



MINICON 44

APRIL 10 ~ 12, 2009

In 2010 Australia will be the centre of the Science Fiction and Fantasy world

Aussiecon 4
68th World Science Fiction Convention
Melbourne Convention Centre
Melbourne Australia
2-6 September 2010



Guests of Honour

Kim Stanley Robinson

Hugo and Nebula Award Winning
Author

Shaun Tan

World Fantasy, Aurealis and Ditmar
Award winning artist

Robin Johnson

Fan guest of honour

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signings, workshops, parties...
international and Australian
authors, editors, agents, publishers,
scriptwriters, artists, fans and more

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WELCOME FROM THE CHAIRS

Life is warmed, I think, by many stars in many seas. Perhaps we hear its whisper already, in too much methane on Mars, and too little carbon monoxide in the atmosphere of Venus. What could lie beneath the ice on Europa, in dark and frigid seas? Starbucks, probably.

Each in their way, our guests of honor engage the quest to find that life. Karl illuminates possibility, from strange housing on Ventus to the mind-blowing mystery of 3347. Stephan casts his eye on alien vistas, and brings it all back for the rest of us to share. Seth listens with radio ears, just one carrier wave from making a fact of it all.

As for me, I just want to open the paper one day, and find I have new neighbors.



This CON goes to eleven.

CONvergence

JULY 2-3-4-5

2009*

**A CELEBRATION of the
FUNNY SIDE
of Science Fiction and Fantasy.**

JOIN US at the Sheraton Bloomington Hotel
with our scheduled **Guests of Honor:**

From **Cinematic Titanic**
and **Mystery Science Theater 3000:**

Returning Guest of Honor

Trace Beaulieu

Crow T. Robot, Dr. Clayton Forrester on *MST3K*

Joel Hodgson

Creator of *MST3K* and *Cinematic Titanic*

Frank Coniff

TV's Frank on *MST3K*, Head Writer on *Invader Zim*.

Mary Jo Pehl

Pearl Forrester on *MST3K*, writer and commentator.

www.CinematicTitanic.com

Dwayne McDuffie

Writer for Comics & Animation;
Creator of *Static Shock* & Milestone Media.

www.dwaynemcduffie.com

Kelly McCullough

Author of *WebMage*, *Cybermancy*, *CodeSpell*, and *MythOS*.

www.kellymccullough.com

Pat Rothfuss

Author of *The Name of the Wind*.

www.patrickrothfuss.com

and Returning Guest of Honor

Brian Keene

Author of *The Rising*, *Ghost Walk*, and *The Conqueror Worms*.

www.briankeene.com



**CONvergence is a FOUR DAY celebration of
Science Fiction and Fantasy in all media.**

For more information on what our 2009 convention has to offer, visit
www.convergence-con.org

REGISTRATION

Grand Ballroom Foyer

Fri 10am ~ 10pm

Sat 9:30am ~ 8pm

Sun 9:30am ~ 11am

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 (anyone wearing a distinctive concom badge) and ask them to call the Reg. folks.

Registering for Minicon 45 ~ If you pre-register for Minicon 45 during the con, your cost is only \$35! Students (ages 13-20) pay only \$25, children (6-12) pay \$20, and children (5 and under) attend for free. Fill out the handy form you received when you signed in, put it and payment into the included envelope, and put that into the registration box. There will be a box in the consuite to deposit the registrations; there will also be a box at the registration table while it is open. You can also register at these rates online during the convention at <http://www.mnstf.org/minicon45/registration>

Legoland will be available at the registration table all throughout the con to entertain the adults and tots alike.

OPENING AND CLOSING CEREMONIES

Bloomington Room

Opening: Fri 7pm ~ 8pm

Closing: Sun 5pm ~ 6pm

Opening and Closing Ceremonies will end and begin Minicon 43, disrespectively. Opening Ceremonies will introduce the Guests of Honor, who may sing or talk as is their wont. Baron Dave Romm will preside over announcements, last-minute program changes and the various introductions. Closing Ceremonies will feature the Assassination of the MN-STF President, and a karate demonstration.

POLICIES

Weapons ~ 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 ~ FYI for out-of-towners ... Minnesota is smoke free in all public places. The hotel still offers private smoking rooms and there are designated smoking areas out-of-doors. Please direct further questions to the hotel.

Help, Information, and Emergencies ~ Need help or information? Ask at registration while it's open, or after hours at the consuite. Also look for wandering concom members wearing distinctive badges.

In case of emergency, don't look for us; contact the Sheraton Front Desk or call 911!

VOLUNTEERING

Minicon has always been run by fen who volunteer their time to help make Minicon a success. No one is paid for helping; even the convention chairs pay full price for their memberships.

We could try claiming that those of us who put so much time into concocting Minicon do it because we're the sort of people who just live for the opportunity to benefit humanity. We could also try claiming that we're aliens sent to study Earthlings (through fandom? /:-) Haven't you seen Galaxy Quest?!). Truth is, most of us volunteer because it's fun. Whether you badge, tend bar, or help in the art show or consuite, you'll be rewarded with loads of great conversation and great people.

We do really appreciate everyone who helps during the convention, and we invented Dealer Dollars as a way of recognizing your help. Each is worth either \$1 or \$5 in our dealers' room. We have a limited number of Dealer Dollars, and our section heads will give them out to those who go above and beyond – our way of saying Thank You!

Talk to any concom member, or visit consuite to find the sign-up sheets, and in return, we won't tell anyone you're an alien.



KARL SCHROEDER

Author Guest of Honor



Karl Schroeder didn't always want to be a science fiction writer; for a while when he was fifteen, he thought he'd become a marine biologist. But two factors influenced him very early on: one was the shelf of Andre Norton novels that his two brothers and sister were reading and that he was very curious to read as well. The other was the two hardcover books in the bookshelf with *Schroeder* on their spines. These two novels, *Year of Discovery* and *The Secret of his Presence*, had been written by his mother, Anna Schroeder, and published by Zondervan books in the late 1950s. Clearly, everybody's Mom wrote books; clearly, he could too.

Karl was born in Brandon, Manitoba, in 1962, and grew up there. As well as writing, his mother was a nurse, and his father was an electronics genius who had been the first television repairman in Manitoba. Both are curious people with lively imaginations.

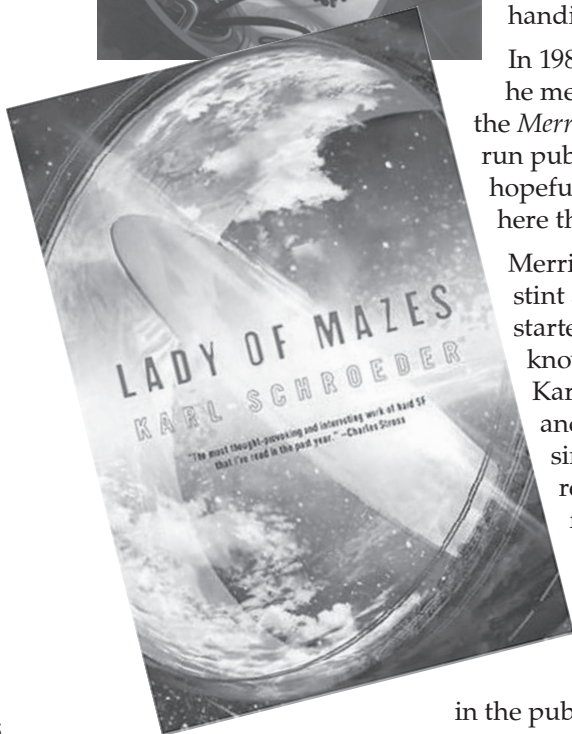
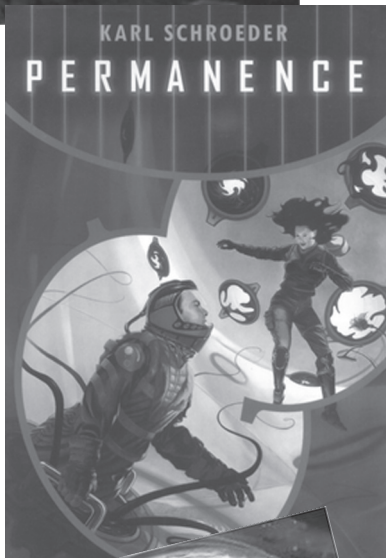
Maybe it was Mom's novels; but two moments stand out in Karl's memory as key to his becoming a writer. Once, when he was about five and trying to fall asleep unsuccessfully, his sister, Wilma, came to his bedside and said, "Why don't you tell yourself a story in your head?" The other occurred on a holiday drive to the Rockies, when he watched his oldest brother, Andy, create a whole comic book with nothing but a pad of paper, a black pen, and a yellow highlighter. ("Noman has learned how to turn *oil* into *gold!*")

Karl started drawing cartoons when he was twelve, and switched to writing prose when he was fourteen. It would be nice to say that the rest was history, since he had completed his first 100,000-word novel by the time he was seventeen; but it would take him another twenty years to sell a book.

"I always thought I was just about to be discovered," he says. As a result, he blew off his last year of high school and did only one term of university before returning to the typewriter. Both were distractions; and he had proved better at teaching himself than learning from other people. Still, as a high school dropout with no skills, he managed to fulfill the cliché of the starving writer living in a garret quite handily.

In 1986 Karl moved to Toronto, and things began to change. One of the first people he met was Lorna Toolis, collection head at the then-named *Spaced Out Library* (now the *Merril Collection of Science Fiction, Fantasy and Speculation*). Spaced Out was a city-run public library dedicated to science fiction. Toolis was able to connect Karl to other hopeful writers, and in particular, it was here that he met Judith Merrill.

Merril was doing a writer-in-residence stint at the library, and as part of it she started a writer's workshop, informally known now as the Cecil Street Irregulars. Karl was there at the first meeting, and has been a regular member ever since. The Irregulars are extremely regular, having met once a week now for twenty years; and the discipline and constant kick-in-the-pants the workshop provided let Karl hone his craft. It was through these connections, too, that he finally began to meet people who worked in the publishing business.



In the late 1980s Tor Books editor David Hartwell had begun sneaking across the Canadian border to poach new SF writers; none of the other publishing houses were looking north at that time, so he was able to take such authors as Robert Charles Wilson, Nalo Hopkinson, and Yves Meynard under Tor's wing. Canadian SF was taking off, and a new national writer's organization, SF Canada, had just been formed.

Ironically, Karl was on the verge of giving up. He'd written twelve novels at this point, and sold none. His few short story sales had been to the Canadian *Tesseract* anthologies; he was unknown in the States. He decided to write something purely for his own entertainment and didn't show it to anybody. For some years he worked at *Ventus* in his spare time, not even hinting to the Irregulars that he was working on it. Then his friend David Nickle found a scrap of the manuscript and read it. "This is the best thing you've ever written!" he told Karl. So Karl showed it to David Hartwell the next time he was in town.

While *Ventus* was fermenting at Tor Books, Karl and David decided one summer to join the international three-day novel competition, and together they wrote *The Claus Effect*, a James Bond-style thriller with Santa Claus as the Blofeld-type villain. Tesseract Books in Edmonton bought the book, and it became Karl's first novel sale. (You can still find *The Claus Effect* if you look around.)

Around this time Karl met Janice Beitel, whom he was to marry in 2001 (the ceremony was held in a tropical bird sanctuary on the west coast of Australia). They bought a house in east Toronto, and now live there with their daughter Paige, two cats, and a small but feisty dog.

Meanwhile *Ventus* came out in 2000 and was an instant critical success, attaining *New York Times* Notable status and garnering rave reviews



from Kirkus and other respected sources. Karl followed up the nanotech-planetary romance of *Ventus* with *Permanence*, an attempt to reinvent the whole genre of space opera. In 2005 he released his most ambitious work so far, *Lady of Mazes*, which SciFi.com called "A novel of high ambition executed with the talent and imagination to match."

But it's the Virga series, starting with *Sun of Suns* in 2006, that finally began to attract an audience for Karl's work outside critical and hardcore-fan circles. *Sun of Suns* is a post-singularity steampunk nautical adventure (with pirates!) set in a 5,000-mile-diameter balloon floating in deep space. The balloon is called Virga, and inside it are the nuclear-fusion suns of a hundred or more weightless nations. The classic story of revenge and nautical adventure, retold in this fresh

environment, was followed up by *Queen of Candescence*, *Pirate Sun*, and this summer's *The Sunless Countries*. Karl continues to expand the universe of Virga, and is currently writing the fifth (and likely final) book in the series, *Ashes of Candescence*.

While his books have been garnering more recognition and

success for Karl, he's also become known as a futurist, having worked extensively for the Canadian government and army and various private agencies to help plan for the near- and mid-term future. This spring he will be writing a novel-length dramatization of some recent foresight work for the Canadian military.

