

Minicon

40^{ean}

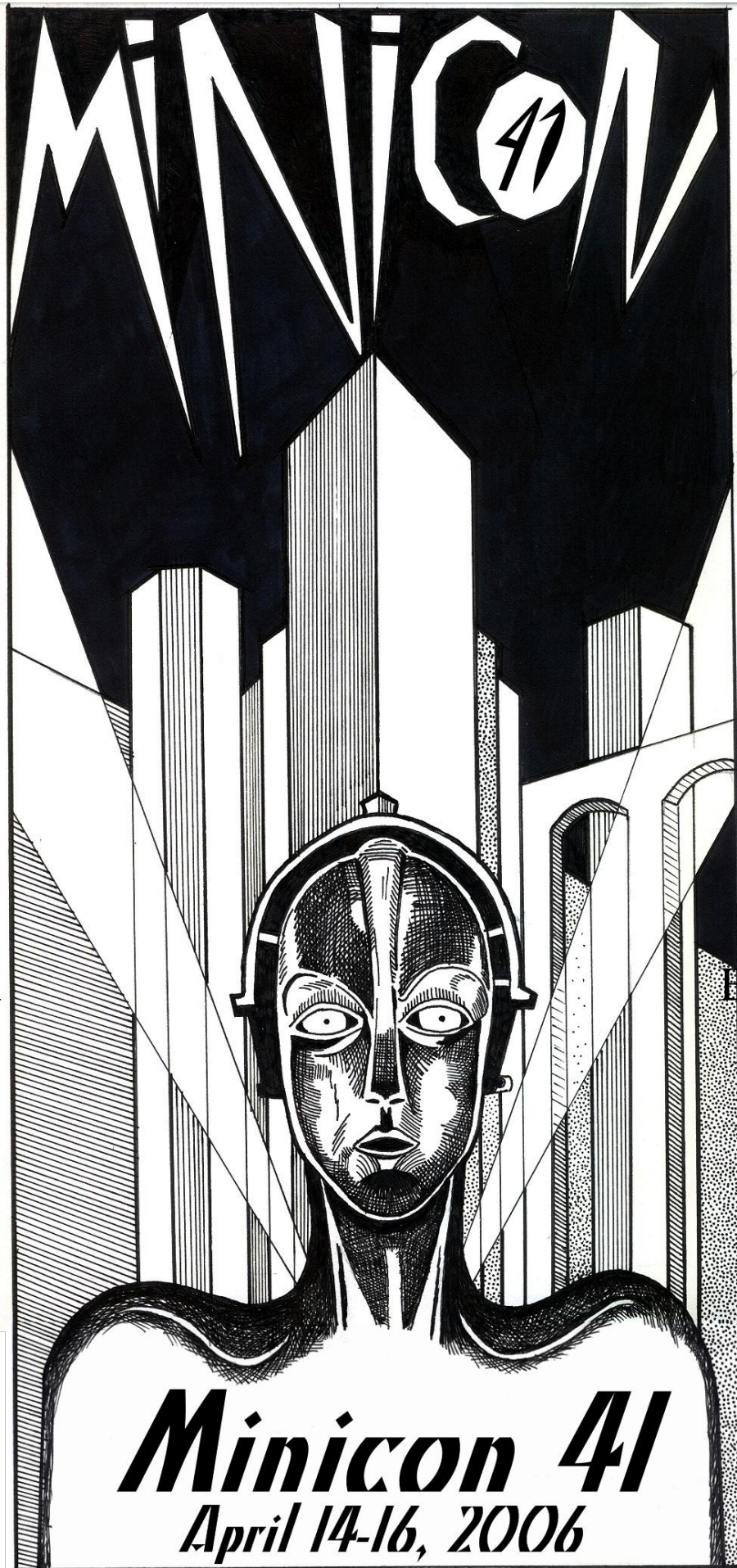


Terry
Pratchett

Fastner
& Larson

Jim
Young

FASTNER
LARSON



**Harlan
Ellison**

Guest of
Honor

Sheraton
Hotel

Bloomington
Minnesota

See Registration Table
for Special Rates
offered only at
Minicon 40.

Minicon 41
April 14-16, 2006

CONTENTS

Welcome to Minicon 40.....	3
Volunteer Information.....	4
This, and That	4
Registration (This Year, and Next).....	5
Opening and Closing Ceremonies	5
Terry Pratchett Bio.....	7
Don't Ever Be a Dodo – Jim Young and Minneapolis Fandom	12
Fastner & Larson Bio.....	13
Fastner & Larson Art Spread.....	14
Film Program.....	16
Bar Schedule	18
Magic: The Gathering Tournament	18
Gaming	20
Programming.....	22
Events	26
This Way Back to Krushenko's.....	27
Silent Auction	28
Dealers' Room	30
Acknowledgements.....	32

4th World Science Fiction Convention



Class Schedule 23-27. AUG. 2006 (Wed - Sun)

Noted Faculty

Professor of Literature - Connie Willis Professor of Fine Arts - James Gurney

Professor of Fandom - Howard DeVore Commandant of the Academy - Frankie Thomas

Academy Location: Anaheim, California, Earth, Terran System, Western Spiral Arm

Campus Housing provided by the
Hilton Anaheim and the Anaheim Marriott

Academy Facilities Located at the
Anaheim Convention Center

Membership to L.A.con IV is \$125

Rates go up 12. SEP. 2004

Installment Plan available

L.A.con IV, c/o SCIFI, P.O. Box 8442, Van Nuys CA 91409
www.laconiv.org

CHAIRMANS' BLAH, BLAH, BLAH

Welcome—everyone—to Minicon 40, one of the oldest regional SF conventions in the U.S. We're very pleased to offer a weekend of fun and informative events centered around the banner of Science Fiction and Fantasy. Our theme of "Minicon Fortean" is a play on the name of author Charles Fort, who wrote of unusual phenomena with a skeptical view of science as the only explanation. The *Fortean Times*, a journal which was founded with Charles Fort in mind, describes itself as "a forum for the discussion of observations and ideas, however absurd or unpopular, and maintains a position of benevolent skepticism towards the orthodox and unorthodox". A better description of Minicon could not be found. Our Guest of Honor, Terry Pratchett, is a special treat. If you have not experienced the wonderful Discworld series, I highly recommend you seek some out and read them - immediately. They are funny, witty and poignant. They are well-written, teach lessons unobtrusively and are very funny. Some of the best fantasies ever done. Did I mention they were funny? Seek Terry out. Talk to him, buy him a drink. Don't miss out on meeting one of the genuinely great writers of all time. Please join us in celebrating the unorthodox, the unusual, the "just plain weird" world of Fandom. We are a collection of (sometimes) like-minded folk who enjoy a pun, a joke, an alternative viewpoint to start conversations which can lead to new and wonderful ideas as well as more conversations. Become a part of these exchanges of ideas, add to them, share your thoughts with others, and we can all make Minicon a truly memorable event.

—Greg Ketter



VOLUNTEERS

Minicon has always been a fan-run, VOLUNTEER convention. No one is paid for their work, not even with room or memberships as is the policy of some conventions. EVERYONE pays their own way and many volunteer their time to help the convention run smoothly.

We'd like to see more volunteers before, during, and after the convention, to spread the work load more evenly. Being a volunteer can be fun; working side-by-side with someone you may never have met otherwise, everyone pitching in to make sure the trains run on time. It's a good feeling to know that you helped make Minicon successful and ensure its place among the best of the regional conventions.

That said, we will be offering some incentives for those helping out. We have Dealer's Dollars; we will be giving out our own currency, good in the dealers' room where you can buy

books, jewelry, music, clothing and many other items. We are also offering a special Volunteer's Reception with our Guest of Honor, Terry Pratchett where you can get a chance to talk to him in a more personal setting, perhaps get a few books signed, and just schmooze with a hugely entertaining individual.



THIS, AND THAT...

Weapons Policy

We adhere to all pertinent Minnesota laws regarding real and replica weapons. Prop weapons or costume pieces must be secured and pose no danger to others. We reserve the right to prohibit any such items from our function rooms.

Badges

Everyone attending Minicon must register and must wear a badge. Please wear your badge at all times for admission into convention functions

Smoking

In accordance with the Minnesota Clean Air Act there is no smoking anywhere in the hotel except for designated smoking areas. The hotel bar and our own smoking room within our Con Suite are your choices.

Blood Drive

The Robert A. Heinlein Society is hosting a Blood Drive on Saturday, March 24 from Noon to 4:00pm. There will be bile unit from the Memorial Blood Center on hand to take donations. Look for the blood drive in the reception area near the front desk of the hotel. All donors will receive a special pin designed by Robert Heinlein for the 1976 MidAmerican World SF convention as well as some other goodies. You can help us speed things up by pre-registering at www.heinleinsociety.org/blooddrives/bloodconform.html.

Extended Checkout

Minicon guests may call the front desk to extend their checkout time until 2:00pm.

Thank you for your precious gift.

REGISTRATION

Lost badges:

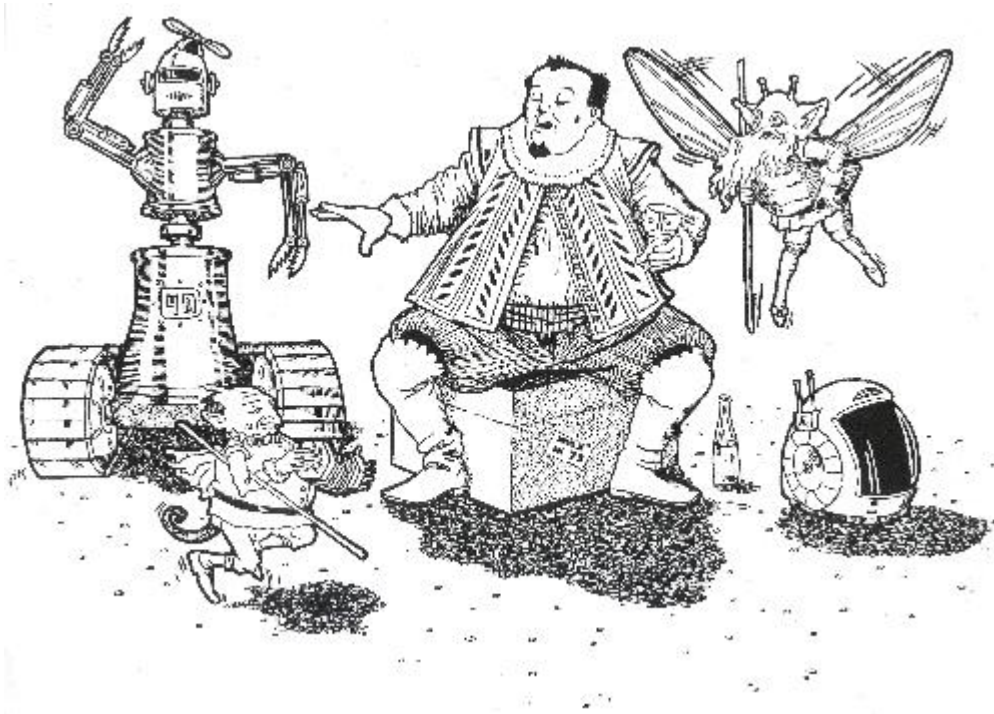
If you lose your badge, you can get a replacement for \$5 at the registration table. If the table isn't open, find a staff member (check the ribbons on the badges) and ask them to call Carol Kennedy.

