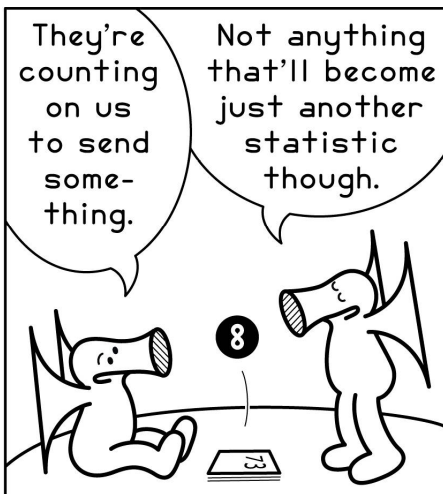
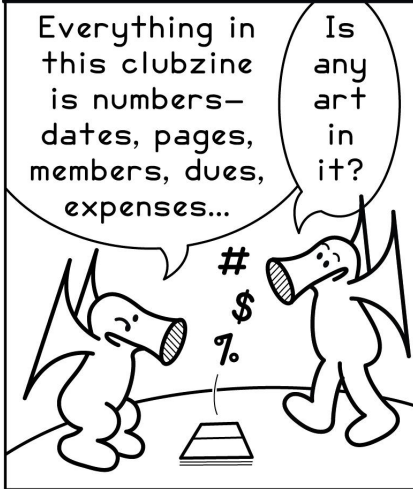


# RUNE 89

## WINGNUT LOGIC

by Teddy Harvia





Rune #89  
Volume 15, No. 3  
2nd printing

(Fixed date of Minicon 49 & copyright status of Ken Fletcher art)

Matthew and Kelly Strait, editors

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## Hi There!

We managed to get another issue out! We hope you enjoy it. The plan is for another around May. Having issues follow cons seems like a good pattern. In this issue we feature METHOD Con reports. Look for Minicon 49 reports in Rune 90. In fact, don't just look for them, send us yours!

We are also interested in nearly any other writings or art you might produce that is in some way topical to Mnstf, SF, fandom, or related to one of those, or related to something that is related to one of those. If it's something you could have a panel about, it can be here too.

## Mnstf Births

The child formerly known as Godot has arrived and is now known as Alex. He was born in April 2010, and came to live in Minnesota in July 2012, with his loving yet exhausted parents, Betsy Lundsten and Matt Eppelheimer.

## Minn-stf Events

Minnstf throws bimonthly Saturday house parties. They're called "meetings", but the only meeting-ish thing about them is the 5-minute "business meeting", mostly for the purpose of announcing the next meeting. The parties officially start at 2pm, but are very quiet until 4pm. Usually they run past midnight. To find the next meeting/party, look at the front page of our website or the Einblatt, [mnstf.org/einblatt](http://mnstf.org/einblatt). You can subscribe to the Einblatt by email or, for \$10/year, on paper. The next meetings:

- Nov 16 at Jonathan & Carol Kennedy's, 3328 Colfax Ave S, Mpls.

- Dec 7 at Ann Totusek & Kelly James', 7765 Drew Ave N, Brooklyn Park.
- Dec 21 at Scott & Irene Raun's, 3928 11th Ave S, Mpls.

And we throw conventions. To wit:

- Easter weekend 2014, April 17 $\frac{1}{2}$ –20: **Minicon 49** ([mnstf.org/minicon49](http://mnstf.org/minicon49)). GoH: author Catherynne Valente, author Janny Wurts, artist Don Maitz. Minicon is a general-purpose science fiction and fantasy convention and our biggest event of the year. See the ad/registration form in this issue.
- (Probably a fallcon in Oct 2014, but nothing confirmed yet.)
- Easter weekend 2015, April 2–5 (4 days): **Minicon 50**. GoH: authors Jane Yolen, Larry Niven, and Brandon Sanderson, musician Adam Stemple, publisher Tom Doherty.
- Dates TBA, 2073: **The 131st Worldcon**. Contingent on being selected by the World Science Fiction Society.

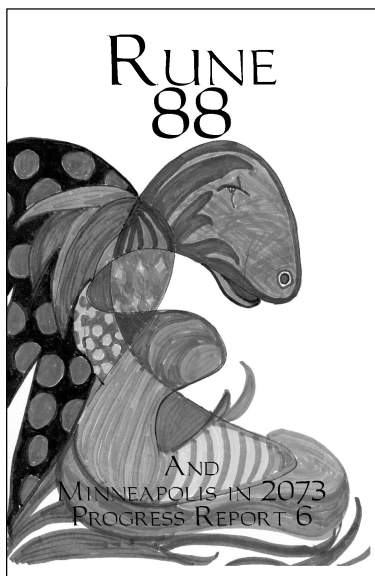
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## Art Credits

Cover: Teddy Harvia  
Page 5: Larry Tisch  
Page 6: Ken Fletcher  
Page 9: Teddy Harvia  
Page 16: Brad Foster  
Page 31: Alec Phillips  
Back cover blimp: Rachel Kronick

## Letters of Comment



*From Rachel Kronick:*

Got my copy of Rune 88 a few days ago; it looks great! I of course found a typo almost immediately upon opening my articles, and the cover was slightly munged up, but such is life. I like the Teddy Harvia and Brad Foster cartoons! I might have to do some of my own at some point...

There was definitely a Consume/Relaxacon in or after 2004, because I went to at least one and I wasn't in the country from 1996 to 2004. Were you only listing Consume/Relaxacons that were run by Mnstf? Apparently there was one or two that Rick Gellman ran without Mnstf sponsorship (I think it was sponsored by SF Minnesota, but that may be wrong).

*Yes, I was attempting to list only the*

*Consume/Relaxacon's that were Minnstf cons, although it's not particularly clear which those were. We know 2002 was. 2001 and 2003 may have been, but the records and recollections (and perhaps the reality) are so murky that I have given up and just marked them as "maybe". The others certainly were not. Of course, since they ran only in a string of years with no Mn-stf fallcons, and were attended (I think) by mostly the same people as attend Minnstf fallcons, the distinction could perhaps be argued to be irrelevant. But that wouldn't be sufficiently pedantic for my tastes. -Matt*

*From Mike Sheffield:*

I notice from reading the meeting minutes that MNSTF is working on getting their 501(c)(3). Having just gone through the process two years ago, I know it can be difficult, especially for an organization that has existed for some time. The Heinlein Society was incorporated as a non-profit in the state of Texas in November of 2000, but never applied for federal tax-exempt status until 2010, which made the process more difficult that it would have been in the beginning. We got help from Patel & Almeida, taxexemptionlaw.com, and I can highly recommend them if you need assistance. They charge \$599, but will refund their fee if the IRS denies your status.

Also, be prepared once you apply to wait a long time for approval. It took more than a year for us to receive ap-

proval, though it was retroactive to the date we applied.

*As of July, we got our 501(c)(3) status!  
We also hired a lawyer to get it done.*

*From Lloyd Penney:*

1706-24 Eva Rd.  
Etobicoke, ON  
CANADA M9C 2B2

Thank you for a paper copy of issue 88 of Rune! It's always a pleasure to see this honoured title continue. Once I can get my hands on a few American dollars, I should send in some for a Minneapolis in 2073 pre-support. Or, I could send you some Canadian dollars, and make your next financial report even more international.

Happy belated first birthday to Nora! It is good to see Teddy Harvia's return to fanzine cartooning. He's been missed, as have the Wingnuts and his other characters.

My loc... looks like there will soon be announced a Worldcon bid for Montréal in 2017. We've pre-supported that, and I gather the official announcement will be made at this year's Smofcon in Toronto.

