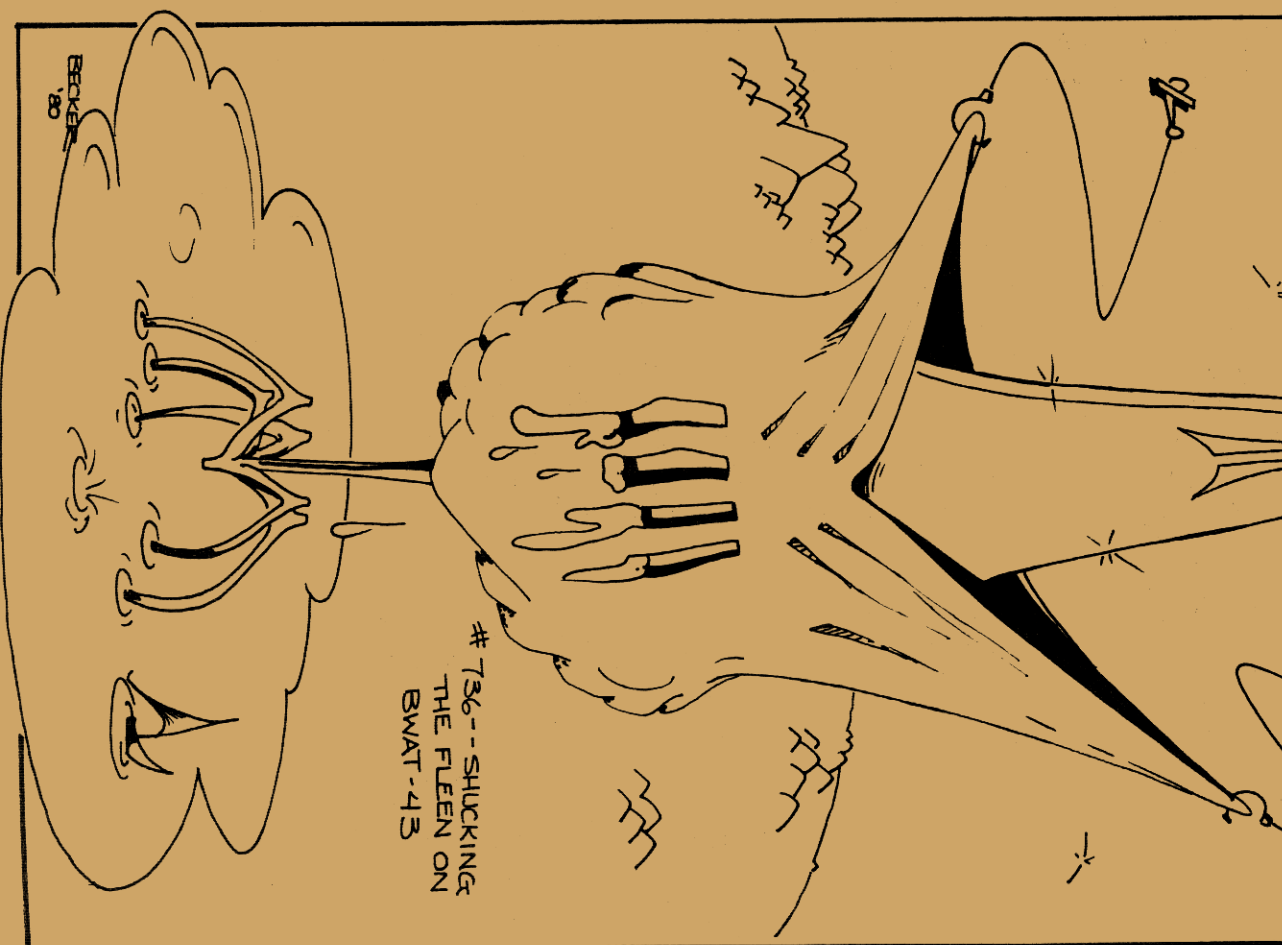




17
MURPHY

MINICON



#736--SHUCKING
THE FLEEN ON
BWAT-43

MINICON 17

APRIL 17, 18, 19 1981

**GUESTS !!!
JACK VANCE PRO
JERRY BOYAJIAN
FAN**

**REED WALLER
MUSICIAN
KATHY MARSCHALL
ARTYST**

Credits:

Production: Garth Edmond Danielson

Cover - Kathy Marschall

Art by Larry Becker, Joan Hanke Woods, Larramie Sasseeville, Ken Fletcher, Kara Dalkey.

Programming Map by Ken Fletcher, adaptations by Garth Danielson
Discount map by Willie Crawford, directed by Dave Romm.

Heading by Sarah Symonds Prince

Proofreading by Karen Trego and Garth Danielson

Proofreading ignoring by Garth Danielson

Typing by Garth Danielson and Karen Trego
Written by Garth Danielson, David Stever-Schnoes, Poul Anderson,
John Robey, Dave Romm, Jerry Stearns, Steve Glennon, Ken Fletcher,
Reen Brust. Probably others that I for got.

This Program Book is © 1981 by the Minnesota Science Fiction Society.

All rights revert to the owners upon publication.

Minnesota Science Fiction Society lives at:

POBox 2128, Loop Station
Minneapolis Minnesota, 55402

NAME BADGES

Because of the size of the Minicon it is absolutely essential that you wear your official name badge. Without it, you will not be admitted into any function (including the party suite).

There will be local gendarmerie to enforce this; try not to run afoul of them. We appreciate your caution.

REGISTRATION

will be open:

Friday 11 am to 12 midnight
Saturday 8 am to 6 pm
Sunday 10 am to 12 noon

Registration will be located in the area directly in front of the Star of the North. But you probably already know that. At other times than the above, it will be possible to register at the Bridge, Room 1116.

COMMITTEE MEMBERS

...members can be identified by the "Hot Pink" (or Cherry) coloured badges. We are willing to help with any problem or requests. But remember, that they have been, and still are, very busy with the con, so be patient and please take them out to dinner or just a quick drink...

EMERGENCY

EMERGENCY

EVERYONE TO GET FROM STREET

Emergencies or special problems and off hours registration are handled in our Bridge (very skiffyish, eh) / convention HQ: Room 1116.

In an Emergency (and only then, please), call 7-1116.
If busy, call 7-1118.



2

COMMITTEE & STAFF

Official Roster Minicon 17

Executive Committee: Steve Bond, Don Bailey, Scott Innes, Dave Wixon
Films: Steve Glennon, Lee Pelton

Film Staff: Erik Biever, David Cargo, Chris Dunphy,

Tom Evans, Floyd Henderson, Paula Rice, Scott Richards, Steph

Schaffer, Bill Seurer, Jacki Stokes, David Stever-Schnoes, Paul Wesol.

