

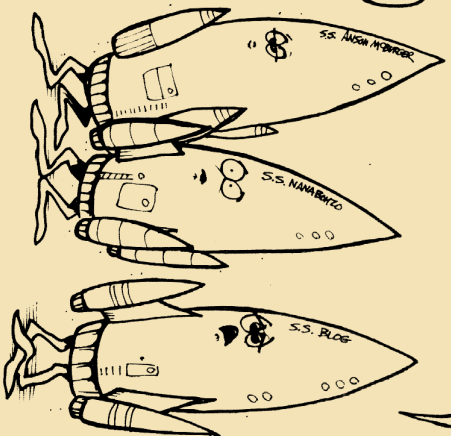
We'll keep going over this until we get it right!

The Panel Moderator says: "... but we're all science fiction readers here!" — The music comes up —

and you spaceships come tap-dancing in from stage right.



Kent Petcher 1980 w/translations to F.H. S. OMY



But what's my motivation?

MINICON 16

APRIL 4,5,6 1980

## OFFICIAL PROGRAM BOOK

Ed. "Bob" Cherryh

PRO GUEST of HONOR

Jon "Bob" Singer

FAN GUEST of HONOR

Ken "Whoopie Bob" Fletcher

ARTIST GUEST of HONOR

Nate "Bob" Bucklin

MUSICAL GUEST of HONOR

Wilson "Bob" (Bob) Tucker

TOASTMASTER

## TABLE OF CONTENTS

READ THIS NOW.....(following pages)

CREDIT WHERE CREDIT IS DUE DEPT.

Cover-Ken Fletcher  
Backcover-RayAllard  
T-Shirt illustrations (scattered through out the Program Book)-Ken Fletcher  
Jon Singer illustration by J.J. Mars  
Con Suite map by Jerry Stearns  
Programming Map by Ken Fletcher

Written by Garth Danielson, John Bartelt, Jim Young, Lee Pelton, Dave Wixon, Fred Haskell, Frank Stodolka Rick Gellman, Dave Romm

Edited by John Bartelt and Dave Romm

Produced for MINICON THE MOVIE by GARTH DANIELSON AND JOHN BARTELT, INC.

GRAPHICS by BOB GRAFIX STUDIOS

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# READ THIS NOW



**NAME BADGES AND TAGS:** Because of the size of the con, it is absolutely essential that you wear your official name badge or tag. Without it, you will not be admitted into any function (including the party suite). There will be blue meanies to enforce this; try not to run afoul of them. We appreciate your cooperation.

**PLEASE:** No sex in the Con Suite!!!

**REGISTRATION:** will be open

Friday: 12 noon to 2 am (Sat.)

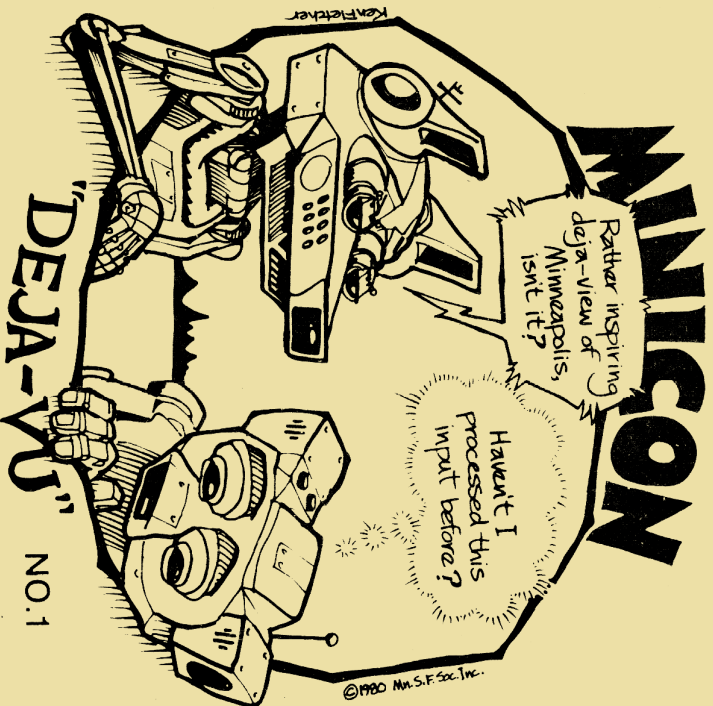
Saturday: 10 am to 8 pm

Sunday: 10 am to 12 noon,

in the Mezzanine, in front of the Star of the North Hall. At other times it will be possible to register at the Bridge, Room 1116.

**COMMITTEE MEMBERS:** can be identified by their GOLD name badges/buttons, unless they're trying to hide in a crowd. They're willing to try to help you with any problems or requests. But remember, that they have been, and still are, very busy with this con, so be patient, and please don't light them on fire.

**THE CON SUITE:** is located on the 12th floor. The fastest, 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. Other arrangements are available for the mobility-impaired — ask a committee member.



### Microprogramming

Between programming items in Star of the North 2, in the elevators, the con suite, and perhaps other likely places, various strange and unusual bits of theater will take place. Most of these are very weird, but then again, so are you. If you find yourself watching a microprogramming item, applaud and/or laugh. Sometimes you might be watching an item which looks familiar. Don't worry, it's only DeJa View. If you find yourself in a microprogramming item, go with the flow, but don't lesnerize. If you don't find yourself either watching or in a microprogramming item, create one.

**BANQUET:** Some tickets may be left. Ask at registration. \$13.00. Turkey Canoe and DeJa Vu. Act now.

A RESTAURANT GUIDE offering suggestions for local dining is available; pick one up.

**HUCKSTERS' ROOM:** End unsightly "pocketbook bulge". Let our professional (and amateur) pocketbook slenderizers assist you in removing inches of ugly fat from your wallet and acquiring a lean, taut moneybelt. (And we offer exciting prizes for the successful: colorful pulps, literary tomes, thrilling games, beautiful jewelry and statuary, and sundry gew-gaws.) Yes, visit the exotic

HUCKSTERS ROOM!!!

On the second floor of the Merchandise Mart, just across the Skyway. A legend in our own time! (Our own time being, incidentally, 12 noon to 8 pm Friday, 10 am to 6 pm Saturday, and 10 am to 5 pm Sunday.) P.S.: We also don't walk dogs.

BEGIN;

```

COMPUTER.ROOM :=1120;
HOURS(FRIDAY) :=12..6;
HOURS(SATURDAY) :=12..6;
HOURS(SUNDAY) :=12..3;
FOOD := FALSE;
DRINK := FALSE;
BRIDGE := FALSE;
PHOTOGRAPHY := TRUE;

```

END. .

COMPILATION COMPLETE. NO ERRORS.

(In case you didn't catch that, that's the Computer Room, room 1120 (on the 11th floor), open Friday, Saturday and Sunday afternoons.)

**LIQUOR STORES:** Due to an increase in the awareness of the government, they now let you buy booze till 10 pm Friday and Saturday. THIS IS A STEP IN THE RIGHT DIRECTION.



ART SHOW: The art show is on the third floor of the Merchandise Mart. It will be accessible for set-up 8 am to 12 noon Friday. The hours it will be open:

Friday: 12 noon to 6 pm  
Saturday: 10 am to 4 pm  
Sunday: 10 am to 12 noon; 3 pm to 4 pm.

There will be 3 ART AUCTIONS:

3:30 pm Saturday  
11 pm Saturday  
12 noon Sunday

Spend lots of money and make the artists happy.

Also, be sure to check out the special exhibition of KEN FLETCHER ARTWORK. What more can I say?

SPECIAL OFFERS FOR MINICON MEMBERS:

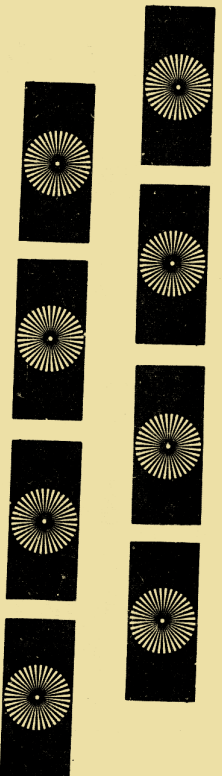
From two stores just off the Radisson lobby.  
THE BIG CHEESE will give 10% off on various foods.  
Try their picnic lunch.

The American liaison of the JIAS will be present after midnight in the Art Show room. Secret meetings. Communications welcomed.

