

CONvergence 1999 Program Book



CONvergence
is in **HERE!**

"Above all,
it's just a
party..."



Introduction

Welcome.

Let us say that again. *Welcome.* We hope you *feel* welcome at CONvergence. Our vision for CONvergence is to create an setting where you can indulge your love for science fiction and fantasy, find and enjoy others who share your interests, and relish the diversity of the fan community.

CONvergence is an attempt to create the science fiction and fantasy convention we've always wanted, and hopefully the kind of convention you've wanted, too. Were we able to do everything we set out to do in our first year? No. Will CONvergence be perfect and without flaws? No, of course not. But we think it's going to have a lot of wonderful things, new ideas and create a lot of talk. That's exciting.

The parent organization for CONvergence is the Minnesota Society for Interest in Science Fiction and Fantasy (MISFITS), and CONvergence will try to embrace the principles of MISFITS while being at heart a fun weekend for fans. What are the principles of MISFITS other than a love for Science Fiction and Fantasy? Community. Diversity. Inclusiveness.

As this is being written we are still preparing CONvergence 1999 while already planning for 2000 and beyond. With your help we hope to build on our 1999 convention and make CONvergence 2000 even better. We need your feedback, your ideas, your energy, and your participation. Together we can make CONvergence the place where fandom really does come together.

Welcome.

Christopher Jones
Publications Director
CONvergence

"Books smell musty and rich. The knowledge gained from a computer, it has no texture, no context, it's there and then it's gone. If it's to last, the getting of knowledge should be tangible, it should be... smelly."

— Giles, Buffy the Vampire Slayer

CONvergence 1999 Program Book

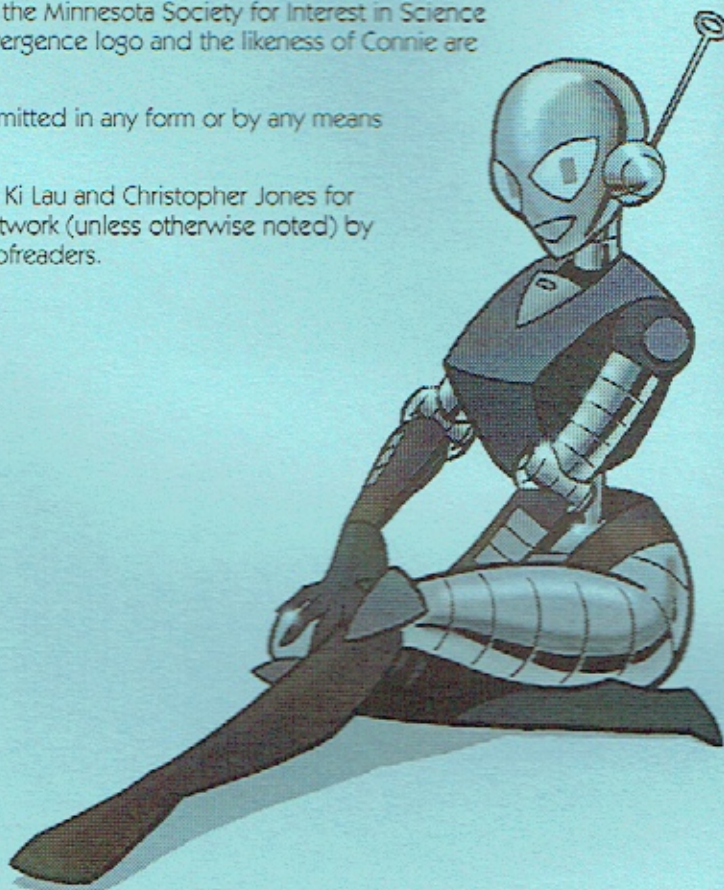
CONvergence 1999 Program Book Copyright © 1999 by the Minnesota Society for Interest in Science Fiction and Fantasy (MISFITS). All rights reserved. The CONvergence logo and the likeness of Connie are the property of MISFITS.