Registering for Minicon 41:

If you preregister for Minicon 41 during this Minicon, using the handy form you received when you signed in, your cost is only \$30! Fill out the form, put it and a check into an envelope (you got one of those when you signed in, too), and put that into the registration box. The famous "Ducky Box" is in the consuite; there will also be a box at the registration table while it is open.

OPENING AND CLOSING CEREMONIES

This year, Opening and Closing Ceremonies may or may not be psychic phenomena, and it's possible that we have already been kidnapped by aliens. The spirit of Charles Fort is scheduled to attend, subject to availability. We're reasonably sure that Baron Dave Romm will usher the convention in by introducing the Guests of Honor and having bits of odd humor scattered throughout. If past is prologue, Closing Ceremonies will feature the Assassination of the MN-STF President, and we will conclude by ending. Or not.



Fresh Air Radio has a longstanding connection with Minicon. The station, first on the air in 1978, made its first appearance at Minicon in 1981. Shockwave Radio Theater did three live broadcasts and has taped many live stage shows with a Minicon Audience. *The Little City In Space*, the documentary about KFAI, had a premiere showing at the con. The movie was co-written by and co-starred Dave Romm and featured several fans. Sound Effects taped live stage plays and presented the Mark Time Awards. Like MN-STF, KFAI-FM is a non-profit, volunteer run organization. You can hear us at 90.3 FM in Mpls, 106.7 FM in St. Paul, and audio streaming over the net at www.kfai.org.

MARSCOON 2006

Things That Go
Bump In The
Night...



www.marscod.org

LUKAS
'05
☺

March 3-5, 2006 - All Weekend Long!

HOLIDAY INN SELECT, BLOOMINGTON, MN

Guests: Dean Haglund from *X-Files* & *The Lone Gunmen*

Author Holly Lisle, Director Paul Lawrence, & More to be Announced!

MarsCon is a volunteer-run Sci-fi/Fantasy Convention for all ages with food, parties, gaming, concerts, costumes, prizes, famous guests, and other fun stuff, sponsored by the Fans Educational Network for Science Fiction

©2005 FenSF

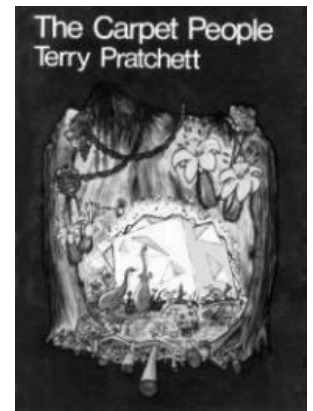


Terence David John Pratchett: born 28 April 1948 Beaconsfield, Bucks. Major source of education: Beaconsfield Public Library (though school must have been of some little help). After passing his 11-plus in 1959, he attended High Wycombe Technical High School rather than the local grammar because he felt 'woodwork would be more fun than Latin'. At this time he had no real vision of what he wanted to do with his life, and remembers himself as a 'nondescript student'.

With his short story *The Hades Business* published in the school magazine when he was thirteen, and commercially when he was fifteen, Terry was obviously in line for a bright future. Having got five O-levels and started A-level courses in Art, History and English, he decided after the first year to try journalism, and when a job opportunity came up on the *Bucks Free Press*, he talked things over with his parents, and left school in 1965. While with the *Press* he still read avidly, took the National Council for the Training of Journalists proficiency class and also passed an A level in English while on day release. We met in 1968, when he interviewed my co-director Peter Bander van Duren regarding his book on education in the coming decade, and mentioned to him that he had written a book called *The Carpet People* and would we consider it for publication?

Yes. It was a delight, and after some delays (not unusual for a small publisher) we published it in 1971, with a launch party in the carpet department of Heal's in Tottenham Court Road, London.

It received few reviews, but those few were ecstatic, with it being described as being 'of quite extraordinary quality' (*Teacher's World*) and 'a new dimension in imagination ... the prose is beautiful' (*The Irish Times*). What the reviews would have been like had reviewers seen the illustrations in colour - Terry coloured the illustrations in a handful of copies - can only be guessed. It was obvious that here was an author we had to publish. *The Carpet People* was followed by *The Dark Side of the Sun* (1976) and *Strata* (1981), both written on dark winter evenings when Terry had nothing better to do. Having left the *Bucks Free Press* for the *Western Daily Press* in 1970, he returned to it in 1972 as a sub-editor, and in 1974 joined the *Bath Chronicle*. (At this time he also produced a series of cartoons for our monthly journal *Psychic Researcher* describing the goings-on at the government's fictional paranormal research establishment, 'Warlock Hall'.)



In 1980 Terry was appointed publicity officer for the Central Electricity Generating Board (now PowerGen) with responsibility for three nuclear power stations ('What leak? - Oh, that leak'), where he was working when we published the first of the Discworld novels, *The Colour of Magic*, in 1983. Terry's paperback publisher at the time was New English Library, but they failed to market his works properly - their being taken over by Hodder at the time did not help matters - and I was able to get them to forego their option for the next title, *The Colour of Magic*, and interest Diane Pearson at Corgi, and she in turn convinced the company to take it.



Corgi succeeded in getting BBC 'Woman's Hour' to broadcast it as a six-part serial, immediately after which NEL rang to ask whether the paperback rights were still free: of course, they were too late. Corgi's publication of the first Disc-world novel was the turning point, and the BBC later broadcast his third novel, *Equal Rites*, also on 'Woman's Hour'. At the time, I was informed that no other books had generated so much reaction from their listeners.

The Light Fantastic was published in 1986, by which time it had become obvious to Terry and myself that if he was to maximise his potential, then he had to move to a major publishing house, as my company was incapable of coping with bestsellers, and that this should be done while we were friends. I suggested to a friend of mine at Gollancz, David Burnett, that they should consider taking Terry

onto their SF list, and although they had never published fantasy before, only traditional SF, we initially struck a co-publishing deal for three titles, *Equal Rites*, *Mort* and *Sourcery*.

With Terry's increased popularity, however, it became obvious that this arrangement would cause a conflict of loyalties for me, so it was terminated and I became his agent. Until the appearance of *The Last Continent*, all Discworld novels were published in hard cover by Gollancz, while Corgi published the paperback editions (except *Eric*).

In September 1987, soon after he had finished writing *Mort*, Terry decided that he could afford to devote himself to full-time writing, rather than merely doing so in his spare time after work: he thought he might suffer a drop in income for a while but that it would pick up in due course - and anyway, he enjoyed it more than fielding questions from the Press about malfunctioning nuclear reactors, so he resigned his position with the CEGB (about which he says he could write a book if he thought anyone would believe him). His sales - and income - picked up very much more quickly than he expected, and his next Gollancz contract was for six books, with much larger advances. Since then, sales have continued to improve, and in 1996 both *Maskerade* and *Interesting Times* were in the top ten hardcover and paperback lists of titles most in demand prior to Christmas, while *Soul Music* (published by Corgi in May 1995) spent an unbroken run of four weeks in the no.1 position on the paperback best-seller list. Recently I read that *Reaper Man* was the eighth fastest-selling novel in Britain in the past five years: a remarkable achievement for any book, let alone a so-called 'genre' novel.

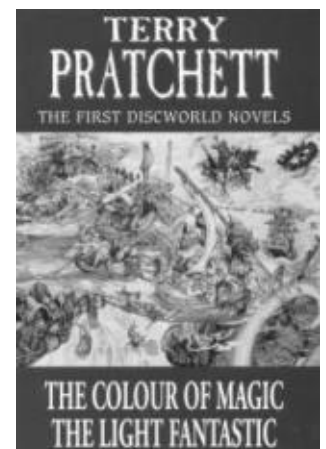
1996 saw the publication of the third Johnny Maxwell novel, *Johnny and the Bomb*, as well as playtexts by Stephen Briggs, of *Mort*, *Wyrd Sisters*, and *Johnny and the Dead* (this by Oxford University Press), and Gollancz's publication of *Feet of Clay*, described by them as a 'chilling tale of poisoning and pottery', featuring, among others, Commander Sir Samuel Vimes, Captain Carrot and the City Watch. *The Pratchett Portfolio* of Paul Kidby's illustrations of Discworld denizens, with accompanying text by Terry, was published in September and November saw the publication of *Hogfather*, the paperback edition of *Maskerade*, and the release by Psygnosis of Perfect Entertainment's game, *Discworld II: Missing, Presumed...* As to sales, *Hogfather* and *Maskerade* shared the honours by being top of the hardcover and paperback lists respectively two weeks running. It was the third time Terry had had books in the no.1 positions in both lists simultaneously, and as far as I know, no other author has succeeded in doing this even once... And *Hogfather* held the no.1 position in the hardcover fiction list for five weeks. The *Times* stated that by their calculations, he was probably the highest earning author of 1996 in Britain, and certainly had the greatest sales.

1997 saw the publication of *Jingo*, in which Ankh-Morpork and Klatch go to war over an island in the Circle Sea that tends to rise and sink, and the Patrician and the City Watch have to settle matters, the publication of *Discworld's Unseen University Diary* for 1998, and the transmission of Cosgrove Hall's cartoon series *Wyrd Sister's*, with Astrion releasing it and *Soul Music* on video. Corgi have published the illustrated film-scripts of both. Stephen Briggs' adaptations of *Guards! Guards!*, and *Men at Arms* were also published that year.

Terry's books do not need listing here, but the twenty-second (and first hardcover to be published by Transworld's Doubleday imprint) - *The Last Continent* (definitely not about Australia, but just vaguely Australian) - was published at the beginning of May 1998 and was twelve weeks in the no.1 position in the hardcover fiction best-seller list in Britain. The next, *Carpe Jugulum*, in which the witches battle vampires for the Kingdom of Lancre, was published on 5 November and it and the paperback edition of *Jingo* (published on the same day) jointly held the no.1 positions in the hardcover and paperback fiction lists for four weeks running.