All of this recent success has been gratifying; but Karl admits it has been difficult to fully enjoy, because of the heart problems he learned he had in 2001. In September 2008 he underwent heart surgery to repair his aorta,

and he is still recovering from this bout of major surgery. He is writing and traveling again, and is eager to get on with new projects. After Virga, he wants to begin a near-future series whose overall title would be *The Rewilding*. This ambitious project would be partly an offshoot of his well-received novella, *To Hie from Far Cilenia*, and partly the third leg of a thematic triad begun with *Ventus* and *Lady of Mazes*.

Karl counts on the support and encouragement of the fans to keep him going. Please say hello during the convention, and feel free to drop by his website at any time: www.kschroeder.com; he posts news about current and upcoming projects there regularly.





WisCon³³

World's Leading Feminist Science Fiction Convention

WisCon³³

May 22-25, 2009

Memorial Day
Weekend

Concourse Hotel
Madison, WI

Guests of Honor:

Ellen Klages
Geoff Ryman

*Membership Rates
until April 30*

Adult \$45
Youth (age 7-12) \$20
Childcare (age 0-7)
sliding scale, minimum \$1
Dessert Salon \$15

Concourse Hotel
www.concoursehotel.com

*Give us your ideas for
programming. Volunteer and
help make WisCon happen.
Sign up for eCube, the WisCon
newsletter. Go to:*

www.wiscon.info

STEPHAN MARTINIÈRE

Artist Guest of Honor



Stephan Martinière is an internationally renowned science fiction and fantasy artist. He is the recipient of numerous awards, including the silver and gold Spectrum Awards, the Hugo and the Chesley Award, and four Master awards and twelve Excellence Exposé Awards. In 2004 Stephan received the Grand Master Exposé Award. As a director for the five animated “Madeline” specials, Stephan received the Parent’s Choice Award, the Humanitas Award, and the A.C.T Award and was nominated for an Emmy Award. In his varied career, Martinière has worked in animation, video games, theme parks, and book covers. An accomplished concept artist, Martinière has worked on movies such as *Knowing*, *I Robot*, *Star Wars* (episodes 2 and 3), *Virus*, *Red Planet*, *Sphere*, and *The Time Machine*.

About 25 years ago, Stephan started his career as a very young man working with DIC, the French company that was making the animated series *Inspector Gadget*. DIC was outsourcing animation to Japan, and they hired Martinière, with still a year to complete in animation school, as a character and background designer. “What started as a one-month proposition turned out to be seven years!” exclaims Martinière. “After *Inspector Gadget* I was traveling back and forth between Asia, America and Europe.”

As a young French man trying to finance his studies, Stephan had no hesitation traveling for work. Stephan admits to being completely unprepared for the Asian culture. “I had never left France. My vision of Japan was of bamboo, samurais, geishas, and the old-looking traditional Japanese look. “I was catapulted overnight into downtown Tokyo in the *Blade Runner* universe. I had no idea such an

environment existed. My visual senses were overwhelmed but in a very exciting way,” admits Martinière.

Learning

Stephan worked on *Gadget* for DIC for six months, then was sent to the States to work on *Heathcliff*, and then back in Japan to work on *Jayce and The Wheel Warriors*. For seven years he was sent by DIC to work on various animated series between LA, Tokyo, and Paris. While growing up in France, Stephan was already very familiar with American comics and artists such as Jack Kirby, John Buscema, Bernie Wrightson, and Will Eisner. The American influence on his drawings was strong. Manga and anime didn’t exist in France and the U.S. yet, and he had never seen anything like it before going to Tokyo. At age 19, Stephan Martinière was thrown right in. “Anime made an impact on my style but more so in the way I visualize and convey an emotion in a design or a story,” explains Martinière. “Anime’s technical simplification in particular has a way to quickly and effectively convey an emotion with minimal information. It’s like a stylistic Zen approach to design and story telling. I found it fascinating.”

Directing

After spending eight years in animation and later moving to California, Martinière found himself directing various animated TV shows for DIC. Most of the time these jobs were an exercise in problem solving. There was very little creative joy built in at the end of every mission until one day he was handed a kid’s show called *Madeline*. “It’s funny,” Martinière adds, “because the only reason this show ended up in my hands was because I’m French and the show is about a little French girl who lives in Paris. This turned out to be very lucky. Because of the small size of my team I ended up wearing the director and art director’s hats as well as designing characters, background, and props, doing storyboards, and writing. It was extremely enjoyable. The show became a tremendous success and won numerous awards. After that I knew it would be very difficult to have a chance like that again. I decided that it was the right time to move on.”



Back to Learning

Martiniere had a strong urge to go back to design, and, right on cue, Landmark Entertainment hired him as a concept designer and illustrator to work on two theme parks in Japan. The job was demanding, but Martiniere was able to refine his skills as a concept designer. After two enjoyable years Martiniere went back to animation for a little while and directed five more “Madeline” animated specials. During that period Stephan started to establish some contacts with the film industry. Then he was contacted to work on *Star Trek: The Experience*.

Photoshop

Star Trek: The Experience was a motion ride film in Las Vegas. Martiniere was doing story boards and concept drawings and Craig Mullins was doing the paintings on Martiniere’s concept drawings. Craig was one of the first using Photoshop as a painting tool in the entertainment industry. “When I was shown Craig’s paintings my jaw was on the floor. The results were immediately impressive. I knew this was what I was looking for.” Martiniere dived into digital painting with no hesitation. At the time, he didn’t know anything about computers or Photoshop. “I had just spent close to \$10,000 on computer equipment and I didn’t know how to turn it on.” With Craig Mullins’ help over several months he learned very quickly. “Photoshop created a major shift in my career,” says Stephan. He met more and more people in different creative fields, and now with Photoshop under his belt, a wider variety of freelance job offers came his way.

Films

Luc Besson’s *Fifth Element* was the first major film Martiniere worked on. Although his part in the project was minimal, it was the beginning of a very fruitful career in the film industry. As Martiniere continued to further his reputation in theme parks and animation, he also established himself as an illustrator and concept designer in the film industry, working on such movies as—in addition to those mentioned above—*Dragon Heart 2*, *Red Planet*, and *The Astronaut’s Wife*.



Book Covers

Book covers were something that Stephan Martiniere wanted to do for many years. “As a kid I was buying sci-fi books mainly because of the cover art. I was a huge fan of Chris Foss.” His first cover was for a novel from Jack Williamson, *Terraforming Earth*. “Doing book covers is one of the most enjoyable and rewarding things for me.” says Stephan, “As an artist, book covers offer individual recognition. Coming from a background in movies and animation where everything is part of a huge machine, you have no idea where your work goes and how it’s being used. It’s rare when you can see it all on the screen. As an artist it’s important to be able to show people what you do and receive feedback. It validates your art and yourself as an artist. Book covers are exciting because they are ‘undiluted.’ What I do is what will be on the cover, and people see it a few months after it’s done. There’s a lot of satisfaction in that. In the process, there’s also an enormous amount of freedom and creativity. As an artist I am constantly learning new things and exploring new graphic possibilities.”

Style

Stephan Martiniere's style is eclectic. He is very comfortable switching from cartoon to realistic style, from whimsical to science fiction. Martiniere feels this is due to his ability to wear different "hats" in projects. "I always like the creative aspect of things that have never been done before. It's what drives me. The idea of devising completely new worlds and new ways to draw elements is extremely rich and rewarding. Especially when it comes to sci-fi and fantasy; it's all about dreaming worlds. That is my background and it transfers into my art. It's a bit of American, Japanese, and European styles combined together in a melting pot." The move to digital painting was completely intuitive for Martiniere. A lot of his industry friends were reluctant to move to digital because they had solid techniques as traditional painters. But for him, it was very easy because, as he says, "I had nothing to lose." By the simple nature of doing concept design all these years, Martiniere found himself using pencils, pens, and markers, then handing these concepts to other departments for coloring. He never moved into professional color work, nor did he develop a personal style as a traditional painter.

Photoshop Techniques

Over the last several years, Martiniere has started to explore different techniques in Photoshop. A process he calls a "scratching technique" is outlined in his first and second books, *Quantum Dreams* and *Quantumscape*. It is a technique based on erasing or subtracting paint, as opposed to adding it. This technique of erasing reveals layers built under. "Erasing a piece of paint with an eraser in Photoshop creates a very aggressive line and precise shape," says Martiniere. "It's like cutting a piece of paper. It's very direct, graphic, and spontaneous, almost impressionistic, reminiscent of John Berkey. My experiments with Photoshop have somehow taken me to a place where I found the satisfaction of a unique self-expression in digital painting."

Games

In 2001, having established himself as an accomplished professional in the entertainment industry, Stephan was approached by Cyan, the company behind *Myst*. "I had always admired what Rand Miller had created with the *Myst*

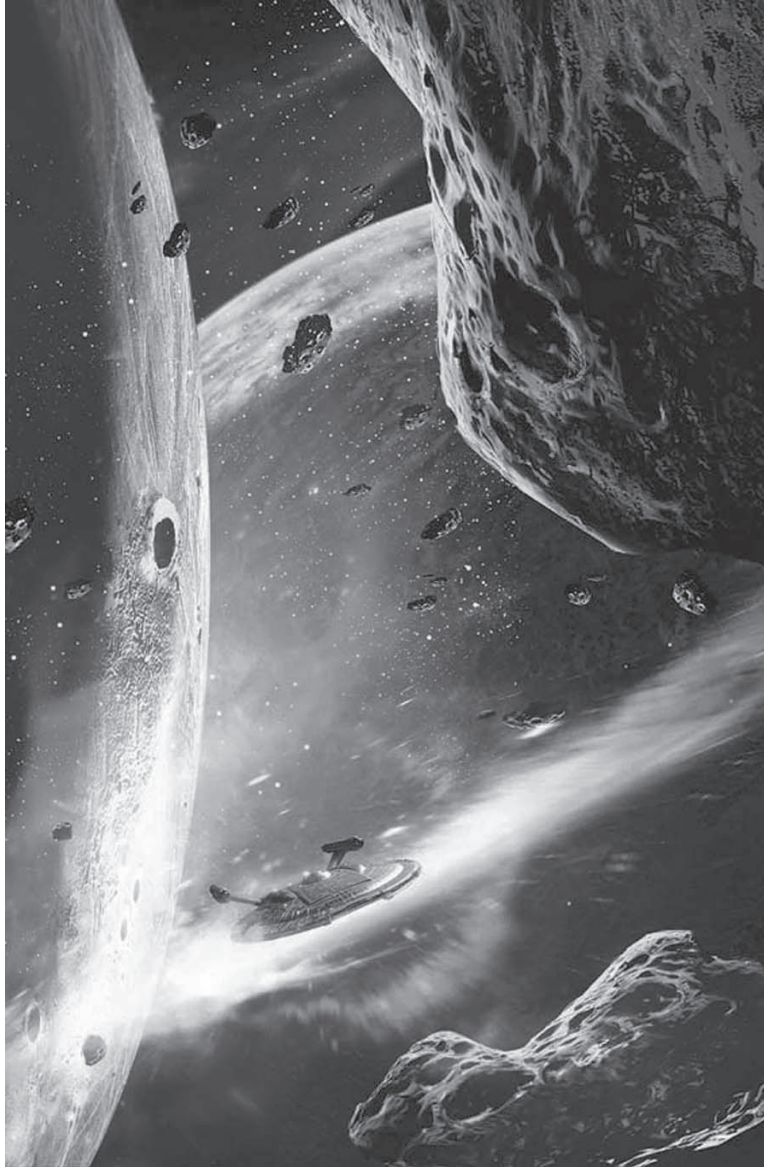
universe, especially with *Riven* and *Exile*. At the time Cyan was working on expanding the *Myst* universe. Rand Miller was looking for somebody that could bring a cinematic feel to the new game." Stephan was hired as the visual design director. "My role was to create a cinematic vision and shepherd that vision through the production pipeline." For three years, Stephan found himself involved in every visual aspect of the project: designing environments, characters, and props as well as participating in the story. He also found himself collaborating with a team of very talented people. "The experience was extremely rewarding." After Cyan, Stephan worked for several other companies, including 3-DO, Pandemic, Disney Interactive, Ion Storm, and Naughty Dog.