Programming: Committee: Jerry H Stearns, David E Romm, Michael Parker

Smith, Doug Friauf, Dan Goodman, Beth Friedman. Staff: Eleanor Arneson,

Judy Cilcain, Kara Dalkey

Treasury: David Dyer-Bennet, John Robey

Hotel Liaison: Caryl Wixon

Insurance: Caryl Wixon, Steve Bond

Registration: Carol Kennedy, Jon Adams, Judy Cilcain.

Operations: Reen Brust

Recruiting: Steve Brust

Trouble shooters: Jan Appelbaum, Denny Lien, David Cargo.

Communication officers: Pam Dean, Karen Schaffer, Kara Dalkey,

Karen Johnson, Jean Messer, Dave Messer, Scott Ritchie, Judy Cilcain.

Peypers: Mark Richards, Gerri Balter, Curtis Hoffman, Warren Cartwright;

David Stever-Schnoes, Ijaz Mazzeo, John Stanley, Beth Friedman.

Medical: Beth Friedman, Page Ringstrom.

Publications: Garth Danielson, Sarah Symonds Prince, John Bartelt, Karen

Trego. Staff: Willie Crawford, Luke Mc Guff

Huckster Room: Greg Ketter

Art Show: Joyce Scrivner, Kathy Marschall, Richard Tatge, Ken Fletcher,

Eric Rowe, John Robey

Recording Secretary: Pam Dean

Mailing List: Louie Spooner; Micheal Butler, Brian Westley

Mimeo Room: Garth Danielson

Parties: Martin Schaffer, Joel Halpern, Keith Hauer-Lowe, Kate Worley

Baritone: Matthew Tepper

Pinball Room: David S Cargo, Neil Belsky

Computer Room: Dean C Gahlon, Brian Westley.

T-Shirts: Rick Gellman

Microprogramming: Dave Romm, Brian Westley, Michael Parker Smith,

Ken Fletcher, David Cummer

Pro Liaison: Don Blyly.

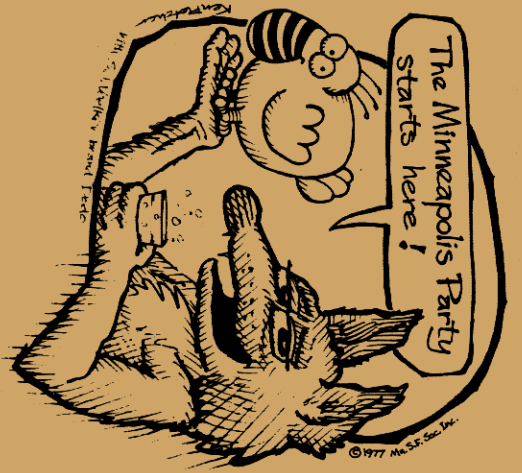
Sales: Kate Worley

Baby-sitting room: Bev Elmshouser

Committee Newsletter: Garth Danielson, Pam Dean.



3



HOW WOULD YOU LIKE TO BE A GELDED WATER BUFFALO?
No? Then take this opportunity to lessen your karmic burden!
Each hour that you spend working at Minicon 17 lessens your karmic burden.



HELP!



WE NEED an hour (or more) of your time!

We need: Badge-checkers, messengers, gophers, art show runners, and willing volunteers to help with all departments.

Chances are good that, even as you read this, our Operation's Staff is getting desperate. We don't have enough local members (in the Minnesota Science Fiction Society, Inc.) to do each and every task that's required to make this convention a success. Just about everybody we know has already volunteered to work. And, that still isn't enough. We need your help too!

Don't wait to be caught (or captured) by our recruiters, VOLUNTEER! NOW! We have a "keyper" on duty in Room 1118 right now, who will be happy to match you up with a job that you will enjoy. Please sign up for an hour or more, right now, it will make us feel a whole lot better!

(Besides, couldn't you use a little help getting rid of all that excess karmic burden?)

P.S. When you come in to work, be sure to sign up to take home an Operations badge. The badges can be picked up on Sunday afternoon. (With thanks to our Artist Goh, Kathy Marshall, who was kind enough to do all the artwork..)

OPERATIONS ROOM 1118 24 HOURS

CONCERNING JACK VANCE

BY
POUL ANDERSON

Friends, you have given me a tough problem. Not that I am in the least reluctant to proclaim that Jack Vance is one of the best writers alive, and never mind categories. It is a real pleasure to see him finally getting the kind of recognition long lavished on various others whose gifts are far less -- except perhaps their gift for self-advertisement, something which Jack has always scorned. Besides, he's a great guy personally, which doubles the pleasure.

My difficulty arises from the very fact that so much has lately been written about him and his creations. Several of those pieces are by me, and how can I avoid repeating myself? More, though, are by others, who between them have covered the subject rather thoroughly. Now there is even a book of critical essays on his work. He finds its existence wryly amusing.

So, in an effort to minimize repetitions, I won't discuss the Vance canon here. You know what I'd state, anyway, don't you? He tells one crackling hell of a story, full of alive people in marvelous but utterly believable settings; he is a master of language like few since the early Dunsany or Cabell; observant, witty, pragmatic but also philosophical; in his farthest flights of fantasy he still has a great deal to say about the real world which we inhabit and which inhabits us.

Nor will I discuss the man himself, because you have probably seen his biography. You know he is a native Californian, who acquired a technical education and served in the merchant marine during World War Two, outliving a couple of ships; that afterward he became a master carpenter and in recent years, though long since turned to full-time free-lance writing, has been using his skill to convert his house into a mansion; that he has traveled far and often across this planet; that he is a jazz musician and a gourmet cook; that he and his lovely wife Norma have a son, John, and that father and son plan to cruise the Pacific under sail. It is likewise unnecessary for me to add that he is friendly and unpretentious -- excellent company. You'll soon discover this for yourself, if you haven't already.

Therefore I will solve the problem you have handed me by sidestepping it. I will not write *anything* about Jack Vance, except to say, "Enjoy, enjoy."

THE CONSUITE

Our con suite is located on the 12th floor. The fastest, and easiest way to get there is to take one of the main elevators to the 11th floor, go through the wooden gates, up a flight of stairs, and have a good time.

Other arrangements are available for the mobility-impaired. Ask at the registration desk, or ask a moving committee member.

This year the music room will be located on the ninth floor, giving all those people a wonderful reason to stay up. Join our joyboy Reed Waller and maybe Fred and Susan and Nate and Jerry and Steve and all those wonderful folks. Refreshments will be supplied.

BANQUET

There is no Banquet.
There is not Banquet.

No, no, no.
Period.

RESTAURANT GUIDE

There should be another of Minicon's wonderful restaurant guides, pick one up.

HUCKSTERS' ROOM

Due to the disappearance of the Radisson's Merchandise Mart early this year, (when the flying saucers came. You probably read about it in the papers), the hucksters room is now located in Pasadena. So, this year the hucksters have decided to relocate in the Star of the North #2.