Also in May 1998, Corgi published *The Tourist's Guide to Lancre* by Terry, Stephen Briggs and Paul Kidby, and Terry's and Paul's *Death's Domain*, was published in May 1999. The third computer game, called *Discworld Noir*, was also released about that time, as were a double volume (published by us) containing *The Colour of Magic* and *The Light Fantastic*, entitled *The First Discworld Novels* and the paperback edition of *The Last Continent*, which stayed for something like twelve weeks in the no.1 position on the paperback bestseller fiction list. In August Steve Jackson Games issued the GURPS Discworld game with contributions by Terry and illustrated by Paul Kidby.

Of his books for young readers, *Truckers*, the first volume of what is known in the USA as the Bromeliad Trilogy, was a landmark in that it was the first children's book to appear in the British adult paperback fiction best-seller lists, and in due course it was followed by *Diggers*, *Wings*, the revised version of *The Carpet People*, and all three Johnny Maxwell books, *Only You Can Save Mankind*, *Johnny and the Dead*, and *Johnny and the Bomb*.



As far as Britain is concerned Terry was the 1990s' best-selling living fiction author, with over twelve million sales (but this was before the Potter phenomenon), and now running at well over two million books a year. During the four years' existence of the British BookTrack's weekly bestselling chart, over 60 titles have been constantly in the top 5,000 bestselling titles, and the author with the most titles in this listing is Terry with twelve, namely *The Colour of Magic*, *Guards! Guards!*, *Pyramids*, *Soul Music*, *The Light Fantastic*, *Reaper Man*, *Interesting Times*, *Sourcery*, *Men at Arms*, *Equal Rites*, *Mort* and *Wyrd Sisters*.

Terry has also written a number of short stories, three of which have Discworld themes. The most recent, 'The Sea and Little Fishes' was published in October 1998 (in a collection edited by Robert Silverberg, entitled *Legends*). He finds that they involve him in almost as much work as a full-scale book, and if he is already writing a novel - which is almost all the time - he finds it very difficult to stop and change tracks, as it were, and write a short piece, so there are fewer of that genre around than one might expect. A non-Discworld story, 'Once and Future', appeared in a collection in the USA in 1995, but it has not been and will not be published in Britain in the foreseeable future.

When he took up his position with the *Western Daily Press* in 1970 he moved, with wife Lyn (whom he had married in 1968), to a cottage in Rowberrow in Somerset where their daughter Rhianna was born. When he found he could not enlarge the cottage further, the family moved in 1993 to what he has described as 'a Domesday manor' south west of Salisbury, and alert fans will have seen pictures of this on the TV interview at the time *Soul Music* was published. Just before they moved, Terry slipped outside the front door of the cottage, hit his head, and mildly concussed himself, blotting out his memory of the previous few hours. Unfortunately, he had received a cheque from me that morning for a rather large sum of money. He knows he put it somewhere safe, but still has no recollection where, and it has yet to turn up. Needless to say, it was stopped and a replacement issued.

Terry's work for the Orang-Utan Foundation is common knowledge. He went out to Borneo with a film crew to see orangutans in their native habitat, and among the praise that 'Terry Pratchett's *Jungle Quest*' received was a comment by Sir Alec Guinness in his diary (published the following year), that it was - apart from one other programme - 'the most impressive thing I've seen on the box this year'. Terry has also done a year's stint as Chairman of the Society of Authors, and was chairman of the panel of judges for the 1997 Rhone-Poulenc Prize.



thought it must be an elaborate hoax. However, accompanied by his family, he went to Buckingham Palace on 26 November 1998 to receive the decoration from the Prince of Wales.

His fiftieth birthday at the end of April 1998 was celebrated by a party hosted by Transworld. While news of a celebration could not be kept from him, I think that its size -fifty guests to a dinner at the Ivy Restaurant in Soho, with various original presents - took him completely by surprise. But what hit the headlines was his appointment as an Officer of the Order of the British Empire in the Queen's 1998 Birthday Honours List 'for services to literature'. The initial soundings-out from Downing Street came as such a surprise to him that initially he



In July 1999 he received an honorary Doctorate of Literature (D.Litt.) from the University of Warwick (and in turn granted doctorates of the Unseen University to Ian Stewart and Jack Cohen, co-authors with him of *The Science of Discworld*, which had been published the previous month), in 2001 one from the University of Portsmouth, on 10 December 2003 he received another, from the University of Bath and on 16 July 2004 he received one from the University of Bristol.

The Fifth Elephant (the working title of which had been *Uberwald Nights*) was published in November 1999, as was *Nanny Ogg's Cook Book* (written in collaboration with Stephen Briggs, with recipes by Tina Hannan, and illustrated by Paul Kidby), and the paperback edition was published in November 2001.

Terry's twenty-fifth Discworld novel, *The Truth*, was published in November 2000. This novel had been started some years ago but he put it aside as for some time he could not see how the plot would develop. An idea of how long ago he started it is given by the original working title - *Interesting Times* - but Terry's not one to let a good idea go to waste... It's about

Ankh-Morpork's first newspaper, so he has been able to make use of some his experiences from his own reporting days. [1] It was the first Discworld novel to have simultaneous publication in Britain and America, and it was followed in May 2001 by *Thief of Time*, featuring Susan, History Monks, the Auditors, the Five Horsemen (including the one who left before they became famous) and even chocolate-covered coffee beans... In August 2001 Gollancz published the 2002 Discworld calendar, entirely made up of pictures by Josh Kirby. They also published the 2002 Diary - *The Thieves' Guild Diary*. October 2001 saw the publication of *The Last Hero*, featuring Cohen the Barbarian, the Silver Hoard, and a cast of thousands, amazingly illustrated by Paul Kidby. This was followed a couple of weeks later by *The Amazing Maurice and his Educated Rodents*, which won the prestigious Carnegie Medal for the best children's book of the year. (Sadly, October 2001 also saw the death of Josh Kirby, aged seventy-two. It must be true to say that outside America – and for many there – the first Discworld book every fan acquired would have had a Kirby picture on its cover.)

Terry's second collaboration with Ian Stewart and Jack Cohen, *The Science of Discworld II - The Globe*, was published by Ebury Press in May 2002, followed in November by *Night Watch*, the first Discworld novel without a Josh Kirby cover on it (if you don't count our first edition of *The Colour of Magic*, which was published before Josh was selected to do the covers). Instead it had a magnificent Paul Kidby painting based on Rembrandt's 'The Nightwatch'.

In Autumn 2002 Gollancz published *The (Reformed) Vampyre's Diary* and a *Calendar* with work by a number of artists, both for 2003, a year that has seen the publication of *Monstrous Regiment*, *The New Discworld Companion* (with Stephen Briggs) and *The Wee Free Men*, a novel for younger readers, set on Discworld, featuring the Nac Mac Feegle and a young girl discovering she has witch-powers, Tiffany Aching. This won the 2004 W.H.Smith People's Choice Book Award in the Teen Choice Category. (Terry hadn't realised that a £5,000 cheque came with the prize until on his way home he opened the envelope he was given with the trophy and discovered it.) It has also won the *Locus* Award for the Best Young Adult Novel of 2003. Terry's second novel featuring Tiffany Aching, *A Hat Full of Sky*, which brings Granny Weatherwax in as a major player, was published at the end of April 2004.

Going Postal, the thirty-third novel in the Discworld sequence, was published in October 2004 (with a selection of stamps emanating from the Cunning Artificer, Bernard Pearson, which are reproduced on the book's end-papers), followed by *The Art of Discworld*, which has Terry's text accompanying Paul Kidby's illustrations. This should have been published in 2003, but it involved much more work for Paul than he expected, and he could not meet the original deadline. There wasn't any time for producing illustrations for a diary either – not that Terry had been able to decide on a suitable theme for it – so there were no 2004 or 2005 diaries, only calendars.

Autumn 2004 celebrated the 21st anniversary of the first Discworld novel, *The Colour of Magic* (which has sold well over a million copies in the Corgi edition alone), and to mark this Transworld (in association with Colin Smythe Ltd) issued an anniversary hardcover edition of it with a photographic black and gold cover, as well as the next six novels in paperback with similar cover designs.

In the coming year, a third *Science of Discworld* book with Ian Stewart and Jack Cohen, called *Darwin's Watch*, is to be published in May, and his next Discworld novel, *Thud*, due for publication in October, is nearing completion. It is planned that this will be accompanied by a children's picture book, *Where's My Cow?* (a realisation of the one that Sam Vimes reads to his son in *Thud*).

In his report on himself on the jacket of *Carpe Jugulum*, Terry noted that he 'lives behind a keyboard in Wiltshire, where he answers letters in a desperate attempt to find time to write. He used to grow carnivorous plants, but now they've taken over the greenhouse and he avoids going in. He feels it may be time to get a life, since apparently they're terribly useful.' On the jackets of *The Fifth Elephant* and *The Truth*, however, he had decided that he didn't 'want to get a life, because it feels as though he's trying to lead three already'. Now (in *Going Postal*), he's given up mentioning any ambitions, but with something like 36 million copies of his books in print worldwide, and being published in over 30 languages, there is no doubt that he is, as his publishers describe him, 'one of Britain's best-loved writers'.

[1] Another possible title had been *Printer's Devil* – the term used in the past in Britain for an apprentice to the printing trade. It had started because a 16th century printer blamed an excessive number of typographical errors in a religious service book not on bad proof-reading but on the Devil.

COPYRIGHT © 1999-2004 BY COLIN SMYTHE.

Extracts may be used without charge but with due acknowledgement and notification. Used by Minicon with Permission

DREAMHAVEN BOOKS & COMICS

912 West Lake Street Mpls., MN 55408
612-823-6161

- New, used and rare science fiction, fantasy, and horror
- New and back-issue comics and graphic novels, including DC Vertigo, manga, and independents
- TV and film books and magazines
- Erotic art, comics and fiction (in more flavors than vanilla . . .)
- Plus plenty of other strange and interesting stuff
- Free parking behind the store

We do mail order all over the planet -
call 612-823-6070 for our free monthly book catalog

Visit our website at www.dreamhavenbooks.com
or email us at dream@dreamhavenbooks.com

Visit www.neilgaiman.net - our online Neil Gaiman
superstore with shopping cart and secure server

Visit our tables in the dealers room!