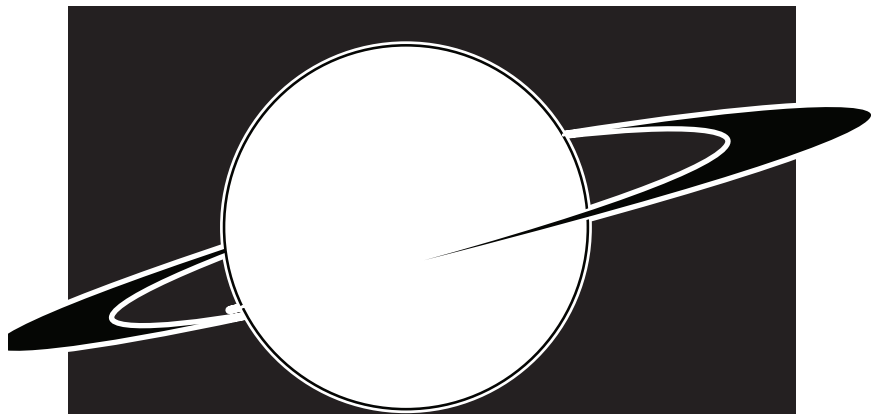
Midway Games

After producing *Psi-Ops*, *Midway Games*, the company primarily responsible for games like *Mortal Kombat*, was gearing up for its first Next Generation game: *Stranglehold*, the sequel to John Woo's movie *Hardboiled*. The compelling goal in the game industry has been "convergence between film and game," and Midway was determined to have a strong art team and somebody with a solid cinematic and artistic experience to create and drive a vision. Once more, Martiniere was hired as the visual design director. "My role was more comprehensive at Midway than it was at Cyan. I was also working with a much bigger team. As the visual design director I was responsible for creating the artistic and cinematic vision for the game and carrying that vision through the production pipeline. I was also responsible to bring a cinematic and narrative feel to the project by doing storyboards and collaborating with the cinematic team."

"It's like having the role of both a production designer and a director," says Stephan. "It was a very exciting and challenging role." Looking back on his career, he says, "It's like going full circle. I started 25 years ago at a turning point in the TV animation industry with new markets, exciting possibilities, and with aspiration to grow as an artist. I now find myself again, at a turning point in a new industry with even more exciting possibilities. And still with aspiration to grow." Stephan is now working as the art director for ID software for their upcoming game *Rage*.

Visit Stephan at <http://www.martiniere.com/>





Gaylaxicon is a fantastic and — dare we say — fabulous event that gives all of us who appreciate LGBT science fiction, fantasy, horror, and comics an opportunity to socialize and share ideas with other fans. Gaylaxicon will provide you with a greater depth and breadth of GLBT related topics than other SF conventions. Converse with other fans who examine the genre through queer life experiences. Gaylaxicon welcomes all fans regardless of sexual and gender identity or planet of origin.

GAYLAXICON 2009 MINNEAPOLIS OCTOBER 9-11

The annual international Science Fiction, Fantasy, and Horror Convention for gay men, lesbians, bisexuals, transgendered people and their friends!

Guests:

Margaret Weis
Andy Mangels
Lawrence Schimel
Terrance “Spider Baby” Griep

Featured Artist:

Mark DeBauch

Hotel:

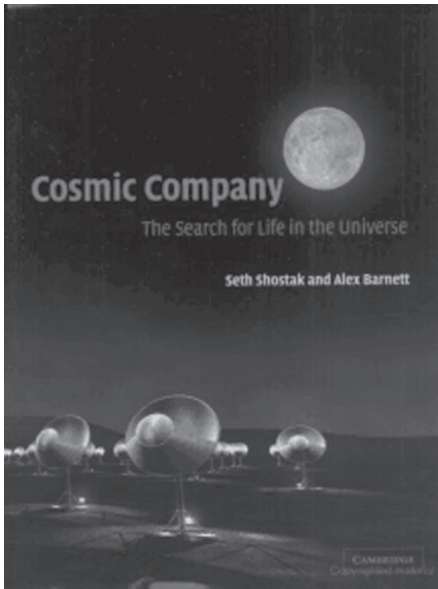
Doubletree Hotel
Minneapolis - Park Place

Online registration, in-depth guest bios, hotel registration information, event details, and local information are all available via our website.

www.gaylaxicon2009.org

SETH SHOSTAK

Scientist Guest of Honor



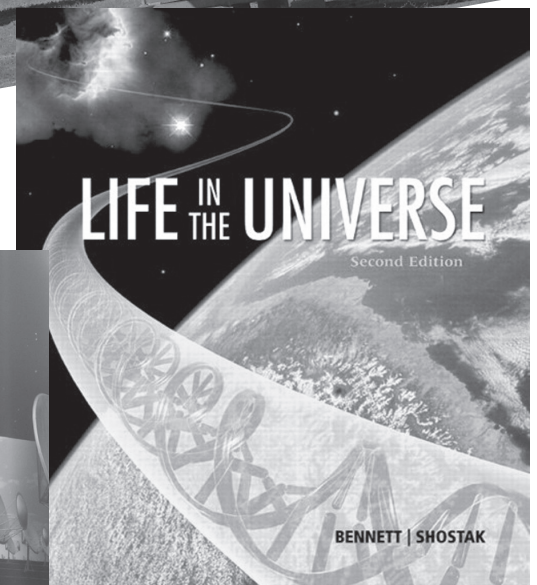
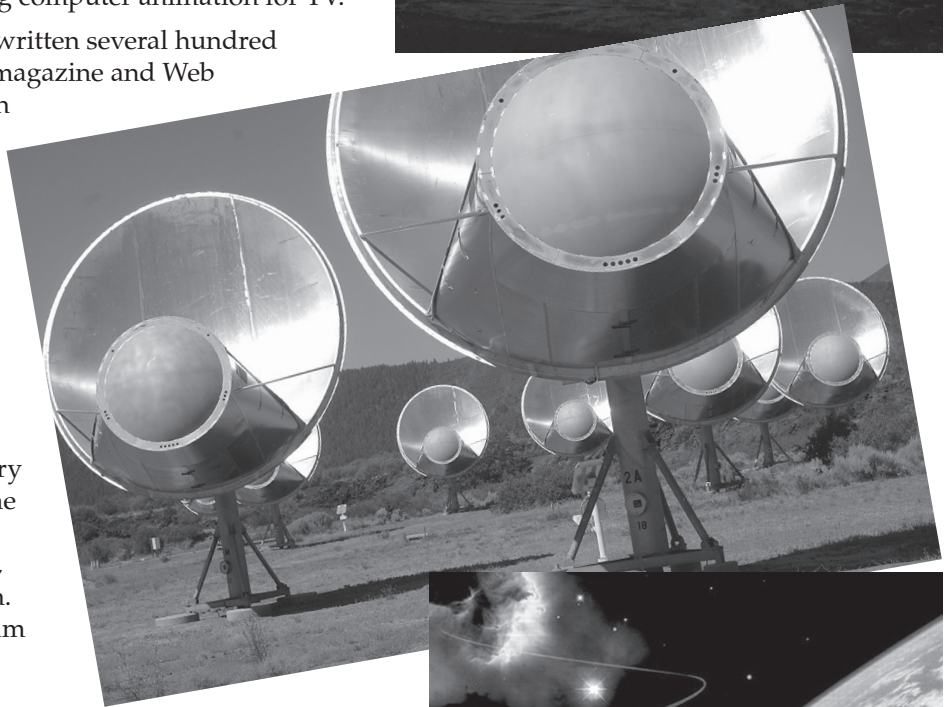
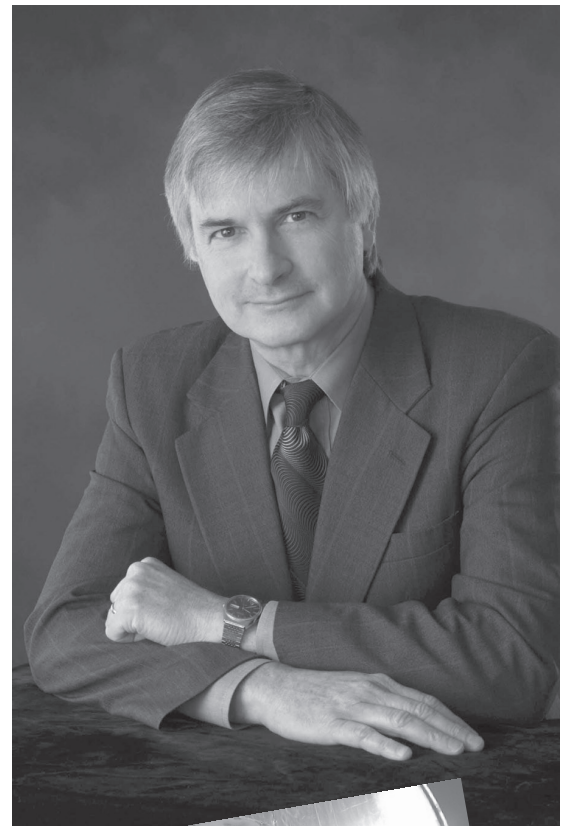
Seth is a senior astronomer at the SETI Institute, in Mountain View, California. He has an undergraduate degree in physics from Princeton University and a doctorate in astronomy from the California Institute of Technology. For much of his career, Seth conducted radio astronomy research on galaxies, and he has published approximately fifty papers in professional journals. During more than a decade, he worked at the Kapteyn Astronomical Institute, in Groningen, The Netherlands, using the Westerbork Radio Synthesis Telescope. He also founded and ran a company producing computer animation for TV.

Seth has written several hundred popular magazine and Web articles on

various topics in astronomy, technology, film, and television. He lectures on astronomy and other subjects at various academic venues, and gives approximately 50 talks annually at both educational and corporate institutions. Seth has been a Distinguished Speaker for the American Institute of Aeronautics and Astronautics. He is also chair of the International Academy of Astronautics' SETI Permanent Study Group.

Frequently interviewed for radio and TV, Seth has recently been seen and/or heard on Discovery Channel, Learning Channel, History Channel, the BBC, *Nightline*, *The O'Reilly Factor*, *Good Morning America*, *Larry King Live*, *Coast to Coast AM*, NPR, CNN News, and National Geographic Television. He is the host of a one-hour weekly radio program on astrophysics entitled *Are We Alone?*

Seth has edited and contributed to a half dozen books. His first popular tome, *Sharing the Universe: Perspectives on Extraterrestrial Life* (Berkeley Hills Books) appeared in March 1998, followed by *Cosmic Company* in 2002 (Cambridge Univ. Press). He has also co-authored an astrophysics text, *Life in the Universe* (Addison-Wesley), and his latest book is *Confessions of an Alien Hunter* (National Geographic). In 2004, he won the Klumpke-Roberts Prize for the popularization of astronomy.



PROGRAMMING

Adventures for Young Women

Krushenko's Sun 1
Sharon Kahn (m), Jane Yolen, Pat Wrede, Laura Krentz, Dorf

Even young women get to kick a lot more butt these days than they used to, but adventure stories for girls are still different from those for boys. We'll discuss both female and male young adventurers, with the goal of discovering directions yet to be taken. Feminism may come up.

Ask a Scientist

Veranda Rooms Sun 2:30
Chas Somdahl (m), Matt Strait, Sue Smith, Dave Buth

Got a science question? Bring it to our esteemed panel of scientists.

Auntie Jane's Bedtime Stories (with milk & cookies)

Room 115 (downstairs from the consuite) Sat 8:30

Acclaimed YA author Jane Yolen reads bedtime stories for all ages. Milk and cookies will be provided.

Breaking into Publishing in the 21st Century

Veranda Rooms Sun 10
Michael Merriam (m), Karl Schroeder, Scott McCoy,
Rob Callahan, Rick Brignall

An update of the perennially popular "Publishing 101" topic. What do you as a new writer need to know to get your big break? How is the process changing with the advent of printing on demand, audio books, and the paperback publishing industry in a state of freefall? Last year's advice on how to break into the business may already be obsolete

Careful the Wish You Make

Veranda Rooms Sun 2:30
Ruth Berman (m), Jane Yolen, Pat Wrede, Laramie Sasseville,
Marissa Lingen

The line is from Sondheim's *Into the Woods*, and is followed by the assertion that "wishes come true, not free." From wishing upon a star to three wishes, we will discuss the techniques, rewards and perils of having one's wishes granted. What would you wish for?

Confessions of an Alien Hunter / Book Signing

Veranda Rooms Sun 1
Our science GoH discusses his new book and talks about what extraterrestrials might really be like when we finally find them.

The Convenient Comic Book

Veranda Rooms Sat 11:30
Greg Larsen (m), Steve Kempton, Bob Jackson

Now that publishers are regularly collecting multi-issue story arcs into trade paperback & hardcover editions, it is easier than ever to enjoy comics without spending time looking for individual issues or trying to remember what happened



last month. If you love comics, but gave up on the frustrating weekly pursuit of "floppies" (comic magazines) and just want to read a good stand-alone story of your favorite heroes with a minimum of confusion, find out which TPBs allow you to do just that.

Costuming Roundtable

Bar Sun 2
Bonnie Somdahl & Seven (co-hosts)

What sort of costuming-related activities do we want to see at future Minicons? Panels, hall costume awards, a parade, a fashion show, a return of the masquerade ... something entirely new and fabulous? Please come and join the conversation. Spiffy duds encouraged but not required.

Current Trends in Science

Veranda Rooms Fri 8:30
Pat Scaramuzza (m), George Flentke, Sue Smith, Seth Shostak,
Chris Beskar

The life of a scientist isn't filled by doing experiments – just as much time, if not more, is spent writing grant proposals to get funding to do those experiments. Part of the trick to getting the money is knowing what buttons to push, what keywords to include. What topics are hot in science right now? Where is the money going? What new avenues of scientific exploration could (or should) be the next big thing?

