



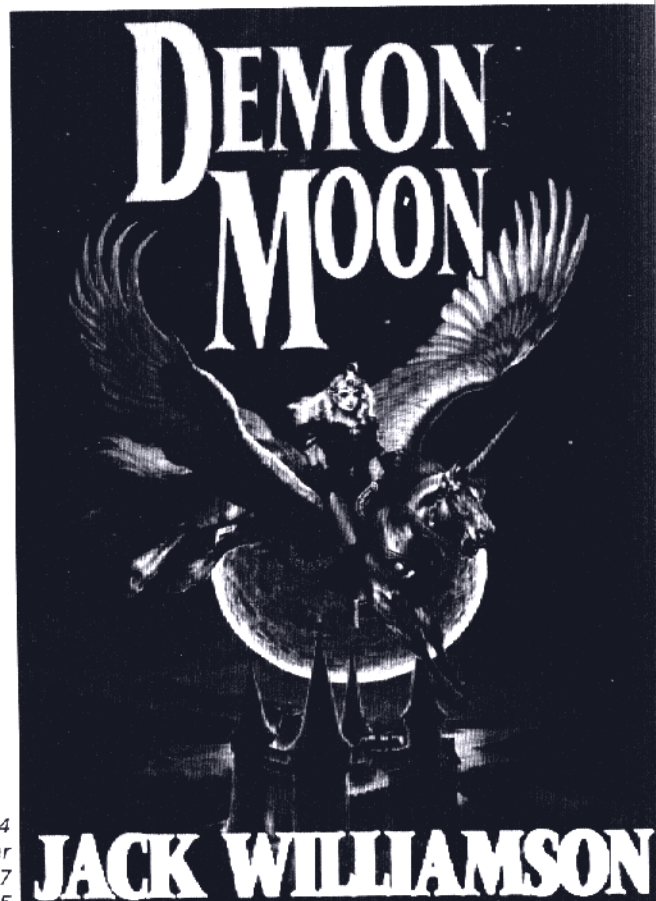
a new program . . .

TOR

Salutes

Guest of Honor

Jack Williamson



Coming in May 1994
Hardcover
ISBN 0-312-85718-7
\$21.95

MINICON 29

"Let Us Con You"

April 1 - 3, 1994

Minicon 29: A new concept in conventioning, and a redefinition of the word "con!" Here are a few highlights of what you can expect.

DEALER'S ROOM: As usual, we will have our *large* dealers room. Those interested in table space should contact the P.O. Box between Sept. 1st and Sept. 3rd. Send a copy of your tax number, a description of each item you will be selling, and any other information you'd like us to take into account. The committee will carefully review your request, then throw it in the trash and pick the same 30 dealers we have every year, featuring the usual overpriced selection of beads and trinkets you've come to expect. If by some myopic oversight we pick you, we'll decide how many tables you'll need, and you'll like it.

BADGES: Due to problems in previous years, (people loaning badges, rude names, etc.), badges will contain the following: Your name, photograph, retina scan, fingerprints, social security number, physical description, and an official seal. Fen under 21 will also have their birth date embossed in 2cm red letters.

ROOM RESERVATIONS: All requests for rooms will be handled by the con-comm. Submit your requests for rooms early, and let us know if you plan a party, so we can stick you in the quietest, drabest corner of the hotel, where no one will ever find you. We

will decide everyone's room location, although we don't intend to *tell* you, so don't call us. Don't ask about cabanas, as we plan to take them all ourselves.

REGISTRATION: \$20 advance, \$60 at-the-door. We don't have a pre-reg deadline yet, but once we do, you can count on us not to distribute flyers at cons, or mail them less than a week late. This is so we can screw you out of triple price at-the-door. If you don't like it, you can drive back to Chicago. The extra three or four grand we make this way won't (of course) be used to buy more booze or munchies, or to bring in big-name guests. But it *will* be used *somewhere*. Trust us.

MASQUERADE: Our Masquerade will begin with sign-up at 1 p.m., followed by an informative meeting at 2, rehearsal at 3, soundtrack selection and sequencing at 4, sign-in at 5, pre-judging at 6, judging at 7, finals at 10, and awards at 11, barring delays.

SOUNDS TERRIFIC, DOESN'T IT? Send your money now! The more time we have to squander it and give you the run-around, the more important we'll feel, and the bigger our Napoleonic complexes will be next year!

MINICON 29
P.O. Box 8297
Lake Street Station
Minneapolis, MN 55408

QWERDFGHSFGRTADPARODYNOTTOBETAKENSERIOUSLYDFGHIOPUIBNMIOPGHY

**The previous ConComm
has been declared April Fools and
was promptly replaced with the current
Minicon Committee;
Who Would Like to Welcome You To . . .**

└ It seemed like a good idea at the time

Minicon XXIX

Sponsored by The Minnesota Science Fiction Society

April 1st thru April 3rd, 1994
Radisson Hotel South & Wyndham Garden Hotel
Bloomington, Minnesota

with

- ☛ Tom Doherty, Publisher of Tor Books, Guest of Honor
- ☛ Jack Williamson, Author Guest of Honor
- ☛ Rusty Hevelin, Fan Guest of Honor
- ☛ Phil Foglio, Artist Guest of Honor

and

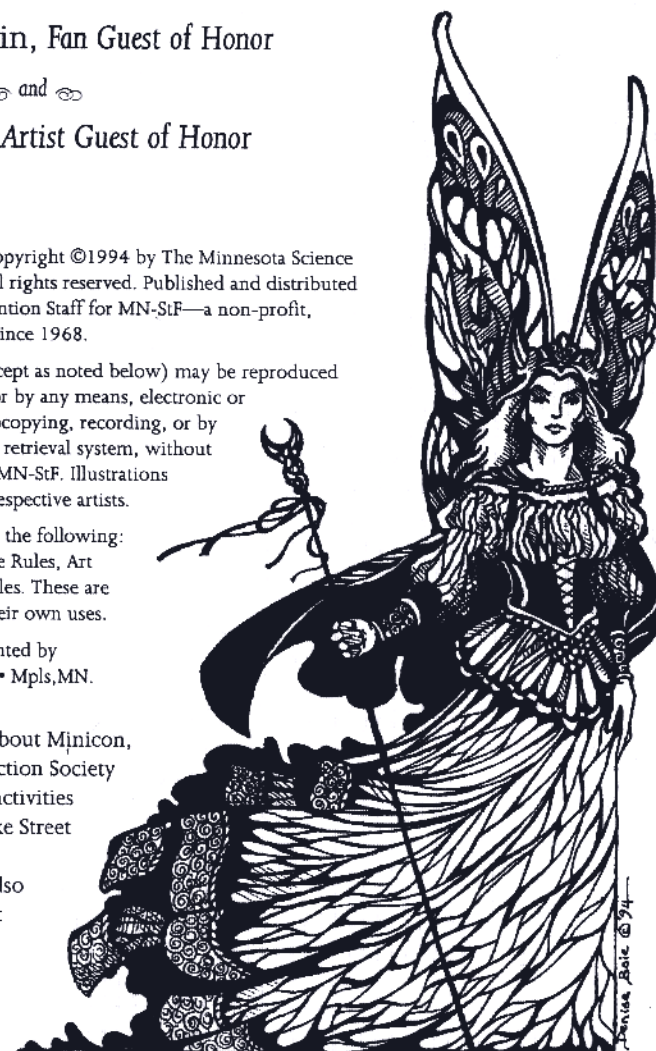
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Convention publications printed by
Mike Parker / Graphic Print • Mpls, MN.

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The Minnesota Science Fiction Society
(MN-StF), or any of our activities
write: P.O. Box 8297, Lake Street
Station, Minneapolis MN
55408-8297. You may also
call the MN-StF Hotline at
(612) 824-5559 or the
Minicon Voicemail at
(612) 333-7533.



We Don't Need No Steenking Badges!

Try again.

Minicon is not a public playground—you need to buy a membership in order to participate. The only symbol of your membership is your membership badge. Don't lose it; you will need to have it displayed clearly on your person in order to enter * any * convention event. There are no exceptions. If your friends stop by to visit you here in the Radisson, they need to be aware that they cannot enter * any * of Minicon's functions or events without a membership badge. It is also worth mentioning that we are more patient with our members; if we have a problem with someone who is not registered with the convention, we simply ask them to leave the building for the duration of the weekend. The Radisson will support our efforts to keep this convention trouble-free.

The color of your badge is also important. For instance, if you are over 21, you have no hope of being served beer or alcoholic bleg in the consuite unless you have the right color badge—this is why we need to see proof of age before we give out those badges. Our Parties staff reserves the right to ask anyone for photo ID, with proof of age, even if they do happen to be wearing a badge of the right color.

If you are hosting a party in your hotel room, you can use that same badge system; we have in order to ensure that nobody is getting alcohol illegally at your party. It is a crime in Minnesota for anyone to serve alcohol to persons under 21.

Here There Be Dragons

Unfortunately, the issue of smoking at cons has become quite contentious in recent years. It is our intention at Minicon to make reasonable allowances for attending members who smoke to come to Minicon, while respecting the aesthetic and health concerns of non-smokers. Sounds easy, right?

Minicon ought to be a place where we can deal with people who are different from ourselves peacefully without being judgmental. If you cannot possibly accept a convention which restricts smoking, Minicon may not be the place for you. If you find tobacco so offensive that any signs of it are intolerable, then likewise, Minicon just may not be for you.

The reality of current Minnesota and Federal law is that smoking is allowed indoors only where clearly posted as a designated smoking area. Smoking in public spaces (like lobbies) is prohibited. Furthermore, neither Minicon nor the Radisson is required to set aside any space for smoking, even though we both continue to do so.

It isn't safe to assume that you're in a smoking area just because there are ashtrays around. Sometimes ashtrays are provided for smokers who may need to extinguish their cigarettes as they enter a non-smoking area. How can you tell? Simple: Smoking is permitted only in areas posted as smoking areas. On the first floor, smoking is allowed at the bar or the adjacent lounge/game room, and some designated rooms on the West side of the Consuite (right side as you come off the elevators). Smoking sections continue to be maintained in both of the hotel's restaurants.

No Sign, No Smoking

The hotel lobbies, hallways and elevators are non-smoking. Contrary to popular belief, there is no smoking in the courtyard area surrounding the pool. With the exception of the designated smoking areas of the Consuite, all Minicon events are non-smoking.

Thanks for your patience and understanding as we all try to deal with this evolving issue.

The Fellowship of the Strangers in a Strange Land that Time (Stood Still and) Forgot: The Next Generation

A Few Words from the Exec

At this point in the Program Book we traditionally reserve space for the Executive to say a few words about the convention. Some have used this opportunity to just say, "Welcome," others talk about one aspect or another of fandom or the con itself. But, since I get to be personal here and ignore what everybody else thinks I should say, I'd like to take a slightly different take on it.

Why do we do it? Minicon, that is. Our motivations vary. Yes, some do it for the thrill of being part of something this huge. Others just appreciate the opportunity to do the kinds of things they enjoy doing in their "normal" lives. A few take part because the con serves to promote their own group or business, and that's okay, as long as that doesn't become the driving force of the convention. Oh, yes, some of us are just power-mad. Most of us, though, think it's loads of fun, no matter what other reasons we may have.

Why did I do it? Hard to say. At the time, I'd have said something about being the best person willing and able to do the job. This is the kind of job you really aren't qualified for until you've done it once. Sitting here now, I don't think it was quite that simple. Finding fandom meant a great deal to me, and this convention has been the centerpiece of my fanish life ever since I was first dragged here by friends to whom I am eternally grateful. Very honestly, I wanted to "put back" something to the convention. Not that I didn't have fun doing it.

Minicon isn't the events we hold, the panels we attend, or the parties we throw. It isn't even summed up easily as "something more than the sum of its parts." Minicon is what happens when hundreds of us are added to all of those—things. It is an event defined by the people who are a part of it, and the people are what's most important. To each of us, as much as to all of us, goes the blame for making Minicon what it is.

What can I say? I took this job way back in December of 1992. As I write this, I'm currently in my fourteenth month and desperately hoping for an anesthetic when the actual delivery comes. Talk about labor! This has been an evolutionary year for us, and not all the growth was fun. Nevertheless, we've gone a long way forward, and it looks like our next 25 years will continue to be action-packed. A con isn't the kind of thing you can perfect; like a child, it

grows on you, constantly changing or needing to be changed. Having 3000 aunts and uncles helps.

On behalf of the entire Minicon Committee, the Minnesota Science Fiction Society, the hundreds of volunteers, and myself personally, I want to thank each and every one of you for 25 years of Minicon; fandom's most successful convention. See you next year!

—Charles E. Fitch
Minicon XXXX Executive/Chairman

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This is a convention. Any and all of the characters and events experienced herein are present for recreational and intellectual purposes only, and any resemblance to actual persons or events is purely coincidental.



Just The Facts, Fen!

Radisson Hotel South

The Bridge • Room 215
Poolview, 2nd Floor

In Case Of Emergency

Dial 7215 on any In-House
or Room Phone

Public Rest Rooms

Second floor, Great Hall Foyer;
1st & 2nd floors • W end, North Tower;
22nd floor Consuite

Convention Information

InfoDesk • 2nd floor, Great Hall Foyer
Childcare • Room 218

Consuite (Convention Hospitality Suite)
22nd Floor

DarkStar Café • Room 116

Gaming • Plaza 5

Green Room • Rooms 201 & 202

The Fazine Room • Atrium VI

Video Room • Atrium V

Minneapolis in '73 • South Tower

Rooms 704, 706, 710

Friday, Saturday, & Sunday

14:00 hrs. • 02:00 hrs.

Art Show • Plaza 6 & 7

Friday 15:00 hrs. • 22:00 hrs.

Saturday 10:00 hrs. • 17:30 hrs.

Art Auction • Plaza I

Saturday 20:00 hrs.

Dealers' Room • Great Hall (East)

Friday 14:00 hrs. - 19:00 hrs.

Saturday 10:00 hrs. • 18:00 hrs.

Sunday 11:00 hrs. • 15:00 hrs.

Extravaganzas • Great Hall

Shockwave

Friday 18:00 hrs.

Opening Ceremonies

Friday 19:00 hrs.

Trans-Iowa Canal Company

Friday 21:00 hrs.

Arabian Nights

Friday 22:00 hrs.

Masquerade

Saturday 19:00 hrs.

DJ'd Dance

Saturday 22:00 hrs.

Closing Ceremonies

Sunday 16:00 hrs.

Pool Hours

Friday until 04:00 hrs.

Saturday until 04:00 hrs.

Closed Sunday morning and early

afternoon. Open after Easter Brunch.

Wyndham Garden Hotel •

831-3131

4460 West 78th Street Circle

With 24-Hour Shuttle Service

Contact the InfoDesk, or the

Radisson or Wyndham Front Desks

for current shuttle schedule.

L'Hotel Sofitel •

835-1900

5601 West 78th Street

A Little ConFan VoCab & History on the Side

Edited reprint of the articles "An Explanation, Sort Of" & "Minicon 23 Log" published in Rune 78, 1988 / David E Romm & Jeanne Mealy Editors

Shortly after Minicon 23 the Rune editors went before the MN-StF Board of Directors and pitch the idea of doing a special Minicon Issue of Rune. This issue would be sent to everyone who went to Minicon 23, and would relate a bit more directly to our expanded audience as well as Rune's regular readers.

"You see," said co-editor Dave Romm, "what we're trying to do is come full circle from Midwest Story where the Fanzine Fans and the Con Fans are at odds. By printing the Minicon Operations Log in Rune 78 we'll combine fanzines and conventions!"

"You're fired," shot back Board Member Rob Ihinger, "We want Rune editors who are sane."

"You'll have to go outside of MN-StF for that."

"True, true."

With that unassailable logic—and a promise to come in under budget—that issue of Rune went ahead.

Rune 78 had a print run of 2500 instead of the 600-700 of the previous two issues of Rune. Minicon 23 had an attendance of 2050, of which it was estimated that a third made it their first convention. Perhaps another third had only been to a few cons, and only local cons at that.

Dave and Jeanne thought it safe to assume that at least half the people getting that issue would have limited, if any, contact with fanzines. So they asked their readers of long standing to bear with them a bit. There was enough material in the log to bring a gleam of joy to the eye of the most jaded fan. But every now and then they'd have to stop and explain something their regular readers might find old hat and suggested—skip that part. Like the rest of this piece.



The Minnesota Science Fiction Society, Inc. (MN-StF; pronounced "Min Stuff") was founded in the late '60s by a bunch of crazy people who liked to correspond, write, sing, draw, party, and even read science fiction. In a few years it had grown large enough to hold the first Minicons, which were one day affairs often in conjunction with the Minneapolis Library.

Somewhere in here MN-StF incorporated as a Non-Profit Organization. Minicon is the organization's only fund-raiser. All MN-StF funds are generated by Minicon making money. For a long time Rune was the only thing MN-StF spent money on. That's expanded considerably to include such projects as *Tales of the Unanticipated* (which publishes fiction and poetry), *Time Gum* (an anthology of poetry read at Minicon), seeding "Mpls in '73" parties at other cons, a monthly newsletter and a telephone hotline, among other interesting and expensive educational devices.

MN-StF, as a science fiction club, does not exist in a vacuum. Science Fiction Fandom—simply "fandom" to most—has a long history going back to at least 1927 and has adherents all over the world, though mostly in the English speaking countries of Canada, England and Australia. We communicate with each other and pass down fannish history and culture through fanzines and conventions. There are hundreds of fanzines published each year and hundreds of cons all over the world.

It takes a lot of effort to publish a fanzine. Everything has to be written, drawn, laid out, printed, mailed, and so on. Conventions also take a lot of work. But—if the committee did its job well—the attendees won't notice. The Minicon 23 Committee did such a good job, few people realized the convention was run. One of the prime reasons for publishing the Operations Log was to show some of the behind-the-scenes activity which keeps the ConComm busy during the Con.

Things at the con often got Real Silly, so you're likely to see nearly anything mentioned in the Log. Not for the faint of heart, but definitely for the easily amused.

(Pubs 29—Sorry dear reader, only the first few lines of that Log are printed here.)

Fandom has its own vocabulary. So that you don't get lost, here are a few of the more common ones which may appear in Rune:

Con: A Convention, run by the Convention Committee or ConComm. Can be many sizes and flavors.

Corflu: Correction Fluid. Technically for mimeo stencils only, it's some times used for anything which covers up print, e.g. White Out. Also the name of a fannish fanzine con.

Egoboo: A boost to the ego. Like having a letter published, or a complimentary letter, or a favorable review, etc.

Faannish: Of or relating to the social, technical and humorous aspects of fandom. Con reports, humorous articles, silly art-work, nice-to-look-at fanzines, etc. The opposite of sercon. More 'a's make it even more ostentatious.

Fannish: Of or relating to fandom (by which is generally meant science fiction fandom). Encompasses both faannish and sercon.

Fanzine: A fan magazine; often shortened to zine. A labor of love done for the publisher's egoboo and the reader's amusement (if it's a faannish zine) or the reader's education (if it's a sercon zine) or both or neither. There are many flavors of zines. For more on fanzines see the Fanzine and Faanzine Reviews on page 45 of *Rune 78*. (Pubs 29—You can't wait? But where can you find a copy? Try the Fanzine Room in Atrium VI here at Minicon XXIX.)

GoH: A Guest of Honor at a con. Someone the convention feels is worthy of the honor, and who the con attendees would like to meet. Pronounced like it's spelled, "Gee-oh-aich," or how it looks, "Go."

Lino: An interlineation. A quote or witticism, often printed out of context or with no context whatsoever, inserted at odd places in a fanzine. Linos are used to break up text, for layout purposes, or just to have fun. (Pubs 29—Yes! That's right.)

LoC: Letter of Comment. A letter sent to a fanzine. Locs the editors feel are the funniest and/or most thought provoking and/or appropriate get published in the LocColumn (or Loccol or even Locol).

Neofan, or simply **Neo:** A newcomer to our ranks. Someone who has entered the Chapel Perilous of fandom, but hasn't yet discerned all its arcane mysteries.

Sci-Fi: A word considered derogatory by serious readers. Pronounced "skiffy" by some.

Sercon: Serious and constructive. The opposite of faannish. Discussions, reviews, critiques, etc.

SF: Science Fiction. The politically correct term.

(Pubs 29—Additional Neo support was offered in the form of a glossary by those wise editors of 78)

Art Show: Where professional and amateur art is displayed, usually for sale. Items with several bids on them go to the Art Auction.

Badger: A person checking the con badges as they go into a con function. It's easy, fun and you get to meet lots of people; you should volunteer.

Beeper: A way to contact someone who's not around by making a little box they carry emit an obnoxious sound, which tells them to call the Bridge.

Bridge: Communications Central for Minicon. A souped-up suite in the hotel encompassing the Bridge, the Gopher Hole, a spare bedroom called the Brig and four bathrooms. The Bridge has telephone lines, walkie-talkies and the battery charger for them. There's a Communications Officer on duty, other Ops volunteers, and often other committee members.

Communications Officer: Responsible for phone calls in and out, answering questions from con attendees, communicating with Troubleshooters via walkie-talkie, maintaining the Lost & Found and keeping the Bridge from total chaos.

Consult: The 24-hour hospitality area occupying the entire 22nd floor run by Parties. Another good volunteering option; they're called Twinkies.

Dealers Room: Where things are sold. Often called the Hucksters Room.

Exec: A member of the Executive Committee. Exec Staff on duty generally have that little box for emitting an obnoxious sound.

Gopher: An extra pair of hands who helps schlep stuff from here to there and back again. Another job you should volunteer for.

Keyper: An Operations person with a beeper who has the keys.

Operations: The department holding the con together while it's going on. Operations' charge is to schedule and supervise the Communications Officers, Dispatchers, Keyopers, and Troubleshooters; direct the Badgers and Gophers; and handle problems, emergencies and disasters.

Registration: Where you can buy a membership or pick up your pre-registration packet which includes a preprinted con badge. Another area which needs lots of volunteers. (Pubs 29—Did you check your mailing address?)