The hours are:

Friday	12 noon to 8 pm
Saturday	10 am to 6 pm
Sunday	10 am to 4 pm (out of the room by 5 pm)

COMPUTER ROOM

There will be another computer room for all the tec. jocks.
Hours are:

Friday	12-6 pm
Saturday	12-6 pm
Sunday	12-3 pm.

Located in Room #1120.



KATHY MARSSCHALL

BY JOHN ROBEY

During the three years I've known Kathy I've grown increasingly more impressed by her. She manages both an active fannish life and a mundane one; a feat few seem able to accomplish.

By day she is a dental office manager in Shakopee (a small town thirty minutes drive from Mpls.), but at night the white name tag is removed to reveal a Mpls. fan.

Her fannish activities include partying, singing, fantasy role-playing, and (believe-it-or-not) art. She has a host of characters in myriad worlds and dungeons. (It presently takes her four nights per week to keep them all current.) Kathy also fences and dances on a weekly basis.

It seems hard to believe that she also has time for artwork. Frequently, Kathy is to be seen at marathon gaming sessions (which often span the week-end) busily doing art, as the ever-present T-square and sketchbook in her car attest.

Her current media are watercolour, ink and most recently glass engraving. She has illustrated a set of fantasy rules (Adventures in Fantasy), and will soon be providing the cover for another upcoming fantasy game, Starmasters. Kathy has also sold art at Minicon, X-con, Anok, IGGY, Windycon, Norseason II, and Wiscon. In addition, she has done the T-shirt designs for Minicon 15 and 17, a T-shirt design for Twin Cities Comics and Fantasy, plus assorted name badges for individuals and cons.

As if this weren't enough, she is also adept at costume making. This Minicon she may possibly be recognized as a Mri warrior or Tekmal sorceress. (You might even see some of her costumes on a few of her friends.) At the time of this writing she is involved in a secret project in collaboration with another seamstress. We are told that, with luck, the project will be displayed (or worn) at the con.

Kathy is, of course, a very nice person and Minicon takes pride in naming her this year's Artist Guest of Honor. (For those interested in the "real" Kathy, see below.)

True Lies About Kathy Marschall

1. Kathy started in life at the tender age of four. This above all else has shaped her life. She feels cheated at never having been an infant, and resents always having to behave four years older than she feels. As a result she is given to tantrums, acts of willful disobedience, and breath-holding. In restaurants one is never sure whether one shall be dining with a refined young lady or a child who refuses to eat spinach. In spite of all this she's really quite sweet, and if you think she's smiling at you, it's probably a gas bubble.

2. Kathy was our reigning Fairy Anti-bridge Princess, and took delight in committing the Thirty-two Unspeakable Acts of Hrhayel upon any she found playing the bridge. (Ask Don Bailey, he can show you the scars!) However, since that time she's been corrupted (she learned to play bridge!). Yet this has not stopped her from committing atrocities; it has merely widened her range of victims.
3. Kathy owns a cat. (Honest, just ask her.)
4. Kathy claims never to have been a vampire, werewolf, or other mythical creature. But she does, however, lay claim to psychic powers. She says that in a dream she saw herself and those around her enjoying a con, in which she was Artist Guest of Honor. (Pretty amazing, huh?) (eh? Canadian version.-Editor)
5. Kathy has admitted that she likes dressing up in women's clothing.
6. Kathy says she wanted Michael Whelan for Artist Goh. She is quoted as saying that she's "quite impressed by his artwork, and besides, he's such a hunk!"



John
Marschall
Wood

REED WALLER

BY KEN FLETCHER

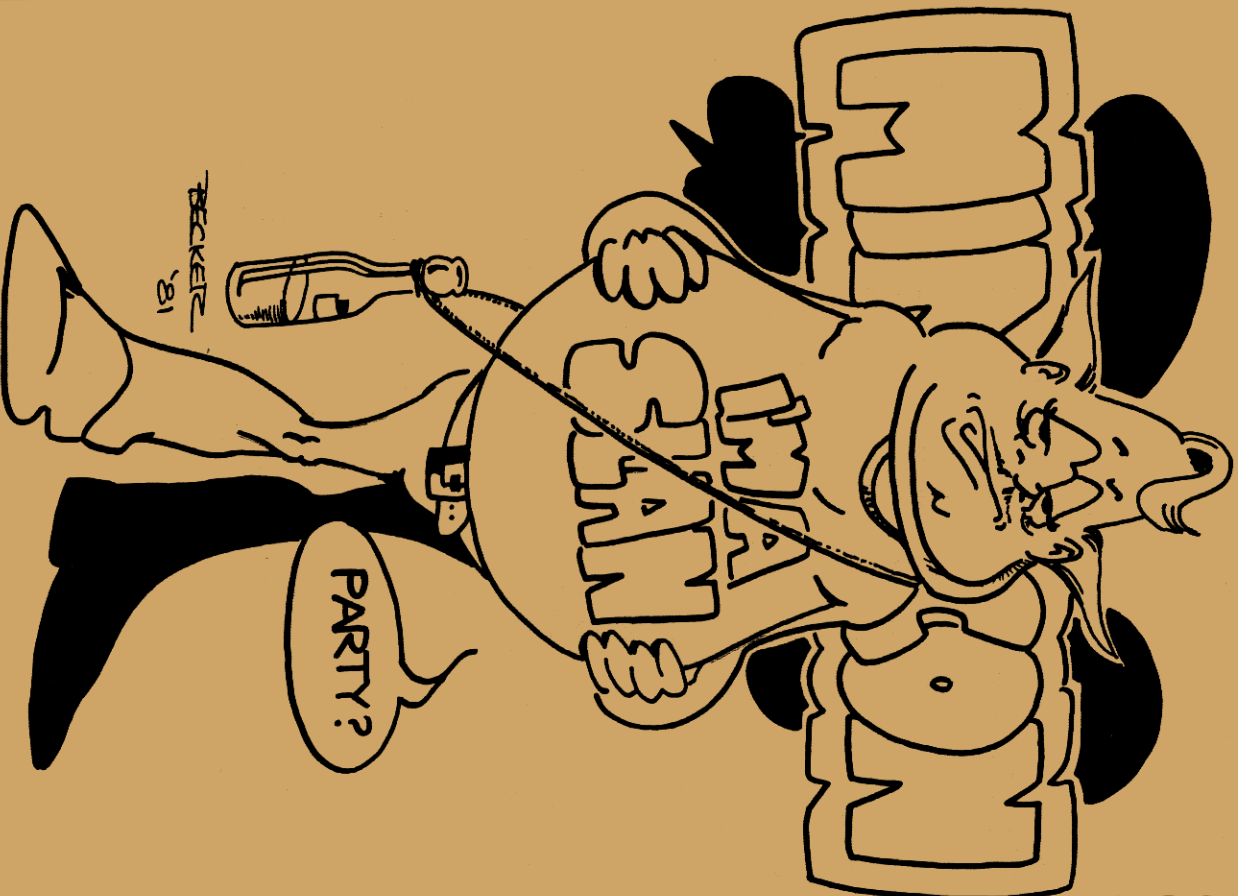
Reed Waller, guitarist and singer, started as a folk singer back in 1963, getting into Rock and Roll in 1964. He helped found the 'Police' band in 1965, doing lead guitar and vocals until 1969, "playing the five state area in rowdy bars and high-school gyms and run down ballrooms." He jammed with blues bands until 1971, and then went back to solo performances at neighborhood coffeehouses and youth centers. In 1973 he began (with Al Standish) the experimental heavy-metal rock trio, Mother Goose, which was active until 1975. He fronted the all fan band Polyton in 1978, and in 1979 toured with Nate Bucklin in the Carlotta Marie Show, a country/western act.