No portion of this publication may be reproduced or transmitted in any form or by any means without the express written permission of MISFITS.

CONvergence 1999 Program Book was designed by Yuk Ki Lau and Christopher Jones for CONvergence Publications. Cover artwork and all interior artwork (unless otherwise noted) by Christopher Jones. Special thanks, as always, go to our proofreaders.

CONvergence

PO Box 13208, Dinkytown Station
Minneapolis, Minnesota 55414
(612)996-9224 (24-hour hotline)
<http://www.CONvergence-con.org>
converge99@aol.com



MISFITS

A Word About MISFITS

The Minnesota Society for Interest in Science Fiction and Fantasy (MISFITS) is the non-profit parent organization of CONvergence. Our mission includes education, literacy, and community building. MISFITS is a forum and foundation for members of the fan community, a chance to celebrate our diversity and our common bonds, and an opportunity to promote the appreciation of and interest in Science Fiction and Fantasy within the greater community.

In addition to sponsoring CONvergence as both a fundraiser and community-building event, MISFITS sponsors many other events, clubs, and programs, including:

MISFITS Movie Night

On the third weekend of each month, MISFITS is pleased to host **MISFITS Science Fiction Movie Night** in partnership with Nathan Block of the Plaza Maplewood Theater (1847 East Larpenleur Ave, Maplewood). This is a monthly showcase of Science Fiction and Fantasy classics seen the way they were meant to be: On the big screen with an audience of enthusiastic fans.

Movies will be shown on **Friday and Saturday** nights on the third weekend of each month. **Tickets are \$4** and showings are at **11:30 pm**. Past films have included *Star Trek II: The Wrath of Khan*, *Buckaroo Banzai*, and *Ladyhawke*. Upcoming films include *The Princess Bride*, *Army of Darkness*, and *Big Trouble in Little China*.

MISFITS would like to thank **Nathan Block** for his partnership in this venture. Be sure to patronize the concessions stand while at the film, as that's how Nathan makes his money! All the box office proceeds go to benefit MISFITS.

If you need directions, call the **Plaza Maplewood Theater** at (651) 770-7969, and hit "4" for the MISFITS Movie Night Menu.

Read the Book See the Movie Club

The MISFITS Read The Book/See The Movie Club is designed for people who wish to stretch their critical thinking muscles. We will be reading the source material for movies, or the novelizations of movies, and then watching the films together. By reading books that were inspired by movies and watching movies inspired by books we will explore the strengths and weaknesses of both mediums. We also hope to have a lot of fun.

Writer's Group and Writing Workshop

The MISFITS Writer's Block meets the first Monday of every month at 7:00pm. *The MISFITS Writer's Block* is a place where you can share your writing, receiving feedback and constructive criticism of your work, interact with other writers and hopefully, improve your writing.

The MISFITS Writing Workshop meets the third Wednesday of every month at 7:00 pm. Meetings are based on a review and discussion of a writing exercise assigned from the previous meeting. We use the workshop and the writing exercises as building blocks for improving our writing skills in a supportive environment. Past exercises have included identifying and writing from different points of view, characterization and character development, and how to write a beginning that captures and holds the reader's interest.

MISFITS Writing Contest

Entries for the MISFITS Writing Contest must be unpublished, short works of science fiction, fantasy, horror or supernatural fiction of less than 2,500 words. There are two divisions: Open (this division is open to writers of any age) and Youth (open to writers 16 years old and younger on the contest closing date).

The winning authors in both the Open and Youth division will receive prizes and have their stories published. See the MISFITS web page at <http://www.misfit.org> for more details.

Project Happy Holidays

MISFITS has started a yearly project called *Happy Holidays*. Each year we will choose a family in need from our community and try to make their Holidays a little brighter. The Klier's, our family for 1998, send their warmest thanks and appreciation for your generosity. We were able to provide toys for the two children, videos and games for the adults as well as various necessary items such as a Sit and Stand Stroller. This year we're looking forward to raising even more money for our new family.

