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Then a sentimental passion of a vegetable fashion must excite your languid spleen.
An attachment à la Plato for a bashful young potato, or a not-too-french French bean!
... "If he's content with a vegetable love, which would certainly not suit me,
Why, what a most particularly pure young man this pure young man must be!" — Gilbert & Sullivan's Patience

Register now for
Minicon 31!
see the last page

Where?

- Info Desk** Grand Ballroom Foyer, 2nd floor
- The Bridge** Room 215, Poolview 2nd floor
- Public restrooms** Grand Ballroom Foyer, 2nd floor; North Tower 1st and 2nd floors (west end); 22nd floor Consuite
- Volunteer signups** next to Info Desk
- Child Care** Room 217-218-219, Poolview 2nd floor
- Consuite** 22nd floor
- Dark Star Café** Room 116, Poolview 1st floor
- Gaming Suite** Plaza 5, North Tower 1st floor
- Fanzine Room** Atrium VI, North Tower 2nd floor
- Minneapolis in '73** Rooms 48-484, North Tower
- Art Show** North Tower 1st floor
- Dealers' Room** just off Grand Ballroom Foyer
- Green Room** Rooms 201-202, Poolside

MINICON 30
PAGE 6

Use the Info Desk!

- ASK FOR DIRECTIONS.
- FIND OUT ABOUT ROOM PARTIES.
- BUY A T-SHIRT.
- LEARN WYNDHAM SHUTTLE SCHEDULE.
- GET ADVICE ON FOOD & ENTERTAINMENT IN THE TWIN CITIES.
- FIND OUT SCHEDULE UPDATES.
- PICK UP COPIES OF THE *Bozo Bus Tribune*.
- VOLUNTEER!

Try us first! If we don't know the answers, we'll find someone who does.



REGISTRATION HOURS

Friday 10:00 am to 10:00 pm
Saturday 9:00 am to 4:00 pm

ART SHOW VIEWING HOURS

Friday 5:00 pm to 10:00 pm
Saturday 10:00 am to 5:30 pm (Auction at 8:00 pm)

DEALERS' ROOM HOURS

Friday 3:00 pm to 7:00 pm
Saturday 10:00 am to 6:00 pm
Sunday 11:00 am to 3:00 pm

POOL HOURS

Friday 'til 4:00 am
Saturday 'til 4:00 am
Sunday closed morning and early afternoon, open after Easter brunch

When?

*In Case of
Emergency
Dial 7215
on any in-house
or room phone*

MINICON 30
PAGE 7

Basic Facts

Minicon membership

Join the Minicon community and enjoy all the benefits of being a member. From exclusive access to Minicon events to special member rates, there's a lot to be gained from joining. Contact us today to learn more.

blood drive

Join the Minicon community and enjoy all the benefits of being a member. From exclusive access to Minicon events to special member rates, there's a lot to be gained from joining. Contact us today to learn more.

With over three thousand members, Minicon is the largest and most active community of its kind. Join today to be part of the Minicon family.

There is a lot of going around the bend but not enough going back home, and respect for Minicon games. I know they look like they're going to be...

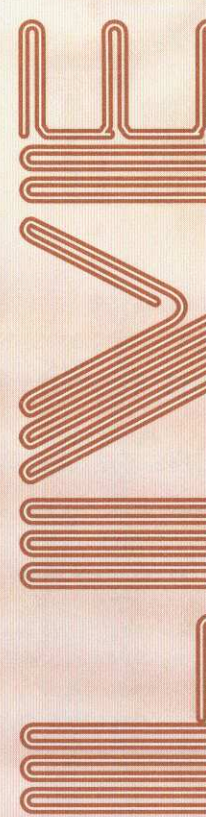
Minicon is a community of people who love to play games. We have a lot of fun and we're always looking for new members to join. Contact us today to learn more.

The traditional Minicon event is a great way to meet other members and enjoy all the benefits of being a member. Contact us today to learn more.

Minicon is a community of people who love to play games. We have a lot of fun and we're always looking for new members to join. Contact us today to learn more.

Minicon is a community of people who love to play games. We have a lot of fun and we're always looking for new members to join. Contact us today to learn more.

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HELP MNSTF OPEN & CLOSE ITS CON.

Just like every year, we are going to have **Opening Ceremonies**. Maybe you've seen them. We say "Hi," guest types are introduced, speaking is committed.

Closing Ceremonies will feature an old president of MnStf, an assassin, and, hopefully, a new president.

WATCH A PLAY. HEAR A STORYTELLER.

Lots of folks have been ensnared by the roar of the greasepaint. We open with Shockwave's radio play; there's a new show from those determined Thespians from the "wilds of deepest Iowa," the **Trans Iowa Canal Company Company** (West Lock); and a vaudevillian comedic adventure from the **Bally-Hoo Players**. These productions are described further on pages 20 and 22.

Also, check your programming schedule for item #28, **Shadulantera**, a young people's production of a play about elves. And Jane Yolen is back with her beloved **Bedtime Stories** (#146).

HUM ALONG. DANCE. CLAP YOUR HANDS.

We're offering lots of chances to hear bands play (see page 23). Plus, you can watch those high-energy belly dancers perform, or learn the stately measures of Regency dancing. And there are plans for a **drumming circle** that welcomes drummers of all sorts. Also, check your programming schedule for item #212, a scheduled **filk sing** (as opposed to pickup music around the con).

SEE AWESOME COSTUME PRESENTATIONS.

Yes, we are having a Masquerade, described on page 24.

EXTRAVAGANZAS. *You* know, the Great Hall — I mean, the Grand Ballroom. It's where *lots* of the "really big shows" happen. But whatever you call it — I'm stuck with running it.... Just me and 20 or 30 great volunteers; all set to move seats, shove stage, it's time to put on makeup, it's time to light the lights, it's time to get things started on the Muppet Sh....

Well, not *them* — but other stuff — plays, costumes, bands, speeches, and more. Really wonderful stuff.

All of this and maybe some more surprises as well. So come see what is going on in that big room with all the crew. And if you cheered really loud maybe the fans in Australia will "hear" you (over the Net!)
— Rex Bryant

EXPERIENCE RITUALS.

Seder will be celebrated Friday evening (check pocket program for place and time). Jews from all sectors of the known universe are cordially invited to celebrate the first night of Passover, using the Reb Gershom intergalactic haggadah. Wear festive ceremonial garb from your world, and come prepared to discuss how "we were aliens in a strange land..." Basic Seder provisions will be provided. If you have kosher-for-Passover dairy/parve food to add to the feast, so much the better.

Spiritual folks of all sorts should check the programming schedule for item #184, a **multi-cultural/multi-species religious ceremony**. You'll probably also want to check out item #155, the **Chocolate Ceremony**.

GUESS. LAUGH. JEER. BE AMAZED.

You think they're only on the tube? No! Minicon has our own live game shows. On the big stage, there's **Win, Lose or Draw** (like the TV show), wherein we all watch and guess as Jody Lee (our artist GoH), Erin McKee, and other intrepid artists draw SF&F titles. **IKV Rakehell** promises us the **KlIngon Dating Game** (programming item #207).

After last year's impromptu showstopper, **Men in Tights** return for your...er, edification (programming item #180). And for those who assert that the pun is an even lower form of humor, there's the **Beth Eastman Memorial Pun-el** (item #191).

If you appreciate displays of mental gymnastics, bring your posers to #157, **Ask Dr. Mike**.

If all this live performance only whets your appetite, turn your Radisson room TV's dial to Network 73 for an incredible array of recorded performances from other conventions, local fanish groups, our favorite bands, etc. (see page 40)

IS IT LIVE OR IS IT INTERNET?

This year they didn't think just simulcasting events throughout the hotel was quite enough. Nor, for Rex's first year of running Extravaganzas, was it enough to simulcast on radio, as in some past years (and this year again). It wasn't enough to tape events so they can be shown on Minneapolis cable TV so all of you can tape it later at home! No, they wanted something **really** fun. Something really big.

This year, for the **very first time**, the audio portion of the opening ceremonies and Shockwave will be sent down an ISDN line to the Internet. That makes our little ol' Convention opening available to **anywhere** a fan has a computer and net access!

If you're not listening, please turn on your radio now.

The time is 6:00 PM Saturday on KFAI 90.3 FM

Minneapolis and 106.7 FM St. Paul, and ...

you're riding the Shockwave...

Speculation about potential projects includes opening ceremonies at the 1996 LA Worldcon and the release of a CD-ROMM (finally making that joke funny). Tapes of Shockwave are available.

But don't ask me anything right after the show: I'm not all there. (Use this Free Straight Line wisely, grasshopper.)

Contact me at 71443.1447@compuserve.com Remember: "I can be bribed."

MINICON 30 PAGE 20

virtual exposition by David E Romm, Producer

Every week for 16 years, Shockwave Science Fiction/Science Fact has brought you the best in original science fiction humor; reviews of books & movies & TV; roundtable discussions of topics serious and silly; interviews with characters real and imaginary; views on computers, software and the internet.... Each week features a Top 11 List, with topics like "the Top 11 Works Better Suited To Being Translated Into Klingon Than the Bible." There is no set format, so you never know what to expect.

Over the course of a decade and a half of being weird on the radio, Shockwave has developed a future history including such topical issues as the St. Paul Spaceport (78% of the former state of Wisconsin), the Giggamall, ELFLand, Bigger-Than-Light-Drive, Time In A Spraycan, the Solid State Fair, the Lunatennial and the Milk Carton Satellite Race. And, of course, Preconceptions, News of the Future. "If we don't cover it, it doesn't matter." With Anchoring being Walter Mumble, Reporters Noah Ward and Phil Time, Interviewer Laureate Ellen Gone, and Religion Correspondent Lloyd Preservus. And occasional reports from Conceptual Artist Jason Reighboughs.

Shockwave Live Stage Shows started within a year of the radio program at a small SF con, and have been a feature at Minicon since the Year of our Moon Landing 11. The shows have been graced by the enormous talents of Kara Dalkey, Jerry Stearns, Brian Westley, Kate Worley, Jane Yolen, Emma Bull, Steve Brust, Brian Anderson, John Singer, Denny Lien, Ed Eastman, the late Beth Eastman and others too numerous to give their proper due here. The audience often has a part, too. This year, there will even be a part for those in cyberspace (see previous page).

Shockwave tries to show you the world as you've never thought to look at it. Shockwave is more than radio, it's the future. More than the future, it's the present. Or one of them, anyway.

Friday night, after the play, one of our Fan GoHs will treat us all with a concert. If you haven't heard Decadent Dave Clement or Dandelion Wine, you are in for a treat. If you have... well, you'll be there waiting.

For Saturday night, Jerry said "Get me a dance band." So I did. Cats Laughing has agreed to play. And to be the opening act for Boiled in Lead.

If you just got Boiled in Lead's brand new CD Gypsy you can hear them live at the "CD Release Party" Concert. Now that is a dance band!

And, music lovers,

you'll also want to

check out the schedule

of performers at Dark

Star, Minicon's very

own coffee house.



MINICON 30 PAGE 21

The Trans Iowa Canal Company Company, West Lock

plans to "assault Anne Rice and many of our other Science Fiction & Fantasy favorites, in this year's opportunity to unload any food that spoiled on the way to the convention."

The TICC has grown from a single band of crazy SF thespian-wannabes to two companies of crazy SF thespian-wannabes. Over the past 13 years (ever since the misty past of ICON VI), its demented and ever-changing cast and crew have performed 27 plays for fans at midwest conventions. The TICC West, based in Des Moines, recently completed a six-play, 15-month Takin' By Storm tour. Now that it's recovered, it is available for Cons, banquets and druidic rituals near you.

The Baldy One Players present
The Brothers Humbly in
'Til Debt do Us Part
A one act made up vaudeville/comic adventure
featuring the side-splitting talents of
Dick Baker
John Meyer
Dick Scholt
Joseph Scrimshaw
William Scrimshaw
Terrah Boland
Gryll
Mr. & Mrs. Gandy
Plus a brand new short
VentriloShitick
featuring some of the above players.
The Baldy One Players first burst upon the scene in 1988 with their unique brand of comic
vaudeville. Since then they have continued to wow and bedazzle throughout the Twin
Cities area. This current production was written and directed by the brothers Scrimshaw.
Recommended for ages 11 and up.
Fun for the whole family. Don't try this at home. Etc.
Check your local program for locations and schedules.

T-shirt art © 1995 James A. Kuehl



BUY A T-SHIRT

MIDWESTERN FANDOM IS MORE THAN MNSTF.
TO FIND OUT HOW MUCH MORE, VISIT MINICON 30'S

FAN FAIRE

Various local groups, from literary discussion clubs to Federation fleets, will be present to share information with you (and each other).

Dedicated faans and aspiring SMOFs should also consider the following programming items:

- 62 How to be a starship captain
- 90 Pros, cons and fans on the information superhighway
- 92 Running a small convention
- 102 Scriptwriting for fannish audiences
- 117 Taping your convention 101

masquerade

by Elizabeth Sloan

SEE THE AWESOME, THE BEAUTIFUL, THE DRAMATIC, THE HILARIOUS, THE FRIES!

Yes, we said "fries." Besides our usual awards, we will have two special awards this year for costumes relating to Minicon 30's two themes: *Would you like fries with that?* and *Some assembly required*. Don't miss being there to see how costumed fans interpret these themes!

To give you an idea of what to expect, highlights from previous years include: Gamera vs. Mecha-Gamera ♦ Hook ♦ Samurai Cat Armor ♦ Concentrated Evil ♦ a Mystic from the Dark Crystal ♦ Erte's Eos Goddess of the Dawn ♦ The Rowan, Lord Voll & Winnowill ♦ The Rocketeer ♦ Cutter & Leetah ♦ The Undead University Cheerleading Squad ♦ Lumiere ♦ Marvin the Martian ♦ Calvin & Hobbes ♦ Teenage Mutant Ninja Turtles ♦ Jessica Rabbit ♦ Futuristic Fashion Shows ♦ a Congressional Subcommittee ♦ the IRS ♦ Seymour ♦ the Energizer Bunny ♦ Conan the Librarian ♦ Klingons ♦ The Borg ♦ the Federation ♦ The Ferengi ♦ The Cardassians ♦ Battlestar Galactica ♦ Dracula ♦ Elves, Fairies, Warriors, Witches, Barbarians, Monsters, Robots, Dancers, Ladies, Lords, Tortured Souls, Groups, Troops, Young Fans, and of course, an inflatable Dinosaur. (This list is not comprehensive, nor is it intended to leave anyone out, there are so many wonderful participants it is impossible to mention them all.)

Each year our contestants spend large amounts of time preparing costumes and presentations designed to amuse, amaze, delight, terrify, or astound you. They constantly out-do themselves and last year was no exception. This year we expect just as great a turnout as previous years, so don't miss this jewel in the crown of Minicon.

This is the one event you don't want to miss! All we can say is: Expect the unexpected, the wonderful, the beautiful, the strange, the unbelievable, and more.

FOR CONTESTANTS

Masquerade registration table *

Hours: Friday 8:00 pm-10:00 pm
Saturday 9:00 am-2:30 pm

Registration deadline: 2:30 pm Saturday.

There is a required orientation for Contestants Saturday morning; check at our table for time and location.

*near the Info Desk

This year at Minicon we have added a lot more programs for children than in previous years. We are featuring hands-on workshops in clowning, puppetry, magic, origami and other cool stuff. We are providing messy art activities involving potatoes (both for small fry and deep-fried congoers) and have some performances geared for adults and children together. The chief idea is for everyone to have lots of fun. In order that everyone be able to have fun safely, we do have some rules that we ask you to follow:

1. Children's Programming is NOT child care. It is not a place to abandon young children for long stretches of time while you go party. If you need child care, please talk to the child care department.
2. No child younger than five may attend the messy art activities or the workshops, though pre-schoolers will be welcome at the performances along with their guardians and caregivers. We know your child is brilliant, but if we make an exception for you, everyone else will want one too.
3. For children under eight years of age, parental presence is encouraged at children's programming events. Parents, keep in mind that you can earn volunteer hours with us by being a Waldo. Also, if you have children in child care, they can escort your children to some of the children's programming activities.
4. Please dress your children appropriately for the activities they will be attending. Don't dress them in an award-winning, glittery masquerade costume if they are going to participate in messy art activities.
5. Communicate with your kids. Set up standard times and meeting places so you can find them easily in case of separation.
6. Children who are unready or unwilling to be a part of the programming will not be forced to participate. Their parents or guardians will be contacted and asked to pick them up.
7. If your child becomes hurt or ill, we will escort him or her to life support (see The Bridge) and contact the appropriate parent or guardian.
8. In order that we may contact parents and guardians in case of the above emergencies, we must have names, badge numbers and places to reach you. We will have a short registration form available both at the main registration desk and at children's programming for you to fill out if you will not be attending children's programming with your child.
9. We assume that any child who arrives on their own can leave on their own.
10. We reserve the right to ban any extremely disruptive children from all further programming.

Items in the programming list that are of special interest to **kids** include: 16, 26, 65, 89, 149, 152, 153, 169, 170, 186, 250.

In addition, **parents** (aunts, uncles, babysitters...) may be interested in programming items 17, 18, 19, 33, 93.

CHILDREN'S PROGRAMMING

MINICON 30
PAGE 25

by
Hilary Posner

TALES OF THE UNANTICIPATED

speculative fiction, poetry, and artwork in many flavors!