Reed had a brief introduction to science fiction fandom through the National Fantasy Fan Federation (N3F), and then joined Minn-stf in 1973, just in time for Minicon 6. Reed immediately became a feature of the Minicon Music Parties with his skills as an entertainer. If you've attended previous Minicons, you're likely to remember Reed by sound, if not by sight. Besides his rock-balled repertoire, he writes original songs--"Sassafraass Jones" should be familiar to the ear of a past Minicon attendee or thousand. If it isn't, you'll have the chance to reacquaint yourself at the concert that's a part of this year's program.

Reed has other activities that over lap with SF fandom. He has been an amateur publisher and fanzine editor since the early 70's, starting with the distribution of his magazine, Motley, within fandom. He was a member of Minneapa, and co-founder of Vootle, an apa (amateur publisher's association) for cartoonists, where he is still an active participant. He recently has published a small-circulation fanzine, Hot Shots, with his co-editor, Susan Ryan. His art has been at occasional art shows at the sf cons (including Minicon), and his art and cartooning have been a distinctive feature of Rune, the Minn-stf clubzine, since the editorship of Fred Haskell, circa 1974. He designed the 5 of Pentacles for the Fan Parrot Deck.

Reed currently lives in southern Minnesota, where he does computer programming, and where he is currently putting the finishing touches on a 36 page comic strip, OMAHA the CAT DANCER, which is soon to appear in an underground comic book format.

Reed's musical skill, expression, accompaniment and entertainment have become a part of the Minicon that many of us look forward to. He's Minicon's Musician Guest of Honor, and a great person to hear from....



JERRY BOY'S DAYS IN THE CIA

BY DAVID STEVER-SCHNOES

I don't know why Jerry Boyajian was chosen for Minicon fan guest of honor; I wasn't at that meeting. But what the hey, I should be able to tell you a lot about him, right? His first name isn't Jerry, it's Jerel, and he isn't related to Superman at all (I bet he hasn't heard that one in at least two years now).

Baby Boy Boyajian was born an Armenian sailor in 1935, in Syria (see JERUSALEM POKER by Edward Whittemore, Avon Books, 1979) and again in Arlington, Massachusetts, in 1953, to Mrs. Boyajian (his mother, not his wife). Mr. Boyajian was there, too (his father, not him), and so was he (him, not his father).

The rest of Jerry's life until he worked at Digital is unimportant and doesn't concern us here right now. A few days after he had been working there learning the computerized ropes, a tall handsome stranger (whom he knew well) said

"Hey, wanna have a good time?"

To which Jerry responded, "What?"

The tall stranger replied, "Come with me, and we'll drive for 15 hours all through the night, stay up for four days, eat terrible bad food, push ourselves to limits beyond human endurance, and have a great time. Maybe we'll even get laid."

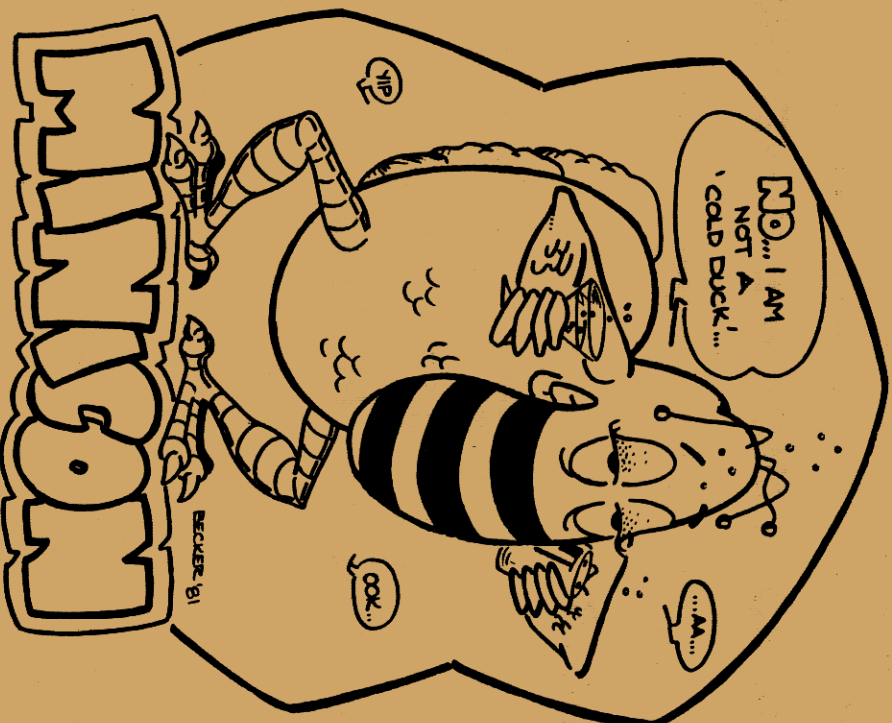
Jerry said, "Ahhh, sure, I'll go, I guess."

Three weeks later, when Jerry woke up from the fierce blow to the head from the fat woman's bosom, he said, "Hey, that Sci-Fi stuff, that's for me."

Over the next several months, Jerry heard more and more about what he had done at the convention (it was Autoclave 2, 1977), and he decided that the things were OK, and that the people who told him about those things were OK, too. Naturally, they were from Minneapolis, and they made him a fannish legend, which was OK by him, too.

If you are concerned with the rest of Jerry's life: he grew up in two different suburban Boston communities (one at a time, not both at once -- that tends to confusion in role models and liberal Republican leanings), so that he grew up right thinking an' all, knowing that Harvard won't even let you bring your car into Harvard Yard, let alone park it there.

His history degree from prestigious Northeastern University was instrumental in his first career as a Soda Fountain Technician (ask him about his research into Vodka Milk Shakes -- his paper rocked the industrial establishment). A sudden allergy/aversion to hamburgers served on toast with a pickle led this budding young career, setting the stage for young Jerry's being hired by Digital, the computer company that's too smart to have a corporate motto, but smart enough to hire a lot of fans. This led directly to his discovery of the DECSystem-10 as a 1.5 million dollar apazine generator, and thence to his jaunt to Mystic Detroit in July of 1977.



