrips, and he said "femmefans."



In 1946 Art hitch-hiked from Boston to L.A. for the Pacificon and back; he has now completed his goal of setting foot in all 50 states. Though Art modestly disputes this, Harry Warner suspects that Art holds the record for "most-traveled fan", a legend borne out in the editorial of the latest issue of *YHOS* as he chronicles his fannish travels of the past year. Art pubbed the first issue of *YHOS* in October 1941, the 49th issue in February of 1990, and plans on having his 50th Annish (as we fanzine types refer to such things) out in time for this year's Corflu in May.

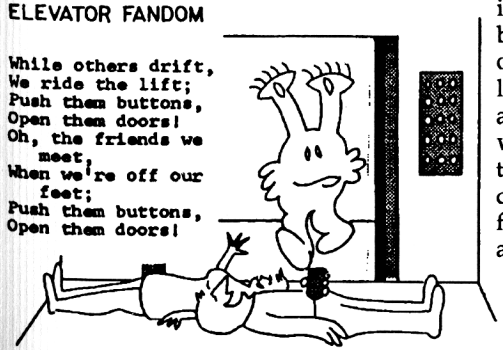
Art was intensely active during the second decade of fandom, but then set it aside for nearly thirty years. These things happen. The wonder of it all is that, due to our unique skills of timebinding and through the not-yet-obsolete communication media of fanzines, one can pop back into realtime fandom anytime one truly wishes.

In the beginning, fans were much less likely to specialize in one or two narrow interest areas. Yes, some wore costumes at cons in the 1940's, and they talked

of SF movies (the few that had appeared) and invented and played SF and fantasy oriented games. They had clubs, bureaucracies, feuds and Important Issues To Contend With. From our reading of Harry Warner's landmark history of fandom prior to 1950, *All Our Yesterdays*, we find that Art was involved in nearly everything that went on back then. In addition to being an early organizer of the N3F (National Fantasy Fan Federation), he invented the game "Interplanetary" in 1942, helped delineate the travelogue style of con report, and captained one of the softball teams at the Nycon, the first Worldcon. In 1940 Art inspired "The Strangers Club", a Boston-area group loosely grouped around Cambridge and MIT, honored and reunited last year at Noreascon III. He became its first Director, and put on the first two "proto-Boskones" in '41 and '42. The club stayed active until the end of the 1940's.

Though he currently teaches English Literature at Diablo Valley College, Art is also a scientist. A great deal of data on early fans and fan groups exists because of the various fan demographics polls Art conducted in the early '40s. Tucker, de la Ree and others also conducted polls; the data published in their fanzines might be a golden opportunity for some enterprising grad student's dissertation. Meanwhile, in the 1990's, Art remains interested in most things. I was delighted upon meeting him last year when he mentioned that, though he was mainly into jazz, he was intrigued by the Grateful Dead and wondered what albums to try first! This is the secret at the heart of the beginnings of fandom, wide-open minds meeting on myriad levels, having fun and looking for the newest horizons.

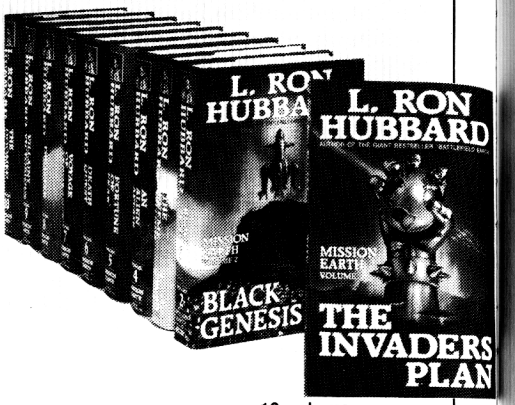
The fact that fandom has grown large and become splintered among various narrow interest groups, some of whom demonstrate little interest in other areas (including our rich history), goes against the reality of universal fans like Art. In 1940 Art published an article by Damon Knight, "Unite or Fie" in Fanfare, and it was this piece that led to the creation of the N3F. Although the N3F never became quite the organization it wanted to be (something along the lines of the WSFS), there is no reason that it should be relegated to the dustbins of history. Having someone like Art around to encourage us to look towards the widest possible horizons, to nurture interest in many directions in this wonderful place called fandom, is a fine thing indeed.



Horizontal disciples of the vertical temple have a moving religious experience.

"REMEMBER how you felt the first time you saw STAR WARS? This book will do it to you again."

— ORSON SCOTT CARD



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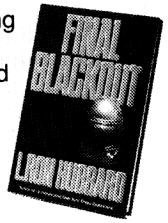

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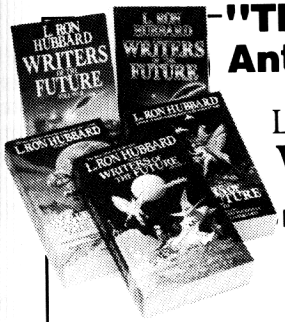

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PROGRAMMING

Nomenclature

The item listing has codes for each item for quick reference on particular items. They are explained as follows:

LECT	Lecture	PANEL	Panel
INTVW	Interview	RDTBL	Roundtable
WKSHP	Workshop	MEET	Meeting
SLIDE	Slide show	AUDIO	Audio show
OPEN	Opening time for an area of programming		
CLOSE	Closing time for an area of programming		
DEMO	Demonstration		

All times are in a 24-hour format for easy reference. 12:00 is ALWAYS noon and 24:00 is ALWAYS midnight.

Disclaimer

These are the times that try fen souls... Actually the items listed herein were as complete as possible at press time for the program book. TBA means "To Be Arranged". Please consult your pocket program schedule for late breaking changes and additions.

By the way...

We are trying some stuff this year: a programming track relating to the convention theme,the Megalomedia room (continuous audio/visual entertainment), a Kids programming track, increased visibility for the Green Room, a Moderator Workshop and the Fan Fair. The hidden theme of programming is Maximum Diversity. If you notice things that could have been done better or should have been done and weren't (you will, you will...) consider volunteering to help do them next year. Volunteer sign-up sheets for next year are available at our new Info Center.

The Green Room

Moderators and programming participants can meet here with their panelists to take a headcount, go over the panel's premise and just relax. Refreshments, comfortable furniture and a Soothing Presence from the staff are all available to facilitate this. All programming staff are welcome.