Dungeons and Dragons for Girls and Boys

East Ballroom A Sat 1:30
Richard Tatge & Michael Kauper

See Kids Programming on page 27 for details.

Etiquette for Social Networking

Veranda Rooms Sun 1
Rachel Kronick (m), Emily Stewart, Emily Alter, Josh More,
Alison Sommer

Regardless of platform, awkwardness abounds in online social networks. What situations have we encountered? What methods work in avoiding or dealing with these situations?

First Contact

Veranda Rooms Sat 8:30
Kelly Strait (m), Seth Shostak, George Flentke, Ctein

Many depictions of Earth's first contact with alien races rely on the idea that this first message will be transmitted via radio waves and will consist of some easily identifiable mathematical idea, usually prime numbers. But are there other ways that far-off civilizations might choose to communicate to the universe? Are we limited to the electromagnetic spectrum? Are there other messages that might be universally understood?



How Antimatter Became a Plaything of Sci-Fi

Veranda Rooms Sat 1
Bill Higgins

Antimatter, a bizarre family of particles first discovered by physicists in the 1930s, eventually became commonplace in science fiction stories. Bill Higgins traces the path from science to fiction, which passes through astronomy and the study of meteorites before falling into the hands of such SF writers as John Campbell, Robert Heinlein, and Jack Williamson.

How Not to Get Depressed When You Work Alone

Veranda Rooms Sat 11:30
C.J. Mills (m), Rob Callahan, Jane Yolen, Adam Stemple, Rick Brignall

There's something about the writer's life. For some reason, people are actually jealous. But working alone at home on your own schedule has its own special challenges.

Humor With An Edge: Mixing The Silly With the Profound

Krushenko's Sat 10
Michael Merriam (m), Karl Schroeder, Rob Callahan, Greg L. Johnson

What is it about the writings of humorists (like Terry Pratchett) that allows them to work on controversial issues that other writers won't touch? Does humor give more license for subversion? What about depth? How does humor allow writers to strike deep emotional chords with their readers?

I'll Show You Mine If You'll Show Me Yours

Veranda Rooms Fri 4
Sharon Kahn (m), Dean Gahlon, Laurel Krahn, David Dyer-Bennet

Hey, let's all get together and compare our new mini-laptops, smart phones and whatever other electronic gadgetry we got for Christmas. Anybody have the newest, tiniest iPod shuffle yet? And has anybody found ear buds that don't fall out of your ears when you sneeze?

Info-Dumping in RPGs

Veranda Rooms Sun 2:30
Rachel Kronick (m), John Till

In RPGs, there's a great deal of exposition to be done. GMs need to explain setting information and, as a player, it can be frustrating when the GM tells you vital information after you needed it. ("What do you mean there's a lever on the wall? Why have we been trying to bust down this door for the past half-hour?") But exposition can become long-winded and tiresome. How do GMs and players strike a balance?

Intelligent Balloons

Veranda Rooms Sat 4
Chas Somdahl (m), Rachel Kronick, Mark Richards, Sue Smith

Seems like one long-term science fiction meme is intelligent jellyfish-like creatures living in the atmosphere of a Jovian planet. How plausible are such creatures, and why are they such a fixture of xenology?

Interview and Signing: Author GoH

Veranda Rooms Sat 7
Rick Brignall (interviewer), Karl Schroeder

Our author Guest of Honor talks about his life and his work. After the interview there will be a book signing in the same space and a chance to chat one on one with Karl.

Interview: Science GoH

Veranda Rooms Sat 1
Ctein (interviewer), Seth Shostak

Our science Guest of Honor talks about his life and his work.

Jamming 101

Shipside Sat 2:30
Chas Somdahl (m), Adam Stemple, Graham Leathers, Teresa Chandler

What makes a good music jam.
What to do and not to do.

Lady Poetesses from Hell

Veranda Rooms Sat 2:30
Ruth Berman, Jane Yolen, Elise Matthesen, K.C. O'Malley, John C. Rezmerski, Eleanor Arnason

The Lady Poetesses from Hell write about: Change, Futures, Pasts, Life, Love, Sex, Death, Violence, Manners - all those volcanic urges. Their joint collection, "Lady Poetesses from Hell," will be published later this year.

The Legend of Forry Ackerman

Krushenko's Sun 2:30
Eric M. Heideman (m), Bill Higgins

Let's reminisce about this friendly founding member of science fiction fandom and Monster Culture, editor of Famous Monsters of Filmland, and lover of horrible puns (1916-2008).

Long Live Number 6!

Veranda Rooms Sat 2:30
Greg Larsen (m), Steve Kempton, Bob Jackson

From the wrap of production for The Prisoner until his until his recent death, Patrick McGoohan said little about his most influential work. Do Ice Station Zebra and the Columbo episode "Identity Crisis" tie in to The Prisoner? Was Number 6 actually Danger Man/Secret Agent John Drake? If so, some episodes of the earlier series reveal clues to the question, "Why did he resign?" Why would McGoohan never tie Number 6 to Drake? The answers may surprise you! Plus, news on the

2009 AMC/ITV mini-series with Jim Cavezel as Number 6 and Ian McKellan as Number 2, adaptations & homages of The Prisoner in books, comics and a place you never expected.

The Many Faces of Batman

Krushenko's Fri 4
Eric Heideman (m), Richard Tatge, Erica Stark, Lisa Freitag

Did Frank Miller go too far when he turned a beloved comic book icon into a borderline psycho, or was it a return to Batman's 1939 essence? Was there really any point in Heath Ledger redoing The Joker after Jack Nicholson defined the character in the 1989 movie? Did its sequels channel too

much camp from 1966? Does the latest cinematic take on the Dark Knight pull its punches, or correct the balance?

Minnesota Speculative Fiction Writers Meetup

Krushenko's Sat 5:30
Michael Merriam (host)

Welcome to Minnesota Speculative Fiction Writers (aka MinnSpec)! Come learn about this valuable resource for local aspiring science fiction and fantasy writers.

Pop-up Books and Paper Engineering

Veranda Rooms Fri 5:30
Laura Krentz (m), Jeanne Mealy, Laramie Sasseville, Bonnie Somdahl

Come and see some resplendent examples of the popup book art form. Learn what goes into the construction of these little masterpieces and how to fix them. We may also throw in a little paper craft fun for everybody - learn a little origami, cut out a snowflake, or make a folded-paper fortune telling machine customized for Minicon.



Pushing Daisies: What Next?

Veranda Rooms Fri 8:30
Karen Cooper, Joe Agee, Alieria Brust

While we don't know how the story works out, and won't until the three finished episodes are aired and the graphic novel wraps up the story (if these things ever happen), we can certainly speculate. Come prepared to discuss Ned's last name, the fate of Lil Gumshoe, the agelessness of Digby, and all those glorious colors.

Rivendell Group Discussion: the Works of Adam Stemple

Krushenko's Sat 1
David Lenander (m), Adam Stemple (special guest)

We'll particularly focus on the author's adult fantasy novels, *Singer of Souls* and *Steward of Song*. Sponsored by The Rivendell Group, a Twin Cities fantasy-book discussion group that has met regularly since 1973.

Science Fiction Westerns

Krushenko's Sat 4
David Christenson & Eric M. Heideman, co-moderators

These two film genres go back to the start of narrative film (SF to 1902, Westerns to 1903). What do they have in common and how do they differ? We'll focus especially on such hybrids as *Westworld*, *Outland*, *Battle Beyond the Stars*, *Back to the Future, Part III*, *The Postman*, *Firefly*, and *Serenity*. Sponsored by Con-Sarnit, the Twin Cities Western convention

Science in the Public Eye

Veranda Rooms Sat 7
Lisa Freitag (m), George Flentke, Sue Smith, Graham Leathers, Mark Richards

Scientists have held a strange iconic place in the popular imagination at least since Mary Shelley introduced us to the Frankenstein trope in the early 19th century. Alternatively, scientists in the late nineteenth and early 20th centuries were often presented as the ultimate hope of humankind. More recently, the public consciousness has swung back to a demonization of science, with scientists often presented as (at best) amoral and (at worst) agents of the devil. It may be time for the pendulum to start swinging back in the other direction.

Second Foundation Discussion: The Works of Karl Schroeder

Krushenko's Sun 11:30
Eric M. Heideman (m), Karl Schroeder, John Till, Greg L. Johnson

Come and talk with the Author GOH about his work! Sponsored by Second Foundation, a speculative and science fiction-book discussion group that has met regularly since 1983

The Secret RPG Gamer

Veranda Rooms Sat 8:30
Rachel Kronick (m), John Till

A lot of people are into RPGs but don't admit it, or at least aren't forward about it. Why? What's to be done, if anything?

Secret Underground Physics Labs

Veranda Rooms Sat 5:30
Matt Strait (m), Howard Davidson, Bill Higgins

What's going on in the old Tower Soudan mine (and why does it look so much like a *Half-Life* game)? What's this DUSEL thing anyway? What else have scientists hidden under the earth, and what are they doing with it?

SETI Fact vs. Fiction

Veranda Rooms Sat 4
Kelly Strait (m), Seth Shostak, Pat Scaramuzza, Howard Davidson, Michael Kauper

How does the real-world endeavor of SETI compare with how it is portrayed in speculative fiction? Many portrayals of SETI show us a highly dedicated (and maybe slightly obsessed) scientist that the public tends to write off as a little nuts. What is it like to really work for SETI? Do the SF writers get it right? Does the public perception of SETI really match what they do?

Seven's FemFen Tea Party

Bar Sat 5
Seven (host)

Wiscon can't get here soon enough? I am hosting a tea party to gather us FemFen (feminist fans) together for a chat. Tea of many kinds (green, black ... Long Island) and other goodies will be available. Feminists of ALL genders are welcome as are those who may be curious about it. However! ... no trolls.

Singalong

Shipside Sat 4
Peggy O'Neil, Elise Mathesen, and a host of others

Group singalong: song sheets provided or bring your own to share.

Social Contract: What Negative Emotions is it OK to Evoke in Your Readers?

Veranda Rooms Sun 11:30
Phyllis Eisenstein (m), Michael Merriam, Rob Callahan, Scott McCoy, Pamela Dean

How much of a social contract do writers have with their readers? What about making past memories come back painfully?



MYST ...



... HUGO'S



Steampunk: the Romance of Science

Krushenko's Sat 2:30
Sharon Kahn (m), Karl Schroeder, Richard Mueller, Dorf,
Ceridwen Christensen

What is Steampunk: a literary movement, an attitude, or merely fashion statement? Perhaps there is something about the buoyant spirit of the late 19th century that speaks to our feelings about technology today.

Teaching Astronomy to Children

Veranda Rooms Sat 11:30
Michael Kauper

This class is for parents or teachers looking for easy, cheap astronomy projects to do with children. Topics will include how to create a solar analemma on the ground in a sunny yard or on a ceiling in a sunny room; how to use the wonderful planisphere; and how to find a person's real sun sign; plus various types of telescopes, where to buy telescopes, and where to go for a free astronomy experience. I will also give my take on how to get into amateur astronomy (go to a free star party, join a club, before spending money!) Children accompanied by an adult are welcome.

Vampires and Zombies and Werewolves, Oh My!

Veranda Rooms Sat 5:30
Lisa Freitag (m), Scott McCoy, Emily Stewart, C.J. Mills

The long standing popularity of these three fictional races argues that the stories we tell about them are more than just horror stories to scare children. Is there a cultural reason for this popularity? Can we mine any deep psychological meaning from our interest in these sorts? If vampires are a metaphor for forbidden sexuality (aren't they?) then let's see what we can make of zombies and werewolves.

What's New in Old Comics

Veranda Rooms Sat 1
Greg Larsen (m), Steve Kempton, Bob Jackson

Comic book publishers have had to look beyond publishing periodicals to maintain their bottom line & have dug into the past to reprint classic material in collected volumes. From Marvel's Masterworks, Omnibus & Essential lines, DC's Showcase, Archive & Absolute lines to Dark Horse's reprinting of Gold Key classics (Magnus Robot Fighter, Doctor Solar, MARS Patrol, Tarzan, et al) and the Warren horror line, find out what's available at a fraction of the cost of the original back issues. Also: Titan Books' 007 newspaper strip collections, Gladstone's EC collections & various Irwin Allen & Gerry Anderson properties, 1960s Star Trek, Conan and more.

Which Singularity Is It?