The articles on convention costing are a good sign... many conrunners fail to see conrunning as a business. IMHO, it must be run like on in order to succeed. Don't forget the customer service end of things, but the bottom line and complete financial reports ensure that the good times will resume the next year. It's a fine balance between business attitudes, customer service and making sure the

committee is happy, but investing time money and ideas in imaginative events will make those experienced return, and bring in new faces to keep attendance fresh.

Hello to Jeanne Mealy! We've reinvented ourselves as dealers, and we offer steampunk jewellery (earrings, necklaces and brooches, some hand made by me), and hats and cushions (hand made and/or decorated by Yvonne), plus any other items that may have that steampunk vibe. We have a good source of steampunk/Victorian-ear jewellery, and we also hit a number of yard sales each summer, for you never know what people put out for sale.

I've been involved in one MarkTime Award winner... Fears For Ears was directed and produced by Aida Memisevic, five horror short stories, all written by Canadian writers, converted to radio-style plays, on a CD anthology. I had one role in each of two stories, and the disk won the Mark Time Ogle GOLD Award in 2002. I wish I could do more voice-work, but such projects have completely dried up around here, or I have completely dropped out of the loop. I suspect the latter.

*From Larry Tisch:*

523 So. G #304  
Tacoma, WA 98405

I just got home from work and I'm very tired. I work at the big newspaper here in town. Discovered a copy of RUNE in my mailbox!! Thank you, thank you!! I have contributed art work to you

in the past and I'm so happy you still remember me.

These days I'm contributing cartoons to a chess magazine in California but thought you might like to see a few. You may use them if you want.

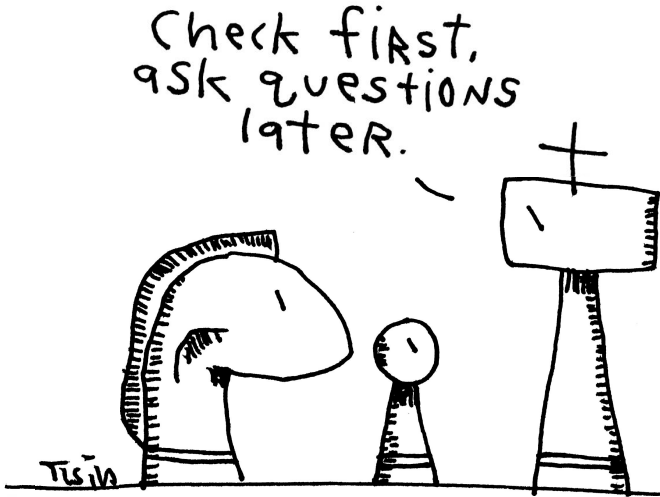
I'm not a computer guy, probably the only one in the country, but I just like getting printed material by mail. So few fanzines are actually on paper these days.

I'm not dead yet. I'm still here!  
Love to hear from anyone by mail.

*And:*

**publius** of the Luna Project, sent Minneapolis in 2073 a Luna City or Bust medallion as part of his pre-supporting membership, and said "If you're projecting a human population of  $2.5$  to  $3 \times 10^{12}$  in the year 2073, with  $1.7 \times 10^{12}$  in attendance, I guess you'll need to negotiate quite the facilities contract!"

We also heard from **Jeanne Mealy** and got copies of **Banana Wings**, **Nice Distinctions** and the **NESFA Instant Message**. ■



# *Minn-stf Board Minutes*

All taken by Kevin G. Austin, Recording Secretary.

*22 May 2013*

Location: Home of Beth Friedman, 6915 10th Ave. S., Richfield, MN. In attendance: Scott Raun, Beth Friedman, Hershey Lima, Dean Gahlon, Kevin G. Austin, Morwen T. Cat. Meeting began at 7:36pm.

## **Old Business**

Fallcon: Patricia doesn't have a signed hotel contract yet.

Botanist: Dean hasn't contacted Kim Huett yet.

Non-profit status: Attorney costs came to approximately \$500. We are currently waiting for an IRS response. Beth did fill out the online e-Postcard tax form 990-N for Mnstf.

Signer changeover: Done!

Minicon 49 & 50 proposals: Are now up on the web on the Minn-stf records page.

Minicon 47 (46?) profit check: Has been deposited. Beth questions whether this is the check for Minicon 47 or Minicon 46. Minicon 48 profit check: No word yet.

Webmaster: Nothing has been done yet.

Tax form: See non-profit status entry.

Annual checklist: Emily sent the URL

of the Google Docs document to the board. Beth hasn't finished editing it yet.

2012 Minutes: Kevin and Emily haven't met yet to go over the minutes that aren't yet on the web.

Treasurer's Report: Dean has a copy of the report from Carol which he will email to Kevin who will then get it on the web.

CONvergence Party: It will be a Minicon party this year. We're fine with Minicon spending \$300 dollars on it, but anything more than \$500 will bring strong disapproval from the board. If Joel wants money from the board he, or someone representing Minicon, has to come to the board and ask for it.

## **New Business**

Policy for Memorials: Cards are always appropriate. We need to appoint someone to take care of doing this. More discussion is needed on this topic.

Emily & Pride: We approve of Emily taking charge of Minnstf representation at Pride. Kevin will tell her. Kevin will look for the file of the Minnstf flyer.

Next meeting: June 9th at Beth's at 3pm.



*6 September 2013*

Location: Home of Beth Friedman, 6915 10th Ave. S., Richfield, MN. In attendance: Hershey Lima, Dean Gahlon, Kevin G. Austin, Beth Friedman, Scott Raun [via phone], Morwen T. Cat, Joel Phillips. Meeting began at 3:15pm.

Fallcon: No contract yet.

Botanist: No contact yet. If not accomplished by next month we'll drop this.

Non-profit Status: No update.

Minicon 48 Profit Check: Beth asked Matt Strait. Matt said they are still quibbling with the hotel over a charge, but if that continues he will just pay them. After that they'll be able to determine final profit and send a check to Mn-Stf.

Webmaster: None yet.

*2013-07-27*

Location: Home of Beth Friedman, 6915 10th Ave. S., Richfield, MN. In attendance: Hershey Lima, Dean Gahlon, Kevin G. Austin, Beth Friedman, Scott Raun, Irene Raun. Minutes from the previous meeting were approved.

Fallcon: Contract signed. Web page up. We approve seed money.

Botanist: We decide to drop the position.

Non-profit status: We've gotten the official letter of approval. We decide to put the original of the letter in the MnStf archives.

Minicon 48 profit check: Scott will talk to Matt Strait about it.

Webmaster: Scott will talk to DD-B and ask him if he'll do the account move

Annual Checklist: Beth has edited it. She'll either put it on the wiki or get someone else to.

2012 Minutes: No progress.

Treasurer's Report: Dean will send a copy to Kevin who will get it on the web.

CONvergence Party: Joel asks for \$300 from MinnStf. Board says okay. Beth will tell Carol.

Policy for Memorials: Beth will talk to Carol about being point for memorials. We'll leave it up to the discretion of the person in charge of memorials if anything beyond a card is appropriate up to a maximum of \$50.

Next meeting: July 27th, 2013 at 1pm at Beth Friedman's house.

as a project.

Annual checklist: Beth will put it on the wiki.

2012 minutes: Kevin will email Emily to ask her if she can do it without his assistance.

Treasurer's report: Dean will send a copy to Kevin who will get it on the web.

CONvergence party: From Emily Stewart: Minicon/MnStf Room Party at CONvergence - July 4, 5, & 6 2013. The total budget for this party was \$600 (\$300 from MnStf and \$300 from Minicon). Clay Harris reported that the party received two Minicon memberships.