NO PHOTOGRAPHY IS ALLOWED IN THE ART SHOW OR AUCTION, unless you can furnish indisputable evidence that the artist has granted you permission to photograph his or her artwork.

Emergencies, special problems, and off-hours registrations are handled in the Bridge/Convention HQ: Room 1116.

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



# CALLING ALL VOLUNTEERS!

The CONVENTION SERVICES DEPARTMENT NEEDS LOTS OF HELP!!  
WE WANT TWO OR THREE HUNDRED OF YOU TO GIVE US AN HOUR OR MORE OF YOUR TIME AT THE CONVENTION. WE NEED BADGE-CHECKERS, MESSENGERS, GOPHERS, SECURITY GUARDS, ETC...

OUR COMMITTEE IS FINITE (AT LEAST THE LAST TIME WE COUNTED); THE WORK APPEARS TO BE INFINITE.  
PLEASE COME AND SIGN UP AT OUR RECRUITING TABLE NEAR REGISTRATION, ON THE MEZZANINE.  
THANKS (BERRY)



MINICON EDITION SERIAL #

**CONVERSATIONAL EXTROVERT**  
Yet another test model from

**Arrygh & Waryg**  
A KUSSKORPERATION

© 1980 M.S.S.F. R

**CONFAN SIMULACRA**  
THIS SIMULACRUM'S SPECIALTIES:

NO. 2

The Publications staff would like to specially thank Ira (Mitch-Bob) Thornhill for allowing us to sexually abuse his apartment in producing these publications.

HASKELL'S LIQUOR STORE will give 10% off most every-thing, except cigarettes and sale items.  
Patronize these nice people.




Avner the Eccentric

Imagine a performance without words. Imagine a performer who captures his audience with mime, juggling, claps, whistles, and a pliable face. Imagine learning how to perform all these amazing feats. Just imagine Avner the Eccentric at Minicon.

Avner is a master mime from Atlanta. On the road for many years, travelling all over the country, he regularly appears locally at the Renaissance Festival and Dudley Riggs Etc. Theater. At Minicon, Avner will be popping up intermittently (or perhaps mttentlly); at Opening Ceremonies, at the Masquerade, and in Microprogramming. In addition, he will host two workshops, one on Friday and one on Saturday. Check schedule for times.

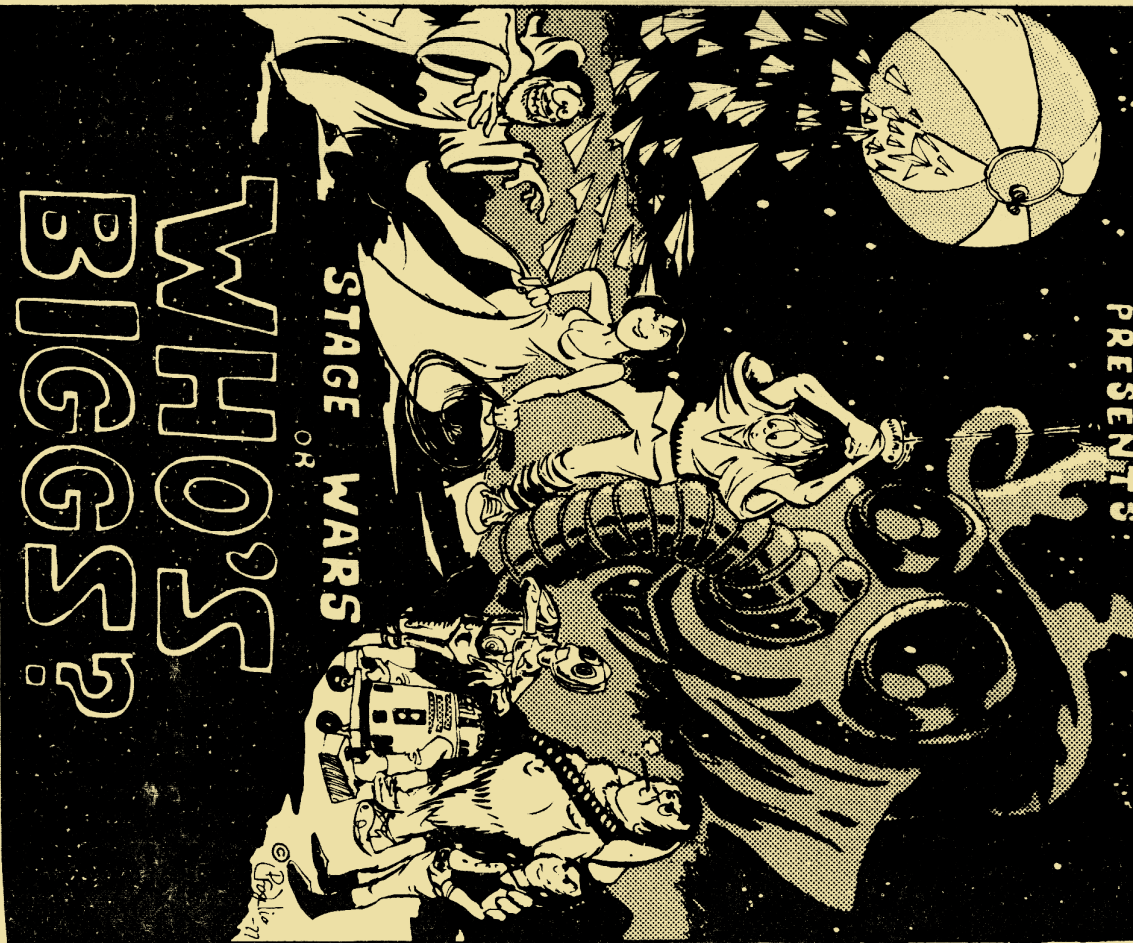
A number of people (mostly Avner and Dudley Riggs) have claimed he is too good for Minicon. We agree: we can't afford him. But you can! We will be passing the hat for Avner. If you enjoy him, please show your appreciation by monetary means—kick in a little something if you can. He will be happy, we will be happy. You are already happy.

As Avner says: " " . "

 **Haskell's...**

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# MIMEO ROOM PRESENTS: THEATRE



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STAGE OR WARS

is now STAGE WARS: The Book!

Only \$2.50 ppd. From boojums Press

507 Locust St.

Kalamazoo MI

49007

### MIMEO ROOM

The Mimeo Room has been set up to encourage new fans to enter the world of fanzines (sounds a little pretentious doesn't it?), and to offer repro facilities and instruction of same.

The room is located in LaSalle C (check your map). Our hours are very flexible; the room will be open most of the time with someone to do the work for you. The Gestetner (TM) 360 Mimeograph and the Gestetner (TM) 455 Electronic Stencil Cutter are only to be used by Mimeo Room staff. As long as the room is open, there will be someone there to operate the equipment. There will be typewriters to type stencils on, as well as paper to draw on.

#### FREE: WOW

100 copies of anything you want. Anyone coming in will be given 1 electrostencil and 100 sheets of paper. Additional materials are available:

Paper 75¢ for 100 sheets

Electro-stencils 75¢ each.

If this sounds very casual, it is and that's the way I want it to be. Nothing serious, just fun with ink and stuff. Bring your craziness, or your crazy.

11

# PET

NOW JUST

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# MEMO

"Your personal computer store"

SMWLSYS ORCJIM VLOSENNIMI



Alien Worlds Made Easy: A View of

# C J CHERRYH

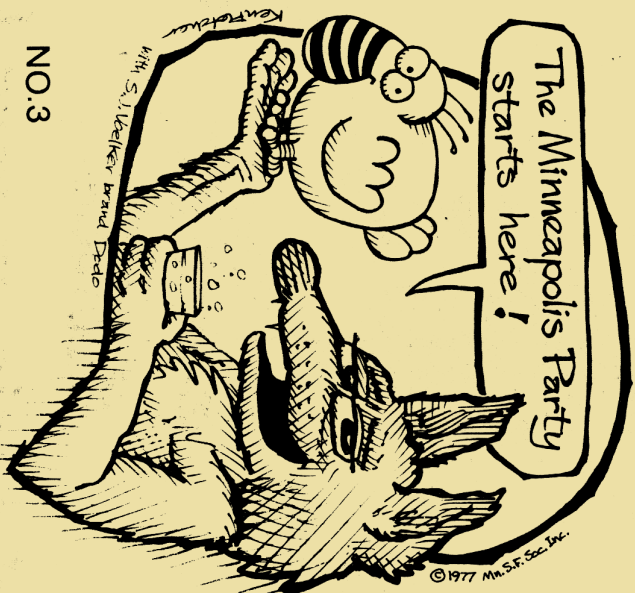
by Lee Pelton

Actually, the title of this article is a serious misnomer. But, it is easy to think Carolyn Cherrryh's ability to create believable alien worlds, mores, customs, and psyches, is easy after you read a couple of her novels. I, myself, am more of a fantasy reader than "straight" sf but when reading Cherrryh's books, such as Hunter of Worlds, the Faded Sun trilogy, Hestia, etc., I get the pleasure of both fantasy and "straight" sf. Not "hard" sf, like Larry Niven or James Hogan, but more of the day-to-day living in the future kind of sf. Perhaps the truest evaluation of Cherrryh's work, is that it is like Andre Norton's only grown up and modernized.