Contributors include: John Sladek, Eleanor Arason, Maureen F. McHugh, L.A. Taylor, Dave Smeds, Phillip C. Jennings, Bruce Bethke, Ruth Berman, Nathan A. Bucklin, Carolyn Ives Gilman, Peg Kerr, Kij Johnson, Robert Frazier, Mark W. Tiedemann, Erin McKee, Rodger Gerberding, Terry A. Garey

Interviews with: Gore Vidal, Kate Wilhelm and Damon Knight, Chelsea Quinn Yarbro, Larry Niven, Fritz Leiber, Kim Stanley Robinson, Jonathan Carroll, George Alec Effinger

Sample copy, \$5

Four-issue subscription (#s 14-17 or 15-18) \$15
"Heckuva Deal" (#1 photocopy facsimile and #2-20) \$45
Please make checks out to the Minnesota SF Society.
Canadian subscribers send \$17 US currency for four issues
or \$50 for "Heckuva Deal" (cash or money order)
Overseas subscribers send \$22 US currency for four issues
or \$55 for "Heckuva Deal" (cash or money order)

TALES OF THE UNANTICIPATED
PO BOX 8036
LAKE STREET STATION
MINNEAPOLIS MN 55408

#15 (the "reality" issue) out August 1995
Reading submissions for #16 Oct. 1-Nov. 1, 1995

1 **ARTISTS IN A BUNCH**
Several artists demo their techniques. Artists in all media are welcome.
Jody Lee, Erin McKee, Dee Willis, Giovanna Fregni, Darlene F. Coltrain, Faun Bonevitz

2 **ARTISTS' JAM**
Several artists together work on 3 to 5 pieces which will be auctioned off for charity during the art auction.
Jody Lee, Jim Groat, Ishtar, Dee Willis, Faun Bonevitz

3 **THE FINE ART OF SF&F**
Multiple artist slide show.
Erin McKee, David Egge, Giovanna Fregni, Beth Hansen

7 **ALIENS AMONG US I**
One of the ways to write alien cultures is to talk to people in cultures outside the mainstream.
Rabbi Gershon, Jane Strauss, Steve Deyo, Brooks Peck, Amy Thomson

8 **ALIENS AMONG US II**
An encounter with "aliens," i.e. fans with dual citizenship in mainstream society and other subcultures. Communication, not marginalization, is the goal.
Steven Vincent Johnson, Dierdre Murphy, Katie Clapham

11 **ALTERNATE SEXUALITY THEMES IN SF&F**
How well does SF&F serve as a vehicle for exploring "alternative" sexual interests? What sorts of imaginary alternatives have been or are being written?
Pam Keesey, Sybil Smith, Jan Wolter

14 **BABYLON FIVE: LORD OF THE RINGS RETOLD?**
The coming of shadows... the great war... Where have we read this before? Are the similarities deliberate or just the result of good writing?
Brin Willis, Joe Agee, Victory Starbourne, Glen Cook

15 **BATTLEFIELD ELECTRONICS IN THE 21ST CENTURY**
Electronics have proven their worth in the modern battlefield. The Navy and Air Force have lots of electronics, but what does the Army have? Find out what the digital soldier is wearing.
Don Bailey, Vernon Vinge, Hewitt Schaefer

16 **BEDTIME STORIES WITH PUPPETS AND PROPS**
Those SF&F stories for children & adults that are preferred by fanfiction storytellers.
Laura Krentz, Kay Marsalek, Hilary Posner

17 **BEST OF SF&F CHILDREN'S NOVELS**
Finding the perfect SF&F novel for your niece or nephew.
Jody Lee, Jane Yolen, Laura Krentz

18 **BEST OF SF&F PICTURE BOOKS**
Yes, Virginia, there are friendly monsters and nice witches.
Michael Levy, Laura Krentz, Jane Yolen

19 **BEST OF SF&F TEEN NOVELS**
Are they only living on the Serrated Edge?
Mark Shepherd, Jane Yolen, Laura Krentz

MINICON 30
PROGRAMMING
PAGE 27

programming

The programming committee has tried to

provide panels and forums to cover as wide a range of

fanish interests, concerns, and groups as possible.

No persons, groups, or

sub-cultures were left out intentionally.

If there were things you

would've liked to have

seen, then get involved—

call, write, volunteer!

Help make Minicon

the convention

you would like to see.

READINGS

The following authors will have scheduled readings:

- Eleanor Amason
- Emma Bull
- Robert Cornett
- Terry Garey
- Brooks Peck
- David Periman
- David Prill
- Joel Rosenberg
- Mark Shepherd
- Allen Steele
- L.A. Taylor
- Mark W. Tiedemann
- Amy Thomson
- Jane Yolen

22 BOOKS AS BRICKS

Huge, thick books seem to be much more popular in the past few years. Is it due to consumer demand or insufficient editing? What's the attraction?
Vernor Vinge, Allen Steele, James Frenkel, Steven Brust

24 THE CARE AND FEEDING OF THE CREATIVE PROCESS
What sort of actions and environments are most conducive to getting and staying productive? How does an writer or artist distinguish being blocked from being too tired?
Mark Shepherd, Mark W. Tiedemann, Sandy Swanson, Darlene P. Coltrain, Steve Mudd

26 CELEBRITY PICTURE BOOK READING
Dramatic readings of picture book favorites for children and adults.
Jane Yolen, Laura Krentz, Emma Bull, Pat Wrede, Elise Mattheson

28 SHAKULANTERA
A play about elves, for the Thorin Tatge Radio Hour.
Thorin Tatge, Amber Tatge, Altera Brust, Dan Lowin, Steve Zalar

29 CLASHING SYMBOLS
How can writers prevent conflicts between symbols in a story and those in mainstream culture? Should they?
Danith McPherson, Mark W. Tiedemann

33 CON-GOING WITH KIDS
Or, "It's 4 a.m. Do you know where your parents are?" The trials, tribulations, and challenges of con-going for the "post-partum" parent.
Jane Strauss, Felicia Herman

35 COSTUMING ON A BUDGET
For people who can't sew.
Elizabeth Sloan, Scott Ross, Jo Bramwell, Ann Chancellor

38 THE CREATION OF MAGIC
How do you construct a magic system appropriate to the culture and technology level? Who's done it right?
Mark Shepherd, Peg Kerr, Steve Deyo, Katie Clapham, Kara Dalkey

40 DANGEROUS VISIONS REVISITED
What topics and themes are too controversial for current SF&F? What are the taboos? What should be done about this?
Joyce Scribner, Peg Kerr, Mark W. Tiedemann

44 DON'T GIVE UP YOUR DAY JOB
For freelancers of all sorts (not just writers), when is the time right to make the transition? If it isn't yet, how do you balance writing with the job? Why stay employed?
Glen Cook, Allen Steele, Steve Mudd, Danith McPherson, Sandy Swanson

46 ETHICS ON THE INFORMATION SUPER-HIGHWAY
Are computers changing the answers to ethical questions... the nature of the questions... the way we look at past answers to questions?
Les Roth, Steven Vincent Johnson, Brian Hurt, Lynda Sherman, Amy Thomson

48 FAT, FEMINISM, AND FANDOM

"Women on Large" has been out for six months now. What sort of issues have been catalyzed by its publication?
Terry Garey, Elise Mattheson

50 FIXING THE PUBLISHING INDUSTRY
All right... let's dream. If we were going to restructure the publishing industry in some sane manner, how would we start?
Robert Hinger, L.A. Taylor, Dierdre Murphy, Kara Dalkey, James Frenkel

54 GAY & LESBIAN CHARACTERS
The gay and lesbian character in modern SF & horror.
Sybil Smith, Pam Keesey, Peg Kerr, Raymond Banks, Eleanor Amason

55 GENDER BENDING
Breaking characters out of stereotyped role models.
Jen Wolter, Mark W. Tiedemann, Sandra Lindow, Danith McPherson, Sandy Swanson

56 GETTING THE LOCATION RIGHT
Or, "Water doesn't freeze at 500; Mr Niven!" Using real-world locations means that people from there are going to be watching for errors. What sort of things should you watch out for?
L.A. Taylor, Aaron Larson, David Prill, Amy Thomson

57 GETTING UP THERE
Comparing the various predicted methods of getting into space to the way we actually did it.
Aaron Larson, Allen Steele, Ctein

59 GUILTY PLEASURES
Books we love even though we know we ought not to. What makes them so enjoyable, and how can you incorporate these elements into your next work?
Brooks Peck, Mark W. Tiedemann

62 HOW TO BE A STARSHIP CAPTAIN
Organizing a fanish club or organization. Sponsored by SF Minnesota.
Aida Tschamp, Joan Marie Verba, Eric Heileman

63 HOW TO DRAW A BARBARIAN
Artists' tips on how to draw from real life, with costumed models.
Crystal Marvig, Erin McKee, Ann Chancellor, Jeff Armstrong

64 HOW TO DESIGN A COSTUME PRESENTATION
Even the best costume is helped by a good presentation. Tips from costumers on what you should and should not do on stage.
Deborah Jones, Elizabeth Sloan, Scott Ross, Jo Bramwell

65 ILLUSTRATION WORKSHOP FOR KIDS (with Coloring for Younger Kids)
Artists help kids hone their artwork.
David Egge, Crystal Marvig, Erin McKee

66 THE INFLUENCE OF DOROTHY DUNNETT UPON MODERN SF&F
Such diverse authors as Guy Gavriel Kay, Ellen Kushner, and Pamela Dean have acknowledged her as an influence. What about her writing carries over so well?
Beth Friedman, Pamela Dean, Emma Bull, Amy Thomson

67 INVENTIONS THAT CHANGED THE COURSE OF HISTORY
The invention of the horse collar was one of the major factors in the ending of slavery. What modern inventions might be considered equally influential a hundred years from now?
Aaron Larson, Earl Joseph, George Kurbik, Brian Toren, Hank Lederer

68 IS THE SPACE PROGRAM GOING TO FADE OUT...
...with all of us still stuck here? Can it be saved or is it too late?
David Egge, L.A. Taylor, Aaron Larson, David Perlman

71 THE LANGUAGE OF LITERARY CRITICISM
A panel at another convention bogged down in discussing a book's "hidden nase" because it meant too many different things to different people. Does the language to go beyond "I like it" exist?
Michael Levy, Eric Heideman, Russell Letson, Pamela Dean, Amanda Elg

76 MAKING UP KLINGON IS HARD TO DO
Watch normal (well... humans get into ridges. A guide for the forehead challenged. Sponsored by IKV Babelhell.
Bill Hedrich, Jennifer Peck, Doug Nowlan

**77 MEN CAN'T LIVE WITH THEM,
CAN'T GET A NEW OPERATING SYSTEM**
Do men and women really think differently? Are we at the mercy of our genetic programming? Is the political correctness movement making things better or worse?
Sandra Lindow, L.A. Taylor, David Perlman, Sandy Swanson, Joyce Scrivner

78 THE MESSAGE IS A MESS
How do you write from a particular background or agenda without preaching or writing a polemic?
Aaron Larson, Vernor Vinge, David Perlman

80 MULTI-CULTURAL DIVERSITY AS DEMONSTRATED IN STAR TREK
Who are the most Jewish? What other cultures can be seen in Star Trek's aliens?
Rabbi Gershon, David Perlman

81 MY SENSE OF WONDER JUST GOT RUN OVER
How does a writer of contemporary fiction sustain the fantasy elements when the work is set in something resembling the real world?
Peg Kerr, Mark Shepherd, Kara Dalkey

82 THE MYTH OF MYTH
From the Epic of Gilgamesh to the Poodle in the Microwave, what cultural needs do myths satisfy?
Erin McKee, Deirdre Murphy, Jane Yolen, Kara Dalkey, John M. Ford

83 THE NATURE OF EVIL IN SF&F
From "the Quest for Power" to "the Greatest Good for the Greatest Number" to "I just like to hear people scream," what makes a villain real and believable?
Steve Mudd, Vernor Vinge, Robert Cornett

85 OBSCURE BRITISH TV SHOWS
Blake's 7, Tomorrow People, The Avengers, Red Dwarf, Triffid, and others.
Sybil Smith, Ann Chancellor, Kirk Marston

89 POTATO SCIENCE EXPERIMENTS
Making a battery... putting a straw through a spud... bring your favorite demo. (No sledgehammers, Gallagher!)
Katie Clapham

90 PHOS, CONS, AND FANS ON THE INFORMATION SUPER-HIGHWAY
The Internet, GEnie, Fidonet, and AOL are providing a new way for readers and writers to meet. Is this replacing or augmenting fanzines and conventions, or is it something completely different?
Joyce Scrivner, Amy Thomson, John Johnson, Ctein

91 PROZAC IS OUR FRIEND
The legal mind-altering drugs of fandom: what are they, what do they do, and why should we take them?
Mark Shepherd, Don Bailey, Richard Cronk, Shirley Carlson

92 THE QUEST FOR LITERARY RESPECTABILITY
Should we redecorate the ghetto or try to move into a higher class neighborhood? Is the mainstream red-lined?
Mark W. Tiedemann, Steve Deyo, Robert Cornett

93 RAISING CHILDREN IN FANDOM
Morals, manners, and family: using Mr. Spock instead of Dr. Spock. Do we really raise our children differently or are they just born that way?
Jane Strauss, Jeanette Roth, Robert Cornett

94 REAL LIFE AND HIGH FANTASY
Is it totally irrelevant to the plot that there are no latrines in all of Tolkien? Is this the nature of the subgenre? If not, how can real-life issues be dealt with appropriately?
Glen Cook, Steve Deyo, Kara Dalkey, Robert Cornett, David S. Cargo

95 REINCARNATION IN LITERATURE
A mystic view of reincarnation, and a discussion of it as a plot device.
Rabbi Gershon, Dierdre Murphy

96 THE RIGHT STUFF
Artists discuss the best tools and materials for the job. Brushes, paints, paper, sculpting tools, etc.
Erin McKee, Crystal Marvig, Darlene P. Coltraine

98 RUNNING A SMALL CONVENTION
A how-to guide by people who have been there, done that, and sold the T-shirt.
Star, Jen Wolter, Sandra Lindow, Joan Marie Verba, Giovanna Fregni

102 SCRIPT WRITING FOR FANNISH AUDIENCES

Tips for skits and plays to be performed at cons by writers and performers who have done it.

Jeanette Roth, Jerry Stearns, Les Roth

103 SELF PUBLISHING: FROM DESKTOP TO VANITY PRESS

What are the advantages and disadvantages? How do you go about it? Why would anyone want to?

L.A. Taylor, Steven Vincent Johnson, Joyce Scrivner, John Rezmanski

109 SMALL PRESS: ALIVE & KICKING, OR SUICIDAL?

There are a number of small press operations in the SF&F field. How do they operate?

Eric Heideman, Steven Vincent Johnson, Aaron Larson

110 SO I WROTE THE BOOK, SO WHAT?

Treat authors just like real people. Authors get to tell their favorite "Misery" stories.

L.A. Taylor, Allen Steele

111 SOMEDAY MY PRINTS WILL COME

Following the long, sometimes tortuous trail from artist's original to print, be that limited edition, lithograph, serigraph, photo, or offset print. How are they made? What are the differences? Should the buyer really care?

Cleen, Crystal Marvig, Erin McKee, Ishtar, Steven Vincent Johnson

115 STAR TREK TECHNOLOGY

A discussion of all the technology in the *Star Trek* Universe: Romulan, Klingon, Borg, Cardassian, Federation, Bajor, and Gamma Quadrant.

Larry Lura, Sarah Seigel

116 STYLE VS. STYLE

Different people prefer different sorts of prose style. Readers and writers talk about what they like and what they hate about different kinds of writing.

Jane Yolen, Jen Wolter, Mark W. Tiedemann, Dierdre Murphy, Amanda Elg

117 TAPING YOUR CONVENTION 101

How to make a good tape for your con (and maybe get it shown on Network 73 next year). Prerequisites: "Intro to Video" and "CamCorder Operation Basics."

Rick Lancaster, Network 73

118 TATTOO ONE: BODY ART IN FICTION AND REAL LIFE

Is tattooing, piercing, etc. really more popular or just less marginalized? What are the attractions?

Ishtar, Star

119 TATTOO TOO: ACQUIRING BODY ART

How to get your tattoos and piercings safely and keep them. Does it really hurt more on your ankle?

Ishtar, Star, Doug Nowlan

124 TRUE LIES

SF&F is a lie that can effectively convey truths about our culture. How does this happen? Which writers are best/worst at this?

Marshall Willis, Danith McPherson, James Frenkel, Mark W. Tiedemann, Chris Bender

125 UFOs AND GOVERNMENT CONSPIRACY

What are they hiding?

Keith Spears, Jim Croot, Steven Vincent Johnson, David Perlman, Joel Henry

126 VAMPIRES ON A BED OF RICE

The long-awaited movie has finally been released after much buildup and controversy. Discussion of the film as well as the newest book in the *Vampire Chronicles*.

Joe Agee, Andrew Bertke, Victory Starbourne

127 VISIONS OF CYBERSPACE

Possible incarnations of the Information Super-Highway.

Don Bailey, Steve Deyo, Vernor Vinge, Earl Joseph, George Kurzik

128 X-FILES

A discussion of the popular *X-Files* TV program featuring FBI agents Fox Mulder and Dana Scully and their strange, sometimes frightening, but always thought-provoking cases.

Bill Willis, Sarah Seigel, Melanie Peterson, Joelle Riley

129 WAR IS BAD, PEACE IS GOOD

The nature of war varies according to the culture and the level of technology.

When is war a useful adjunct to diplomacy? Can wars be necessary, even desirable? Is SF&F a useful place to explore these questions?

Marshall Willis, Mark W. Tiedemann, David Perlman

130 WHAT'S WRONG WITH THE PUBLISHING INDUSTRY

Is there anything wrong with the industry? This panel will explore the topic, with reference to David Westlake's "A Likely Story."

Pat Wrede, James Frenkel, Don Blyth, Barbara J. Gislason

131 WHAT AN ASPIRING AUTHOR NEEDS TO KNOW

The ever-popular panel on how to prepare a manuscript, send a query letter, submit to agents or editors, etc. Spiced up with ways not to get published that various people have recommended or attempted.

Dierdre Murphy, Jane Yolen, David Perlman, Barbara J. Gislason

132 THE WHEELS OF IF GO ROUND AND ROUND

Alternate history is a perennial subject for SF writers. What are the less obvious branch points and what might have come of them?

Aaron Larson, John M. Ford, Hank Lederer, Brian Toren

135 WHY ISN'T THERE MORE SF IN OUR SF BOOKSHELVES?

Why is so little hard SF being produced today? Or are we looking in the wrong place?