Readings and Autographings

There is a whole room set aside for authors to read their works (out loud). There will be a mass autographing. Individual autographings may also be scheduled at the authors' convenience in the Great Hall Foyer. Check the pocket program for the schedules of readings/autographings and directions to the Reading Room. Authors can sign up at the con for readings and autographing as long as times are still available. Check at the Info Center.

FHANNISH

Since we are celebrating Minicon's 25th anniversary (more or less) we decided it would be appropriate to wallow in fhannish nostalgia this year. Drop in on the Fhannish Track (running most of Saturday in the Bozo Room) to listen and learn and put your two cents in as we attempt to unearth our rhoots, relive our past, and remember why we numbered Minicon the way we did.

FRIDAY

PANEL Fanspeak: the Evolution and Uses of Fhannish Language
Plaza Room (Bozo Room) 17:30
Moderator: John Taylor; Geri Sullivan, Art Widner. An exploration of fhannish language, its origins and effects on fandom.

SATURDAY

PANEL From Carbon Paper to Laser Printer: Fanzines Then and Now
Plaza Room (Bozo Room) 12:00
Moderator: Dave Romm; Art Widner, Julius Schwartz, Teddy Harvia, Walter Coslitt. 50 years of fanzine publishing relived and chuckled over.

PANEL Minicon Numbering Through the Ages: the Minnstf Timeline
Plaza Room (Bozo Room) 15:00
Ringmaster: Sharon Kahn. A cast of thousands reconstructs the important milestones in Minnstf history and immortalizes them on butcher paper. Add your own personal milestones to our timeline!

PANEL Funny Famous Figureheads of Fandom: Oldpharts on Parade
Plaza Room (Bozo Room) 17:00
Moderator: Jeff Schalles; Art Widner, Julius Schwartz, Wilson Tucker, Gordon Dickson. Illustrious members of First Fandom share their memories.

PANEL Lime Jello: Myth or Reality. The Origins of Fannish Legends
Plaza Room (Bozo Room) 19:00
Moderator: Dave Wixon; Joyce Scrivner, Wilson Tucker, Jon Singer, Doug Friauf. This is about more than just lime jello. Famous and not-so-famous stories revisited.

This Way to Krushenko's!

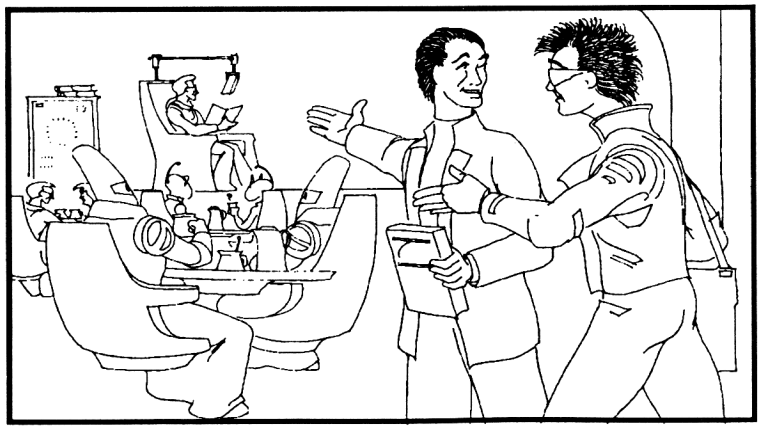
by Eric M. Heideman

In 1983 Eleanor Arnason suggested that Minicon, being a science fiction convention, ought to have a round-the-clock room set aside for formal and informal science fiction/fantasy discussions. I volunteered to start such a room; then-Programming Chair Michael Smith suggested the name Krushenko's, after a bistro in Guest of Honor Larry Niven's novel, *Ringworld*. Krushenko's was set up as a coffee house, with tables arranged in a folksy, friendly manner.

During its early years (at the Radisson St. Paul in '83, the Leamington, Minneapolis, in 1984, and the Radisson South since 1985) Krushenko's had about half its hours scheduled for SF & F programming, the other hours being left unscheduled to encourage informal discussions. People kept suggesting that the scheduled and unscheduled discussions were equally important, neither a substitute for the other.

In 1988 Programming Cochairs Polly Peterson and Elise Krueger created the "Two-Headed Krushenko's." Krushenko's II (Atrium III) has scheduled panels and discussions, many of them welcoming audience participation (depending on the ground rules set down by the particular panel or discussion's moderator). Krushenko's (Atrium II) is a coffee house, unscheduled, so you can make friends with others who love SF. Both rooms are open continuously from noon Friday till midnight Sunday night.

"Krushenko's is accustomed to serving alien guests!"



Kells grinned, "How about a movie?"
Wedge raised his eyebrows.
"Replicants are righteous dudes!" Wedge exclaimed as the pair emerged from

Krushenko's

FRIDAY

OPEN Krushenko's and Krushenko's II open.
Atriums 2 and 3 respectively 12:00

PANEL "Career Building."
Atrium 3 (Krushenko's II) 14:00-15:00
Joel Rosenberg, moderator; Beth Fleisher, Eleanor Arnason, Will Shetterly, Bruce Bethke. What is the difference between asking, "What is the next novel to write? What is the next short story to write?" and "What is going to build my career as a science fiction writer?"

RDTBL "Do Writing Workshops Work?"
Atrium 3 (Krushenko's II) 15:00-16:00
Eric M. Heideman, moderator; Jane Yolen, P.C. Hodgell, Algis Budrys, Carolyn Ives Gilman, Peg Kerr, Andre Guirard. How effective are workshops such as Clarion and Writers of the Future at teaching writing techniques?

PANEL "P.K. Dick Revivivus."
Atrium 3 (Krushenko's II) 16:00-17:00
John W. Taylor, moderator; Kim Stanley Robinson, Phillip C. Jennings, Greg L. Johnson, Brian Anderson. A discussion of the growing interest in the life and writing of Philip K. Dick (1928-1982).

PANEL "Literary Sharecropping: Writers Who Work in Other Universes."
Atrium 3 (Krushenko's II) 17:00-18:00
Bruce Bethke, moderator; John M. Ford, Richard Knaak, Will Shetterly.