Krushenko's Sat 11:30
Greg L. Johnson (m), Karl Schroeder, Pat Scaramuzza,
Rachel Kronick, Dave Romm

SF has dealt more and more with the Singularity, Vernor Vinge's concept of the point beyond which we cannot predict, but which singularity

is it? The post-scarcity singularity, when no one has less than they need? The post-scarcity singularity where everyone gets everything they want (an important difference)? Or the one where artificial intelligence is cheap and frequent? Or the one where we all upload ourselves and our intelligences are no longer limited by flesh and blood. Transhumanism is a kind of singularity -- humanity evolving to the next stage, whatever that is -- as are Christian "left behind" narratives. Which singularities seem likely, which ones do we actually hope for, and what does that say about us?

Who Watched the Watchmen? Discussion

Krushenko's Fri 5:30
Greg Larsen (m), Eric M. Heideman, Steve Kempton

Obstacles beset Watchmen from the start. When DC acquired Charlton Comics' superheroes, and had other plans, Alan Moore's idea to grandly reinvent them as the Watchmen had to be reinvented itself, with new albeit similar characters. Once filmed, "the graphic novel that could not be filmed" for almost 20 years saw lawsuits over the movie rights threatening to prevent its release. With no on-going characters, realizing Watchmen on film had one chance only. The final hurdle: Did they get it right?

Who's Your Doctor? Discussion

Veranda Rooms Sat 8:30
Michael Lee (m), Rob Callahan, Aliera Brust, Corwin Brust

Calling all Dr. Who fans! Who was your favorite Doctor? Is there one you couldn't stand? Or suggest a different offshoot of this topic. There's a lot of Dr. Who to choose from out there, and fans seem to have a lot to talk about.

Wikis as Literature

Veranda Rooms Sat 2:30
Rachel Kronick, Pat Wrede

There's a long history of wonderful worlds presented in a reference or non-fiction format - pure setting, no plot. One logical extension of this is for authors to create beautiful multimedia wikis (perhaps by a single author, perhaps by collaborative effort) that people can explore, and maybe even expand, without the encumbrance of a plot or main characters - but would people pay for this? What examples already exist?

The Worlds of Blade Runner

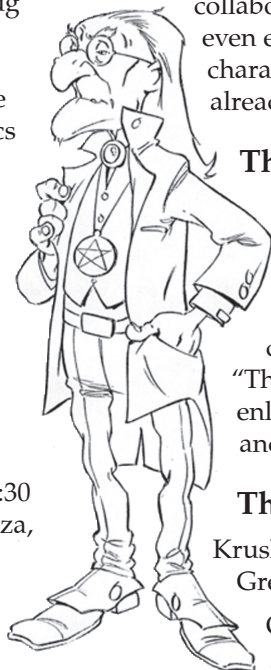
Krushenko's Fri 8:30
Greg Larsen (m), Eric M. Heideman, Tory Stewart

Released the same week as "ET," initially critically and financially trounced, Blade Runner became a cinematic phoenix. While last year's DVD release of "The Final Cut" closes the book on the original film, we'll enlighten you to films and TV shows similar in theme and look to help relieve your withdrawal.

The Year in F/SF: What do I Read Next?

Krushenko's Sat 7
Greg L. Johnson (m), Russell Letson, David Lenander

Our annual roundup of recommendations for the discriminating fantasy and science fiction fan.



MarsCon 2010 (or the 12th)

Guest of Honor



Euyngch Walsh
a.k.a
B'Tor Durás

Artist Guest of Honor



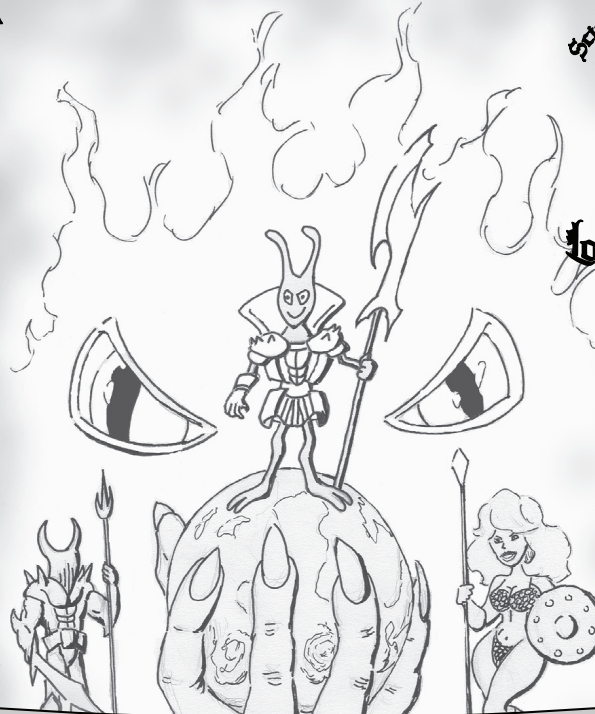
John Garner

Science/Author Guest of Honor



Loretta McKibben

Author Special Guest
A.E. Silas writer of the *Panorama Egg*



Dark Lords and Femme Fatales

March 6 thru 8, 2010 Holiday Inn Select & Suites
Bloomington, MN

Marscon is a volunteer-run sci-fi/fantasy convention for all ages, for all ages, with food, parties, gaming, concerts, costumes, prizes, famous quests, an art show, and other fun stuff! Sponsored by the Fans Educational Network for Science Fiction (FenSF)

Rates for Marscon 2010

Cut off Dates	10/31/2009	01/31/2010	at the door	End of 2009 Con
Adult	\$40	\$50	\$60	\$30
Child (age 6-12)	\$15	\$20	\$25	\$15
Supporting*	\$20	\$25	\$25	\$15
Patron (Benefits listed online)				

Please mail the form below with your Payment (no cash) to the following address:

Marscon
P.O. Box 21213
Eagan, MN 55121

Or register through our web site using PayPal at
<http://www.marscon.org/2010>

Email: info10@marscon.org

For Rooms Call the Holiday Inn Select @ 952-854-9000
or 1-800-HOLIDAY

Marscon 2010 Pre-Registration

Name: _____

Badge Name: _____

Address: _____

Address (2): _____

City: _____ State: _____ Zip: _____

Phone (H): _____ (W): _____

E-mail: _____

Badge Type:

- Adult
 Child (6-12)
 Supporting

Amount enclosed: _____

Badges do not designate Adults over 21. Expect to be asked for a valid ID at all parties serving alcohol.

Please e-mail me: MarsToday updates

I want to volunteer! Please contact me!

Progress Reports as PDFs

Cinema Obscura

Films Unseen, Unknown, and Unfathomable ...

The Minicon film room returns this year with a new name but a classic mission: to entertain, inform, and periodically flabbergast our audience with the best, worst, and weirdest of fan-friendly films. Drawn mostly from the public domain so we SMOF tightwads have more money to spend on life-size action figures and working replica light sabers, our films cover the entire spectrum from grayscale to early Technicolor, with just the occasional piece of modern cinematographic "art" to remind you of how much better movies were in the good old days (parse the sarcasm of that statement wherever you will). Please enjoy our shows (we're not begging, of course, but donations are happily accepted), and feel free to chime in with your suggestions as to what you'd like to see in future editions of Cinema Obscura.

Fri 9pm: *Angel On My Shoulder*

Back for a well-deserved second year, this tale of a gangster's deal with the Devil to get a new lease on life—which might be worth more to him than he realizes—is a rare gem from the era of black-and-white film, with truly memorable characters and a moral that is inspirational without being heavy-handed.

Fri 11pm: *Donny Darko*

A twisted tale for twisted minds, this cult favorite has arrived at Minicon, and nothing will ever be the same. Well, not the Easter Bunny, at any rate. Was originally scheduled for the first hour of Sunday, but we decided you might need an extra day to recover before you go looking for eggs.

Sat 1am: *Gamera the Invincible*

The world cowers in fear of a giant indestructible turtle which walks on its hind legs. That alone is worth the price of admission, at least. The fact that said turtle can also fly by firing rockets from its shell's leg-holes so that it spins like a UFO is pure bonus. Warning: contains Japanese rock 'n' roll!



Sat 3am: *Black Dragons*

A less-famous role for the masterful Bela Lugosi, this film's nemesis might be even creepier than Dracula, if only in not being familiar to the point of cliché. Warning: contains not even remotely Japanese daggers!



Sat 5am:

Hercules & The Captive Women

Quite different from the Kevin Sorbo interpretation, the Hercules of early Hollywood sports a fine beard and is vocal in matters of –government—not to mention he has a son who gets almost as much face time in the film as his titular father! Driven by a mysterious yet oddly specific prophecy, Hercules voyages into the West to save Greece from...something, it's really not clear what the threat is, but he takes it

seriously nonetheless. What he finds is Captive Women (quantity: 1), a ruthless yet seductive empress, and a uniquely creepy revelation. Though this film's status as one of the earlier color movies is painfully obvious in places, it's still one of the better examples of the period.

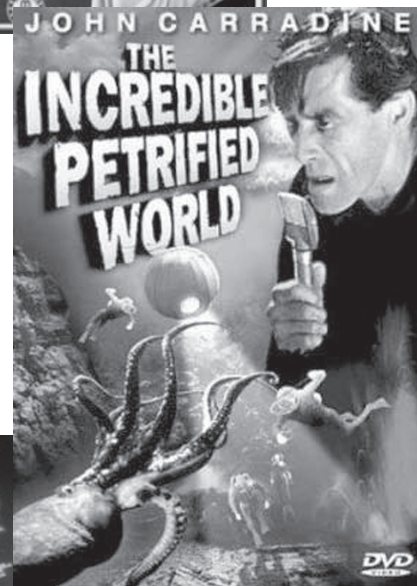
Sat 7am: *The Incredible Petrified World*

John Carradine stars in this, um, noteworthy example of filmmaking.

A malfunction in a deep-sea diving bell condemns four explorers to an unfortunate end, which they escape by swimming into a mysterious cave (which is somehow filled with air despite being miles under the ocean). Tensions rise between the expedition's two women, the inevitable love affair develops, and in the climax we get to see the world's least threatening psychotic murderer run afoul of the world's most conveniently timed volcanic eruption. Yes, an underground volcano, in an underwater cave. Don't ask questions; it's Hollywood! Warning: Contains Colossal Cave! (But sadly not the one with twisty little passages and XYZZY written on the walls.)

Sat 9am: *Voyage to the Prehistoric Planet*

The shameless American ripoff of a Russian film named *Planeta Bur*, this tale of the first manned expedition to Venus either loses something in the translation or was just plain strange in the first place, but it's worth seeing anyway for its status as one of the last "classic" space operas from the time everyone thought Venus was a tropical wilderness populated by lizardmen. A true pulp-action film brought to life in Technicolor, and home to an interesting cousin of Robby the Robot who's simply dying to meet you.



Sat 11am: *Track of the Moon Beast*

This trippy '70s monster flick can be summarized in a single sentence—but then you wouldn't believe us. Come find out for yourself, and share our pain.

Sat 1pm: *A Boy And His Dog*

We were going to let this title rest on its laurels from last year, but by popular request it's back! An overwhelming 100% majority of respondents are clamoring for another chance to see World War IV and the ensuing aftermath of telepathic dogs who help their boys find females to while away the apocalypse. Warning: contains greasepaint!

Sat 3pm: *King Solomon's Mines*

Returning from last year by virtue of being actually good, despite the absence of special effects, red-carpet celebrities, or for that matter color, this loose adaptation of a literary classic by H. Rider Haggard shows a remarkable approximation of respect in its portrayal of native African cultures, as well as offering a good-sized helping of plain old adventure. Warning: contains singing!

Sat 5pm: *Dr. Jekyll & Mr. Hyde*

Our token offering from the silent-film era, this is the first cinematic adaptation of Robert Louis Stevenson's classic tale of suspense, which hasn't been terribly suspenseful since the story became so popular that basically everyone knows what the "secret" of Mr. Hyde is. Warning: contains hats!

Sat 7pm: *The Princess Bride*

If you can see only five SF movies in your lifetime, this classic is unquestionably on the list; few indeed are the franchises not containing "Star" or "Python" in the name which are more commonly referenced in fandom. Anything I could say about the plot would only be either a spoiler or something you already know, so I'll just say that if you like understanding your friends' fannish jokes and you've never seen *The Princess Bride*, this is your chance to leave your ignorance behind.

Sat 9pm: *A Boy And His Dog*

The less diurnal members of the Harlan Ellison fan club will be delighted to hear (assuming they do not Have No Ears...oh wait, that's Mouth) that we're showing this wacky postapocalypunk adventure again later on.

Sat 11pm: *Lady Frankenstein*

Our department head's pick for a cult classic worth seeing once a year, every year, this title is one of the few Frankenstein movies to actually portray the monster as a truly hideous murderer rather than a misunderstood and accident-prone man-child, the mad doctor as an actual genius rather than a cackling goofball, and the loyal assistant as, well, not Igor. These facts alone make it noteworthy, but the inclusion of Frankenstein's daughter, who is more brilliant than the doctor and more disturbed than his creation, earns the title is favored status here at Cinema Obscura. Warning: in case you hadn't figured it out by now, contains nudity and violence!