Policy for memorials: Beth talked to Carol about being point for memorials. Carol is willing as long as it is under-



stood that this is a non-officer position that isn't tied to the Treasurer position and instead is treated more like an on-going task. The approved amount is \$50 plus delivery fees if any.

### **New Business**

Rune 88 Financial: Board approves amounts put forward by Matt in his email.

Anime Detour Room Party: Board approves a party and an amount of \$200.

Min-I-Con: Board says they're okay with another convention calling itself Min-I-Con. Dean will let the person know who asked.

Harassment Policy: We decide that we'll start with a meta-harassment pol-

### *26 Aug 2013*

Location: Home of Beth Friedman, 6915 10th Ave. S., Richfield, MN. In attendance: Hershey Lima, Dean Gahlon, Kevin G. Austin, Beth Friedman, Scott Raun, Morwen T. Cat. Meeting began at 7:08pm.

### **Old Business**

Minutes from the previous meeting were approved.

Fallcon: Beth and Patricia took care of PayPal.

Botanist: Off the web and directory. Done.

Minicon 48 Profit Check: Check has been sent to Carol. Board still doesn't know amount.

MnStf Web Account Move: DD-B is waiting for confirmation to be sent to

icy that will be put into the By-Laws. Kevin will come up with wording and email the changes to board-chat. Before we make any changes we will email to natter, and the concom list, and post to MnStf and Minicon LiveJournals. Beth will email board-chat with a URL of a web site concerning anti-harassment policies as they pertain to conventions. We will also look at the policy emailed by Betsy, the Minicon 27 policy, and the WisCon policy. Our goal is to have a policy by the fallcon.

Convivial 3 Spammy Links: Kevin will ask Laurel to remove the links that we got an email objecting to.

Next meeting: August 26th, 2013 at 7pm at Beth Friedman's house.

Dreamhost that he represents MnStf before he proceeds. Scott will fax the necessary proof.

Annual Checklist: Beth will have it on the wiki by the next meeting.

2012 Minutes: Emily will have them done some time in September. If there isn't any progress by October Kevin will bug her again.

Treasurer's Report: Dean will send a copy to Kevin some time after Worldcon who will get it on the web.

Min-I-Con: Dean emailed the person who wanted us to okay them calling their convention Min-I-Con and gave approval.

Convivial 3 Spammy Links: The links have been removed.

Harassment Policy: Changes were

suggested to the two amendments. After Kevin makes the suggested changes he will post them on the MnStf and Minicon Livejournals and post them to Natter and Hershey will email them to the Minicon concomm list. Further discussion of the

actual policy should be ongoing on the board chat list. We will start by looking at the Minicon 27 policy.

Next meeting: September 21th, 2013 at 3pm at the Minn-Stf meeting.

# Amended Bylaws

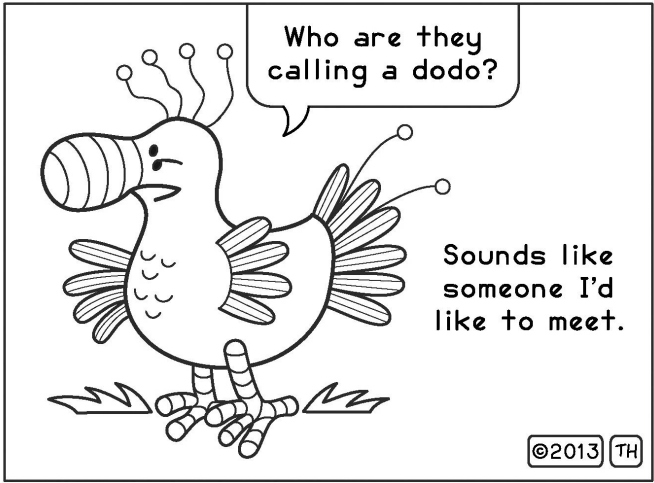
At its Sept 21 meeting (minutes not yet available) the board amended the bylaws by adding the following text to By-law II – Meetings Of Members:

*7. The society shall have an anti-harassment policy, applicable to meetings of members, that has been approved by the board of directors, and shall publish that policy on a web page that is prominently linked to from the main page of the society’s web site, and shall be available in printed form at meetings of members.*

And this to By-law VI – Conventions:

*7. Each convention, as defined above, to be held shall have an anti-harassment policy that has been approved by the board of directors, and shall publish that policy on a web page that is prominently linked to from the convention’s main page, and in convention publications as appropriate.*

As per By-law X – Amendments, by publishing these in RUNE, these are now in force. The first convention affected is Minicon 49. The full bylaws can be viewed at [mnstf.org/records](http://mnstf.org/records).



# Running Gaming at a Con

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*This is an abridged version of a document called Staff Guide for DucKon Gaming that was written by Richard and Kevin Price in 2004. It is still, in my opinion, a quite useful guide even after all these years. Enjoy it with my complements. —Rich Price*

*Rune editor sez: I've edited it down a bit further, but mostly just to make it fit our format. This is an interesting read. At Minicon we do some things very differently — for instance we have nothing like the staff budgeting system described here — but much is also quite familiar.*

## 1. Introduction

This Guide is intended for the edification of those poor souls who (through ill choice or other circumstance) are charged with running the gaming area at a con.

The first draft of this document was commenced on Monday, June 09, 2003, by a recovering Rich Price.

## 2. Philosophy

Hi, my name is Rich Price. At the time of this writing I have been running gaming at DucKon for four years. Here are some of the things that I have noticed during this time and some of the conclusions that I have drawn from them.

It appears that convention attendees favor short games. Most games that last for over an hour have a very poor level of participation. This makes sense when you think about it. A SF con is generally experienced as a number of hour-long events which all occur at prescheduled times. Fitting a game in means finding an hour-long block of time when nothing else is going on.

Thus we concentrate on shorter games. Many of our most popular board games already fit this criterion well. (e.g. Settlers, Cheapass games and Al Sliwinski's home brew games.) Another initiative that has been looked into is "walk-in/walk-out" games. By this I mean games that are run continuously or repetitively for an extended period and that allow players to join at any time, play for a while and then leave while the game continues without them. We have also considered "old standbys" such as Life, Monopoly and Risk. But game length must be a criterion.

We have tried running a role-playing game where characters could join or leave the event at will. Creating a worthwhile event of this nature is a serious challenge.

The above is not to say that we should discourage people from running longer events. Some have had success in the past, especially a few role-playing events. But the gaming staff's energies should be focused on shorter events.

It also seems that trying to use the gopher hour system to "recompense" peo-

ple for running games is more trouble than it is worth and not cost effective. See the staffing section for more on this.

### *3. Yearly Cycle of Tasks & Deadlines*

Things have to happen on time. Everyone knows this. The trick is to know what things and when. The list below assumes that the con occurs early in June. The following things will have to be done by these dates.

1. Preliminary staff list, August
2. Room layout, September
3. Initial event schedule, September
4. Final staff list, October
5. Budget request, if/when they ask
6. Start to contact gaming companies, October
7. Start to contact “regular” event runners, November
8. Initial web page text, November
9. Start creating schedule, Jan/Feb
10. First web update with schedule, Jan/Feb
11. Department information form for ops., April 1
12. Outline of progress report material, April 13
13. Staff badge requests, April 15
14. Final published schedule, May 1
15. Final program book and web text, May 1
16. Signage request, May 1
17. Final event schedule, T–14 days
18. Final staff schedule, T–12 days
19. Finish gaming control book, T–10 days
20. Print schedule flyer, T–9 days
21. Pack games & equipment, T–5 days

22. Setup game room, T–3 hours

A “master calendar” that assigned these tasks to individuals with exact due dates would be the approved way of handling this in the business world. Fen are seldom this precise, but if you want it — go for it!