DON'T EVER BE A DODO

Jim Young and Minneapolis Fandom

One of the best-known of the MN-STF "floundering fathers", Jim (James Maxwell) Young is this year's very deserving Fan Guest of Honor.

His involvement with the Minneapolis science fiction community goes back to the mid-to-late 1960's when he was still a high school student. A number of SF enthusiasts were meeting at the Technolog Magazine office on the University of Minnesota campus. After several informal meetings, this group named itself the Minnesota Scientifiction* Society or MN-STF for short. Frank Stodolka was elected its first president but one of the acknowledged spark plugs was Jim Young.

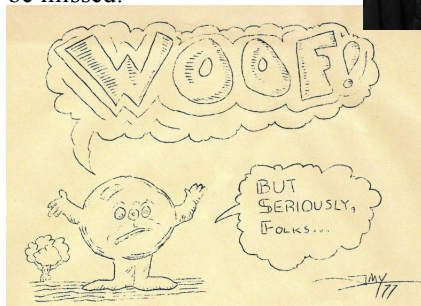
He spearheaded the first Minicon which was held at Coffman Union on the campus of the University of Minnesota and was a one day event (Jan. 6, 1968). Between 35 and 57 people attended (memories vary). It was so successful that it became an annual (or better) event which grew to nearly 4000 attendees in the late 1990's.

Within a short time, Jim had the idea of hosting a WorldCon in Minneapolis and the MPLS in '73 bid was born. Minneapolis did not host the World Convention that year (Toronto did) but a fannish legend was born and continues to this day, much thanks to Jim.

Jim is an accomplished fan writer and artist. His songs are not to be missed:

*Don't ever be a dodo
For if you are a dodo
It shows that you've read Golgol
And Golgol's just so-so*

He's likely to burst into song at random moments.



He made the leap from fan to pro when he wrote his first SF novel, *The Face of the Deep* (Pocket 1979). He published a second novel, *Armed Memory* (Tor 1995) as well as a number of shorter works. He is now working on other fiction writing projects.

Jim was a career diplomat with the State Department Foreign Service and is recently retired. He has embarked on his second career of writing and acting in Hollywood films. Keep an eye out for him in the new version of *War of the Worlds* with Tom Cruise.

*Scientifiction is the first term Hugo Gernsback used to describe his favored genre of scientific romance, later shortening it to "science fiction".

Jim at Minicon 8, looking as though he is just about to say something he thinks is profound; above.

Jim at who-knows-where 2003, looking as though he is just about to say something that actually is profound; left.

David-Dyer Bennet; photo credit

FASTNER & LARSON

Early in 1976, renowned comics historian/fandom sparkplug David Mruz hosted a meeting of the Minnesota Comics Collectors Association.

Bona fide comics legend C.C. Beck happened to be in town, and he showed up to display and talk about the wonderful papier-mâché rayguns and swords he was designing and creating.

It was there at Dave's house that we (oblivious to each other, as is pretty much the case to this day,) first appeared together in the same room.

The formal introductions were performed later that year at a Minneapolis comics convention, Microcon 3, by cartoonist/collector/bon vivant Larry Becker: "Steve...Rich. Rich...Steve. One or both of you may just want to turn around and walk away right now."

We were working individually as advertising artists, but—by night—Steve was indulging a longtime obsession with Harryhausen-esque monsters. Rich, not even coming close to earning the \$35/page they paid him, was drawing ghost stories for Charlton Comics.

At some point (alcohol may have been involved—kids, try to learn something here!) collaboration seemed like a viable idea. It was the proverbial match made in Hell, but all for the best. More or less. As it turned out.

There's been a lot of water under the bridge and a lot of art through the transom in the last 28 years. We continue to draw the occasional chubby, cleavage-free kid for corporate entities who'd just as soon they weren't mentioned by name, no offense.

But our hearts, as you've probably figured out by now, are with the strangely discomfiting mélange of babes and monsters you see around you. That's not likely to change.

Even though C.C. might not exactly approve.







FILM PROGRAM

Planetfall

We're pleased to offer a showing of the Twin Cities-based film, *Planetfall*. Made with local talent, this low-budget SCI-FI Western, had been a hit with local audiences and is likely a cult-film in the making. We will also have some cast and crew members here to talk about their experiences making the movie.

Birth of a Candidate (Short Film)

A dark comedy dealing with far-right politics in America. Our Fan Guest of Honor Jim Young co-wrote the script and appears as one of the actors. This film is one of a series of 10 put together by Hollywood networking organizations with which Jim is affiliated: the Hampton's Roundtable and Actors' Site.

Anime

Kevin Trainor, chairman of the local anime convention, Anime Detour, will provide us with an entertaining selection of Japanese anime. Please check our pocket program for titles and times.

We're featuring a number of "Psychotronic" movies at this year's convention. Michael Weldon, editor of Psychotronic Video Magazine, first used this term to describe entertaining exploitation movies, sometimes of the "so bad, they're funny" category. It has become the umbrella designation for all sorts of strange, offbeat films. These are usually "participation" films, so please feel free to

contribute your own witty observations, jokes, moans and groans, which all add to the experience. A beer or two can't hurt either...

Bigfoot

We had to have something relating to our Fortean theme (no matter how bad).

Face of the Screaming Werewolf

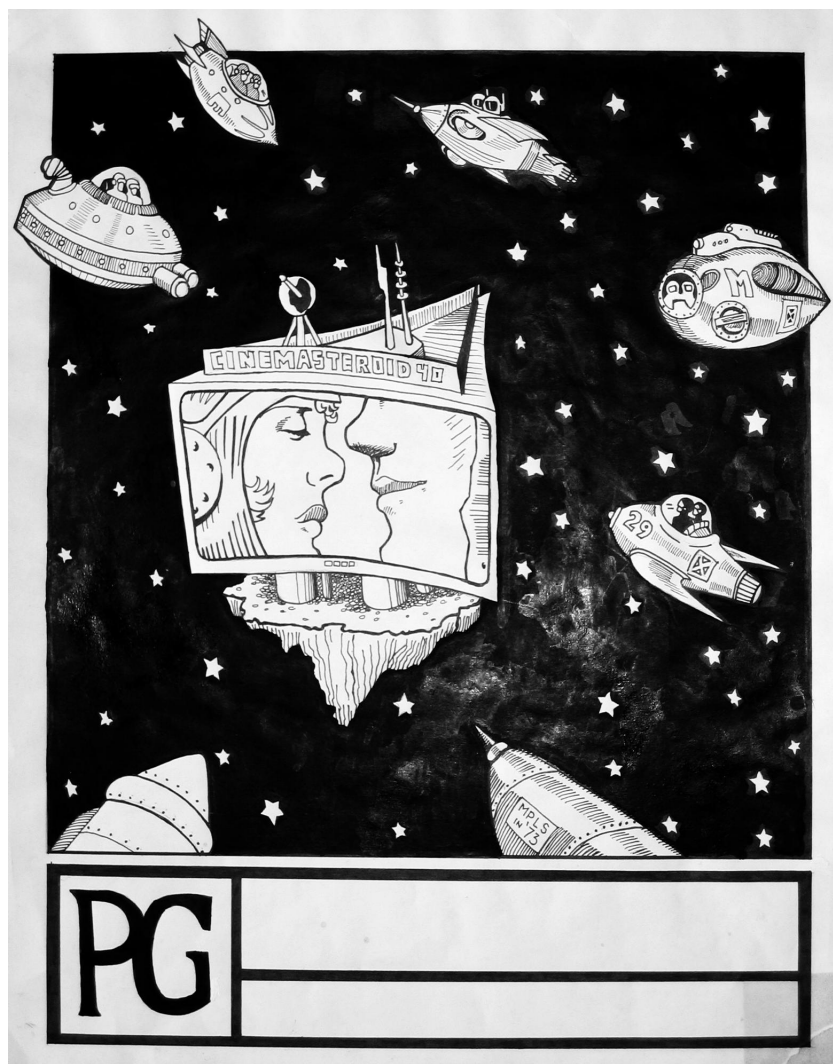
Lon Chaney stars as a mummy who comes back to life and turns into a werewolf. Producer Jerry Warren picked up a Mexican film, added scenes from a different mummy film, shot extra scenes in the US and threw it all into a Cuisinart. Mexican mayhem at its messiest. Nearly incomprehensible and mighty funny.

Hands of Death

John Agar stars as Ben Grimm (well, he looks just like "The Thing" from the Fantastic Four comic book but amazingly, this movie was released about the same time as FF#1 so no plagiarism here) as a man contaminated by radiation whose mere touch can kill. Thought a "lost" film until a copy was recently discovered.

The Stink of Flesh

Alternate Lifestyle Flesh-Eating Zombies(!?) An independent production (think very low budget) film from Albuquerque featuring an appearance by a well-known SF writer who used to attend Minicon.





INTERACTION

The 63rd World Science Fiction Convention
4-8 August 2005

The Scottish Exhibition & Conference Centre
Glasgow, Scotland, UK

The Fan Event of the Year!

Five days, 500 programme items,
and 5000 fans from across the world.
Immerse yourself in an atmosphere
filled with all aspects of SF & Fantasy:
literature, anime, media fandom,
major events including the Hugo
Awards and a world class masquerade.
Visit the dealers' room, art show,
international exhibits, autographing
and gaming area.
It's an experience like no other.

Guests of Honour
Greg Pickersgill
Christopher Priest
Robert Sheckley
Lars-Olov Strandberg
& Jane Yolen

Other confirmed programme participants include

Brian Aldiss, Ellen Asher, Stephen Baxter, Jonathan Clements, John Clute,
Jon Courtenay Grimwood, Ellen Datlow, Cory Doctorow, Scott Edelman, Esther Friesner,
David Gerrold, Joe Haldeman, Peter Hamilton, Elizabeth Hand, David A. Hardy,
Harry Harrison, John-Henri Holmberg, Geoffrey Landis, Deborah J. Miller,
Rebecca Moesta, Larry Niven, Sharyn November, Jody Lynn Nye, Terry Pratchett,
Mike Resnick, Kim Stanley Robinson, Justina Robson, Frank Roger, Stanley Schmidt,
Robert Silverberg, Charles Stross, Karen Traviss, Gordon Van Gelder, Liz Williams.