I got in contact with Carolyn through my co-editorship of Rune. In my brashness, I wrote her asking for an article, blithly unaware of just how presumptuous that request was. She wrote back politely declining on the grounds of too little time available to her to do anything for Rune. I sighed, and regretfully planned ahead to the next issue. Less than 3 weeks later, a rather full envelope arrived from Oklahoma City with Carolyn's address on it. My hands trembled as I opened it, not daring to hope at the contents. Inside was an article on creating alien worlds, brief, to be sure, but most satisfactory. I was overjoyed, as was my co-editor, Carol Kennedy. The very next day, a postcard arrived from Carolyn with a sketch of a character from Brothers Of Earth. An article with illustrations by the brightest name in the sf horizon. Alors! To this day my gratitude remains very high for her act of kindness to a fledgeling editor. All I have been able to do in repayment is to acquire a copy of each book she writes, read it with the regular sense of satisfaction her writing affords me, and hope that we might get to talk at some future date.

In that interval of time, Carolyn has won her first HUGO, been pro Goh at a number of cons, has continued to turn out top flight sf, has earned the admiration and respect of her colleagues and her readership, and made every new appearance in print something all look eagerly forward to. With the rapid emergence of women writers to the forefront of sf-dom, C J Cherrryh leads the way. Others follow and create their own parts within the sf writing cosmos, but, to me, C J Cherrryh was there, making things possible, and destroying the dark ages as she went. Bravo! I say, and welcome to Mindcon.

# Mindcon

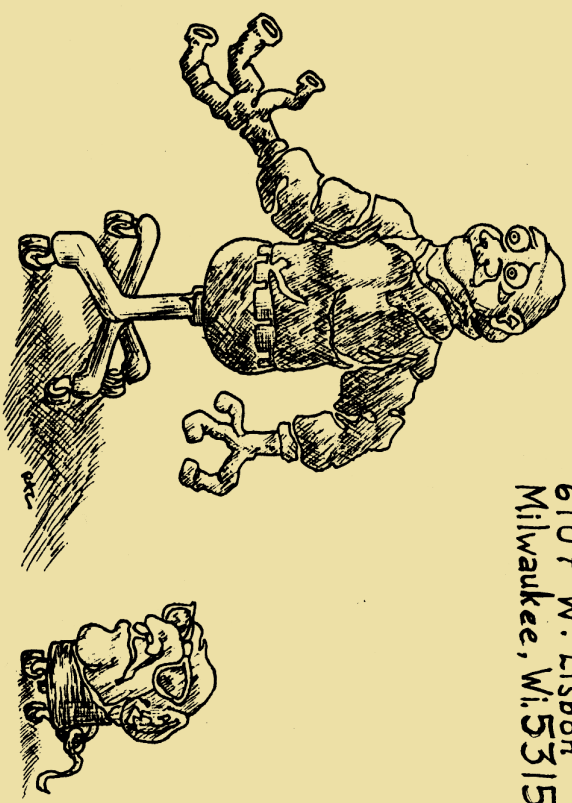


NO.3



**X-con 4**  
 Go H: Katherine Kurtz  
 & E. Michael Blake  
 June 6-8, 1980 at the  
 Red Carpet Inn, Milwaukee  
 Room Rates: \$39/\$46  
 Registration: \$7.50 to 15 May,  
 \$10 thereafter to X-con

6107 W. Lisbon  
 Milwaukee, WI 53151



**TWINS.**

*Put a zip in your kip!  
 Come to X-con*

# The Spirit of Dorsai

Winner of Virtually Every Major Award  
 Science Fiction Has to Offer  
**Gordon R. Dickson**

Magnificently illustrated  
 by Fernando Fernandez — \$2.50



The Child Cycle is the lifework of one of science fiction's greatest practitioners, Gordon R. Dickson. The centerpiece of that lifework is the planet Dorsai and its people. This, then, is their story.

**ACE** Science Fiction

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**NOODLEMAN**  
**NOODLEMAN**  
**MARS HOTEL**  
**FILLMORSE**  
**MIDWEST**  
**HOUSE OF**  
**DISGORDIA**  
**CASTLE ANTHRAX**

*"But first we must sprinkle you  
with faerie dust..."*



SPAD IS TIA BOZARD WITH GASSES MINICAN

DeMouze '77

# JON SINGER

a preamble by JIM YOUNG

Jon Singer is the undisputed Zen master of fandom. (Okay, you want to dispute that? Go up to him, and Singer will probably then respond to your snappy come-back with something on the order of, "How many Californians does it take to screw in a lightbulb?" You will stand there in manifest dumbfoundment. He will then reply, "Three. One to screw in the light-bulb, and two to share the experience.")

Singer currently works at the Robert Pirsig Non-memorial Institute for Mathematical Maintenance, a post in keeping with his interest in Minkowski's theory of serial time, where he teaches computers how to appreciate Chinese food. This is not an easy task. Think about how many computers can dance on the end of a pin nowadays, and you will begin to realize how amazing Jon Singer really is.

My first impressions of Jon are vague, since I met him at the Philcon That Time Forgot (and better forgotten it shall remain, save for that introduction). But Jon was from New York, and it was there that I first really got to know him well. So it is that I always think of Jon and New York City as going together, somehow like ginger root and Szechuan red bean paste. (Which is which in that simile I can never figure out.)

Let me tell you of one of my adventures in the Big Apple with Jon. It was the summer of 1975, when I was working in Connecticut and spending my weekends in the metropolises of the eastern seaboard. One weekend Jon introduced me to that fabulous artist, Mike Hinge—and despite his having sold work to Analog and Time magazine, Hinge surely deserves to make it in the world of fine arts. As it so happened, Mike Hinge's refrigerator had gone to the great condenser in the sky that day, and Singer decided that we should go find Mike a new one.

"But Jon, it's three o'clock in the morning," I said. "Where are we going to get a fridge at this hour?"





"In the street," Jon said, smiling that Zen-Jewish-Leprachau smile of his.

So we all packed into Jon's Saab, a remarkable beast not only for its longevity but its ability to fit more human flesh in less space than the Independent Subway at rush hour. Somewhere in Little Italy we found a Frigidaire, standing cold and lonely on the sidewalk. Bridget Dziedzic and I got out of the car and stood guard over the refrigerator, just in case other scavengers wanted to disfigure our find with us.

Singer and Hinge drove off into the night to strap a mattress to the top of the Saab, and after a few minutes rematerialized with a Sealy Postpedic weighing down the roof of the car. After a heroic struggle we managed to get the Frigidaire on top and strapped down, but it was several car-lengths longer than the Saab, and as we drove back to Hinge's loft, we discovered that the refrigerator was actually a homing device set on Brooklyn. With every turn we made, the monster on the roof twisted in the direction of America's Fourth Largest City. But after a brief scuffle in the Land of Hidden Pot-Holes, we got the refrigerator up to Hinge's studio. Of course it didn't work either, but Hinge figured he could do something creative with it. About this time, Hinge asked me if I didn't think them all a bit daft for carrying on so. (Mike is from Australia, you see, and he really does talk like that.) I told him that of course I didn't think any of this was crazy. With Jon around, something like this was bound to happen.

And it's true. When Jon's around, strange and wonderful things take place. For those of you who remember the Zen Fairy Tales he used to write for Fred Haskell's Rune, you will soon learn, after meeting Jon, that they were all stories about his department in Graduate School. If for you Graduate School is either (a) only a vague thought, or (b) a vicious rumor, you will come to appreciate Jon's sense of humor especially well. (Jon, what is it that makes all us grad students sooo crazy?)