Troubleshooter: The roving person with authority. Has a walkie-talkie and is in constant communication with the Bridge and Comm. Officer.

Minicon 23 Log The Operations Log is kept by the Communication Officer on the Bridge at Minicon. Operations started Thursday March 31st and ended Monday April 4th. Phone calls to the Bridge, requests for someone specific, or other salient comments are written in the Log.

Noon Bridge set-up commences apace. — 3/31/88

12:18 Time started

Lynn Litterer • David Cummer (of Parties)

12 Cases OJ

6 Cases Lemon Lime

13:13 Uncle Hugo's called looking for Secure Storage — now available.

13:22 David Cummer calls for Lynn; juice and Condoms are on the way.

13:59 Should there be ginger ale...

Friday 10:00 hrs. • 22:00 hrs.
Saturday 9:00 hrs. • 16:00 hrs.

After hours Registration

The Bridge • Room 215

Poolview, 2nd floor

The Minicon Registration tables are located on the second floor of the Radisson Hotel South, at the far end of the Great Hall foyer ("...that's just above the hotel's front desk"). Identification is required to receive your membership badge and convention publications.

Your Minicon membership badge is required to enter all convention events. If you have lost your badge see a registration volunteer (Great Hall foyer) during the hours listed above. If registration is closed go to the InfoDesk—InfoDesk closed, head for the Bridge. There will be a five dollar replacement charge for lost membership badges.

When signing the registration book, to pick up your membership—or during a free moment at the convention when registration is open—take a moment to check that we have your correct mailing address listed (help us keep the OTML up-to-date and make sure you'll be receiving the Progress Reports for Minicon 30—the con is only a year away!). If your address is incorrect, ask the registration volunteer for a change of address card, which can be filled out on the spot. Change of address cards will also be available at the InfoDesk.



Save Money and Worry

Register for 30 While Attending 29!

Early registration for Minicon 30 (April 14th thru April 16th) is \$20.00 at Minicon XXIX only.

Forms and envelopes are available at

Registration or the InfoDesk. We encourage you to pay by check—the envelopes will not be opened and processed until after the convention—safe guard your investment.

with your check as a receipt. Checks will be deposited within three weeks of Mimicon XXIX.

Please mark if you will be 21 years of age at Minicon 30.



— A PENDING —

Jump on the Zeppelin and help with our worldcon bid for 1973.

Minneapolis in '73

An idea whose time has come . . . and forgotten to go!



Hotel, Hotel, Hotel

General Information: Radisson Hotel South

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

Elevators • Do not stuff them! They will break down and we will all be walking: 22 floors is more exercise than any of us needs.

Pool Hours • Friday until 04:00 hrs.; Saturday until 04:00 hrs.; Closed Sunday morning and early afternoon, open after the brunch.

Check-In/Out Information • The Radisson has asked us to inform you that, while you may be able to check in as early as 10:00 hrs., your room may not be available immediately. We have arranged late checkout for Saturday, Sunday and Monday. Late checkout is until 16:00 hrs.—as opposed to 12:00 hrs. Please try to be out by checkout time. The Radisson is very nice to us, but may charge you if you are not out on time.

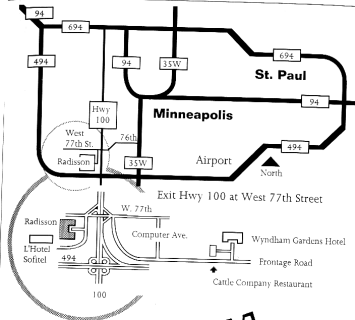
Sunday Brunch • The traditional Radisson Easter Sunday Brunch will be from 10:30 hrs. to 15:00 hrs. The cost is expected to be about \$16, and you will want to make reservations through the front desk as it usually sells out. Please respect the Brunch guests. I know they look funny, but try not to stare.

General Information: Wyndham & Sofitel

Wyndham Garden Hotel • Minicon's overflow hotel, located at 4460 West 78th Street Circle (Front Desk: 831-3131). Take the shuttle, it's probably waiting for you now.

Shuttle Service • We have arranged with the Wyndham Garden Hotel to run a 24 hour shuttle service between the Radisson and the Wyndham. During most hours, the shuttle will run every 20 minutes, leaving the Radisson on the hour, at twenty minutes after the hour, and at twenty minutes before the hour, and at the Wyndham, leaving at ten after, on the half hour, and at ten before. During non-peak hours the shuttle will run every half hour. Shuttle schedules will be updated to reflect demand and an updated schedule will be available at the front desk of each hotel and at the InfoDesk.

L'Hotel Sofitel • The second overflow hotel is located just across the south parking lot of the Radisson. It's that other big building, you can't miss it. (Front Desk: 835-1900.)



Has Anybody Seen Our Hotel?

by Charles Piehl

Minicon has moved about over the years, taking place in a total of nine different hotels. Many cons have horror stories about bad hotels, bad hotel management, bad hotel liaisons and so forth, but we have a slightly different tale to tell.

On January 6, 1968, The Minnesota Science Fiction Society (then just a University of Minnesota student group) gathered in a meeting room on the third floor of Coffman Memorial Student Union with some of their friends. It was a Saturday afternoon, and from 12:30 until just 5pm, Charles DeVet, Carl Jacobi, Gordon Dickson and Clifford Simak sat around with the 58 attendees and enjoyed Minicon One. Registration at the door: 50¢

By the way, this might get a bit weird, so we've got a chart included in here somewhere. That might help you keep track of where and when we are.

For Minicon 2 they got fancy and actually got a hotel. The Andrews Hotel across from the Minneapolis Main Library at 4th and Nicollet. The Dykman Hotel on Hennepin Avenue was our next home, until we arrived at one of Minneapolis' finest hotels: the famous Curtis Hotel over at 3rd Avenue and 10th Street. And then back to the Andrews for a second year.

Well, from there we moved to the Hyatt. Lodge, that is, Hyatt Lodges were a lot less, er, formal than the Hyatt Regency Hotels everybody hears about today. Frankly, it was a motel, over behind by the Greyhound depot, and we stayed there two whole years.

Then back over to the Dykman for some reason (we do get around, don't we?) Then in 1975 we checked into the Holiday Inn on the new Nicollet Mall. Next time we were at the Leamington Hotel, near the Curtis, and a significant step upscale. You might begin to think we weren't wanted, but we stayed at the Leamington three solid (and well-remembered) years. Okay, here things begin to get a little ugly. On November 20, 1979 the first demolition by explosives in local history tore the Dykman Hotel down to make way for the City Center shopping complex. Today there's a Mexican restaurant called Chi-Chi's there. One of our former hotels was no more. Later that year the Hyatt Lodge Motel closed, after nearly filing bankruptcy. That's two gone, though the building still standing.

Our next three years were spent at what is probably our favorite hotel (present company excluded, of course). We refer of course to the old Radisson on 7th Street downtown. For those of you who don't remember it, look across the street from City Center, between Dayton's and the Dayton-

The Wanderings of Minicon

	Minicon Hotel
1	1968 Coffman Union University of Minnesota
2	1969 Andrews
3	1970 Dykman
4	1971 Curtis
5	1971 Andrews
6	1972 Hyatt Lodge
7	1973
8	1974 Dykman
9	1974
10	1975 Holiday Inn
11	1976 Leamington
12	1977
13	1978
15	1979 7th Street Radisson
16	1980
17	1981
14	1982 St. Paul Radisson
19	1983
18	1984 Leamington
20	1985 Radisson South
21	1986
22	1987
23	1988
24	1989
25	1990
26	1991
27	1992
28	1993
29	1994



Radisson Ramp. A great hotel, with the most fantastic consuite we've ever had or seen. Unfortunately, in November of 1981 they closed the place, and later built a new Radisson on the same spot. Go figure.

Minicon spent 1982 and 1983 at the Saint Paul Radisson, and nothing bad has ever happened to it! So there! On the other hand, it's still in downtown Saint Paul. Oh, well. Things didn't work out very well there, anyway. Something about booking us in with a bunch of rowdy kids in town for a motocross event.

So, we went back to safe ground, the old Leamington, for a single year, and our last in downtown Minneapolis.

The carnage continues. In 1984 both the Andrews and the Curtis hotels were blown up. And blown up good. It was at about this time that we started to get really worried. When we had ConComm meetings, the Hotel Department would often start their report with, "Well, I drove by the hotel today and it's still standin'." Comments like that helped us relax. Some.

Then the Leamington announced that they were going to close (and subsequently explode) and we packed up the wagons, and led our camels out here to Bloomington. Oddly enough, no hotels have closed since we left, although the Holiday Inn did get sold to Park Inns International in 1991. But we can assure you, we had nothing to do with it.

We've been at this Radisson for ten solid years. Nowadays, when we hear stories about other cons having trouble with their hotel, or having trouble finding a hotel, we realize how a good hotel can really help a con be great. We've had difficulties, to be sure, and we will in the future. But for those of you who plan cons, never underestimate the impact a good hotel can have on the success of your con. So, we wanted to take this opportunity to thank everybody at the Radisson, and our volunteers over the years who have worked so closely with them, for ten years of the most successful SF conventions ever.



Will You Be Getting Next Year's PR's?

The first Progress Report for Minicon 30 will be in your mail box sooner than you think—it will, if we have your current address.

Did you check the address we have on file for you, when signing the book at registration? If you didn't, take a moment during registration's hours of operation and make sure our database is up-to-date. Let's stay in touch!

Change of address cards are available at Registration or the InfoDesk.

TALES OF THE UNANTICIPATED

A magazine of rising stars!

#13 (out in April 1994) includes John Sladek's column, & fiction and poetry by Patricia Russo, Martha A. Hood, Laurel Winter, John Calvin Rezmerski, Uncle River, Ann K. Schwader, Steve Carper, Lois H. Gresh. \$5.

#1 (photocopy facsimile of original): Carolyn Ives Gilman, Ruth Berman, Terry A. Garey; Rezmerski's Rhysling Award-winning poem; Kate Wilhelm's essay, "On Responsibility;" Damon Knight's "bad SF" contest choices; Eleanor Arnason interviewed. \$5.

#2: Arnason, Rezmerski, Nathan A. Bucklin, Peg Kerr, Janet Fox, Dave Smeds; Knight & Wilhelm interviewed. \$3.50.

#3: Arnason, Bucklin, Kerr, Fox, Phillip C. Jennings, Bruce Bethke, Kij Johnson, Thomas G. Digby, Laurel Winter; Chelsea Quinn Yarbro interviewed. \$3.50.

#4: Jennings, Bethke, Berman, Garey, Fox, Elissa Malcohn, Howard V. Hendrix, Bruce Boston; Larry Niven interviewed. \$4.

#5: Clifford D. Simak's story, "Courtesy," & David W. Wixon on Simak; Jennings, Bethke, Kerr, Winter, Robert Frazier, Camilla Decarnin; Sladek interviewed. \$3.50.

#6: Fritz Leiber's story, "Lie Still, Snow White," Rodger Gerberding on Leiber, & Leiber interviewed; Berman, Bethke, Smeds, Hood, River. \$3.50.

#7: Sladek's 1st column; Bethke, Jennings, Garey, Arnason, Malcohn, Smeds, Jamil Nasir. \$4.

#8: Sladek, Kerr, Winter, Hood, Nasir, Kij Johnson, Chuck Rothman, Mark Rich; Kim Stanley Robinson interviewed. \$4.

#9 (5th anniversary issue): Sladek, Hood, Frazier, John M. Ford, Mark W. Tiedemann, K.D. Wentworth, Andre' Guirard, Lance Robinson; Jonathan Carroll interviewed. \$4.

#10: Sladek, Arnason, Hood, Hendrix, Tiedemann, Russo, Rich, Kij Johnson, David Starkey, Sandra J. Lindow; Greg L. Johnson on SF & rock & roll. \$4.

#11: Sladek, Hood, Tiedemann, Rezmerski, Lindow, Rothman, Kij Johnson, Josh Partlow; George Alec Effinger interview, Pt. 1. \$4.

#12 ("Families" issue): Sladek, Hood, Russo, Rezmerski, Berman, Wentworth, Lindow, Rich, Christine Beckert; Effinger, Pt. 2. \$5.

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

Four-issue subscription (#s 13-16 or 14-17), \$15. "Heckuva Deal" (#1 photocopy & #2-17), \$40. Checks to Minnesota SF Society. Canadians, \$17 U.S. currency for four issues, \$45 for "Heckuva Deal" (cash or money order). Overseas, \$22 for four issues, \$50 for "Heckuva Deal" (cash or money order).

Reading submissions for #14 May 1-June 15, 1994.

Tales of the Unanticipated
PO Box 8036
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Minneapolis, MN 55408



Opening & Closing Ceremonies

"Hey, how do I turn this thing on?"

"Blow in its ear."

Wedge carefully in between Shockwave and the Trans-Iowa Canal Company, it's Opening Ceremonies! Meet the people responsible for the convention, see and hear the Guests of Honor, and help us get the celebratory of the Twenty-Ninth Minicon off to a bang. Find us at the Mainstage in the Great Hall at 19:00 hrs. Friday night.

And three days later . . .

Well, all good things must come to an end; so stop by the Mainstage on Sunday afternoon at 16:00 hrs. and help us call it a wrap. Hear all the official gossip about what happened this weekend, get the final count on just how many of us there are, and find out who's running Minicon next year!

And don't forget, we have the traditional transfer of power from Ed Eastman, this year's President of The Minnesota Science Fiction Society and his successor. These transitions have often been spectacular, and usually funny, so come find out who's stuck with the job next year!

"Hey, how do I turn this thing off?"

"Tell it you're wearing Madonna's underwear."

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What Do You Say to a Naked Lady in an Elevator?

by Charles Pichl

The world of fandom has some idiosyncracies to it, to say the least. The rules for the way we deal with one another inside fandom are not always the same as the rules outside of fandom. That does not mean that there are no rules. Any society devotes much of its time and resources to passing on the rules of conduct to the children and newcomers. The problem is that in the next century, more and more people will be living in more than one society. Look at us, for instance. Not applying all the rules of our "normal" lives does not mean that there are no rules; merely that some of the rules are slightly different. Some are more relaxed, others much tighter.

For years, when we have explained fandom to newcomers, we have tried to present them with the kinds of social challenges that they might encounter only within fandom. For example, you call for an elevator, it opens, and there is a woman standing there alone wearing a strong sense of self-confidence. Directly speaking, she is naked, or make that "textile challenged." Waiting for another elevator seems uncalled for, so you get in. Naturally, you are now alone in a room and your impulse is to make conversation. For some strange reason you are unsure of what Miss Manners has to say on such an occasion. All of this leads to the ubiquitous question, "What do you say to a naked lady in an elevator?" There are several approaches you can take.

"Hello, Naked Lady."

Always be polite. Always try to be nice. Being friendly can't hurt either. These are rules we all learned in Kindergarten, but somehow they just forgot to warn you about days like this. Her nudity may not be intended merely as a sexual statement, and, even if so, you may not



be the person she's speaking to. Popular as it is, there is more to life than sex, so feel free to discuss books, politics, how the con is going, religion, the weather, the ceiling....

Remember, you have no idea why this person is in an elevator bereft of her garments, so that might be a productive place to start conversation. Of course, you could always address her by her name, if you can read her badge.

"Gee, that badge must hurt."

If somebody around you needs a hand with something (luggage, holding the elevator door, carrying those large sacks of ice, and so on...) go ahead and offer. Don't just decide to help without offering because there may be concerns you don't know about. Some people just insist on doing it themselves, and that's fine.

Taking this another way, it is perfectly acceptable to inquire about someone's costume, their reasons for choosing the *ahem* design, the technical challenges involved, and so forth. Most costumers and other overdressers just love these questions, although some may simply wish to keep their trade secrets secret.

"I want you to know that I find what you're doing to be personally offensive."

Fandom is many things. Progressive on social issues, indeed. Inclusive, yes (MN-StF's Constitution forbids us to deny membership or participation on the grounds of genetic background or planet of origin). We are not now, nor have we ever been politically correct. It is perfectly acceptable to disagree with somebody and to express that disagreement. Being confrontational, abusive, or deliberately abrasive about it is not going to win friends or influence people. On the other hand, remember that you are responsible for your own behavior, so don't do things that are likely to offend a reasonable person (remembering that some reasonable people might disagree).

"Woowowie!" "Woo!"

Naughty fan. Veerrry bad. Unless, of course, the two of you are already real close (and I don't mean on the elevator.) The impulse to be animal is perhaps genetically linked, and is to be considered a sign of taste, but it is still rude. Put your eyes back in your head, and close your mouth, your tongue is drooling all over the floor. I don't care if you've been in a Turkish prison for 25 years and this is the fourth naked lady you've seen all day. Behave.

(It depends on whether you like girls.)

Different strokes and all that. For those among us (female and male) who prefer the male form, simply consider yourself faced with an individual

of the appropriate gender and contemplate your reaction. Everything here applies to you, too.

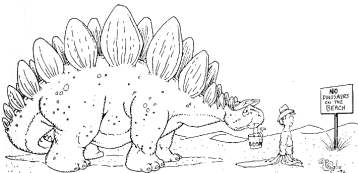
"Lose something?"

It is OK to notice. Staring is bad, but noticing is fine, as long as you don't go overboard. Finding somebody attractive is a sincere and honest form of flattery. Expressing that is a good thing, too. Always remember, though, that the word "no" comes in many forms; all of them mean the same thing.

"Locked out of your room?"

There are lots of possible reactions to a given situation, and how we deal with each other is a product of

(This article should not be interpreted to mean that Minicon encourages public nudity.)



What talents would you like to use at Minicon? ...

I can speak Russian. Good for sounding "alien." —Simone Menier

Woowing women with my majestic trombone playing. —Abby Lundsten

My knowledge of 7th Century Scottish heraldry. —Jeremy Stomberg

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Tom Doherty, Publisher of Tor Books

A Minicon Guest of Honor

Tom Doherty has been in publishing for thirty-five years. He started as a salesman for Pocket Books and rose to be Division Sales Manager. From there, he went to Simon and Schuster as National Sales Manager, then became publisher of Tempo Books. He was Publisher and General Manager of the Ace and Tempo divisions of Grossett & Dunlap before founding his own company, Tom Doherty Associates, Inc. (publishers of Tor Books) in 1980.

Tor was sold to St. Martin's Press in 1986, and Tom Doherty continues as the President and Publisher. Tom Doherty Associates has expanded, and is now the publisher of Forge, the imprint which publishes general fiction, thrillers, mysteries, historicals, westerns, and nonfiction, as well as of Tor Books, Aerie, and Orb. Tor Books has become preeminent in the field of science fiction and fantasy, and also publishes horror. Many authors of the Tor and Forge lines have won honors as diverse as the Nebula, Hugo, Edgar, Spur, Tiptree, and Stoker awards.

In 1993, Tom Doherty was the recipient of the Skylark, awarded by the New England Science Fiction Association for outstanding contributions to the field of science fiction. Tom is a charter member of the World Science Fiction Association.



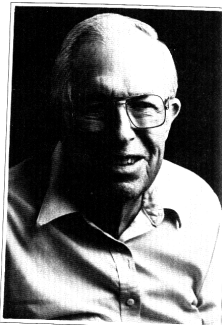


Jack Williamson, Author Guest of Honor

by Rob Thinger

Minicon is proud to bring Jack Williamson to Minneapolis as our Author Guest of Honor. Back before "speculative fiction," "sf," "science fantasy," and even "science fiction," there was "scientification." Many of you know that the abbreviation for the Minnesota Science Fiction Society, the sponsoring non-profit organization of Minicon, is Minn-sf. While reasonable fan can and do disagree as to the exact spelling and pronunciation of the abbreviation, all agree that it derives from Hugo Gernsback's earlier term "scientification." Jack Williamson's first professionally published words were an editorial essay in the Fall 1928 issue of *Amazing Stories Quarterly* entitled: "Scientification, Searchlight of Science." His first published fiction was printed later that year in the December 1928 issue of *Amazing Stories*.

Jack Williamson was one of the few writers attempting to write science fiction full time for a living through the Depression years. He has published new fiction in each of eight decades, including the '90s. In addition, he was one of the first to join academia and foster the study of science fiction in the university setting, going back to school in his late forties and early fifties to acquire his B.A. and Master's degree from Eastern New Mexico University and his Doctorate in English from the University of Colorado at Boulder. He taught for 20 years before retiring from full time teaching.



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Jack Williamson has over 30 published novels and has earned the following awards: Hugo Award, 1985, for his autobiography *Wonder's Child: My Life in Science Fiction*; First Fandom Science Fiction Hall of Fame, 1968; pilgrim Award, 1973, from Science Fiction Research Association; and the Grand Master Award for lifetime achievement from the Science Fiction Writers of America, 1976.

Writings:

Science Fiction Novels: Under the Name Jack Williamson

(With Miles J. Breuer) *The Girl from Mars*, Stellar, 1929.

The Legion of Space (also see below), illustrated by A. J. Donnell, Fantasy Press, 1947.

The Humanoïds (originally published in *Astounding* as *And Searching Mind*), Simon & Schuster, 1949, reprinted, Ultramarine, 1980.

One against the Legion (also see below), Fantasy Press, 1950, published with novella *Nowhere Noir*, Pyramid Books, 1967.

The Green Girl, Avon, 1950.

The Comets (also see below), illustrated by Ed Cartier, Fantasy Press, 1950.

Dragon's Island, Simon & Schuster, 1951, published as *The Not-Men*, Belmont, 1968.

The Legion of Time, Fantasy Press, 1952, published as *The Legion of Time and After Worlds End*, two volumes, Digit, 1961.

Dome around America, Ace Books, 1955.

(With James E. Gunn) *Star Bridge*, Gnome Press, 1955.

The Trial of Terra, Ace Books, 1962.

Bright New Universe, Ace Books, 1967.

Trapped in Space (juvenile), illustrated by Robert Amundsen, Doubleday, 1968.

The Moon Children, Putnam, 1972.