Krushenko's unscheduled.
Atrium 3 (Krushenko's II) 18:00-22:00

PANEL "The Times They Are A 'Changin', Should We?"
Atrium 3 (Krushenko's II) 22:00-23:00
Greg L. Johnson, moderator; Martin Shafer, Paul Kirst, Terry A. Garey, Mike Levy. A discussion of '80s SF dealing with genetic manipulation of the human species.

MEET Worldbuilding Group Meeting: "Our Solar System in 2050: Will You Like It?"
Atrium 3 (Krushenko's II) 23:00-01:00

Sally Morem, Dan Goodman, Lynn Holdum, convenors.

SATURDAY

LECT "The New Wave."
Atrium 3 (Krushenko's II) 10:00-11:00

Kim Stanley Robinson, speaker. A lecture about SF's experimental "New Wave" of the 1960s.

MEET Rivendell Group Meeting: "Jane Yolen's *Sister Light/Sister Dark*."
Atrium 3 (Krushenko's II) 11:30-13:00

David Lenander, moderator; with Jane Yolen.

PANEL "The Past As An Alien Land: Historical Settings in Science Fiction and Fantasy."
Atrium 3 (Krushenko's II) 13:00-14:00

Carolyn Ives Gilman, moderator; Kim Stanley Robinson, Kara Dalkey, Will Shetterly, Phillip C. Jennings. How do we use the past as setting and as symbol? Why do we define the preindustrial past as the realm of fantasy, and the industrial past as science fiction?

RDTBL Editors' Roundtable.
Atrium 3 (Krushenko's II) 14:00-15:00

Algis Budrys, moderator; Patrick Price, Julius Schwartz, Beth Fleisher. Editors trade anecdotes and talk shop about editing books, magazines, comic books, and fanzines.

PANEL "Fantasy: Here/Now & Then/There."
Atrium 3 (Krushenko's II) 15:00-16:00

Laurel Winter, moderator; Patrick Price, Eleanor Arnason, Pamela Dean, Phillip C. Jennings. Many writers (Barbara Hambly, Guy Gavriel Kay, etc.) take 20th century characters and plunk them into elsewhere/when. Why is this combination so appealing? Are there any drawbacks?

PANEL "After Schenectady: The Development of a Novel from Conception to Birth."
Atrium 3 (Krushenko's II) 16:00-17:00

Will Shetterly, moderator; P.C. Hodgell, Steve Mudd, Patricia C. Wrede, Emma Bull. Published novelists describe the development of one of their novels, from the idea to the printed product; stages in the process, critical decisions, adaptations along the way. How did they get from "A" to "42?"

PANEL "Women and Honor."
Atrium 3 (Krushenko's II) 17:00-18:00

Elise Krueger, moderator; Jane Yolen, Emma Bull, Terry A. Garey. Kris Jensen, Mickey Zucker Reichert. Exploring dilemmas of honor in science fiction and fantasy with women characters.

PANEL "Non-Supernatural Horror."
Atrium 3 (Krushenko's II) 18:00-19:00

John Brower, moderator; Dwayne H. Olson, Rodger Gerberding, Elaine Bergstrom, David W. Miller. Who are some leading horror writers who are not normally considered horror writers?

MEET Minnesota Imaginative Fiction Writers' Alliance Meeting: "SF Writing Groups in Minnesota."
Atrium 3 (Krushenko's II) 19:00-20:00

Eric M. Heideman, convenor.

READ "Science Fiction/Fantasy Poetry Reading."
Atrium 3 (Krushenko's II) 20:00-22:00

Terry A. Garey, convenor; Jane Yolen, John Calvin Rezmerski, Eleanor Arnason, Ruth Berman, Sandra J. Lindow, Laurel Winter.

PANEL "Out of the Closet and Into the Genre."
Atrium 3 (Krushenko's II) 22:00-23:00

David Cummer, moderator; Patrick Price, Victor Raymond, Carol Becker, Teresa Nielsen Hayden. What science fiction (in books and other media) has come out over the past year related to gay, lesbian, and bisexual themes? Does SF have anything to offer to B/G/L's?

READ Jane Yolen Storytelling Session.
Atrium 3 (Krushenko's II) 23:00-24:00

SUNDAY

PANEL "How Writing Works for Writers."
Atrium 3 (Krushenko's II) 11:00-12:00

Eleanor Arnason, moderator; P.C. Hodgell, Bruce Bethke, Phillip C. Jennings, Gail Van Asten. Discussion of how the stories that writers write work in their personal lives.

PANEL "Fantastic Fiction in the Small Press."
Atrium 3 (Krushenko's II) 12:00-13:00

Dwayne H. Olson, Jwindz Publishing, moderator; Phil Rahman, of Fedogan & Bremer; Greg Ketter, Dream Haven Books; Mike Odden, *Minnesota Fantasy Review*; Eric M. Heideman, *Tales of the Unanticipated*.

READ "Kim Stanley Robinson Reads (Out Loud)."
Atrium 3 (Krushenko's II) 13:00-14:00

MEET Second Foundation Meeting: "The Fiction of Kim Stanley Robinson."
Atrium 3 (Krushenko's II) 14:00-15:00
Eric M. Heideman, moderator; with Kim Stanley Robinson.

CLOSE Krushenko's and Krushenko's II close. 24:00

TBA

RDTBL Vague Similarities
Krushenko's I TBA

Sometimes, after an author has created a universe and cast of characters totally from his own imagination, he begins to notice people around him that bear remarkable similarities to his own creations. Wouldn't it be amusing to gather together a group of real people who coincidentally resemble the characters from a particular book? Watch for the momentary materialization of Cowboy Feng's Space Bar and Grill, coming soon to a Science Fiction Coffee House near you.

Attention MegaTraveller™ Fans!

- Are you and your friends in need of a referee?
- Does your regular group need a new player?
- Do you think that you *may* be in need of a new player or referee in the future?
- Or... did you buy MegaTraveller™ only to find out that you don't even know more than a few people who have it?

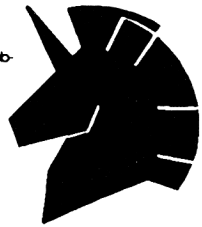
If you answered yes to any of the above questions, you'll want to keep on reading...

