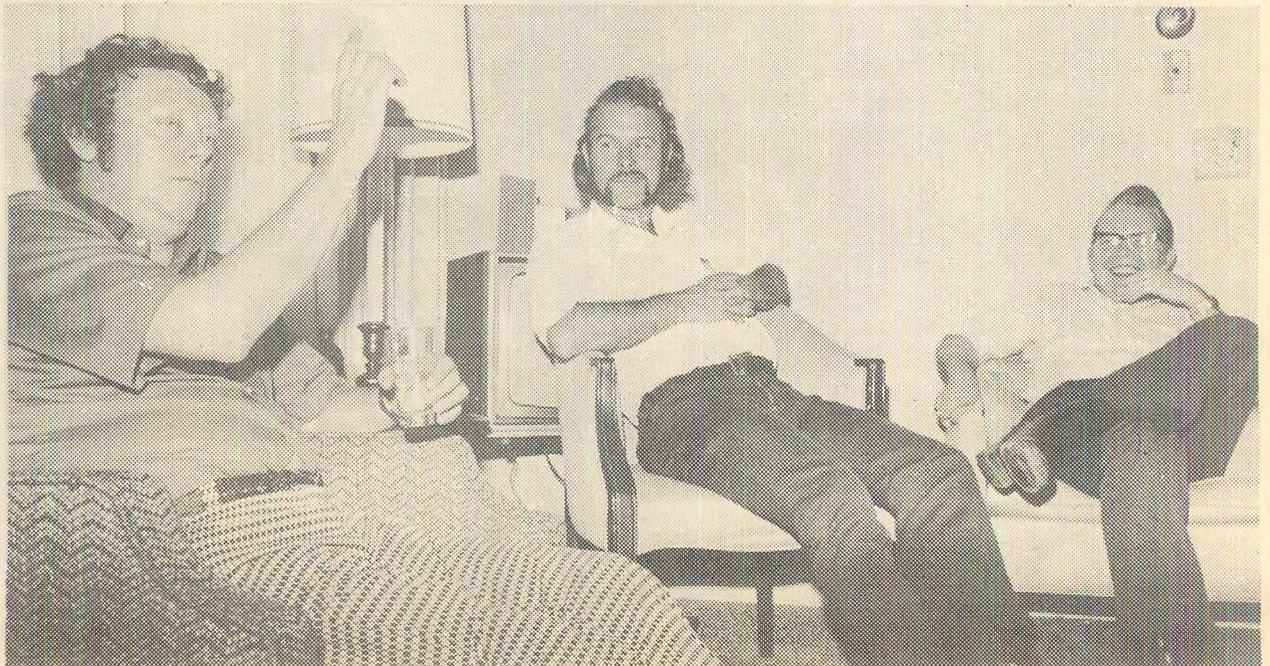


Rune 33





Thankyous, Recognitions and Responses....

In reply to our last progressively larger issue of Rune (#31) we received, unexpectedly, but very gladly, some zines. At this point, before commenting on them, I would like to say that Rune is a cheap zine. We have no mailing charges and collect no fees but then neither does anyone who's published by us. And so it goes.

For those who send us zines and those who might do so, let me say this about that: They are put up for general reading at the meetings and then placed in the loving care of Caryl Bucklin who is now taking charge of our library. Yes, we actually do have a library with over a thousand books, plus all sorts of miscellaneous other fannish garbage.... Anyway, we must get on with things here..... (BevS)

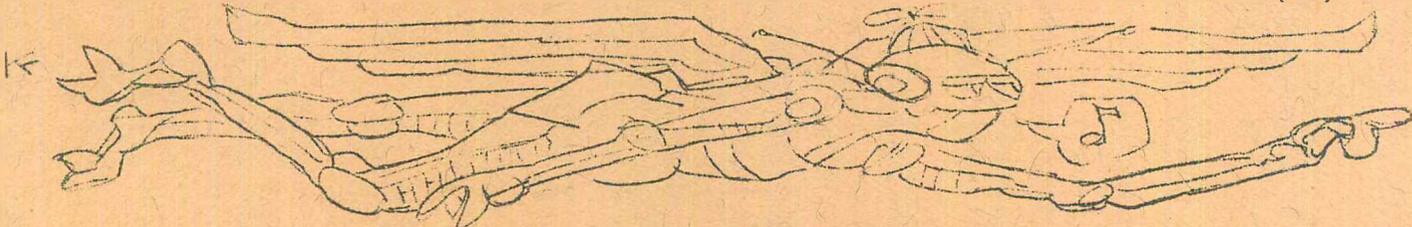
TWJ/SotWJ (The WSFA Journal/Son of the WSFA Journal) (Don Miller; 12315 Judson Road; Wheaton, Maryland 20906): Clubzine & newsletter of the Washington Science Fiction Association. Book reviews, fanzine wrapups, con announcements and miscellany. (BevS)