The answer to that one, troops, is your fan guest of honor for 1980, the one, the only—accept no substitutes—Jon Singer.

# PROGRAM SCHEDULE

## FRIDAY

Friday:

12 noon Convention Opens - SOTN2

Not the opening ceremonies  
Huckster's Room, Artshow open.

12:15 pm Fan Charities Explained - SOTN2

1:00 pm More Panels about Buildings and Food - SOTN2  
Silliness

2:00 pm The Tome of the Unknown Writer - SOTN2

Unpublished and barely published authors  
speak and read.

2:00 pm Workshop: Juggling, with Avner the Eccentric -  
Lasalle A&B

3:00 pm Fan Music and Fan Art - SOTN2

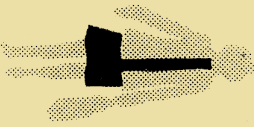
Featuring Nate Bucklin, Ken Fletcher and  
others.

3:00 pm Discussion: Collectors and Collecting -  
Lasalle A&B

Bookstore stories, my most astounding find,  
great illustrations, etc.

3:00 pm How to write This Con Off as a Tax Deduction -  
Mart 302

Financial subtleties for SF Pros.



4:00 pm The State of Science Fiction: 1980- SOTN2  
Writing, selling, publishing, filming,  
studying.

4:00 pm The State of Fandom: 1980 - Mart 302  
Zines, cons, clubs, apas, awards, local  
and international fandom.

5:00 pm Organize dinner expeditions - Mezzanine area.  
6:00 pm Artshow Closes.

7:00 pm Opening Ceremonies - SOTN2  
The real thing, this time! Lots of Hoopla!  
The Dance of the Sugar Cube Fairies! Plus---  
Avner the Eccentric!!!!

8:00 pm Reading: C. J. Cherryh - SOTN2  
Our pro guest of Honor reads (out loud)!  
Huckster's Room closes.

9:00 pm How to Throw a Party - Con Suite  
Demonstration of the Minneapolis style.  
Will last quite late.

## SATURDAY

9:00 am Video-scans of Minicon past - Gold Room  
Foyer (until 11 am).

10:00 am Artshow, Huckster's Room open.

11:00 am The History of Animation - Gold Room  
Dave Murz presents films and slides; show  
lasts until 1 p.

12:00 The Jon Singer Fan Club Annual Meeting - SOTN2  
Sacred Harp, Wine Jellies, the Lyman Blakelie  
Award, and the Technocrat of the Breakfast  
Table.

12:00 What's Up in Outer Space? - Mart 302  
Featuring Greg Benford.

1:00 pm The New Heroine in Science Fiction - SOTN2  
CJ Cherryh, Joan Vinge, Phyllis Eisenstein et  
al. on the rise of the female protagonist.

1:00 pm How to Take Over Your Local Radio Station  
- Lasalle a&B  
Broadcasting fans from KFAI, WORT, etc. tell  
all.

1:30 pm Slide Show: "The Early Ghetto Years" - Mart 302  
Presented by Rusty Hevelin.

2:00 pm Reading: Joan Vinge - SOTN2  
2:00 pm SF in the Visual Media - Mart 302  
Comix, films, plays.

2:30 pm Slide Show: The I5 Society - Lasalle a&B

3:00 pm World Building - SOTN2  
Deja Vu? featuring CJ Cherryh.

3:30 Art Auction

4:00 pm Slide Show; The Empire Strikes Back - SOTN2  
Craig Miller from Lucasfilms presents a  
preview.

4:00 pm Workshop: "Personal Space" with Avner, again.

6:00 pm Banquet - SOTN1  
Opens at 6 pm, serving promptly at 6:30.

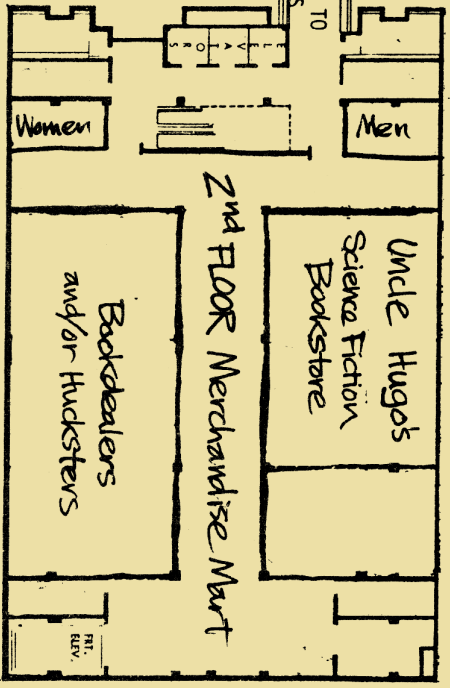
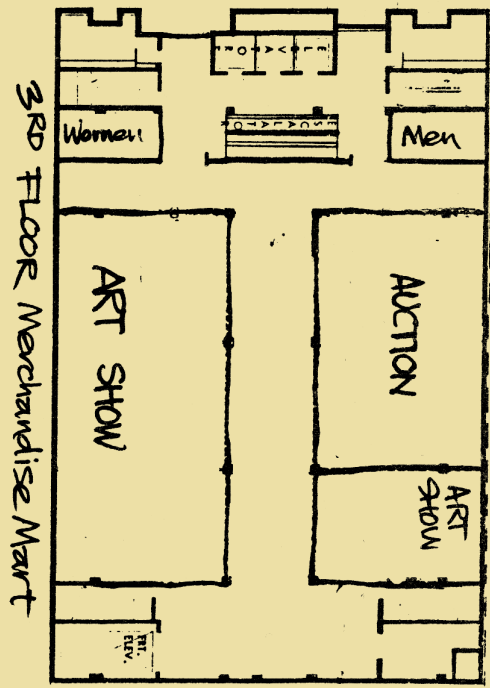
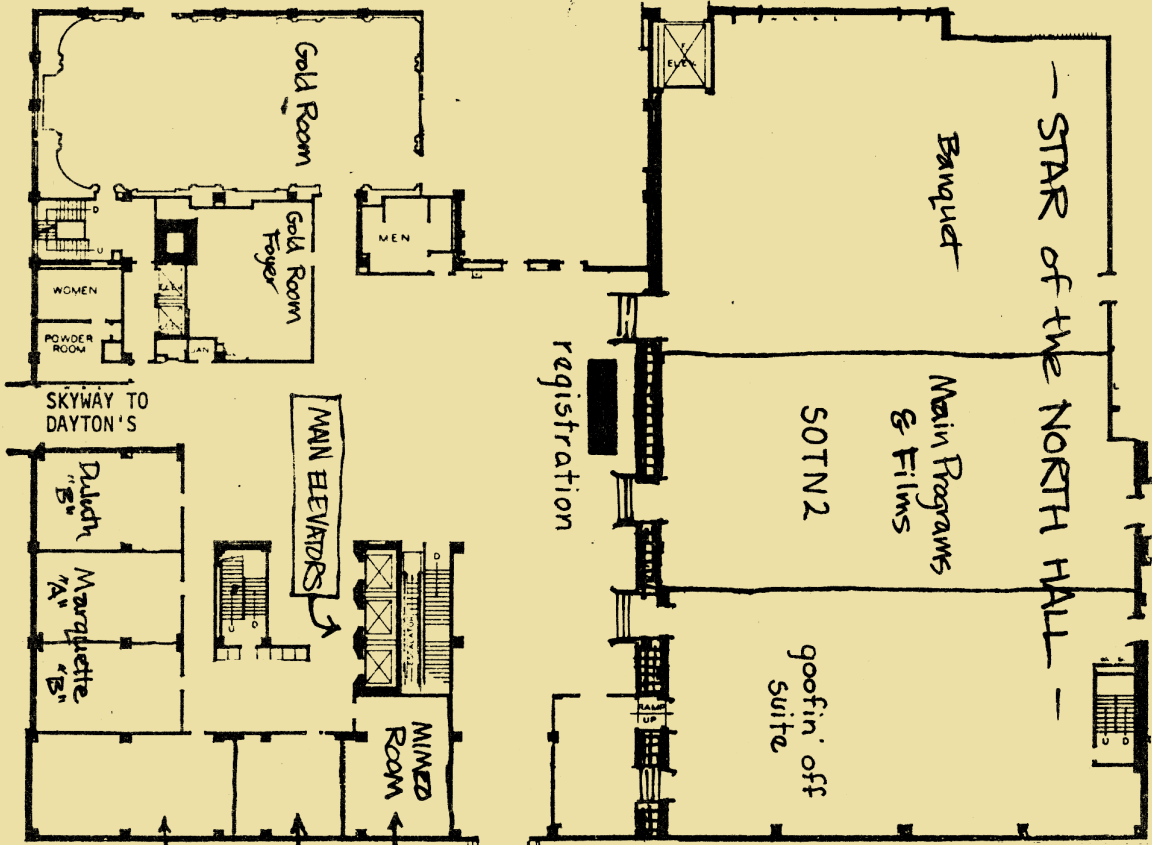
Huckster's Room closes.