The Power of Blackness, Berkley Publishing, 1976.

Brother to Demons, Brother to God, Bobbs-Merrill, 1979.

The Humanoïds Touch (sequel to *The Humanoïds*), Holt, 1980.

Three from the Legion (contains *The Legion of Space*, *The Comets*, and

One against the Legion), Doubleday, 1981.

(With Breuer) *The Birth of a New Republic: Jack Williamson-The Collector's Edition*, Volume II, P.D.A. Enterprises, 1981.

Manssed, Ballantine, 1982.

The Queen of the Legion, Pocket Books, 1983.

Lifeburst, Ballantine, 1984.

Firebird, Bluejay, 1986.

"Jim Eden" Science Fiction Series; Under Name Jack Williamson; With Frederik Pohl, Gnome Press, 1954 - 1958.

Undersoo Quest, *Undersoo Fleet*, *Undersoo City*

"The Starchild Trilogy"; Under Name Jack Williamson; With Pohl, Ballantine, 1964 - 1969.

The Reels of Space, *Starchild*, *Rogue Star*

Continued Pg. 29



Scientifiction, Searchlight of Science

by Jack Williamson

Science ever widens our conception of the material universe. We drift farther from the old idea of man as the chief end of creation. To the savage, the universe is his valley, with the heavens arching low overhead, and himself, supreme. Science has found a million new worlds, and lost itself in them. Earth has become a cosmic mote; man, utterly ephemeral and insignificant. Science and Intelligence alone remain considerable quantities. Then, if the life of the earth is the briefest instant in Time, a question rises: Must man pass with the earth, or will Human Intelligence rule on, a new factor in the universe? The idea is stupendous. Science is the doorway to the future; scientifiction, the golden key.

The chief function of scientifiction is the creation of real pictures of new things, new ideas, and new machines. Scientifiction is the product of the human imagination, guided by the suggestion of science. It takes the basis of science, considers all the clues that science has to offer, and then adds a thing that is alien to science - imagination. It goes ahead and lights the way. And when science sees the things made real in the author's mind, it makes them real indeed. It deals only with that which it can see, or weigh, or measure; only with logical hypothesis, experiment and influence and calculation. Scientifiction begins with the ending of science.

The realization of scientifiction is proverbial. Science has made hardly a single step that scientifiction has not foretold. And science, in return, has disclosed a million new and startling facts, to serve as wings for scientifiction author's brain.

Scientifiction takes a thousand accumulated facts and builds them into a real, impressive picture of ages past, whereby the future of the race may be foretold. It mounts a Time Machine and ventures through futurity, revealing the results of known conditions and tendencies.

Science knows that life on other worlds is possible, but it remains for scientifiction to make the vision real, and to suggest the space flier to verify it. Then science may build the flier, and see for itself. The boundless energy of the atom, the Fourth Dimension, the sub-universe below and the super-universe above, are scientific absurdities all, until scientifiction gives them reality.

And science goes on, with scientifiction as the searchlight. Here is the picture, if we can but see it. A universe ruled by the human mind. A new Golden Age of fair cities, of new laws and new machines, of human capabili-

ties undreamed of, of a civilization that has conquered matter and Nature, distance and time, disease and death. A glorious picture of an empire that lies away past a million flaming suns until it reaches the black infinity of unknown space, and extends beyond. The picture is incredible to us now. Even in the light of scientifiction it is distorted and vague. The idea of the final product of evolution is beyond us. But a sublime picture is that scientifiction may build through the ages, and that science may realize for the ultimate advancement of man.

Jack Williamson

ibid., New Mex., East Star R.

Amazing Stories Quarterly

Vol. I No. 4 Fall 1928

Continued from Pg. 27

"Cuckoo's Saga"; Under Name Jack Williamson; With Pohl, Ballantine, 1975-1983. *Farthest Star, Well Around a Star, The Saga of a Cuckoo* (contains *Farthest Star* and *Well Around a Star*).

Science Fiction Short Story Collections; Under Name Jack Williamson

Lady in Danger, Utopian, 1945.

(With Murray Leinster and John Wyndham) *Three Stories*, Doubleday, 1967.

(Published in England as *A Sense of Wonder: Three Science Fiction Stories*, edited by Sam Moskowitz, Sidgwick & Jackson, 1967).

The Pandora Effect, Ace Books, 1969.

People Machines, Ace Books, 1971.

The Early Williamson, Doubleday, 1975.

Dreadful Sleep, Weinberg (Chicago), 1977.

The Best of Jack Williamson, introduction by Pohl, Ballantine, 1978.

The Alien Intelligence; Jack Williamson-The Collector's Edition, Volume I, P.D.A.

Enterprises, 1980.

(With others) *Modes: Holm's World*, edited by Harlan Ellison, illustrated by Kelly

Freas, cartography by Diane Duane, Bantam, 1985.

Darker than You Think (novel), Fantasy Press, 1948.

Golden Blood (novel), Lancer Books, 1964.

The Reign of Winndry (novel), Lancer Books, 1964, reprinted,

Phantasia Press, 1979.

Contributor; Under Name Jack Williamson

Lloyd Arthur Eshbach, editor, *Of Worlds Beyond*, Fantasy Press, 1947.

O.J. Friend and Leo Margulies, editors, *My Best Science Fiction Story*, Merlin Press, 1949.

Robert Silverberg, editor, *The Mirror of Infinity*, Harper, 1970.

Robin Scott Wilson, editor, *Those Who Can: A Science Fiction Reader*, New American Library, 1973.

Ben Bova, editor, *The Science Fiction Hall of Fame*, Doubleday, 1973.

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Been Around Forever and Still Going Strong (James) Rusty Hevelin, Fan Guest of Honor

by Joyce Scribner

Rusty knows of fandom from the inside out, from the past to the future. He has suffered all the trials and fun of fannish circumstance. Below I list a few of the early highlights:

Traveling Neofan:

Rusty appeared at Denvention in 1941. He had hitchhiked from Los Angeles to meet Robert Heinlein and fandom. He was awarded the prize for 'most difficult trip' by the convention. He already had a fannish name: Rusty Baron (a play on Rusty Bearing). He met and became friends with Robert Madle, who had ridden in the 'Widneride.' Art Widner had driven his 1935 Ford—a car with no trunk or other luggage storage—from Boston (with John Bell) and picked up Bob Madle (Philadelphia), Julie Unger (New York) and Milton Rothman (Washington, DC) on the way to Denver! Much to the astonishment of the Worldcon, John Bell bought a plane ticket rather than return East in Art's car. (In 1941, they thought he must be rich to fly.) So Art had extra space on the way to the East coast, which Rusty filled on his way to Philadelphia.

Local Clubfan:

In 1942, Rusty was a mediator in the middle of a Philadelphia squabble. The Philadelphia Science Fiction Society (PSFS) received many draft notices. Only Oswald Train was in Philadelphia at the end of 1942. Meanwhile another, younger, more active group, Philadelphia Futurians developed. Oswald Train thought one fan did not a fan club make. Rusty was president of PSFS (which I assume meant he was drafted and thus elsewhere) and suggested the two groups should merge. They did, and the new group of young turks kept the PSFS name. Thus PSFS still considers itself the longest extant fan club.

National Clubfan:

In the mid 1940s fandom was more structured than now and fans joined, and they argued, with each other in many different fan organizations. In 1945, the National Fantasy Fan Foundation had a constitutional crisis. (The NFFF was created from an idea by Damon Knight, also known for his role in creating SFWA and the Milford and Clarion writing workshops.) Ballots for the election that year had no 'official candidates,' only write-in candidates. Rusty did well enough to be elected as one of five directors. The NFFF is still

an active organization, though peripheral to mainstream fandom. It still publishes fanzines, holds meetings and works at promoting good will in fandom.

Worldcon

Mover

and Shaker:

After WWII was over, Worldcons began again. The convention that was postponed in 1942, Pacificon, was held in 1946 at Los Angeles. One of the more scandalous occurrences during the con was a table covered in flyers against the NFFF. These flyers consisted of copies of the NFFF constitution overprinted with swastikas. So many people were upset by this, the business session put a 10 minute limit on speakers so the convention would not last four or five days! The proposal on the floor was to split the profits of the convention between the NFFF and the Fantasy Foundation. (The Fantasy Foundation was to create a science fiction museum/collection for all time. For various reasons this has not survived. 4E Ackerman, who conceived it, still maintains his collection as the embodiment of this.) The business meeting agreed to divide the profits. Rusty announced that he, along with fellow directors F. Tower Laney and Harry Warner, had submitted a 'dissolution of the NFFF' anonymous telegram to Walt Dunkelberger, president of NFFF, in North Dakota. The treasury was to be given to atomic scientists. Walt meanwhile hired a lawyer to find out what was going on. According to the telegram, The Fantasy Foundation would supplant NFFF. After much discussion, Rusty and Laney (but not Warner?) were cleared of conspiracy and the NFFF remained alive.

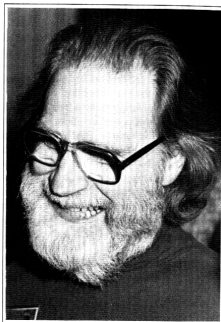


Photo by Jeff Schalles

A Secret Master of Fandom:

Much of fannish politics is said to occur in smoke-filled rooms (during the sixties, a change in smoke) where SMOFs make decisions for the unknown. At the 1948 Toronto Torcon these smoke-filled rooms actually occurred. A series of such party rooms determined who would hold the Worldcon in 1949. New York had talked about bidding. However, to the SMOFs, anyone else would be better than having another 'exclusion principle' with several fans prevented from attending the first Worldcon in New York. Sam Moskowitz, an active New York fan at the time, had said he would be too tired to help anyway. The SMOFs asked Rusty, and other Los Angeles fan, but they thought it was 'too soon' to have another Worldcon in Los Angeles—Pacificon was only three years previously! Minneapolis and Milwaukee turned it down, and Detroit was too close to Toronto. New Orleans was considered a humorous choice. Finally, after a series of phone calls to Cincinnati, that city was the only bidder at the business meeting the next day, and Cincinnati received the nod for 1949.

Good friend:

The next mention I find about Rusty's history is in the Harry Warner volumes in 1956—where he again acted as oil on troubled waters. At NYCON II, fans who hadn't bought tickets for the banquet were restricted from attending Al Capp's (of Lil' Abner fame) speech after the meal. In fact, they were moved further and further away from the banquet and speech area. This caused bad feelings and people considered leaving the convention. Rusty convinced Tucker to stay for the remainder of the convention and the uproar died. For years afterwards "Dave Kyle says you can't sit here" was a interlino and catch phrase in fandom. (Dave Kyle was chair of NYCON II.)

I, of course, haven't been in fandom nearly as long as these stories about Rusty. They are mostly from Harry Warner's history volumes: *All My Yesterdays* and *Went Of Fable* (winner of last year's non fiction HUGO).

The things I know personally about Rusty date from working with him on the Down Under Fan Fund—DUFF, which sends fans between Australia and North America. Fans vote and raise money to continue this process—an Australian fan will be elected in 1994. Rusty was the DUFF winner in 1975, in time for Aussiecon. He and the other DUFF nominees that year all went to Australia. John Berry accompanied Susan Wood, a Guest of Honor. Jan Howard Finder attended on his own. It is, I believe, the only occasion where all nominees traveled together. Rusty feels uncomfortable writing and thus did not produce the customary DUFF report. Instead, he traveled for two years with his DUFF slide show, and for years following his trip Rusty held auctions to raise money for the cause. I was a young neofan in 1977 and

thought DUFF was a great idea. Rusty and I held auctions together for many, many years.

Rusty is best known for his time binding within fandom. (Time binding is a science fictional concept introduced by Robert Heinlein at Denvention, Rusty's first con.) Time binding connects us to our past, future, or even our future in the past. Rusty sells old magazines, pulps, fanzines, and books. In other words, he hucksters. On his huckster tables lay the futures we dream of. The old stories by Lovecraft and Moore (our future from the past) are in those books, as well as the new stories (our future in the present.) He helped found PulpCon where older authors, famous for their pulp work, are celebrated. He also runs the huckster room at Midwestcon, the oldest living relaxacon, still held in Cincinnati every year.

Rusty has introduced me to some of the most interesting people, like his father Bob Tucker. (I can't tell the 'Rusty is My Father' story with any of Tucker's skill—please ask him.) Tucker Smooths, is gay and gallant to the ladies; however, Bob also smokes some of the most odorous stogies I've ever been around, only recommended to those willing to stand in parking lots with stiff breezes in the other direction.

Rusty also introduced me to Gay Haldeman, wife of Joe, famous author and MIT professor. Gay and Rusty organized and led panel discussions on 'How to Enjoy Your First Con,' at more cons than I've attended. It is highly recommended you ask them for suggestions to improve your convention (even Minicon!).

I hope you now have some insight into a gentleman who has been involved in fandom for more years than I have been alive. A person who has devoted time to the uproars of fandom, and mediated them into peace. He is someone who is willing to talk to you. Ask him.



Phil Foglio, Artist Guest of Honor

Facts by Phil, Embellishment by Kaja Foglio

Philip Peter Foglio was born at 12:34 am on the first day of May, 1956, an ordinary baby. It was only through the light drunkenness of The Third Initiate of the Fourth Mystery of the Eighteenth volume of the Twenty-Fourth book of the Three thousand, nine hundred and eighty three secrets of the eighth dynasty of King Wolehwaminga the Twenty-third of Ancient Sumer, and The Archbishop of He Who Crushes Planets Like They Were Beer Cans that the Archbishop's pet stoat was able to pursue a beetle across a carefully laid location spell which covered the floor, scuffing the sand and thus compromising the Orange Circle of Time.

Due to this error, the robed figures that crept into the maternity ward late that night did not leave with the newly reincarnated spirit of the Grand High Priest of the Cult of the Green Cheese Apocalypse, they left with Phil.

Raised as a centuries old high priest in a huge network of caverns winding underneath the suburb of Hartsdale, New York, Phil was a lonely child, and not at all convinced that the world was fated to end in a final great fondue party, to which he was expected to bring the pot.

His only real friend was the "Sacred Gator of Havarti," a small lizardesque creature named "Winslow." Both were unwilling holy



objects of the cult, and the bond that grew between them was unbreakable.

In 1974 Phil escaped to Chicago, with Winslow under one arm and the caverns in flames. Realizing their mistake, the cult sent its top assassins in pursuit, but it was too late. Phil had disguised himself as a student at the Chicago Academy of Fine Arts, and Winslow had assumed the guise of a sofa cushion.

Graduating with a BFA in cartooning, he began his association with Science Fiction fandom, winning Fan Artist Hugos in 1977 and 1978.

As his name spread, it became more difficult to avoid the deadly fondue forks of the green cheese assassins, and finally it was necessary to leave Chicago entirely. Thinking that it would be the last place that they would look, he returned to New York City, where he produced the What's New comic strip for Dragon Magazine, his Buck Godot graphic novels, and the comic adaptation of Robert Asprin's Mythadventures. Life was quiet for a time, but Phil soon found out that he had been wrong. New York hadn't been the first place the cultists had looked, but it had been the second. A quick exit was again necessary. In a burst of unoriginal thinking, he returned to Chicago, where he co-wrote *Illegal Aliens* with Nick Pollotta.

It was in Chicago that he started his own comic company, Palliard Press, with Bookstore owner Greg Ketter. The company began by publishing *XXXenophile*, a humorous, Politically Correct, SF



and Fantasy Adult Comic. During this time Phil also wrote and illustrated *Angel* and *the Ape* for DC comics.

The Cultists found him again fairly soon . . .



. . . and this time Phil knew that he couldn't go back to New York. Instead, he ran the other direction, laying low in Seattle where by happy chance he met Kaja Murphy, the inventor of the Trans-deluxe discobogatron^{mo}, a machine guaranteed to keep mystical cultist assassins at a distance. The two fell madly in love, and are now married. Phil is no longer plagued by attempts on his life. He has been able to produce the *What's New Collection*, several new issues of *XXXenophile*, and *Stanley and His Monster* for DC comics, all in relative peace, and is planning new issues of *Buck Godot* for the near future.

Winslow's career as a sofa cushion has been successful beyond his wildest dreams.

Pro Etiquette

by Stephen Goldin

In this article, the word "Pro" shall mean any guest of the convention: writer, artist, panelist, and any other person with some degree of celebrity.

At the Meet-the-Pros Party

1. Offering to buy the Pro a drink or a meal is always in order.
2. This is a time for light conversation and general getting acquainted. Keep it light; make an appointment if you want a detailed philosophical discussion of the Pro's work.
3. Remember, other people may want a chance to meet and talk to this Pro, too. Don't monopolize his time.
4. This is a social occasion. Don't bring books or other items to be autographed. That's what autograph sessions are for. This is a time to talk to the Pro. The Pros are here to talk to you.
5. Most Pros have had their rabies shots and are safe to talk to, as long as you're polite. Don't be bashful. Compliments are always welcomed.

At the Autograph Session

6. See Rule 1.
7. Remember, this is a signing session. If a Pro has a long line of people waiting for his signature, don't tie him up with conversation. That's what the Meet-the-Pros party is for.
8. Some Pros have short lines, or none at all, at autograph sessions; that's just the way it works. If that's the case, they may enjoy someone who'll stick around and talk with them. When in doubt, ask.
9. See Rule 2.
10. If you have more than five or so of the Pro's works to be autographed and there are people waiting in line behind you, get five done, then go back to the end of the line to have more done later.

After Panels

11. See Rule 1.
12. Panels are one of the few places where you can be sure of catching the Pro you're interested in. If you want to speak briefly with the Pro or get his autograph, wait until the panel is over. Then step out into the hall with him and conduct your business there so the next panel can get started.

13. See Rule 2.

In the Hallways

14. See Rules 1 & 2.
15. If you see a Pro you want to talk to, ask if he has a moment to talk. Don't delay him on his way to the rest room, a panel, or another appointment.
16. If the Pro is involved in another conversation, don't interrupt; wait quietly at the periphery until there's a break, then excuse yourself and ask if you could have a brief word with the Pro. If the answer is no, see Rule 2.

In the Bar or Restaurant

17. If you see the Pro seated by himself, you may approach and ask politely whether he wants to be alone or whether he would like some company. Restaurants and bars are not the place for autographs; if that's your aim, ask when would be a convenient time to get one.
18. If the Pro is seated with a party of other people, don't interrupt. If you know one of the people in the group, you may ask that person whether he'd mind your joining them. If you don't know anyone in the group, see Rule 16.
19. Don't be a sponge. Pay for your fair share (rounds, meals, etc.). Many Pros are as broke as you are.

Room Parties

20. If you're giving a room party and would like a Pro to attend, give him a specific invitation. Many Pros would like to make the rounds of parties, and this makes them feel welcome.

21. If a Pro shows up at your party, he is fair game for discussions and autographs. After all, he came there of his own free will, and can leave whenever he wants. If you're a good host (see Rule 1), he might not want to.

In General

22. See Rule 1.
23. Don't insult the Pro. If you have a low opinion of a given Pro, just ignore him. Life is too short to waste on negative things. There must be plenty of other people at the convention whose work you like; why else would you be here? Find them and let them know. See Rule 1.

(Reprinted from Minicon 27 Program Book)

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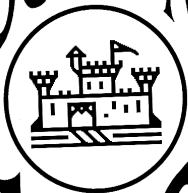
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What talents would you like to use at Minicon? . . .
Evasion. —Timothy Julian

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MINICON



Programming

The *Travislow/Cana/Company* debuts at Minicon with our new show "Dances with Droids." Deep and thought-provoking it's not, but funny is guaranteed. We'll speak s-l-o-w-l-y so that all you Minnesotans will understand us.
Great Hall • Friday 21:00 hrs.

Minicon XXIX Programming

To: Tom Monahan, Minicon Hotel
From: Victor Raymond, Minicon Programming
Re: Programming Needs and Highlights

As you are probably aware, Minicon XXIX will have approximately 125 *different events* scheduled through my department to take place between 15:00 hrs. Friday, through 17:00 hrs. Sunday. While I have not arranged for specific programming tracks by room, I want to keep you posted as to what is planned for rooms in general, and how I want them set-up.

Great Hall: This room has been expanded, with Great Hall West and Center now forming the space for the large-scale events of the con, such as Opening and Closing Ceremonies, the Masquerade, and other events, such as Midnight at the Oasis and the Trans-Iowa Canal Company (both Friday night). Check with Bill Lochen about the specific set-up needs for this room.

Edina Room: This is where many performance events will be held, ranging from Ask Dr. Mike with John M. Ford, to Confessions of a Resident Alien, with John C. Rezmerski, to the "Drum" Jam late at night. Since much of the activity will involve moving things around, set this up with the back half theatre style, and the front with tables and chairs, and *lots* of room to move around in.

Atrium I: Is where most of the readings of the convention will be held, with people such as Joe Haldeman, Mickey Zucker Reichert, and Steven Brust showing off their recent writing activity. We'll only need one mike, along with a single table and a few chairs, but make sure that the rest is set up theatre style; thanks!

Atrium II: This is a smaller meeting space, where we intend to have smaller, more focused events, such as the Minnesota Imaginative Fiction Writers Alliance, to the *War for the Oaks* movie, to a panel on molecular genetics. Theatre style, with a table, chairs, and microphone up front.

Atrium III: This is where we intend on having much of the

programming that involves our Guests of Honor, so it's a little different than the rest. We need a set of *nice* chairs upfront, with a side table, and room for a table and other equipment (a riser may make sense here). Directly down the center aisle (along the short axis of the room), make sure there's room for a video camera; we intend on rebroadcasting these events during the convention on BozoVision.

Atrium IV and Bloomington: These rooms are the other large function space, with a range of events from a panel on The Future of Freedom of Speech to "What do I read next?" to Mythical Realism in F&SF art. All of these are expected to have a good attendance, so set them up theatre style, with enough tables for up to seven participants on a panel, with at least two microphones per room.