Alter Egos Double Feature

Sun 1am: *Dr. Jekyll & Mr. Hyde*

Second showing of this classic (read: cliché) tale's treatment in silent film.

Sun 3am: *Atom Age Vampire*

A high-strung singer's car runs off the road and spontaneously bursts into flames, disfiguring her "forever, as if by a cancer, it's beyond control, like leprosy!" She'd rather die than lose her beauty, but a mysterious and slightly unsettling doctor offers her a cure. Soon, though, we find out who's really scarred for life. There's no actual vampire here, but rather an intriguing twist on the more familiar horror tropes we're all sick of. Warning: contains flimsy nightgowns!



Sun 5am: *Queen of the Amazons*

We begin in media res, following an expedition in search of the missing brother of a gun-savvy heiress. This film may be compared and contrasted with *King Solomon's Mines* for an example of how much better that one is, especially in the respect it displays for the natives.

Sun 7am: *Sherlock Holmes and the Secret Weapon*

A fine example of Holmes's deductive genius, this film is unusual in its scope as it pits the Great Detective against Nazi spies rather than mere criminals—but of course, they had to have a few of those in too, so they were brought in at the behest of the brilliant and sinister Prof. Moriarty. If you missed this last year, don't let the suspense last any longer.

Apocalyptically Delicious Double Feature

Sun 9am: *The Last Man on Earth*

The first and most faithful film adaptation of Richard Matheson's spectacular novel *I Am Legend*, this movie stars the inimitable Vincent Price (along with a larger supporting cast than you'd expect from the title) and was a seminal influence on the classic *Night of the Living Dead* four years later. It's not as popular as Charlton Heston's *The Omega Man* and certainly not as big-budget as Will Smith's recent vehicle under the *I Am Legend* name, but this film did it first and best, and is a definite treat for fans of the classics.

Sun 11am: *The Last Woman on Earth*

Entirely unrelated to the two-letters-shorter-titled film, *Last Woman* tells of three survivors, predictably only one of them female, who escape the human race's annihilation by a lucky fluke—and discover that if they want to live, they'll have to learn to live with each other.

Sun 1pm: *Voyage to the Prehistoric Planet*

This hamtastic adventure we swiped from the Russians gets a second showing for the sake of those who haven't had their suspension of disbelief shattered often enough this weekend.



Robert Vaughn Double Feature

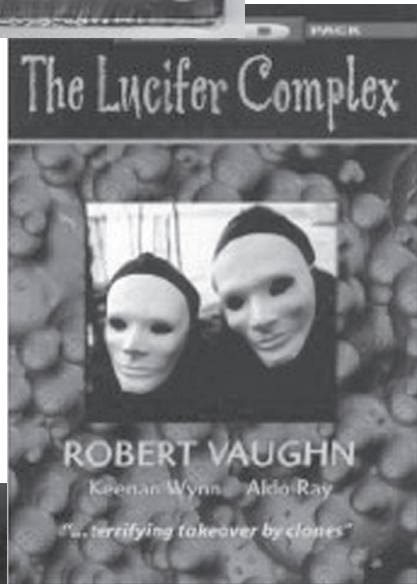
Sun 3pm: *Virus*

Returning from last year, this movie shows the survivors of the world's destruction trying to prevent the world from being destroyed AGAIN. Contains icebergs, postfeminist ideology, and many fine beards.



Sun 5pm: *The Lucifer Complex*

A lone survivor on an island full of computers watches a movie about the end of civilization. This hilariously bizarre film features such breathtaking moments of genius as Robert Vaughn breaking a window by throwing an IV bag at it, loons crying across the swamps of a South American island, and soldiers yelping in surprise several seconds after they're shot. But just when you think it can't get any weirder, the climactic final scene tears away your last remaining shreds of sanity. Also contains: rock 'n' roll, a slumming Playboy playmate, a domish Nazi lesbian, hospital interns who look like Ron Jeremy, and many fine beards.



Sun 7pm: *Hercules & The Captive Women*

We're deliberately placing another iteration of this flick after Closing Ceremonies, in the hopes that folks who need something to do after the "official" end of the con will find this one of our better showings (that we won't get fined for showing a second time).

Sun 9pm: *Night of the Living Dead*

While far more low-key than its successors, this George Romero classic is very much the original "zombie movie," if not in chronology then in the annals of American culture. It is also remarkable among this genre for NOT killing the black guy first.

ICON 34

October 23 -25, 2009
Marriott Hotel
Cedar Rapids, IA

Adventures in the Secret Kingdom of Fandom

For more info check out www.iowa-icon.com



Author Guest of Honor:
Jim C. Hines

Artist Guest of Honor:
Heather Bruton

Toastmaster:
Rusty Hevelin

CONCERT SCHEDULE

♪ Shiptside Room ♪

Peggy O'Neill

Fri 8

Mix together driving visions and hopeful dreams, toss in a bit of Blues, Jazz and Contemporary Folk. Peggy O'Neill is able to bring this recipe together with a beautiful voice and a lot of heart.

Peggy was a 1996 nominee for "Female Vocalist of the Year," by the Minnesota Music Academy and has been active in the Folk Alliance Midwest Region. She has opened for national acts such as Dar Williams. Her songs have been covered by Dandelion Wine and Riverfolk. Widely known in Midwest folk and folk circles, Peggy returns to Minicon to open a fine weekend of concerts.

Graham Leathers

Fri 9

Graham Leathers will make you smile; more likely than not he will make you laugh out loud. He collects and writes fun and clever songs, often with an odd twist. "Don't Swear at Machinery" and "Chocolate Is a Vegetable" will creep into your head days from now. This is not to say he can't come up with serious and poignant as well; "Nantucket Sleighride" and



"Isolation," are fine examples. All of those songs are from his first CD, "Reality Check." We will be treated to songs from his latest CD, "Bears All", as well.

A longtime resident of Winnipeg, he is one of us now. He's made home in Minneapolis. We get to keep him!

Adam Stemple

Sat 6

Adam Stemple is another face (and voice) familiar to Minicon attendees. A twenty-year veteran of the Minneapolis music scene he has also had a connection with local fandom all that time as well. With Cats Laughing, Boiled In Lead and most recently the Tim Malloys, Adam has established himself as a master guitar player, songwriter and record producer.

Lately we have seen Adam at Minicon as an author. This year we welcome him back to our stage for what promises to be a truly outstanding, entertaining, and energetic show.

Nate and Louie Bucklin

Sat 7

After five decades of making, writing and sharing music, the greater part of it in the Twin Cities, there can't be many reading this who don't already know Nate's music. If you are one of those, you are in for a treat. So are the rest of us.

Expect cleverly crafted Lyrics and outstanding music. Joined in this performance by his wife and musical partner, Louie Spooner Bucklin, we present Minicon 43 Fan Guest of Honor, Nate Bucklin. Don't miss this one!

Teresa Chandler

Sat 8

We welcome Teresa Chandler to her first Minicon.

From reviews of her CD "Druthers" at CDBaby ~

"Teresa has a marvelous coloratura voice which she puts to good use. Druthers is listed as "Jazz", not "Folk", and the cuts range from Country Swing to Bluesy Torch songs."

"If you've ever seen her in concert, you know what heart and soul she pours into her songs. A versatile song writer, and amazing singer."

Come see what they are talking about, you won't be disappointed. Maybe she'll do her song about sleep.

Riverfolk

Sat 9

Featuring the vocal and guitar harmonies of Becca Leathers and Chas Somdahl, Riverfolk plays a mix of folk-flavored tunes old and new. This includes songs that are familiar, songs that are less than familiar and originals. They bring in a little blues, country and even a couple of showtunes. The fun they have playing together seems to be contagious and is shared by their audiences as well.

Minicon 44 marks Riverfolk's seventh consecutive appearance at Minicon. They must know somebody.

There are two music-related panels this year ~ Jamming 101 and the Singalong. See Programming for details.



KIDS' PROGRAMMING

Artsy Craftsy with Marian

Room 115 Sat 10 ~ 12:30
Toddlers, Teens, All Ages Welcome!

Paint BIG watercolor maps/scenes using antique-ish brown paper. We also have tiny cute papers, too. Collage-a-Container to take home. Decorate little Altoid boxes or big jars. Collage art with thin white glue or paint with nail polish or ink. Make a Crown of Earth Power to wear. Decorate with twigs, greens, shells, rocks, and glitter. Green Man, Gaia or Antlers!

Teaching Astronomy to Children

Veranda Rooms Sat 11:30
Presented by Michael Kauper. See Programming for details.

Bubbles

Room 115 Sat 12:30
Blow BIG Bubbles with Richard Tatge.

Balloon Shapes

Room 115 Sat 12:30
Make Balloon Shapes with Tycho Amyx!

Tower of Broken Toys & Broken Dreams

Room 115 Sat 12:30
Please bring things to help create a 5-foot tripod of memories with Marian and her hot glue gun, all of which gets thrown out on Sunday. Some broken things hold fond memories, and some deserve to die!

Dungeons & Dragons for Girls & Boys

East Ballroom A Sat 1:30 ~ 3:30
Game Masters Richard Tatge & Michael Kauper will take youths aged 6 to 12 on an all-new exciting adventure. No experience is necessary and we will provide the characters and materials. There will be a rare appearance by a Grand Master of Role Playing Games. *Please note that all children must be enrolled in the game by a parent or responsible adult. No exceptions!* We will require at-con contact information for the parent or responsible adult. Please bring snacks to share. Also, invite friends and family to watch the adventure unfold.

Juggling & Unicycle

Ballroom Foyer Sat 3:30
Haven't you always wanted to try? A completely supportive experience by Daniel & Tycho Amyx.

Auntie Jane's Bedtime Stories

Room 115 Sat 8:30
Acclaimed YA author Jane Yolen reads bedtime stories for all ages. Milk and cookies will be provided.

MEDALLION HUNT

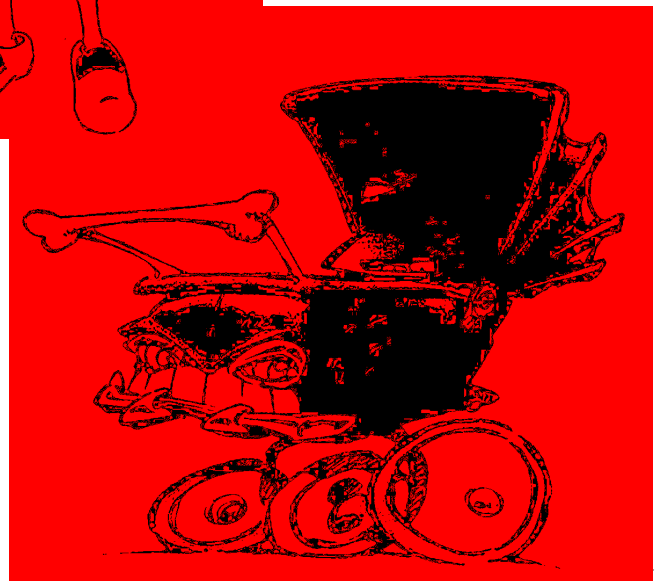
The search for the spirit of 1973 never ceases around here ~ it just gets more and more absurdly convoluted. Join us for the Fourth Annual Minicon Medallion Hunt, the popular search for specially marked 1973 pennies. Seventeen of these shiny 'medallions' have been squirreled away throughout the hotel, and it's up to you to discover them!

But how? Never fear, the clues will all be laid out on paper for your perusal. In previous years the Medallion Hunt had the honor of being sponsored by the Bozo Bus Tribune. This year, the tables are turned! Medallion Hunt bulletins will be released periodically and distributed throughout the convention. In them, you'll find multiple rounds of clues, stories about those medallions that get discovered, and--in a quaint little corner--the Bozo Bug Tribune, with actual updates and news concerning the convention! (Look for a box at the far end of the Grand Ballroom Foyer if you want to submit short news items, such as party schedules or programming changes, for publication in the BBT.)

All medallions are hidden within the hotel, but are not located in any shops, restaurants, restrooms, or areas off-limits to the public, nor in the Dealers' Room or Art Show. Some may

be hidden in non-convention space, but when searching these areas, be considerate of hotel guests and keep noise to a minimum.