MIMEO ROOM

Once again the Minicon Mimeo Room opens its doors with that congenial host Garth Danielson. Whoopie. The same sort of thing goes on this year, just like last year. **FREE.** *Yes, **FREE*** One hundred copies of any suitable original. Printed by mimeograph.

Extra copies and electrostencils for fan-eds are available at a nominal fee.

The mimeo room will be located in Iasalle C, right next door to Don Blyly's Uncle Hugo's bookstore, which is located in Podunk, Iowa.

Ha ha, just joking.

* Offer void where prohibited by law. Void to Neil Rest.

MINNESOTA MUNCHIE MOVEMENT

There doesn't seem to be any organized movement afloat but Rick says to mention that if you bring food, we will eat it.

TSHIRTS

There are many different varieties of shirts available, including a couple of sweatshirt designs. Cost of the T-shirts is \$7 and the sweatshirts will ring you a cool \$10.

There both mens and womens cut of shirts available. Check them out at the Minicon table in the dealers room.

GAME ROOM PINBALL

There will be two rooms of pinball and such open 24 hours a day available to the Minicon members.

The two room are 1124 and 1126. One of the rooms will be non-smoking and the other will designated smoking.

BRING QUARTERS!!!! Passes through the room to empty the coin boxes will reward players with change but those might be less frequent than probably liked. We are no in the business of giving change, there are a number of other things to do. So, get silver out on the dark and dangerous Hennepin Avenue, gateway to fun.



STILL MORE FABULOUS FANTASY AND SCIENCE FICTION FROM PLAYBOY PAPERBACKS

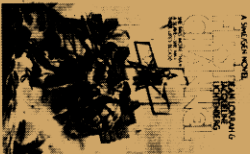
THREE IN THE SIME/GEN SERIES



HOUSE OF ZEOR



UNTO ZEOR



FOREVER

HOUSE OF ZEOR, Jacqueline Lichtenberg
Introducing a fabulous world of the future where earth is divided between Sime and Gen, warring races locked in a deadly vampiric dependence. \$2.25

UNTO ZEOR, FOREVER, Jacqueline Lichtenberg
Winner of the Galaxy Award for best novel of the year and the powerful sequel to *House of Zeor*. "Science fiction in the grand manner, absolutely fresh and compelling."—*New York Times Book Review*. \$2.25

FIRST CHANNEL, Jean Lorrain & Jacqueline Lichtenberg
Book three and "the best created" (*Lorain Journal*) of the *Sime/Gen* Series. A book that *Kirkus Reviews* called "powerful and quite intriguing." \$2.50



SAVAGE EMPIRE



SAMARKAND



THE BEASTS OF HADES

SAVAGE EMPIRE, Jean Lorrain
Alien cultures with awesome parapsychological powers run wild on an alternative universe in this new sf/fantasy tale by a rousing good storyteller. \$2.25

SAMARKAND DAWN, Graham Diamond
A dazzling fantasy sequel to *SamarKand* following the adventures of Princess Sharon through a fierce and bloody revenge. By the author of *The Haven Series*. \$2.25

THE BEASTS OF HADES, Graham Diamond
The newest addition to the best-selling *Haven Series* that includes *The Haven*, *Lady of the Haven*, *Dungeons of Kuba* and *Falcon of Eden*. A wonderful experience. —*Andre Norton*. \$2.25

WAR GAMES, Karl Hansen

A brilliant and mind-blowing novel of a future war set in a hybrid universe.

"Rousing and evocative. . . Readers will remember it long after they put the book down!"

—George R. R. Martin

"Makes Heinlein's *Starship Troopers* look like a pack of cub scouts."—Edward Bryant, twice winner of the Nebula Award

"More real than life, more painful, and, in the end, more beautiful. Hansen really goes for the jugular!"