Further information and online registration available at

[Http://www.interaction.worldcon.org.uk/](http://www.interaction.worldcon.org.uk/)

Address Interaction, P.O. Box 58009, Louisville KY 40268-0009

BAR SCHEDULE

FRIDAY:

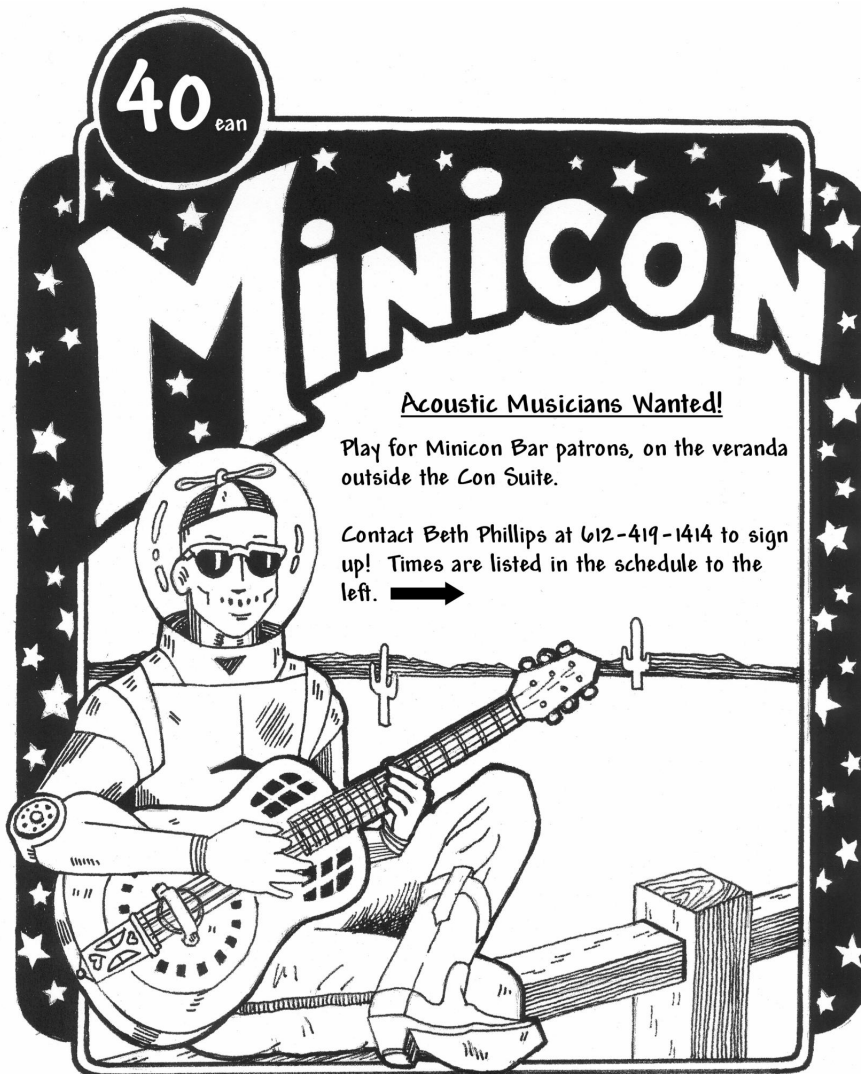
- 5:00 pm: Good Humor ice cream treats
- 5:00 pm: Magic arena style tournament (non-sanctioned) begins
- 6:00 pm: Bar opens
- 6 pm - 1 am: Acoustic music
- 10:00 pm: Nanny Ogg's potluck
- 10:00 pm: Blog
- 11:00 pm: Texas Hold 'Em

SATURDAY:

- 7:30 am: Continental breakfast
- 4 pm - 1 am: Acoustic music
- 6:00 pm: Bar opens
- 10:00 pm: Mexican buffet
- 10:00 pm: Blog
- 11:00 pm: Texas Hold 'Em

SUNDAY:

- 7:30 am: Continental breakfast
- 11:00 am: Magic arena style tournament ends—Prizes awarded



MAGIC: THE GATHERING TOURNAMENT

We will be having a Magic: The Gathering tournament at Minicon. This will be a non-sanctioned Arena style tournament, using Standard (Type II) cards with the March bannings in effect. Sign-up for the tournament will be at 5:00 p.m. on Friday, and then players will be free to play each other at any time during the con (but you cannot play the same person twice in a row). The tournament ends at 11:00 a.m. on Sunday, when scorecards will be tallied. Sign-up and finish will be in the Con Suite. As prizes, we will be giving out 'Betrayers of Kamigawa' booster packs, courtesy Source Comics & Games, www.sourcecandg.com. So remember to bring your deck to the convention to play!

Karaoke Joe's café



Ben Lessinger has been running karaoke shows since 1998. In 2001 Dov Magy walked in and tried karaoke for the first time, and the partnership was born. They have been running successful karaoke events at large conventions and other venues ever since. At science fiction conventions they instituted a rule that the party goes on as long as people want to keep singing, and as a result have gained a reputation for hosting the longest running parties at every convention they attend. Often the room stays open for 10-12 hours each night. Dov is the personality behind the mike that keeps the singing on track, and Ben is the secret power behind the show, running the equipment and queuing up the song selections. With their tremendous assortment of songs and inexhaustible energy, they provide a truly unforgettable Karaoke Experience!

GAMING

Warhammer 40k: Liberation

Set in a dark alternate universe of the far future, Warhammer 40k is the premiere science fiction game of futuristic battles.

A long lost imperial forge world, a center of technology long lost 10 millenniums ago was re-discovered on the edge of Imperium space. But more then the Imperium of man wants to secure its long lost secrets, or prevent the Imperium from re-gaining it in the first place. Will you fight for the emperor and try to re-claim this long lost relic, or attempt to prevent it from happening?

Some armies will be provided, but players are encouraged to bring their own 500-point force armies. There will be a number of short scenarios and mini battles; play in one or play in all to determine the fate of this long lost relic of the Imperium!

Wargods of Aegyptus

Become the harbinger of an Egyptian God! Wargods of Aegyptus is set in an alternate Egypt before the fall of Atlantis where the children of the gods still walked the earth with men! Use your swift chariots, stalwart swordsmen, precise archers and the power and magic of the gods themselves to crush your opponents!

This will be a 1,000 point demo, but players are welcome to bring their own miniatures to play.

Mech Warrior Dark Age/Age of Destruction

Take your best mechs, vehicles, and blast your opponent in this new adaptation of the classic battle tech game.

Pirates of the Spanish Main

Live the life on the high seas and gather your plunder! In pirates of the Spanish Main and Crimson Coast you control a fleet of gold grabbing lackey whether you be Spanish, English, French or Pirate! Go for the gold or blow your opponent to bits!

D&D Miniatures

With your band of adventures battle other war bands of monsters and adventures in this condensed miniature based system of D&D.

Star Wars Miniatures

Fight classic star wars battles or create new scenarios, in Star Wars miniatures you battle your forces in this quick adaptation of the classic d20 Star Wars game.

Star Trek the CCG

Assemble your decks with crews and ships from the Star Trek universe to accomplish missions and score points to achieve victory.

D&D 3.5: "Maiden Voyage"

Set sail on the high seas and dive into adventure! This low level maritime adventure for D&D 3.5 allows the party to live life, peril and adventure on the high seas! Characters will be created and rolled up prior to the adventure.

Star Wars: d20

Dive into a galaxy far far away and put yourself as a character in the Star Wars universe. This is an introductory adventure into the Star wars d20 system. Characters will be provided, all one has to do is join in and play!!

Star Trek the Next Generation: The role-playing game: "Shakedown Cruise"

Enlist in Starfleet and prepare for adventure in the final frontier! This is an introductory quick adventure to the Star Trek the next generation role-playing game. Characters will be provided, so just join in and play!!

D20 Steam Punk

Indulge in adventure in a universe that was not but very well could have been! This steam punk setting is in an alternate 1800's where the industrial revolution started with steam and went out of control! Mad scientists and wacky inventions rule in this alternate Wild West. Characters will be rolled and created prior to the adventure.



Midwestcon 56

The Relaxacon

Thursday, June 23 – Sunday June 26, 2005

Cincinnati, Ohio

Continuing a fan tradition. In 1939, the first Worldcon. In 1948, the first Westercon. And in 1950, the first Midwestcon. For over 50 years, fans and pros have gathered in the Heartland to celebrate science fiction fandom in a relaxed convivial atmosphere. The CFG (Cincinnati Fantasy Group) invites you to join us for another enjoyable weekend. Midwestcon is known as The Relaxacon because of its total emphasis on parties, smoffing and personal interaction rather than formal programming, although we do feature a small dealers' room and art show.

Where? Doubletree Guest Sites, 6300 East Kemper Rd, Sharonville, Ohio 45241 (phone: 513/489-3636) located north of Cincinnati off I-275 (Exit 47) at Reed Hartman Highway. Hotel Suites are \$94.00 plus 16.50% state/room tax (tax is subject to change). Each two room suite has a king bed or two double beds plus a living room couch which pulls out into a bed. Each suite has a microwave oven and a stocked mini-fridge. **Room reservation cut off date is May 29th.** Reservations made after that date would be subject to availability and possibly a higher room rate.

How Much? Adult memberships are \$25 if postmarked by May 29, 2005, \$35 at the door. Children 6-15 are \$10, under 6 are free. Make out and mail checks to Deborah Oakes, 5627 Antoninus Drive, Cincinnati, Ohio 45238.

Flying in? If you are flying in, the Dayton and Cincinnati airports are about equally distant to the hotel. Contact Deborah Oakes or Bill Cavin (513/631-2543) to arrange for pick up and return to the airport. Please let us know by June 15th if you want us to pick you up.

For further information, visit our website, www.cfg.org.

PROGRAMMING

Ask A Kid

There are a lot of good books being aimed at children these days. A panel of actual kids discusses the books they've been reading, and why you should read them too.

Children's Programming

Several activities are planned in the Con Suite on Saturday afternoon. Check the pocket program for details.

Collage Therapy

Explore your subconscious through the art of collage. Materials for 11 people will be provided, first come first served. Not a children's event, though younger collage artists may participate if they can handle the entire process alone, or if they bring an adult to supervise. Psychological analysis of finished product optional.

Community and Fandom

A reprise of this popular traveling discussion of fandom as a community. What does it mean to call fandom a community? How has the fannish sense of community changed over the years? What moment or moments made fandom start to feel like a community for you?

Create Your Own World

A series of activities for kids, revolving around the idea of creating imaginary worlds. These will include art activities and writing workshops. Parents: check the pocket program for specific times and locations.

Curse Words and Other Ways to Tell It Isn't a Children's Book

Usually we talk about the things that make a book a children's book, but this time we thought we'd take a different direction. Are there any subjects that cannot be part of a children's book? Are curse words really forbidden? Are there books out there that definitely could not be read by children? Why not?

Did Tolkien Harm Fantasy?