Nominations for the next family will begin in October. A big thank you from MISFITS to everyone who participated. Your participation is what makes MISFITS' community service activities like *Happy Holidays* possible.

Other MISFITS events have included karaoke nights, picnics, a trivia contest, and room parties at various regional conventions. Check our web site for listings of upcoming events.

We want you to be a part of MISFITS and we need your input. If you have ideas for activities that you would like MISFITS to sponsor, if you would like to volunteer, or if you would like to help us with our special events and fundraising activities, please contact us. You can send us e-mail at misfits@winternet.com, check out our web site at www.misfit.org or attend the next MISFITS open meeting.

Bethany Davidson, President
T.J. Starbuck, Vice-President
Kat Peppmiller, Membership Secretary
Perrin Klumpp, Treasurer

MISFITS Contact Information:

US Mail: MISFITS
PO Box 52088, Loop Station
Minneapolis, MN 55402-5088

E-Mail: misfits@winternet.com

Web: <http://www.misfit.org>

The Year (and a half) in Review

By Tim Wick, CONvergence
Programming Director

Wow! I can't believe that 18 months ago there was no such thing as CONvergence. Here we are on the eve of the largest first year convention of this type ever and 18 months ago, most of us didn't know each other. We have done a lot in the past year-and-a-half and this article can hardly scratch the surface, but I'll give it a try.

January, 1998: A bunch of people got together in the living room of Rob Withoff's house to decide whether we were going to do a thing we were calling "Macrocon". We didn't have a board. We didn't have department heads. We didn't have guests. We just all wanted to do something about the changes we knew were happening at Minicon. I think I knew two or three people out of the twenty that were there. Most everyone there was in the same boat.

Two Weeks Later: What we consider to be CONvergence's "Birthday". We publicly announced our intention to form a convention still called "Macrocon". We had not yet set a date, formed a board or found a location. Then things got interesting.

Minicon 33: A lot happened in the intervening months, but by the time we arrived at Minicon we were a very different group. We had changed our name, determined the date of our inaugural convention and found a bunch of department heads. Walking into Minicon 33, we had high hopes. We wanted to walk away with 100 pre-registrations so we could be confident in a first year attendance figure of 500 people. I can't describe what we felt like walking away from the convention. We had collected over 400 pre-registrations in three days. Our room was filled from the time we opened Friday afternoon until the hotel kicked us out on Sunday. Suddenly, we had a convention.



Demicon 9: We threw another room party. For some reason that is not entirely clear to any of us, we decided to serve baked potatoes. Though popular, we quickly learned that a sack of potatoes is A LOT of potatoes. Cries of "For the love of God, have a potato!" echoed through the hallowed halls of Demicon.



CONvergence Pre-Anniversary Picnic and Hootenanny with Wacky Hijinx (CPAPAHWWH): Our convention was a year away so we threw a party. About 100 people came to enjoy the party with us. My personal highlight was the "Deep Impact Button Skeet Shoot", though others did not seem to enjoy it as much. The Bocce Ball tournament and Star Trek-themed cross country croquet were also crowd pleasers. More than anything, I think we proved we could throw a party and after all, isn't a con just a big party?

Progress Reports 1, 2, & 3 and the Nexus Point: We wanted our publications to be good. We wanted them to be interesting. We wanted them to be the kind of publications people actually read. If you are reading this, we did a good job. Chris Jones took publications in hand and created an image for us that did more than make us look like we were for real, he gave us an identity. Connie (our robot mascot) smiled out from countless buttons, publications, and T-shirts and everyone loved her. Our primary goal for our Progress Reports was to make sure they were mailed when we said they would be mailed. Unfortunately, PR3 was mailed two days early, so we blew that one.