As far as the *times* of Programming are concerned, I expect that they will vary only slightly from last year:

Friday:	15:00 hrs. to 01:00 hrs.
Saturday:	10:00 hrs. to 02:00 hrs.
Sunday:	10:00 hrs. to 17:00 hrs.

A few changes that you also should be aware of:

- We are having several events down on the Garden Court level, including the Meet the Authors/Mass Autographing session, as well as the Fan Faire. This will require tables and chairs in a U-formation.
- There will not be a Krushenko's coffeehouse this year; we expect that Dark Star will pick up much of the traffic in this regard. Check with Tom and Michael about details.
- And as usual, there will be changes in the program schedule right up to and during the convention. I expect that the Program Book--and especially the Pocket Program--will be accurate in *almost all* details, but make sure you stop by the Programming Office, on the Atrium level between Atriums II and III for up-to-the minute updates.

• To eliminate any confusion Programming will operate on a 24 hour clock—below is a conversion table for your convenience. (Remember, we spring forward one hour at 02:00 hrs. Sunday.)

1:00 am	—	01:00 hrs.	
2:00 am	—	02:00 hrs.	
3:00 am	—	03:00 hrs.	
4:00 am	—	04:00 hrs.	
5:00 am	—	05:00 hrs.	Morning
6:00 am	—	06:00 hrs.	
7:00 am	—	07:00 hrs.	
8:00 am	—	08:00 hrs.	
	9:00 am	—	09:00 hrs.
	10:00 am	—	10:00 hrs.
	11:00 am	—	11:00 hrs.
Midday	12:00 pm	—	12:00 hrs.
	1:00 pm	—	13:00 hrs.
	2:00 pm	—	14:00 hrs.
	3:00 pm	—	15:00 hrs.
	4:00 pm	—	16:00 hrs.
		5:00 pm	— 17:00 hrs.
		6:00 pm	— 18:00 hrs.
		7:00 pm	— 19:00 hrs.
		8:00 pm	— 20:00 hrs.
Evening		9:00 pm	— 21:00 hrs.
		10:00 pm	— 22:00 hrs.
		11:00 pm	— 23:00 hrs.
		12:00 am	— 24:00 hrs.

Programming Indices

- The Paperless Office?
- Generation X: Who Cares?
- Peg Kerr reads (aloud)
- Must reads for teens
- Micro and Macro View of R&SF Poetry
- The Minn-SF Modified Australian Ballot
- SF Cross-fire
- "Abandon All Hope, Ye Who Enter Herein"
- Faerie Tales: Mother of Our Invention
- Finding the Right Stuff: Materials, Artist
- Shockwave
- Opening Ceremonies
- Phyllis Eisenstein reads (aloud)
- Star Trek: Pepsi Generation vs. Original
- Tom Doherty Gets Interviewed
- How to Enjoy Your First Convention
- The Shadow Knows! Radio Drama, Pulp
- Getting Out of Medieval Europe
- Mickey Zucker Reichert reads (aloud)
- Molecular Genetics: DNA is Here To Stay.
- The Future of Books and Publishing
- Why Do We Do It? Poetry and R&SF
- It Seemed Like A Good Idea At The Time...
- Hot New Artists — the Fun Panel
- Trans-Iowa Canal Company Presents
- Running for Governor
- Fans As Art
- Star Trek: Next Generation's Brave New ...
- R.O.G. Science Fiction Theatre
- Arabian Nights
- Artist's Reception
- Bedtime Stories by Jane Yolen
- Jam Session
- Vampires on a Bed of Rice
- Jack Williamson reads (aloud)
- Influence of past poetry on R&SF poetry
- What do I read now
- 3-D art and All That
- So You Want To Be A Costumer
- Fan Faire
- Jane Yolen reads (aloud)
- Star Trek News and Views
- Know Your Research
- Magic: The Gathering
- Mythical Realism vs. Visionary Art
- Elise Matheson reads (aloud)
- Artists in a Bunch — Watch Artists Work!
- Masquerade Orientation and Rehearsal
- Celtic legends & their influence on fantasy
- Rusty Herwin gets interviewed
- Martian Cuisine
- Renaissance Slide Show
- Meet the Pros mass autographing
- Minneapolis 300 Collation
- Other Local SF Conventions
- Phil Foglio gets interviewed
- The Business of SF
- Aliens in Trek: the Borg and the Bajorans
- Changing View of Science in Public ...
- DUFF Auction
- Nuts and Bolts of Game Publishing
- Old vs. New SF: Have Writers Sold Out?
- Homophobia in Fantasy & Science Fiction
- Freedom of Speech Now & In The Future
- Does SF Dream of Real Women?
- Patricia C. Wrede reads (aloud)
- Christian Fandom
- Poetry Showcase
- Is it Fantasy If You Rip It Off From History
- What do I Read Next?
- Regency Dance Workshop
- USS Phoenix Charity Auction
- SF Cross-fire
- Vampires: Fact, Fiction and Myth
- Do You Need to Have Someone Die ...
- Finding Your Way Onto Info Super Hwy
- Artist's Jam
- Auctioneer Workshop
- Kids meet the Pros
- Steven Brust reads (aloud)
- SF Writing Groups: The 1994 Scene
- The Reichenbach Falls
- Medicine in SF
- The Journal of Irreproducible Results
- Masquerade
- John M. Ford reads (aloud)
- Writing and parenting
- Jack Williamson gets interviewed
- When Your Characters Run Away
- Comics as Business, Comics as Art

Programming Indices

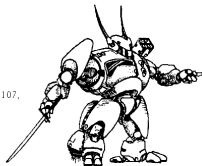
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- 98 • Ask Dr. Mike
- 99 • Dance
- 100 • War for the Oaks: The Motion Picture
- 101 • Men in Tights: An Idea . . .
- 102 • The Minions Pun-El
- 103 • Jam Session
- 104 • Kris Jensen reads (aloud)
- 105 • Russian Science Fiction & Fantasy
- 106 • Babes in Chainmail: Realistic Art
- 107 • Getting Past the "Epic" Poem, etc.
- 108 • The Future of Firearms
- 109 • Galactic Gourmet V
- 110 • Pamela Dean reads (aloud)
- 111 • The Stuffed Animal as Art
- 112 • Costumer Display of Sketches
- 113 • Must reads for kids
- 114 • Paper Airplane Contest
- 115 • Terry A. Garey reads (aloud)
- 116 • Networking for artists
- 117 • Stage Combat Demonstration
- 118 • Joel Rosenberg reads (aloud)
- 119 • The Demographics of Fantasy
- 120 • Influence of Historical Fiction on F&SF
- 121 • Beyond Terran Religion . . .
- 122 • AIDS: Now and the Future
- 123 • Sec. Found. meeting: Fiction of Jack W.
- 124 • The Reality of Sword Combat
- 125 • Joe Haldeman reads (aloud)
- 126 • Inherent Racism: D & D, Gaming Quirks
- 127 • Other Villages, Other Gods; Fantasy Trad.
- 128 • Dynamics of Publishing
- 129 • Living in a Smart House
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15:00 hrs. ----- 16:00 hrs.

Atrium IV • So When Do We Get The Paperless Office?

Computers were once hailed as the end to wasted paper; look how that turned out. What other great mistaken predictions have there been, and by the way, when do we get the paperless office?
Bruce Bethke, Howard Davidson

Bloomington • Generation X: Who Cares?

A lot has been written about the 13ers, Generation X, the twentysomethings, and it's all garbage. Come find out why.
Gypsy, Erik Baker, Timothy Julin, Sean Maguire

16:00 hrs. ----- 17:00 hrs.

Atrium I • Peg Kerr reads (aloud)

Atrium IV • Must reads for teens

Books that teens would really enjoy, both fantasy and science fiction.
Laura Kreutz, Kay Marszulek, Hilary Posner

Bloomington • Micro and Macro View of F&SF Poetry

An overview of sf poetry in the past and present, as well as some close-up specifics: where to find it, where to market it, why you should read it.
Eleanor Arason, Ruth Berman, Terry A. Garey

Edina • The Minn-StF Modified Australian Ballot - A Hands-On Workshop

How exactly does this thing work, anyway? Why do we use it, and what is it good for?
Scott Rasm

17:00 hrs. ----- 18:00 hrs.

Atrium I • SF Cross-fire

Just like the TV show; be prepared to duck!
Joel Rosenberg & Steven Brust

Atrium II • "Abandon All Hope, Ye Who Enter Herein" - An Intro to Fandom

Fandom is a big place, with lots and lots of things to be involved in, and to get confused by. If you'd like a brief intro to what it is all about, come and listen and ask a few questions.
Nate Bucklin, Dave Wixon, Gay Haldeman

Atrium III • Faerie Tales: the Mother of Our Inventiveness

Faerie tales: their significance, and their relevance to the Fantasy and Science Fiction genres.
Jene Yolen

Atrium IV • Finding the Right Stuff: Materials Quality for Artists

Artists share their tips and hints about the best—and the worst—materials to use in their work. Special attention is given to how artists and their customers can recognize the best materials, and use this to their advantage.
V. Ellen Starr, Crystal Marvig, Giovanna Fregni, Erin McKee

18:00 hrs. ----- 19:00 hrs.

Great Hall • Shockwave

The radio show for the Minicon crowd; everyone (and we do mean everyone) can join in!
Dave Rasm and a cast of hundreds

19:00 hrs. ----- 20:00 hrs.

Great Hall • Opening Ceremonies

The official kick-off to the 29th Minicon. Welcome our Guests of Honor, as well as many returning Guests, fans, and people-like you! A Cast of Thousands

72

20:00 hrs. ----- 21:00 hrs.

Atrium I • Phyllis Eisenstein reads (aloud)

13

Atrium II • Star Trek: The Pepsi Generation vs. The Original

A comparison of the two shows, with an eye to their strengths and weaknesses. Is one distinctly better than the other?

Why or why not?

Joan Verba, Bruce Bethke, Ken Darden

14

Atrium III • Tom Doherty Gets Interviewed

Tom Doherty, Elise Matthesen

15

Atrium IV • How to Enjoy Your First Convention

The title says it all.

Gay Haldeman, Rusty Howlin

16

Bloomington • "The Shadow Knows!" Radio Drama and the Pulp

Radio drama and adventure has had a long-standing relationship with science fiction and other genres. Panelists will explore the history behind it all.

Jerry Stearns, Dave Romm, Anthony Toffin, Dave Wixon

17

20:00 hrs. ----- 21:00 hrs.

Edina • Getting Out of Medieval Europe

18

Is it possible to write fantasy not set in a European setting, especially medieval European? Why or why not?

L.A. Taylor, John M. Ford

21:00 hrs. ----- 22:00 hrs.

Atrium I • Mickey Zucker Reichert reads (aloud)

19

Atrium II • Molecular Genetics: DNA is Here To Stay

20

We bet you thought that molecular genetics had to do with drawing family trees for chemical compounds; sorry, that's not correct.

Some of the more interesting research in science today is being done in this field.

Susan Smith, Lynn Litterer

Atrium III • The Future of Books and Publishing

21

So where are books and publishing going? Mergers, corporate take-overs and entertainment conglomerates can make it all seem so insignificant. And what about small presses and alternative publications? Do they matter? What effect will technology have on all of this?

Greg Ketter, Dave Wixon, Bruce Bethke

Atrium IV • Why Do We Do It? The Relationship Between Poetry and F&SF

22

Some people have said that there is little relationship between poetry as a form of writing and fantasy and science fiction. They're wrong, of course, but panelists will discuss why...

Jane Yolen, John C. Remmerski, Terry A. Garey, Sandra Lindow

21:00 hrs. ————— 22:00 hrs.

**Bloomington • It Seemed Like A Good Idea
At The Time...**

Panelists talk about ideas whose time has come—and perhaps already gone, in this whimsical look at the theme of this year's Minicon.
Kris Jensen

Edina • Hot New Artists – the Fun Panel

Here's an opportunity to hear from the artists themselves about who's hot (and maybe who's not), and to start some discussions about Art, Life, and All That.
Beth Hansen & Many Minicon Artists

**Great Hall • Trans-Iowa Canal Company
Presents "Dances with Droids."**

The TICC makes its Minicon debut with their new show. Nothing deep or thought-provoking, but funny!
TICC

22:00 hrs. ————— 23:00 hrs.

Atrium II • Running for Governor

Will Shetterly is a gubernatorial candidate in Minnesota, and he would like to talk to people about his experiences running for office. (MinnStef, however, does not endorse Will for Governor; we're a 501(c)(3)).
Will Shetterly

Atrium IV • Fans As Art

Exploring recent trends in body modification in fandom and elsewhere. Tattoos, piercing, fetish wear, etc. Where is this all taking us, and how does it tie into science fiction, especially cyberpunk?

22:00 hrs. ————— 23:00 hrs.

**Bloomington • Star Trek: The Next Generation's
Brave New World**

Did you ever wonder about living in a society where your movements are tracked by com-badge—and a computer knows about your whereabouts at all times? Just how much privacy to the people of the 24th Century have in Star Trek? A comparison of the society in Star Trek: The Next Generation and that of Aldous Huxley's Brave New World.
Matt Goldman, Joe Agee, Joelle Riley and Sarah Siegal

Edina • R.O.G. Science Fiction Theatre

Here's your opportunity to find out more about that "large group with the black uniforms, who hang around poolside." Seriously, as interest has grown, so have their numbers, and now they want to tell you all about R.O.G.
Tim Schrampler

Great Hall • Arabian Nights

Send your camel to bed and join the Dancers of the Desert Moon at the oasis for a performance of Middle Eastern Belly Dancing. Experience the heart-centred rhythms of a dance that emphasizes life's joyfulness. Dancers are members of the Guild of Oriental Dance.

Elsewhere • Artist's Reception
Room 232

23:00 hrs. ————— 24:00 hrs.

Atrium III • Bedtime Stories by Jane Yolen
Jane Yolen, Chocolate Chip Cookies, and Milk

23:00 hrs. ----- 24:00 hrs.

Edina • Jam Session

If you want to make music, and you are going to be loud, then here's the place to be. Jam session is open to all musicians.

24:00 hrs. ----- 01:00 hrs.

Atrium IV • Vampires on a Bed of Rice

Once again we will be discussing the *Lady of Vampires*, Anne Rice and her creations. We will also of course be talking about the soon to be released and long awaited movie.

Joe Agee, Andrew Bertke, Victory Starbourne



10:00 hrs. ----- 11:00 hrs.

Atrium III • Jack Williamson reads (aloud)

Atrium IV • Influence of past poetry on F&SF poetry

All of this didn't spring up from nowhere; what effect have older forms of poetry had on fantasy and science fiction poetry? Does the latter just imitate the former, or is new ground broken?

Jane Yolen, John C. Reznarski

Bloomington • What do I read now that all my favorite authors have died?

Some exploration of recent F&SF that follows in the footsteps of the greats of the field.

Eric Heideman, Sean Maguire

Edina • 3-D art and All That

Most F&SF art is done in two dimensions, but many artists work in three dimensions, as well. What draws them to this sort of artistic expression?

Darlene Coltrain, Julie Bowman

Great Hall • So You Want To Be A Costumer

Costumers discuss the pitfalls and rewards of building exotic wardrobes.

Ann Chancellor, Kathryn Pepmiller

Elsewhere • Fan Faire

The annual Fan Faire, where local F&SF groups have a chance to tell new people about who they are and what they do.

Garden Court

11:00 hrs. ----- 12:00 hrs.

Atrium I • Jane Yolen reads (aloud)

11:00 hrs. ----- 12:00 hrs.

Atrium II • Star Trek News and Views

This event is sponsored by the USS Nokomis.
Brinn Willis, Reggie Beck

Atrium III • Know Your Research

It's hard, but it can also be one of the most important parts of the craft of writing. What are the nuts and bolts of doing good research for writing?
Caroline Stevermer, Mickey Zucker Reichert, CJ Mills, Joe Haldeman

Atrium IV • Magic: The Gathering

Is it just "crack for gamers" or is there something more to this new game? Artists and others who have worked on it will provide comments, and a general discussion will follow.
Keja Foglio, Susan Van Pelt

Bloomington • Mythical Realism vs. Visionary Art

What are the differences between painting from myths and painting a futuristic or alien scene. Is it all in the mind of the artist or in the eye of the beholder? A discussion of the growing trend in the fine art world toward the acceptance of "mythical" fantasy art and "visionary" sf art.
Beth Hansen, Giovanna Fregni, Erin McKee

12:00 hrs. ----- 13:00 hrs.

Atrium I • Elise Matthesen reads (aloud)

Edina • Artists in a Bunch - Watch the Artists at Work!

This is where artists draw, paint, sculpt or stitch demonstrating their area of expertise. This is a Bring Your Own Materials art demonstration.
Beth Hansen and Many Others

12:00 hrs. ----- 13:00 hrs.

Great Hall • Masquerade Orientation and Rehearsal

Costumers, make sure you do not miss this part of the program; it is a necessary part of the Masquerade.

13:00 hrs. ----- 14:00 hrs.

Atrium II • Celtic legends and their influence on fantasy

A discussion of the works of Tom Deitz, Charles de Lint, Patricia Kennealy, and Mercedes Lackey and other fantasy writers whose influence can be found in the ancient myths and legends of the Celtic peoples of the British Isles. We will talk about how these legends have or have not been changed by writers, and how this influence has helped or harmed fantasy.
Victory Starbourne, Joelle Riley, Kay Sproll

Atrium III • Rusty Hevelin gets interviewed

Rusty Hevelin

Atrium IV • Martian Cuisine, or, Once We Reach the Stars, What Will We Eat There?

A look at food production in space, and why that this is absolutely crucial, and oft forgotten, in many science fiction stories. Genuine Terran brownies, anyone?
Lynn Litterer, Susan Smith, George Flentke

Bloomington • Renaissance Slide Show

Several years of Renaissance Festival photos have been combined with period music for a magical display of a day in the life of the Festival.
Steven Froiland

13:00 hrs. ----- 14:00 hrs.

Elsewhere • Meet the Pros mass autographing

We'll take some time here, and provide people with a chance to see their favorite authors, and also have an autographing session.
Garden Court

53

14:00 hrs. ----- 15:00 hrs.

Atrium I • Minneapa 300 Collation

Not an amish, but something even better: the collation of the 300th disty of Minneapa, the APA for "wild and crazy" Minneapolis fandom. If you aren't sure what that is all about, come, get glycerin on your hands, and handle lots of paper.
Dean Gahlon and Minneapa Members

54

Atrium II • Other Local SF Conventions

A meeting of SF Minnesota, a multimedia organization dedicated to encouraging and improving contacts among groups and individuals interested in speculative fiction. This is an opportunity to hear about other SF conventions held in the local area throughout the year.
Eric Heideman

55

Atrium III • Jack Williamson gets interviewed

Our Guest of Honor gets interviewed about his writing, his interests, and his life. Don't miss it.
Jack Williamson

56

Atrium IV • The Business of SF

Here's a chance to hear about the business side of our favorite genre, from people from all sides of the industry.
Tom Doherty, Jane Yolen, Dave Wixon, Greg Ketter, CJ Mills, Joe Holdeman

57

14:00 hrs. ----- 15:00 hrs.

Bloomington • Aliens in Trek: the Borg and the Bajorans

Will the Borg Collective prove a nemesis to Hue and his followers? Can Hue hold his people together long enough to form a workable civilization? As for the Bajor, how much have they been changed by the years of domination by the Cardassians? Should they have accepted the three million refugees from the Gamma Quadrant? These are just a sample of the questions we will be discussing.
Joe Agee, Matt Goldman, Sarah Seigel

58

Edina • The Changing View of Science in Public Perception

Science and science related activities are often viewed as being "magical" — "just produce the miracle, and we'll be happy." That, however, may be changing. Is it for the better, or not?
Susan Smith, George Flencie, Lynn Litterer, Howard Davidson

59

15:00 hrs. ----- 16:00 hrs.

Atrium I • DUFF Auction

The Down Under Fan Fund exists to make connections between Australian fandom and American fandom—your contribution or purchase will help a deserving fan go from one country to the other, and then share their experiences upon their return.
Rusty Hevelin and others

60

Atrium II • Nuts and Bolts of Game Publishing

Game publishing is indeed a little different from book publishing. Panelists talk about the pitfalls and rewards of publishing for the gaming market.
John Nephew, Robin Jenkins, Allen Varney

61

15:00 hrs. ----- 16:00 hrs.

- Atrium III • Old vs. New SF: Have the Writers Sold Out?** 62
 Old science fiction emphasized ideas, now science fiction seems to emphasize characters, etc., and less attention is paid to the ideas that supposedly motivate the story. Have writers "sold out" and forgotten the "science" in "science fiction"?
CJ Mills, Russell Letson, John C. Reznarski, Nate Bucklin, Michael Levy

- Atrium IV • Homophobia in Fantasy & Science Fiction** 63
 A historical perspective on homophobia in F&SF over the past 60 years. How have publishers dealt with it, and how has it affected writers and their works.
Don Kaiser, Jane Yolen, Eleanor Aronson

- Bloomington • Freedom of Speech Now & In The Future** 64
 A right often taken for granted in the United States — but the future may not be so secure. What are the current threats to freedom of speech, and what do they portend for the future?
Dave Wixon, Kenneth Darden, Crystal Marvig, Greg Ketter, Kate Worley, Reed Waller

- Edina • Does Science Fiction Dream of Real Women?** 65
 Feminist deconstruction of Do Androids Dream of Electric Sheep and Blade Runner. (Even if you do not consider yourself a feminist, this panel should be a rollicking good time!)
Christina Mastro, Stephanie Brady, Andrea Casselton, Jodi Wurl, Anna Bliss, Cynthia Ahlquist

16:00 hrs. ----- 17:00 hrs.

- Atrium I • Patricia C. Wrede reads (aloud)** 66

- Atrium II • Christian Fandom** 67
Joan Marie Verba, Marty Helgesen

16:00 hrs. ----- 17:00 hrs.