Big Mac36 (Norman Hochberg, B9-o7 209th St.; Queens Village, New York 11427) : (A special fanzine review issue) Very interesting issue--I only wish I had the time to read all the zines and apas carried by the great Mail Ghod in the sky and comment on them. (BevS)

Yandro October 73 (Robert & Juanita Coulson; Route 3; Hartford City, Indiana 47348): Yandro is my kind of zine. Lots of interesting commentary, columns, letters, reviews and general info. A mundane friend of mine even read & enjoyed it. That is a compliment. My mundane friends will hardly read Rune; I was impressed that they should willingly read Yandro. Who knows--they may even be converted to Fandom yet! (BevS)

Kallikanzaros 7 (John Ayotte; 3555 Norwood Ave.; Columbus, Ohio 43224): John avows that he is feeling his way back into big general-interest fanzine publishing with this issue. Some of the articles and letters show their age, but haven't yet reached the halflife of their interest. Mike Glicksohn gives us a *Flash From the Past* with a circa-1969 in-depth critical commentary on Norman Spinrad's novel, Bug Jack Barron. Jack Gaughan has a column that is a rambling slice of the Upper New York, domestic pro science fiction artist pie....fairly current, from context. Letters are old & new, interesting long & shortly concise--well edited & inviting more letters. Kal 7 is graphicly adequate & clearly printed, but it is not visually exciting--as many of the recent genzines have been. Send John a card of inquiry if you'd like to jump into a promising lettercolumn in a returning genzine. (KF)

FIAWOL (Arnie and Joyce Katz; 59 Livingston St., Apt. 6B; Brooklyn, New York 11201): "...the fanzine of preposterous truth..." and the return of the fannish newszine--featuring con information & reports, fannish anecdotes & gossip, address changes, and evidently Arnie Katz's fanzine reviews for the fanzine fan. Recommended. (KF)



A BELATED WORLDCON REPORT FROM CHUCK HOLST

The 31st World Science Fiction Convention was held this past Labor Day weekend at the Royal York Hotel in Toronto Ontario. Nearly 3000 fans were in attendance, including about 30 from Minnesota, which made it by far the biggest Worldcon ever. Despite the huge number of people and the hot sticky weather which prevailed all weekend, it was also one of the best Worldcons in recent years and everyone I talked to about it enjoyed themselves immensely.

The pictures at the front of this issue represent a small selection of people and scenes from the con. Of the many more I took, most were left out because they did not look as well in black and white as they did in color, or because I did not think they would survive the screening and printing process as well as I hope these will. Hence, a number of people were left out who would otherwise be in here, including some of my favorite people. So if you were there and not here, now you know why. Let's take them page by page, clockwise from upper left.

COVER

The fellow with the zap gun and menacing grin is Dr. Bob "Hawkeye" Passavoy of Chicago. Bob is demonstrating how to sterilize a finger. Do not be sick around him. Behind him are Marsha Allen, a comely, browned eyed lass from St. Louis, and Bob Treday of Chicago. Bob is Dragon Herald for the Middle Kingdom of the Society for Creative Anachronism.

John Brunner is the one with the beard; Poul Anderson has a can of beer in his hand. He was born that way.

R.A. Lafferty. Bev Swanson took this picture. Not having met Lafferty, I have nothing further to say about him, but Bev might.

Ann Passavoy. If Bob is "Hawkeye", Ann must be "hotlips". But don't ask me, I'm only guessing. Ann has a lovely singing voice and also plays the guitar well. Like a lot of fans, she really digs old folk songs. Ann is wearing a "Minneapolis in '73" button as were several other fans at Torcon. Larry Propp made off with mine.