Icon: This party was just for fun. We chose Altoids for our theme, calling CONvergence the "curiously strong convention". The big hit of that party was the Mint Bomb, a potent drink served from an ACT bottle. We still have powdered Altoids left. Maybe we can make a Coffee drink out of them.

CONvergence Variety Show: Great show, but we learned a lot about publicity for this one. Publicity is important. If you don't remember the variety show, it's because you didn't go. No one else did either. The acts were great and most would do it again. We want to do it again, too. Next time, we'll try to get the public there.

Room Parties: The first six months of 1999 saw our most adventurous room parties to date. At MarsCon, we held our red shirt party, requiring all attendees to die before they could attend. Minicon 34 saw the Mos Easley ConTina and Tahitian Show Lounge (under new management). Among other things, we distributed over 100 Twinkies and over 50 White Castle Sliders. At Demicon, we followed up 1998's potato bar with a Taco bar at our MexiCon Fiesta. All of these parties were a great deal of fun for those of us running them and the attendees really enjoyed themselves.

The Minnesota Society for Interest in Science Fiction and Fantasy (MISFITS): When we formed CONvergence, we decided we wanted our organization to be non-profit. At that point, we had two options. We could do the least possible to maintain that status, or we could design something that would make a difference. We wanted to make a difference. Since that time, MISFITS has organized a book/movie club, a writers group and a writing contest. They are coming up with new ideas all the time. I think that I speak for all of the members of the board and the officers of MISFITS when I say that if MISFITS is still here in ten years, we will have been a success regardless of the outcome of our convention.

We have done a lot more than what I have listed above. We have held two Karaoke Nights, two garage sales, worked a ton of Target center events and even found some time to put together a convention. When I look at everything we had hoped to accomplish when we started out, I am amazed at how much we have done. Our convention is twice the size we had originally hoped, defying everything we had expected or planned for in those first weeks. No matter what our con becomes five years down the road, those of us that have given so much of ourselves will be excited with the result.

Guest Biographies

CONvergence's first Guest of Honor FORREST J ACKERMAN

Biography by Steven Philip Jones

"That's all there is to life, folks, a little laugh, a little tear."

Professor Echo (Lon Chaney, Sr.),
The Unholy Three

Forry Ackerman is the best friend a 12 1/2-year-old ever had.

That is really the finest compliment I can give him, but it is not very informative. If, somehow, you have never heard of Forrest J Ackerman, then I haven't told you a darn thing. So let me present a few facts about this man of many names, including 4sj, Uncle Forry, Forijay, the Ackemonster, Ankh-er-man, and Dr. Ackula.

Ackerman is the #1 science fiction, fantasy, and horror fan in America if not the world. Go ahead. Try to stump him with a trivia question. But fair's fair. Be ready to be asked one in return. A tough one.

Ackerman is the unabashed and unrivaled contemporary master of the dying art form of the ridiculous, popularly known as the cheesy pun, of which past masters have included Groucho Marx and Winston Churchill. If you hear one of Forry's puns and moan instead of chuckle, it's okay. Forry is a groan man.

Ackerman is a literary agent who's list of clients over the past decades have included Austin Hall, Homer Eon Flint, Ray Bradbury, and Charles Beaumont, who had the cash from his first sale delivered by Ackerman in a grocery bag.

Ackerman is the creator, founding editor, and most outstanding contributor of *Famous Monsters of Filmland* magazine, which recently celebrated its 40th anniversary. He is also the creator of *Vampirella*, which recently was adapted into an original cable feature.

Ackerman is the owner, curator, and chief haunt of *The Ackermansion*, the world's most extensive private collection of science fiction, fantasy, and horror literature, art and film memorabilia. Nestled in the heart of what Ackerman calls *Horrorwood*, *Karloffonia*, *The Ackermansion* is described by the young author Jeffrey H. Roberts in "No Place Like Home" thus:

"The walls were lined with colorful posters of all sizes with the most amazing illustrations -- and the books! Shelf upon shelf upon shelf of them, and here there were cases filled with photographs of astonishing people and places... everywhere posters, books, and photos, toys[.]"