7:15 pm (approx.) After-dinner speechifying -- SOTN1  
Bob Tucker, toastmaster.

9:30 pm The Minneapolis in '73 Masquerade and Vaudeville  
Show - Gold Room  
Music by "Little Wing" (Jim Young, keyboards).  
Come in costume. Display area in Mezzanine.  
Cash bar in Gold Room. Light show by Richard  
Tatge and friends.

11:00 pm Art Auction #2 - Mart 302

**PROGRAMMING  
MAP  
(subject to changes)**



MINICON 18 ~ 1980

RADISSON HOTEL AND RADISSON MERCHANDISE MART

MINNEAPOLIS, MINNESOTA 55402

LaSalle "A"

LaSalle "B"

LaSalle "C"

SKYWAY TO MARTS



# SUNDAY

- 9:00 am Video Seans of Minicon past-Gold Room Foyer (until noon).
- 10:00 am Huckster's Room, Artshow open.
- 12 noon Art Auction #3 - Mart 302
- 1:00 pm Interview with CJ Cherryh - SOTN2  
Minn-stf members grill notable pro.
- 1:00 pm How to Organize a Metropolitan Fan Group - Mart 302  
Examples from several fan centers.
- 2:00 pm Exploration & Colonization of Inner Space - SOTN2  
Heinlein didn't tell us about Est, Zen, drugs, Altered states of consciousness, or the tao of physics.
- 2:00 pm Fantasy Puppet Theater - Lasalle A&B  
Vancouver's Fran Skene and her repertory Company.
- 3:00 pm Slide Show: The Madison Parade of Dead Cats- Lasalle A&B  
Jeanne Gomoll and the anti-cat arguments.
- 3:30 pm Slide Show: The Minneapolis Parade of Toes- Lasalle A&B  
Equal time for the pro-toenail faction.
- 3:00 pm Worldcon News- SOTN2  
This year, next year, Chicago and Detroit bids.
- Artshow reopens.
- 4:00 pm Closing Ceremonies - SOTN2  
Convention's over.
- Artshow closes.
- 5:00 pm Huckster's Room closes.
- "Everybody come to the dead dog party!"

# Star Shadows



THE ONLY REASON WE'RE HERE IS BECAUSE THEY HAVE "SHR SHADOWS" IN THE WAITING ROOM.

For all you Star Trek fan fiction junkies-- and even for you unfortunates who aren't -- THIS IS FOR YOU!

For more information, send an SASE to:

Carol Maschke  
Editor - Star Shadows  
3741 41st Ave. So.  
Minneapolis, MN 55406

Susan Papas  
Business Manager - Star Shadows  
10414 Mildred Terrace  
Minnetonka, MN 55343



# Toastmaster Bob Tucker

by Dave Wixon

Until it was removed in a fit of housecleaning, there had been a chewed-up, villainous-looking cigar butt in an ashtray on my porch. Bob Tucker left it there the last time he visited me, and I believe it tells a good deal about the consideration of the gentleman that he took himself out in a 45-degree environment to smoke, without even asking if we'd prefer it that way.

The gentleman who is Minicon 16's Toastmaster has held that post before; in fact, probably no five individuals you can name have emceed as many cons as he. That's a tribute both to his popularity among con attendees, and to his ability to entertain from the podium.

Amazingly, his talent does not end there. This same man signs himself "Wilson Tucker" and is a highly-respected author. He began selling sf short stories in 1941, and now has a number of well-regarded novels to his credit. And, to illustrate yet another aspect of a versatile character: his first novel was THE CHINESE DOLL, a mystery which, with newer works, has given him a strong reputation in that genre, as well.

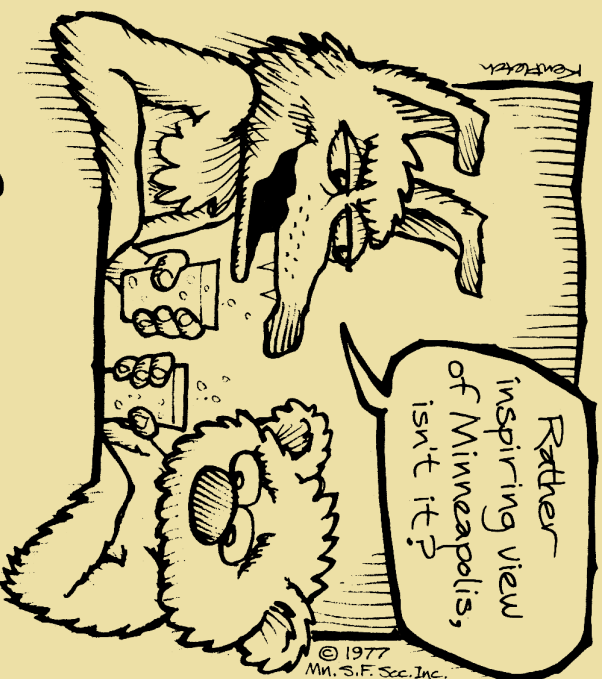
Unquestionably, though, it is as a science fiction fan that Bob Tucker stands out above all others. His career in that turbulent society began in the 1930's, when he began to write letters to the prozines and anything at all for the fanzines. One of his pseudonyms, Hoy Ping Pong, has become legendary, as has his founding of the Society for the Prevention of Wire Staples in Scientific Fiction Magazines. And he's published his own fanzines from time to time.

Today Bob is a much-loved fixture of fan society -- primarily in the Midwestern United States, but on occasion elsewhere. Fans have proved their feelings by vice raising special funds to finance his trips to orldcons in Australia (1975) and England (1979). He returns those feelings via strenuous efforts to maintain his image as a Beam-drinking, woman-chasing (and catching), fun-loving profligate.

Bob Tucker enjoys fandom immensely, and works hard to try to help others enjoy it as much. He knows all the old time fans, and an astonishing proportion of the newer ones. He knows most of the pros and they know him. When you add in the man's wit (not to mention his ability to make a sort of sense of his own notes), you have found the perfect Toastmaster for a science fiction convention.

Yet it is true that a Toastmaster is not merely a functionary at a con, but an honored guest as well. Past Minicons have brought Bob forward repeatedly, as Toastmaster, as Fan Guest of Honor -- even, once, as Artist Guest of Honor! In short, the Minicon Committee enjoys having him around, and wants you to know how much it appreciates all his aspects.

# Minicon



« de ja - vu » NO.4

## Movie program highlights

### Friday

Features will be: Rocky and His Friends (Jay Ward)  
What's Up Tiger Lily? (Woody Allen in Japanese)  
Hopity Goes To Town (Max Fleischer animation 1941)  
Cartoons include Betty Boop, and W. C. Fields short subjects and many more.

### Saturday

Features will be: Purple Death From Outer Space  
(Flash Gordon)  
Just Imagine (a 1930's sf musical?!? depicting New York 1980.)

Cartoons will feature Betty Boop, Casper, Felix the cat, Windsor Mackay, Popeye, Mickey Mouse, Mighty Mouse, and Crusader Rabbit!

### Sunday

Feature will be Invaders From Earth. It will be followed by requests received from Friday and Saturday audiences.

Check the daily newsletter and the schedule next to the film room for times.

### Game Room

Room 1122 is the Games People Playroom. There will be "Flash" and "Meteor" pinball games (25¢ for 2 games of 5 balls), a warriors game (25¢, big double length game, big fellow, great warrior), and a Space War game (free). This room will be open 24 hours.

Saturday, noon to 4 pm, will be a single elimination Space War Tournament (entry fee 50¢). The first prize will be a Minicon 16 Space War Champion T-Shirt (in the appropriate size and colour).