This was Bev's and my room. Though I have been in fandom five years, and reading and collecting sf for 16, this was only my second Worldcon. The first was two years ago at Noreascon in Boston and among my memories of it are knowing hardly anyone there and the scarcity of open parties. Well, the best way to meet people and find a party is to throw one. So, since Minneapolis had a successful "Minneapolis in '73" party at St. Louis in 1969, I decided to give it a try at Torcon. I announced my intentions at a club meeting, Caryl Bucklin suggested spending \$50 of treasury money on it, and the club concurred, making it an official "Minneapolis in '73" party. It ran for three nights and could have been run for two more if we had had the money and the will, but Bev and I closed it up the last two nights and went to other people's parties, instead. I am happy to report that it was one of the most popular parties at the con.

Gregg Lien, by the way, was originally supposed to have shared my room, but at the last minute couldn't make it, so Bev took his place, his registration, and his name tag. This so confused people that they were forever calling her Holly, Sue, Karen, and various other and sundry names, as written on her back.

In the last picture on the cover, that's Bev standing up on the left, Nate Bucklin has his back to us, and Caryl is in front of him talking to Ron Bounds who is helping to bring us next year's Worldcon in D.C. The fellow with the tie on is Joe Krolick of Winnipeg. Dick Tatgeis writing on Bev's back and Randy Powell is under his armpit (phew!).

INSIDE COVER

The fellow with the smirk or smile or grimace is Bob Bloch, author of you-know-what and Pro GoH at this Torcon and the one twenty-five years ago. He is being vamped by Vampirella, otherwise known as Heidi Saha. In case you can't make it out, he is being bitten on the neck by Heidi's pet bat, Louisville Slugger.

At upper right is the joyous meeting of two groups of wayfarers somewhere in the wilds of Michigan. Most Minn-stfers going to the con travelled together.

One group of which I was a member, left Minneapolis about three in the morning in Margie Lessinger's Margiemobile, a spacious recreational vehicle. This is surely the best way to travel to a con if you can't fly; we had a refrigerator, stove, toilet, two to four bunk spaces and a kitchen table, all for use under-way. We also had lights for reading at night and the ability to get up, stretch and move around while moving along the highway. Another group, consisting of the Bucklins, Mike Wood and Jim Young, left Minneapolis a few hours later and, travelling fast and steady managed to get ahead of us by mid-day. Then on I-94 in the middle of Michigan, they broke down. A fan belt. As usual, there's never a cop around when you need one. They sat around awhile, waiting for the Highway Patrol. No one stopped. Jim hiked over to a farm to call a service station, hiked back. Still no one came. An hour after the breakdown, I am sitting at the table in the Margiemobile, reading, Al Kuhfeld across from me, Fred Haskell driving. I hear Fred shout something about the Bucklins, the Margiemobile slows suddenly, and pulls off to the side of the road. We all get out, Bev and Denny Lien and Jeff Appelbaum and the rest of us and there are the Bucklins and Mike Wood and Jim Young running toward us with outstretched arms and a bottle of skim milk, Happiness abounds. We take Jim and Nate to the nearest service station and there they get a service truck. And that is the Story of How WE Rescued the Bucklin Group from Death and Starvation in the Wilds of Darkest Michigan. End
(applause)

Margie in her merry Margiemobile! Margie and I did not attend a lot of the same parties at this con, but one night she brought Karel Tholr, the Belgian-Italian sf artist, to the Mpls party and introduced us to each other. After she left, Karel told me, "you know that Margie, she really- how do you say it- she really sends me." But that's Margie.

Gordon Dickson, Joe Haldeman, and Kelly Freas in Ben Bova's suite. Gordy and Joe seem to be drunkenly serious instead of seriously drunk in this picture, an unusual state of affairs for a con. Kelly is the laughing one. He and Polly both are charming friendly people and will be our guests at Minicon 8 next Easter. Joe has also promised to be there, as will Gordy and his finger.

Not shown because I took a lousy photo are Ben Bova and Barbara Rose. Ben has already been to two Minicons and an airport welcome and has consented under duress to be our toastmaster next time, but he can stay home only if he sends Barbara in his place.