- Atrium III • Poetry Showcase** 68
 Fantasy and Science Fiction poets showcase their material, in this two-hour event.
Laurel Winter, Elise Matthesen, Ruth Berman, Terry A. Garey, John C. Reznarski, John M. Ford

- Atrium IV • Is It Fantasy If You Rip It Off From History?** 69
 Shakespeare may have started the trend of creatively re-writing history, but now it seems that everyone has gone for writing "history with a twist" — does it matter? Why or why not?
Jane Yolen, Phyllis Eisenstein, Caroline Stevermer, John M. Ford, Steven Brust

- Bloomington • What do I Read Next?** 70
 Another round of this recurring theme. Scott tells us that the deadline for the reference book by the same name is April 4th; let's hear what the picks and pans are for the past year.
Scott Imes, Russell Letson

- Edina • Regency Dance Workshop** 71
 Take the time to learn steps from another era; it's fun and provides a little exercise. Regency recreation is another area of faanish and historical interest.
Jennifer Dye

- Elsewhere • USS Phoenix Charity Auction** 72
 All sorts of items donated for the cause will be up for grabs in this benefit for the Minnesota Literacy Council. Along with everything else, ice cream will be available for a modest donation.
Joe Ager, Polly Jo Peterson

What talents would you like to use at Minicon? . . .
 I can get the masquerade judged in 15 minutes or less.
 —Ken Konkol

17:00 hrs. ----- 18:00 hrs.

Atrium I • SF Cross-fire

Just like the TV show; be prepared to duck!
Joel Rosenberg and Steven Brust

73

Atrium II • Vampires: Fact, Fiction and Myth

Bram Stoker may have been a turgid writer, but his Dracula struck a chord with fans of horror. What are some of the historical antecedents to the mythology of the vampire, and how has that been reflected (or not) in current horror writing?
Jeri Pope

74

Atrium III • Do You Need to Have Someone Die in Your Book to Have It Succeed?

The Revenger's Tragedy notwithstanding, what does it mean for characters to die in your writing? Is it necessary? What, if anything, does it add, and why?
Bruce Bethke, Phyllis Eisenstein, Nate Bucklin, Deirdre Murphy

75

Atrium IV • Finding Your Way Onto the Information Superhighway

What is the Internet, and why should I care? A grounding in the basics, by someone familiar with many parts of the map.
David Dyer-Bennet

76

Bloomington • Artist's Jam

Artists get together and create multi-artist, and usually multi-media works of art. Proceeds from the work, as auctioned off, will go to help literacy efforts around Minnesota.

77

Edina • Auctioneer Workshop

Ever seen a real-live auctioneer really work a crowd? Did you want to know how to do that yourself? Show up for this workshop with some really good auctioneers and see how its done.
Rusty Havelin

78

17:00 hrs. ----- 18:00 hrs.

Elsewhere • Kids meet the Pros

79

18:00 hrs. ----- 19:00 hrs.

Take a Break

Back in an hour... Go Eat! Take a Short Nap!

19:00 hrs. ----- 20:00 hrs.

Atrium I • Steven Brust reads (aloud)

80

Atrium II • SF Writing Groups: The 1994 Scene

A meeting of the Minnesota Imaginative Fiction Writers' Alliance, a resource sharing network of science fiction and fantasy writing groups and writers. This is an opportunity to talk to other writers and writers' groups, and is an annual event.
Eric Heideman

81

Atrium III • The Reichenbach Falls

Is there a point when you need to do away with a character? What are the factors to consider? Once you've done it, how do you deal with the reactions of your fans? How much control do fans have over your writing?
Phyllis Eisenstein, Kenneth Darden

82

Atrium IV • Medicine in SF

James White has written about it; so have others. Is medicine portrayed well in science fiction? What are some of the common mistakes, and some of the better portrayals?
Mickey Zucker Reichert, Beth Friedman, Lisa Freitag

83

19:00 hrs. ————— 20:00 hrs.

Edina • The Journal of Irreproducible Results

Yes, it's those crazy people from the magazine once described as a humor 'zine for Nobel Laureates (and anybody else with a twist to their scientific sensibilities). They want to know from you what makes science what it's all about.

Great Hall • Masquerade



20:00 hrs. ————— 21:00 hrs.

Atrium I • John M. Ford reads (aloud)

Atrium II • Writing and parenting

Can you have it all? Can you be a writer and a parent, or is the strain too much? Most important, can you manage to avoid having your hard disk erased by your own wonderful child?

Peg Kerr, John C. Reznarski, Laurel Winter

Atrium III • Phil Foglio gets interviewed

Besides questions, Phil will show his slide show *The Capture*, and also read from his own work.

Phil Foglio, Greg Ketter

Atrium IV • When Your Characters Run Away With You

Do characters really have a life of their own? Do you ever find that the book takes a turn into left field, all with a mind of its own? What do you do as a writer when that happens?

LA Taylor, Mickey Zucker Reichert, Don Adamo, Joe Haldeman, Kris Jensen

Bloomington • Comics as Business, Comics as Art

Several well-known comics writers and artists talk about what comics are about, both as a business and as art.

Will Shetterly, Emma Bull, Reed Waller, Kate Worley, Phil Foglio

20:00 hrs. ————— 21:00 hrs.

Elsewhere • Art Auction

Plaza I



21:00 hrs. ————— 22:00 hrs.

Atrium I • Confessions of a Resident Alien

A performance art work.

John C. Reznarski

Atrium II • Religion and Spiritual Themes in F&SF

What spiritual and religious themes have been reflected in fantasy and science fiction? What is the relationship between fantasy and Science fiction on one hand and religion and spirituality on the other? Are there any conflicts, and how are they reconciled?

CJ Mills, Joan Marie Verba, Charles Pehl, Deirdre Murphy

Atrium III • World Building for Fantasy Writers

Take a medium size pan, bake well for several Ages of the Gods, carefully remove from pan, frost with mythology and magic to taste. Is that all there is to it? Maybe...

Will Shetterly, Emma Bull, Pat Wrede, Dave Wixon

Atrium IV • Adult Comics

Adult comics? You mean the ones with lots of sex instead of lots of violence? And you say that there is more there than that? Tell me more...

Phil Foglio, Greg Ketter, Reed Waller

(This is an adult panel; parents should exercise their judgment before bringing their children)

What talents would you like to use at Minicon? . . .

Mistress and Sex kitten techniques. —Jennie Adams

21:00 hrs. ----- 22:00 hrs.

Bloomington • Real Origins of Cyberpunk

96

It didn't start with William Gibson, that's for sure. Where did it start? What are the antecedents to cyberpunk, and the first examples of it?

Bruce Bethke, Russell Letson, Michael Levy

22:00 hrs. ----- 23:00 hrs.

Atrium IV • Away Team vs. Home Team

97

Do we stay here, and make the best of our world, or do we push for off-planet colonization? Why or why not? What factors should we consider?

LA Taylor, Bruce Bethke

Bloomington • Ask Dr. Mike

98

John M. Ford returns to answer all of your questions about how the Universe really works. Armed with chalk and chalkboard, no question is too serious for our intrepid Principal Investigator.

John M. Ford

Great Hall • Dance

99

A DJ'd dance, starting with some favorites as a blast from the past, and moving forward with more recent and popular tunes. Put on your dancin' shoes and get movin'!

23:00 hrs. ----- 24:00 hrs.

Atrium II • War for the Oaks: The Motion Picture

100

Get together with Emma Bull and Will Shetterly as they discuss the planning for a new movie of this popular fantasy novel set in the Twin Cities.

Will Shetterly, Emma Bull

23:00 hrs. ----- 24:00 hrs.

Bloomington • Men in Tights: An Idea Whose Time Has Come

101

Wouldn't it be fun to watch all the men strut their stuff in opaque pantyhose (tights by another name). This is where we get to applaud, giggle, snicker and laugh at the guys in our least favorite clothing item. And guys? The gauntlet has been thrown down—who among you is brave enough to pick it up?

Deb Nickelson

24:00 hrs. ----- 01:00 hrs.

Atrium IV • The Minicon Pun-el "Don't Let The Pun Go Down On Me"

102

This is an annual event, this year honoring Pun-el founder Beth Eastman, and all those who are incorrigible punsters (and need encouragement) should be there.

Ed Eastman, Bill Bader, Brian LaBounty

Edina • Jam Session

103

If you want to make music, and you are going to be loud, then here's the place to be. Jam session is open to all musicians.



What talents would you like to use at Minicon? . . .

I can get the masquerade judged in 14 minutes or less. —Willy W. Llama

10:00 hrs. ——— 11:00 hrs.

Atrium I • Kris Jensen reads (aloud) 104

Atrium II • Russian Science Fiction & Fandom 105

Has anything changed since the collapse of communism? What does this mean for American writers and fans? What is being published in the Commonwealth of Independent States that's worth reading?
Jim Young, Dave Wixon

Atrium III • Babes in Chainmail: Making Realistic Art of Things You've Never Seen 106

Ever wonder why chainmail looks like it's spandex in some fantasy art? How about animals that would have real problems if they ever really existed? And just what does a methane atmosphere really look like, anyway?

Barb Young, Crystal Marvig, Reed Waller, Erin McKee

Atrium IV • Getting Past the "Epic" Poem; Sonnets, Sestinas, and Free Verse 107

Beowulf and The Faerie Queen may be all fine and good, but what about other examples of fine poetry? What is the history of such in fantasy and science fiction (among other places)?

Jane Yolen, Terry A. Garey, John C. Reimerski, Joe Haldeman, Sandra Lindow

Bloomington • The Future of Firearms 108

We seem to have gotten to the limit on conventional firearms, right? How could anything progress any further? Will we be firing our Springfield and Winchester well into the 22nd Century? Why or why not?

Mirkey Zucker Reichert, Bruce Bethike, Kenneth Darden, Howard Davidson

Edina • Galactic Gourmet V 109

A chance to risk your taste buds, and a sampling of interesting delicacies rumored to be from around the Galaxy (though which one we've never been too sure about). Come and enjoy!

Deb Nickleson

11:00 hrs. ——— 12:00 hrs.

Atrium I • Pamela Dean reads (aloud) 110

Atrium II • The Stuffed Animal as Art 111

A workshop and demonstration of how to make and enjoy your own stuffed dragon, unicorn or Pervect (um, Pervect)

Julie Bowman

Atrium III • Costumer Display of Sketches 112

Come and take a look at the designs for the fantastic costumes in masquerades. Costumers will talk about how they approach the design process.

Kenneth Darden, Ann Chancellor

Atrium IV • Must reads for kids 113

Kids are fans, too, you know! What are the fantasy and science fiction books that a kid shouldn't miss as they are growing up?

Jane Yolen and others

Elsewhere • Paper Airplane Contest 114

Come try out some of your best efforts at long range cellulose flight; we'll try to warn the hotel staff first. Technical assistance will be on hand.

Laurel Winter and many others

North Tower Atrium



12:00 hrs. ——— 13:00 hrs.

Atrium I • Terry A. Garey reads (aloud) 115

Bloomington • Networking for artists 116

An open forum for artists to exchange information about shows, supplies, business contacts, etc.

Erin McKee, Darlene Coltrain, Giovanna Fregni

12:00 hrs. ----- 13:00 hrs.

- Great Hall • Stage Combat Demonstration** 117
Come see techniques used on stage and in film for staging combat.
Craig Johnson

13:00 hrs. ----- 14:00 hrs.

- Atrium I • Joel Rosenberg reads (aloud)** 118

- Atrium II • The Demographics of Fandom** 119
How has fandom changed over time? Are we getting older, or are there new fans joining the ranks? Who is in fandom, anyway?
Dave Romm, Erik Baker

- Atrium III • The Influence of Historical Fiction on F&SF** 120
What effect have authors such as Dorothy Dunnett and Patrick O'Brian had on fantasy and science fiction? Is there a relationship, or are the genres totally separate?
Jane Yolen, Steven Brust, Pamela Dean, Caroline Stevermer, Dave Wixon

- Atrium IV • Beyond Terran Religion - The Interaction Between Created Religions and Science Fiction Societies** 121
Panelists will explore how writers develop religions to fit their societies, and how those religions then shape the societies.
Kris Jensen, Charles Pichl

- Bloomington • AIDS: Now and the Future** 122
It has been almost 15 years since AIDS started to affect our world. Moving from society to society, it's effects have been devastating, and often highly variable. Where will it go from here?
Minnesota AIDS Project

13:00 hrs. ----- 14:00 hrs.

- Edina • Second Foundation meeting: The Fiction of Jack Williamson** 123
Second Foundation, a Twin Cities science fiction book discussion group, sponsors a discussion of the works of this year's Guest of Honor.
Eric Heideman, Jack Williamson

- Great Hall • The Reality of Sword Combat** 124
A discussion and demonstration of what sword combat is really about (sorry, no real blood, however)

14:00 hrs. ----- 15:00 hrs.

- Atrium I • Joe Haldeman reads (aloud)** 125

- Atrium II • Dealing with the Inherent Racism in D & D and Other Gaming Quirks** 126
Ever notice that "Elves are good, Orcs are bad"? What about some of the other embedded cultural assumptions and stereotypes in D&D and other games?
Allen Varney, Jeri Pope

- Atrium III • "Other Villages, Other Gods" Fantasy Traditions from Places Other Than America.** 127
Outside America there are wonderful places, including the "magical realism" of South American fantasists, and writing rooted in literary traditions of Central Europe, Asia, and elsewhere. Come explore parts of the literary world past our borders.
Dave Wixon, CJ Mills

14:00 hrs. ——— 15:00 hrs.

Atrium IV • Dynamics of Publishing

Tom Doherty talks about the dynamics of publishing, and attempts to educate the masses about what the critical factors are that make F&SF what it is today. Modelled on the presentation he did a few years ago at 4th Street Fantasy Con.

Tom Doherty

128

Bloomington • Living in a Smart House

Alarm systems and automatic garage door openers are nice but pretty rudimentary. What about all the things you can do to make a house really respond to your needs?

Laurel Winter, David Dyer-Bennet

129

15:00 hrs. ——— 16:00 hrs.

Atrium I • C.J. Mills reads (aloud)

130

Atrium III • Questionable Art and Freedom of Expression

If all art was to everyone's taste, there would be no need to protect it from censorship, right? It's not so easy as all that, and there are serious questions for the artist about content and freedom of expression if they are perceived as "questionable" or "offensive"

Dave Wixon, Greg Katter, Kate Worley, Reed Waller, Phil Foglio

131

Atrium IV • What Is and Isn't Poetry

We could be trite, and discuss the mind-numbing basics, but we'd rather get past it, and talk about the underlying issues of what is and isn't poetry — and why.

Pamela Dean, John C. Reznarski

132

15:00 hrs. ——— 16:00 hrs.

Bloomington • Alien Diplomacy

133

When we meet with another species, will the shape of the table matter? How will we communicate, and moreover, what will we communicate about? Can the concept of the nation-state (or the world government) be communicated in a way that makes sense?

16:00 hrs. ——— 17:00 hrs.

Great Hall • Closing Ceremonies

134

Parting is such sweet sorrow. Take part in the capital Changing of the MN-StF President and the introduction of next years committee. Fun! Folly!! Farewell!!!

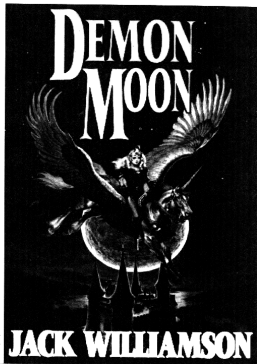


TOR

Salutes

Guest of Honor

Jack Williamson



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Masquerade

Saturday 19:00 hrs. • Great Hall

Now is the time to show your stuff. Whether you're a professional, amateur or just like to dress up funny, this show is for you. This is a performance Masquerade, where we emphasize theatrics as well as construction ability. There are several divisions of competition, from Novice to Master/Professional; for information on how to participate, stop by the Masquerade registration table located in the Great Hall Foyer.

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

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

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

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

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

Not sure of your level?— get additional information on divisions at the Masquerade registration table.

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

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

Re-Creation — This is an "Open Division" and may be competed for by all levels. Costume must be copied directly or with minor modifications from a live action, animated motion picture, television produc-

tion, staged production, staged presentation, comic book or strip, or a graphic novel. Note: If the dominant theme or major portion or prop is recreated then the costume or group must be entered as a Re-Creation. Please supply 3 views of source material. This is a must!!

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

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

This will be quite a showcase for workmanship and imagination—more information at the Masquerade registration table.

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

Registration: Pick up your Masquerade entry form at the Masquerade registration table (Great Hall Foyer). Please register early, all entries must be in by Noon on Saturday. Also, if you have any special needs for your presentation please contact the Masquerade Staff at the Masquerade registration table.

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

Video Coverage: Once again, the Masquerade will be videotaped. If you are interested in obtaining a copy, please stop by—you guessed it—the Masquerade registration table for more details.

Volunteers Wanted: If you would like to volunteer your time and/or services to help us in the oh-so-very-exciting Masquerade, stop by the registration table and join the production team.

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

It is very important that you be on time for all meetings and events if you are participating. All of the Workmanship Awards will be decided before

you even go on stage. So please pay attention to all information that you are given about participation. We want this to be the best Masquerade ever!

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



Policy; Weapons

Above all, use good judgement. If your gear would be unsafe while complying with the following guidelines, please don't use it. Remember, for the purposes of this policy, photons are waves.

No projectile weapons of any sort. These are devices that throw particles or substances, or are thrown themselves. Squirt guns with liquid are projectile weapons and should not be carried. An unstrung bow or crossbow with no arrows is not a projectile weapon.

All weapons must be carried in a sheath, sling or container of some sort at all times.
Peace bonding is required.

Only Class II lasers or lower are considered safe and acceptable.

For the purposes of these guidelines, "weapons" encompasses: actual weapons (they do what they look like they do), facsimile weapons (close copies of actual weapons), anything actually used as a weapon, and anything an otherwise ignorant observer would have reasonable grounds to think was a weapon.

Still in doubt, and unwilling to forgo that weapon, please inquire on the Bridge in room 215 poolview.



Continued from Pg. 29

Contributor; Under Name Jack Williamson

- Willis E. McNelly, editor, *The Academic Awakening*, CEA, 1974.
- Isaac Asimov, *Before the Golden Age*, Doubleday, 1973.
- Reginald Bretnor, editor, *Science Fiction: Today and Tomorrow*, Harper, 1974.
- Bretnor, editor, *The Craft of Science Fiction*, Harper, 1976.
- Thomas D. Clareson, editor, *Voices for the Future: Essays on Major Science Fiction Writers*, Volume I, Bowling Green University, 1976.
- Terry Carr, editor, *The Best Science Fiction of the Year*, Number Six, Holt, 1977.

Science Fiction Novels: Under Pseudonym Will Stewart

- Settee Shock* (sequel to *Settee Ship*; originally published serially), Simon & Schuster, 1950, reprinted under name Jack Williamson, Lancer Books, 1968.
- Settee Ship* (originally published serially), Gnome Press, 1951, reprinted under name Jack Williamson, Lancer Books, 1968.

Other; Under Name Jack Williamson

- Teaching Science Fiction* (nonfiction), privately printed, 1973.
- (Editor) *Teaching Science Fiction: Education for Tomorrow* (essays), Owlswick, 1980.
- Wonder's Child: My Life in Science Fiction* (autobiography), Bluejay, 1985.
- Also author, with Pohl, of *Land's End*, Bluejay. Most science fiction magazines have carried his stories, with novels, novelettes, and short stories appearing in *Amazing Stories*, *Science Wonder Stories*, *Air Wonder Stories*, *Astounding Stories*, *Wonder Stories*, *Weird Tales*, *Astounding Science Fiction*, *Argosy*, and others.



Art Show & Auction

Art Show • 1st Floor North Tower, Plaza VI & VII

Auction • 1st Floor North Tower, Plaza I

Hours

Thursday

19:30 hrs. Art Show set up
(help wanted)

Friday

10:00 hrs. Open for Artist Check-in
15:00 hrs. Open for viewing
22:00 hrs. Close

Saturday

10:00 hrs. Open for viewing
17:30 hrs. Art Show Ends
20:00 hrs. Art Auction begins
22:00 hrs. Sold Art may be picked up

Sunday

09:30 hrs. Artist check out permitted

14:00 hrs. Take down Art Show
(help wanted!)

General Information

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

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

Most of the art work in the show is original art.

Original art is made by hand and is always unique. Some of the art is classified as a "multiple original." A multiple original is part of a common set that has been uniquely treated, usually colored, to be different from other members in the set. Limited edition prints are part of a numbered set of identical pieces. Please keep these differences in mind when you bid on art.



Bidding Rules

1. Attending convention members have the opportunity to bid on art in the art show and to buy prints from the print shop area. Each bid is an offer to buy and is legally binding when accepted on behalf of the artist. All bids must include your name, badge number, and, of course, your bid price.
2. Written bids will be accepted during the art show's regular hours on Friday and Saturday. No bids will be accepted after the auction.
3. Art with five (5) or more written bids will go to a voice auction on Saturday night. Art with less than five written bids will be sold to the highest bidder after the art show.
4. Artwork is available for viewing and inspection. Art is sold "as is." (Most artists are good about repairing damage if there is any.)
5. Minicon will accept payment by cash, check, VISA, or MasterCard.
6. Bids must be in whole U.S. dollars. Bids must be higher than the posted minimum bid and all previous bids on that piece. (AS—Yes, some people have to be told.)
7. If you buy Art and fail to pick it up, Minicon will retain the Art and contact you about payment. Minicon reserves the right to resell unclaimed art to recover its costs.
8. Some of the art work in the art show are limited edition prints. Extra copies of the limited edition prints may be available from the artist but will probably cost more than the minimum bid. Contact the artist if you don't get what you want.

In takes about 20 people to
run a successful Art Auction.

Contact the Art Show Director if
you want to help. The Art Show and
Auction is run by all volunteer help.

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



The Essay We Wish We Didn't Have to Write

by Carol Kennedy

People who work to bring you Minicon—and most of the people who attend, as well—like to think of it as a friendly and civilized (in the very best senses of that abused word) experience. Unfortunately, we can't completely shut out the Outside World, which, as we all know, is too often unfriendly and uncivilized.