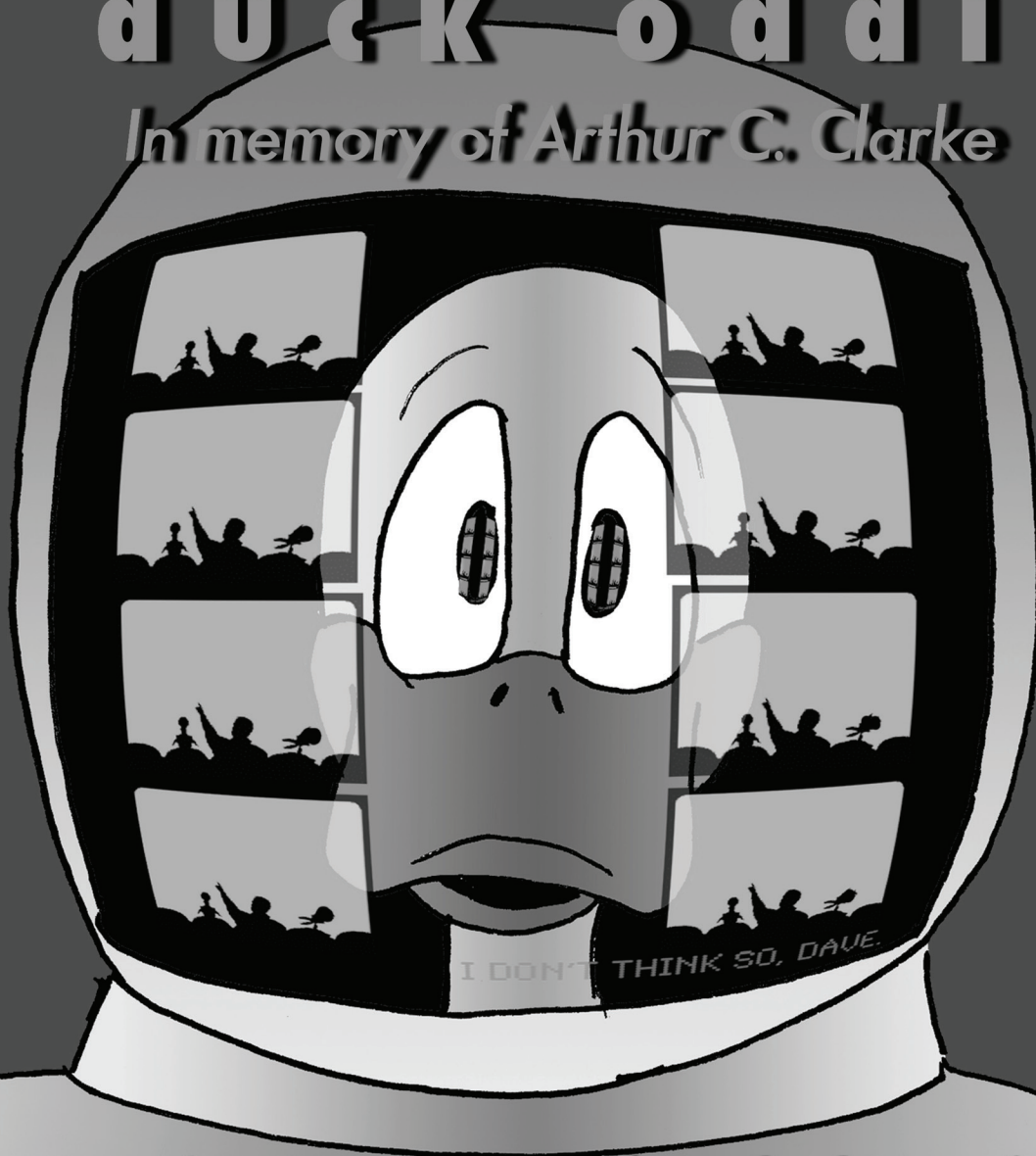
When you find a medallion, redeem it with the Cluemeister or during specified time periods at the Medallion Hunt HQ, located in the Coat Check room. Some medallions will win you Dealer Dollars to be spent in the Dealers' Room or Art Show, while others are good for a variety of silly knick-knacks. Check the bulletins for further rules and inspiration. As if you need it, you clever, clever people.



DuckKon 2009:

a duck oddity

In memory of Arthur C. Clarke



"My God... It's Full of feathers!"

Literary GoH: Jim Butcher
Artist GoH: Loren Damewood
Science GoH: Michael Harrington

Filk GoH: Jeanan McGuire
Agent GoH: Diana Fox
Fan GoH: Sue Blom

Special Guest: Shannon K. Butcher

June 12-14, 2009 • www.duckon.org

GAMING

Garden Court

Fri 3pm ~ Sun Evening Sometime

Gaming is located in the Garden Court area near the hot tub again this year. You'll find games from A to Z available in the gaming area including; Apples to Apples, Bang!, Corsari, Cosmic Wimpout, Deadwood, Dilbert, Escape from Elba, Falling, Fluxx, Give Me the Brain!, Hacker, Ingenious, Jacob Marley Esq., Kill Dr. Lucky, Lord of the Fries, Munchkin, Nexus, One False Step for Mankind, Parts Unknown, Q-Turn, Rocketmen, Set, Totally Renamed Spy Game, Uno, The Very Clever Pipe Game, Wiz-War, Wizard, Zar, Zombies!!! and more. (Nothing against X and Y. I just didn't have any games that started with those letters handy.)

There will be sign-up sheets provided so you can sign up for games or invite other people to play one of yours.

We're also planning on having some scheduled events in the gaming area. Expect to see a few game demos, tournaments, and maybe even a roundtable discussion or two. The gaming event schedule will be posted in the gaming area.

Goodies? Loot? Booty? We'll have many valueless prizes that can be awarded to the winners (or losers, if that's your preference) of any games that are scheduled in the gaming area. Ask the gaming head (look for the guy in the propeller cap) for details. Need dice? We got 'em. Playing cards? Have those too. Funny money? Chips? Tokens? Yup. We hope to have whatever you need to make your gaming successful and enjoyable.



CONSUIE & BAR

Consuite	Room 215
Consuite Opens	Fri 3pm
Consuite Closes	Well, that's a bit harder to say. It doesn't close, really, unless no semi-conscious, semi-warm fen can be found to keep chips in the bowls. Should that happen, chances are you'll be asleep.
Sat & Sun 8am	Continental Breakfast
Times at Random	Surprises Abound (pizza, meatballs, hot dogs, and other past favorites are to be watched for)
The Singularity Bar & Grill	Room 218
Bar Serving Hours	Fri 5pm until we drop Sat 5pm until we drop Sun ... sometime before the Costuming Roundtable
Events	Fri Midnight ~ Brian's Trivia Contest Sat 5 ~ Seven's Fe[m n] Tea Party (see Programming) Sat Midnight ~ Bambi's Nerdy Tattoo Contest Sun 2 ~ Costuming Roundtable (see Programming)

We'll be serving, at various times, Guinness Extra Stout, Newcastle Brown Ale, Hard Cider, and other beers yet to be decided by the lazy slug who runs this fiasco. Wine will be making a return appearance. And, of course, our world-renowned Minicon Blog will be back once again in all its dangerously delightful glory.

YURI'S NIGHT

A very special event will be held Sunday evening as part of our Dead Dog activities. Minicon will participate in the international Yuri's Night celebrations that mark the anniversary of Yuri Gagarin's historic first human space flight. FFI ~ yurisnight.net

BLOOD DRIVE

Minicon will have a **blood drive** organized by the Heinlein Society and the Memorial Blood Centers. The bloodmobile will park in the lot behind the hotel, just out the door from the main lobby. Hours are 12noon ~ 3pm, Saturday.

ART SHOW

First, we're *very* happy this year to be featuring the fantastic work of 2008 Hugo-winning artist Stephan Martinière (at www.martiniere.com) and we definitely urge you not to miss a wonderful opportunity to see his work up close and personal.

The Minicon 44 Art Show features works of science fiction and fantasy art for you to view and possibly take home with you, as well as a print shop to browse through. There will be a "silent auction" once again this year, meaning that the bidder with highest written bid as of 6:00 PM on Saturday will get the piece of art desired. In the event that two or more bidders are contesting for an artwork by the close of the art show at six, an impromptu voice auction will be held until a winning bid is made.

Please do remember that a bid on a piece of art is considered a promise to purchase it. Those who make a bid and then fail to return and pay for what they bid on can expect to be contacted at 3:00 AM with a knock by Guido at your door. Guido has very deep feelings for artists, who could all use the money these days.

All art in the Art Show will remain up on display through 6:00 PM on Saturday, with pickup of art that has been purchased starting after 11:00 AM on Sunday, unless prior arrangements are made with the Head of the Art Show otherwise. Items in the Print Shop can be purchased and taken away when the Art Show is open. Minicon accepts cash, personal checks and major credit cards as payment for artwork.

As usual, with regard to any Art Show questions or disputes, the whim of the Head of the Art Show is final, mostly.

COSTUMING

Secret (or not) judges will be roaming the parties and halls seeking out the fantastical, the whimsical, the grotesque ... the unmentionable ... hall costumes! Winners will receive medals to proudly show off their award-winning costuming prowess. Categories may include steampunk, Sunday morning pajamas, or anything else that may strike our fancy.

Costuming aficionados may also be interested in the Costuming Roundtable happening in the bar Sunday at 2.



DEALERS

Alsadu, Inc

fair trade and green products, from clothes to jewelry

Blues Bland Videos

rare SF videos from around the world

Lev Bronshteyn

Russian SF, pins, and memorabilia

David Christenson

new and used books and DVD's

DreamHaven Books

Greg Ketter
books

FTL Press

Joan Verba
books, posters, patches

Funk 'n Fantasy

Pat Taylor
clothing, jewelry, costume accessories, gifts

Hedgehog and Otter Books

Philip Kaveny
books: art, history, religion, literary criticism

Lady Dragon's Treasures

Jean Mlynczak
handcrafted beaded jewelry

Rick's Place

Rick Gellman
buttons, books, DVDs, wooden roses, art

Sam's Dot Publishing

small press books, chapbooks, and magazines

Necrotic Tissue Press

Scott McCoy

Starr Saunders, author

fantasy and horror books

Tessera Games

Jonathan Brandt
check out Booleo, The Logic Strategy Game

Thompson Productions

games and miniatures, comics, t-shirts, Anime DVD's

Grand Ballroom Hours

Fri 2 ~ 7 Sat 10 ~ 6 Sun 11 ~ 4

Our Art Show, Dealers' Room, and Science Room share the same location and hours.

ROOM PARTIES

MarsCon 2010: Dark Lords and Femme Fatales

Room 108 Sat 9 ~ 1
The darkness is coming. Come, relax, and celebrate before it descends. MarsCon 2010 will take place on March 5-7, 2010, at the Holiday Inn Select, Bloomington, Minnesota. Guests will include artist John Garner and scientist Loretta McKibben.

Trans Galactic Inter Dimensional Gourmand Society

Room 109 Sat 9 ~ ??
TGIDGS invites you to attend a Goddess party. Have you ever wondered what it would be like to be in the presence of a real Goddess? To invoke the powers of these muses, one must first show respect, humility, devotion, and sacrifice. In appreciation of your worship, these Goddesses will calm your anxious heart with the slightest touch, inspire your creativity with their smile, adore you just the way you are with their loving eyes, and warm your soul with the sound of their voices. Whatever worries you enter the Goddess room with, the power of these Goddesses will linger within you long after you leave.

For those lucky enough to already have a Goddess in their life, come share the experience together as we welcome your lovely lady to the room and promote healthy worship of her from you. You will never be disappointed with the appreciation she will show you in return. Bridget, Venus, Morgan, and others await your worthy presence.

Krushenko's Annex

Room 110 Fri, Sat, & Sun
Krushenko's and its sometime partner, Krushenko's Annex, are spaces that encourage conversation about science fiction and fantasy at SF conventions. Krushenko's, named after a Manhattan bistro in Larry Niven's novel Ringworld, started at the 1983 Minicon, where Niven was Guest of Honor. Krushenko's now travels to MarsCon, WisCon, CONvergence, Diversicon, and Arcana. In recent years, the Minicon Krushenko's has served up a lively assortment of panels and discussions about SF in literature and other media in daytimes and early evenings, while Krushenko's Annex offers conversational parties hosted by SF-related fan and pro groups in mid-to-late evenings. "Krushenko's is accustomed to serving alien guests!"

Arcana Meeting Fri 7:30 ~ 8:30
Come and learn about this "Convention of the Dark Fantastic"

Con-Sarnit Party Fri 9 ~ 2
Find out about this "Celebration of the American West in Film, Fiction, Television, Music, and Historical Fact" the second edition of which will be held Sat., June 6, at the Best Western-Bandana Square, St Paul, with Featured Speaker Larry Dingman, and a tribute to Western Icon James Stewart (1908-1997).

Diversicon & Arcana Party Sat 8:30 ~ 2
Co-sponsored by Diversicon, a Twin Cities multicultural, multimedia speculative fiction convention, the 17th edition of which will be held July 31-August 2 at the Best Western-Bandana Square, St Paul, with Guest of Honor Kay Kenyon, Special Guests Michael Levy and Sandra Lindow, and

Posthumous GOHs Edgar Allan Poe and Sir Arthur Conan Doyle; and Arcana, "A convention of the dark fantastic" the 39th edition of which will be held October 16-18, also at Best Western-Bandana Square, with Guest of Honor Kim Harrison.