My name is Leif Pihl, I'm a MegaTraveller (and Traveller) player and collector as well as a one-time and possibly future referee. I don't claim to be a MegaTraveller Guru, just a big big fan.

What I am trying to do is to gather together a list of people who are interested in MegaTraveller, and want other such people to know about it.

I have arranged to have a sign up area set aside in the gamers area for people who are interested in joining the list. I'll also have a sign up form at my room. In the event that you neglect to do so at MiniCon, or find other people who want to join the list, you can mail additional entries to me. Please mail your entries to:

Twin Cities area MegaTraveller™ fan list
Leif Pihl, coordinator in care of:
3338-37th avenue south
Minneapolis, MN 55406-2139



When I've edited and prepared the actual document for release to the public, I intend to make it available through Kinko's "DinkyTown II" location:

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Finally, I'd like to invite you on over so to speak...

I've tried to reserve my room as a Cabana on the second floor overlooking the pool from the north side. (Ask at the reservations desk for my room number, or look for paraphernalia I'll be putting up. It shouldn't bee too tough to find if you're looking.) Essentially I thought it would be nice to have a place to gather that was a bit more... exclusive than the gaming area. Drop on by, maybe there'll be a game going, or maybe not.. I don't know, but give it try!

Have a great time at MiniCon 25...

I'll be the one wearing the white Tuxedo Tails! Leif O. Pihl

MEGALOMEDIA

AUDIO SHOCKWAVE
Great Hall West (Opening Ceremonies) 18:30

The following are in Atrium 1 (Megalomedia Room):

"Captain Audio and the Space Cassettes"	Friday: 16:00
"Food Wars 1"	Friday: 16:00
"Computers and Robots"	Friday: 16:00
"The Fall of the House of Usherette"	Saturday: 15:00
"Goblin Tax"	Saturday: 22:00

The group of crazies that does the Minicon Opening Ceremonies radio show. (See related historical article on page 45) On the air at KFAI-FM in Minneapolis since 1979, they are known for the inventiveness of their comic material, and their unrelenting pun-ishment of the live audience. Their productions have been aired on stations all around the country. Included in the SHOCKWAVE audio programming at Minicon are a trailer for the movie "Captain Audio and the Space Cassettes"; "Food Wars I - A New Cook" by Kara Dalkey; the entire closing ceremonies from Minicon 19, "The Fall of the House of Usherette" (including a "Dudley Do-Right" cartoon, and a "Cerebus, the Aardvark" comic); "Goblin Tax", by Allen Varney, a fantasy role-playing game gone awry; several comic commercials; and a classic SHOCKWAVE program on a "Computers and Robots" theme.

SHOCKWAVE can be heard in the Twin Cities on KFAI, 90.3 FM, at 7:00 pm on Tuesdays.

AUDIO The Little City In Space
Atrium 1 (Megalomedia Room) Part 1, Friday: 23:00
Part 2, Saturday: 17:00

A nationally syndicated program of comedy and satire, with a science fiction base. It is produced by the Post-Void Radio Theater at KFAI-FM in Minneapolis. Look for copies of the Void Post available at Minicon, for a hint of what they do and access to tapes, t-shirts, and more from these highly accomplished wierdos. We will offer two one-hour slots to hear from them at this Minicon.

The Little City In Space show can be heard in the Twin Cities on KFAI, 90.3 FM, on Wednesdays, from 10:00 pm until midnight.

AUDIO X Minus One

Atrium 1 (Megalomedia Room) Saturday: 21:00

This NBC Radio program was on the air from 1955-57. It aired adaptations of stories (mostly from the pages of *Galaxy* magazine), and some that were original to the series. Many of the scripts were the same ones used in an earlier science fiction series, called *Dimension X*, on the same network. (See Meade Frierson's 1973 fanzine "Science Fiction on Radio" for full descriptions of the program and each of it's episodes.) Programs airing at Minicon will be "A Pail of Air", the Science Fiction Hall of Fame classic story by Fritz Leiber (published 1951, aired 1956), and "Protective Mimicry" by Algis Budrys (published 1953, aired 1956).

AUDIO "The Day the Earth Stood Still"

Atrium 1 (Megalomedia Room) Saturday: 12:00

A 1951 Lux Radio Theater adaptation of the earlier film, both starring Michael Rennie. Based on Harry Bates' story "Farewell to the Master" (1940).

AUDIO "The War of the Worlds" - Fiftieth Anniversary Production, 1988

Atrium 1 (Megalomedia Room) Saturday: 23:00

A contemporary version of the famous radio show by Orson Welles. Otherworlds Productions used the original Howard Koch 1938 script as a base, but updated the production to sound like modern public radio. Starring Jason Robards.

AUDIO "The Cold Equations"

Atrium 1 (Megalomedia Room) Saturday: 18:00

Sci-Fi Radio adaptation of Tom Godwin's 1954 story of a stowaway on an emergency ship. *Sci-Fi Radio*, produced in Texas by Kevin Singer, had a twenty week run on National Public Radio in 1989, and included classic and modern science fiction stories. You can still catch the series running on NPR Playhouse in some cities.

AUDIO "Space Patrol, with Buzz Corey and Cadet Happy"

Atrium 1 (Megalomedia Room) Saturday: 18:00

A 1950-55 children's sci-fi show.

AUDIO "Ruby, the Galactic Gumshoe"

Atrium 1 (Megalomedia Room) Saturday: 15:00

"Ruby" and "Ruby Too", by ZBS Productions. Two series about Ruby, the Galactic Gumshoe. Highly produced, often funny. Each done in 65 four-minute episodes to be played daily. We'll be doing a few selected episodes.

AUDIO "The Scourge of the Desert"

Atrium 1 (Megalomedia Room) Saturday: 22:00

By Pierce and George Zarr. ZPPR Productions. From *Little Chills*, winner of the 1989 International Radio Festival Award.

AUDIO "Mark Time"

Atrium 1 (Megalomedia Room) Saturday: 15:00

By The Firesign Theater, from the album "Dear Friends".

AUDIO "The Future Fair"

Atrium 1 (Megalomedia Room) Saturday: 22:00

By The Firesign Theater, from the album "I Think We're All Bozos on this Bus."