Carol Resnick as Lith the Golden Witch from Jack Vance's Dying Earth stories Mike her Husband, was dressed as Chun the Unavoidable from the same story, but got left out for lack of space. Any way who wants to look at a black thing covered with eyeballs when there is an eye-filling golden witch around?

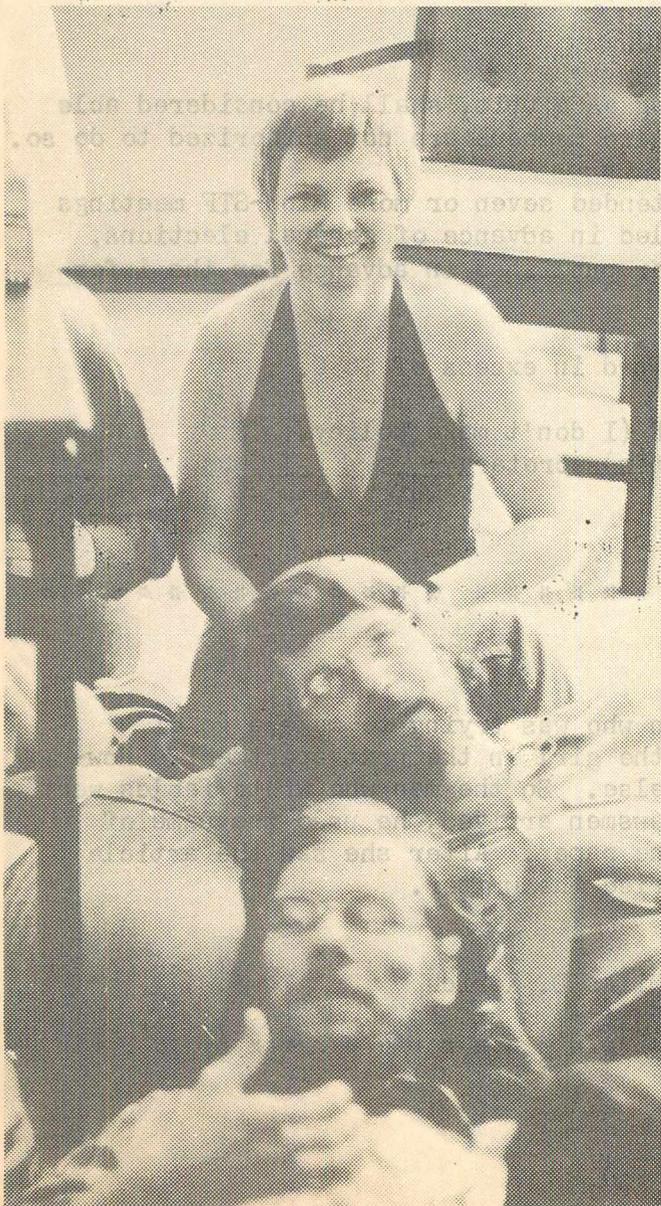
Last Photo Page

Another photo by Bev Swanson, hurrah. 'Tis I on the left, sans camera, and Alex Eisenstein on the right, contemplating his eyelids and baring his teeth.

Robert Silverberg, or Silverbob, cleverly replacing the murder weapon, after having laid out Jay Haldeman with its contents.

Bev Swanson, your editor and President of vice, on the left, Bob Tucker on the write. Don't ask Bev to let you read it, it was so bad that Tucker wouldn't even sign his own name to it-- he used Bloch's. Besides, Bev has already edited it and all that Tucker can remember is, "smoooooth!" Ask him at Minicon 8.

That's Jay, Joe's brother, on the bottom again. He and Alice are holding a Worldcon next year in Washington. If you ask her politely, Alice may ride through your con suite. The charming, Sexy lady in the picture is not Alice, but Jody offutt. Jodie has a yo-yo. I am not referring to the fellow she came with, the fellow with the look of catatonia on his face. --he claimed to be Andy offutt, but I happen to know offutt is a writer, and this fellow can't even find the shift key on his typewriter.



Minn-STF Board of Directors Meeting # 2 -- August 25, 1973

RESOLUTIONS

(to be posted on the Minn-STF bulletin board until published in Rune. Must be so published by November 25, 1973.)