Eleanor Amazon, Mark W. Tiedemann, L.A. Taylor, Russell Letson

- 141 ALIENS IN TREK: CARDASSIA AND THE DOMINION**
Last year it was Borg and the Bajorans, now the other side of the Bajor/Cardassia conflict. Who are the true rulers of Cardassia? Will other returnees to the Dominion find the shapeshifters as Odo did?
Joe Agee, Matt Goldman, Sarah Seigel, Larry Lura
- 145 CHRISTIAN FANDOM: A SPECIAL INTEREST MEETING**
A discussion of Christianity in SF&E.
Joan Marie Verba, Marty Helgesen
- 146 BEDTIME STORIES WITH JANE YOLEN**
Tales from the oral tradition for children & adults.
Jane Yolen
- 149 BUILD A CASTLE/ SPACE STATION**
Constructions using milk cartoons and other recycled objects.
Fawn Bonewitz
- 152 CHILDREN'S JUGGLING WORKSHOP**
How many can you keep in the air? Let Ruth show you how.
Ruth Anderson
- 153 CHILDREN'S MAGIC WORKSHOP**
Learn simple tricks to amaze your friends.
Wild Phogg
- 155 CHOCOLATE CEREMONY**
A craft ritual honoring the Xocatl.
Michelle Clark
- 157 ASK DR. MIKE**
He returns to answer your remaining questions.
John M. Ford
- 160 THE FANTASTIC ART OF JODY LEE**
A slide show by the Artist GoH.
Jody Lee
- 163 A FUNNY THING HAPPENED ON THE WAY TO MARS**
It's time to bring to light the secrets of why we are all still bound to Planet Earth.
Victory Starbourne, Bill Willis, Matt Goldman, Sarah Seigel
- 164 GALACTIC GOURMET VI**
Sample an interesting collection of delicacies rumored to be from around a galaxy. A chance to risk your taste buds (no one has died yet).
Brin Willis, Deb Nickelson
- 167 THE WORK OF VERNOR VINGE**
James Frenkel talks to Vernor Vinge about his work.
Vernor Vinge, James Frenkel
- 169 KID'S GAMING**
Come and play.
Michael Kauper

- Anne Sheffee*
- 171 KIRK IS DEAD! LONG LIVE PICARD!**
The greatest hero of the Federation is dead. Can the Next Generation fill the shoes of the larger-than-life characters of classic Trek?
Joe Agee, Victory Starbourne, Diane Murphy, Joelle Riley
- 177 THE STRAIGHTENING OF HOLLYWOOD**
Films...
Don Kisser, Joe Agee, Sybil Smith, Robin Wylie, Eleanor Amason
- 178 MAKE YOUR OWN PUPPET**
Make puppets from socks and scraps, then perform with them.
Laura Krentz, Jay Marsalek
- 180 MEN IN TIGHTS II**
Wouldn't it be fun to watch all the men strut their stuff in opaque pantyhose? The gauntlet has been thrown. Who will brave the stage this year?
Deb Nickelson, Brin Willis, Andrew Bertke
- 184 MULTI-CULTURAL/MULTI-SPECIES RELIGIOUS CEREMONY**
Join us Sunday morning to celebrate differences and similarities. A presentation featuring the religious ceremonies of the diverse spectrum of human and alien kind featuring Christian, Jewish, Pagan, Mimbari, Klingon, Centari, Nam, and others.
Brin Willis, Victory Starbourne, Sarah Tesh
- 186 ORIGAMI WORKSHOP**
Make amazing art by folding paper.
Lynda Sherman, Elizabeth Bramwell Colter
- 191 BETH EASTMAN MEMORIAL PUN-EL**
Fun to remember! Once again, Minicon's punsters gather to mutilate the language without fear of flying fruit.
Ed Eastman
- 200 WHAT DO I READ NEXT?**
Recommendations.
Scott Imes, Michael Levy, Russell Letson
- 201 WRITING FOR ADULTS**
Standards in writing for adults.
Steven Brust
- 203 THE FICTION OF ROBERT FORWARD**
Second Foundation's annual discussion of the work of a GoH.
Eric Heideman, Robert Forward, Second Foundation, Jen Wolter
- 204 MINNESOTA IMAGINATIVE FICTION WRITERS' ALLIANCE MEETING**
A regular meeting, only at Minicon.

207 KLINGON DATING GAME

Sponsored and staffed by the IKV Rakehell.
Bill Hedrich, Jennifer Peck, Laura Thurston, George Richards, Mary Bertelson

208 ROBERT FORWARD SLIDE SHOW

Space tethers or FTL methods.
Robert Forward

209 PHYSICS X

Everything you ever wanted to know about physics but were afraid to ask.
Robert Forward

210 FREEWHEELING SPECULATION ON MINICON 31

Next year's concon answer or dodge: all your questions, accept nominations for the theme, and compile a list of GoH suggestions for Minicon 32.
Glen Tenhoff, Kay Drache, Thomas Jantunen; with Kate Carey, Victor Raymond

211 POETRY READING

A two-hour reading.
Terry Carey, Jane Hansen, Sandra Lindow, Jane Yolen

212 FILK SONG

Original and published filk songs.
Brin Willis

213 STAR TREK NEWS AND VIEWS

Latest news and info on *Star Trek*, etc.
Scott Hill

214 STAR TREK REVIVAL MEETING

Old Time Religion meets the 23rd Century.
Lynn Tauer

215 STAR TREK VS. THE TV UNIVERSE

Trek analysis and controversy.
Scott Hill, Joe Agee

218 WAR FOR THE CLAS: THE MOVIE... STATUS REPORT 3

The producers tell what's happening now.
Will Shetterly, Rob Hinger

220 INVESTMENT FOR THE FUTURE

An investment broker suggests how to invest your money so you can continue going to cons when you retire.
Tom Ingram

Check your pocket program for day, time and location.

221 BRONZE CASTING SLIDE SHOW

The ceramic shell process of casting bronze sculpture.
Butch Honeck

222 HOMOEROTICA IN SF&F

How it affects or appeals to the reader. How did you feel when you first encountered the genre? Come share your insights, opinions, and feelings.
Brin Willis, Victory Starbourne, Joe Agee, Andrew Bertke

227 H.G. WELLS' TIME MACHINE

Discussion of the novel on its 100th anniversary; the text and George Pal's motion picture.
Kirk Marston, Blair Keith, Wayne McCloud, Eric Heideman

228 DE WHO REGENERATES

The TV show that wouldn't die....
Kirk Marston, Wayne McCloud, Greg Bakun

229 IS TIME TRAVEL POSSIBLE IN OUR LIFETIME?

Einstein says no. Minkowski and others say maybe.
Kirk Marston, Celestial Affiliation of Timelords

230 MISSING SCENES FROM STAR WARS

Did Lucas leave something on the cutting room floor?
Eric Jon Larson

240 THE SCHOLAR'S APPROACH TO MEDIA FANDOM

Psychological analyses of characters, sociological analyses of cultures, and left-months through popular TV shows.
Katie Clapham, Carol Stoneburner, Beth Friedman

241 CREATING LANGUAGES FOR OTHER CULTURES

Or, "How to Swear in Elvish." How do you swear in cultures without Christianity? Language comes out of culture comes out of language....
Katie Clapham

248 TERMINATOR: A FEMINIST VIEW

Feminist panel discussion of *Terminator* and *T2*.
Sara Connor

250 CLOWNING WORKSHOP

How to make 'em laugh (by accident on purpose).
Andre Guirard

Information will undoubtedly change after this book goes to press.

Last-minute changes will be posted on Network '73, in the Bozo Bus Tribune, and outside function rooms.

...DIDN'T

Corp. Bheer. Blog. Fresh Fruits. Music. People. Chocolate.

1

Bagels. Polite Fruits. Chips & Dip. Caramel Corn. Peat Bog.

JUST

Soda Soda Soda. Neat Stuff. Cool Crowd. Ooblech.

LEAVE

Bathtub Surprise. Cream Cheese. Curds. Cotswald.

THIS

Smoked Blarney. Sense-a-Wundah Room. Kosher Nibbles.

PARTY?

Over 3,000 assorted Condoms. Hospitality 24 Hours a Day.

The Consuite will shut down all services (excepting Soda Service) for the hour of 11 am to 1 pm Friday & Saturday, in order to facilitate a cleaning binge. Any warm bodies wandering around the Consuite at that time may be press-ganged into helping. And to make things easy on y'all, we have formulated this handy policy guide, known as **THE CONSUITE COMMANDMENTS**

thou shalt

1

Have Fun.

Pay Attention to the New Smoking Arrangements and keep them Wholly Pure.

2

Not prepare Waffles in the Consuite.

Not attempt to take from the Consuite that which You were served in the Consuite (Drinks, Munchies, etc.)

3

Light the Lamp, not the Rat.

Please keep it in Mind that an it be Illegal outside of the Hotel, it be also Illegal inside the Consuite. Use Thy Head.

4

Not procure Alcohol for the Underaged, lest we Boot You from the Convention.

Volunteer to be a Twinkie that we may Shower You with Gratitude Forever.

5

Not Damage the Consuite.

Not Game in the Consuite with the Funny Dice, lest we feed You to the Weasels.

6

Not Snooze/Crash in the Consuite, lest the aforementioned Weasels begin to get Fat.

7

Have Fun.

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THE 22ND
FLOOR
CONSUITE

see map on page 8

by Erik Baker

BEST!

A rash of Elvis sightings has been sweeping the country. Reports from Kennebunkport, Maine indicate the King may have been vacationing with former President Bush. New Orleans residents



claim to have seen Elvis in the French Quarter dancing to a Zydeco band, eating a Cajun-spiced twinkie during Mardi Gras.

Allegedly, the King remarried this past June at the Chapel O' Luv on the outskirts of Las Vegas. He was seen leaving the Chapel with Ethel Mermann. Employees at the Chapel refused to comment. Later that month he was spotted in a biker

bar in Leavenworth, Kansas, throwing darts at a poster of Michael Jackson with a group of Hell's Angels.

Another recent sighting placed him at the foot of an alien spacecraft in the desert of New Mexico signing a peace agreement with representatives of Alpha Centauri. Early reports indicate a full peace accord through the year 3025.

Alpha Centaurians aren't the only aliens lucky enough to party with the King. Many recent Elvis sightings have been made at small espresso bars from Seattle to Charlotte. Apparently the King has developed a refined taste for coffee and espresso. There is photographic evidence of the King's visit to the Dark Star Espresso Bar at Minicon last Easter in Bloomington, Minnesota. Rumors abound that he may make an unprecedented second appearance at Dark Star Cafe. Sources have indicated that Elvis' preferred beverage is the chocolate-raspberry cafe au lait; perhaps the drink bears a tasty resemblance to a jelly donut.

Dark Star Cafe Visited by The King

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To watch for Elvis' second coming, put on your Blue Suede Shoes (and white polyester jumpsuit) and bring your Hunka Burnin' Love poolside to Dark Star.

There are two music rooms with live Jethouse Rock every evening.

Don't Be Cruel - Dark Star is still non-smoking.

Come on down and get All Shook Up because coffee, tea and soda are served

22 hours a day (the bar will be closed between 4 and 6 am for cleaning and nap time for the espresso machines).

Viva Las Vegas!

Room parties

The room party is a curious hybrid. On one hand, it's hospitality, and that's something Minicon specializes in. We party and we're proud of it. On the other hand, room parties take place in private hotel rooms. They are not Minicon's official hospitality — remember the consuite?

Room party

Information

is available on the

Parties Monolith,

outside the

Grand Ballroom.

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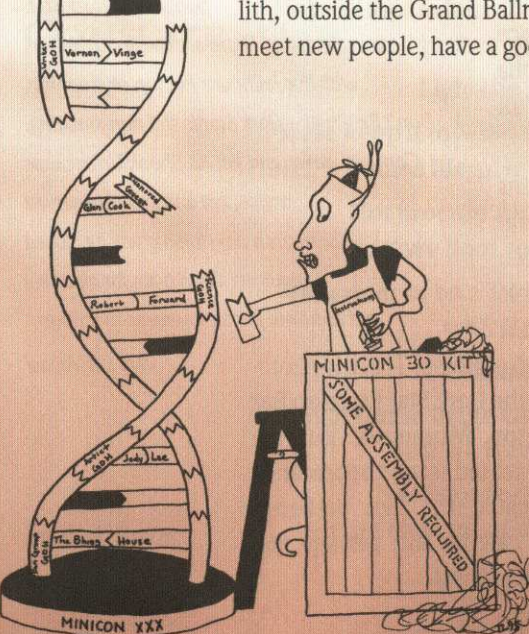
by Karen Cooper

There's something for everyone at room parties: Clubs increase their visibility, Worldcon bids entice you to vote for them, people visit with friends they only see at cons. Publishers, costumers, and anime fans all host parties.

Some room parties are open — everyone is welcome to find a drink, some munchies, an interesting conversation. Others are private: The hosts may be entertaining their friends. When in doubt, ASK, "Is this an open party?" Don't worry if it's not. That happens.

Room parties mostly happen in someone's bedroom. Be courteous and neat. The hosts want everyone to have a good time; they do not want to sleep in a bed soggy with spilled pop.

Room party information will be available on the Parties Monolith, outside the Grand Ballroom. Check out some room parties, meet new people, have a good time. That's why we're here.



VALLEYCON 20

Science Fiction & Fantasy Convention

October 6-8, 1995

Simon Hawke, Author GoH

Robin Wood, Artist GoH

Blair Flegel, Fan Guest

Art Show and Auction, Banquet, Dance,
Gaming, Sanctioned Magic Tournament,
Panels, Demonstrations and Much More!

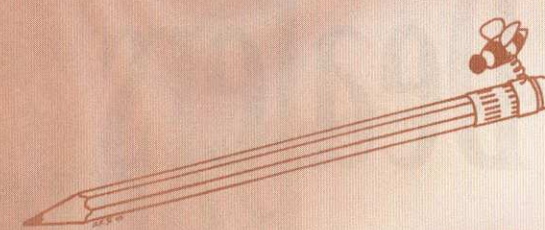
Membership \$10 before 8/31/95
\$15 at the door.

Held at the Doublewood Inn in Fargo, ND

For Information:
P.O. Box 7202, Fargo, ND 58109

Art show

How to bid on art



THURSDAY
7:30 pm Art Show set up

FRIDAY
12:00 noon Open for Artist Check-in
5:00 pm Open for viewing
10:00 pm Close

SATURDAY
10:00 am Open for viewing
5:30 pm Art Show ends
8:00 pm Art Auction begins
10:00 pm Sold art may be picked up

SUNDAY
9:30 am Artist checkout permitted
2:00 pm Take down Art Show

HELP WANTED

HELP WANTED

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

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

It takes about 20 people to run a successful Art Auction. Contact the Art Show Director if you want to help.

Artists should check the **programming schedule** for items of special interest: 1, 2, 3, 24, 44, 63, 96, 111, 160, 186, and 221.

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PAGE 42

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

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

(batteries not included)

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

Original art is made by hand and is always unique.

Some of the art is classified as a "multiple original." A multiple original is part of a common set that has been uniquely treated, usually colored, to be different from other members in the set.

Limited edition prints are part of a numbered set of identical pieces.

Please keep these differences in mind when you bid on art.

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Dealers' Room

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*Looks like a lot of really good things
are going to be available to buy.
Visit early, visit often, and spend
all that cash that's burning holes
in your pockets.*

DEALERS ROOM HOURS

Friday . . . 3:00 pm-7:00 pm*
Saturday . . 10:00 am-6:00 pm*
Sunday . . . 11:00 am-3:00 pm*

*The dealers room continues to be open after hours for the patrons who still want to buy.

Louis Allgeyer
Arms and Armor
Arthur Chadbourne
Jewelers
Black Rose
Enterprises
Bronze Age
Enterprises
Celtic Myth & Fantasy
Darlene Coltrain
Conman Creations
Glen Cook
Dancing Wolf Studio
Digital Fiction
Djinn Enterprises
Dodeka Records, Ltd./
The Screen Empire
Dragonspawn Craftball, Ltd.
Dragonwaters(formerly Excaliber Leather)
Dreamhaven Books & Comics
Dreamstitcher Custom Costume
Emerald's Fashions
Evenstar Bookstore
Faun Art
Felix Needleworthy
For Collectors Only
Giovanna Fregni
The Gameshop
Gemini Dreams
Gemini Glass
Jeff Gonner
Graph X Press
Honeck Sculpture

Imagination Unlimited
Isher Artifacts
JCP Designs
Philip Kaveny Bookseller
Kyril's Cavern
Lighthouse Design
Magus Books
Erin McKee

Fred Meine
Mere Dragons
MN Space Frontier Society
MO'R Design
Off World Designs
Omega Artworks
P.J. Silversmiths
Paillard Press
Ravenwing & TMR Distributors
Red River Valley Tang So Do
Steve Scherer
Something Different
Space Station
TAJ Designs
Tarot by Annie & Graphic Traffic
Things that go Bump
Uncle Hugo's
USS Phoenix SF Fan Club
Susan Van Camp
Leo Watrin
Whimsey Winks
The Wizard's Wagon
20th Century Books

Video Room

We'll be showing hard-to-find SF&F films and shorts.
There will be a schedule posted.
Seek us out!

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Hi! I'm Mike Heinsohn, and I'll be your host this year in the Gaming Suite. This makes my fifth tour of duty as Gaming Head, and I think you'll like what's coming this time around. There will be a selection of games* available for your use, simply ask the room monitor to check one out.

Please feel free to stop by, either to play a game or just to relax. We will be open from noon on Friday until 2 pm on Sunday. Gaming is located in Plaza 5, located ground floor beneath the North (short) Tower. As in past years, there are a few rules, which are listed at right.

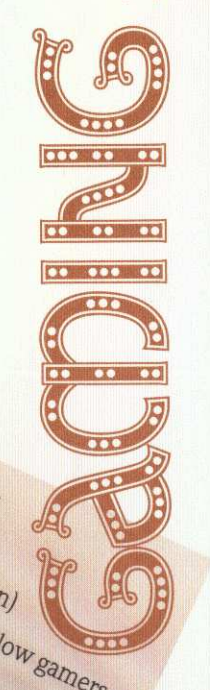
There is one new restriction — as there were problems last year, there will be a limit on the number of tables that can be used for any one type of game:

- ◆ Role playing games
- ◆ Board and/or war games
- ◆ Collectible card games (such as Magic: the Gathering or Illuminati: New World Order, etc.)

I will try to be fair and if there are open tables, things are negotiable.

HAVE A GOOD TIME!

* Card Decks,
Chess,
Pick-Up Sticks,
Monopoly . . .



- And now, the Rules:
1. No smoking (sorry)
 2. No alcohol (sorry again)
 3. Be courteous to your fellow gamers
 4. Clean up your messes

Minneapolis in '73

The Worldcon bid that launched Minicon

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by
Geri Sullivan

Set your wayback machine for 1967 and travel with Jim Young, Fred (pre Levy) Haskell, Ken Fletcher, Dick (pre Richard) Tatge, Frank & Carol Stodolka, and Al Kuhfeld as they journey to New York for Nycon 3. Dick was in the Army at the time and traveled down from Boston, where he was stationed before heading over to Vietnam. The rest of the Minneapolis fans made their way to New York from Minnesota.

Less than a year earlier some of those same fen had been around for the founding of Minn-stf (at least one claims to have been "but for a sandwich" at the time). There was no Minicon, no Minneapa, and not much to the club other than a few creative, zany "youngsters" just discovering this thing called fandom.

The Minneapolis fen immersed themselves in the fannish milieu at Nycon — it was heady, wondrous stuff, as good Worldcons are wont to be. Sometime late in the weekend, Dave Vanderwoort asked Jim Young, "Gee, have you ever thought of bidding for a Worldcon?"