And so the people who work to bring you Minicon—and, we're certain, most of those who attend—want it known that we will not tolerate some of the Outside World's worst behavior: sexual harassment. People who bring that behavior into Minicon will be warned to stop. If they persist, they will be ejected from the convention, and we will recommend to future conventions that they will not be allowed to register.

Some confusion exists as to what constitutes sexual harassment. We'll clear that up. First, what it's not: sexual harassment is not something perpetrated only by men or directed only at women. In the context of Minicon (where we are all more or less of equal status), sexual harassment does not mean telling jokes (even "dirty" ones); singing songs (even risqué ones); being half-dressed or looking at people who are half-dressed; putting your arm around someone's shoulders; asking someone to join you for conversation, lunch, or any other activity; or even propositioning someone . . .

Unless You Do It Under One of the Following Conditions.

Sexual harassment means that you say things with sexual content to or about another person, follow another person around, call another person's room, touch another person, or request another person's company after that person has told you "no" or "stop."

If you are on the receiving end of this behavior, you have two obligations. The first is to say "no" or "stop" (describing the behavior, as in "Stop following me" or "Stop asking me to spend time with you"). Don't say "Not right now" or "I don't think so." Tempting as it may be, don't even say "Not even after the heat death of the universe." Say "no" or "stop."

The second is to report to the Bridge (room 215) anyone who persists after you've said "no" or "stop." The Most Important Piece of Information is the Offender's Badge Number.

If you are the person who is told "no" or "stop"—Believe It, and Do So!

We are not interested in excuses such as "I didn't think she really meant it," "He's an old lover," or "I was drunk."

While we're on the topic of ugly behavior—we also won't tolerate any kind of mistreatment based on others' race, ethnic group, physical or mental disability, religion, gender, or affectional preference. Fandom includes a wide and wonderful variety of people in all those categories; if you don't appreciate that richness, maybe Minicon isn't the place for you.

We really wish we didn't have to write this. We'd love to have a time and place in which we didn't need to remind people to respect each other. We're going to do everything we can to make Minicon that way. Believe it.

(Reprinted from the 1992 Minicon 27 Program Book)

ReinCONation 4

Because once is never enough.

September 9, 10, 11 • 1994

REGENCY PLAZA HOTEL 41 N. 10th St., downtown Minneapolis, Minnesota. (NEW LOCATION!)

ROOM RATES: \$59.50/night (free parking and downtown shuttle). Reserve early!

GUESTS OF HONOR: ALEXEI & CORY FANSHIN, hugo and nebula award winning authors, fans and all-around groovy people.

MEMBERSHIP RATES: \$17 during Minicon. You can, as per usual, register in the Mpls. in '73 suite (rooms 704-706-710). If you wish, you can register at the traditional rate of \$19.73, available to all past, present, and future members of Mpls. in '73. This price is good any time during or after Minicon through August 20th. Or, \$20 – also during or after Minicon through August 20th (for those who like round numbers). \$30 at-the-door registration. (Foreign members may register at-the-door for either the 19.73 or \$20 rate and thereby avoid the nuisance of early currency exchange). Under age 12, the rates are \$7 pre-reg. and \$10 at-the-door.

It just won't be the same without you.



What talents would you like to use at Minicon? . . .

Lots of energy, a fair command of English, and a winning smile.

—Stephanie Rose

The
Official
Minicon XXIX
Blank Page

Publications would like to express its appreciation to all the members of the ConCommittee—too numerous to mention here—who, through their efforts, made this page possible.

WATCH FOR THESE
UPCOMING
TITLES IN
APRIL & MAY



**NEPTUNE
CROSSING**
Jeffrey A. Carver
0-312-85640-7
\$23.95



**THE TIME
PATROL**
Poul Anderson
0-312-85636-9
Trade
Paperback \$12.95



**THE GIRL WHO
HEARD DRAGONS**
Anne McCaffrey
0-312-93173-5
\$22.95



THRONE OF ISIS
Judith Tarr
0-312-85363-7
\$22.95



**GALACTIC
DREAMS**
Harry Harrison
0-312-85240-0
\$19.95



Once upon a time, there was a party. It was a small quiet affair—a few friends, a few hours, and four bits to cover expenses. When all was said and done, some bright wit perked up with, "That was fun! Let's do it again." As they say, it seemed like a good idea at the time....



Welcome to the Department of Minicon Parties: Consuite Division!

Ascend one and all, to the twenty-second floor to achieve new heights of fun, faannishness, and hip-happenings. Avail yourself of fine conversation whilst sampling our many gastro-intestinal delights. Feast your eyes upon the veritable sea of munchies! We got gorp, chips, pretzels, and Chocolate Chocolate Chocolate!!! We got iced veggies, Cups-O-Soup, and even oatmeal for those seeking a quick healthy meal on the run. We got donuts for you in the mornin' and the bagels run free across the fertile carpet. We got kosher munchies for those of you who observe Passover, too. (Note to gentiles: Limited supply. Hands off please.)

Did I mention Bheer? (Oceans of it.) Our world famous Bblog? (Non-alcoholic available, o'course.) Not to mention more coffee, tea, and bewildering varieties of soda than you can shake a stick at!

"But wait!" you say, "Is the Consuite naught but a place to get fed, chatted and bevved?" "Ha!" we say, "You ain't seen nothin' yet."

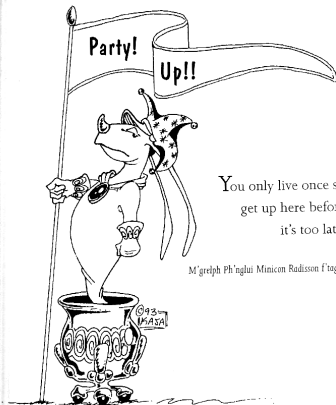
Witty barkeeps. Punning contest. Flying sharks. Flashing lights & keen sights. The fantastic Tub O'Vermin. Come listen to the most talented amateur musicians in Minneapolis at the Open Music party—or pull up a chair and belt one out yourself. New friends always welcome. Commute with the heavy duty air cleaners churring away on the smoking side of the suite staving off the cancer demons. Lounge in our very own personal Peat Bog and admire the comely volunteers.

Did I say volunteers? You betcha lute-fisk! For you see, Minicon is entirely a volunteer-run outfit. Our bar staff, subheads, and twinkies have all sacrificed a chunk of their Con time to help keep things running. But, we can't do it all alone. You (yes you) can sign up and be part of this glorious affair. Run down

to the Volunteers Desk (Great Hall foyer) and join the Staff. Meet and greet the folks while helping keep the mess from getting out of hand. Earn a neat T-shirt and groove on the power flux from those fabu yet subtle Twinkle-Doinkers.

Speaking of Doinking . . . Once again, Minicon Parties, in interest of safe practice, will be distributing prophylactics & literature on their proper use, in the Consuite. Also, floating throughout the hotel will be our cheerful staff of Condom Fairies, equipped with same. Please take what you can use, (with the exception of the staff & attendees) and use what you take.

Are we pumped! Heck yeah! Are you? Come up and fuse with the best.



You only live once so
get up here before
it's too late.

M'grelph Ph'nglui Minicon Radisson F'tagon!



You Want to Put That Where?

The neurosis commonly known as the "W" word.

By Volstead Giken

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

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

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

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

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

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

How does it work? Eligibility is limited on one region per year, and they cycle through from East to West to Central, as follows below. These are the cities currently bidding (at least the ones we know about.)

- | | | |
|------|---------|---|
| 1997 | Central | — San Antonio and St. Louis |
| 1998 | East | — Baltimore, Boston, New York, and Niagara Falls |
| 1999 | West | — Australia, Las Vegas (actually, the bid group is in Chicago, and they're serious), and Alcatraz (they're not serious) |

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

2001 East — Boston

2002 West — Minicon is unaware of any active bids beyond 2001.

International bids are eligible anytime, without upsetting the cycle. If the Worldcon is overseas then we hold something called the NASFiC, or North American Science Fiction Convention. NASFiC is held in the region that otherwise would have hosted the Worldcon, had it been on this continent. For instance, the 1995 Worldcon will be in Glasgow, Scotland, and since this is an "Eastern year," the NASFiC will be in Atlanta that same year. Worldcons and NASFiCs are traditionally held over Labor Day weekend, although overseas cons usually run earlier or later, so they don't conflict. Each Worldcon selects the site for the Worldcon to be held three years later. For instance, the 1993 Worldcon was in San Francisco. 1994 and 1995 had already been selected (Winnipeg and Glasgow, respectively), so that left them with the choice of a site for 1996, which is another Western year. They can't take a home field advantage and choose themselves again, since there is a rule requiring that the next site be at least 60 miles away.

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

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

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

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

Worldcons. Minneapolis fen feel safest if we bid for a Worldcon that happened 21 years ago.

Once you win, you're on your own. But you have our best wishes!

Oh, lest we forget, ever hear of the Hugo Awards? Or the John W. Campbell Award for best new writer? In fact, if you register for Worldcon, you can nominate and vote for the Hugos. You always wondered how that happens, didn't you?

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

The doctor of the future will give no medicine but will interest patients in the care of the human frame, in diet and in the cause and prevention of disease.

- Thomas A. Edison.

Chiropractic is a natural approach to health care. We focus on prevention, wellness, and the management of a variety of conditions.

**JANE L. DUSEK, D.C.
Doctor of Chiropractic**

Chiropractic Health Care / Clinical Acupuncture
6519 Nicollet Avenue S., Suite 201, Richfield MN 55423
612 / 861 - 3389

Natural Preventative Health Care for the Future.

Your Attention Please

Ops would Like to
Remind You

Animals* and Pets are not permitted within the hotels (Radisson, Wyndham, and Sofitel). Guests who ignore this regulation will be asked to leave the hotel.

*Guide Dogs for the seeing impaired, etc. are not included within this circumstance.

◆ Evening/Saturday appointments
◆ 24-hour Emergency Service

Suite Ghods: That's a Program? Right?!

One of the first things a Neo will notice about Minicon, or SF cons in general, is the multitude of posters that grace the walls (and other various parts) of the hotel. If you've had a chance to read any of them, you found that many are inviting you to a party—an "Open Room" party.

There are a wide range of these open parties scheduled for Friday and Saturday nights throughout the hotel, and you're welcome to attend. In fact, we encourage you to attend, because without those parties there'd be no need for Suite Ghods or their programs.

You see, most of those parties (and promotional events) have been arranged through our program. We try to match up worthy party-throwers with an appropriate party space—that's right, those suites and cabanas you had to make a request for; they came to us.

And every good program needs . . .

Hours of Operation: Friday, 10:00 hrs. to 18:00 hrs. at the Radisson

front desk. The Ghods, in association with Operations, will also be making the Open Parties circuit Friday and Saturday nights (20:00 hrs.—02:00 hrs.). Or, call the Bridge (7215) and ask to have the Suite Ghod on duty paged.

Information on Open Room Parties is available. Check with the InfoDesk for a list of parties, times and locations.



DarkStar

C A F E

espresso • live music • not-smoking • 24 hours

WELCOME

Well, you made it. You've managed to get your self here — by whatever means — checked in, fought your way through the screeching multitudes to register, and just now, having just found some place to plunk your stuff, you are thumbing through the program book looking for what's to do around this here con.

It's time to begin to evaluate your entertainment priorities. First — and last — just go ahead and be brutally honest here — fighting with the elevators on Saturday night horks flaming snaz. 'Nuff said. Consite is truly one of the stars in the crown of Minicon, but it can't hold all 3,000 of you simultaneously. That's where we come in.

THE FACTS, JACK

Welcome to DarkStar Café 2.0. Minicon's very own 24 hour espresso/music house. You can find us at rooms 115, 116, 117, 118 poolside. The espresso's in room 116, but we're confident that you could find that on your own. Looking for something cool to do at 3 a.m.? Check us out. We'll be there, and so will everyone else.

We'll have two commercial espresso machines running full tilt all weekend, and whether your pleasure is a mocha, miel, cappuccino or straight espresso — or anything in between — our Espresso Jerks stand ready to make your wildest caffeine-dreams come true. Completely free of charge, of course.

In addition, our Bennies will look after the Café, keep everything restocked, help to serve our

special Dunn Bros. DarkStar Blend coffee, and assist you with some of our excellent tea or soft drinks.

And of course, what self-respecting coffee house would dare to exist without live music? We have two large rooms dedicated solely to our music programming — 115 and 118. Appearing will be such performers as Steven Brust, The Flash Girls, Gallowglass Irish Trio, Sneaking Suspicion, Dave Clement, the Bowler Boys, Lojo Russo, Nate Bucklin and many more. Expect several extremely groovy mystery guests at unpublished times. Better stick around, just in case. Check our schedule in room 115 poolside to keep abreast of the situation.

And — as always — we're looking for people to help us out. We'll offer you free coffee in payment, but you get that anyhow. We can say that it's truly one of the coolest shifts at the 'con. If you worked with us last year, you know what we're talking about and we'd love to have you back. Whether you've worked with us before and want to again, or just think that it would be a cool thing to do, stop by the volunteers desk or drop by the café and sign up to volunteer. If you've worked in a coffeehouse before, we're especially interested in making you into an Espresso Jerk.

The DarkStar Café will be a great place to indulge your caffeine habit this year, or to acquire one if you haven't already. Try us. You'll like it. Honest.

Be there, or be polyhedral.

Michael Matheny
Thomas Greese
Anna Bliss
Mark Jungmann

Minneapolis in '73: A Place, a Time, to Be

Climb aboard the familiar zeppelin and travel in time to Minneapolis in '73...or simply stop by the Minneapolis in '73 suite at Minicon. However you get there, you'll find yourself ensconced in fandom's most famous (and longest running) worldcon bid party.

The Minicon Minneapolis in '73 suite (704-706-710) will be open from 14:00 hrs. to 02:00 hrs. Friday, Saturday, and Sunday. During those hours a variety of hosts will offer a comparable variety of amusements and entertainments, all bound together by traditional Minneapolis in '73 hospitality and perhaps a rope or two.

Depending on when you arrive, you might find yourself at a tea, party, playtime and story hour, a birthday party, a non-smoking music party, or even at the mercy of Don Fitch and his never-ending supply of Trader Joe's chocolates. Schedules will be available in the suite throughout the weekend, but stop by early (and often). All parties are open, and Minneapolis in '73 memberships will be available whenever you or the hosts are able to find the stash of 1973 pennies and membership cards.

This year's Minneapolis in '73 Zeppelin Captain is Steve Glennon, and hosts include the aforementioned Don Fitch, Geri Sullivan & Gavi Levy Haskell, Jim Young (Our Man in Moscow, soon to be Our Man in London), Karen Johnson, Michael Shannon, Terry Garey, Glenn Tenhoff & Sandy Beach, David S. Cargo & Judy Cilcain, Peter Hentges, Martin Schafer and the ReinCONation Committee, David Emerson & Barb Jensen, Dave Clement & Ruth Anderson, and Terry Garey.



A Ticket to Minicon

by Don Bailey

"I'd like to buy a ticket to Minicon."

"Sure thing. It's only \$250 and includes a Minicon membership at no extra charge."

— Old time Committee In-joke

When someone asks for a ticket or a pass, we know they are new to Minicon and need some extra help learning about it. In the tradition of most Science Fiction conventions, Minicon has a registration fee and does not sell tickets. There is a useful distinction between registering as a member and buying a ticket.

You buy tickets to movies, plays, sporting events, and concerts. These are events where you normally expect to be entertained by others. Science fiction conventions started as groups of friends who got together to see each other, possibly for the first time. It is still common for people to have friends they only see at conventions. The entertainment is mutual and you make your own.

Minicon, like most Science Fiction conventions, is run by volunteers. Our pay is the satisfaction of doing something well and the pleasure of working together with old and new friends. Most of us started out watching others do the work before we got involved. We like the spirit of friends working together and try to promote it. We don't want to sell tickets. Sure, for an extra \$200 we could come up with a ticket, even on short notice. But really, we want you to join in, not just watch. We prefer the metaphor that you are becoming a member, part of the group.

We think of Minicon as private space, not public space. That is why we inspect identification at Registration and check badges in other places. It reinforces the concept of membership and helps us encourage a better standard of behavior than you would find elsewhere.

Remember that the person checking your badge or bag or completing your registration is someone just like you. There are many, many ways to participate in Minicon. You don't have to be on a panel or sell books or wear a costume. You could do any of those (OK, some things take extra planning) or you could pick up after yourself at a party and contribute to the general atmosphere of helpfulness and friendship. Volunteer to help out for a few hours and you will be rewarded with a more interesting convention. Participation is your ticket to Minicon.



All The Facts, Fen.





Operations; We Never Close!

The Bridge

Designed to be the problem-solvers and path-smoothers of Minicon, we are located in Suite 215 on the second floor at the south end of the pool area. Look for the signs pointing that-away or follow anyone who looks like they're moving with a purpose.

Open

12:00 hrs. Thursday, March 31st

• through •

12:00 hrs. Monday, April 4th.

Radisson Suite 215-Poolview

• or •

Dial 7215

In Case of Emergency

Dial 7215 on Any In-House

or Room Phone.



What To Do On the Bridge

1. Obtain first aid.

We have excellent Life Support coverage just seconds away. Do not hesitate to come to the Bridge in suite 215 or dial 7215 from any in-house or room phone to report a problem. In case of emergency dial 7215 from any in-house or room phone.

2. Report special health problems or mobility needs.

Example: If getting around the con with a wheelchair is presenting difficulties—such as getting on or off elevators—there are things we can do to make it easier for you to get from here to there in the Radisson.

3. Register for the convention when the main registration desk is closed.

4. Report and replace lost badges.

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

5. Turn in lost things you have found or possibly find things you have lost.
6. Obtain directions and locations of events. Contact convention staff.
7. Volunteer for the Bridge!

Earn undying acclaim and gratitude by working on the Bridge. A great place to accumulate enough volunteer hours to qualify for a Volunteer T-shirt and the Mug.

Please ask. There are no stupid questions.

We Have Troubleshooters

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

Elevators

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

After-Hours Registration

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

Register for 30 While Attending 29!

*Early registration for Minicon 30 is available
at Registration or the InfoDesk.*

InfoDesk

Or, Excuse Me, Which Way to The Wizard?

The InfoDesk. They know all. They tell much. They are the faithful repositories of all the official information regarding the con. Assuming, of course, that you bother to ask. What can you ask them, you may ask?

Are there any changes in the Programming Schedule? What are the checkout times at the hotels? When and where is the Art Auction? Who's in charge of this thing? How can I find my lost purse? How can I find my lost spouse? When does the Dealers' Room open tomorrow? When does the Express Elevator start? Why is there air? Is this where I register for Baltimore?

If the InfoDesk volunteers don't know the answer to your question, they will know who, or where, you can get your answer. Try them and see! Located on the 2nd floor of the Radisson in the Great Hall Foyer.

Look for, and Use, the Voodoo Message Board

The message board allows you to leave messages in a central location for friends, relatives, or anyone else. It's located on the wall across from the InfoDesk and the folks there will be delighted to help you use it; and remember to check the board for your messages—that's the way it works.

BozoVision

Keep up to date with Minicon events—Just turn on your Boob Tube!

BozoInformation • On channel number # ☐
(insert appropriate number after sufficient channel surfing)

Carries Programming Up-dates and the Latest Announcements.

BozoEvents • On channel number # ☐
(insert appropriate number after sufficient channel surfing)

Carries Live Broadcasts plus Tape Delay Programming and Late Night Movies.

Events include Guest of Honor interviews and major programming events; keep your eye on the Pocket Program for events to be taped.

The Fanzine Room

Minicon XXIX has a genuine old-time fanzine room: second floor of the Atrium, just off the elevators. Trufans will likely be found here throughout the weekend and possibly late into the night. Something to remember, however, is that gamers, filkers, collectors, sercon discussion fans, media and comic fans, costumers, even those secretive smof-wannabe convention running fans occasionally have a hidden vice: they get a fanzine or two, like file: 770 or *Lan's Lantern* in the mail. They may have had some writing published in fanzines, possibly some letters of comment. Some may even have pubbed their own ish, even if it was only distributed in Minneapa. Fanzines may not be their main fannish interest, but the truth is that, historically at least, fanzines are a part of well-rounded fanac.

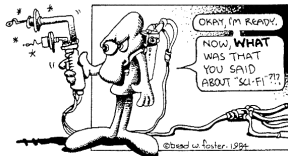
The new fan (or neofan, as we say in hip fan person type lingo) may not be aware of this. There are fans out there who regard fanzines as boring, archaic, trivial, even contemptible. Obviously, these are the wrong people to ask about fanzines! The right people to ask can be found in the Fanzine Room (though probably not before noon). So whether you already know what to expect (fans writing, drawing, talking, reading, printing fanzines and generally goofing around) or not, but are interested, please stop by!

—Jill Schalles

The Fanzine Room is located in Atrium VI—2nd floor North Tower.

Hours

Friday	15:00 hrs. • 18:00 Hrs. & 21:00 Hrs. • 23:00 hrs.
Saturday	11:00 hrs. • 01:00 hrs.
Sunday	11:00 hrs. • 17:00 hrs.



— My all time favorite Fanzine Cartoon—What's yours?

Child Care

Hi! I'm Sarah, the Wonderful Volunteer (sucker) who signed up for this job. I'd like to welcome you to the convention and say that I'm looking forward to the next few days. However, since we have limited facilities, there are a few rules and regulations I'd like to set forth right off the bat.

Operational hours

Friday 12:00 hrs. • 24:00 hrs.

Saturday 10:00 hrs. • 24:00 hrs.

Sunday 10:00 hrs. • 20:00 hrs.