### *4. Budget*

Most of the budget of gaming consists of staff and guest cost. (See section 7.) In addition a few other items should be considered.

1. Spike tape for “Life Size Kill Dr. Lucky” This is used to “draw” the board on the floor. Tape color should stand out on rug color. Two rolls (1/2” × 60 yd. × 11 mil. gaffers tape) go for about \$10.
2. Prizes
  - a) Dealer dollars—\$15 per tournament
  - b) Hand painted robber figures for Settlers tournament—\$30 biannually
  - c) Misc. prizes for other special events—\$20
  - d) Schedule flyer printing — use bureau of propaganda (or equivalent department) for this

### *5. Web Page*

It is important to keep the gaming web page on the convention web site current. The actual maintenance of the web site is the duty of the webmaster but content is ours to supply. When you wish to change the gaming page, send an email to the webmaster specifying what you want done. Content does not have to be

HTML. But you should make your desires clear. For example:

1. Put the following game description behind "Give Me The Brain" in the "Board Games" subsection of the "Game Descriptions" section of the page.

----- Start -----

Godzilla

*Wouldn't it be cool to be a walking disaster area? Breathing flaming radioactive blasts at waves of tiny, think-they're-so-smart humans! Smashing their shiny city buildings into eco-friendly rubble! Grabbing their beautiful women and waving them around on the top of tall buildings (no wait, that's the other movie). What could be cooler? How about if you were one of a GANG of walking disaster areas, competing with each other to see who can be the most destructive? This is the rough-and-tumble world of Godzilla, and it is going to be a VERY bad day for Tokyo. An Al Sliwinski game.*

----- End -----

2. Add the following new subsection at the end of the "Game Descriptions" section of the page.

----- Start -----

Card Games

Cupido

*The planet Cupido is a peaceful and serene place to live, but its single population leads an intense social life. A young Cupidoian who wants to go out on a date must find nine other Cupidoians of different sexes whom it likes, who all like it, and who all like each other. Cupidoian parents receive government subsidies to help offset their phone bills. Cupido is*

*a home brew card game created by Al Sliwinski.*

----- End -----

The web page will go through an evolutionary process over the course of the year. It should go something like this:

Soon after the previous year's con, the old site will be replaced with one for the new year. At this time you should supply the webmaster with the text for an initial gaming page. This page should have the following sections:

1. Introduction (welcome message)
2. Contact information: "Please send any ideas, offers, suggestions, or questions to..."
3. Policy (usually same as last year)
4. As the schedule firms up other sections should be added. For example:
  - a) Board Game Tournaments
  - b) Special Events
  - c) Board Games
  - d) Card Games
  - e) Role Playing Games
  - f) Miniatures Games
5. If you run tournaments, consider publishing the rules on the web.
6. Other special sections can also be added. For example the "Philosophy" section of this document was taken from a similar essay published on the DuckKon 12 web site.

Around May include a room layout and a schedule spreadsheet. (See the Scheduling section below.)

## 6. *Game Room*

It is important to have a good scale diagram of the gaming room. **measure the room in person.** Never believe the hotel literature. Most of the tables should be the standard 6' by 30" size. We also use a few that are 8' by 30" and some 4' or 5' diameter round tables for role-playing.

I use the AutoSketch drawing program from Autodesk, Inc. to make the diagram. I then convert the finished file to jpeg format for use on the web. I have access to a printer that can do 11" by 17" sheets. This lets me make large-scale blowups of the schedule and room diagram, which are posted in the game room during the con.

## 7. *Gaming Schedule*

The initial schedule can be cribbed from last year's schedule. This should be in the form of a list of games to be run. This list (with descriptions) can be published on the web site. It should be updated as events are added.

Assuming a July convention, the actual schedule with spreadsheet listing times and table assignments should be started in January. By this time the room diagram should be done. This schedule must be firmed up no later than April 1 for the program book.

## 8. *Staffing*

### **Staffing and the Budget**

At \$25/head, staff members can seem expensive. In fact, they are one of the largest portions of the Gaming budget.

However, don't let this discourage you from budgeting for as many staff members as you'll need. A great way of figuring out how many staff members you'll need is to figure out how many hours of work you'll need done and divide by 10. (Always round up.)

Please note that this is a budgeting mechanism — its purpose is to estimate the approximate hours that you will need before you know the details. Detailed considerations (Multiple table games, non staff run games, etc.) can only be estimated at this point. But see "The Staff Schedule" below.

Also note that we are only budgeting staff hours during the convention. The many, many hours of prep time are not budgeted here.

### **The Guests**

Most of the rest of the budget for gaming consists of guest costs. This should all be in the form of free memberships. Gaming never pays hotel room or transportation costs for staff or guests. "Guest" in the gaming context means a representative of a gaming company or a game designer who spends ten or more hours running and/or demonstrating games. These events should all be scheduled in advance and should all appear on the published schedule in the program book. This means that "last minute" guests should be avoided. And this means that you really have to start contacting gaming guests in October!!!

## The Staff Schedule

As soon as you have a preliminary event schedule, you should begin putting together the staff schedule. The actual slots in the schedule can stay blank for now, but this will help you keep track of how much help you'll need, so you can make last minute budget adjustments as required. Starting in May, you should start talking to the staff and fleshing out a schedule that keeps everyone happy. As a general rule, people who are doing more of the grunt work (manning the sign-up table) should be expected to do an hour or so less work, and people having more fun (running events they like) should be expected to do an hour or so more work.

## 9. *Events and How to Get Them*

### Contacting game companies

It's never too early to start talking to game companies about their presence at a con. Many companies have groups of volunteers in major cities that they're more than happy to send to a local convention. If you contact them early enough, you can sometimes even secure prize support. When contacting game companies, it's important to have the following bits of information available:

1. Attendance figures for last year. (Get from registration.)
2. Projected attendance figures for this year. (Get from registration.)
3. Contact information for the dealer's room. (Get from dealer liaison.)
4. Contact information for getting ads into the program book. (Get from bu-

reau of propaganda.)

### Contacting other event runners

It's also never too early to start contacting the people who ran events in previous years, and find out if they want to run events again. Often these people are more than happy to put in hours of work in running events in exchange only for the table to run them at. If people volunteer large quantities of their time and are running clearly popular events, consider asking them to be guests.

### Being contacted by game companies

Sometimes the game companies will come to you. This is a good thing, but keep in mind that you don't want more than two (or maybe three) companies present at a small science fiction convention. If you don't think you have room, politely turn them down and keep them in mind for next year.

### Being contacted by other event runners

You will receive lots of email from people who want to run their own events. These people are vital to keeping Gaming running, so treat them with respect. You need to get the following from them to properly schedule their games:

1. Names of the events
2. Descriptions of the events
3. Durations & maximum player counts
4. Table size and/or other requirements

### Being contacted by yokels

You will also receive email from people with no real understanding of how a

convention is run. People will email you asking for their events to be put in the schedule up until the day before the con, and honestly expect you to accommodate them. People will also request four tables to run an event that you know will flop terribly. No matter how much these people may frustrate you, it's important to remember that you're an official voice of the convention. Treat even the yokels with respect, and be polite when turning down their requests. There comes a point, however, when it's acceptable to just ignore them.

## *10. Events Needing Special Consideration*

### **Tournaments**

Tournaments can be a great idea, but they can also backfire if you don't have enough people to play in them. The best way we've found to run tournaments at a con is to make it easy to qualify by letting people play the game at any time to earn points. And by determining the winner purely by total point score. This way, no one has to be playing the game at a specific time and the tournament doesn't conflict with any other scheduled events.