Jim was a bit taken aback by the concept, but didn't let that stop him. He responded promptly, "Why, no, but I'm really thinking of bidding for the Midwestcon," thus showing just how much of a neo he was, since the Midwestcon wasn't open to bidding. It doesn't move around like Worldcons, Westercons, Eastercons, Conventions, World Fantasy Cons, Corflus, Readercons, and a host of other conventions, many of which had yet to be created back in 1967.

Dave looked at Jim with some bewilderment, then set him straight. With the Midwestcon out of reach, Jim set his boyish, fannish eyes on bringing the Worldcon to Minneapolis.

At that time, the Minneapolis convention best known to fandom was a con that never happened. *InVention: The First Science Fiction Invitational Convention*, was supposedly held April 4–6, 1952. It was a hoax perpetrated by members of the old Minneapolis Fantasy Society and two fannish friends visiting from Missouri. They created a fanzine containing an 18-page convention report filled with improbable topics and events. In *A WEALTH OF FABLE*, Harry Warner, Jr. reported that some BNFs (Big Name Fans) of the day (including Harlan Ellison) got their noses bent severely out of joint, thinking they'd been left out. They were again outraged when they learned they'd been duped. Many years later, after Minicon had been created and held for some time, Minicon weekend intersected InVention's anniversary. Fred (still pre Levy) Haskell and Emma Bull cooked up a fitting tribute to the occasion. Fred proposed holding InVention 30, a hoax of a 30-year-old hoax, and Emma provided art for the name badges. Several fen at Minicon 14 wore their InVention 30 badges, but no conreport was written, and fandom-at-large let the anniversary pass by quietly.

For that small bit of creative Minneapolis lunacy to have happened, Minicon had to exist. So let's get back to Jim Young and his dreams of Worldcon grandeur. For it was from those dreams that Minicon arose (or descended...or, knowing Jim...jumped out of his left ear, jabbering something reminiscent of Firesign Theatre).

"We have to put on a convention," Jim thought. "If we want to run the Worldcon, we need experience. We need to show the BNFs and other voters that we can do it."

Minicon 1 was held in 1968. It was a 1-day affair at the Men's Lounge of Coffman Union at the University of Minnesota. These days, if you really stretch the count, you could claim a total of 60 people attended for at least part of the day. Fred Levy Haskell and Don Nelson, both expected at Minicon 30, were two members of the convention. They're the only members of Minicon 1 who went on to attend every Minicon since.

Jim worked hard on the next two Minicons, which were full weekend events. The young convention began to grow, and as the word of Crazy Minneapolis Fandom began to spread, Minneapolis in '73 bid parties became the place to be at cons near and far.

While Minn-stf had few ties to the old Minneapolis Fantasy Society, the club also had friends in Missouri — in St. Louis, to be

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The Mpls in '73 Suite
is in Rooms 480-484,
North Tower.
The suite will be open
from noon to 2 am
Friday and Sunday,
and from 10 am to
2 am on Saturday.
Check your pocket
program for the exact
schedule of events.

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precise. Fans working on the Minneapolis in '73 bid saw first hand the painful meltdown that occurred as a result of the 1969 St. Louiscon. Running the Worldcon, with its numerous demands and political stresses, destroyed the St. Louis fan group. Not long after, Jim Young's father died. Jim had to withdraw as chair and he really couldn't see anyone else in the group who he thought could run the bid. In the aftermath of St. Louiscon, the work and politics of running Worldcon didn't look like much fun. In fact, it looked like a Bad Idea. Rather than continuing, Minneapolis in '73 dropped its Worldcon bid before voting occurred, giving its support to the Toronto group that eventually hosted Torcon.

But just because we didn't want to run a Worldcon didn't mean we didn't want to party. Bev (pre Elmshouser) Swanson and Chuck Holst are widely credited with the continuation of the Minneapolis in '73 bid, post-supporting variety. They led the first such party at Torcon, and Minn. stf fans have been holding Minneapolis in '73 parties around the world ever since.

In 1990, Minicon began sponsoring a Minneapolis in '73 suite for the duration of the convention. It's one of the "conventions within a convention" that you can find at Minicon. The small Minneapolis in '73 suite provides a place for old farts to hang-out and also serves as an entry-point for newer fans who might find the 22nd floor consulte just a tad loud and overwhelming.

Since the Radisson remodeled our old suite out of existence, Minneapolis in '73 is moving to the Plaza Tower (that's the short one) for Minicon 30. During the suite's open hours, a variety of hosts will offer a comparable variety of amusements and entertainments, all bound together by traditional Minneapolis in '73 hospitality.

Depending on when you arrive, you might find yourself building milk carton boats, eating pancakes, flipping the heads on PEZ dispensers to get at the treats inside, building a bheercan Tower to the Moon, buying memberships to ReinCONation, smoffing with the exec of Minicon 31, drinking champagne, or eating birthday cake. Then again, you're welcome to just stop in for a cup of coffee or bottle of brew. All parties are open, and Minneapolis in '73 memberships will be available whenever you or the hosts are able to find the stash of 1973 pennies and membership cards.

Network '73

Network '73 is a pair of closed-circuit television channels available within the Radisson. "We control the vertical...."

LIVE EVENTS

The only live events to be televised will be the Opening and Closing Ceremonies, and the Masquerade. This will provide maximum accessibility to the maximum number of Minicon members — supplementing the "live studio seating" with the best possible TV signal the hotel cable system allows.

These Grand Ballroom events are very well attended (to Standing Room Only and beyond) and warrant such treatment.

Other programming events will not be televised. A convention is meant to be attended — not watched from your hotel room. The programming committee and panel participants have put in a lot of time and work bringing their events to Minicon. Playing to a nearly empty room is not heartening. I know — I've been there.

ANOTHER PROGRAMMING TRACK: PRE-RECORDED

Now, what WILL be on: an alternative track of programming, not available at Minicon (or anywhere else in some cases). These include fan-written and fan-produced shows, author readings, artist demos, interviews, masquerade retrospectives, Midwest Convention "Travelogues," special children's shows, and our own version of religious programming on Sunday morning.

"NEWS FROM THE CON" LIVE

Network '73's most ambitious project is live "News from the Con" at 6 pm and 10 pm on Friday and Saturday. Watch Channel 3 for program times and titles.

THE TEXT CHANNEL

Glarabelle Radio—channel 3—is the Text Channel. It carries all those programming updates and the latest announcements, just like last year. And, just as in its first year, it will also be your Fan Radio station of choice, carrying fan-written, fan-performed or fan-preferred music and radio plays. "The perfect party background muse-zac."

On behalf of all the crew, tech, writers and actors — thanks for watching us!

Watch for our exclusive

world premieres of recordings that include:

◆ IKV Rakshell's

new one-hour episode

of Battleship Vengeance.

◆ Sneaking Suspicion

in concert at the

New Riverside Cafe.

MINICON 30
PAGE 49

by
Rex Bryant,
Chief Penguin
and the
Blue Meanie
and
Kris Spiesz,
Co-head,
a.k.a. "Max"

The Fanzine Room

AND WORLD WIDE WEB SITE

MINICON 30
PAGE 50

by Jeff Schalles

More and more conventions have created fanzine rooms in recent years. Forty years ago there was less distinction, fewer separate activities. If there was a movie, all 85 fans watched it, then everyone discussed something, then everyone went to dinner... As fandom grew, adding films, multi-track programming, gaming, costuming, filking and all, fanzine fans felt cast adrift. Huddled around the benches by the elevators, hiding amid the pros in the bar, fanzine fans began to ask for their own spaces — calling them Mimeo Rooms, Fan Rooms, Fanzine Rooms, Fan Lounges.

*Eventually, an entire convention just for fanzine fans was founded. It was last weekend, in fact, in Las Vegas: **Corfu 12**. If there was a movie, all 185 of us watched it. Then we talked about something and all went out to dinner... More or less, Las Vegas has a lot of distractions.*

The realm of science fiction fanzines and fanzine fandom (subtly related but essentially different from the "zines" described in mainstream publications) is a bit like that great big old turtle that ancient mythologies place under the elephant upon which all of the higher material worlds rest. There at the beginning, the roots of what followed. You may not notice that the turtle is there, but you would miss it if it was gone. But don't worry, it isn't going anywhere anytime soon — except maybe out onto the Internet.

All knowledge resides in fanzines, though sometimes it comes across like the million monkeys pounding away at a million typewriters. You have to dig to find it, and some nuggets may be hidden inside something so ugly you want to scream. But without fanzines, without fan-ed and fanwriters, without the Fanzine Writers of America (FWA), there would be a far poorer historical record of fan activities — and far less reason to meet the mailman every day.

Although passersby may get the impression that only diehard old-time sf fanzine heads hang around the fanzine room, waxing nostalgic about cranking mimeos day and night in the crazy apartments of the Bozo Bus building, this isn't entirely true.

Partially, but not entirely. Furthermore, the fanzine room is more than just a bustling print production facility; it is also meant to be a lounge where you may sit and read, draw, write, chat, make new friends, or just stare off into space.

At Minicon 30, the fanzine room will be publishing a daily newsletter, *The Bozo Bus Tribune*. There will be equipment available for people to make their own fanzines. In the past we've had venerable mimeographs, but this year we're using computers, laserwriters, scanners, digitizing tablets, and a high-speed photocopier. Also, we plan to make Minicon 30 a World Wide Web site on the Internet, with the local host based in the fanzine room and a Web page filled with con information, photographs, live audio feeds...

This is fitting. Fanzines were the original long-distance worldwide fan communication network, dating back to the 1930's. Fans have long been prominent among the early adopters of each new wave of communications technology.

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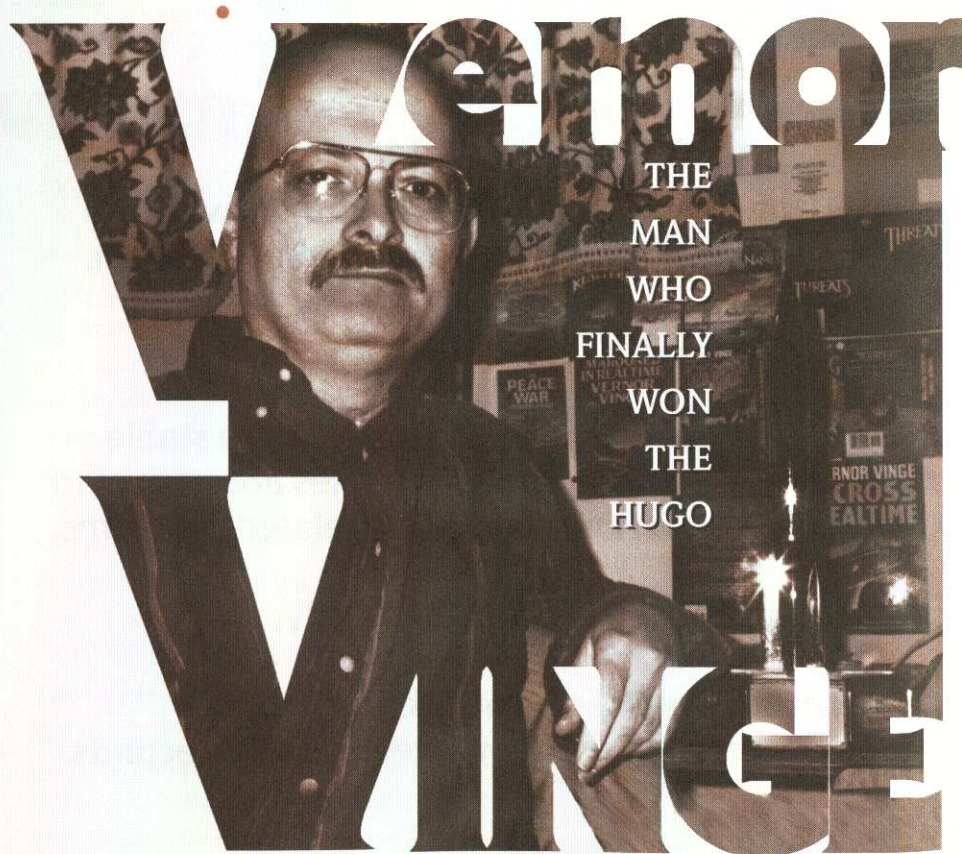
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Guest of Honor



Among serious science fiction writers, Vernor Vinge is considered one of the most highly respected writers in the field. For years, professional writers and editors would walk around saying things like, "Boy, that Vernor Vinge is really terrific. It's really a shame that more readers haven't discovered his books."

And for a number of years, this was quite true. Vernor Vinge was better known in the late 1960s and early 1970s than he was in 1983. His debut novel, *GRIMM'S WORLD*, was quite highly regarded for its imaginative premise, well-worked out science, evocative depiction of life on a planet with an unusual geology, and its general "sense of wonder." He had written a number of intriguing and effective short stories for John W. Campbell's *Analog*. In the second half of the 1960s, he was definitely a young hard-SF writer to watch. His second novel, *THE WITLING* wasn't published until 1975, and by 1976 he had stopped writing SF, concentrating instead on his career in academe first as a mathematician and then, with the development of computer science as field independent of mathematics, as a computer scientist. He credits the fact that he had come to formal computer learning rather late as something of an advantage — he didn't know what was "impossible."

While Vernor was learning and teaching computer science, his then wife, Joan D. Vinge, was starting her own science fiction career, beginning in 1973. When she garnered a sizable advance for *THE SNOW QUEEN* in 1978, Vernor decided to give SF another try. The early '70s were a relatively down time in the field, but now it seemed there was more money to be made, as a readership that had been largely discouraged by the predominance of doom-laden stories in the late '60s and early '70s came back to SF, eager for fresh new stories.

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by Jim Frenkel



He wrote *TRUE NAMES* in 1980, and it proved to be a turning point in his career. Its first appearance, in Dell's *Binary Star #5*, was a finalist for both the Nebula and the Hugo awards. Marvin Minsky spoke at length about *TRUE NAMES* in his Nebula Awards banquet address in New York in 1981, and many people in both the science fiction and scientific communities have since cited it as perhaps the single most seminal work of fiction and predictive fact in the development of what we now call cyberspace.

Vinge was nominated for a Hugo award for his next novel, *THE PEACE WAR*, published in 1984. Despite great popularity and widespread critical praise, it lost to Orson Scott Card's even more popular *ENDER'S GAME*. Likewise, in 1986, the sequel to *THE PEACE WAR*, *MAROONED IN REALTIME*, lost to *SPEAKER FOR THE DEAD*. He didn't write another novel until *A FIRE UPON THE DEEP*, published in 1992, and the development of his novelistic skills that was evident in the two previous novels had clearly taken another leap in this new work. He never said anything about it, but by this time Vernor must have been wondering what it took to win a Hugo Award. This new novel was one of the most highly acclaimed hard-SF novels of the new decade. Filled with ideas as few SF novels are, it impressed a wide range of critics, and readers were dazzled by the combination of vast scope, high-concept SF ideas, riveting action, sharply limned

VERNOR VINGE

<i>GRIMM'S WORLD</i> (Berkeley paperback)	1969
UK reprint: Hamlyn pb, 1978. Note: two stories linked into a novel; republished in 1987 in expanded version as <i>TATJA GRIMM'S WORLD</i> .	
<i>THE WITLING</i> (DAW paperback)	1976
US reprints: Bluejay trade pb 1986; Baen pb 1987. UK reprints: Dobson hc 1978; Hamlyn pb 1978; Pan pb 1990. Translations: French (1981), German (1984).	
<i>TRUE NAMES</i> (Dell paperback)	1981
as <i>BINARY STAR 5</i> , a two-in-one volume (along with <i>NIGHTFLYERS</i> by George R. R. Martin).	
<i>TRUE NAMES</i> (Bluejay trade paperback)	1984
Note: first separate edition of this novella. Translation: Danish (1986).	
<i>THE PEACE WAR</i> (Bluejay hardcover)	1984
US reprint: Baen pb 1985. UK reprint: Pan pb 1987.	
<i>MAROONED IN REALTIME</i> (Bluejay hardcover)	1986
US reprint: Baen pb 1987. UK reprint: Pan pb 1987. Translations: Dutch (1987), Spanish (1989). Note: sequel to <i>THE PEACE WAR</i> .	

characters, and masterful narrative control. Vinge was in San Francisco for the World SF Convention, ConFrancisco, sitting in the front row where all the nominees and their guests were sitting during the Awards ceremony. He wasn't the most surprised winner that night—Janet Kagan probably won that kudo—but he may have been the most relieved and pleased. He had worked for four years on this book, and his merit was finally recognized. Unquestionably, his recognition was delayed by the fact that due to the demands of his academic career, he can't write full-time. But the Hugo Award will forever mark Vernor Vinge as a great SF writer, and *A FIRE UPON THE DEEP* as one of the masterpieces of the field.

If you like hard SF adventure, pick up one of his books and start to read it. But you'd better set aside a few hours, or you might miss appointments, as well as sleep, as you marvel at the wonders of his science fictional universe. If you see him in the halls or at a party, ask him questions about his work. He is an articulate and enlightening person who carefully tries to understand the craft of science fiction, and is always working to improve his considerable skills. You won't see Vernor Vinge holding forth; he's modest about his achievements, and lets his prose speak for him. Go to his reading, and maybe you'll be able to get him to talk about his work in progress. That's REALLY fun.

VERNOR VINGE

HIS BOOKS

<i>ACROSS REALTIME</i> (Science Fiction Book Club hardcover)	1986
Note: omnibus containing <i>THE PEACE WAR</i> and <i>MAROONED IN REALTIME</i> . US reprint: Baen pb 1991 (which adds a related novella, "The Ungoverned"). UK reprint: Millennium pb (1994) and trade pb (1993).	
<i>TATJA GRIMM'S WORLD</i> (Baen paperback)	1987
Note: revised <i>GRIMM'S WORLD</i> , with addition of a later story, "The Barbarian Princess," as a prequel.	
<i>TRUE NAMES—AND OTHER DANGERS</i> (Baen paperback)	1987
Note: collection of five stories, including the previously-published separately <i>TRUE NAMES</i> .	
<i>THREATS—AND OTHER PROMISES</i> (Baen paperback)	1988
Note: collection of seven stories, including "The Blabber", a novella-length sequel to <i>A FIRE UPON THE DEEP</i> .	
<i>A FIRE UPON THE DEEP</i> (TOR hardcover)	1992
US reprint: TOR paperback, 1993. UK reprints: Millennium hc and trade pb, both 1992. Translations: Italian (1993) and German (1995).	