SATURDAY

SLIDE Roland Trenary

Atrium 1 (Megalomedia Room) 13:00

Works of Mahlon Blaine, artist and illustrator. He illustrated over 120 books and magazines between 1926 and 1968, with subjects ranging from children's stories to erotica, from biography to science fiction. This debut program includes examples of Blaine's published and unpublished works. Adult subjects: parental discretion is advised.

SLIDE Chuck Holst

Atrium 1 (Megalomedia Room) 16:00

"Evolution of Minn-Stf: The Eocene". Slides of Minn-Stf circa 1969-1974. Perhaps including photos of Minicon 3, and for sure including the very first "Minneapolis in '73" Party at Torcon (Toronto WorldCon, 1973). Commentary and recognition of subjects by fans active in them days.

SLIDE David Dyer-Bennet

Atrium 1 (Megalomedia Room) 22:00

"A Minn-Stf Family Album". Slides of Minn-Stf between 1975 and 1985, or so. Several Minicons, FallCons, Picnicons, WorldCons, and much, much more.

SLIDE Julius Schwartz

Atrium 1 (Megalomedia Room) 14:00

"Origin and Evolution of Science Fiction Conventions and Fandom." Photos of fans and cons since the beginning. Mr. Schwartz helped to organize the very first WorldCon, and has been active in fandom of both science fiction and comics since the early Thirties.

SLIDE Art Widner

Atrium 1 (Megalomedia Room) 20:00

Historical photos of fandom of the 1930's and 40's.

SLIDE Fred A. Levy Haskell

Atrium 1 (Megalomedia Room) 19:00

"The Fred Haskell Advanced Seminar in Photographic Technique" Fred will show many of his famous slides and discuss what works about them and what doesn't. Children and persons offended by nudity should probably not bother to attend.

SLIDE Geri Sullivan

Atrium 1 (Megalomedia Room) 18:00

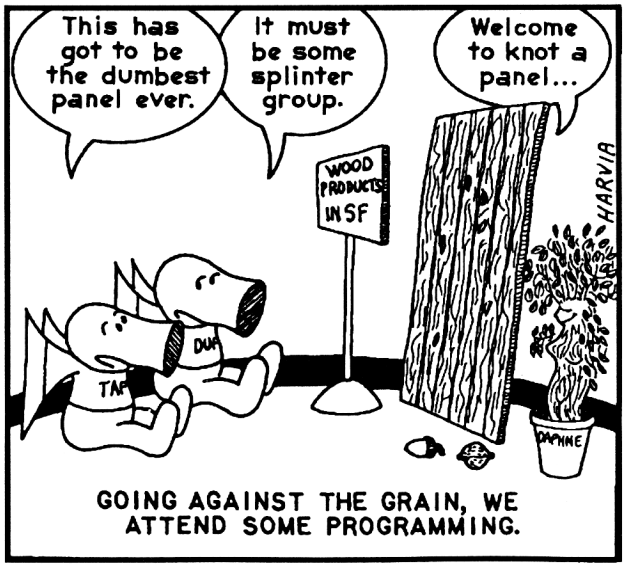
Geri Sullivan's slides of pulp magazine covers from the 20's, 30's, 40's, and 50's. Played over an audio background of "Space Patrol, with Buzz Corey", radio sci-fi from 1950.

SUNDAY

SLIDE Noreascon III Retrospective

Great Hall West 13:00

Slides taken during the 1989 WorldCon in Boston, shown at assembly at the end of the con. Kindly brought to Minicon by Scott Robinson and Sally Martin, and coordinated by David Dyer-Bennet.



Kids

Fandom, the Next Generation

Another innovation this year is the Kids Programming Subcommittee. Young fen who would like to join the fun and help out with the con are advised to check out the meeting of the Baker Street Irregulars Friday evening. It's not too late to join the production staff, and maybe even the cast, of The Play. See Corwin Brust or one of his loyal lieutenants for details.

FRIDAY

MEET Baker Street Irregulars: organizational meeting

Atrium V 21:00

Moderator: Corwin Brust. Too old for child care and too young to drink? If you're between the ages of 6-18, Uncle Kid wants you! BSI is a Junior Troubleshooter/Auxiliary Gofer Squad. We help out around the con, watch out for vandals and troublemakers, help the over-worked child-care staff and just in general have fun.

SATURDAY

WKSHP Amaze Your Friends

Atrium V 10:00

Host: Wilde Phogge; Andre Guirard, Renata Fawcett, Steve Perry. Kids—learn a little juggling, stage magic, and other social arts.

WKSHP Kids' Costume Workshop

Atrium V 13:00

Host: Ann Totusek. Learn how to use basic sewing techniques and a little ingenuity to concoct costumes for yourself and friends.

WKSHP Teaching Art to Kids

Atrium V 16:00

Moderator: Laramie Sasseville; Rodger Gerberding, Giovanna Fregni. For adults interested in the teaching of art, and for kids interested in learning.

PLAY You Can't Do That in Fandom: The Play
Atrium V 20:00
Moderator: Corwin Brust. A series of humorous skits created and produced by young fans.

PANEL Beginnings in S.F.
Atrium V 20:30
Moderator: Corwin Brust; Wilde Phogg, Nate Bucklin, Erik Baker, Ellie Fregni, Jeremy Plapp. Fans of all ages talk about their favorite juvenile S.F.

Meetings

FRIDAY

MEET Christian Fandom
Atrium V 14:00
Moderator: Marty Helgesen.

MEET Worldbuilding Group Meeting
Atrium 3 (Krushenko's II) 23:00-01:00
Sally Morem, Dan Goodman, Lynn Holdum, convenors.

SATURDAY

MEET Association of Science Fiction/Fantasy Artists
Atrium V 11:00

MEET Rivendell Group Meeting: "Jane Yolen's *Sister Light/Sister Dark*."
Atrium 3 (Krushenko's II) 11:30-13:00
David Lenander, moderator; with Jane Yolen.

MEET Star Trek News and Views
Atrium V 14:00
Moderator: Artie Johnson. USS Nokomis get-together.

MEET Minnesota Imaginative Fiction Writers' Alliance Meeting
Atrium 3 (Krushenko's II) 19:00-20:00
Eric M. Heideman, convenor.