- #1 : Minn-STF shall hold combined board and officers meetings, with board members retaining sole voting rights.
- #2 : Resolutions of the board of directors shall be published within three months of passage in Rune; until such publication, said resolutions shall be posted on the Minn-STF bulletin board.
- #3 : Officers are authorized to define any generally announced open meeting as an official Minn-STF meeting for the purposes of fulfilling voting privileges of members.

OTHER POINTS OF GENERAL INFORMATION

Only officers of Minn-STF, of the board acting as a unit, shall be considered able to officially speak for Minn-Stf. Individual board members are not authorized to do so.

A list of eligible voters (those who have attended seven or more Minn-STF meetings in the preceding twelve months) should be compiled in advance of general elections. It is suggested that such a list be posted and/or published in advance for the information of those whose voter status is in doubt.

As of August 25, the Minn-STF treasury contained in excess of \$650.

Submitted by Minn-STF (I don't make policy,
I just take minutes)secretary,

Dennis Lien

A Fable

Once there was a poor, nearly destitute man who was trying to make a go of writing fables. Now this man was in love with the girl in the next apartment. However, this girl was already engaged to someone else. So the man who wrote fables went out, got drunk, and started a riot. When the newsmen arrived, he used the name of the girl's lover. The next day the girl read the paper. After she saw the article she broke the engagement and in the end she married the writer.

MORAL: Some fable writers have no morals.

--Milan D. Korich

A Minn-stf Presidential Message

What to Do Till the Dormouse Comes, or, Whither Minn-stf?

As all things must, Minn-stf has been changing. A few years ago, it was a relatively homogeneous group of fans, for the most part still in college or just out of college. The meetings were small--10-15 people-- and our interests still in the process of formation. We would get together at Walt Schwartz's, talk and read fanzines. And, occasionally a group would do something together such as go to 2001, but for the most part, we all knew each other, talked to each other.

In the past couple of years, however, we have grown, and grown more diverse. Meetings are now maybe twice the size of before, our members are more diverse, and, instead of a purely social club, we are now a registered non-profit corporation with a board of directors in addition to the usual officers. We have a wider range in age than before and, at the same time, special interest cliques that we did not have before such as games players, Minneapa people, and others. I think it is time to consider what we want from the club and where we are going.

I think one question must be, are we a purely social club, a group of fans who like to get together because they like to be together, or are we a service club, a group of fans dedicated to serving all fans in Minnesota, not just the ones who come to meetings? Up till now, we have been primarily a social club and the attitude has been, I think, let those who like our particular fannish style come to meetings and to hell with the rest. At the same time, however, we have been calling ourselves the Minnesota Science Fiction Society and have adopted a charter which claims that our mission in life, in addition to purely social functions, is to promote science fiction as an educational function. I think that by adopting the state name in our title and assuming the charter with its educational purposes, we have implicitly assumed the duty of serving all fans in Minnesota, not just the ones who come to meetings and parties. This is a sercon aspect of Minn-stf which has not really been considered up till now, but I think it is time for the membership to consider whether and how much it wants to be sercon. (Minn-stf is already highly social and I do not expect it to move away from that aspect of fandom, so the question is, in fact, only a matter of degree in how serious we want to get.)

How could we be serious and constructive? One way would be to sponser and put out a fanzine of interest to fans in the state who do not attend meetings for one reason or another. Some people cannot get to meetings and others who like sf simply aren't interested in fannish (i.e., social) activities. We could make Rune into an organ for all the fans in the state, not just the "hard core" who come to meetings. Just what form, however, that Rune should take I can't say for sure. Personally, I think it should contain news, reviews, convention reports, letters, and a "gossip" column (what are local fans doing lately--who just had a kid, who moved, who got a new job, etc.) I also think it should be a forum for discussion. (Got a brilliant idea or a carping criticism?--Put it in the Rune where we all can get a look at it!) Just what it will be, however, depends on the people who are reading it. If they are sufficiently interested in it to contribute something, well and good. If, on the other hand, they are not interested, the Rune will surely fade and die. It could be an organ of communication for all Minnesota fans--or it could be nothing. Both Bev and I would like to hear your ideas on the subject. What would you like Rune to be? Please let us know.