### **Big Events**

*Life Size "Kill Dr. Lucky"*: A popular twist on a classic Cheapass game, the life-sized version of "Kill Dr. Lucky", is certain to attract a crowd. However, it also takes quite a bit of time and effort to set up, run, and tear down, as well as a significant chunk of space. The large size

"board" is approximately 16' by 22'!

1. Consider using gophers to help set up
2. Arrange for hotel staff to vacuum floor and remove tables and chairs from room before setup
3. The *minimum* setup time is an hour! The room should be unbooked for the two hours before the first round is scheduled to start

*Makoto*: Makoto is the popular game of beating up metal poles with a long stick. Different game operators work for different rates. Makoto takes up a fairly large area (10' square is minimum) and can make more noise than some people are comfortable with.

### **"Sanctioned" Events**

Some game companies allow people run what is called "sanctioned events." We have not had good experiences with this concept. If you decide to try it again then please get approval for the event from the company no later than the end of the year. In no case agree to a last minute "sanctioned event".

### **LARPs**

We have had some bad experiences in the past with LARPs, due primarily to the tendency for those running LARPs to charge an additional fee to their players. It has long been the DucKon Gaming staff's policy to not allow any games to run at the convention where members have to pay additional fees to play, so it is very important that anyone who wants to run a LARP at your con understands that it must be free to con members.



We do not permit “ad hoc” LARPs to be run at our con. Only LARPs that have been approved and prescheduled by Gaming are allowed.

## 11. *Packing*

### **The Gaming Control Book**

The key to an orderly game room is a manned sign-up table and the Gaming Control Book. (IMHO this is the best idea that I ever had.) The book has to be put together in the last few weeks (after all scheduling has been frozen). It has 4 major sections.

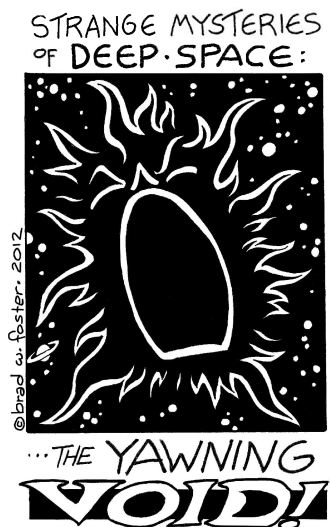
1. Instructions: This is where I put the “signup sheets and what to do with them” page, a master copy of the gaming schedule, a diagram of the gaming room and a number of copies of the Staff Schedule (more than enough for all staff to take their own copy).
2. Sign-up sheets: This section consists of a number of tabs (one for each day and a few extra). Each scheduled event has a pre generated sign-up sheet that contains the name, category, start time and day, duration and maximum number of players plus a sign-up list. Most sign-up sheets are printed two to a page. Some are full-page sheets and some are special formats (for scoring etc.).
3. Rules: This section is a reference. It contains rules for all tournament games and a number of AI’s home brew games.
4. Scoring: This section contains tournament score sheets and other such tools.

## **Games**

It is vital that a copy of every scheduled game be available at the con. I leave it to the gaming company representatives and other guests to supply their own games. But I bring the rest. I borrow copies of those games that I don’t own from other members of my gaming group. I assemble and pack these games during the week before the con.

## **Equipment**

1. Signup table supplies: pens, marking pens, tape, scissors, paper tablets
2. Signage
3. Bulletin boards (from signage dept.)
4. Table placards (from signage dept.)
5. Game supplies:
  - a) Score pads
  - b) “Life size Kill Dr. Lucky”: tape measures, floor layout diagrams, spike tape (2 rolls), “Nice Try” cards (I print these to order. Need about 50.)



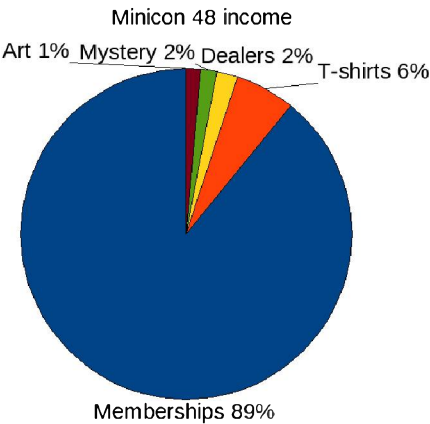
# Minicon Financial Report

by Matt Strait

Yes, it's time again for another dry financial discussion! Read on for gory details of this year's Minicon internals. Let's start with the Minicon 48 report.

## Income

As you might expect, we got most of our money from memberships:



Gross income from registrations was \$19,130. Of this, PayPal took \$186.16. We got \$445 from dealers' tables.

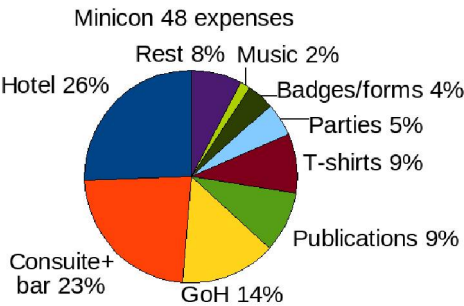
The art show took in \$1122.58 for art sales, and paid out \$828.10 to artists, for a net of \$294.48. For purposes of the pie chart, I'm treating this as a simple profit of \$294.48, since we were never owners of the \$828.10.

We spent \$1683.45 on t-shirts from Offworld and took in \$1255 for sales of this year's t-shirts and those of previous years. We paid \$10.31 in credit card fees for people who ran their cards with Greg Ketter. This makes a net loss of \$438.76.

We ended up with \$337 of cash which was deposited, and we failed to keep records of what it was from. The best guess is that it was more dealers tables, plus a few dollars from elsewhere mixed in by accident. This is the "mystery" wedge above. Yes, we're going to try to not do this sort of thing.

## Expenses

Hotel, food and drink, and GoHs are the biggest costs:



We paid the hotel a total of \$5946.93, which includes function space costs, GoH rooms, and consuite and bar room rental. Attempting to break it down, it is more or less true that we paid \$4816.93 for function space and the consuite/bar and \$950 for GoH rooms.

GoH costs were: \$950 for rooms, \$405 for food, \$1357.26 for travel, and \$10.31 to mail a t-shirt to Julie Czerneda, for a total of \$2722.57.

Consuite+bar	\$4,250.09
Publications	\$1,753.16
PR1: \$86.79	
PR2: \$744.48	
Program book: \$625.00	
Other: \$296.89	
Room parties	\$955.61
Chicon: \$798.30	
Marscon: \$149.31	
Capricon: \$8.00 [sic]	
Badges+forms	\$770.89
Music	\$309.92
Meetings	\$244.87
Truck	\$239.05
Green room	\$200.00
Banking	\$112.45
Rumpus room	\$105.27
Registration	\$61.00
Programming	\$37.90
Film	\$21.97
Next Gen	\$4.29 [sic]
Blue tape	\$75.56
Dealers dollars	\$159.00
Web hosting	\$90.00
Cash tips	\$100.00

### *Bottom Line*

We returned a profit of \$2111.03 to Minnstf, which is short of our target of \$3200 by \$1088.97.

Why did we blow our goal? Mostly because we budgeted \$2550 for function space and instead got charged \$4817. Ouch. The reason is primarily that, because we sold 276 room-nights, there's a base \$1500 fee for the space. If we had made 300 room-nights, this would be \$0. I implicitly budgeted \$0 for this portion of the bill because I used last year's bill to

set the overall hotel budget. But it turns out that in recent years the hotel has not been charging us the \$1500, even though we didn't get 300 nights those years either. This year decided to stick to the contract, which obviously we can't complain about. Other hotel charges were also somewhat higher than expected.