It is unreasonable to accuse Tolkien of being responsible for the last fifty years of fantasy writing, but it is arguable that his work was so influential that it all but stopped fantasy in its tracks. Fantasy was, and still tends to be, pastoral and nostalgic. Is there anything else we can blame Tolkien for? What might the field have been like without him?

Erotic Comic Art

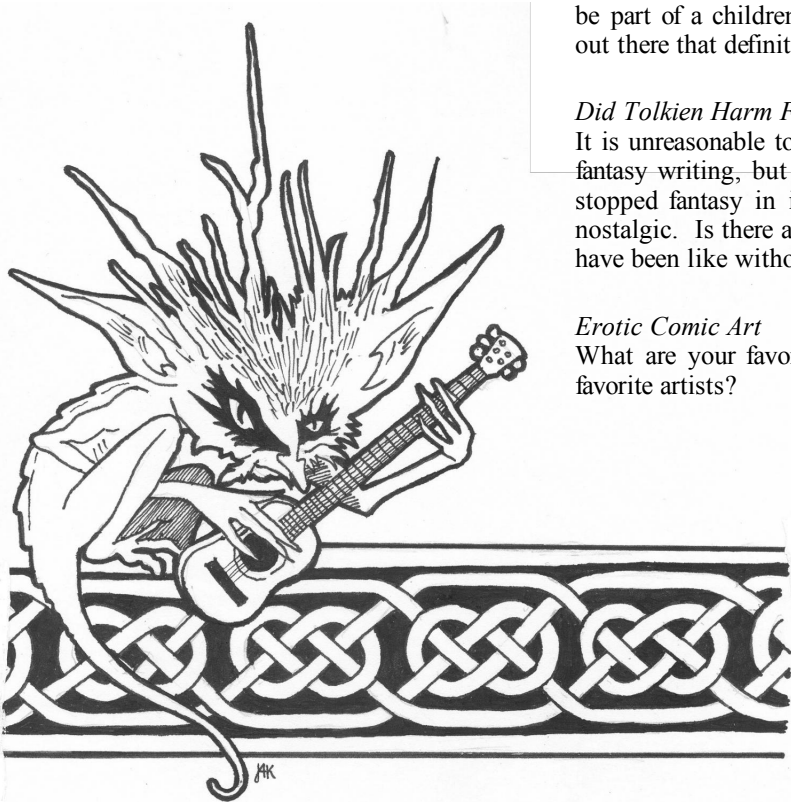
What are your favorite erotic comic books and graphic novels? Who are your favorite artists?

Fannish Estate Planning

Well, some of us are now old enough to be worried about such things. Just what do you think your grateful heirs are going to do with that collection of yours, hmm? Our panel of experts discusses the options for who to contact and where to start to make sure your favorite things don't wind up in the trash. What parts of estate planning are different for specific fannish lifestyles?

Fannish Hoarding

This is the latest in our series of fannish psychology discussions. This year we'll take on hoarding behavior (or, as most of us refer to it, collecting), inspired by a recent newspaper article featuring the decluttering of several of our members' houses. Why do we do it? How do we get it under control (assuming we want to, of course)?



Fannish Skills in Real Life

We've talked a lot about the social liabilities of the typical fan, but are there also strengths? Have you ever been able to apply skills learned in fandom in your mundane life?

A Field Guide to Genre Writing

How many genres are there? Is there any type of fiction that isn't a genre? Is genre writing something to avoid or embrace?

Fictional Internets

How do the Internets envisioned by John Brunner, Neal Stephenson, Pat Cadigan, Vernor Vinge, David Brin, and others, compare with the one we've actually got? Does it look like we're heading in any of the directions they predicted?

Fortean Inspired SF

With its focus on the unusual and odd, the *Fortean Times* can't help but have inspired SF writers. We'll discuss our favorite Fortean-inspired authors and their works.

From Fanzine to Professional Artist

Our artist Guests of Honor Fastner & Larson got their start doing funny animal sketches for the comics fanzine "Vootie." How did Vootie influence the comics genre? Is it still possible to make the transition from fan artist to professional?

"Hard" SF: 2005 Version

The definition of "hard" SF keeps changing. Should it only allow things that are possible today? Should it allow things that are possible in the foreseeable future? How have our definitions of "hard" changed recently? How "hard" is nanotech, uplifting, AI, FTL, etc.?

How To Be Funny

It may not be possible to teach funniness, perhaps because it isn't really a word. But we never seem to tire of trying to figure out the secret to humor. Our panel of experts will deconstruct the works of Terry Pratchett and try to figure out what makes them so funny. Perhaps they will read their favorite bits out loud. We can all hope to leave in a better mood, if not actually become funnier ourselves.

I Survived Minicon I

Our Guest of Honor, Jim Young, was one of the Floundering Fathers of Minicon. Join him and other old pharts in reminiscing about early Minicons and the founding of its parent organization, MNSfF. Anyone who was present in those early years is welcome on the panel. Dodd Clegler may even show up!

Jim Young Interviews Terry Pratchett

Learning to Write: Can it be Done?

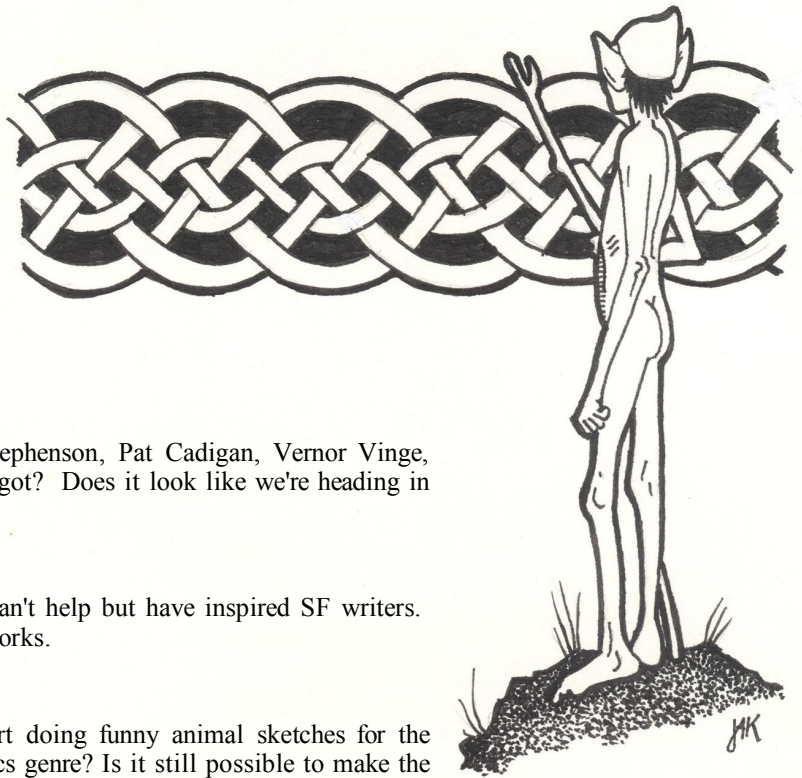
Well, can it?

The Making of Planetfall

Michael Heagle, Troy LaFaye, and the crew of *Planetfall* tell you everything you ever wanted to know about making a movie on a budget.

NASA Slideshow: Titan and its Neighbors

On 14 January, the European Huygens probe parachuted to a landing on Titan, Saturn's haze-shrouded moon. It revealed a complex landscape of frozen water shaped by methane rainfall, and an atmosphere that is a frigid cauldron of organic chemicals. NASA's Cassini spacecraft continues to orbit Saturn, frequently returning to Titan. Join Bill Higgins in exploring the latest results from these distant explorers.



Political Blogging: Threat or Menace?

Political blogs are changing the whole paradigm of how the individual interacts with society. Or are they? What is a "blog" anyway, and how has the meme evolved? Are they the wave of the future or an over-hyped trend?

Publishing 101

An always popular discussion of the important steps between putting your works on paper and seeing them in print. This may include the proper format for submissions, potential markets, the role of editors, cover art, and anything in between. Bring questions for our panel of experts.

Rain of Frogs: Fortean Phenomena 101

An introduction to the wonderful world of Charles Fort and his publication, the *Fortean Times*. This magazine began publication in 1973, to "review and research strange phenomena and experiences, curiosities, prodigies and portents" and, according to the magazine itself, "keep alive the ancient task of dispassionate weird-watching, and exploring the wild frontiers between the known and the unknown." We approve, of course. Probably examples of Fortean phenomenon will be given. Perhaps one or two may occur . . .

Revenge: Why It's a Motivation and Why It's Cool

Some stories' plots are driven by a character's (or an author's) desire for revenge. How does revenge work as a plot device? Which stories do it best? Why is it so much fun to read and to write?

The Role of Story in Electronic Gaming

Many of the most interesting and profitable works in SF are neither books nor movies—they're computer games. Which electronic games have the best stories? Which ones have the best metaplots? What constitutes good writing in the electronic game world?

Schools of Magic

The ways in which magic is taught are varied. Fantasy offers everything from the Unseen University to apprenticeship (often cut short by the untimely death of the wise old master). How many training programs can we come up with? Does the method of teaching influence the magic? Which school would you like to attend?

Shark People and Other Fish Stories

Our Guest of Honor Jim Young's book *Armed Memory* is about people who are genetically remade into sharks. What other science fiction has been inspired by the idea of people turning into sharks or, at least, living under water? What is their appeal?

Space Opera

Some SF stories are driven by the technology that powers the space ship, and others by the people on board. Which books do "character-driven" SF well? Are there any secrets to writing them?

Turtles All the Way Down: Creation Myths in F&SF

From the Big Bang to God creating the universe in seven days, creation theories are many and varied. And that's just the ones that people really believe. F&SF literature offers even more methods for creating a universe. Which ones are your favorites? Which real creation stories are they based on? Should mankind worry about such things, or should we be satisfied with "it's turtles all the way down"?

Wee Folk, Good Folk

Fantasy and folklore are full of tales about little people. Sometimes the wee ones are helpful, sometimes they're mischievous at best. Probably our panelists can tell us some of those tales. Why are we fascinated with little people? Are they fun to write about? Does anyone think that the finding of "hobbit bones" in Indonesia will change any of our stories?



What's So Funny about a Minneapolis World Con?

Minneapolis in '73, our local attempt at bidding for a World Con, has been a funny excuse for a party for years. Why do some people think the idea of a World Con being held in Minneapolis is the funniest idea of all?

When Writers Collaborate

Several of our attending authors have collaborated on novels. How do they do it anyway? Write alternating chapters or paragraphs? How are arguments resolved? Would they do it again? Panelists discuss their projects, how they came about, and the ins and outs of working together.