Another problem, or sorts, has been meetings. There are now about three or four activities going on at meetings aside from the occasional business meeting--Minneapa collating, games playing, guitar playing and singing, and conversation, for example--sometimes all at once. Most of you who show up regularly at meetings seem to be satisfied with this situation, but I am becoming increasingly aware of a large number of people who are not. Time after time I run into somebody who used to come to meetings but is no longer interested or hear about someone who is interested in sf but not in Minn-stf meetings and why? The answer is usually something like, "I'm not interested in games and the last time I was at a meeting, all I saw going on was a bunch of people putting together a fanzine. I'd like to be able to sit down and talk

about science fiction. You people never discuss it." Now I don't believe that these people want to just talk about science fiction, but, in fact, "meaningful" conversation and serious discussion seem to have taken a back seat to other activities at meetings. I did put conversation in the above list of activities, but in my opinion (you may disagree) it is very difficult for it to develop a serious tone in the party atmosphere of a typical Minn-stf meeting. How can it, with so much going on around? It wasn't always like this, but maybe it's inevitable that it should be like this. Maybe there is a law that says social groups based on a serious subject get less and less serious as time goes on. I don't know, but I do know that some people are turned off because we are not doing what they are interested in.

One problem is that the various cliques or activities in Minn-stf tend to interfere with each other. Business meetings, for instance, have more than once had to wait upon Minneapa collating to finish in order to get space and attention. Minneapa has, in some respects, become the tail that wagged the dog in the amount of time and space it consumes at each meeting, yet many people are totally disinterested in it. Games playing (usually Risk) also takes up time and space at meetings, but it has the advantage that it is usually off in a corner at meetings instead of central as Minneapa is. Its main disadvantage is that it draws people away from the main group and makes them hard to talk to. And loudguitar playing and singing often makes it hard to talk in the immediate vicinity. Conversation--serious conversation, that is, not "Hi, what have you been up to?"--interferes least with the other activities, but perhaps suffers most.

Proposals. One way out of the problem might be to have fewer meetings with the understanding that the special interest groups would then have time to get together in between regular meetings. Although I do not usually play games at meetings or parties, I do enjoy them when nothing else is going on around me and would like to get together with friends more often solely for the purpose of games-playing and light conversation. I would also like some occasional serious conversation in my diet. I can see a small group of people--no more than six or so--gathering in a quiet bar on a regular basis just to drink and talk of whatever comes to mind--sf, the Jupiter probe, Roman history, or whatever. At present, however, my schedule is too crowded for many evenings like this. To do these things on weekends in between present meetings would be too much of a muchness, but if meetings were held every four weeks instead of every two, there would be ample time in between for these special activities as well as the usual weekend chores most people have. At the same time, I would hope that this would make the regular meetings more special, being farther apart. Perhaps we could also have more programing--movies, guest talks, etc.--at the meetings to make them more generally interesting, but even if they were to continue as before, at least those people with special interests would have had something in between and, who knows, they may start coming to regular meetings, too.

Another possibility, suggested by Caryl Bucklin, would be to hold meetings only in houses big enough to separate the different groups at meetings. This idea has some merit, but also the big disadvantage that there are only a few places in Minn-stf big enough for this sort of meeting, Margie Lessinger's for one, Jeff Appelbaum's, Martin Shafer's, Dennis Lien's (marginally), and Bev's place and mine (combined). But for Margie, Saturday is usually her day off; Jeff and Martin need their parent's permission; and Bev's schedule is uncertain; so we can't really depend on any of these places for meetings.

• Please let me know your ideas on this subject and I will try to get them into Rune. We do need to do something soon, because Minn-stf has grown too big and diverse to continue as it has been. I would also like to know what you expect from Minn-stf and what you would like to see in Minn-stf. Especially, I would like to hear from those of you who seldom or never come to meetings--what can Minn-stf do for you?