SUNDAY

MEET North Country Gaylaxians Meeting
Atrium V 13:00
Moderator: Victor Raymond.

Music

FRIDAY

BAND Bedlam Rose
Great Hall West 22:00
John Sjogren, Lorraine Garland, Jeff Bertilson. Bedlam Rise, Bedlam Rose, Bedlam Risen. Irish goes electric.

BAND Cats Laughing
Great Hall West 23:00
Steven Brust, Emma Bull, Lojo Russo, Adam Stemple, Bill Colsher, Richard Tatge. The band plays, the Master of Light does his thing, and people dance.

SATURDAY

BAND Little Green Men
Great Hall West 23:00
Steve Sklar, Johnna Morrow, Jim Henkemeyer, John Lavin, Jason Orbit, Richard Tatge. Journey through time and space with the unique synthesis of sound and light known as Space Jazz.

SUNDAY

SHOW **Prairie Fan Companion (Closing Ceremonies)**
Great Hall West 14:00
Host: Elise Krueger. A little poetry, a little music, a few fans, a lot of fun. All shy persons welcome. Featuring Jane Yolen (the poet laureate of the St. Paul Spaceport), the Good Afternoon Band (Nate Bucklin, David Emerson, and Gary Schulte), and shy person Fred Levy Haskell. Commercials by Shockwave.

TBA

PARTY "Decadent Dave and Friends"
Atrium V 19:00
Honored Guest Dave Clement and some folks he knows "do" music. The pocket program will have the final time and place.

BAND Sacred Harp
Great Hall Foyer TBA (Both nights)
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POTPOURRI

FRIDAY

PANEL How to Meet Pros

Plaza Room (Bozo Room) 14:00

Moderator: An Assortment of Friendly Pros. So there you are in the elevator and standing next to you is your very favorite writer of all time—what do you say? You don't know what to say, and you don't want to look stupid? Have we got a panel for you!! Come and warm up for the Meet-the-Pros party. Learn tips for introducing yourself to those Famous People you always wanted to meet.

PANEL Panels From Hell

Plaza Room (Bozo Room) 15:00

Moderator: Pat Wrede; Joel Rosenberg, Lon Levy, Beth Meacham, Ruth Berman. Experienced panelists share their worst panel experiences.

PANEL Vampires on a Bed of Rice

Atrium V 24:00

Moderator: Joe Agee; John M. Ford, Andrew Bertke, Patricia Kenneally, Victory White. A discussion of the evolution of the vampire character in film and literature. Why is America falling in love with vampires?

SATURDAY

FAIR Fan Fair

Great Hall West 10:00

Fandom is really a multitude of sub-fandoms (the infamous set that contains itself). Come to the Fan Fair and find out how many diverse interests fans have managed to build a club or group around.

PANEL Spreading Your Wings: Survival as a Newly Fledged Author

Plaza Room (Bozo Room) 11:00

Moderator: Peg Kerr; Kay Pealstrom, Richard Knaak, Steve Mudd. Making the transition from fan to pro, from short stories to novels, from the short tax form to the long one. A discussion-oriented panel for neopros.

PANEL Living with Greatness

Plaza Room (Bozo Room) 13:00

Moderator: David Dyer Bennet. Families of the Guest(s) of Honor tell all.

INTVW Author GoH: Jane Yolen

Plaza Room (Bozo Room) 14:00

Hosts: The Scribblies; Steve Brust, Pam Dean, Emma Bull, Kara Dalkey, Will Shetterly. Jane Yolen is interviewed by the International Writers Workshop, aka The Scribblies.

RDTBL The Prime Directive

Atrium V 15:00

Hosts: Scott Hill, Joe Agee. A discussion of Star Trek's non-interference directive and a comparison of its treatment in Classic Trek and the Next Generation. Audience involvement encouraged.

INTVW Author GoH: Kim Stanley Robinson

Boulevard Room (STFNAL Room) 16:00

Hosts: Peg Kerr and Eric Heideman.

PANEL Peculiar S.F. Theme Anthologies

Boulevard Room (STFNAL Room) 17:00

Moderator: Algis Budrys; Nate Bucklin, Denny Lien, David Cargo, Tony Bloxzyl. Theme anthologies can (and have) been built around the unlikeliest starting concepts, from Science Fiction and Baseball to stories with the same first line. What are some of the oddest ones that have been done so far and what could we do if we really let our imaginations loose?

PANEL Video Games of the Future

Boulevard Room (STFNAL Room) 18:00

Moderator: Ed Eastman; Al Kuhfeld, John Columbus, Don Bailey, John M. Ford. They're already everywhere, so what comes next? A discussion of technologies and philosophies of future video games or other such entertainments, with historical perspective.

PANEL Sex and Censorship

Boulevard Room (STFNAL Room) 19:00

Moderator: Victor Raymond; Reed Waller, Kate Worley. Why does sex, particularly gay/lesbian sex, get censored in science fiction and fantasy—supposedly the literature of "the possible"? It isn't just Kay Tarrant chopping it out of fold Analog stories, it's Friendly Frank's getting busted for selling such "obscene" material as Omaha the Cat Dancer. Is there anything that can be done?

DEMO Ask Dr. Mike

Plaza Room (Bozo Room) 20:00

Host: John M. Ford. Dr. Mike, well-known expert, takes questions from the audience.

RDTBL Let's You and Him Fight

Plaza Room (Bozo Room) 21:00

Moderator: Fred Haskell, Jon Singer; Steven Brust, Bruce Schneier. Steven Brust debates the whichness of the why and other pointless, unresolvable philosophical questions with a variety of antagonists.

PANEL Perverts Panel

Atrium V 24:00

Moderator: Roxanne Widmer; Scott Hill, Patricia Kenneally, and Brigitte Shaver. A panel of experts defines and illustrates old and new experiences in deviance and decadence.

SUNDAY

PANEL Children's Fantasy: Not Just Kid Stuff

Plaza Room (Bozo Room) 11:00

Moderator: Beth Friedman; Jane Yolen, Pat Wrede, Pamela Dean, Terry Windling. Much of the best work in the fantasy genre has been in the area of children's fantasy. What can adults get out of reading children's fantasy?

