

Bozo Bus Tribune

The Official Organ of Minicon 48

"We're all bozos on this bus!"

Back in the Ballroom

Welcome to Minicon 48: The Game of Life! If you remember last year's unexpected shift to the north tower or you've been following our plans for how to use the hotel's space this year, you may be surprised to find things largely back to the way they were two years ago. Over the course of the year, convention staff decided to try and make use of the best features of both towers, adopting an "all 2nd floor" plan. However, none of it had been nailed down with the hotel, and it eventually transpired that most of the Atrium rooms weren't available. So we're pretty much back to our familiar layout with parties surrounding the pool area and programming space centered around the Grand Ballroom.

Registration is back in the Grand Ballroom Foyer, not far from the top of the escalators. Once you find your way there, the pocket program you'll add to your inventory will tell you everything else you need to know! But for the sake of whetting your appetite:

- The **Consuite** and **Bar** are back in the large suites at the end of the pool area on the second floor.
- Since Stevie Ray's is no more, **Music** programming will take place this year in the Bloomington Room! That's the first one along the second floor hallway to the north tower.
- **Gaming** is tucked into Grand Ballroom East B, at the end of the mysterious hallway up the escalators and to the left.
- **Krushenkos** is along that same hallway, in Verandas 3/4.
- The **Film Room** is lonely in the north tower's Atrium 8, visible at the end of the hallway. Go keep it company!
- Children's Programming has evolved into: **The Rumpus Room!** In Grand Ballroom East A, it's not hard to find.
- Your **humble** newsletter's office is back in the Normandale Room, at the far end of the Grand Ballroom Foyer.
- Finally, the **Green Room** is back in Room 201, the closest sleeping room to programming space. If you're on programming, use it as a lounge or a place to connect with other panelists!

Minicon: The Next Generation

In order to stave off the stifling shroud of age that engulfs us all, Minicon is happy to introduce its newest department — Minicon: The Next Generation! Next Gen, for short. This virile department is run by and for teenagers, those lovable scamps. If you're between the ages of 13 – 19 or are a convention volunteer, you're welcome to use the Teen Lounge in Room 217, located between the Consuite and Bar.

Next Gen will be running several events this weekend; with the exception of Breakfast for Dinner in the Teen Lounge, these events will be open to crotchety adults as well as young whippersnappers.

Next Gen schedule (yes, new departments get hazed with Comic Sans):

Photo Workshop Part 1: 5:30 Friday (Edina)

Come with an open imagination to get some tips on photography, a small surprise and a basic project to do during Minicon! Remember to bring a camera if you have one!

Boffing: Noon-3p.m. Saturday (Garden Court)

Don't want to participate? Then come watch your friends battle each other with foam weapons and cheer them on!

Nerf Gun War: 4-6p.m. Saturday (Garden Court)

Come have a blast with your friends in our all ages Nerf Gun War! Bring your own gun if you can and prepare for battle! See you there!

Breakfast For Dinner: 7-8:30 Sat. (Teen Lounge)

Come eat your favorite breakfast foods (bacon, eggs, waffles/pancakes, OJ...), hang out in the lounge and have a great time.

Photo Workshop Part 2: 2:30p.m. Sunday (Edina)

Where the projects from Part 1 achieve glorious culmination! (Or so your editor assumes.)

Relic in Gaming Room

Gaming Head Matt M. reports that Level Up Games has provided a copy of the new Fantasy Flight board game Relic, a Talisman-style adventure game set in the world of Warhammer 40K. Your editor, who isn't really fond of Talisman, had the chance to playtest an early version of this release and found it engaging!

Programming Corrections

John Rezmerski will not be on "The Year in SF".

Blake Hausladen will be signing in Veranda 1/2 on Saturday at 5:00.

Arthur Hlavaty will not be on "Community in the Information Age."

Sharon Kahn and **David Dyer-Bennett** will be replacing **Patricia Zetelumen** on "Striking a Pose".

Roger Czerneda Slideshow Presentation!

Look. Magic! SAT 10–11 Edina

A slideshow presentation by photographer Roger Czerneda, "Look. Magic!" is a gallery show that grew from images taken to assist his author wife in envisioning a fantasy realm. Come see how the visual and literary arts can inspire one another.

More Hotel Stuff

- Minicon once again has full signage rights! We're allowed to put up signs wherever we like, although it's probably best to restrict them to areas being used by the convention. The catch? The DoubleTree allows only one particular kind of low-tack tape: 3M Safe Release Painter's Tape 2080. In case your purse or pockets aren't well stocked with this already, you'll need to borrow a roll from the Registration/Info desk, the Consuite, the Bar, or Hotel Liaison Matt W. Be sure to return the rolls when you're done with them—they're apparently rather pricey! The Teen Squad will rip savagely into any signs still on the walls come Sunday, leaving no trace.
- Looking for wireless internet? The hotel's Doubletree network is freely available. If you're in a hotel room, just connect to the network and enter your room number and first and last names as prompted. Unlike last year, you shouldn't need a passcode! If you're in the lobby, access is reportedly unrestricted. In function space, log onto the Meeting network and use the passcode 'MINICON'.
- The hotel has scheduled a fire drill at 10a.m. Friday. Seriously! If you hear the alarm, don't evacuate—it's for staff only. They have all the luck.

The Great Minicon Hagggle Game!

When he learned he was going to be this year's Fan Guest of Honor, it wasn't long before Richard Tatge decided to create a Hagggle game for Minicon, something he did once for another con long ago! Hagggle is a party and convention game invented in the late sixties by game guru Sid Sackson. It's a trading game—each player gets a random collection of cards and rules, after which it's up to them to figure out what's going on.

In your registration packet, you received an envelope containing five colorful cards bearing fannish icons, together with three numbered rules. These are your Hagggle

cards! The object of the game is to end up with the best hand of cards you can manage. But what makes a good hand of cards? You can't know until you know more of the rules. And there are a lot of rules! So you'll need to trade cards and rules with your fellow con-goers until you have a handle on what makes a good hand.

When you're satisfied with your collection of cards, put them back in the envelope they came in, write your name and badge number on it, and deposit the envelope in the box outside the BBT Office marked for such a purpose. Alternately, you can use the box at the Registration/Info/Volunteers desk.

The deadline for entering is noon on Sunday. The results will be announced at Closing Ceremonies. If you emerge victorious, you stand to win an ornate walking staff decorated by Richard himself, with a value of hundreds of dollars. You may alternately wind up with one or more of his signature holiday ornaments, hand-decorated in acrylic.

Richard did about half the art for the cards; the art will be credited in this year's final BBT. If you want to acquire extra cards, you can collect up to ten from the box of leftover Hagggle cards we'll make available after Closing Ceremonies and at the Dead Dog Party.

And to get you started...

The Bozo Bus Tribune will be dropping some extra Hagggle hints.

Hagggle Clue #1: Approved equipment for the Great Minicon Hagggle Game includes red and blue Sharpie pens.

Hagggle Clue #6: Rules come in three levels of scarcity: common, uncommon, and rare.

Hagggle Clue #8: Looking for 1973 pennies? No numismatists in your black book? Someone at the con is giving them out! Or, of course, you could just find a medallion...!

Speaking of medallions...

Don't worry—the Minicon Medallion Hunt will be back for its eighth year! It's just scaling back a bit due to the Hagggle game. Clues will be in the next issue.

Got material for the BBT? Drop it in the Submission Box on the chairs outside the BBT Office (Atrium 5). Pens and paper are provided.

The Bozo Bus Tribune

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