Working on Your Craft: Writing as an Evolving Process

As with any other art, writing requires practice, and a writer's skill can improve over time. Writers discuss the things they have learned as they have evolved and ways in which they have gained a new level of expertise. How can you tell when you're improving? How can you judge your own progress as a writer?

The Year in Science

Our panel of experts discusses the discoveries, breakthroughs, theories, and plans from the past year.

The Year in SF

Our panel of experts discusses the past year's most important SF books and stories. What got published and what's worth reading?



EVENTS

...listed in carefully randomized sequence

Auction

The usual art show auction, plus an auction to support Minicon, featuring unusual Terry Pratchett items from England.

Meet the Artists and Art Show Tour

Friday evening in the Art Show

Special tour of the art show with artists in attendance. Meet our artist Guests of Honor Fastner & Larson.

Nanny Ogg's Pot Luck

Friday evening 10:00 PM

Hot food in the Con Suite. Come sample some of the dishes from Nanny Ogg's Cookbook.

Fastner & Larson Slide Show

Ankh-Morpork Masqued Ball

Ask Dr Mike

Right after Opening Ceremonies

All-purpose expert Dr Mike takes questions from the audience on Life, the Universe and Everything.

Lady Poetesses from Hell

A poetry reading with attitude.

Robert Heinlein Memorial Blood Drive

Music Programming

Space will be provided in the evenings for both bardic circle filksinging and the good old MNStF music circle. In addition there will be some scheduled acoustic music performers in the Con Suite.

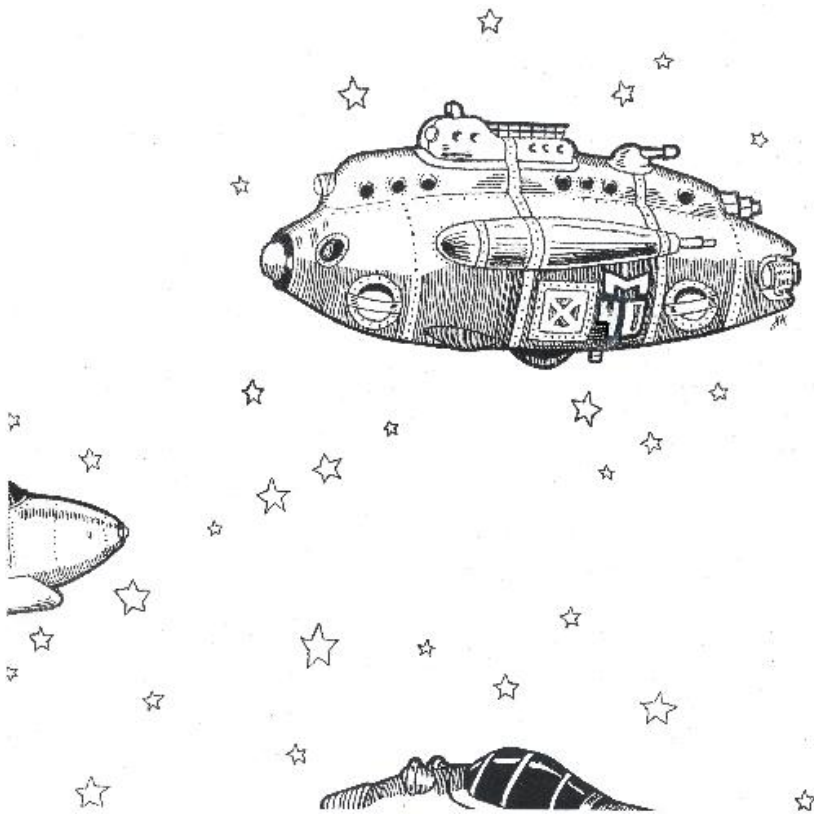
Planetfall

Opening Ceremonies

Closing Ceremonies

and the Assassination of the MNStF President (shhh....don't tell him)

THIS WAY BACK TO KRUSHENKO'S



As always, "Krushenko's is accustomed to serving alien guests."

Miyazaki Hiyo Discussion

Miyazaki's excellent anime movies are now being released in the US: *Nausicaa of the Valley of the Wind*, *Princess Mononoke*, *Spirited Away*, *Castle in the Sky* and, of course, *My Neighbor Totoro*, are all now available. What themes do we like in his work and what is too "cutesy"? What are our favorites among his movies? Is Miyazaki a good introduction to anime?

Peter Pan Themes in SF

Since its publication nearly 100 years ago, J.M. Barrie's children's book has had enough retellings to become nearly mythical. Just recently, there have been two new movies, *Peter Pan* and *Finding Neverland*. Clearly the story captures something in our hearts. We'll discuss how the story has influenced others' work and our own.

Sturgeon's Row

Samuel R. Delaney has written that, "To the extent that the short story is an art, Theodore Sturgeon is the American short story writer." Yet, while Theodore Sturgeon (1918-1985) is widely considered one of the half dozen best writers to specialize in speculative fiction, he remains, 20 years after his death, relatively unknown among the general reading public. Perhaps this will change due to the cumulative effect of editor Paul Williams' edition, ten volumes and counting, of *The Complete Short Fiction of Theodore Sturgeon*. We'll discuss some of the treasures this uniform edition has brought to light, and take a new look at Sturgeon's stature as a writer, particularly—though not exclusively—of short fiction.

Down the Rabbit Hole

Participants share stories about how they got hooked on SF (including science fiction, fantasy and horror). What books, magazines, films, television shows, radio dramatizations, games, toys, etc. made you love "The Stuff" and keep coming back for more? This is a group discussion, "Diversicon style," with all in attendance invited to participate.

Krushenko's, a space for people who like to spend some of their time at conventions talking about SF with friends and friendly strangers, premiered at Minicon 7 in 1973. It takes its name from a Manhattan bistro in *Ringworld* by then Guest of Honor Larry Niven. Krushenko's founder Eric M. Heideman noticed that some SF fans have an easier time befriending people of like interests in a setting with a certain amount of structure.

Krushenko's combines elements of a traditional programming room and a traditional hospitality space. The space has persisted through many changes of venue, and in recent years has expanded its presence to MarsCon, OdysseyCon, CONvergence, Diversicon, Arcana, and ConSume. After several years as an unofficial presence at Minicon, Krushenko's returns to Minicon Fortean in one of the Atrium rooms where it resided for several years.

Krushenko's will feature semi-formal discussions of SF in various media, including literature, film, and graphic novels. Its sibling room, Krushenko's Annex, will be on one of the poolside cabanas, and will feature parties hosted by various SF-related local organizations.

Who Am I, Anyway?

Exploring an odd film sub-genre where the protagonist spends most of the film trying to remember who he is and what is real. Or, alternatively, things he knows, but discovers towards the end of the film that he was so very wrong about. Some are science-fictional (*Total Recall*, *Vanilla Sky*, *Dark City*), but many are just dark and weird (*Angel Heart*, *Mulholland Drive*). *The Machinist*, just out, looks like another entry in this category. Other examples: *Donnie Darko*, *The Thirteenth Floor*, *Paycheck*, *Abre Los Ojos*, the *Matrix* movies, and many others. Why the recent surge in this kind of movie? Which ones ask the most interesting questions? Do they owe their popularity more to Phil Dick of the Patriot Act? And how do you know you're not a brain in a jar yourself?

Is Blade Runner a Classic?

The 1982 movie *Blade Runner* has been hailed as one of the most philosophical movies ever made, and started a Phil Dick empire. But, twelve years on, there are still some niggling questions: If it's a work of genius, who is the genius? Does the whole "Deckard as a replicant" question really mean anything? The movie was incredibly influential from a design standpoint, but was it just form without substance?

Tolkien 101

Meet other Tolkien aficionados and share thoughts about this writer's remarkable work. Sponsored by the Minnesota Tolkien Society.

The Works of Terry Pratchett

A discussion sponsored by the Rivendell Group, a fantasy book discussion group that has met regularly since 1973.

Good Omens

A discussion of this collaboration between Terry Pratchett and Neil Gaiman, "the funniest book about the apocalypse ever written," sponsored by Second Foundation, a Twin Cities book discussion group.



SILENT AUCTION

There will be non-art items in the Art Show displayed on tables which will be auctioned to benefit MinnStf and Minicon. Current donations include jewelry, books and fannish items. There are special Terry Pratchett items being imported from England as well. They will be auctioned similarly to art items; three bids on a bid sheet will send the item to the voice auction (to be held during the art auction.) Items will be marked for voice auction, or with the winning bidder at the same time as art is marked, and winners for these items can pick them up (and pay for them) through the art show.

We will be holding our usual art auction during the convention. See the art show for details on bidding. We will also be holding a general auction to benefit the convention (our costs keep going up and we've tried holding the line with registration fees) and possibly some other charities as well. We have some truly amazing items for this auction, courtesy of Colin Smythe and DreamHaven Books.

Notable items include:

Advance Proof copies of some of Terry Pratchett's books

A DreamHaven Books Publication of stories about Bookstores

Pratchett Pounds

A rare dustjacket from Terry's first Discworld novel.

ConClave 30

October 7-9, 2005

Holiday Inn South-Convention Center
6820 South Cedar St., Lansing, MI



Author GoH:

Wen Spencer

Artist GoH:

Butch Honeck

Science GoH:

Steve Collins

Fan GoH:

Uncle Kage

Music GoH:

Tom Smith

DEALERS' ROOM

Dealers' Room Hours

Friday–	Set-up:	10:30 AM to 2:00 PM
	Open:	2:00 PM to 7:00 PM
Saturday–	Open:	10:00 AM to 6:00 PM
Sunday–	Open:	11:00 AM to 3:00 PM

Dealers

Alsadu, Inc.

fair trade products: clothes, jewelry, statuary, rugs, etc.

Ann's Woodland Expressions

jewelry, wind chimes, cards, prints, novelties, and costume accessories

Coat of Many Colors

ethnic clothing, plus-size clothing, ethnic handicrafts, gift items, and jewelry

Darlene P. Coltrain

fine art jewelry, hand dyed and painted silk

David Christenson

books, used books, movies, etc

Dodeka Records, Ltd. (Bill Roper)

folk albums and song books

DreamHaven Books

New Science Fiction, Fantasy, Horror and much more.