RDTBL Trek or Trash

Atrium V 11:00

Host: Scott Hill; Brigitte Shaver, Kay Sproll, Joe Agee. What's wrong with Star Trek and how can it be fixed? An open discussion led by members of the USS Phoenix.

PANEL The Galactic Gourmet

Atrium V 12:00

Moderator: Deb Nickelsen; Kara Dalkey, Dave Romm, Victory White, Rene Anderson, Mary Jo O'Rourke, Bill Willis. Come meet some great chefs of the galaxy and share recipes for delicacies that are out of this world. Samples available at the Phoenix hospitality suite right after the panel.

PANEL Pun-el: Son of Pun

Plaza Room (Bozo Room) 13:00

Moderator: Beth Eastman; Bill Bader, Al Kuhfeld, Marshall Thayer, Wilde Phogg, Donna Lang. Straighten those lines and hang onto your barf bags! More mad punning without fear of flying fruit.

SCIENCES

FRIDAY

LECT "Space Studies Institute: You Can Make a Difference"
Boulevard Room (STFNAL Room) 14:00-15:00

Ann Shjefte will show a video and give a lecture about the Space Studies Institute, the organization founded by Gerard K. O'Neill, dedicated to developing the technology to mine the Moon and build solar power satellites.

PANEL "Computer Bulletin Board Systems."
Boulevard Room (STFNAL Room) 15:00-16:00

Moderator: Ben Huset; Jim Cran, Scott Raun, David Dyer-Bennet and John Stanley. The panelists will explain what BBSs are, describe various systems, and predict what they will become in five to ten years.

LECT "Eyes in the Skies: All You Ever Wanted to Know About Spy Satellites."
Boulevard Room (STFNAL Room) 16:00-17:00

John Carter will explain it all to us (except, presumably, classified material).

SATURDAY

PANEL "Politics and Economics of Space Development"
Boulevard Room (STFNAL Room) 10:00-11:00

Moderator: David Robb; Bill Higgins, Andre Guirard and Greg Ruffa. The panelists will discuss the forces and trends in politics and economics which may help or hinder space development.

INTVW "Earl Joseph Interview"
Boulevard Room (STFNAL Room) 11:00-12:00

Interviewer: Bruce Schneier.

PANEL "The Minnesota Space Frontier Society Panel: The Neptune/Voyager Flyby"
Boulevard Room (STFNAL Room) 12:00-13:00

Moderator: Sally Morem; John Carter, Paul Weiblen, Bill Higgins, and Terry Jones. The panelists will describe the flyby and what impact it had and is having on space science.

LECT "3M Space Experiments"
Boulevard Room (STFNAL Room) 13:00-14:00

Project Director Dr. Earl Cook will give a slide show presentation on the preparation of payloads for Shuttle missions.

WKSHP "Do You Know Where Your Future Is? A Future Workshop"
Boulevard Room (STFNAL Room) 14:00-16:00

Earl Joseph, Minicon's Science Guest of Honor, will conduct an abbreviated version of the future workshop he runs for various organizations. Panelists: Bill Higgins, Greg Ruffa, and Bruce Schneier.

LECT "Research and Development, and U.S. Competitiveness."
Village II (Reading Room) 16:00-17:00

Our Honored Guest, Dr. Joseph Romm, will discuss the current level of basic scientific research and the development of that research into marketable technology, and what impact this is having on American competitiveness in a global economy.

SUNDAY

PANEL "Science and Society"
Boulevard Room (STFNAL Room) 10:00-11:00

Moderator: Sally Morem; Martin Schafer, Melinda Hutson, Earl Joseph, Dr. Joseph Romm, and Al Kuhfeld. The panelists will describe what they believe the relationship is between science and society today and then discuss related issues of concern.

LECT "The Soviet Space Program"
Boulevard Room (STFNAL Room) 11:00-12:00

Ben Huset will give a lecture and slide show updating us on what the Soviets are doing in space.

PANEL "Science and the Media"
Boulevard Room (STFNAL Room) 12:00-13:00

Moderator: Polly Peterson; Dr. Joseph Romm, Mickey Zucker Reichart, Tony Bloxzyl. How does the news media cover, or fail to cover, scientific discoveries? How can one translate the work of the scientist into the language of the general public? Has the pursuit of the almighty dollar caused resarchers to use improper research methods, specifically in relation to reporting results through the media?

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the darkened room. "I like them better than Oceer."
"Those were biological," Kells said. "Oceer is completely artificial."
"Details." Wedge said with finality.
Kells frowned as he looked at the status board. "Where is our elevator?"
He would never get used to hotel alarms, Wedge figured. "Yeah?"
"Don't you want breakfast?" Kells inquired.
Morning people will be first up against the wall when the revolution comes, Wedge

Hands On

FRIDAY

WKSHP All Things in Moderation: A Workshop for Moderators

Plaza Room (Bozo Room) 16:00

Moderator: Sharon Kahn; Gordon Garb, Elise Krueger, Steve Brust, Jon Singer

SATURDAY

WKSHP Renaissance Dance

Great Hall Foyer 10:00

Moderator: Susan Henry. Learn the stately art of Renaissance Dancing.

WKSHP Costume Workshop

Atrium V 12:00

Kay Sproll, Andrew Bertke, Linda Pierce, Victory White, Phil Harrison, Elizabeth Kimball, Rob Lane and Jill Lane. Practical ideas for making, buying, and designing costumes. Come check out the displays and resource guides.

DEMO En Garde Unlimited: Stage Combat Demonstration

Great Hall Foyer 16:00

David Doersch, stage combat choreographer and member of American Society of Fight Directors, presents a demonstration of stage combat. Includes how to handle weapons safely and choreographed fights, including unarmed, broadsword, quarterstaff, rapier & dagger.

WKSHP Massage Seminar

Atrium V 21:00

Host: Dave Romm. A truly "hands-on" workshop on how to give a massage in the middle of a crowded con. Mellow out just in time for Bedtime Stories with Jane.

WKSHP Belly Dance Workshop

TBA TBA

Host: Val Lies

Art

SATURDAY

DEMO Artists in a Bunch

Great Hall West 12:00

Science Fictional/Fantasy art has many faces, and there will be quite a variety of them represented at this gathering of artists demonstrating their craft.