Chuck Holst

A STAR-CON Report (Detroit--5,6,7 October, 1973)

by Joan M. Verba

Last year, at the Detroit Triple Fan Fair, so many people showed up for the Star Trek part of the convention that this year, apparently, the ST fans of Detroit decided to break from DTFE and hold a con of their own. This was supposed to be a bigger con than last year, but it did not turn out that way. Gene Roddenberry, DeForest Kelley, and Nichelle Nichols were scheduled to show up, but did not because of last-minute commitments. However, D.C. Fontana, James Doohan, George Takei, Walter Koenig, Bjo Trimble, David Gerrold, Harlan Ellison, Norman Spinrad, and Frank Kelly Freas did show up to fill things out.

Cobo Hall, the site of the convention, was huge. It must have taken up two or three square blocks; and, unfortunately, the dealer's room, art show, and ballroom were on one end, and the movie room was on the other.

The big event for Friday was supposed to be a Shore Leave Party at 8 p.m. No one there seemed to know what it was supposed to be all about, but quite a few people bought tickets out of curiosity. At 8 p.m., the ballroom was $\frac{1}{4}$ full, and the numbers diminished as the evening wore on, and on, and on. The main features of the Shore Leave Party were a band which played at an ear-splitting volume (whose only connection with ST or SF was that they were called the "Martian Entropy Band"), a cash bar, and a hypnotist. All the guests were there, and took bows between the band's performance and the hypnotist's performance, but the guests took no other role in the party. The whole affair was depressing, so I went to see if anything good was playing in the movie room. I saw two ST episodes and went back to the hotel across the street.

Saturday I started off at the art show. About half the artwork there was done by Frank Kelly Freas; and I was very impressed with it. The remaining artwork was split (in subject matter) between ST and SF. One amusing exhibit was a "Vulcan Sampler" done in the traditional "Home Sweet Home" style, saying "Thee cannot have thy cool and blow it, too."

About noon, the first two ST animations were shown in the movie room. It was much more enjoyable watching them a second time without having to attend to a tape recorder; and I noticed (and appreciated) quite a lot of detail that had passed me by before.

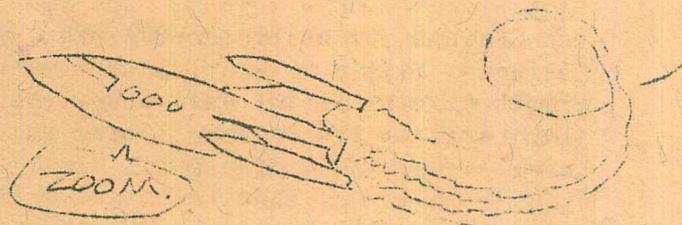
Later that afternoon, D.C. Fontana, Harlan Ellison, and Norman Spinrad conducted a question-and-answer panel on SF writing. Seeing Harlan Ellison at an ST convention surprised me, as I was under the impression that he was mad a ST for altering a script he had submitted to the show. However, he did not say anything bad about ST; in fact, he spent most of the time bemoaning his late TV series, Starlost, and criticizing TV science fiction in general. He said we should be glad that there is little SF on TV since television formats limit SF, and therefore it is hard to fit good science fiction within such a format. The remainder of the time he unjustly (I thought) attacked neo-SF fans for being neo-SF fans, criticizing their use of "sci-fi" to abbreviate "science fiction" (which I thought was picky) and for reading Clarke, Asimov, and Bradbury (one has to start somewhere) rather than Silverberg, Russell, and Vonnegut. (D.C. Fontana and Norman Spinrad said very little in comparison.)

That night, the costume ball was scheduled at the same time as the first (and for me, only) showings of the ST episodes (over and above the two the night before). This and the previous night's disaster convinced me that the STAR-CON committee was composed of Klingons. However, I dragged myself away from the first ST episode to see the first half-hour of the costume ball, and managed to see all the winning costumes (as I found the next day): a man wearing complete makeup and costume from "The Planet of the Apes," four "24-hour Bugs" from the commercial, and two members of the "Klingon Diplomatic Corps", who gave a not-too-convincing speech on how the Klingons want to be friends with everybody while waving their weapons at the audience. After that I saw four glorious, uncut hours of ST episodes, which lasted well into the next morning.

Sunday's check-out time was 1 p.m., so I could do little else than see $\frac{1}{2}$ of an ST episode before leaving. Despite all the disadvantages, though, I did manage to enjoy myself.

--Joan M. Verba

Rune 33



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