HedgeHog and Otter (Philip Kaveny)

books

Kyril's Cavern

handmade stuffed dragons

Lioness (Elise Matthesen)

fine art jewelry

L.S.V.S.L. (Lev Bronshteyn)

Russian Sci-Fi, space memorabilia, jewelry, and comic books

Soft Wear Toys and Tees (Steve Salaba)

Vorkosigan merchandise, t-shirts, mad scientist lab coats, and Folkman's puppets

Steven Vincent Johnson Images

prints on CD and greeting cards

Reel Art (Cory Glaberson)

posters and film memorabilia

Rick's Place for SF (Rick Gellman)

new and used books, DVDs, CDs, stuffed animals, artwork

the 65th World Science Fiction Convention & the 46th Japan Science Fiction Convention

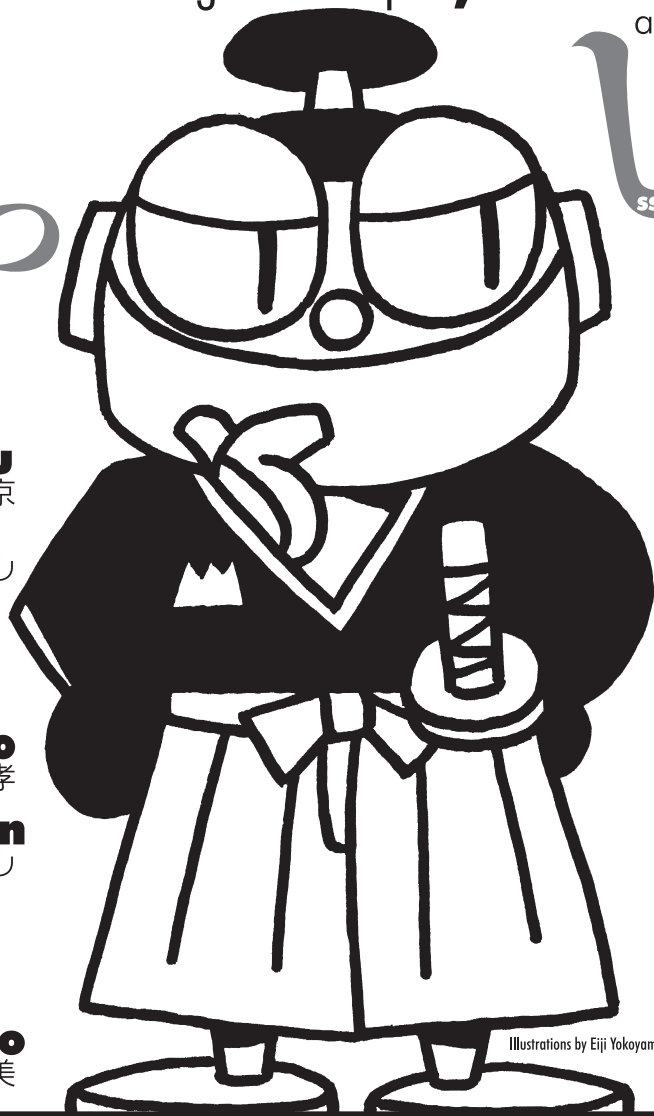
Nippon 2007

the first Worldcon in Japan

Nippon2007 Aug30 - Sept3,2007 **YOKOHAMA**
at Pacifico Yokohama

いらっ
RA

しゃい
SSHA



Illustrations by Eiji Yokoyama,

Nippon2007/JASFIC

4-20-5-604, Mure, Mitaka,
Tokyo 181-0002
JAPAN
info@nippon2007.org

AuthorGoH

Sakyo Komatsu
小松左京

David Brin
デビット・ブリン

ArtistGoH

Yoshitaka Amano
天野喜孝

Michael Whelan
マイケル・ウイラン

FanGoH

Takumi Shibano
柴野拓美

Our Agents

North America: Peggy Rae Sapienza

Nippon2007
Post Office Box 314
Annapolis Junction, MD 20701
peggyraes@comcast.net

U K: Andrew A. Adams

23 Ivydene Road
Reading, RG30 1HT
United Kingdom
a.a.adams@reading.ac.uk

Europe: Vincent Docherty

Koninginnegracht 75a
2514AH Den Haag
Netherlands
vid@compuserve.com

Australia and NZ: Craig MacBride

PO Box 274
World Trade Centre, Vic, 8005
Australia
craig@f8d.com

"Worldcon" and "World Science Fiction Convention" are Service Marks or the World Science Fiction Society, an unincorporated literary society. "Nippon2007" is a service mark of Japanese Association for Science Fiction International Communi-

RATES

(until Sep 30, 2005)

Credit Card memberships will be charged in Japanese Yen. Cash and Checks may be paid in US\$, UK£ and EU€ to local agents.

	Supporting				Attending			
	\$	£	€	¥	\$	£	€	¥
Friendship + Voting	--	--	--	--	\$0	£0	€0	¥0
Friendship	--	--	--	--	\$40	£23	€33	¥4,500
Pre-support + Voting	\$0	£0	€0	¥0	\$60	£34	€49	¥6,500
Pre-support	\$20	£12	€17	¥2,500	\$100	£56	€82	¥11,000
Voting	\$0	£0	€0	¥0	\$80	£45	€65	¥8,500
Adult(20~)	\$40	£23	€33	¥4,500	\$160	£90	€129	¥17,000
Young Adult(13-19)	\$30	£17	€24	¥3,500	\$120	£67	€97	¥13,000
Child(~12)	--	--	--	--	\$80	£45	€65	¥8,500

E-Mail: info@nippon2007.org <http://www.Nippon2007.org/>

WHAT IS MNSTF?

For the lawyer in you, MNStF is the 501c(3) corporation that brings you Minicon. Moving on...

Each year, the MNStF board of directors approves the chairperson for the upcoming convention, looks after the continuing needs of the convention and looks for new ways to enhance SF in the community.

The corporation consists of the following parts:

The Board of Directors, who are responsible for guiding the organization.

The MNStF officers, who do much of the work for the corporation: plan meetings, pool parties, picnics, and file taxes.

The annual Minicon Concom, who do all the hard work it takes to hold the convention each year.

The Membership, which includes anyone who has signed the Membership Book at a MNSTF meeting.

MNStF usually holds two social meetings a month, generally at member's homes. These meetings may involve talk, food, dinner expeditions, games and music. Meeting locations are published in the Einblatt!, and available online at www.mnstf.org or WWW.MNSTF.ORG/MINICON.

ART / PHOTO CREDITS

Bonnie Somdahl; page 25

David Dyer-Bennet; photos, page 12

Fastner & Larson; front cover, badge art, pages 13, 14, 15, 33

James Kuehl; inside front cover, pages 3, 4, 5, 16, 18, 22, 23, 27

Jason Malgren; page 28

Jim Young; page 12

Laramie Sasseville; page 24

Bill Christ; badge layout

AND, MORE IMPORTANTLY...

A big thank you to all of the volunteers, and anyone else, who has donated time and energy into making Minicon a great event. Sadly, it is a sure thing that some folks, who worked hard and deserved mention herein, were lost in the shuffle due to general incompetence on the part of the Mincon staff. We, whose fault it is, would like to share the blame with others not involved—please accept their most abject apologies.

Special thanks to our guests - make them feel welcome and be sure to thank them for taking their time to visit with us. We'd also like to offer a special thank you to Terry's Agent, Mr. Colin Smythe, for supplying some exciting things for our auction.

WHO DID WHAT?

Chairman	Greg Ketter	Dealers' Room	Lisa Freitag
Assistants	Mark Richards Bill Christ John Stanley	Hospitality	Joel Phillips Beth Phillips
Registration	Beth Friedman Carol Kennedy	Webmaster	Joyce Scrivner
Programming	Sharon Kahn Lisa Freitag	Program Book Layout Editing*	Keith Malgren Carol Kennedy
Discworld Ball	Betsy Lundsten	Film Program Anime Other	Kevin Trainor Greg Ketter
Green Room	Karen Cooper	Microprogramming	Joyce Scrivner
Writer's Workshop	Naomi Kritzer Lisa Freitag	Silent Auction	Joyce Scrivner David Wilford
Art Show	David Wilford		

* I am compelled by conscience to note that Carol's turn-around time for editing was a matter of hours. In that brief time, she did as much for the quality of this document as I accomplished in as many days. Remaining flaws are legion, but they are mine. —Keith

Alternate Cover:

Before the final artwork came in from Fastner & Larson, this piece, also theirs, served as our working cover.

I needed something to fill this space and thought you might be interested.

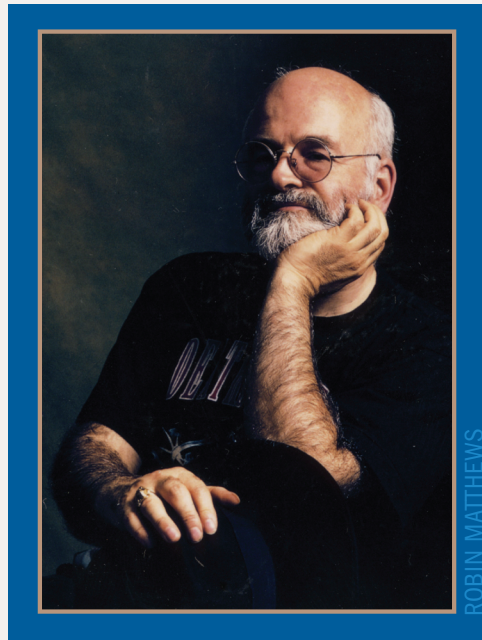
Fatuous of me, I suppose—but I'm that way.



HarperCollins AND HarperTorch

Salute Minicon 40 Guest of Honor

TERRY PRATCHETT



And His Ever-Amazing Discworld
www.TerryPratchettBooks.com

Thud! · Going Postal · Monstrous Regiment · Night Watch · Thief of Time · The Truth · The Fifth Elephant
Carpe Jugulum · The Last Continent · Jingo · Hogfather · Maskerade · Interesting Times · Feet of Clay
Soul Music · Men at Arms · Lords and Ladies · Small Gods · Witches Abroad · Reaper Man · Moving Pictures
Eric (with Josh Kirby) · Guards! Guards! · Pyramids · Wyrd Sisters · Sourcery · Mort
Equal Rites · The Light Fantastic · The Color of Magic · The Art of Discworld · The Last Hero
The Amazing Maurice and His Educated Rodents · Only You Can Save Mankind · The Wee Free Men
A Hat Full of Sky · The Bromeliad Trilogy: Truckers, Diggers, Wings

 HarperCollins Publishers
www.harpercollins.com

 HarperTorch
An Imprint of HarperCollins Publishers

 AuthorTracker

To receive notification of future events and publications
by Terry Pratchett visit www.AuthorTracker.com