# SCIENCE FICTION CHRONICLE

Do you want to know what Robert Shekley plans to buy as Omn's new fiction editor? What's happened to Heritage Press? How robots are selling Coca-Cola? What publisher signed Carl Lundgren to work for them only? Information about the new Covenant trilogy? Where SF artists are showing their work? The effects of Ballantine and Warner merging their sales forces? Why F&SF is raising their price—and when? Details and covers for upcoming books from Arkham House, DAW, Doubleday, Pocket Books, Del Rey, Dell, etc? Isaac Asimov's publishing problems? Who sold what to whom? The latest SF film and TV deals? What publishers are buying SF stories and novels, and what they pay—plus details of exactly what editors are looking for? Who's autographing at your favorite SF store? What the critics say about that book before you buy it?

You'll find all this—and much more—in just one issue of *Science Fiction Chronicle*. SFC is a monthly newsmagazine covering the entire spectrum of science fiction. Because it's published in New York, it can keep on top of the field a lot better than any other newspaper on SF. And it's published by Andrew Porter, whose *Starship: The Magazine About SF* (formerly *Algo!*) has been around since 1963. Every issue of *Science Fiction Chronicle* features market reports, bookseller news, letters, reviews, convention listings, classifieds, editorials, NASA news, media columns, SFWA reports by Jack Williamson and others, new toy, model and game news, and still more. And best of all, *Science Fiction Chronicle* is mailed by First Class Mail to subscribers (airmail overseas), because we know you want the news while it's still new. And yet a subscription to *Science Fiction Chronicle* costs only \$12, \$18 overseas. Take the time today to subscribe. If you're not convinced, write today for a free sample. You can't get a better deal than that. **SCIENCE FICTION CHRONICLE, P.O. BOX 4175, NEW YORK, NY 10017.**



# NATE BUCKLIN

by Frank Stodolka

My first contact with Nate Bucklin was a short note, dated 2/18/63, requesting a copy of my first fanzine, LUNATIC Nightly. Well, after he saw it, I and the other fans who were to form Minn-stf heard his music.

Nathan A. Bucklin is, like the music he loves, a happening --- unique, complex --- an art form which in highest abstraction does not imitate anything. Born August 11, 1949 in Baltimore MD, at the age of four the Bucklin family moved to Rio de Janeiro; his father was with the US Information Agency. A few years later, when the family moved back to the states, he discovered SF at the age of 7.

An then, at the tender age of 8, he got his very first guitar. They discovered Nate's perfect pitch and by the time the Bucklin family realized they had a child prodigy he was 10.

In June of 62, at the ripe age of 12, Nate read Strange ADVENTURES #143. The one with an atomic mushroom cloud on the cover with this strange alien face at the top. It had Rick Wood's letter describing the phenomenon of SF fandom. It changed Nate's life the same way it changed mine and that of many other fans. We've been on a strange adventure ever since. Nate discovered the National Fantasy Fan Federation, which led to his involvement in the N3F welcomittee.

Publishing his first zine Inside Vashon was the first time he tapped the resources of school. He did it again in April 1964, to publish Stopthink #1. Now there was a fun and intellectually stimulating zine. We traded for several years, helping each other often in our publishing efforts.

About the time Nate became one of the founders of Ape-45 by publishing Dorie in November 1964, he was also playing with his high school band Harlie and the Poets. But he still had to make that big decision about which college to attend.

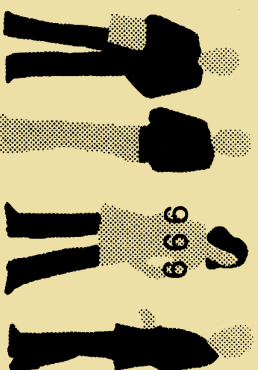
Did you know that as of Sept. 1966 Macalester College in St. Paul has the highest percentage of National Merit Scholars in the country? They were just the kind

of people Nate enjoyed: Bright, creative, weird. You know...people like Blue Petal and Linda Lounsbury.

But the real clincher for Nate's decision was the close proximity of Macalester to a fannish landmark: The Official Happy Deadwood, Fred Haskell. While academic interests may have been important at one time, his desire to share his music was the biggest role in Nate's life since moving to the Twin Cities. Among many professional rock groups he's played in have been Love Express, Circus 13, Caryl and Company, and finally Runestone. "Runestone," by the way, is made from the names of fanzines published by the bands members at that time: Rune by Lee Pelton (co-editor), Brainstorm (nate), and Persephone (Kara Dalkey).

Fans who have heard him at filksinging sessions know that his love of music overrides the usual ego hang-ups one finds in a musical performer. He's more than willing to share the spotlight and new melodies with the other musicians. As of this writing, Nate is working with an agent as a songwriter in Los Angeles. So it looks as if he found the perfect outlet for those many skills.

Making Nate Musical Guest of Honor was a natural choice and an excuse to keep him in the music room. If you hear him play (or read any of his fanzines), you will see Nate Bucklin, the Artist --- a man with great sensitivity who can express exactly how he feels.



ARTIST GUEST OF HONOR

# Ken Fletcher

by that happy deadwood  
FRED HASKELL

Write about Ken Fletcher? Sure. Easiest thing in the world. Known him fifteen - sixteen years now. Does great artwork. Magnificent artwork. What am I writing this for? Go look at his artwork. It says it all.

You still here? Go look at his work. Really. (I understand there is a special section of Ken's stuff in the artshow.) Look carefully. I've been watching it all the time I've known him, and I still don't understand it all. Or how he does it. Especially not how he does it. The man's a genius. Every time I think, "that's magnificent, that's incredible, that's as good as anyone can get," the man goes and improves -- not just a little bit, but by a whole quantum leap, a whole world better. (Hey, did you see the title illo he did for Jeanne Gomoll's peice "I was a Sercon Spy for Madstf" in RUNE 58? I bet you saw it and didn't look at it. Words fail me. Go look at it.)

I dunno. I suppose you want to know about "the man behind the artwork." About the "real" Ken Fletcher. Well, I dunno. Knows lots of interesting things about obscure things. But that shows up in his work too. Has a thing about stale dittomaster pizzas and singing moons. Hey really, it's all there in his work, if you'll just take the time to look for it. To feel it.

"Have another slice of stale dittomaster pizza, Protopup?"

"Don't mind if I do, Don. \*belch\* Oh, and as long as you're up, could you get me another Anchor Steam Beer, too?"

What? Oh, okay, you're right. There are some things about Ken Fletcher that you won't be able to find out from his work. Like the fact that he was born 11/12/46 in Seattle WA. And that he and his family moved to St. Paul in 1957, and that his father has been the director of the Como Park Zoo since then. (And if you don't know why that fact is particularly relevant, you haven't seen much of Ken's work....)

Uh, let's see.... It says here that Ken met fandom in the guise of Frank Stodolka in 1964 in the office of the Minnesota Technolog at the University of Minnesota, and that Frank was the big recruiter, not only in those days, but for some time to come. I don't know what Ken thought of LUNATIC; after all, he'd started cartooning in the 7th grade for a mimeoed junior high school paper and was, at the time of their meeting, doing work for both the Technolog and the Minnesota Daily. But he'd also been reading science fiction about as long as he had been reading. In any case, we all started hanging out together ("we" being Ken and Frank, of course, and Nate Bucklin, Jim Young, and I). And Ken was present at the "Official Founding Meeting of Minn-stf".

What else? Uh, the first con he attended was NITCON III -- the 1967 Worldcon, which was held in New York City. He co-founded Voottie, the funny animal cartoonist apa, with Reed Waller. He and his wife, Linda Lounsbury, were elected DUFF representatives last year and went off to visit Australian fandom. He met Osgood Weems in 1967, an event which profoundly affected his life. He learned to read from funny animal comic books. He....uh, where was I, Jon.....?

Okay. Tell you what. I'll tell you something I especially like about Ken: he had taught me to appreciate a lot of things I might have otherwise missed out on. Pogo is perhaps the best example of this. And, well he once wrote a story about an incident in the lives of two very interesting characters (Don, the great Geoduck of Dungeness Spit, and Stanley, the crab-trapper), and the memory of that story dragged not only me but also Jerry Kaufman and Suzle Tompkins off to see Dungeness Spit when I was visiting in Seattle -- and it was worth it. (Which reminds me: Ken, surely those two had some other adventures.....)