On the other hand, we budgeted for 463 members and got 515. This got us an extra \$1700, which cancels out most of the unanticipated hotel bill. (Interesting note: these extra members got us only an additional \$33 each, not the \$40–60 you might expect, reflecting the fact that many of them were children, former GoH, or partial-weekend.)

Driving the total back towards the red was the fact that we lost \$400 on t-shirts instead of making \$200 as budgeted. We also spent \$550 more on publications than budgeted for, mostly due to the cost of PR2 going up substantially over last year. On the other other other hand, the average department came in under budget, and no department went significantly over budget, which is very nice.

### *Looking to M49*

Making the Minicon 49 profit target is going to be... a challenge. Mostly this is the same problem as above — we budgeted far too little for the hotel, the Minicon 49 budget having been made before Minicon 48. There are a handful of other differences that make the total deficit about \$4000 if we go ahead and do everything like we did last year. Now, that's

not a deficit that means we can't pay our bills, it's only one that means we're totally blowing our profit target. In fact, we still make a small positive amount of money, but this means that we'd be leaving Minn-stf to run almost entirely off savings for the next year. How can we fix this?

1. Make 300 room-nights. This saves us \$1500. Easy, right? Well, we're pushing rooms and we'll see what happens.

2. Stop losing money on t-shirts. This is a gimme. T-shirts are not meant to be a big profit source, but we should at least break even. We should do pre-orders so that people who know they want shirts can get them and then bring fewer to the con where there's a risk they don't sell.

3. Save money on progress reports. We currently send one by email and one by post (with either sent the other way when that's the only way to get it delivered). The email half was a cost-saving measure introduced a few years ago. Now, I'm pretty sure that the fact that we send PRs at all, by any means, sets us apart from most conventions these days, who instead want you to repeatedly check their website in hope that something new has appeared. While I think it's important to do PRs and to send at least one of them out on paper, we can cut back on how many people get them. We have recently been mailing to everyone who has attended Minicon in the last 5 years. Is this worthwhile? I've come around to a philosophy that the primary purpose of a PR is *reporting progress* to the membership, not being an

advertisement. After some thought and data analysis, we've decided that sending people who have come in the last 3 years is both sufficient to report progress to all likely members and the most cost-effective if we make an educated guess about PRs' effectiveness in enticing people who haven't come in 4+ years (i.e. low). This will save us \$200.

4. Various small savings here and there by all the departments. Department heads have been told that their budgets are the same as last year (with small adjustments), but that it would be nice if they didn't spend everything they were authorized to.

If all that goes well, we can be within spitting distance of our profit target, if you can spit over a distance of \$1000.

Things we do *not* plan to do:

1. Cut the consuite/bar budget. We're committed to above average hospitality.

2. Raise at-the-door membership rates (we've already advertised them, if nothing else).

3. Use cheaper badges. It's true that we could save \$1/member if we used cheap paper badges, but our pretty laminated ones are well-liked.

4. Switch to all electronic progress reports (see above).

I'm open to more suggestions, or objections against the points here.

### *Looking to Minicon 50*

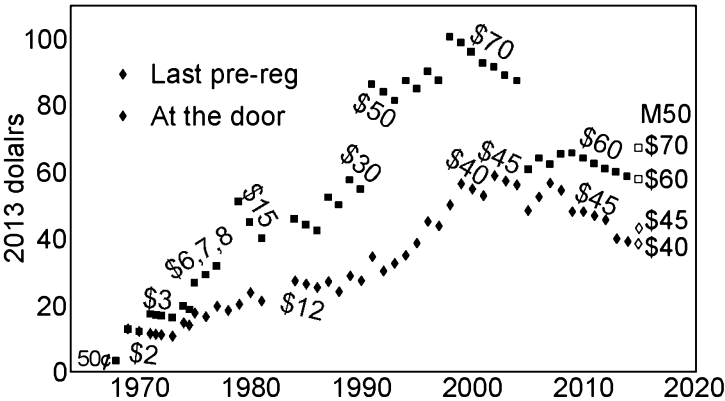
Minicon 50 is 4 days and has 6 GoHs, but has a profit target of -\$1800 set by Minn-stf, i.e. we plan to dip into our savings to have a big anniversary year.

This makes the budget a bit more relaxed. Currently the projection is that we just about nail our profit target. But since it looks like we will have had, optimistically, \$1000 shortfalls in the preceding two years, it would probably be nice to try to do somewhat better than that to make the whole 48–50 run come out even. This also adds insurance against unanticipated expenses.

To this end, although I had hoped to leave registration rates exactly the same for Minicon 50 as for 48 and 49, I'm pondering raising them a bit. My thought is that we'd raise the at-the-door rate from \$60 to \$70 while leaving the pre-reg rate constant. This would put the at-the-door rate about where it was, corrected for inflation, when we bumped it from \$55 to \$60 for Minicon 43. (See graph below, which is plotted using inflation-corrected amounts and annotated with raw dollar figures.) As I've espoused upon in these pages, I'd like to continue driving down pre-reg rates, so if at all possible I will avoid raising those. In any

case, I certainly don't want to give the impression that we are tacking an extra day onto Minicon 50 and then charging the membership extra to cover it whether they wanted it or not. Keeping the at-the-door in pace with inflation doesn't violate that, I think.

As I showed in Rune #88, if our membership goes up, the cost per member goes down rapidly, so how necessary all this is depends on the registration numbers. Unfortunately, we won't even know the M49 registration numbers before setting the rates for 50, since we will open registration for M50 at the beginning of M49. Knowing only the M49 pre-reg numbers isn't particularly useful, since our statistics show that when the pre-reg goes up, at-the-door goes down. Higher pre-reg numbers seem to simply indicate that more people have remembered to pre-reg. So we could set the M50 rates now, but since there's no rush, I'd be happy to consider comments between now and April from anyone who has an opinion. ■



# *Three Reports and Lots of Photos from METHOD Con*

*Emily Stewart*

This year's fallcon was held at a new location, at The SpringHill CamelCase Minneapolis West. I believe the new hotel was a significant improvement over last year's hotel. The largest advantage was that the function space was all on the main floor. Hotel awesomeness included:

- Our own entrance to function space that did not go through the main lobby
- The ability to open a window or door if the room got a little stuffy
- Easy access for delivery of the Saturday Dinner
- Walking distance access to several restaurants
- Five minute driving distance to Costco and Rainbow Foods for supply replenishment
- Free breakfast for sleeping room guests
- A manager with a charming rural Minnesota accent

On the last point - If there is an American version of the stately yet deferential accent, it would be from Minnesota. Say the following in the style of Moorhead MN, and you'll agree. "I hope everything is going well for you folks." and "Go ahead and let me know if you need anything else."

The only serious kvetch that I heard were that the weekend conflicted with some other conventions. It's just not that terrible to live a life with too many cool

things to do.

There were games, games and more games. Everyone played some games that they wanted to play, but I posit that no one got a chance to play all of the games they wanted to play. Played games included but were not limited to: Story Wars, Lost Cities, Zar, Igori, MoneyDuck, Betrayal at House on the Hill, Candamir, Netrunner, Ticket To Ride, Transamerica...

The programming was appropriately varied and well received, including a carpooling to Butler Gardens in Minneapolis for a Nature Walk, a world building that was very silly, halloween themed cupcake decorating, and live concerts by Teresa Chandler, Cirsten Paine and Nate Bucklin. Beer and wine tasting was not as popular as Spirit tasting last year, but Spirit Tasting caused less controlled drunkenness.

There was a Minicon 49 Programming Brainstorming session and a Minicon 49 concom meeting, both of which were reasonably attended. The programming brainstorming session was smaller than last year, possibly because there were the aforementioned conflicts with other local conventions. We still had a nice collection of ideas, several of which are excellent for our pool of panelists and our audience.