Tor Books Salutes
Guest of Honor

Vernor Vinge

"One of the most ingenious
minds in science fiction."
—Charles Sheffield

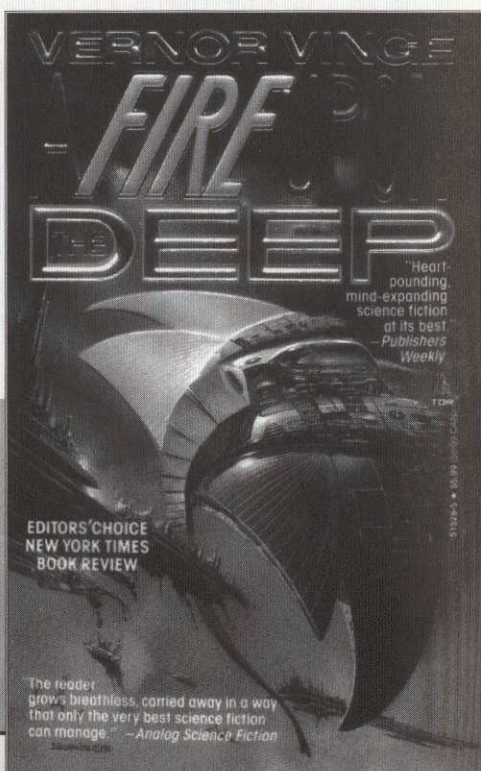
Author of the Hugo Award-winning

A Fire Upon the Deep

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BOOK REVIEW

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greatest
science fiction
author
has
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novel
of
the
year.
—*Anthony Browne, The New York Times*

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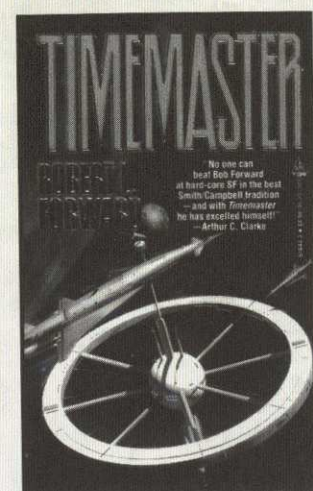
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himself!"—Arthur C. Clarke

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Glen Cook

Author of the phenomenally popular
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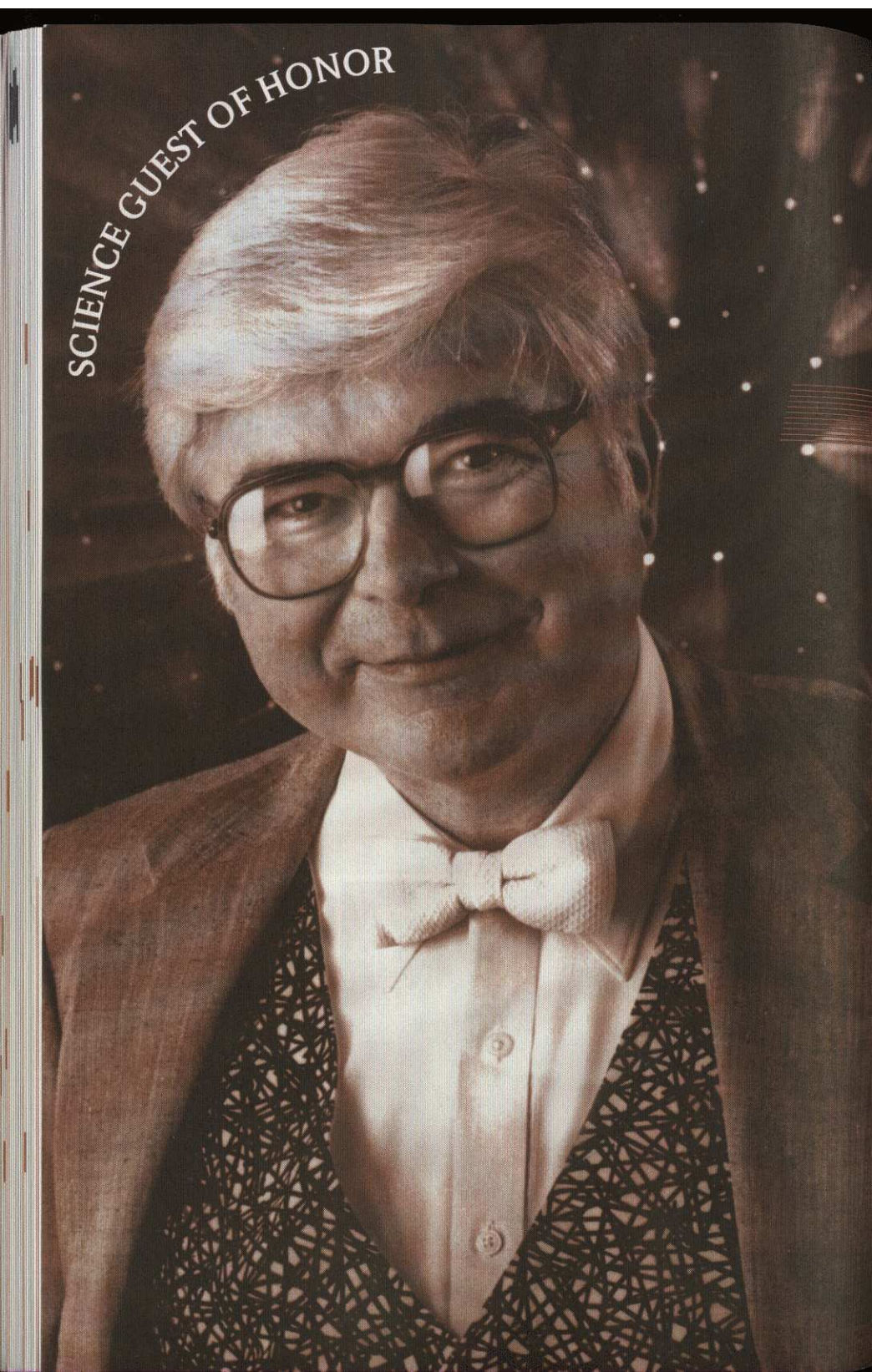
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SCIENCE GUEST OF HONOR



Dr. Robert L. Forward is a science consultant, writer, and futurist specializing in studies of exotic physical phenomena and future space exploration with an emphasis on advanced space propulsion concepts. Dr. Forward obtained his B.S. in Physics from University of Maryland in 1954, M.S. in Applied Physics from UCLA in 1958, and Ph.D. in Gravitational Physics from University of Maryland in 1965. For his thesis he built and operated the world's first bar antenna for the detection of gravitational radiation. The antenna is now at the Smithsonian museum.

ROBERT FORWARD

Dr. Forward has 38 years of experience in advanced space propulsion, experimental general relativity, gravitational and inertial sensors, low noise electronics, and space sciences. For 31 years, from 1956 until 1987, Dr. Forward worked at the Hughes Aircraft Company Research Laboratories in Malibu, California, in positions of increasing responsibility, culminating with the position of Senior Scientist on the Director's staff. During that time he built and operated the world's first laser interferometer gravitational radiation detector, invented the rotating gravitational mass sensor, published over 70 technical publications, and was awarded 18 patents. He left Hughes in 1987 in order to spend more time writing and consulting under his own company, Forward Unlimited.

From 1983 to the present, Dr. Forward has had a series of contracts from the Department of Defense and NASA to explore the forefront of physics and engineering in order to find new energy sources that could produce breakthroughs in space power and propulsion. The first contract, "Alternate Propulsion Energy Sources," was to conduct an intense technical assessment of the latest concepts in science and engineering that show promise of leading to a major advance in available energy sources for space power and propulsion in the 21st Century. The study resulted in the uncovering of 64 propulsion energy concepts, of which 28 were well defined enough to be selected for preliminary technical assessment. Further study narrowed the field down to six concepts that had not been known before, or had been deemed unfeasible or too far off by advanced propulsion surveys. One of these was antiproton annihilation propulsion.

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The second contract, "Antiproton Annihilation Propulsion," was to determine the physical, engineering, and economic feasibility of antiproton annihilation propulsion. The conclusion of the study was that antiproton annihilation propulsion is feasible, but expensive. A 212-page final report, a journal publication, six papers at conferences and workshops, and a book, *Mirror Matter: Pioneering Antimatter Physics*, resulted from that effort. As a result of the study, the Air Force set up special programs to support antiproton annihilation propulsion research.

The third contract, "Advanced Space Propulsion Study," continued to explore new propulsion concepts. The effort was to include an emphasis on the study of antiproton annihilation propulsion and to present approaches for promoting the scientific and technology issues of the concept. The contract resulted in five published papers. *The Mirror Matter Newsletter* was started in June 1986 with Dr. Robert L. Forward as editor. Each issue of the newsletter contained 10–14 pages and was sent free to those with an interest in the scientific and technological applications of stored antimatter. The newsletter was published 3–6 times a year and was terminated in June 1990 with the 18th issue. This contract also resulted in the compilation of an extensive *Antimatter Science and Technology Bibliography*.

The fourth contract, "21st Century Space Propulsion Study," was a multi-year program running from August 1987 through May 1991. The effort called for Dr. Forward to continue monitoring the research at the forefront of physics and engineering to discover new technology and scientific phenomena that might have application to space propulsion, and based on these latest developments, propose space propulsion concepts. The study again included an emphasis on antimatter propulsion concepts. The contract resulted in a patent and five publications.

The fifth contract, "Failsafe Multistrand Tethers for Space Propulsion," was an SBIR Phase I study with NASA/Marshall SFC that developed a failsafe multistrand tether design with a lifetime 500 times the lifetime of a single strand tether. This was followed by another SBIR Phase I contract "Failsafe Multistrand Tether SEDS Technology Demonstration," which runs from 15 December 1994 through 15 June 1995.

Another present contract effort is a multi-year contract with JPL for an advanced propulsion research definition study to find new concepts for advanced space propulsion that would be suitable for further experimental or analytical study by JPL.

Dr. Forward is a recognized expert on future technology, especially exotic physics and future space travel. He has given invited,

THE BOOKS OF ROBERT L. FORWARD: FICTION

DRAGON'S EGG (Ballantine/Del Rey hardcover) 1980
US reprints: SFC hc 1980; Ballantine/Del Rey pb 1981; UK reprint: NEL pb 1981; reissued 1988. Translations: German (1981), Japanese (1982), French (1984), Finnish (1987), Spanish (1988).

THE FLIGHT OF THE DRAGONFLY (Pocket/Timescape hardcover) 1984
US reprints: Pocket/Timescape trade pb 1984. UK reprints: NEL pb 1985; reissued 1987. Note: expanded 1985; expanded & reissued 1987, q.v.
Translations: Japanese (1985), French (1986), German (1986).

THE FLIGHT OF THE DRAGONFLY expanded (Baen paperback) 1985
US reissue: Baen pb 1987. Note: further expanded 1987 as *ROCHEWORLD*, q.v.

STARBUCK (Ballantine/Del Rey hardcover) 1986
US reprints: SFC hc 1985; Ballantine/Del Rey pb 1986. UK reprint: NEL pb 1988. Translations: German (1987), Japanese (1987), Spanish (1987). Note: sequel to *DRAGON'S EGG*.

ROCHEWORLD (Baen paperback) 1990
Note: further expansion of *FLIGHT OF THE DRAGONFLY*; "Rocheworld" series.

MARTIAN RAINBOW (Ballantine/Del Rey hardcover) 1991
US reprints: Eason hc 1991; Ballantine/Del Rey pb 1992. Translation: German (1992).

TIMEMASTER (TOR hardcover) 1993
US reprint: TOR pb 1993.

MAROONED ON EDEN (Baen paperback) 1993
Co-author: Martha Dodson Forward. Note: "Rocheworld" series.

RETURN TO ROCHEWORLD (Baen paperback) 1994
Co-author: Julie Forward Fuller. Note: "Rocheworld" series.

CAMELOT 30K (TOR hc) 1994
Co-author: Martha Dodson Forward. Note: "Rocheworld" series.

OCEAN UNDER THE ICE (Baen paperback) 1994
Co-author: Martha Dodson Forward. Note: "Rocheworld" series.

DRAGON'S EGG/STARBUCK (Ballantine/Del Rey paperback) 1995
Note: omnibus of the two named novels.

RESCUED FROM PARADISE (Baen paperback) 1995
Co-author: Julie Forward Fuller. Note: "Rocheworld" series.

paid lectures to the Okayama Prefecture in Japan, the 1990 NASA/Lewis Vision 21 Workshop, and four National Space Society International Space Conferences. He has presented invited review papers on the feasibility of interstellar flight as part of the 1976 JPL Flyby Celebrations, the JPL "Gossamer Spacecraft" workshop, and the 1985 IAF Congress, and also an invited paper to the 1985 IAF Congress reviewing the entire US advanced space propulsion program. He was a visiting lecturer on advanced space propulsion at the 1993 summer session of the International Space University. In 1994 he was the Keynote Speaker at the Practical Robotic Interstellar Flight Conference.

**BONUS GUEST:
MARTHA DODSON FORWARD,
CO-AUTHOR**

Martha Dodson Forward obtained a Bachelor of Arts degree in English from the University of South Carolina in 1956 and took graduate courses at UCLA. Her primary literary output consists of letters to a wide circle of family and friends, some of whom save them assiduously with the fond and foolish hope of becoming wealthy from their publication after her demise.

Dr. Forward's extensive review and bibliography, "A National Space Program for Interstellar Exploration"

is published in *Future Space Programs 1975* of the House Subcommittee on Space Science and Applications. In 1990, he was invited by the AIAA to write the advanced space propulsion section of the special propulsion issue of *Aeronautics and Astronautics*. In 1993 he was asked to write the advanced space propulsion section of the US Air Force Academy-sponsored textbook on space propulsion. He is a regular contributor to the *Encyclopaedia Britannica*, which invited review articles, "Ships to the Stars" in the *1988 Yearbook*, and "Antimatter" in the *1993 Yearbook*. In addition to 130 professional publications and patents, Dr. Forward has written 65 popular science articles for publications such as *Omni*, *New Scientist*, *Encyclopaedia Britannica Yearbook*, *Science Digest*, *Focus*, *Analog*, and *Galaxy*. His published works include two science fact books and ten "hard" science fiction novels, where the science is as accurate as possible. (see Bibliography at bottom of pages).

Dr. Forward is a Fellow of the British Interplanetary Society, Associate Fellow of the American Institute of Aeronautics and Astronautics, and a member of the American Physical Society, Sigma Xi, Sigma Pi Sigma, National Space Society, The Science-Fiction and Fantasy Writers of America, and the Authors Guild.

THE BOOKS OF ROBERT L. FORWARD:

DETECTORS FOR DYNAMIC GRAVITATIONAL FIELDS	1965
Thesis, University of Maryland at College Park	
DEVELOPMENT OF A ROTATING GRAVITY GRADIOMETER FOR EARTH ORBIT APPLICATIONS	1973
Hughes Research Laboratories: Research Report	
FAR OUT PHYSICS (report of SFWA presentation)	1974
A NATIONAL SPACE PROGRAM FOR INTERSTELLAR EXPLORATION	1975
Hughes Research Laboratories: Research Report	
INFRASTELLAR AND INTERSTELLAR EXPLORATION	1976
Hughes Research Laboratories: Research Report	
GRAVITY GRADIENT MAPPING FROM THE LPO	
Hughes Research Laboratories: Research Report	
INTERSTELLAR TRAVEL AND COMMUNICATION: A BIBLIOGRAPHY	1980
Co-edited, for British Interplanetary Society	

SELECTED NON-FICTION

ANTI-PROTON ANNIHILATION PROPULSION	1985
Report for Air Force	
ADVANCED SPACE PROPULSION STUDY: ANTI-PROTON AND BEAMED	1987
POWER PROPULSION (report for Air Force)	
FUTURE MAGIC (Avon paperback)	1988
Note: <i>Future Magic</i> , now out of print, is being replaced by a Baen Books original paperback, <i>INDISTINGUISHABLE FROM MAGIC</i> , which has non-fiction chapters, updated from <i>Future Magic</i> , plus a new non-fiction chapter on faster-than-light, with short stories — including a new one — interspersed in between. It will be out in August 1995.	
MIRROR MATTER: PIONEERING ANTIMATTER PHYSICS (Wiley hc)	
Co-author: Joel Davis	
21st CENTURY SPACE PROPULSION STUDY	1990
Report for Air Force	

Jody Lee has been illustrating professionally in the field of fantasy and science fiction for twelve years. Her clients include DAW Books, Bantam Doubleday Dell, Tor Warner, and others.

She has done covers for books by Mercedes Lackey, Jo Clayton, Mickey Zucker Reichert, Lloyd Alexander and Madeleine L'Engle.

Jody thinks of herself as a "born-again pre-Raphaelite" and admires all the usual suspects from that era and afterward, but she takes inspiration from many other sources and civilizations.

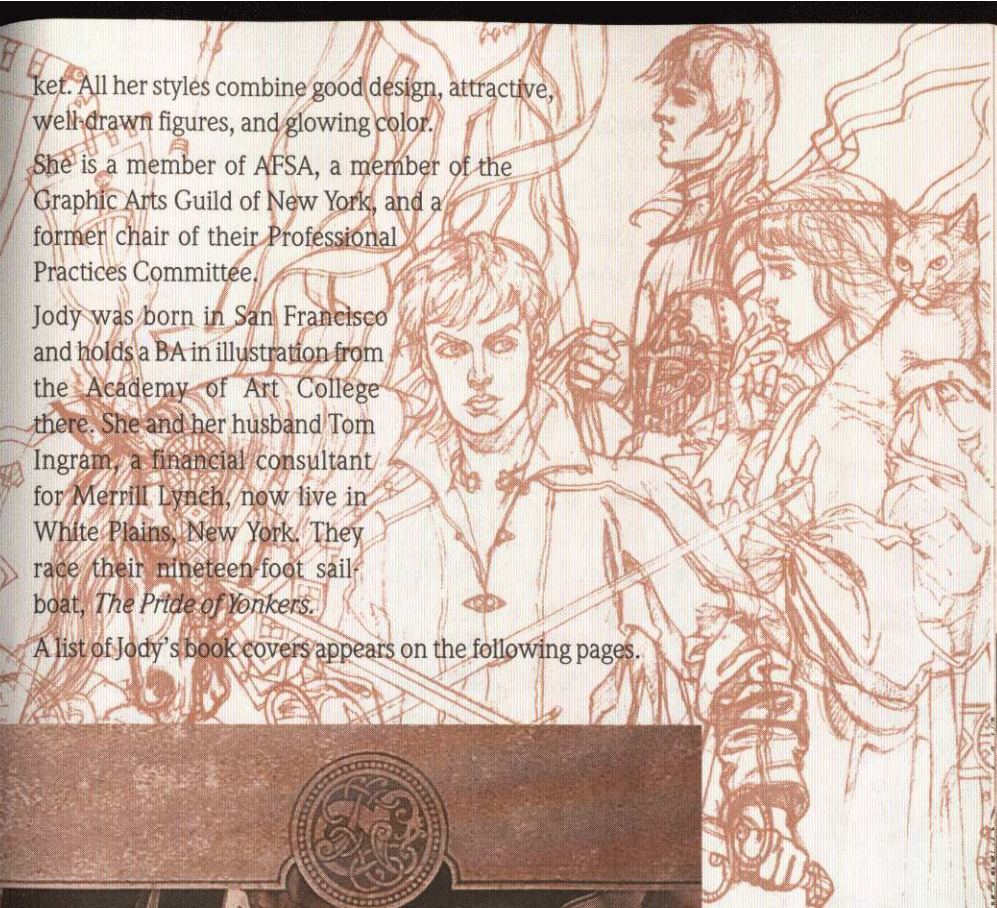
She tries to create a different and singular look for each book or series that will suit the story, the author, and the intended mar-

ket. All her styles combine good design, attractive, well-drawn figures, and glowing color.