Ackerman, along with Ray Bradbury and Ray Harryhausen, make up the most famous triumvirate in fandom, the so-called "Unholy Three." (Ackerman himself is sometimes referred to as "The Unholy 4e.")

Ackerman is a first-rate author and anthologist, his list of credits including *Lon of A Thousand Faces* and the recent *Forrest J Ackerman's World of Science Fiction*.

Ackerman probably holds the world record for viewing *The Phantom Of The Opera* and Fritz Lang's *Metropolis*, not to mention motion picture cameos, appearing in films such as *Amazon Women on the Moon*, *The Howling*, *Beverly Hills Cop III*, and the Michael Jackson video *Thriller*. He may also have been the first person ever to fall in love with a robot, or, to be more precise, a robotrix. (Ask him.)

Ackerman, inspired by Edgar Rice Burroughs' Martian greeting "Kaorl", has invented a number of expressions in his private languages of Interkosmo and Arkonese, including "Glord" (Good Lord), "crackers" (characters), "chout" (the chew out), and my personal favorite "blarking" (black market activities). Fascinated by the English language, Ackerman has been known to ponder, "Why do we call a web a 'cobweb'?" (ANSWER: In Middle English a spider was called a "coppe"), "Why do we say only 'lukewarm' and not 'lukecold'?" (ANSWER: Don't know) and "Who the hell invented the word 'floccinaucinihilipilification'?" (ANSWER: Don't want to know).

Are those enough cold facts? In 82 years Ackerman, born November 24, 1916, has amassed an oblong box full of prestigious achievements, but when I think of Ackerman, these are the things that come to mind.

Ackerman has been a -- if not THE -- guiding force of fandom even before he made a huge splash at the first World Science Fiction Convention in 1939 modeling his "futuristicostume". In 1929,

13-year-old Ackerman not only founded the Boys Scientification Club but also penned the first fan letter to be published in the first issue of *Science World Quarterly*. Fourteen years later Ackerman's fan efforts earned him the first Hugo ever awarded, presented to him by the late Isaac Asimov. Not one to rest on his laurel, in 1954 Ackerman coined the phrase "sci-fi" (Note to Harlan Ellison: "Get over it").

He has been a participant and -- more importantly -- an enthusiast of imaginative art, film and literature for most of the 20th century. Perhaps only DC editor and literary agent Julius Schwartz is Ackerman's peer as a living, breathing conduit spanning the birth of contemporary fandom to its present.

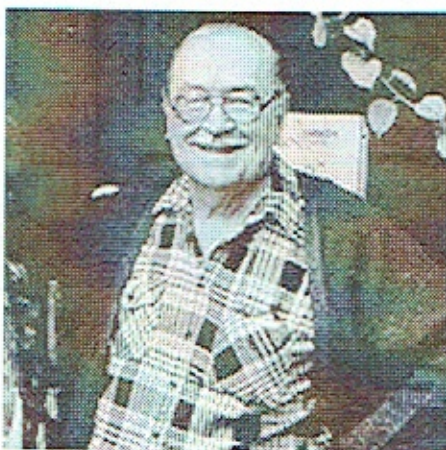
He has influenced dozens, maybe hundreds, of science fiction and fantasy professionals through *Famous Monsters*, including Stephen King, Steven Spielberg, Jim Danforth, Rick Baker, John Landis, John Carpenter, Joe Dante, George Lucas... oh, gosh, lots. Lots and lots.

Maybe most of all, Ackerman is a class act. A nice guy. A regular Joe. He is... Forry.

Forry Ackerman is living proof that, sometimes, nice guys finish first. A testament to what can happen if you love life, love people, love what you do, and love something for its own sake. In Forry's case finishing first means living a long life (he is aiming for 100 years), thousands of friends, and you get to collect a whole lot of neat stuff.