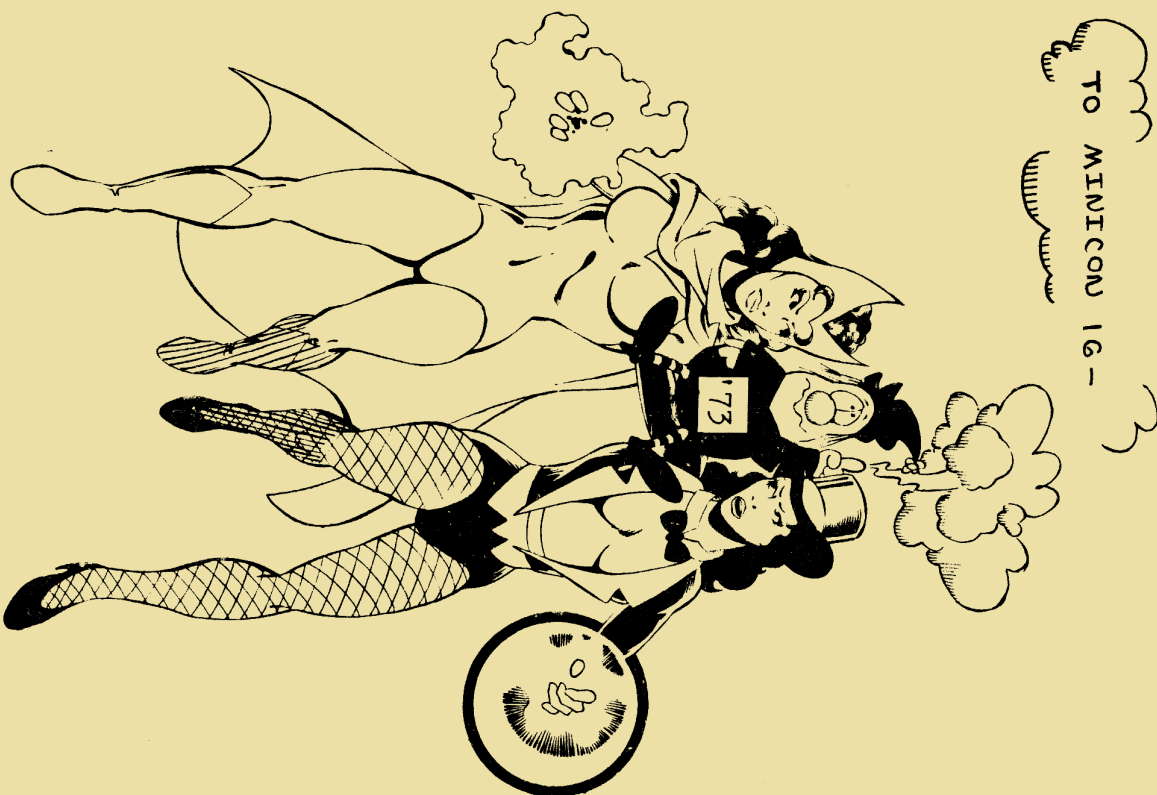
One last thing. Ken is a bit shy, and it's not always easy meet him. So by all means, take this opportunity to do so -- that's part of what this is all about. Go up and introduce yourself. Have a chat. And don't forget to look at his artwork.

Fred Haskell  
Minneapolis  
March 1980

### Minnesota Munchie Movement

If you're reading this early on at this year's Minicon (#16) and are from the metro area, run (or drive) home NOW and quickly whip up a 12 course feast for 500 or 1000 hungry fen and bring it back to the con as a contribution to the Minnesota Munchie Movement - we'll help you carry it up to the con suite. Of course, if you should choose to do something a bit less ambitious - say, a couple of dozen cookies, that too would be welcome. Bring your munchies to the con suite after it opens Friday nite.

If the above paragraph doesn't apply to you, or even if it does, ~~take/hold/ask/don't/try/it/it/this/thing~~, remember those tasty munchies that you had (or will have) that helped make this year's partying more enjoyable. Help us make next year's partying even more successful by bringing some cookies or other baked goods, or something more singular- say Moo Shu Squid or Caesar Salad, a soufflé. And thank you, Disclave, and the Gillilands, for starting the International Cookie Conspiracy, our inspiration.



BEST CON WISHES  
From Bill Anderson and  
The 1980 Minneapolis Comic Convention !!



Kevin Hancer / 5813 York Av / Edina, MN 55410 / 922-9144

I want to buy all kinds of bizarre items pertaining to Edgar Rice Burroughs.

That means books, pulp magazines, toys, premiums, posters, and all kinds of assorted bric-a-brac.

I especially want to buy clippings pertaining to Burroughs or any of the people associated with the Tarzan legend. Got a magazine with an article on Johnny Weissmuller cooking in his back yard? An article on ERB getting into a car accident? Odder? Well, I want the stuff. (Don't ask why...you ought to know that most collectors can't explain their manias, they just indulge them.)

I also am trying to complete a set of fanzines relating to Burroughs. Got any?

I also buy novels that were 'inspired' by Burroughs. I need various titles in the Azan the Ape Man series by Garron, the Jacare series by Victor Norwood, and lots more. John Russell Fearn did a series of Mars novels and I need them all. If you've got this kind of stuff I want it. (Someone must have this junk.)

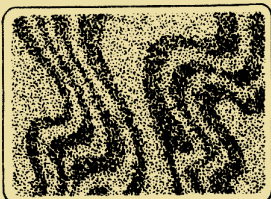
I am a serious collector of early paperback books in all fields, early wrestling magazines, books by Louis L'Amour, pulps with stories by Louis L'Amour/Jim Mayo/Tex Burns, Lone Ranger and Hopalong Cassidy books and pulps, Earl Moran pin-ups, books illustrated by Gustaf Tenggren, and other unusual stuff.

Pull a Tailspin Tommy.....CONTACT!

#### T-SHIRTS

Continuing a great old tradition started 4 years ago with two great Ken

Continuing a great old tradition started 4 years ago with two of the great Ken Fletcher illos available this year, Minicon is once again offering OFFICIAL MINICON SOUVENIR T-SHIRTS for only \$6. There are 6 combinations available of the 4 designs shown (scattered throughout the program book.) Some are more available than others. THIS YEAR'S official shirt is design #1 on the front and #2 on the back. The REVERSAL #2 on the front and #1 on the back is also available for sale. And also, for your dining and hallucinatory pleasure, and because Ken Fletcher is our Artist Guest of Honor and this Minicon's theme is "Dejah ~~Mohr~~ Vu," we are offering a REPRINT of the first Minicon T-Shirt, #3/front and #4/back. For the first time, REVERSE is offered, #4/front and #3/back. Finally, we offer a COMBINATION of the 2 different year's shirts with #4/front and #1/back or the REVERSAL, #1/front and #4/back.



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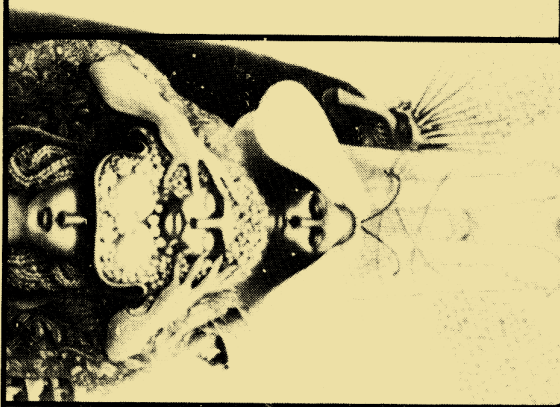
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# The Snow Queen