She is a member of AFSA, a member of the Graphic Arts Guild of New York, and a former chair of their Professional Practices Committee.

Jody was born in San Francisco and holds a BA in illustration from the Academy of Art College there. She and her husband Tom Ingram, a financial consultant for Merrill Lynch, now live in White Plains, New York. They race their nineteen-foot sailboat, *The Pride of Tonkers*.

A list of Jody's book covers appears on the following pages.



JODY LEE

ARTIST
GUEST
OF
HONOR

MINICON 30
PAGE 64



MINICON 30
PAGE 65

Cover for
Beyond Ragnarok
by Mickey Zucker
Reichert
(new release),
and working sketch

TITLE	MEDIUM(S)
<i>Changer's Moon</i>	1985 Graphite, acrylics on gesso
<i>Skeen's Leap</i>	1986 FW inks, graphite, acrylics, pastels
<i>Skeen's Return</i>	1986 FW inks, graphite, acrylics, pastels
<i>Skeen's Search</i>	1986 FW inks, graphite, acrylics, pastels
<i>Arrows of the Queen</i>	1986 Oils, acrylics, gold watercolor on gesso
<i>Arrows Flight</i>	1987 Acrylics, gold watercolor on gesso
<i>Arrows Fall</i>	1987 Acrylics, gold watercolor on gesso
<i>Out on a Limb</i>	1984 FW inks, graphite on WC board
<i>Blue Magic</i>	1987 Gouache, acrylic, on gesso
<i>A Gathering of Stones</i>	1988 Gouache, acrylic, on gesso
<i>The Cathedral</i>	1987 Gouache, gold watercolor on gesso
<i>Oathbreakers</i>	1988 Gouache, gold watercolor on gesso
<i>The Shadow of the Warmaster</i>	1988 Pastels, graphite, gouache, acrylics
<i>Magi's Path</i>	1988 Acrylics, gold watercolor, gouache, ink
<i>Magi's Promise</i>	1989 Acrylics, gold watercolor, gouache, ink
<i>Magi's Price</i>	1989 Acrylics, gold watercolor, gouache, ink
<i>The Book of Thrice</i>	1989 Acrylics, ink, gouache
<i>The Black Cauldron</i>	1989 Acrylics, ink, gouache
<i>The Castle of Ayr</i>	1989 Acrylics, ink, gouache
<i>Taran Wanderer</i>	1989 Acrylics, ink, gouache
<i>The High King</i>	1989 Acrylics, ink, gouache
<i>Spellsingers</i>	1988 Acrylics, ink, gold gouache
<i>Shadow Hail</i>	1989 Pastels, graphite, acrylics, gouache
<i>Shadowspire</i>	1990 Pastels, graphite, acrylics, gouache
<i>Shadowfall</i>	1990 Pastels, graphite, acrylics, gouache
<i>By the Sword</i>	1990 Acrylics, ink, gold gouache
<i>A Wrinkle in Time</i>	1990 Acrylics, pastels
<i>A Wind in the Door</i>	1990 Acrylics, pastels
<i>Many Waters</i>	1990 Acrylics, pastels
<i>A Swiftly Tilting Planet</i>	1990 Acrylics, pastels
<i>The Song of the Gargoyle</i>	1990 Acrylics, ink
<i>An Acceptable Time</i>	1990 Acrylics, ink
<i>The Froggie Would a Wooing Ride</i>	1989 Gouache
<i>Wild Magic</i>	1991 Acrylics
<i>The Last of the Renshai</i>	1991 Acrylics, graphite
<i>The Chronicles of Prydain</i>	1991 Acrylics, graphite

TITLE	MEDIUM(S)
<i>The Cat Who Wished to be a Man</i>	1991 Acrylics, graphite
<i>Phoenix Fire</i>	1991 Acrylics, ink, graphite, prisma pencil
<i>Wild Fire</i>	1991 Acrylics
<i>Below the Root</i>	1991 Acrylics
<i>And All Between</i>	1991 Acrylics
<i>Until the Celebration</i>	1991 Acrylics
<i>Winds of Change</i>	1992 Acrylics
<i>The Western Wizard</i>	1992 Acrylics
<i>A Tapestry of Lions</i>	1992 Acrylics
<i>The Magic Wars</i>	1992 Acrylics
<i>Wren to the Rescue</i>	1992 Acrylics, pastels
<i>World's End</i>	1992 Acrylics
<i>Child of Thunder</i>	1992 Acrylics
<i>The King Arthur Companion</i>	1982 Acrylics, FW inks
<i>Runequest</i>	1982 Gouache
<i>Pendragon</i>	1983 Gouache
<i>The Mists of Avalon</i>	1983 Acrylics
<i>New Moon</i>	1988 Acrylics
<i>Winds of Fury</i>	1992 Acrylics
<i>Winds of Fate: Elspeth and Darkwind</i>	1991 Acrylics
<i>Winds of Fate: Morrilithe Falconbane</i>	1991 Acrylics
<i>The Black Griffin</i>	1993
<i>The Jaguar Princess</i>	1993
<i>The Legend of Nightfall</i>	1993
<i>Nightfall Spine Art</i>	1993
<i>The Witch and the Wombat</i>	1993
<i>Sing the Four Quarters</i>	1993
<i>The Book of Earth: Dragon Quarter Book One</i>	1993
<i>Storm Warning</i>	1993
<i>Fifth Quarter</i>	1994
<i>The White Cryphon</i>	1994
<i>Beyond Ragnarok</i>	1994
<i>Storm Rising</i>	1995



Images on these
four pages
are © Jody Lee

BHIGG HOUSE

*Bhigg House — 337 Oxford Street,
Winnipeg, Manitoba, Canada.
BaggieCon headquarters.*

*Home to Decadent Dave Clement,
Elizabeth Clement, Ruth Anderson,
Sharyl Leis, and Mike MacKinnon.
Site of fannish parties and plots*

*too numerous to remember
let alone mention.*

Let us begin with the House itself: it is big, it is gray, and it has a red door. Beyond these obvious attractions it is possessed of a lovely sun room with a view of the resident turtle's portable pond. The big, friendly living room is home to a swarm of balloons and an amazing light fixture; considered purely as sculpture it could be referred to as "the launch of the intergalactic sperm." The dining room comes equipped with a big table and stacks of jigsaw puzzles. The second floor has a big music room, suitable for parties and band practice, with book-lined walls in the best fannish fashion. The third floor has a closet big enough to serve as a guest bedroom. The brass plaque over the door reads, "Steve Brust slept here."

In 1990 several Canadian fans (Dave, Elizabeth, Ruth, Sharyl, and Don Bindas) were inspired by fannish households of Minneapolis (such as Toad Hall and the Bozo Bus building) and created a group home of their own in Winnipeg. Thus began Bhigg House. Their home allows each of the them to follow their Muse, so that it is a place of many, many friends.

Some of them gather every summer at BaggieCon, which is all Dave's fault. Each year he enjoyed the music and camaraderie of the group of friends gathered at the Winnipeg Folk Festival. Realizing that the warmth and happiness of good friends, good talk,

FAN GUESTS OF HONOR

SELECTED DISCOGRAPHY: DAVE CLEMENT

Music after Midnight.....Dodeka.....Tape
Rambling the Galaxy.....Dodeka.....Tape

SELECTED DISCOGRAPHY: DANDELION WINE

Circles in the Grain.....Dodeka.....Tape
Cheap Hooch.....Dandelion Wine.....CD

and good music was the essence of a convention he made it official. Thus was born BaggieCon: an annual gathering of souls united by their love of music, enormous campsites, and desire to stay dry (hence the giant baggies). Like all good conventions it has been commemorated in song, story, and T-shirt. There may even be a few BaggieCon T-shirts left — just ask.

The defining characteristic of the Bhigg House is hospitality, and last year's BaggieCon was a prime example. The Winnipeg Folk Festival ended early, to the strains of tornado warnings and a spectacular thunderstorm, rather than the usual "Mary Ellen Carter" and "Ripple." After the worst of the storm was over, 16 BaggieCon campers fled the disaster site and followed Ruth to the Bhigg House. They arrived at 2:30 a.m., drenched and dripping. Mike, Sharyl, and Elizabeth gave them a warm welcome, hot showers, dry clothes, places to sleep, and a chance to sing "Ripple" anyway. By morning, Elizabeth had all of their wet clothes washed and dried and was acclaimed as the patron saint of the BaggieCon campers.

As you might expect with such a friendly group, they are not coming to Minicon alone. Look for the rest of Dandelion Wine, other musicians, family, and friends. Of course they can't bring the house with them (they just had the foundation redone and they can't do a thing with it), but the spirit of the Bhigg House is with them, and you can experience Bhigg House hospitality for yourself. Look for the Red Door on the 16th floor. (See the pocket program for places and times).

MINICON 30
PAGE 69

Photos by
Ruth Anderson

.....

MINICON 30
PAGE 68

by Steve Glennon
with assistance from
Geri Sullivan,
Karen Cooper,
Sharyl Leis,
and Ruth Anderson.

DENIZENS OF THE BHIGG HOUSE

MIKE MACKINNON

Interests in Bridge, Magic, computers, Bridge, Magic, not learning the piano, Bridge, Magic, not learning the guitar, Bridge, and Magic. He is well rounded and knows how to count.

SHARYL LEIS

Interests in reading, gazing into Mike's eyes, and jigsaw puzzles. Hobbies: staying awake so she doesn't miss anything.

ELIZABETH CLEMENT

Interests in reading, French, and baking bread. She is looking forward to being an au pair in Quebec next year. If you wish to parler en francais then seek her out.

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RUTH ANDERSON

Interests in juggling (especially Sirk), singing, playing the guitar (sporadically), NLP, and expanding her own personal resources.

DAVE CLEMENT

Interests in music, singing, reading. Enjoys playing guitar, dumbak, and penny whistle solo or in the band Dandelion Wine. Dave especially likes to bring musicians together; most recently he ran the Filk programming at ConAdian.



Tor Salutes Hugo Award Winning MiniCon Attendee
Gordon R. Dickson
 AUTHOR OF THE ACCLAIMED CHILDE CYCLE—THE DORSAI BOOKS



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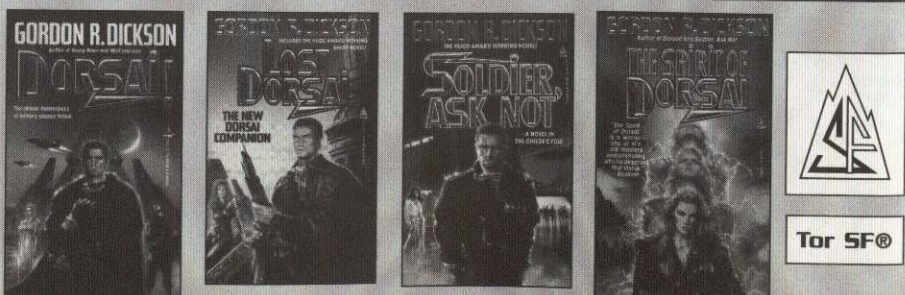
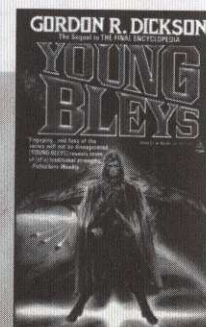
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Tor SF®

by Bruce Eerie and Thomas Imboden

GLEN COOK

HONORED GUEST

Glen Cook was born in 1944 in New York City. He has lived in Columbus, Indiana; Rocklin, California; and Columbia, Missouri, where he attended the state university. While attending the Clarion Writers Workshop in 1970, he met his wife Carol and they now have three children. The Cook family lives in St. Louis where Glen works nights in a GM plant.

THE BOOKS OF GLEN COOK

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- THE HEIRS OF BABYLON (Signet paperback) 1972
Translation: Portuguese (Brazil) 1980.
- A SHADOW OF ALL NIGHT FALLING (Berkeley paperback) 1979
US reissue: Berkley pb 1984. Note: "Dread Empire" series #1.
- OCTOBER'S BABY (Berkeley paperback) 1980
US reissue: Berkley pb 1984. Note: "Dread Empire" series #2.
- ALL DARKNESS MET (Berkeley paperback)
US reissue: Berkley pb 1984. Note: "Dread Empire" series #3.
- THE SWORDBEARER (Pocket/Timescape paperback) 1982
US reprint: TOR pb 1990.
- SHADOWLINE (Warner paperback)
US reissue: Warner pb 1986. Note: "Starfishers" series #1.
- STARFISHERS (Warner paperback)
US reissue: Warner pb 1986. UK reprint: Futura pb 1984. Note: "Starfishers" series #2.
- STARS' END (Warner paperback)
US reissue: Warner pb 1986 (?). Note: "Starfishers" series #3.
- THE BLACK COMPANY (TOR paperback) 1984
US reissue: TOR pb 1989. UK reprint: ROC pb 1992. Note: "Black Company" series #1.

Glen says of himself:

"Unlike most writers, I have not had strange jobs like chicken plucking and swamping out health bars. The only full-time employer I've ever had is General Motors, where I am currently doing assembly work in a light duty truck plant. My hobbies include stamp collecting and wishing my wife would let me bring home an electric guitar so my sons and I could terrorize the neighbors with our home-grown, head-banging rock and roll."

Our honored guest is the author of numerous science fiction and fantasy books. His works include the "Black Company" fantasy

- SHADOWS LINGER* (TOR paperback)
US reissue: TOR pb 1990. UK reprint: ROC pb 1992. Note: "Black Company" series #2.
- THE FIRE IN HIS HANDS* (Pocket/Timescape paperback)
Note: "Dread Empire" series #4.
- DOOMSTALKER* (Warner paperback) 1985
Note: "Darkwar" series #1.
- A MATTER OF TIME* (Ace paperback).
- PASSAGE AT ARMS* (Popular paperback).
- WARLOCK* (Warner paperback)
Note: "Darkwar" series #2.
- THE WHITE ROSE* (TOR paperback)
US reissue: TOR pb 1990. UK reprint: ROC pb 1992. Note: "Black Company" series #3.
- WITH MERCY TOWARD NONE* (Baen paperback)
Note: "Dread Empire" series #5.
- ANNALS OF THE BLACK COMPANY* (SF Book Club hardcover) 1986
Note: collects *The Black Company*, *Shadowstinger*, and *The White Rose*.
- CEREMONY* (Warner paperback)
Note: "Darkwar" series #3.
- REAP THE EAST WIND* (TOR paperback) 1987
Note: "Dread Empire" series #6.
- SWEET SILVER BLUES* (Signet paperback)
US reissue: ROC pb 1991. Note: "Garrett" series #1.
- BITTER GOLD HEARTS* (Signet paperback) 1988
US reissue: ROC pb 1991. Note: "Garrett" series #2.

series and the "Garret," hard-boiled detective, fantasy series. He is also the author of the "Dread Empire" books, the "Star Fishers" series (an SF series dedicated to Richard Wagner), and *The Dragon Never Sleeps*. Glen's personal favorite (and probably his masterpiece) is *A Matter of Time*, a time-travel historical mystery novel centered around the Vietnam War era.

When he isn't writing books, assembling trucks or collecting stamps, Glen can usually be found behind a huckster's table at science fiction conventions. So if you wish to meet him, stop by his area in the Minicon Dealer's room, maybe do some business, and introduce yourself. Glen is a hard-working but very approachable man and we recommend him highly.

- COLD COPPER TEARS* (Signet paperback)
US reissue: ROC pb 1991. Note: "Garrett" series #3.
- THE DRAGON NEVER SLEEPS* (Popular paperback).
- AN ILL FATE MARSHALLING* (TOR paperback)
Note: "Dread Empire" series #7.
- THE GARRETT FILES* (Science Fiction Book Club hardcover) 1989
Note: collects *Sweet Silver Blues*, *Bitter Gold Hearts*, and *Cold Copper Tears*.
- OLD TIN SORROWS* (Signet paperback)
Note: "Garrett" series #4.
- SHADOW GAMES* (TOR paperback)
Note: "Black Company" series #4.
- THE SILVER SPIKE* (TOR paperback)
Note: set in world of *The Black Company*, but not part of main numbered sequence.
- THE TOWER OF FEAR* (TOR hardcover)
US reprint: TOR pb 1990. UK reprint: Grafton pb 1991.
Translation: Italian (1990).
- DREAMS OF STEEL* (TOR paperback) 1990
Note: "Black Company" series #5.
- DREAD BRASS SHADOWS* (ROC paperback)
Note: "Garrett" series #5.
- SUNG IN BLOOD* (NESFA Press hardcover).
- RED IRON NIGHTS* (ROC paperback) 1991
Note: "Garrett" series #6.
- DEADLY QUICKSILVER LIES* (ROC paperback) 1994
Note: "Garrett" series #7.

OUR FAMILY ALBUM

WELCOME TO MINICON 30. In the past 27 years there have been 29 other Minicons (we can't get enough of a good thing).