—Orson Scott Card,
author of *A Planet Called Treason*

\$2.50

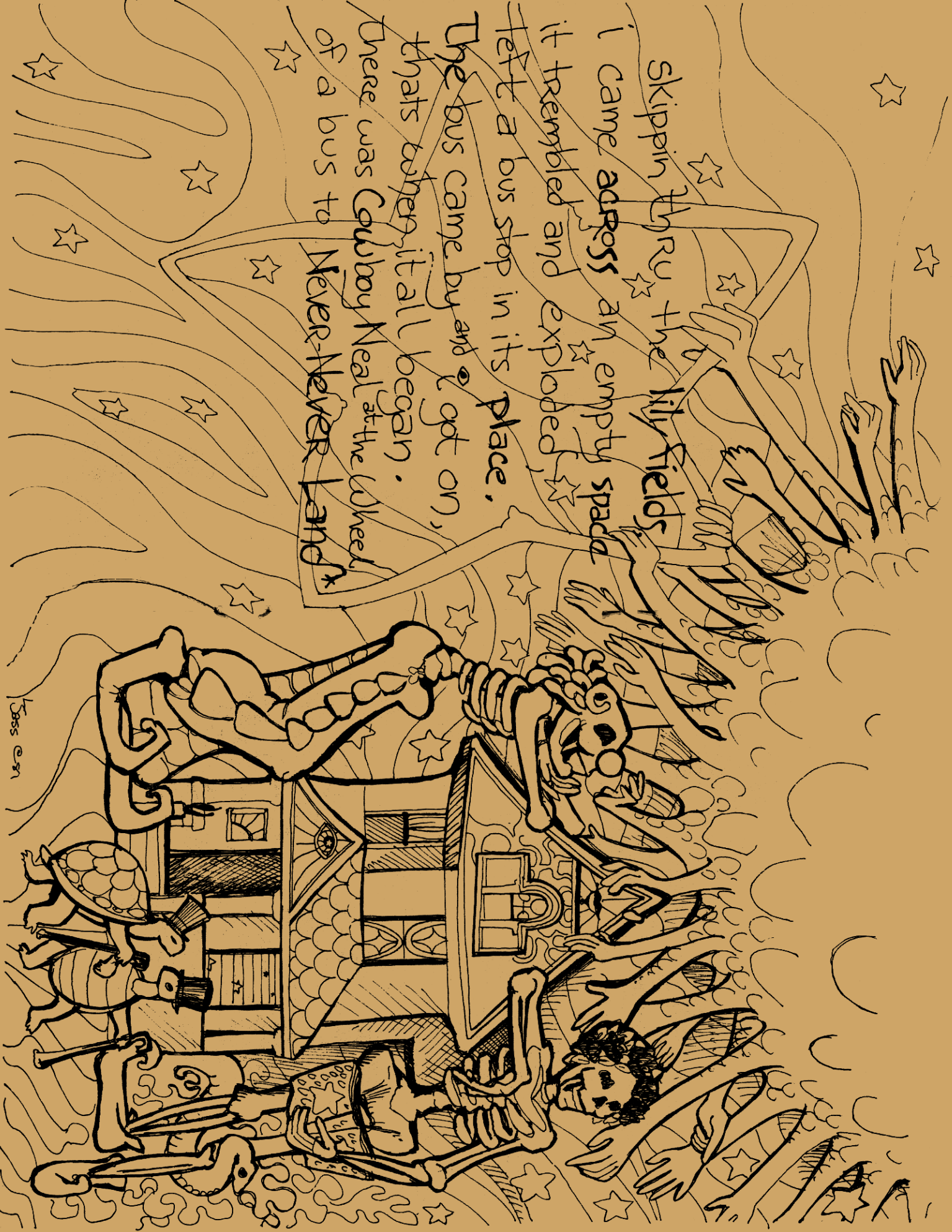


WAR GAMES

PLAYBOY PAPERBACKS

1633 Broadway, New York, N.Y. 10019

skippin thru the hilly fields
I came across an empty space
it trembled and exploded,
left a bus stop in its place.
The bus came by and I got on,
thats when it all began.
There was Cowboy Neal at the wheel
of a bus to Never-Never Land



Sass em

LIQUOR STORES

There are many liquor stores in the area around the Radisson. One of the largest, Haskell's, is located just down the mall, in the Radisson Arcade. Minicon members get a 10% discount on goods purchased there. There are others close by with competitive prices.

Liquor stores close at 10 pm Friday and Saturday night and do not open on Sunday. 3.2 at best.

At home.

Many thanks to Pam Dean for her remarkable transmogrification of the Minicon meeting minutes into sense.

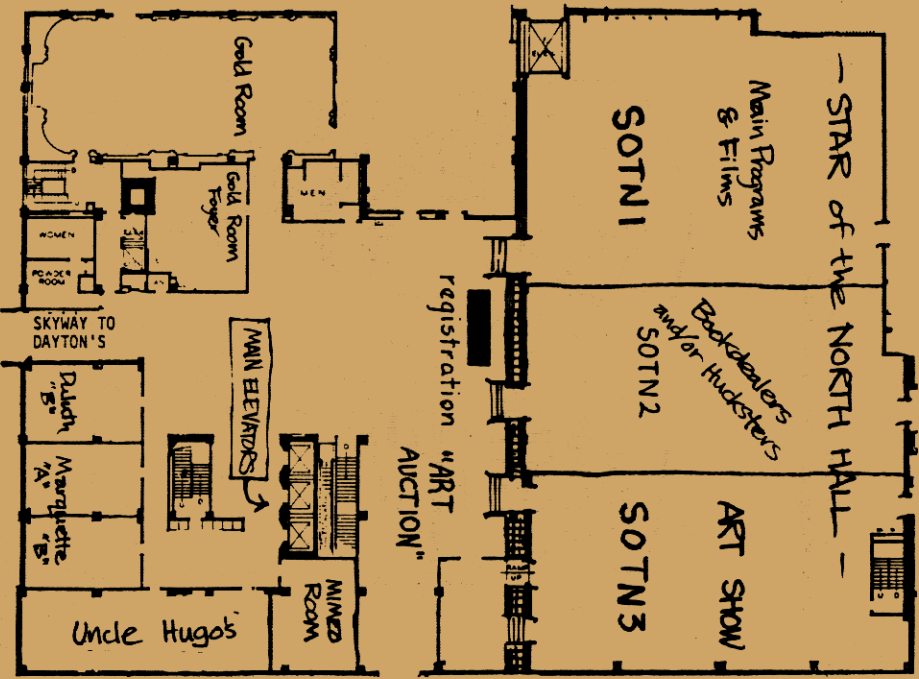
MINICON



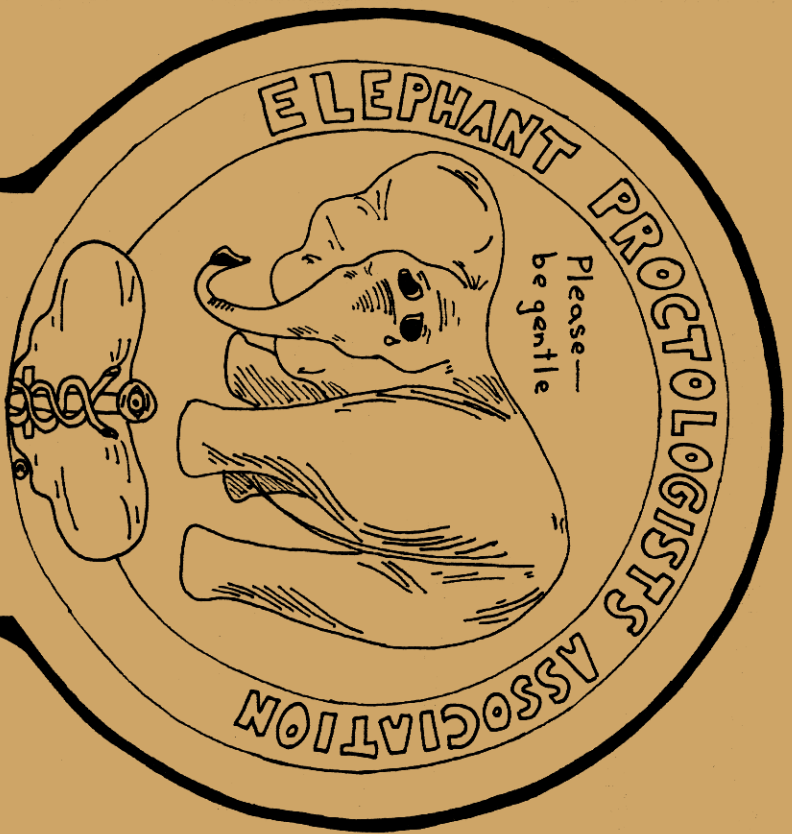
ARTSHOW

Open to the public: Friday 5-8 pm
Saturday 10-6 pm
Sunday 10-noon.

If you have a camera, you will be requested to check it at the door. Gas prizes will be given out, con goers are requested to vote for the most popular. Other prizes being given are for 3-D, general S-F, fantasy and humor.