The Saturday evening dinner was extremely well received and I was happy to share my love for a local restaurant

with friends. The food came from Best Of India in Saint Louis Park, which is the best Indian food I've ever had.



*Photo by Emily Stewart*

Three days before the convention, on October 15th, many people were sad-

### *Method Con: A relaxing conreport, by Dave Romm*

Method Con (a.k.a. METHOD Con) was held October 18–20, 2013CE at the SpringHill Suites Marriott, a change in venue from previous years. A nice change, as the smaller hotel fit the small con very nicely. Just over fifty people inhabited several function rooms of various sizes and shapes, all close to one another. The staff was friendly and helpful. The Gaming Room was almost always busy with gamers, and the Programming Room's adaptability made it ideal for brainstorming, a buffet dinner or music concerts.

I had a relaxed time. Carole and I ducked in briefly on Thursday to help set up, but Patricia Zetelumen, Emily Stewart, Laura Krentz, Liz Fish, Hershey Lima, Magenta Griffith and the concom had everything in hand. We hung out, got the nickel tour. Carole eyed the Jacuzzi, and made plans.

The theme of the con was "Steampunk", off of which hung decorations and badge design. A few people brought their steampunk costumes, and had their pictures taken

dened to hear of the death of Hans Riegel, son of the inventor of the Gummi Bear. A small plastic ninja and some of her friends had an open sing along in remembrance. You can see that the bear on the left is a little drunk and leaning on his lemony friend. The second one from the right is actually Admiral Akbar, one of Mr. Riegel's closest friends ever since they met on Riegel 7 back in the 80s.

Apparently, Diet Coke is *totally different* than Coke Zero, and Diet Coke is much more desirable. Those of us that remember the cola wars back in the 80s know that this dispute is not worthy of military action.



Cupcake decorating on Friday. *Photo by Dave Romm.*

against a green screen.

For a relaxacon, there was a lot of hands-on programming. I didn't make any steampunk water bottles or decorate any cupcakes, but I did play a bit of Money Duck. At the dinner break, a bunch of us went to a restaurant so close that several people walked. I had Tea-Soaked Duck, which was delicious, but we all tried a bit of everything. Rounded out Friday by spending time in the Music Room listening to Laramie Sasseville, Nate Bucklin and Peggy O'Neil.

Carole did sneak off and take a nice long hot tub soak. Aaah.

The clouds dissuaded us from stargazing or checking out the lunar eclipse, but Rachel Kronick ran a Worldbuilding session which was appropriately silly. The session results were left on the wall, adding to the decorations.

On Saturday, I missed the Nature Walk, but got to the Minicon 49 Brainstorming which was followed by a Minicon 49 concom meeting. Many nifty ideas were slung and added to the wiki for further consideration. The plans for Minicon are proceeding apace.

The Indian buffet dinner was well organized far in advanced. The final realization was delicious and communal. More music, a few games, some ham wine, a couple of concerts... wow, the day went quick.

Sunday was the relaxing day of the relaxicon. I didn't even get to Closing Ceremonies. Made the dinner expedition to the Tea House. The Dead Dog Party was laid back. A few games, a few conversations, but many were on their smartphones. We could do that at home. So we did.

Method Con may have been small, but the swirl of events and different combinations of people at those events made it seem larger, at least to me. Thanks again to Patricia & co.



Saturday gaming. *Photo by Dave Romm.*



Nate Bucklin and Teresa Chandler in concert Saturday night. *Photo by Dave Romm.*



I read, I think in an old Rune, that one should leave out of your conreport the part where you explain why you arrived at the con late. “We already know that you got a flat tire”, it said, “Everyone gets a flat tire. Skip that part and start when you get to the hotel.” But I’m not going to.

The goal was go get the four of us, me, Kelly, Cally and Joe, from Chicago to METHOD Con in one car. We had put together a nice puzzle of a plan. I would arrive with the kids at the grandparents’ house in Oak Park as soon as possible after Becca got off preschool, putting me there at about 12:30. Cally would pick up Kelly from work at 1, the earliest she could get off, and meet me in Oak Park at 1:30. Joe would leave work early enough so that he too could arrive in Oak Park at about 1:30. But first the cops pulled someone over right in front of Cally’s driveway, blocking her exit and setting her back about 40 minutes. Then, in some sort of cosmic balancing, Joe broke everything at work right before he planned to leave and then had to spend about 40 minutes fixing it, putting both cars at my parents’ house within 2 minutes of each other.

Topics of discussion in the car included vacuum decay, the effect of salt on yeast, the security implications of setting the executable bit on JPEGs, the inaccuracy of the scale on scale drawings, what we think about various sorts of barriers on the side of the Interstate, ways of refuting the historical reality of Noah’s

flood with physics, why you should not honk at a moose, and ninja cats.

After the inevitable construction delays and pit stops, we eventually made it to the hotel at about 10pm. We found that we were in a king suite, which initially seemed like a bad thing given that there were four of us. Then we learned that it had a sofa bed, so we figured it was fine. Then we learned that the 2-queen suites also had sofa beds, so Joe and Cally could each have their own bed. We dithered, but finally decided to keep the room we had so as not to jeopardize METHOD Con’s strategy of booking all the rooms directly above the function space to minimize the chance of noise complaints, this having been a major problem at our previous fallcon hotel.

The definition of “suite” has been bent well past its breaking point by the marketing people. The room has a typical number of square feet, but is all twisted around itself and has a quarter-wall between the front and the back which I suppose is meant to provide proof that it’s really two rooms. Due to the constraints imposed by the floor plan, the sofa bed is positioned so as to completely block the path out of the room from the back half. Is that even ok by the fire code?

Finally we went down to the con itself. Got badges, which were buttons, on which you write your own name. The circular symmetry led me to write my name sideways by accident. Only when I pinned it on did I realize my mistake. Oh well. Got a program book. I’m happy

to see a real program book at a fallcon!

The con space consisted of 6 rooms. A member's first challenge is to determine which one is the consuite. One of the two big rooms was marked "**Gaming and Consuite**", and a small room at the far other end of the hall from it was marked "**Consuite**". Hmmm... As it turned out, the latter had more food, but the former was more the social center of the con (gaming was not mandatory). One could be sociable in the small room, but it only supported about one and a half conversations at a time. The other big room was "**Programming**", and was used as such.

The other three small rooms were: "**Music**", a function room which had music and a fridge with beer and cider. "**Crafts-Music**", a suite. The back half was crafty, and the front half I observed being used for overflow socialization and quiet reading. And "**Late Night Gaming**", a suite which was indeed used for late night gaming, as well as general socialization/reading space.

I participated in Rachel's "Let's Build a World" programming item. In this activity, the group chooses several categories such as "biology", "economics", "mood", or "physics" and everyone shouts out characteristics that the world should have within each. Then you vote on which ones to keep and perhaps try to make it all fit together somehow.

We built a planet with a square orbit. It's a square because there's no gravity, so it travels in a straight line. However, the single quantum mechanical observer

in this universe lives in a black hole near the planet and follows the laws of cartoon physics. The priests signal this entity with a laser to tell it which way the planet ought to be moving, and, just like when you run off a cliff and suddenly start falling only when you realize you ought to be, so it is with the direction this planet moves. Physics otherwise in this universe works as expected, but could be arbitrarily modified in cartoonish ways if the priests chose to send other messages. But they don't want to, because each time the world turns a corner, everyone swims naked to the temples on their islands for the Great Wahhhoooo Festival, which I guess is good enough for them.