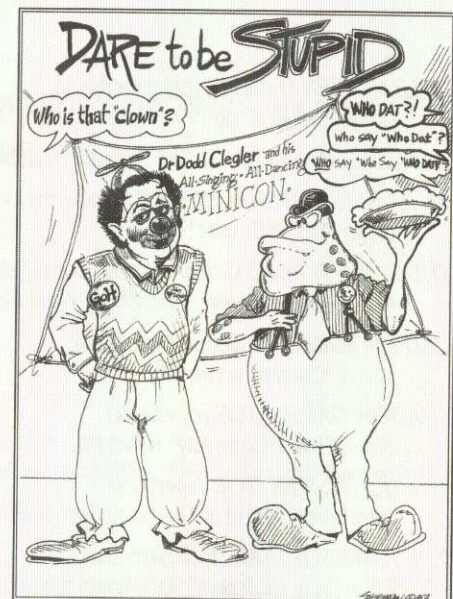
In 1987, Geri Sullivan published a one-shot 'zine entitled *Dare to be Stupid*. The 'zine contained a list of previous Minicons (through 1987) with each one's location, guest list, and convention year. Geri's list shows that the first Minicon was held in 1968 and took place in Coffman Union at the University of Minnesota. Around 60

people attended. By contrast, Minicon 29 was held at the Radisson South and had a membership of about 3,300 people.

I also had an opportunity to examine program books for most of the Minicons listed, back through number 6. For this, many thanks to Geri Sullivan and Scott Ims, True-Fen of the first water.

The following pages provide a snapshot of our 50-fold growth. They show each convention's year, the theme — if known — and the guests of honor (plus honored guests from time to time), along with commentary and a few odds and ends. Artwork and quotes are from the program books. The list is in chronological order (which isn't numerical order!)

— Tom Juntunen



MINICON 30
PAGE 76

Looking at early program books, I was struck by the program schedule — usually one or two pages, all events on one "track." The Minicon 29 program book describes 134 events across 20 pages of not terribly large type! And Minicon 30 promises to be even bigger; talk about humble acorns and mighty oaks. This oak has some deep roots, so climb a few branches and enjoy.

MINICON 1 (1968)

Location: Coffman Union (Men's Lounge), University of Minnesota.

Guests: Gordon Dickson, Charles De Vet, Clifford Simak.

MINICON 2 (1969)

Location: Andrews Hotel.

Guests: Gordon Dickson, Charles De Vet, Clifford Simak.

MINICON 3 (1970)

Location: Dyckman Hotel.

Guests: Poul Anderson, Gordon Dickson, Clifford Simak.

MINICON 4 (1971)

Location: Curtis Hotel.

Guest: Lin Carter.

MINICON 5 (1971)

Location: Andrews Hotel.

Guest: Volsted Gridban.*



MINICON 6 (1972) *The Stereo-opticon*

Location: Hyatt Lodge (Minneapolis).

Guest: Ruth Berman.

For three days of programming there were 15 items listed.

MINICON 7 (1973)

Location: Hyatt Lodge.

Guests: Larry Niven (pro), Rusty Hevelin (fan).

MINICON 30
PAGE 77

*John Mearns

MINICON 8 (1974)

Location: Dyckman Hotel.
Guests: Kelly Freas (pro),
Bob Tucker (fan).

The program book listed 27 program items
and 13 committee members for approxi-
mately 350 attendees.

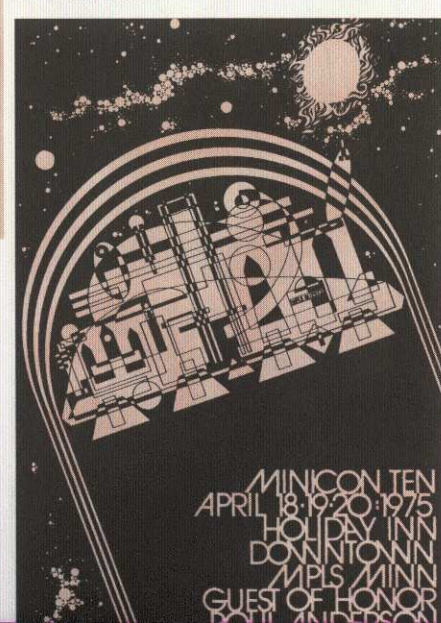


MINICON 30
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MINICON 10 (1975)

Location: Holiday Inn.
Guests: Poul Anderson (pro),
Gordon Dickson (fan).
There were 30 items listed in the program
book.



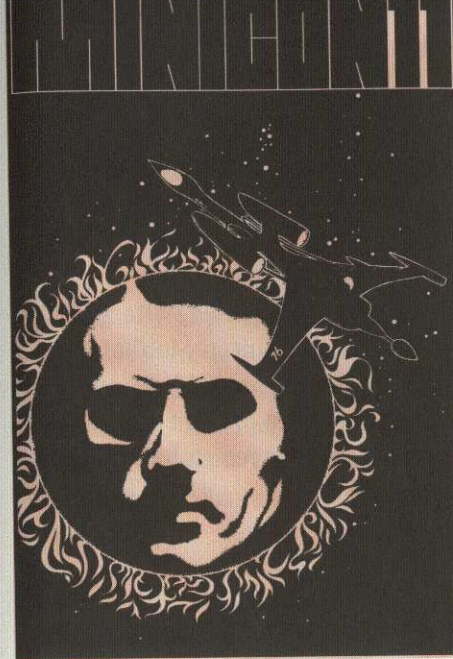
MINICON 9 (1974)
*Made possible by a grant
from Dayton's*

Location: Library/Dyckman Hotel.
Guests: Judy Lynn and Lester del Ray.
The program book listed 20 items and 11
committee members for approximately
190 attendees.

MINICON 11 (1976)

Location: Leamington Hotel.
Guests: Edmond Hamilton and Leigh
Brackett (pros), Leigh and Norb
Couch (fans), Jackie Franke and
Rusty Hevelin (toastmasters).

The program book listed 32 items, an Exec
of 4 people and a Committee of 19.



MINICON 30
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*"The first group 'Smoooooth!' of Minicon 11
took place at 9:50pm on the evening of Sunday,
11 April, 1976, in an apartment just south of
Minneapolis. Tucker was present, and was
radiant in a knit shirt and a single contact lens."*

MINICON 12 (1977)

Location: Leamington Hotel.
Guests: Ben Bova (pro), Buck and
Juanita Coulson (fan), Joe
Haldean (toastmaster).

*"Come, Finnish slans and humanoidis
And gather at the Con,
To party, argue, drink and sing,
Carouse and huck, or anything —
Disrupt the place 'til dawn.*

*Associate with finer folk,
Come in from out of the smog.
Be not afraid, come as you are
And visit our bizarre bazaar,
And fill yourself with blog.*

*True fen are drawn to Minicon,
(For confans, the Grand Prix)
So, if you never say 'Sci-Fi,'
Be not adverse to dropping by —
Minneapolis in '73!!!"*



— John Huotari, Minnetonka



MINICON 13 (1978)
Nothing is as it seems

Location: Leamington Hotel.

Guests: Samuel R. Delany (pro), Spider Robinson (fan), Bob Tucker (artist), Krissy (toastmaster).

The program book listed 34 items, 5 Exec and a "Merry Minicon Mob" of 25. The first "Winnipeg in '94" ad appeared. Moebius Theatre brought *Stage Wars* to Minicon (anyone remember the "special effects"?).

MINICON 15 (1979)

Location: Minneapolis Radisson.

Guests: Theodore Sturgeon (pro), Tom Digby (fan), Rick Sternbach (artist), Bob Vardeman.

The program book listed 40 items and Exec of 5 and a ConCom of 67.

"Please: No frisbeeing in the Con Suite!"

MINICON 16 (1980)
Déjà Vu

Location: Minneapolis Radisson

Guests: C.J. Cherryh (pro), Jon Singer (fan), Ken Fletcher (artist), Nate Bucklin (music), Wilson (Bob) Tucker (toastmaster).

There were 47 programming items, 4 on the Exec and a ConCom of over 70. Things were organizing into departments and "troubleshooters" were first listed. Avner the Eccentric, a master mime from Atlanta, performed for the con.

MINICON 17 (1981)

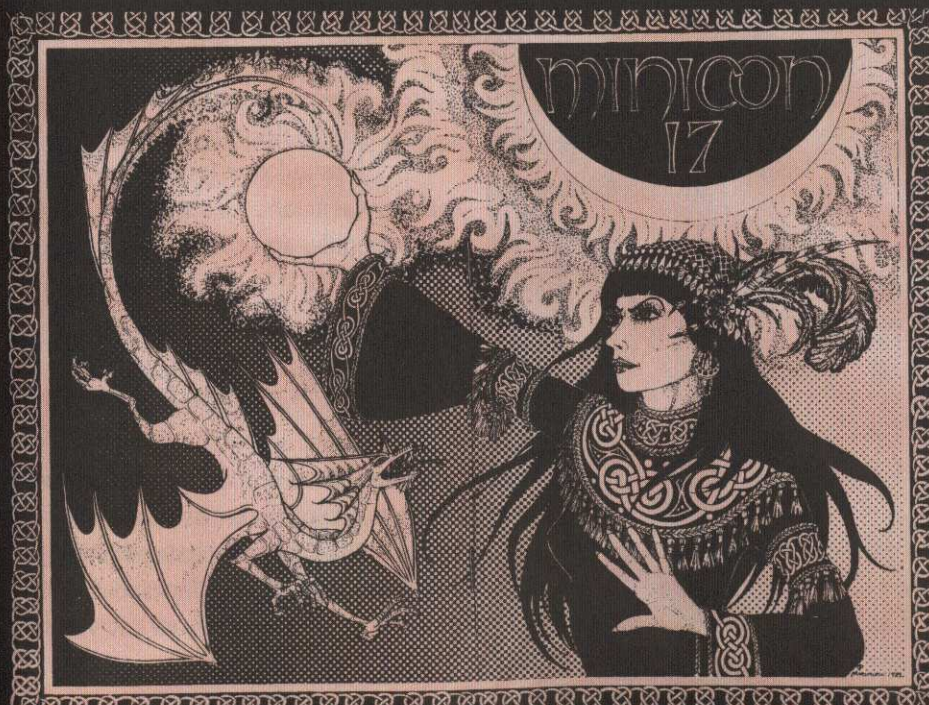
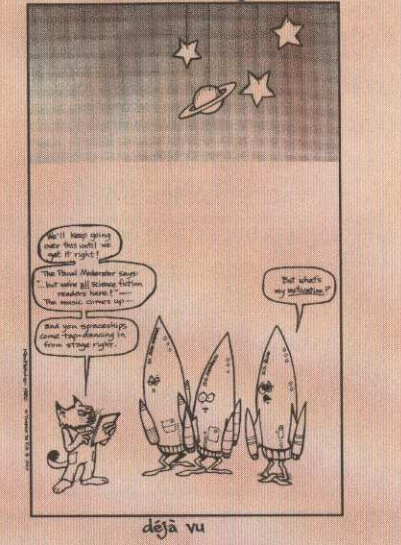
Location: Minneapolis Radisson.

Guests: Jack Vance (pro), Jerry Boyajian (fan), Reed Waller (music), Kathy Marschall (artist)

The program book listed 36 items.

"Please: No sex in the Con Suite!"

Minicon 16 Program Book



MINICON 30 PAGE 81

MINICON 14 (1982)
Forward, Into the Past

Location: St. Paul Radisson
Guests: John Varley (pro),
Cliff Simak (fan),
Spider Robinson (musician).

The program book listed over 50 items and concurrent programming appeared, along with organized Child Care. David Stever provided a guide to getting around St. Paul.

"This Program book is brought to you by Powder Blog Biscuits, the biscuits that help shy fans do what they must."



MINICON 30
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MINICON 18 (1984)
We know what we're doing and you don't. Trust us.

Location: Leamington Hotel.
Guests: Chelsea Quinn Yarbro (pro), Dave Wixon (fan), Steve Hickman (artist), Somtow Sucharitkul (music), Rusty Hevelin (toastmaster), Bob Tucker (smooth).

The program book was a newspaper, the *ConTribune*. The front page featured drawings of the hotels Minicon had previously been at — Andrews, Dyckman, Minneapolis Radisson and the Curtis — now all reduced to piles of rubble. Of course, we all know what happened since '84 to the Leamington...

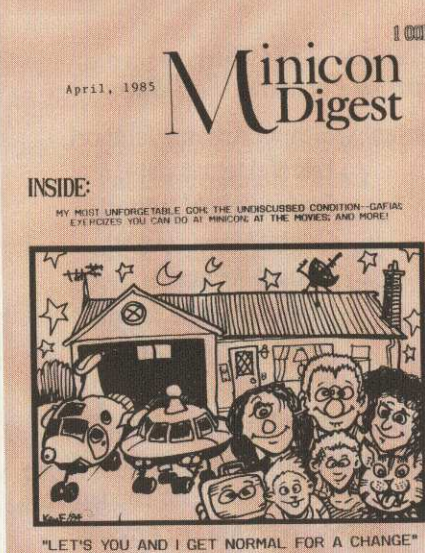
MINICON 20 (1985)
Let's you and I get normal for a change

Location: Radisson South.
Guests: James P. Hogan (pro), The Permanent Floating Riot Club (fan group), The White Women (music), Stu Shiffman (artist), Jerry Stearns and Kara Dalkey (toastmasters).

In the program book Jeanne Mealy revealed a cure for Gafia.

"I'd give my right arm to be ambidextrous!"
— Dave Romm

"In order to perform miracles, one must take notes." — Jack Vance



ALL MINICONS SINCE MINICON 20 HAVE BEEN AT THE RADISSON SOUTH

MINICON 21 (1986)
Now we're just immoral and fattening

Guests: Damon Knight and Kate Wilhelm (pro), Denny Lien (fan), Ken Fletcher (artist), Ann Passovoy (music), Diane Duane (toastmaster); Phyllis Eisenstein, Terri Windling, John M. Ford, P.C. Hodgell.

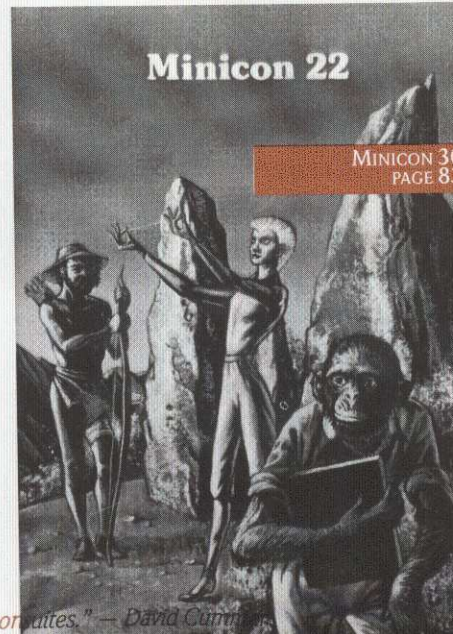
The registration packet came in a game box (Mutant, by Adventure Games) and included one of a set of miniature lead and tin figurines (sculpted by Ken Fletcher), as well as a cut-out diagram of a 23-sided die. There were rules for a treasure hunt in the program book — solve the riddles and (hopefully) discover the Treasure Trove.

MINICON 22 (1987)
Still Crazy After All These Years

Guests: David Brin (pro), Fred Haskell (fan), Erin McKee (artist), Jerry Stearns (music), Robert Bloch (toastmaster); Diane Duane, Jane Yolen, Ellen Kushner.

Winnipeg in '94 ads surfaced again. Kayte Norini directed a play of two acts based on Patricia Wrede's book, *The Seven Towers*.

"I have always counted on the craziness of conites." — David Curren



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MINICON 23 (1988)
Spring Forward, Fall Over

Guests: Eleanor Arason (author), Eric Heideman (fan), Frederick Pohl (editor), Crystal Marvig (artist), Richard Feynman (science)*; Jane Yolen, David Hartwell, Algis Budrys.

In the program book, an ad by "DAV" books appeared for Eleanor Arason's *Wage Slaves of Gor*. Eric Heideman contributed "Who Am Us, Anyway? A User's Guide to the Minnesota SF Community" — a survey of local groups and publications.



* Dr. Feynman passed away February, 1988

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MINICON 24 (1989)
Zen and The Art of Fan Maintenance

Guests: Harry Harrison (GoH), George "Lan" Laskowski (GoH), Fritz Leiber (GoH), Barry Longyear (GoH); Patrick and Theresa Nielson Hayden, P.C. Hodgell, Larry Niven, John Sladek.

In 1989 we lost Cliff Simak. Shock-wave performed "Weatherproof Windows of the Mind," the 3rd or 6th installment of the Food Wars saga. And we saw the 20th anniversary of the Apollo moon landing.



MINICON 25 (1990)
The Silver Edition

Guests: Jane Yolen (GoH), Kim Stanley Robinson (author), Patrick Price (author), David Thayer a.k.a. Teddy Harvia (artist), Dave Romm (fan), Earl Joseph (science); Dave Clement, P.C. Hodgell, Dr. Joseph Romm, Art Widner.

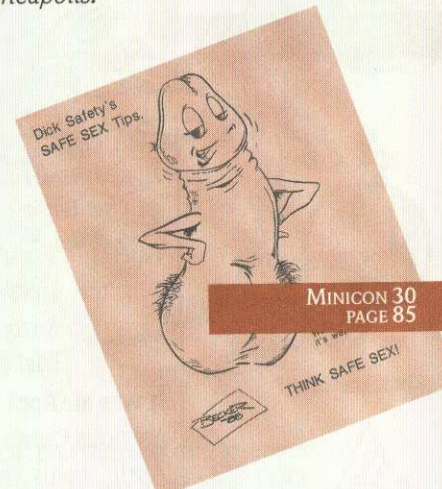
The program book was produced as a paperback entitled *It Came From Minneapolis*.

*"While others drift,
we ride the lift;
Push them buttons, open them doors!
Oh, the friends we meet,
when we're off our feet;
Push them buttons, open them doors!"*
— Teddy Harvia

MINICON 26 (1991)
Think of it as Evolution in Action

Guests: George Alec Effinger (author), David Cherry (artist), Al Kuhfeld, Ph.D. (science), Suzanne V. Tompkins and Jerry Kaufman (fans), Jon Singer (lunch).

The program book included a reprint of some of "The Neofan's Guide to Science Fiction Fandom," mostly the glossary portions. It was also full of parameciums.



MINICON 27 (1992)
DON'T EVER BE A DODO

Guests: Lois McMaster Bujold (writer), Ctein (artist), Dave Van Ronk (music).

Steven Brust served as the Official Minicon Adversary with great distinction. It was an educational program book, as Carol Kennedy undertook the thankless task of informing the membership about harassment, Denny Lien explained all about dodos, and Stephen Goldin explained the delicate art of "pro etiquette."

MINICON 28 (1993)
Suite, Savage Minicon

Guests: Susan Allison (editor),
Diane Duane (author),
Peter Morwood (author),
Kathy Mar (music),
Don Fitch (bless his sweet heart),
John M. Ford (interesting
person).

This was the inaugural year of Dark Star,
Minicon's own espresso bar and music cafe.