PROGRAMMING
MAP
(subject to changes)



Tightly Recommends

X-CON

June 19-14 1981

L. Jacques & Catherine Levert de Camps
Gene & Beverly DeWise

\$7.50 til May 15; \$10 at the Door

% M. P. Jada, 1743 N. Cambridge, Apt. 301
Milwaukee, Wisconsin 53202

PROGRAM SCHEDULE

FRIDAY

Time	Location	Event
1:00 - 8:00	Star of the North 2	Huckster Room opens.
4:00 - 5:00	Star 1	History of animation Multimedia: Dave Murz
4:30 - 6:00	Mezzanine	Gopher/Badge Recruiting concert
5:00 - 8:00	Star 3	Art Show Opens.
6:00 - 7:00	Marquette A&B	Recital; Matthew Tepper Art songs, including excerpts from Tepper's "Housman Songs," Lawrence Henry, Piano.
7:00 - 8:30?	Star 1	Opening Ceremonies: Introduction of Goh's, Pros, and others. Announcements. SHOCKWAVE.
8:30 - 9:30	Gold Room & Foyer	Meet the Pro's party. Cash bar.
9:30 - 12:00+	Gold Room	Miniconcert: Just some of the best of Minnesota's fanmish musicians. Jam to follow.
9:00 - 3 am	Star 1	Films
6:00-?	Con Suite	Demonstration: HOW TO THROW A PARTY (Repeat). Various people.
SATURDAY		
10:00 am - 6pm	Star 2	Huckster room open Art show open.
11:00 - 1:30?	Gold Room	Trivia Contest: Part 1 Teams of 3
11:00 - noon	Star 1	Panel: "As the worlds Revolt: Have Gov't - Will Travel" Speculative Politics.

Noon - 1:00	Star 1	Panel: "Elect-a-Dictator." Panelists campaign for Dictator of the Universe. Losers will be executed. Moderator: Jim Young.
Noon- 1:30	Marquette A&B	Discussion: SF in the 70's and 80's Where it's been and where it's going.
1:00 - 1:45	Star 1	Talk: "Sticks, Robots, and Artificial Intelligence." Brian Toran.
1:45 - 3:00	Star 1	Panel: "New Connections: The magic of science."
2:30 - 3:30	Gold Room	"Cosmos and Chaos." Juggling show and workshop. Will pass the hat for TAFF/DUFF after the performance.
3:00 - 4:00	Marquette A&B	Trivia Contest: Part 2 Semifinals.
3:00 - 4:00	Star 1	Artists Jam Panel.
4:00 - 5:30	Gold Room	Panel: "Current Trends in Horror films." With Slides.
4:30 - 5:30	Star 1	Discussion: Darkover.
6:00 --		Dinner
7:15 - 8:30	Star 1	Interview/Q&A Session with Jack Vance.
9:15 - 12:00+	Gold Room	Masquerade Ball: Band: SOME STUFF FELL. Informal costume judging. Light show by TaTge. Jam to follow.
9:00 - 3:00 am	Star 1	Films.
11:00 - -	Mezzanine	Art Auction.



MINICON

SUNDAY

10:00 - 4:00	Star 2	Huckster room Open; Art show till noon.
11:00 - noon	Star 1	Trivia Contest: Part 3. Finals.
Noon - 2:30+	Mezzanine	Art Auction
Noon - 4:00	Gold Room	Film Program
Noon - 1:00	Star 1	Panel: SubSubCulture Shock. Transient fans.
1:00 - 2:00	Marquette A&B	Panel: Death of the Fanzine.
1:00 - 2:00	Star 1	L-5 Society Presentation: Slides, panel.
2:00 - 4:00	Marquette A&B	Readings.
4:00 --	Star 1	Closing ceremonies: Developments since last time: Previews; assassination of the President, etc.

Individual events or times may have changed since publication of the Program Book. Please consult the pocket program for current information, and more about participants.

Also watch for Microprogramming events, which may occur at any time and in any place.

THE NEW RUNE

honest
straight
forward
opinionated

You won't be able to buy it at your local newsstand

MICROPROGRAMMING

To: Garth Edmond Danielson, Program Book Editor
 From: David E. Romm, Microprogramming Chair
 Re: Microprogramming blurb in the program book.

CONFIDENTIAL -- EYES ONLY

Hey Garth, how the hell do you expect me to write anything about Microprogramming???? I don't know what we're going to do yet. I may NEVER know. All I do know is that Brian Westley, David Gummer and I are very likely going to do extremely bizarre things between scheduled programming events, in the elevators, during the auction and anywhere else people won't expect it. We've got many ideas along the theme 'Deja Vu,' the motif of the con. Gala events which have a possibility of happening include a Point Beer Party (Michael Parker Smith's idea; I'm not going to drive to Wisconsin), an attempt to establish the world's record for the longest back-rub line, elevator parties and leftover Shockwave bits. Anything to get the people involved, to change them from Minicon goers to Minicon participants. This party is for THEM, right? They might as well feel wanted. But of course, you can't actually TELL them that, or you'll bring out their latent shyness; I'm trying the opposite. Oh, if only I could get everyone interacting with each other from the start. Everyone would have a better convention. *sigh*

Well anyway, I'll try to write you something weird enough to capture the flavour of Microprogramming, but I doubt if I can. In lieu of anything substantial, just include a disclaimer to the effect that the Minicon Committee is not responsible, but IS insane.

DER/dr cc: Garth Edmond Danielson, Monty Python, David Stockman.

David: I thought you were going to send me a photo of the elephant.

Garth

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The Apple War

If you want to prevent greedy developers from turning your valley into a giant amusement park, what would you do? You might try the ERA but the villagers in this film are a bit old-fashioned. They use wood nymphs, giants, witchcraft, and even a dragon to defend their valley. Apple War is a marvelous fantasy made with style and humor. Highly recommended.

Circle of Iron

This is a zen and sorcery film. An arena fighter undertakes a quest for the Book of Enlightenment, aided by a blind mystic. Circle of Iron is a rich blend of action, adventure, humor, and philosophy - it deserves a wider audience.

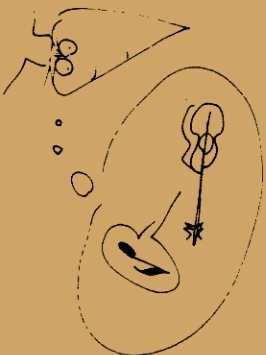
Tall Blond Man With One Black Shoe

Words fail us in trying to describe this film. It's a French espionage spoof along the lines of Robert Sheckley's Game of X, and is absolutely hilarious.

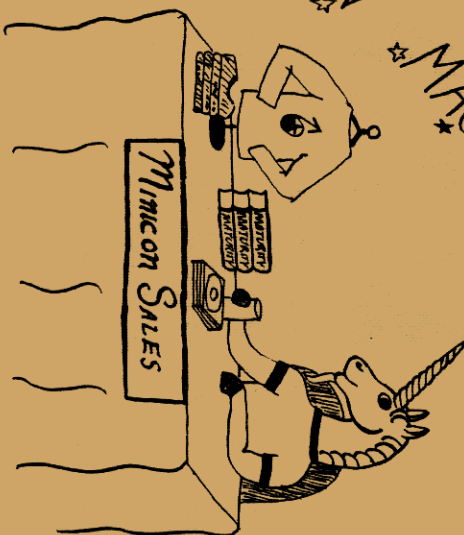
Kentucky Fried Movie

This collection of skits, spoofs, parodies, and humorous vignettes is usually funny and occasionally raunchy. The "Enter the Dragon" pastiche "A Fistful of Yen", is a must for all Bruce Lee Fans. Drop by for a bit, or several, to break up the monotony of continuous partying.