Location

Room 218

2nd floor, Poolview

1. Child Care operates on a first-come, first served basis, with priority for those who pre-register for Child Care. It is a good idea to reserve your time slots for the weekend as soon as you arrive at the convention, as we are limited to a max capacity of 30 children at any one time.
2. We can only accept children between the ages of 6 months to 12 years. We are only able to accept 3 children under the age of 1 yr. at any one time (this is for their own safety) so please register babies in advance.
3. We will accept children who have not been pre-registered as space permits.
4. The Child Care facilities are not available for personal use by parents (storage, etc.).
5. Children may not be left in Child Care for periods of time exceeding 4 hours.
6. Snacks will be provided; meals will not. If your child has special dietary needs (kosher, diabetic, etc.) please tell us as soon as you arrive so that we may be prepared for such.
7. We are not allowed to dispense medication of any kind; however, the Con does have a medical team standing by in case of emergencies. With this in mind, you will be required to fill out a medical emergency form upon registering your child.
8. Bring your own diapers! Change of clothes highly recommended for toilet-trainers.

9. No smoking, alcohol, or weaponry will be allowed in the Child Care facilities. (This policy will be enforced.)
10. We will require legal I.D. upon pickup of your child.
11. You will volunteer. Actually, that's not a rule. But the more volunteers we have, the more safely and effectively we will be able to look after your children. So, if you are at least 13 yrs. of age, boogie on down and sign up for a shift.

With all of this in mind, bring your kids over and we'll do our best to keep the lil' rugrats safely occupied until you get back. All donations of chocolate, comestibles & stress relievers gladly accepted by staff. Thanx & enjoy the Con!

—Sarah Etchison, Child Care Goddess

All of the Child Care Staff are licensed Child Care Providers
and
First Aid/Child CPR certified.



What talents would you like to use
at Minicon? . . .

Mindless obedience to authority.
—Dean Kopesky

Somebody's got to cook the food.
—Sarah Richard

I'm friendly and I'm a master
with my hands."
—Jon Olson

Come visit the Equestrians of Minicon!

In ancient Rome, if you wanted to buy something, odds were it came to you through the Equestrian Order. Taxation, tariffs and travel took their toll on both product and purchaser. Today, not much seems to have changed. Nonetheless, in honor of those ancient merchants who forged the tradition, Minicon XXIX proudly presents its own Equestrians, selling T-Shirts and Memorabilia!



The Spirits of Minicon, past and present, will be on hand to revive those fond memories and touch a chord within all attendees. From past years' Sweatshirts and Buttons to the T-Shirts and Mugs of the present, all items presented are unique and special. Some are rare and will only be offered while supplies last! We have T-Shirts from as far back as Minicon 18 and possibly a couple even older! While we only have certain sizes of these specialty shirts, they are sure to bring back memories.

This year's T-Shirt is a special item, one that will be remembered for years to come!

On the front is a bold and friendly welcome to Minicon 29 while on the back is a reprint of the Very First Minicon Poster! That's right ... duplicated from the archives is this rare piece of art that is unsigned and rarely seen! Only a limited number of these shirts will be sold at the Convention, so come by early and get yours for just \$10.00!

Back from last year will be the popular Specialty Mugs in two sizes; the larger selling for \$8.00, the smaller for \$5.00. These specialty items won't last long, so grab them while you can!

In addition, the Equestrians will bring you Minicon Commemorative Buttons. A limited printing will be made and no more! These buttons will probably disappear quickly, never to be sold again, so be sure to get yours early!

Memorabilia Schedule

Friday	13:00 hrs. • 19:00 hrs.
Saturday	11:00 hrs. • 19:00 hrs.
Sunday	11:00 hrs. • 17:00 hrs.

We're located on the Second Floor in the Great Hall Foyer, just across from the Dealers' Room.

The Hallowed Chamber of Hucksters

It's Where to Shop at Minicon!

It's a fabulous, very large, roomfull of wondrous items to look at and buy. Chain-mail, SF books, phasers, dragons (large and small), t-shirts, silly buttons and more can all be found in this years' icon to fannish capitalism—the Dealers' Room.



Hours

Friday	14:00 hrs. • 19:00 hrs.
Saturday	10:00 hrs. • 18:00 hrs.
Sunday	11:00 hrs. • 15:00 hrs.

A List of Dealers Here At Minicon

Arms & Armor, Inc. • Swords, Daggers, Rapiers, Impact Weapons
 Artemis Adornments • Sterling Jewelry, Costumes, Accessories
 Pamela Barnes • British Books, Magazines, Stills
 Black Dragon Potter • Pewter Figurines, Jewelry, Goblets
 Black Rose Enterprises • New Books; SF, Fantasy & Horror
 Bronze Age Potter • Handcrafted Jewelry in Gold & Silver
 Celtic Myth & Fantasy • Mythology & Fantasy Books, Jewelry, etc.
 Arthur Chadbourne Jewelers • Semi-Precious Stone Jewelry, Meteorites
 Chained Lynx • Chain Mail Jewelry & Accessories
 Chrysalis Gems • Gems & Jewelry
 Darlene Coltrane • Original Fantasy Jewelry, Sketches & Prints
 Conman Creations • Chain Mail, Crystals, Stones, Shells, Leather
 Glen Cook • New & Used Books
 Cotton Expressions, LTD. • SF, Science Humor & Science T-Shirts
 Dancing Wolf Studios • T-Shirts & Prints
 Dodeka Records LTD. • SF & Fantasy Folk Music, Tapes & Books
 Dreamtyme Toys • Collectable Toys, Books, Spaceships
 Dreamhaven Books & Comics • New SF, Fantasy & Horror Books
 Equine Customs & Embroidery • Embroidery on Clothing
 Evenstar Bookstore • Magical Supplies, New Books, Tarot Decks
 Fawn Art • Fimo Sculptures & Jewelry
 Felix Needleworthy • Fannish & Historical Costumes
 Foam Domes • Foam Headgear & Costumes
 Phil Foglio • Comics, Art & Mind Altering Smut
 For Collectors Only • Rare SF/Fantasy Books & Manuscripts
 Giovanna Fregni • Handcrafted Jewelry
 Galileo's • Science Oriented Books, Posters, Toys, Cards
 The Gameshop • Books & Games
 Gemini Gems • Handcrafted Jewelry, Costuming Accessories
 Gemini Glass • Stained Glass Wands, Figures, Boxes
 Jeff Gonner • Sculpter & Jewelry

GraphX Press • Fantasy Comics, Original Art, Fanzines, Prints
 H & R Land, Cattle and Tuxedo • Tuxedos & Bow Ties
 Honeck Sculpture • Bronze Fantasy Sculpture
 Isher Artifacts • Magic Wands, Rayguns, Handcrafted Props
 Joan of Art • Pottery, Bronze Sculptures, Mugs
 Katherine's Costumes • Fantasy Costumes & Accessories
 Philip Kaveny • SF & Fantasy Books, Literary Criticism
 Kyril's Cavern • Stuffed Dragons, Fantasy Creatures, Door Harps
 L-5 Minnesota Space Frontier Society • Buttons
 Stephanie Lasley • Collectables
 Maxine's Mysteries • Star Wars, Star Trek Postcards & Some Toys
 Erin McKee • Prints, Stationary, Notecards
 Mere Dragons • Art Prints, Art Books, Movies Posters, Cards
 Mythical Creations • Stuffed Animals, Soft Sculpture Dragons, etc.
 Oddsbodkins • Fantasy Art & Rubber Stamps
 Offworld Designs • Custom Airbrushed T-Shirts
 Omega Artworks • Fantasy Bronze Sculpture, Daggers & Jewelry
 Painted Unicorn • SF T-Shirts, Fantasy Art, Cloaks, Buttons
 Ann Marie Paschell-Zimbel • Tarot Readings
 Ravenwing • T-Shirts, Printed Goods, Jewelry
 Shiebh Leon Reicemna • Handmade Staves, Dream Catchers, Knives
 Source Comics & Games • Games, RPG, Novels, Video Tapes, Posters
 TAJ Designs • Pewter Sculpture Mirrors, SS Alien Jewelry
 Things That Go Bump • Fantasy & Fairytale Sculpture, T-Shirts
 Uncle Hugo's Science Fiction Bookstore • SF Books, Magazines, Cards
 Susan VanCamp • Fantasy Art & Prints
 Leo Watrin • SF, Fantasy, Horror, Movie Books
 Whimsy Winks • Fimo Sculpture, Wizards, Fairies, Goblins
 The Wizard's Wagon • RP Games, Trading Cards, Jewelry
 20th Century Books • SF Magazines, Books & Comics

Fan Faire

Get to know who's out there in our local and regional fannish community, by spending some time at this year's Fan Faire. Meet representatives from various F&SF groups, organizations and associations. This assembly of Fen has been convened to give you information about their activities and how you can become more involved with them.

For a variety of reasons, the Fan Faire has been moved to the Garden Court this year, primarily to make it more convenient to find. We hope that it will help people find where many groups will be having their parties in the cabanas around the poolside area.

Garden Court

Saturday 10:00 hrs. • 12:00 hrs.

Minicon-Sponsored Charities

Or, Bleeding and Reeding for Fandom

Minicon is a service to the SF community. But we are also part of a larger community "out there;" and we want to give you an opportunity to do something for those who can't be here.

We want your blood!

The Robert A. Heinlein Memorial Blood Drive

It's not a party 'till somebody bleeds, and this year Minicon is putting itself to the test! It's a dangerous world out there, and spare supplies of Vlad's favorite comestible are always running low. Thus, Minicon has arranged for a Bloodmobile to help alleviate the drain on the national stock. Since we're all having such a bloody good time, we figured you wouldn't mind shedding a drop or two of red cheer for the cause. Remember, it may be the life of another fan that you help preserve! Bloodmobile times and location will be posted throughout the Con, so take note and Tap a Vein for Charity! And when you do, get a receipt—redeemable for a Special Prize at the ConSuite bar for being such a nice, generous person and all.

The Minnesota Literacy Project

We will be accepting book donations on behalf of the Minnesota Literacy Project again this year. Drop your books off at the InfoDesk any time during the convention.

Pictures in the Dark

by James Melin

Minicon's very own private movie theatre.

In the beginning, there was the Film Room: a clackety projector, a screen, bad sound, rows of chairs and much rejoicing. Then came Filmeo: alternating between the clackety projector, inadequate monitors, and, of course, bad sound. And there was still much rejoicing. (Along with some strong but not really threatening suggestions.) Then, there was Video: the clackety projector was gone, replaced entirely by inadequate monitors, and, of course, bad sound. And there was more rejoicing. And then, there was calm in the Void, and in the fullness of time I got stuck with this thing. And there was much rejoicing (at least by the ConComm).

I immediately left for Mexico. (*Exec—no kidding, he actually did!*) Upon returning, I pondered Inadequate monitors. Bad sound. Much rejoicing? One of these things is not like the others, one of these things does not belong. More pondering ensued. How to fix the problem? Go back to Mexico? Stop the rejoicing is right out; this is a convention, after all. That left the inadequate monitors and the bad sound. So this year, we will have a large screen TV, surround sound stereo system, a "hi-fi" VCR (how long since you've heard someone say "hi-fi"?), and maybe, just maybe, a LaserDisc™ player.

What to play? Many people have suggested many things. Some of them are physically impossible. Some of them would get us arrested. I won't get into titles here, primarily because that would require me to have picked them out by press time. After all, Mexico was a lot of fun. And there was the beach, this redhead, and I'm marrying her *SLAP* ... Oh, sorry—I'm back. We will be covering comedy (dark and light), some horror, lots of classic, contemporary and schlock Science Fiction, Fantasy, Anime, some silly cartoons, and a few surprises.

At certain times, the Video Room will be hosted by various clubs in the SF community, giving them a chance to show off their stuff. If your club would like to hold the room open after hours, contact me by calling the Bridge at 7215. Don't even think of trying to show items that have been copied at home, taped off of TV or cable, illegally purchased or are inappropriate for an audience which will include minors.

To make this work—that there may be continued rejoicing in the end—I need your help. Specifically, I need people to help keep this thing

running, and that means volunteers. If you are interested stop by and see when we need people. By the way, we also need volunteers to watch the films (you know, an audience)—stop by anytime!

We'll be open for your entertainment in Atrium V, from 12:00 hrs. to 03:00 hrs. on Friday and Saturday, and 11:00 hrs. to 15:00 hrs. on Sunday. For the schedule, either look in the Video Room itself, or stop by the InfoDesk and ask for your very own copy, suitable for framing (maybe).

See you in the dark!

Remember!

Daylight Savings Time begins at 02:00 hrs.
Sunday morning!
Spring your clocks forward to 03:00 hrs.
—or you'll be an hour fast.



The Minicon Gaming Suite

Minicon provides a room on the first floor of the North Tower for those who wish to engage in a little gaming. Now we don't mean gambling, or any kinky Stablehand-and-the-French-Queen stuff; but rather, a little friendly fannish rivalry.

Stop by Plaza 5 to find a challenging Role Playing, Board, or Card game—because sometimes, you just need a quiet place to play.

What talents would you like to use at Minicon? . . .

Pencil spinning. —David Duccini

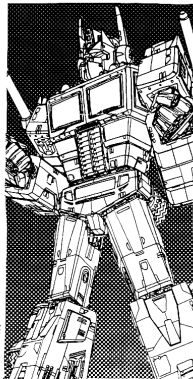


WATCH FOR OUR CLUB FLYERS AT THE
MINICON FLYER TABLE

WE OFFER:

- A PLACE TO BUY, SELL, OR TRADE YOUR TRANSFORMERS COLLECTIBLES!
- A CHANCE TO BUY OVERSEAS COLLECTIBLES
- A MESS OF NEW PEN PALS!
- MEMBERSHIP IN SEVEN COUNTRIES
- PERIODICAL CLUB NEWSLETTER
- A HOST OF CLUB COMIC-ZINES!
- TWIN CITIES CONTACT:
- Jay Gutman/
Cumulus Prime
PO Box 75154
StPaul MN
55175-0154

ACTION MASTER
OPTIMUS PRIME
DRAWN BY
MALAKI KELLER



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JOIN US IN CELEBRATING OUR TEN
YEAR ANNIVERSARY!!!!!!

TRANSMASTERS

A TRANSFORMERS FAN CLUB
TEN YEAR ANNIVERSARY
1984-1994

Minicon Volunteers

And welcome, once again, to Minicon! Your hosts for the volunteering section of this weekend's events are Erik Baker, Betsy Lundsten, and their closely knit team of helpers!

Our desk is located in the Great Hall foyer near the escalators on the second floor of the Radisson hotel. We're down the hall from registration; stop in and volunteer before or after you register—or any time during the weekend you feel that urge to volunteer!

The jobs we'll be recruiting for are: twinkies, beanies, gophers, and badgers, with a few others thrown in just to keep it interesting.

"But I don't know how to do any of those things!" It's easy. We'll teach you. (Hey, if we can do it, you can do it. Don't worry.)

Volunteer T-shirts and mugs are available once again this year. Eight hours of volunteering will get you a T-shirt; or twelve hours, a volunteer mug. If you volunteer for a total of twenty hours during the con, we'll give you both!

So that we can make sure that everyone who deserves a T-shirt and/or mug gets one, we have printed up chit sheets. Please, if you're going to be volunteering during the con, make sure you pick one up, and get it stamped by the head or subhead on duty of the department you're volunteering for, or else we won't know that you (after all of your hours and hours of hard but undocumented work) deserve a T-shirt and/or a mug. Come up and see us sometime. The table will be staffed from 12:00 hrs. Friday to 16:00 hrs. on Sunday. We'll be waiting.



New From Orb Books

MODERN CLASSICS OF THE IMAGINATION



PHILIP K. DICK IS DEAD, ALAS
Michael Bishop
0-312-890002-8
\$12.95



ESCAPE FROM KATHMANDU
Kim Stanley Robinson
0-312-890006-0
\$12.95



MOONHEART
Charles de Lint
0-312-890004-4
\$12.95



THE CHILD GARDEN
Geoff Ryman
0-312-890023-0
\$12.95



THE FIFTH HEAD OF CERBERUS
Gene Wolfe
0-312-890020-6
\$12.95



A CANDLE FOR D'ARTAGNAN
Chelsea Quinn Yarbro
0-312-890019-2
\$13.95



ORB



Big Trouble

by Elise Krueger

big trouble / 'big truh 'bl /adj n; a pleasant but unnerving condition where one experiences more joy than one is prepared to accept; a joking phrase used among a tiny sector of fen in Mipple-Stipple to signal that one has lined up three cherries on the One-Armed Bandit of Fate; a term describing the collision of Scandinavian modesty, Lutheran guilt, and Fannish (and other) egoboo. Often found in local fen during and just post-Minicon. Curable ... but would we want to?

That last question is not entirely in jest. I mean, if it works, don't mess with it, as Mr. Natural would say ... right? Maybe in time one could get used to the sort of life where much of one's list of Special People are gathered in one hotel in such a short, but intense, span of time.

Think of what perpetual Minicon would feel like. I don't think my heart could stand it.

I guess I'd better try to explain. Since the whole thing looks to me now like a tangled pile of jeweled trash, this will be less a (passé) con report than a trash-picking session. Try to think like an archeologist; put on your pith helmet, grab the field-jacketing materials, and follow.

It was twenty-two stories of concrete and steel, packed to the seams with burbling chortling partying fans. The building, I am told, emitted a visible glow from a distance. Skilled attention from the Parties staff averted total melt-down.

Wednesday night before the con, some of us were over at Margo's for the work session. As we were sorting badges alphabetically, we made mention several times of the amazing number of badges with the last name "Soznick." Odd. Then again, the "Alias" bag of badges seemed to me to hold nearly half of the total.

The evening music parties are a blur. I know that Nate and Cari and I sang separately and together several times, but I could not have told you where or when. The non-smoking filk room was lovely, by the way ... and I hear that even Steven Brust "just said no" long enough to come in and do a few tunes.

On Saturday, Jane Yolen and I got to sit and talk in the bridge for a whole marvelous hour. She was signed up as a gopher, but no duty called during her shift. We had a delightful time, and she brought me an Owl Moon poster signed "Love, Jane."

At the dance on Friday night, I was Programming Co-Chair on duty, which meant that I wore the nifty beeper that the Ops people had rented for me. Only trouble was, on a rather daring red satin strapless ball gown, there isn't anywhere to clip such a beeper. Fortunately I was wearing one other article of clothing. Oh, yes—the beeper was a special kind, one that an Elise could "hear." The Ops folks, thoughtful souls, had selected a beeper admirably designed for a hearing-impaired person; instead of a high-pitched beep which would have gone unnoticed by me, it vibrated. At the dance, I figured that if anybody beeped me, I'd know it. Wouldn't you know—no calls all evening. (Juan offered to ring me up later, but I told him it wouldn't have been the same.)

The backrubs in the consulte probably saved my life, and certainly saved my sanity and effectiveness as co-chair. Dave Romm, Jack Wickwire, John Sjogren, and whoever the mystery foot-rub specialist was have undoubtedly piled up major karma points for their ministrations to several of us during the con.

On Saturday night I was taking the stairs down, weaving through the usual traffic, when someone said, "Oh, my God!" I turned around. Standing before me was my sweetie from when I was fifteen. I looked down at his badge. It said, "Soznick."

Thanks to the superb efforts of the Parties Department Oatmeal Procurement Team, I had a good breakfast every morning. A number of us took to eating oatmeal pensively as we watched the sun struggle through the Minnesota dawn drizzle. Breakfast of MN-Sifer's

When I close my eyes and think of the con, faces whirl by—Jon Singer; the rest of the shape-note music folks; Geri Sullivan ... all a-burble about some wonderful fanzine or other; Eric Heideman ... looking serious, but with a shy grin creeping out from time to time; Winnipeg Dave and Don Bindas; the one and only Cosmic Nexus Point, Chris Li; the APA Challenge Twinkie Toss; "Ask Dr. Mike"; Emma's face ... as she pondered a hard question on the "How To Write Magic" panel; Joel Rosenberg ... autographing Post-it Notes; breakfast with Eleanor Arnason; sneaking out of closing ceremonies to have lunch with Mike Ford; David Hartwell ... smiling sweetly at me on Sunday night; Juanmammal ... being ace data-collector at the Twinkie Toss; David Emerson ... conspiring with me about the Fansuite; (Gosh Wow!) ...

On Monday afternoon, my house guest and I packed up our plunder and prepared to journey back to what is laughingly called civilization. I carried a backpack full of assorted brightly colored con-wear and a shopping bag full of nifty zines from friendly fan-ed, cherry cider from the Winnipeg contin-

gent, chocolate from various and sundry *Politically Incorrect* readers

(... oh, yes: chocolate. Every time I turned around, someone was giving me chocolate. I must ask Jon Singer about this phenomenon.)

... a few crumpled programming notes, and loaded the whole mess into Jerry Stearns' car. We achieved St. Paul sometime in mid-afternoon. The house was quiet and cool. Juan was at work; the cats were dozing in a square of sunlight on the carpet. All was serene ... and I felt the first nibble of post-con depression at the edge of my heart. Another whole year ... And yet how could I be sad when there had been (and would be again) so much fun, so many wonderful people? A line from a song I heard David Bromberg do once drifted past my mind.

"... I've got more money than I can spend,
more lovers than I can use;
I must have somebody else's blues ..."

Slowly, slowly the con fades into memory. The intensity has diminished somewhat as people have bid farewell and gone off to wherever it is that they live between Minicons. I'm not in quite such big trouble any more ...

... and yet the mail carrier brought me zines and letters today, and Jack called from Boston to see if some summer travel plans might coincide, and Jane Yolen wrote that meeting me was "one of the big pluses at Minicon," and my record-company friend Bob called to say that he had been thinking of me and to ask how the convention had gone ... I told him that it was wonderful-exhausting-huge and way-too-much-fun. Then I opened a letter from Jerry Kaufman.

"Dear Elise,
Hello, how are you? I hope you've recovered from Minicon by now..."

Well, Jerry, I'm not sure Minicon is one of those things from which one can recover. Besides all of the excitement and activity of panels and pros, the "twenty-three ring circus," as Victor put it, I've got this problem. I keep meeting fandom and falling in love with it. I'm in big trouble.

It's Like Opening a Time Capsule . . .