Joan  
D. Vinge



Jacket painting by  
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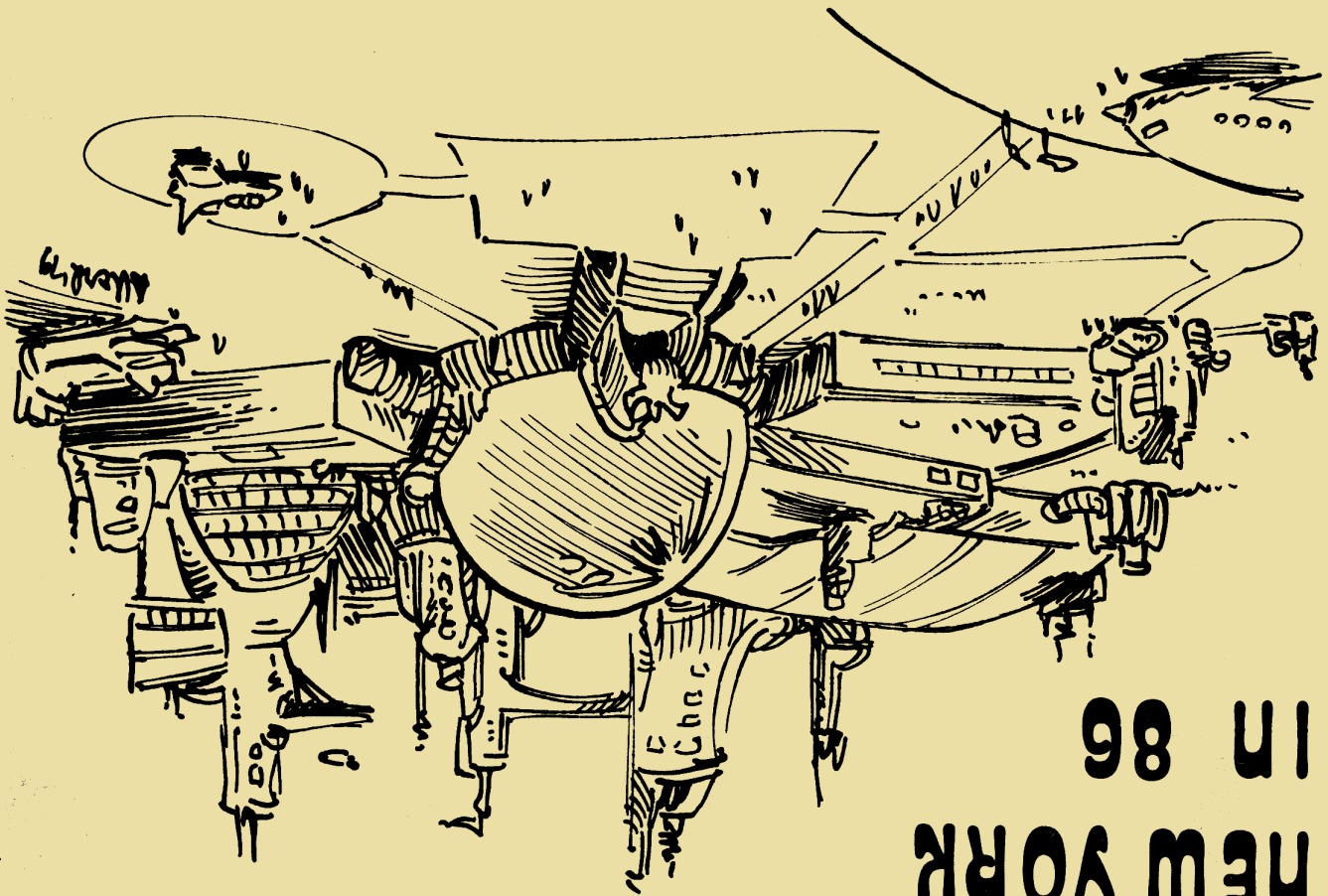
on the occasion of its publication

April 5th, 1980

- 2 pm: Joan Vinge reads from *The Snow Queen* (see Program Book for location).
- 3 pm: Autographing Session at The Uncle Hugo's Room (see Program Book or bulletin board for location).
- 5 pm: Quantum Reception for Joan Vinge—Dell SF Editors Don Bensen and Jim Frenkel will also be present—all commembers cordially invited (location to be posted).

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L  
ICHTENBERG**

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"UNTO ZEOR, FOREVER,"

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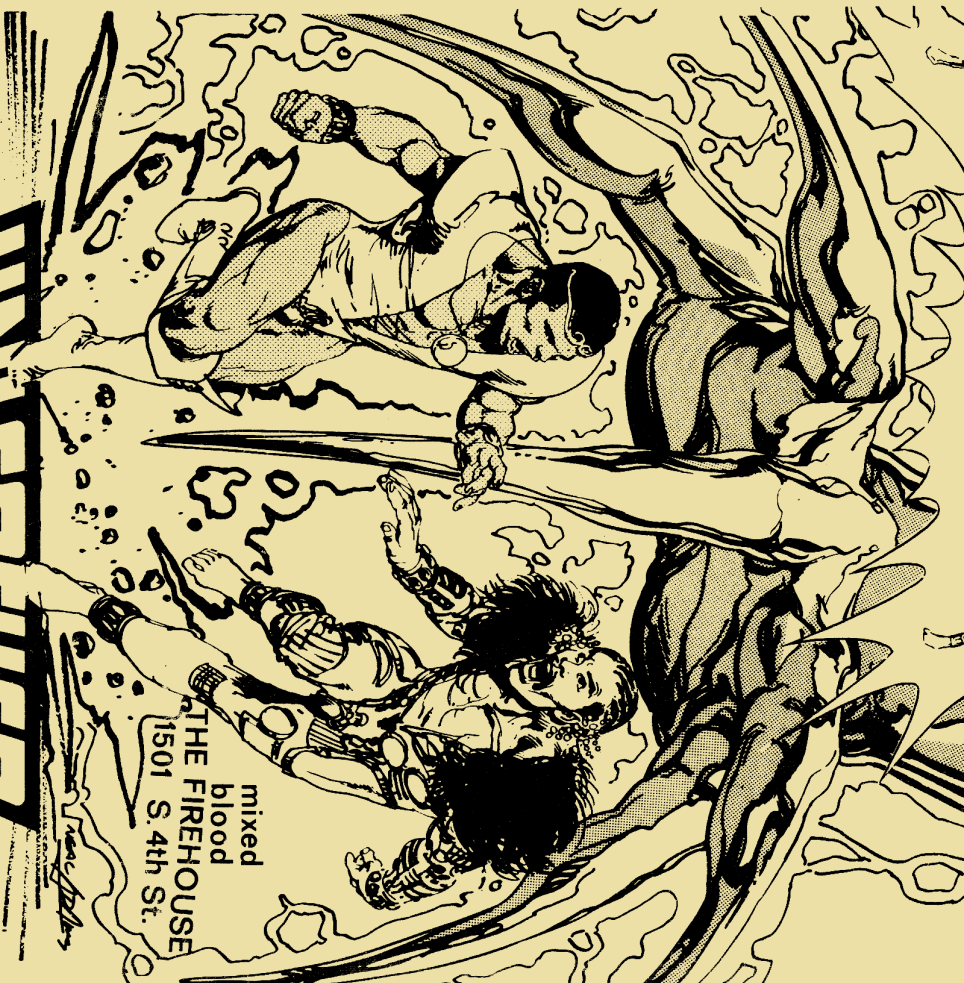
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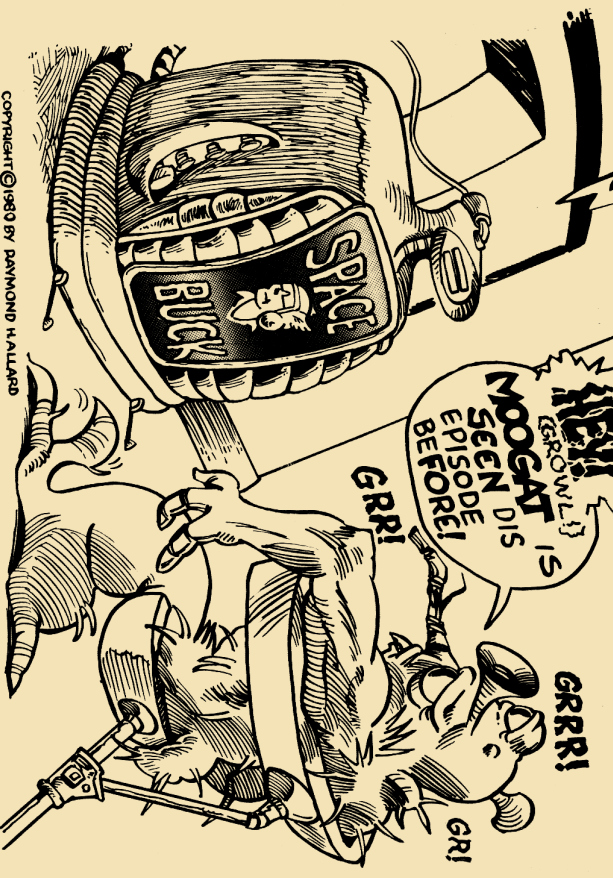
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