In addition to these features we will be showing a variety of short films and cartoons. Check the daily schedule for details. If you miss a short film, or would like to see something again, use the request form to notify us. We will show as many requests as possible on Sunday afternoon.



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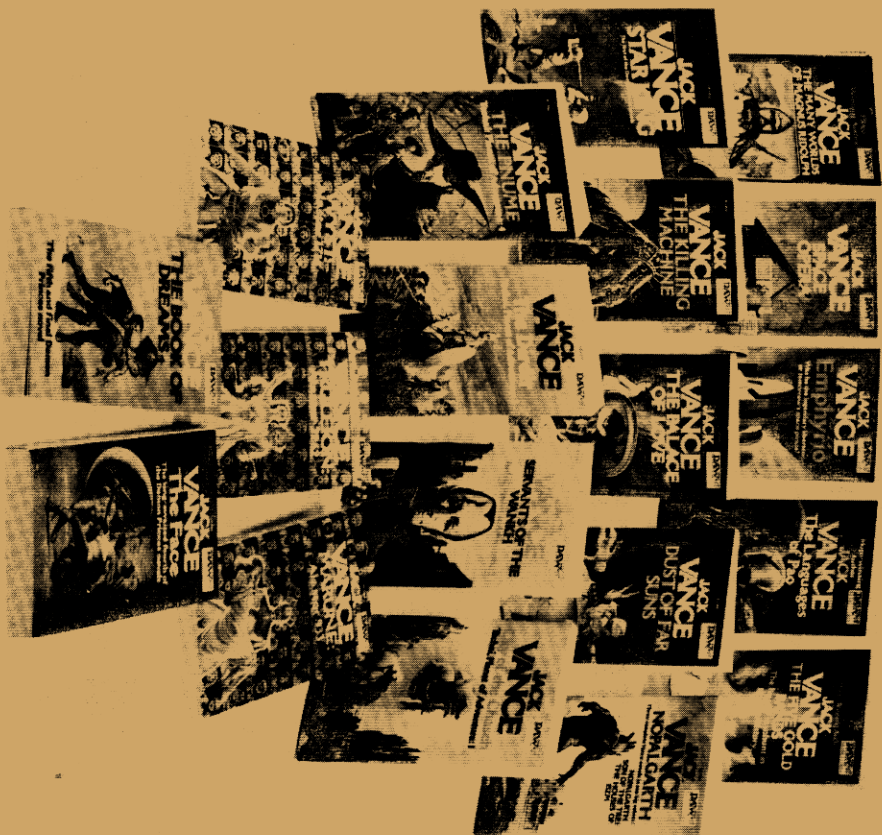
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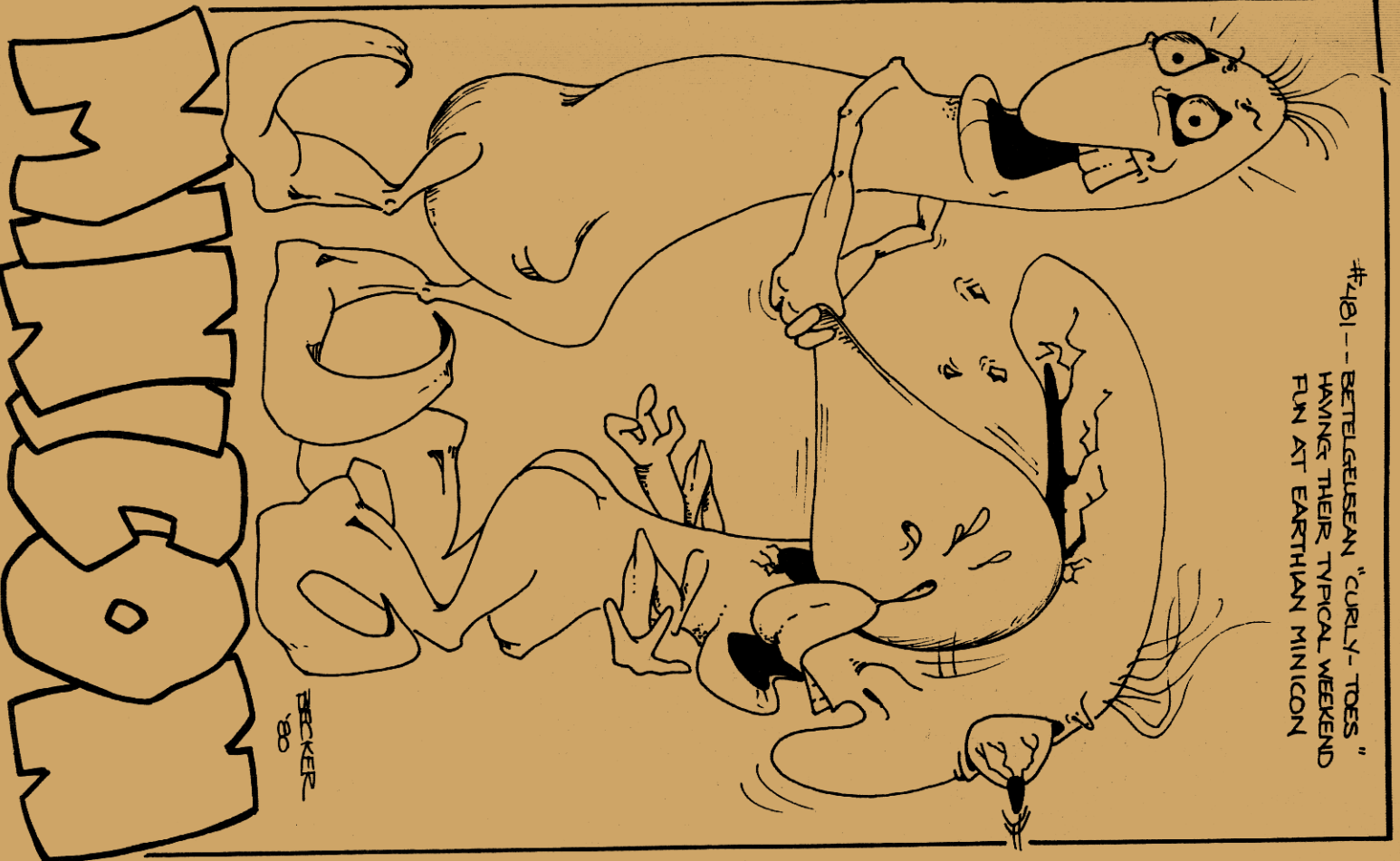
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