We also voted in a number of characteristics even more difficult to reconcile with each other than the ones that produced the preceding sentences, and some that just didn't have anything to do with anything. I feel empowered to ignore these. While I enjoyed it, I think I'd like to try it again sometime with the understanding that once we've voted in some characteristics, the following ones should try to build on what we have rather than just being as wacky as possible.

After building a world, I played a short game of Zar and went to bed "early", with the hope that an investment in a bit of sleep would pay off over the rest of the weekend.

Saturday we all got up at 8:30ish and took advantage of the free (and good!) hotel breakfast. We had been instructed

by the hotel to take the food and then hide in our function space instead of crowding the rest of the guests in the breakfast area. No problem; that's what I would have preferred to do anyway.

Once I was really awake, I attempted to form the Illinois Science Fiction Society (ILSTF) with Joe, Kelly and Cally. The purpose of this society would be to lend more structure to the regular game nights we have been having in Chicago, which often contain quite a bit of non-gaming and have a rather Minn-stfish feel. Immediately we had our first fan-nish schism. They didn't like the name. At first it seemed like the abbreviation could be preserved, if not the full name, but ultimately support arose for calling it the Star Traders Society instead, which is kinda hard to beat into "IL-stf". (Along the way, we established that in any case we would not want to call it Ill-stf.) I had planned to work on cribbing bits of WSFS and Minn-stf documents together into some founding documents for this unnamed society, but didn't get far, due to the naming controversy, before I had to attend to other business.

The first bit of other business was the Minn-stf board meeting at noon, which I attended with my Minicon assistant-chair hat on. After this, I entered into Heavy Discussion of Implementation Details for Minicon with several people for a good while.

At 5:30 was a Minicon concom meeting. It was scheduled to be an hour long, but was sparsely attended, so we completed everything it was possible to com-

plete in 35 minutes. While not being as productive as I'd like, we got some real discussion in and I think people came away with more understanding of where we are and what we need to do. A point of discussion immediately after the meeting proper was the way that Minicon represents itself by the style of its publications. We just put out PR1, which most people got by e-mail. People without e-mail got a postcard. This postcard had particularly low production value. I printed it at home and the toner apparently didn't bond well to this card stock. Sneakily enough, they looked fine when I printed them, but then half the toner fell off the in the mail. Hershey pointed out the glossy flyers that other cons have been putting out and wondered why we weren't doing that. Well, I hate those flyers, because the feeling I get when I look at them is, "oh, so that's where my \$55 pre-reg is going". And they are incongruous with the actual con experience. Neither those cons nor Minicon feels like a glossy flyer. They're much more home-made, like a nice low-budget flyer, and I prefer that. I allowed, however, that perhaps a glossy bookmark was within my feeling of what Minicon was like.

After the concom meeting was dinner from Taste of India, brilliantly arranged by Emily Stewart. We had a buffet, with plenty for all, at \$12 each. We should do exactly that next year.

After dinner, I played Blockhead for a little bit, then did a casual Magic draft, played Corsari-go and Story War. There was a general desire to play Star Traders

voiced, but the players never were all free at the same time, so I did some wandering the hall and conversing instead, then played most of a game of Zar and went to bed around 3.

Sunday was short for us, as we had to leave by noon to get back to pick up the kids. Had hotel breakfast again and hung out in the consuite. Upon those present, I inflicted the question of why the fallcon in 1986 was apparently called Not-Anokon 8, despite being only the fourth Not-Anokon. We have excellent evidence of this name, it having been printed on a registration confirmation postcard. The previous year was called Not-Anokon '85, Not-Anokon 1985, and possibly also Not-Anokon 3, although the evidence for the latter is currently only that Beth remembers calling it that. In any case, it was the third Not-Anokon, so that would make perfectly good sense. And, of course, I realize that they weren't meaning to be rigorous about naming the fallcons, them being, as they are now, somewhere on the line between a party and a convention. So I'm fine with the ambiguity about the 1985 fallcon name. I just want to know, if Not-Anokon 8 was named that because it was funny, what was the joke? It did come just after Minicon had gone through a number of years of strange numbering, and maybe it was playing off that. A few people have offered to do some digging.

*General thoughts:* The hotel seems like a good match for us. The set of rooms we had was appropriate and a nice mix of big and small. I would have liked

for the big consuite-and-gaming room to have had some more comfortable seating, like two or three couches. As the better candidate for being the social hub of the con, it would have benefited from more support for conversation as well as gaming. (Speaking of which, it had excellent support for gaming, meaning a mix of rectangular and big round tables. Far too many cons have gaming rooms with only the big round tables, which are awkward for most games.) I said before that the consuite supported about one and a half conversations. When we speak about arranging space at cons, is number of conversations supported a good measurement unit? If so, my ideal fallcon consuite-and-gaming room would support two conversations in addition to the gaming tables.

To the best of my knowledge, we didn't get any noise complaints. This was a bit surprising to me, since the consuite was only a few doors down from sleeping rooms not occupied by any con members. The con blocked rooms above the function space to minimize noise complaints, but not adjacent to it. The adjacent ones, unfortunately, were jacuzzi suites or some such and therefore more expensive. Having surveyed a number of sleepers, I don't think that any noise at all travelled to the second floor, so I wonder if we just got lucky that the presumably much more abundant noise leakage down the first floor hall way didn't lead to any trouble.

Compliments to Patricia *et al* for pulling it off!

*Minicon 21 Figurine Visits Methodcon, by David Dyer-Bennet*





# MINICON 49

April 17½-20, 2014

Author Guest of Honor: Catherynne Valente

Author Guest of Honor: Janny Wurts

Artist Guest of Honor: Don Maitz

Become a member of Minicon 49! Postmarked by March 17, 2014:

- ☐ Adult \$40      ☐ Student (13-20) \$20      ☐ Supporting \$15 (convert to  
☐ Kid (6-12) \$10      ☐ Child (0-5) free      attending for additional \$40)

☐ Can you help us with a \$10 additional donation? We will use it to help keep our low membership rates in place or even to lower them if enough people chip in who can.

**Make checks to:** Minicon 49, PO Box 8297, Lake Street Station, Minneapolis, MN 55408-0297 or register at [mnstf.org/minicon49](http://mnstf.org/minicon49)

Rates at the door: \$60 full adult membership; \$45 if arriving on Saturday; \$20 on Sunday. \$25 full student membership, \$15 kid, \$0 child. Th/F-only: \$30.

☐ Do not list me as a member on the web or in print publications

**Please contact me, because I want to:**

- ☐ Volunteer      ☐ Be on programming or share panel ideas  
☐ Throw a room party      ☐ Know more about kids' programming

\_\_\_\_\_  
First Name      Middle      Last

\_\_\_\_\_  
Badge Name (if left blank, we will use your full name above)

\_\_\_\_\_  
Address Line 1

\_\_\_\_\_  
Address Line 2

\_\_\_\_\_  
City      State/Province      Postal Code

\_\_\_\_\_  
Country (if not USA)      Phone Number

\_\_\_\_\_  
Email Address

\_\_\_\_\_  
Birthdate\*: Year    month    day    Sex\*      When was your 1st Minicon?\*

\* Optional: For demographics; can also help plan kids programming.

☞ Please take our registration survey: [mnstf.org/minicon49/regsurvey.php](http://mnstf.org/minicon49/regsurvey.php)

☞ For more details about Minicon registration, see our FAQ at [mnstf.org/minicon49/](http://mnstf.org/minicon49/)

☞ Hotel information to follow. Watch the progress reports and website.

**Next up, Minicon 50:** Apr 2-5, 2015, author GoHs Jane Yolen, Larry Niven, and Brandon Sanderson; musician GoH Adam Stemple; publisher GoH Tom Doherty.

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