I wrote this when I was much younger. Now I'm only a fan and tired—but I'm still in Big Trouble! —Elise (Krueger) Mattheen, '94



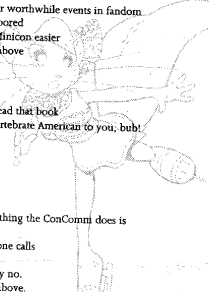
(Pubs 29—When we talked to Elise about running "Big Trouble" (at the last minute of course) we asked, "Which Minicon?" She thought ... it had to be 1987, or perhaps 1988. Do you know which Minicon was held in 1988?

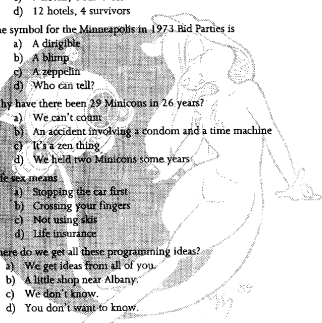
The Questions:

Question

- 1 What does the "t" in MN-StF stand for?
 - a) Scientifiction
 - b) It stands for "typo"
 - c) Minnesota Science Tiction Society
 - d) None of the above
- 2 What did the "mini" in Minicon originally stand for?
 - a) Minnesota
 - b) Minneapolis
 - c) Small
 - d) Nobody remembers
- 3 Minicon is a commercial, for-profit venture.
 - a) True
 - b) False
 - c) This is a trick question
- 4 Minicon Committee Members get what perks?
 - a) Cheap or free hotel rooms
 - b) Cheap or free memberships
 - c) Free T-shirts
 - d) A special party
 - e) None of the above
- 5 How many people have been Guests at Minicon?
 - a) 214
 - b) 101
 - c) 75
 - d) 173
- 6 How many years has the Minicon been at the Radisson South?
 - a) 15
 - b) 25
 - c) 10
 - d) 5
- 7 How many people were at last year's Minicon?
 - a) 3000
 - b) 2950
 - c) 3200
 - d) 2850

- 8 How many people were at the first Minicon?
 - a) 200
 - b) 83
 - c) 12
 - d) 58
- 9 How many times has Minicon started on April Fool's Day?
 - a) Three
 - b) Nine
 - c) One
 - d) Two
- 10 How many times has Minicon "Sprung Forward" an hour?
 - a) Three
 - b) Nine
 - c) One
 - d) Two
- 11 When was the last time Minicon opened on Friday the 13th?
 - a) 1990
 - b) 1983
 - c) 1975
 - d) 1979
- 12 Bhlog is made from
 - a) A Secret Recipe
 - b) Nobody Knows
 - c) Lots of Stuff
 - d) All of the Above
- 13 Minicon has always been on Easter weekend.
 - a) True
 - b) False
 - c) Moo.
- 14 Which of the following has not been a category of Guest at Minicon?
 - a) Interesting Person
 - b) Smooth
 - c) Friendly
 - d) Lunch
- 15 How many fans can fit into the whirlpool at once?
 - a) 45
 - b) 60
 - c) 30
 - d) 100

- 16 Which of the following people have never been a Minicon Guest?
- Christopher Stasheff
 - Robert Heinlein
 - Robert Silverberg
 - Andre Norton
 - None of these guys.
- 17 Why are you answering these questions?
- I am afraid to leave my room.
 - My roommates won't let me into my room.
 - It's a long ride home.
 - Fnord.
- 18 What does SMOF mean?
- Nothing
 - Pollution in faerie?
 - Secret Master of Fandom
 - Science Mystery and Fantasy
- 19 Why does the Minnesota Science Fiction Society exist?
- Good question
 - To sponsor worthwhile events in fandom
 - We were bored
 - It makes Minicon easier
 - All of the above
- 20 Yngvi is a louse.
- True
 - False
 - I haven't read that book
 - That's Invertebrate American to you, bub!
- 21 The "Real World" is
- Is it?
 - Yes.
 - It is?!
 - No.
- 22 The most important thing the ConComm does is
- Delegate
 - Answer phone calls
 - Don't panic.
 - Forget to say no.
 - Any of the above.
- 

- 23 The most important thing a ConChair does is
- Smile and nod
 - Settle petty disputes
 - Raise lots of money
 - Look cute and show some leg
- 24 How many hotels has Minicon been in, and how many are still standing?
- 9 hotels, 2 survivors
 - 7 hotels, 5 survivors
 - 9 hotels, 4 survivors
 - 12 hotels, 4 survivors
- 25 The symbol for the Minneapolis in 1973 Bid Parties is
- A dirigible
 - A blimp
 - A zeppelin
 - Who can tell?
- 26 Why have there been 29 Minicons in 26 years?
- We can't count
 - An accident involving a condom and a time machine
 - It's a zen thing
 - We held two Minicons some years
- Safe sex means
- Stopping the car first
 - Crossing your fingers
 - Not using skis
 - Life insurance
- 28 Where do we get all these programming ideas?
- We get ideas from all of you.
 - A little shop near Albany.
 - We don't know.
 - You don't want to know.
- 29 Will you let me work on the next Minicon, just a little?
- Yes.
 - Oh, baby, yes.
 - Can we take you now?
 - Well, what exactly is involved?
- 

Minicon 30-Something

Charles asked me to tell you about all the neat things that will happen at Minicon 30. That's backwards. You should tell me, because you and everyone else who comes to Minicon are the ones who make Minicon happen. Fortunately, you have a perfect opportunity to tell me about it at the next Minicon 30 open meeting.

We figure that if we didn't try to hold a Minicon, people would come to the Radisson next Easter and Minicon would happen anyway. With a little planning and preparation, Minicon 30 can be really special.

A successful Minicon requires a lot of preparation. As Minicon grows, there are more and more opportunities for people to join in. If you've been coming to Minicon for a few years and have thought about getting more involved, now is the time. One of my goals as Chairman is to get more people involved. Another goal is to make the committee work fun for everyone.

The next Minicon 30 meeting will be Sunday, May 15th, at 1:30 PM. It will be held at the Whittier Park Activity Center at Whittier Park, 26th Street and Grand Avenue South in Minneapolis. We will discuss where future meetings will be held, the schedule for Minicon 30, and get acquainted. I hope to see you there. If you can't come to the meeting, but still want to get involved, write to me, Don Bailey, at the Minicon post office box.

—Don Bailey/Chairman, Minicon 30



The Answers

- 1 A — although the others are just as good
- 2 C — according to an early program book
- 3 B — we make enough to keep going for a year.
- 4 E — we just do it for fun.
- 5 B — including one fictional guest.
- 6 C — that was an easy one.
- 7 B — is closest.
- 8 D — according to best recollections.
- 9 A — and it won't happen again for another 73 years (homest).
- 10 B — and again in 1996.
- 11 A — and just wait until 2001...
- 12 D — of course.
- 13 B — autumn Minicons happened in 71, 72, 74, & 75.
- 14 C — although most of them have been.
- 15 A — actually, we don't really know. Sorry about that.
- 16 E — we're playing with your mind.
- 17 You'll have to figure that one out for yourself. Go ahead, get it wrong.
- 18 We're not allowed to tell you.
- 19 E — and probably more.
- 20 A — (read the Compleat Enchanter)
- 21 B or C — are probably the safest answers.
- 22 E — naturally.
- 23 A — (or so they tell me).
- 24 C — and it's not our fault!
- 25 D — although opinions vary.
- 26 D — just because we're masochists.
- 27 D — Nuff said.
- 28 A — believe it or not.
- 29 Good answer! Talk to the people at the InfoDesk, or your friendly neighborhood convention staffer to learn more.

How to read your score:

- # Right
0-5 You should be ashamed of yourself—we give you 5 freebies already.
6-10 Don't worry; this is your first con, after all.
11-15 Don't you have these things?
16-20 Not bad, keep this up and you'll be on the Con Comm before long.
21-25 You've been going to too many of these things. (We should talk!)
26-29 You obviously know too much. We'll deal with you later.
30 You've been reading too much science fiction.



What is This Thing Called MINN-STF

by Ed Eastman, President-for-Life

The Minnesota Science Fiction Society may well be the loosest association of science fiction, fantasy, and other such fans that is actually incorporated. Folk ask if it isn't near-anarchy, just an excuse for bi-weekly parties, a collection of congenial lunatics, a front for our convention habit, and/or an educational organization. The answer is, of course, yes.

What I like best about Minn-Stf (and what has kept me coming back these 10+ years now) is the fact that, when I show up at a MnStf meeting even a total oddball like myself will be welcomed as one of the fold. I will enjoy some stimulating discussion (and, of course, endure the occasional diatribe—one takes the good with the bad), have a good time, and learn something despite myself! MinStf's are a widely varied bunch—it's been said "all knowledge is contained in fandom," and a good meeting can make me almost believe it.

Now for some of the boring mechanics. MinnStf meets every other week (starting two weeks from Minicon Saturday this year) at a rotating location (usually the home of one of our members). Meetings tend to start around 1:00 pm or so, and last until late in the evening (or until the host throws everyone remaining out). Meeting locations and specific information about the home (animals, smoking policy, etc...) are listed monthly in Einblätt, MinStf's revered official newsletter. They are also listed on the MinnStf Hotline 612/824-5559 (that's Ubiklly for you mnemonic fans).

We've been in this business now for significantly better than 25 years—maybe someday we'll figure out what we're doing and why....

(N.B.—You may have noticed that every time I abbreviate the name of the club, the spelling changes. In fact, the By-Laws of the Minnesota Science Fiction actually state that there is No official spelling of the abbreviation "MinnStf" (or whatever). Oh yeah—the "T" comes from the old term "Scientifiction," created by Hugo Gernsback back in 1926. [Yeah, nobody uses it anymore—but that never stopped us...])



IT SEEMED LIKE A GOOD IDEA AT THE TIME!

What talents would you like to use at Minicon? ...
I do great foot massages. —David Perlman





Art Credits

All illustrations remain the property of the respective artist.

Publications

Minicon Flyer • Robert Pasternak
Confirmation Card • Jay Gutzman
Progress Report 1 • Robert Pasternak,
Peggy Ranson & G.Tenhoff
Progress Report 2 • James Kuehl
Progress Report 3 • G.Tenhoff, James
Kuehl, Laramie Sasseeville,
Susannah "Moonbean" Beying

Program Book

Phil Foglio • Front Cover

M29 Ad — Originator(s) Unknown • 1
(Excuse—Yes, we don't know who did this, but
thanks. We reprinted this parody because we
firmly believe, no one should make fun of us more
than we do.)

Denise Boie • 1, 95, 123
Cathy Buburuz • 65
Ken Fletcher • 13, 93
Kaja Foglio •
8, 12*, 17*, 31, 73*, 81*, 86, 87, 96*
(Pubs 29—*Well... we think so? We hope
so! Make that ... from the Foglio family.
Ah, that's the ticket.)

Phil Foglio • 23, 34, 35, 36, 79, 120
Brad Foster • 99
(from the Rune Files)
Steve Froiland • 103
Jay Gutzman • 15, 64, 69, 122
Kurt Vonn Gutzman •
41, 47, 78, 101, 108
James Garrison • 80
(from the Rune Files)
Beth Hansen • 18, 127
James Kuehl • 67, 110
Michael Matheny • 92
Margaret Organ-Kean • 91, 111, 136
Cathy Buburuz &
Marge B. Simon • 54
Tara! • 116, 117, 118, 119, 121

Allen White • 21, Back Cover
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with a little help from G.Tenhoff

Minicon XXIX T-shirt • G.Tenhoff

Volunteer T-Shirt • James Kuehl

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Commemorative Button • Lou Frank

Minicon Pubs and the ConCommittee
would like to thank all the talented
artists who sent us illustrations this year.
The printed—furnish—word, would not
be the same without your efforts. We
thank you and hope to continue seeing
your work in future fandom publica-
tions, including Minicon.

We experienced a bumper crop of art
work for this convention and were
unable to put it all to use—though we
tried. The unused art will be passed on
to Minicon 30 Publications for possible
use next year.

Minicon XXIX

It Seemed Like A Good Idea To Us

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Special Thanks to: Joseph Agee, Don Bailey,
Raymond Banks, Carl Chada, Scott
Hess, Robert J. Ihinger, Esq., Carol
Kennedy, Mark Jungmann, Ishmael
Williams, James Winget

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Thanks to: V. Ellen Starr

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Stress Squad—
Gypsy
Shannon Leslie
Victor Raymond
And thanks to all the Child Care Staff and
Volunteers who graciously gave their time, minds
and energy to the cause.

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T-Shirt and Sales • David Rust
Dan Djerdahl
Mike Heinsohn

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Jody Wurl

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Lee Pelton

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Melissa Wuori

Special Thanks:

Lynn Litterer, John Skovran
Deniable Plausibility: Victor Raymond

Cuddle Squad • Myrna Logan
and Life support •
Thom Bates & Myrna Logan
would like to thank the following for
assistance and care before, during and
after the convention—

Lacy Patoch
Kirsten Lenius
Char Van Horn
Linda Paul
Jeff Schalles
Buffy
Sara Logan
Jeri Pope
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Anonymous
John Wirsig
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Jeff Maertz
Ann Neset
Johanna Meyer
Madison EMT team
Max Schwaneekamp
Nicholas Zulegar
David Perlaman
Doug Edwards
Phoebe Joel
Doug Crighton
All the other Dragon Lady's Kids
and all the extra special people who
volunteered at the Con!

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Shannon Leslie • Right Hand of God
Gypsy • Left Hand of God
Kate Carey • Executive Secretary to
the Right Hand of God
Cherie • Condom Queen
Ripley Fish • Roots and Fruits
Laurel • Resident Peat Bog Consultant
Sean • The Guy with Connections
Lynn Litterer • Generally Wonderful
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Timothy Julin • Relay Team
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General Thanks and Appreciation

Little Tijuana Restaurant
& Steve Wagner
Kinko's
Krupps
Dunn Bros. Coffee
R. J. Reynolds Co.
Jamesons Distillery
Lindt's Chocolate
Fantasy House
Yellow Cab Co.
Willy from Coke
The Permanent Floating Riot Club
and all our blessed subheads without
all of which, not
much would
have gotten
done.



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Special Assistance
Sigrid Ellis
Sean Maguire
Lynda Sherman
— and —
Lynn Litterer

Thanks to: Tom Doherty, Jack Williamson,
Rusty Hevelin, Phil Foglio, Kaja Foglio,
John M. Ford, Laura Lochen and the
Trans-Iowa Canal Co.

Masquerade • Bill Lochen
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with special thanks to: Victor (he pulled it
out of his New-York-Hot again) Raymond,
Phil Foglio and James Kuehl.

Big Thanks to: Mike Parker/Graphic Print,
Letters Inc., Impact Mailing, Geri
Sullivan, Carl (the space) Chada,
and the Saturday Proof Gang.

Registration • Greg Cotton
John Martin
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Thanks To: Myrna Logan &
Rebecca Holmberg
Special Thanks to: Gypsy for early
registration at Minicon 28

Treasury •
Polly Jo Peterson & Mark Richards

Insurance • Scott Raun

Thanks to all who helped out by coming to
our meetings:

Joe Agee, Ryan Alexander, Bryan
Andersen, Lynn Anderson, Lisa Bah,
Raymond Banks, Andrew Bertke, Richard
Brantley, S.O. Brien, Michael Carus, Carl
Chada, Gerald Dagel, Jan Dickinson,
Newton Ewell, Doug Friauf, Dan
Goodman, Jay Alexander Gutzman, Janet
Huss, Tony VonKrag, Shannon Leslie,
Kaitie MacDonald, Kurk Marston, Kay
Marszalek, Gene Nafuiler, Felix
Needleworthy, Ann Neset, Peggy
Nierenhausen, Tod O'Donoghue, Linda
Paul, Allan Pederson, Dave Pederson,
Kathryn Peppmiller, Lisa Perin, Leif Pihl,
Jerry Pope, Carmine Profant, Sarah
Richard, George Richard, Jesse
Richardson, Penny Robinson, Dave
Romm, Hewitt Schafer, Richard Schafer,
Joselyn Shackelford, Elizabeth Sloan,
Sybil Smith, Steve Spasque, T.J. Starbuck,
Vanessa Stephan, and Christopher
Stephan

Special Thanks To:

Everybody Who Came To Minicon,
Demicon V and The DesMoines Science
Fiction Society (DMSF), Kinko's of
Minneapolis, Radisson Hotel South and
Plaza Tower, Wyndham Gardens Hotel,

and

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1993 - 1994

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Ryan, and Sybil Smith

Minicon 30 • Donald J. Bailey, Chairman

After It's All Over:

The Minicon XXIX Post Mortem

1:30pm on Sunday, April 10th, 1994 at the Radisson South Hotel. This is your chance to let us know what you think. What can we do better? What do you think we did well? What problems did you have with last year's convention that didn't happen this time? Tell us what you think! No fresh vegetables, please.

If you can't make it,
send us your thoughts by mail!

Minicon
P.O. Box 8297
Lake Street Station
Minneapolis MN 55408
(612) 333-7533

Or, you can send email to the chair at • underhill@vax2.gac.edu.

(Exec—Contrary to earlier rumors, Robin Goodfellow will be unable to appear due to a previous commitment at Congress.)



THE FINAL VOYAGE OF THE MARIE CELESTE



A Live-Action Game.

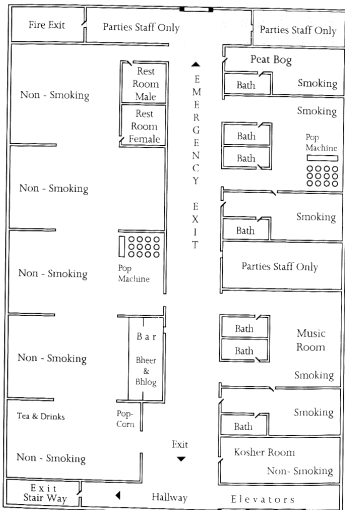
Presented by the author of last year's Marin County New Age Society Party, The Interactive Literature Foundation, and the Counter Reality Corps.

Time and place TBA.

If we shadows have offended,
Think but this, and all is mended, —
That you have but slumbered here,
While these visions did appear.
And this week and idle theme,
No more yielding but a dream,
Gentles, do not reprehend:
If you pardon, we will mend.
And, as I am an honest Puck,
If we have unearned luck
Now to 'scape the serpent's tongue,
We will make amends ere long;
Else the Puck a liar call:
So, good night unto you all.
Give me your hands, if we be friends,
And we shall restore amends.

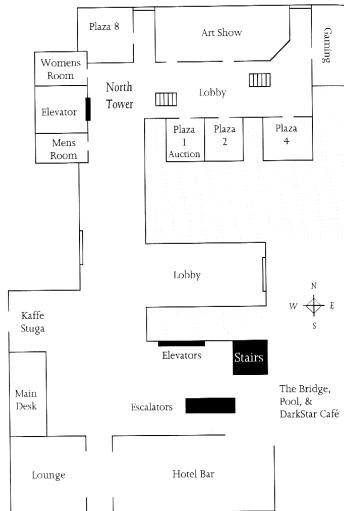
William Shakespeare
A Midsummer Night's Dream, V:1

22nd Floor Consuite Radisson Hotel South

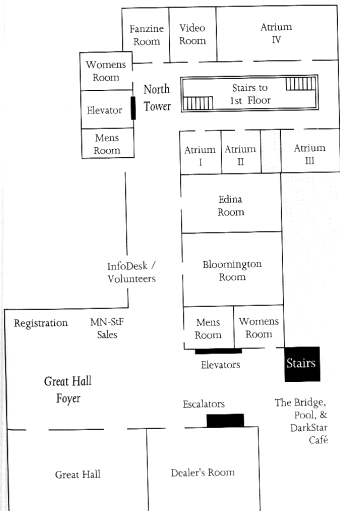




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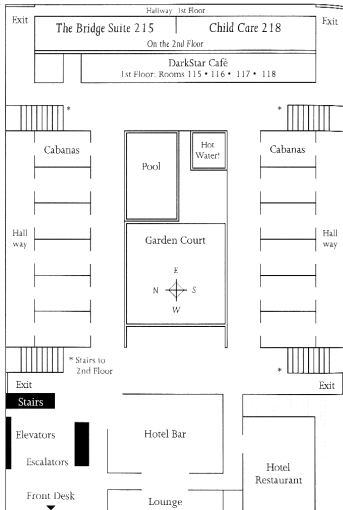
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1st Floor Pool and Cabana Area

Radisson Hotel South



Point

MN-StF

We're The Minnesota Science Fiction Society.

We meet every other Saturday.

To call our meetings informal would perhaps be an understatement.

They're filled with people who love reading, writing, and talking about SF.

We're one of the oldest, most successful SF communities in the region and enjoy all kinds of Fantasy and Science Fiction. Even some of the bad stuff.

We go to cons. Even ones we don't run.

We're easy to reach.

We're ready for you. Are you ready for us?

Write: The Minnesota Science Fiction Society
Box 8297 Lake Street Station,
Minneapolis MN 55408-8297
Or call the MN-StF Hotline at 824-5559

Mincon 30

April 14th
thru
April 16th

Counter-Point

MN-StF

We're the Minnesota Science Fiction Society. 'Don't ask about the 'I, OK!'

We meet every other Saturday, just to keep you out of the house.

To call our meetings relevant and topical would perhaps be missing the point.

They're filled with people who like reading, writing, and talking about SF. And god knows what else.

After all, most of us even have other interests!

*"Dammit Jim, we're fan,
not revolutionaries!"*

As one of the oldest, we've already made the mistakes that others are afraid to make.

Look at the goons running this fiasco, and come see us!

We enjoy all kinds of Fantasy and Science Fiction, including media fandom since before it existed!

We go to cons. Even ones that lampoon us.

We're easy to reach. Just buy us a drink.

We're the people your mother warned you about.

We're ready for you! Are you ready for us?

Minnesota Science Fiction Society
Box 8297 Lake Street Station,
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Farewell Till 30!



The Con Has
Left the
Building



Minicon
XXIX