PANEL Fanzine Art

Atrium V 17:00

Moderator: Jeanne Mealy; Teddy Harvia, Giovanna Fregni, Ken Fletcher. What do faneds really want? Learn the ins and outs of producing art for your favorite fanzine.

RDTBL Breaking into Art in the Mundane World

Atrium V 18:00

Moderator: Giovanna Fregni; Erin McKee, Darlene Coltraine. For the serious artist, what lies beyond fan art shows and fanzines? Is the mundane world as scary as it seems?

SUNDAY

PANEL If a Tree Falls in the Forest, is it Art?

Plaza Room (Bozo Room) 12:00

Moderator: Tappan King; Beth Meacham, Bruce Schneier, Steven Brust.

What is Art, anyway? How important is the intent of the artist? If nobody ever sees it, is it still art? A panel of fractious experts tackles the hard questions (and possibly each other).

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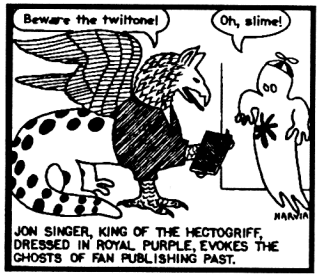
Lucia Johnson
Sharon Kahn
Lynn Litterer
Kathy Marschall
David Messer
Sally Morem
Polly Peterson
Mitch Pockrandt
Scott Raun
Victor Raymond
Mark Richards
DavE Romm
Martin Schafer
Kevin Stahl
Jerry Stearns
Geri Sullivan
Twila Tuttle

If you liked this Minicon...

1991 MINICON

There WILL be a Minicon in 1991. The following people have accepted as Guests of Honor at press time:

Author GoH:	George Alec Effinger
Fan GoH:	Suzanne V. Tompkins & Jerry Kaufman
Science GoH:	Al Kuhfeld
Lunch GoH:	Jon Singer



Post-mortem

You can voice your comments on Minicon 25 and participate in planning for the next Minicon at the post-mortem meeting:

Minicon 25 Post-Mortem
April 29th, 1990 at 2:00 pm
City-View Coop Community Room
1807 Elliot Avenue South, Minneapolis

Newcomers are welcome! Call the MN-STF hotline (824-5559) for more information.

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thought. "Just stick a needle in my arm," he muttered.

"This is our vacation." Kells said. "Let's enjoy it. I'll see you in the café."

"Order me an IV."

When the metal hook grabbed his foot, Wedge jerked and accidentally inhaled some of the pool. Then he spluttered and choked his way to the pool edge where Kells waited with a disgusted expression.

"There is no swimming during the brunch," he said tightly. "Get out now!"

"Huh. I wondered why no one else was in here." Wedge climbed out. Kells covered his face as a bruncher gasped. A child said into the spreading silence, "That man has no clothes on!"

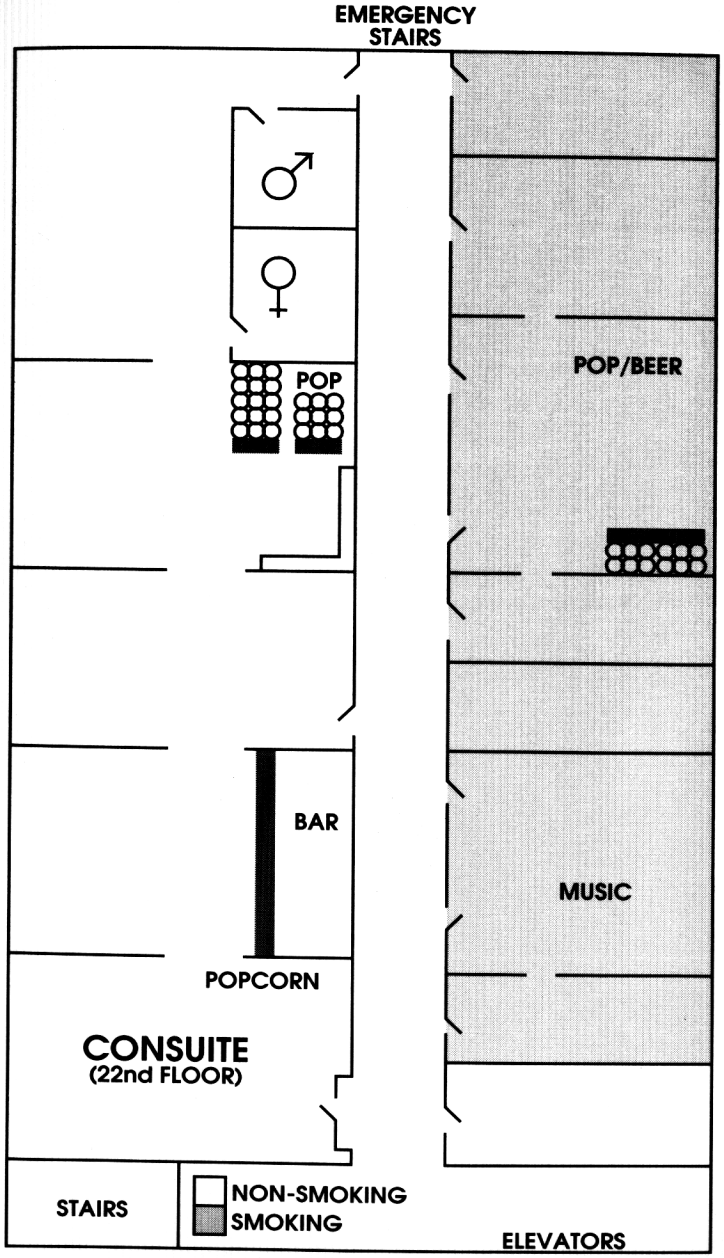
Wedge picked up his towel and swept the crowd with his gaze. "What are you looking at?" he demanded.

Kells was impressed. Cassandra had wished them a happy return journey and actually sounded sincere when she invited them to return next year. As their vehicle pulled up, he looked over to Wedge, who was sunning himself on top of his newly acquired luggage.

"You had fun this weekend?" he asked.

Wedge smiled and sat up. "Radical! But I have a question..."

"Yes?" Kells inquired tolerantly.

"What's a Worldcon?"

Kells groaned.