*"Let me see if I've got this right, you
buy hundreds of pounds of junk food,
enough gallons of soda to float a
yacht, and hundreds of dollars worth
of chocolate. Then you rent the top of
a hotel and throw a party where you
give it all away. Even the beer, which
you always misspell. You keep this
thing running all weekend, 24 hours,
and all with volunteers? Sorry, but
2700 people having that much fun
sounds very un-Minnesotan to me."
— from a conversation with a young
neo, prior to the convention*

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*How many hotels
has Minicon been in,
and how many are
still standing?*

*4 hotels — and
it's not our fault!*

MINICON 29 (1994)
*It seemed like a good idea
at the time*

Guests: Tom Doherty (publisher),
Jack Williamson (author),
Rusty Hevelin (fan), Phil
Foglio (artist).

It was an April Fools Minicon: "The
previous ConCom has been declared
April Fools and was promptly
replaced with the current Minicon
Committee..." Daylight savings stole
an hour from us. The program book
included Elise (Krueger) Mattheson
writing about "Big Trouble," and
there was a quiz on Minicon.

MINICON AD INFINITUM...

Which brings us to our 30th Minicon. This
brief look through the kaleidoscope of
Minicon's past is only meant to give you a
sense of the history here.
To really know Minicon you have get out
into it. Jump in, the water's fine!

Greetings from the Pirates of Fenzance

Baltimore in 1998
Worldcon Bid
Committee:

Brian Alexander
B. Shirley Avery
Cowed Beach
Rebecca S. Bross
Dana Carson
Melinda Carson
Jack L. Chalker
Pat Cluffreda
Martin Dostsch
Joseph Fleischmann
Robby Clear
Marty Clear
Cintinar
Hal Haag
Thomas Horman
Marian Horvath
Kitty Jensen
Quinn Jones
Miran Kelly
Pat Kelly
Judith Kindell
Ivy Koch
John T. Laidler
Ferreanne Lurie
Robert MacIntosh
Mike Marston
Thomas McMullan
Billie Mulligan
Michael Nelson
Lance Orsico
Jai Owing
Mark Owing
Peggy Rae Pavlat
John T. Sapienza, Jr.
Nicholas Shestman
Eva C. Whitley



The Pirates of Fenzance are pleased to
announce that if we win the 1998
Worldcon bid at Intersection, Peggy Rae
Pavlat has been elected to be our chairperson.
We would also like to remind you that we
have moved our bid to August 5 - 9, 1998
(Wednesday through Sunday).

*And that's the news from Baltimore in 1008 -
Where all the pirates are jolly, all the
committee members are fannish, and all our
Pre-Supporters are deeply appreciated.*

Baltimore Worldcon 1998 Inc.
P.O. Box 1376, Baltimore, MD 21203
baltimore98@access.digex.net

YOU WANT TO PUT THAT WHERE?

THE NEUROSIS COMMONLY KNOWN AS THE "W" WORD

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

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

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

How does it work? Eligibility is limited on one region per year, and they cycle through from East to West to Central. The current cycle is shown in the second sidebar.

International bids are eligible anytime, without upsetting the cycle. If the Worldcon is overseas then we hold something called the NASFC, or North American Science Fiction Convention. NASFC is held in the region that otherwise would

have hosted the Worldcon, had it been on this continent. For instance, the 1995 Worldcon will be in Glasgow, Scotland, and since this is an "Eastern year," the NASFC will be in Atlanta that same year. Worldcons and NASFCs are traditionally held over Labor Day weekend, although overseas cons usually run earlier or later, so they don't conflict.

Each Worldcon selects the site for the Worldcon to be held three years later. For instance, the 1993 Worldcon was in San Francisco. 1994 and 1995 had already been selected (Winnipeg and

Glasgow, respectively), so that left them with the choice of a site for 1996, which is another Western year. They can't take a home field advantage and choose themselves again, since there is a rule requiring that the next site be at least 60 miles away.

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

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

Bid parties really are the way to go. Since the people who go to Worldcon, and therefore can vote, are likely to go to other cons, then you want to get other really nifty cons (like Minicon). At a bid party, you invite people in to hear about your plans, and to try and get their vote. People who liked your bid bought pre-sup-

porting memberships at your planned Worldcon. Anyone who pre-supports a bid can then vote for site selection. You can upgrade your pre-supporting membership to attending real cheap after the voting, whether your bid won or not.

Some cities bid for Worldcon every chance they get. Some believe that running a Worldcon is great fun, and a really neat thing to do for the rest of fandom.

Chicago, Boston, and Los Angeles are perennial bidders, for instance. On the other hand, others say that friends don't let friends run Worldcons. Minneapolis fans feel safest if we bid for a Worldcon that happened 21 years ago.

Once you win, you're on your own. But you have our best wishes! Oh, lest we forget, ever hear of the Hugo Awards? Or the John W. Campbell Award for best new writer? In fact, if you register for Worldcon, you can nominate and vote for the Hugos. You always wondered how that happens, didn't you?

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

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by
Volstead Gridban

REGIONS

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

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

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

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CITIES CURRENTLY BIDDING*

1997 *Central*— San Antonio and St. Louis

1998 *East*— Baltimore, Boston, New York, and Niagara Falls

1999 *West*— Australia, Las Vegas (actually, the bid group is in Chicago, and they're serious), and Akarua (they're not serious)

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

2001 *East*— Boston

2002 *West*— (Minicon is unaware of any active bids beyond 2001)

* At least the ones we know about...

THOMAS JUNTUNEN'S TESTIMONY: Overseeing Publications for Minicon 30 has been a different experience from the last time I headed this department. Different and interesting. Modern-era communications have really become a part of everyday life. I communicated with many people via fax, e-mail and the Internet and was able to collect much of my material electronically.

Another different, and very pleasant, experience was the timeliness in receiving submissions from other departments. The majority were ahead of time, let alone by deadline! Thank you to all who submitted on time, you made a difficult job much easier.

The nifty appearance for all our materials was the inspiration of Nancy Wirsig McClure. She is also a good editor and has a keen mind, a ready supply of good cheer and is fun to be around. (She has cool screen savers, too.) This book would have been a much more drab affair without her efforts. Thank you very much, Nancy.

I was glad I could be a part of organizing our 30th Minicon and have enjoyed adding my two cents here and there. I'd like to thank Don Bailey (our Chairman) for offering me the chance to do so. And I'd like to thank his Vice Chairs, Cat Ocel and Glenn Tenhoff for all their support and kind comments.

And very special thanks to Kay Drache who helped more than mere words can convey. All the good stuff I've done originates with her.

Lastly, a heartfelt thank you to all who put up with me this Minicon season — you know who you are.

Convention
publications
were printed at
Winslow Printing,
Minneapolis, MN

COLOPHON

ADVICE TO FUTURE PUBLICATIONS STAFF: DON'T WRITE YOUR COLOPHON TEXT AS THE LAST LAP OF A MARATHON.

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NANCY WIRSIG McCLURE'S TESTIMONY: I created the cover art in KPT Bryce 1.0 and Photoshop 3.0 — is the computer a legitimate tool for an artist? All you DTP wonks will want to know that I produced the pages in QuarkXPress 3.3 on a Power Macintosh 8100/80. We used both a desktop scanner and a high-end scanner. Incidental graphics came from all those cheap CD-ROMs I've been accumulating and were manipulated in Aldus FreeHand 5.0 and Adobe Photoshop 3.0. Duotones were created in Photoshop. To play "name that typeface," try to apply the list at right.

Like all pro designers, I use unpaid projects to experiment. I hoped to be playful with typefaces without impairing readability. You be the judge: is the result a "ransom note"? Exploiting the freedom of a volunteer editor, I showed lots of text around (with apologies to department heads who agonized over the sequence of their paragraphs), hoping to increase findability of useful factoids during the convention. I don't wanna know that you're reading this book long after Minicon 30. Thomas Juntunen created the ideal laboratory for my experiments. Because I knew he'd apply his progress expertise to my files, I felt unconstrained by production issues. Because I knew he'd shepherd the book through the print process, I made full use of the second color, duotones, and bleeds. Thanks, Thomas!

- Fonts Used
- Amaro (Typecenter (Adobe))
- Antra (Image Club)
- Bloch (Adobe)
- CajalTech Screen (Adobe)
- Cotner (Adobe)
- Calla (Image Club)
- Jazz Poster (Image Club)
- Hobo (Adobe)
- Marcantoni (Monotype)
- Myriad Titl (Adobe)
- Neon Caps (Magazine)
- Newsland Inline (Font Cut)
- On Hand (Font (Strozemans))
- Playbill (Image Club)
- Poppi Landario (Adobe)
- Post-Script (Adobe)
- Clacke (Adobe)
- Rubino Serif (Image Club)
- Serif Gothic (Adobe)
- Silhou (Magazine)
- Stade (Adobe)
- Timber (Font Cut)
- Viva (Adobe)
- Wahout (Shareware)
- Wiedemann (Font Cut)

whodunnit...

EXEC
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 Cat Ocel Vice Chair
 Glenn Tenhoff Vice Chair
GENERAL STAFF
 Pat Beckfield Third Directorate Archivist
 Gale Traynor Third Directorate Archivist
 Kay Drache Minutes
 Joseph Maddison Signs (and Portents)
 Ishmael Williams Ombudsman
 Bruce Schrier Souvenirs
TREASURY
Polly Peterson and Mark Richards
GUEST LIAISONS
Joyce Schwmer
 Linda Lounsbury Vermer Vinge Liaison
 Scott Raum Dr. Robert Forward Liaison
 Michelle Clark Jody Lee Liaison
 Karen Cooper Smooth Liaison
 Steve Glennon Bhig House Liaison
 Bruce Faegrie Glen Cook Liaison
OPERATIONS
Loren Botmer
 Peter Larsson
 Linda Paul
 Janet Huss
 Tom Monahan
 Ted Meisner
 Mike van Maltzen
 Thomas Juntunen
Additional phone help from Kate Carey, Cat Ocel, Marguerite Carlson.
LIFE SUPPORT
Page Appelbaum .. Head (Office)
Tom Bates Head (Field)

REGISTRATION
Greg Cotton
 Cat Ocel Subhead
 Marguerite Carlson Subhead
 Joe Maddison
 Hillary Posner
 Roxanne Hill
 Linda Steiner
 Kari Jones
 Matt Weiser
 Ishmael Williams
 Isaac Fish
 Cynthia Sorensen
 Betsy Lundsten
 Charlie Horne
 Glenn Tenhoff
 David Vaurick
 Andre Guirard
 Margie Lessinger
 James Kuehl Badge Artwork

HOTEL
Karen Cooper
 Greg Johnson Suite Ghod
 Geri Sullivan Suite Ghod
VOLUNTEERS
Chris Jacobson
 Joellyn Ackerman-Ricci
 Sally Duval
 Ben Grimm
 Commander Susan Ivanova
 Gretchen Jones
 Kevin Johnson
 Caryn and Brandon Lengkeek
CUDDLE SQUAD
Myrna Logan and Lacy Patoch

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...whodunnit...

CHILD CARE

Jane Strauss
Hilary Posner for cooperation
Don Blyly for patience and runs to the Post Awful
Anna Zahava for use of her "baby boogy"
Shmuel for further training
Deborah Halpern, Dorothy Braseth,
Enid Griffin for forms preview and comment
Shannon Leslie for ample warnings
Michelle Clark for child care
Rex Bryant for moral support
Reed Waller for the badges
The Portable Chaos Squad (Mina, Natanya and Shaya)
Mary and Maria Devitt
Page Appelbaum
Wizard Marks, Cathy Brennan and Kris Landry
Colleen Glover
Carol Kennedy
Jim Nicolai (Greater Minneapolis Daycare Association)
Fishman's Kosher Market, L'Chaim Kosher Market

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EXTRAVAGANZAS

Rex Bryant
Kris Spiez for keeping me organized
Tadao N. Tomomatsu the best P.A. I've ever had
Nathaniel G. and Jeff B. who made it look like
I knew what I was doing
Jeff Armstrong one FINE tea candle
Reed Waller for the badges
Lorrie for trying really hard to bring us a play
John Corwin for answering all those calls at work!
Hilary Posner, Kristin Shaw,
Lynda Sherman, Jane Strauss for being there
The bands: Dandelion Wine, Cats Laughing
(thanks, Steve!) and Boiled in Lead
Shockwave and The Translowa Canal Company
The Portable Chaos Squad (Mina, Natanya and Shaya)

PROGRAMMING

Jerry Corwin
Beth Hansen Art programming
Kay Marszalek Belly dancing
Hilary Posner Children programming
Steven McKillen Entertainment
Rex Bryant Extravaganzas
Jeff Schalles Fanzine Room
Elise Mathison Green Room
Beth Friedman Literary programming
Elizabeth Sloan Masquerade
Art Johnson Phao Phaire
Kris Spiez Scheduling/Organization
Mike Heinsohn Gaming
Reed Waller for the badges
Dave Ackerman
Michelle Clark
Lauree Nelson
Jennifer Peck
Andrew Prock
Jane Strauss
Terry Garey

MASQUERADE

Elizabeth Sloan Director
Bruce Hyde MC

DEALERS ROOM

Kelly O'Donoghue

ART SHOW

Mark Abbott

VIDEO

Kevin Scales

GAMING

Mike Heinsohn

...whodunnit

PARTIES

Kate Carey, Shannon Leslie and Gypsy
Cheri Thompson Condom Queen
Jason Christiansen Condom King
Hustlin' Eric Baker
Sigrid
Lynn Litterer
Timmy, Bobby and the Wonderful Kate
Kent Hawkes
Alicia Brust
Toni Brust
Cat Ocel [Cotton]
Geri Sullivan
Doc Holliday and the Dream Cafe — you rock!
Barry Watson, helpful person extraordinaire
Mishla, best stupid dog
Radia, Falafel, Heather, Rufus and the Moose
The Minicon 31 Exec (Glenn Tenhoff, Kay Drache
and Thomas Juntunen)
Kinko's, Godiva Chocolatiers, R.J. Reynolds,
Oban Scotch, G.Y. at Roots'n'Fruits, Fantasy House,
Willy at Coke, Russ at Midway Rent-All,
Woodpecker Cider, Fishman's Kosher Market,
L'Chaim Kosher Market
*Special thanks to Audrey and the Gang
at Braegers Corporate.*

DARK STAR

Anna Bliss The King
Jody Wurt The Colonel
Tom Crewe The Jordanaires
Cynthia Ahlquist Little Lisa Marie

FANZINE ROOM

Jeff Schalles
Garth Danielson
Brian Hagland
Peter Hentges

Buzz Bus Tribune editors: Sharon Kahn,
Dave Romm, Nancy Wirsig McClure

MINNEAPOLIS IN '73

Geri Sullivan

NETWORK '73

Rex Bryant and Kris Spiez

Jennifer Peck
Lori Thurston
Janet Moe
Wayne McCloud
Toni Johnson
Elizabeth Sloan
Y. Gershon
J. Berry
L. Sherman
Eric Larson
Gregory Frost
Kay Drache

Our "news crew" team and reporters:

Beth Hansen, Hilary Posner, Jane Strauss, Shaya
Clark, Kristin Shaw, Steve McKillin, Vernor Vingie's
editor, Elizabeth Sloan, Tadao Tomomatsu,
Dan Dobson

Our Music friends:

Corwin Brust and
Emily Groff, Sneaking Suspicion, Decadent Dave
Clement and Gang

The kindly ConComms of: ValleyCon 19,
Diversicon II, ReinCONation, Arcana, PolarisCon
Pi, 4th Street Fantasy, ICON 17, 18 and 19
Special thanks to all the IKV Rakehell Klingons and
their friends

PUBLICATIONS

Thomas Juntunen
Nancy McClure Secret Master
Victor Raymond Publisher Liaison

*Special thanks to Geri Sullivan, Scott Imes,
and Kay Drache.*

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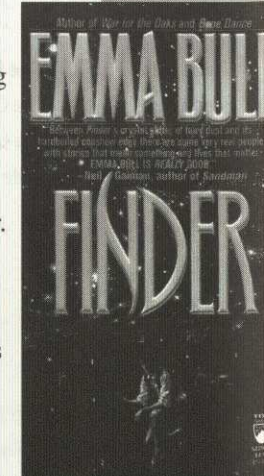
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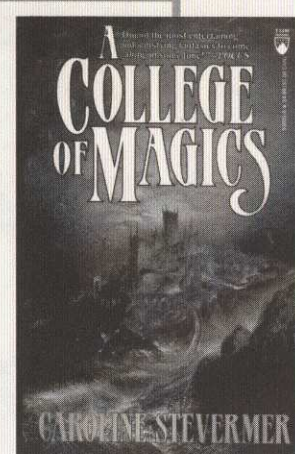


A COLLEGE OF MAGICS
Caroline Stevermer

Young Faris Nallaneen, the Duchess of Galazon, has been sent to a far-off college by her uncle in his bid to control Galazon himself. He hasn't counted on the academic specialty of the ancient college of Greenlaw. For in addition to history, logic, and deportment, his niece will be studying *magic*.

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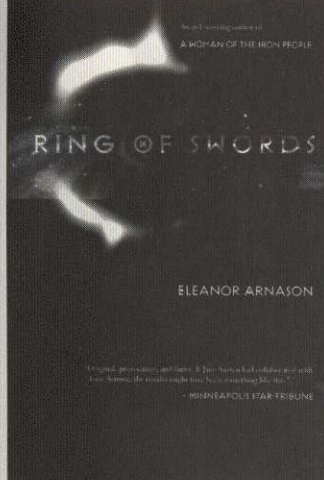
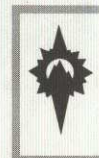


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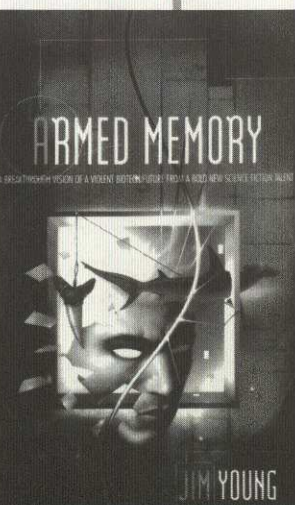
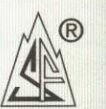
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APRIL 5TH THROUGH 7TH, 1996

*If you liked Minicon 30,
wait until you try
the many flavors
of Minicon 31!*



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Register during Minicon 30, before the rate goes up!

For further information on Minicon 31, write to:
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Minneapolis, MN 55408-8297

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KUDOS, CRITIQUES AND TOLD-YOU-SO'S

The Minicon 30 Post-Mortem (an open meeting)
will be held at the Radisson
April 30th, 2:30pm