A Party for Readers and Viewers Sun 7:30 ~ 1:30
Co-sponsored by Tales of the Unanticipated, a long-running (since 1986) Twin Cities speculative fiction antholo-zine, and Second Foundation, a Twin Cities SF book discussion group that has met regularly since 1983, some of whose members are also film buffs.

LJ Party: for all members of LiveJournal

Rooms 205 & adjoining Sat 8 ~ ??
Join hosts fmsv, cowfan, and cakmpls in matching names to faces, continuing LJ conversations, and just relaxing together.

Ladies' Sewing Circle

Room 206 Sun 2 ~ CC
The Ladies' Sewing Circle holds monthly meetings in the Twin Cities area. People who sew, knit, crochet, quilt, bead, or do other hand craft work are welcome to attend and work on their projects while socializing and enjoying some snacks. The meeting will adjourn in time to attend Closing Ceremonies.

Gaylaxicon

Room 207 Fri & Sat 8 ~ 12
Have a gay ol' time and help support Gaylaxicon 2009, the annual GLBT sci-fi fantasy and horror convention, coming to the Twin Cities for the first time in October. Fri. night, help committee member Jason celebrate his Very Gaylaxian Birthday, and Sat. night, we'll continue the party in the Gaylaxicon way!

OddCon's Relaxacon Party ~ Calm Before the Storm

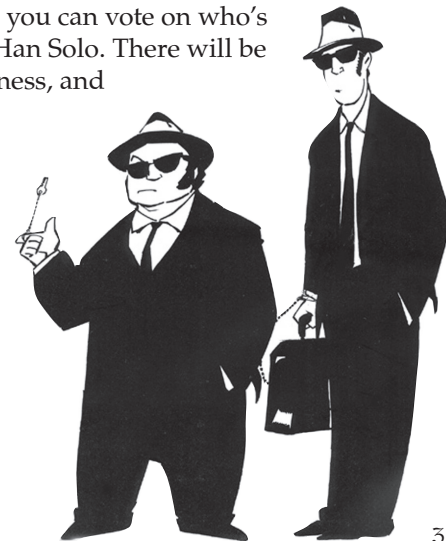
Room 208 Fri 8 ~ 1
Relax and sit a spell. The tunes will be kind, the drinks will be served. There will be veggies and hummus. OddCon is coming in two weeks, there will be special pre-reg rates to register for OddCon that you can take advantage of!

Ford Fan Room

Room 209 Fri 9 ~ 1, Sat 7 ~ 2
A room for people who are fans of Harrison Ford and his films, especially the good Sci Fi stuff. There will be Harrison Ford trivia and you can vote on who's hotter, Indiana Jones or Han Solo. There will be many images of His Hotness, and we'll have beer!

ConQuesT/ Anticipation

Room 210





ODYSSEY CON IX

Year of the Cow

April 24-26 2009

Radisson Hotel, Madison WI

<http://www.oddcon.com>

Guests of Honor

Emma Bull

(War for the Oaks, Territory)

Patrick Rothfuss

(The Name of the Wind)

Georgie Schnobrich

Our Fan Guest who has done the wonderful cow illustrations for all our conventions!

Many other wonderful authors and professionals in the fields of Science Fiction & Fantasy and gaming will be in attendance.

Please join our yahoo group for updates and information:
<http://groups.yahoo.com/group/Oddcon/>

Odyssey Con is a general interest science fiction & fantasy convention with multiple tracks of panels, art show, gaming, dealer's room, masquerade, Flash fiction contest, music, and much more!!

Please come to our party in room 208 on Friday night. We are pleased to announce that you can register at Minicon at pre-registration rates!

ART CREDITS

Art by Stephan Martiniere

Nearly all of the art in this program book is by Stephan Martiniere. Except where otherwise noted, all of the art herein, as well as the front cover, are Copyright © Stephan Martiniere and used with permission. All rights reserved.

The original images for most of Stephan's work are rendered in stunning colors which we can not reproduce here; drop by The Singularity (room 218) to view a full-color art slideshow.

Page Title

cover	Queen of Candescence
1	Succession
8	Gulliver's Travels
9	Phoenix Rabbit
10	I, Robot, Wasteland
11	Star Trek, First Frontier
14	Bright Star
15	Marooned
16	various images from Myst clockwise from top right Jungle, Alley, Kadish Safe, Kadish Vista, White Room, House of Fog
17	the three 2008 Hugo winning book covers top left ~ Babel bottom left ~ Mainspring right ~ Brazyl
18	Victorian
19	top ~ Skinner, bottom ~ Escapement
20	Magician
26	Wotf
27	Joane & Baby Blaze
29	TB
30	Zap
31	Blues Brothers
33	Tropic

Guest pics were provided by the guest. Book covers and film images were obtained online.

CONCOM

Chair fen	Keith Malgren & Matthew Strait
Art Show	David Wilford
Badge Layout	Bill Christ
Costuming	Bonnie Somdahl & Seven
Dealers' Room	Lisa Freitag
Gaming Room	Kevin Austin
Film Room	Will Pell, Sybil Smith, Hershey Lima
Green Room	Karen Cooper
Guest Liaison	Keith Malgren
Consuite	Beth Phillips & Diane Lacey
The Singularity Bar	Joel Phillips
Tarbenders	Brian, Diane, Keith
Mistress of Light	Seven
Kids' Programming	Marian Turner
Medallion Hunt	Thorin Tatge
Music	Chas Somdahl
Programming	Sharon Kahn & Committee
Publications	
Pubs Queen	Seven
Pubs Minion	Dorf
Copy Editing	Carol Kennedy
Dealer Dollars	Pat Scaramuzza
Pocket Program	Rachel Kronick & Matthew Strait
Minicon 45 Ad	Dorf
Opening and Closing Ceremonies	Baron Dave Romm
Registration	
Pre-con	Shaun Kelly & Matthew Strait
At-con	Carol Kennedy
Room Parties	Kelly Strait
Treasurer	Andra St. Arnauld
T-Shirt Design	Pat Scaramuzza
Volunteer Wranglers	Lisa Freitag & Seven
Web Geek	Matthew Strait
Convention Committee Minions at Large ~ Greg Ketter, Erin McKee, and Richard Tatge. Each year, we realize too late that we have somehow, in the press of going to press, let slip people who have made great contributions to our convention. Whoever it turns out to be this year, please accept our abject apologies.	



WHAT IS MNSTF?



For the lawyer in you, the Minnesota Science Fiction Society, variously abbreviated MnStf, Minn-SFT, MN-STF, and other variants ad infinitum, 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.

Minn-STF holds two social meetings a month, generally at members' homes. It's possible that some may find the idea of showing up at a new person's home uninvited a little intimidating, but guess what? ... You're invited. Any and all fen - terrans, lunar natives, plutonians, M81-ians, peeps!, etc. - are most welcome. These meetings involve copious conversation, food, dinner expeditions, games, music, knitting, or all of the above. Meeting locations are published in the Einblatt! and are available online at www.mnstf.org. MnStf also puts on the annual pool party, typically held at the Sheraton, and the annual picnic. Fun times.

Upcoming meetings are ~

- Mon, Apr 13, 7PM. Minicon Dessicated Dodo Party, Dean Gahlon & Laura Krentz', 4323 France Ave, Mpls. Cats, no smoking. FFI: 612-929-2150
- Sat, Apr 18, 2PM. Minn-StF Meeting & Minicon Devonian Ductiva Party. Matt+Kelly Strait's, 1631 Selby Ave #1. FFI: 651-644-1812
- Minn-StF Meetings: May 2 & 16. Location to be announced. See the Einblatt!

THE MNSTF PICNIC

The annual Mnstf summer picnic will be held Saturday, July 18, 2009 at Minnehaha Park in Minneapolis. We have reserved picnic area #2 north of Godfrey road (X marks the spot). The picnic usually starts around 2pm and lasts 'til about 9 or 10. This is a potluck picnic and there will be a grill fired up for whoever wants to cook. Join us for socializing and games. The park's waterfall is nearby and there's usually a group who will take a walk down to view it. It is stunning after all. If you ask nicely, it's possible that a particular someone may share their knowledge of all of the spots where an infamous urban fantasy battle took place all around the falls.



DreamHaven



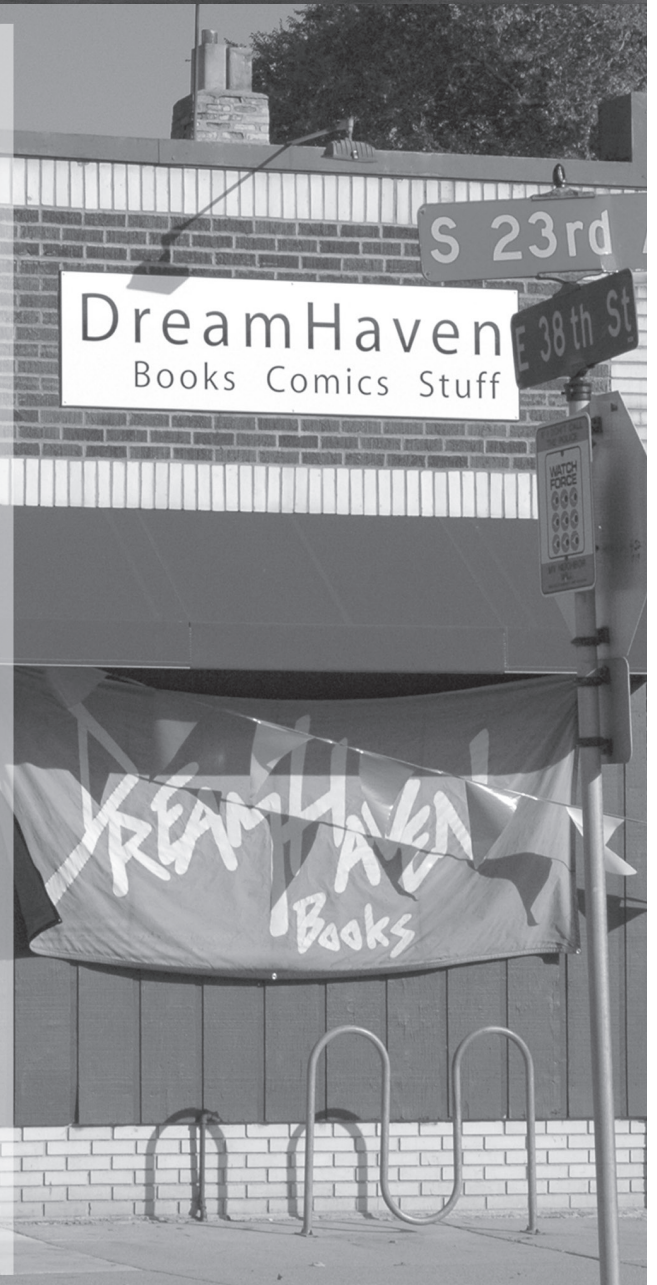
DreamHaven Books
is open at our new
location in South
Minneapolis at
S 23rd Ave and E 38th St

Address:

2301 E. 38th Street
Minneapolis, MN 55406
(612) 823-6161

Store Hours:

Tue - Sat: Noon to 7PM
Sun & Mon: Closed



MINICON PRESS

LOWEST RATE OF THE YEAR!
ONLY DURING MINICON 44!

Peeps Home Galaxy Discovered

Scientists to reveal more at **Minicon 45**, Bloomington Sheraton South, April 2-4, 2010

Scientists were thrilled to discover that galaxy M81 may, in fact, be the home galaxy of the creatures known as **Peeps**. This theory is centered on the unusual purple and pink hues seen in the M81 galaxy. These generally passive creatures favor pastel colors and are typically only seen during spring on Earth. Before



M81, Home Galaxy of the Peeps. Photo Credit: NASA

the discovery of M81's unique coloration, there was some theory that they reproduce here on Earth.

Professor Marsha Mallow, a specialist in **Peeps** anatomy and zoology notes that, despite the **Peeps** population explosion every spring, there is no evidence that they reproduce... in any form. Instead, Professor Mallow theorizes that they spring full-formed from galaxy M81 and are as benign an invasion force as humans could hope for in an alien species.

Indeed, these seemingly helpless invaders are consumed in massive quantities each year and rarely put up much of a fight. One such hall of devastation for these gentle creatures is **Minicon** in Bloomington, Minnesota. **Minicon**, an annual Science Fiction convention that takes place every

Easter weekend at the Bloomington Sheraton South is, consequently, the site for the press conference that will reveal the results of the study of **Peeps**.

Rumors abound of a **Peeps**-rights organization, but any attempts to find a representative, or any other facts about it, have met with little success. Perhaps they, too, will be revealed in the midst of the fun and frolic at **Minicon 45**.

At a Glance

What: Minicon 45
When: April 2-4, 2010
Where: Bloomington Sheraton South
Bloomington, MN
More Info: <http://www.mnstf.org/minicon45>

Two Peeps in Chainmail. Does this indicate that they know how to defend themselves and choose not to? This is one of many topics debated by scientists and philosophers alike. What do you think?