We all should follow Forry Ackerman's example.

If you have never met Forrest J Ackerman, raconteur, before, then CONvergence is providing you



with an unparalleled opportunity you must not miss. Attend his panels. Talk to him. Ask him what it was like to meet H.G. Wells or Boris Karloff. As him about the golden age of pulps. Ask him what it was like to see the films of Lon Chaney, Sr., or James Whale's *Frankenstein*, or any classic science fiction or horror film upon their first release. Ask him what it was like to be a part of the birth and development of 20th-century fandom.

He can tell you. He has seen it all from the most unique and enviable vantage point, simultaneously and paradoxically

inside and out. And he can give you his perspective like nobody else can because, while you listen, no matter how callous or jaded you may be about the present state of science fiction, fantasy, or horror, he can make you feel like a kid again, full of pure joy and enthusiasm about the impossible and wondrous.

And that is why I say, no matter what your real age may be, Forry Ackerman is the best friend a 12 1/2 year old ever had.

Steven Philip Jones has been working as professional writer and editor since

1987, the majority of his work having been in the field of comics. Steve has written original creations and adaptations for Malibu, Eternity, Sundragon, and Caliber Press, including original creations such as Nightlinger, Wolverstone and Davis, Vanguard, and Mighty 1. He also has extensive credits writing adaptations or original stories based on licensed properties, such as Alien Nation, Re-Animator, Worlds of H.P. Lovecraft, Invaders from Mars, Dracula, and even a Spawn juvenile novel for Todd McFarlane Productions.

Gary Russell **Guest of Honor**

By Christopher Jones

A few facts about Gary Russell:

- He was born at just after 7:00 am on Wednesday, September 18, 1963, in Maidenhead, Berkshire.
- He collects records (over 4,000 vinyl, cassettes and CDs), comics, and action figures (mainly Star Trek and Star Wars).
- He currently lives in a little Victorian flat in Southeast London with two cats; Scratch and Tarot.
- I want his job. Badly.

While it's Gary's most recent job that I'm intensely envious of, I'd actually love to have had most of Gary's career. And like so many careers, it's one he has arrived at somewhat by accident.

Gary Russell knew as a child what he wanted to be when he grew up: an actor (or more properly a stuntman). Thanks to encouragement and support from his mother he was soon attending a one-hour-per-week drama class, and began acting professionally when he was eleven. His acting career included a whole host of theatre and TV jobs, and two years at the National Theatre.

Now that all sounds grand, but it's not some acting job that has me green with envy. Gary Russell's current job (the one I am so envious of) has to do with his other career: a career that revolves around Doctor Who.

Who Goes There?

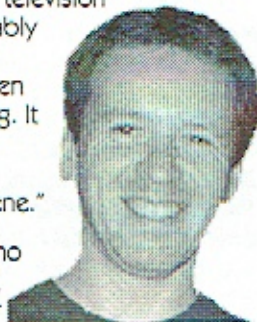
"My earliest memory of Doctor Who is of three old people gathered around a bench," said Gary. "One of them lay on the bench and died. I started to cry and

so wasn't allowed to watch any more. Of course, with that wonderful thing known as 'perception of a three year old' I now know that they weren't all old and it wasn't a bench. But two young people with blond hair on a black and white television can understandably seem like grandfathers when you're that young. It was [William] Hartnell's regeneration scene."

Gary got into Who fandom in 1979, starting a Doctor Who fanzine called SHADA in 1980. He would go on to produce twenty issues of SHADA (and win more than one award for it) between 1979 and 1995.

For a couple of years Gary also served as the editor of Celestial Toyroom, the newsletter of the Doctor Who Appreciation Society. During that time, I he got to know Alan MacKenzie, then-editor of Doctor Who Magazine (DWM). One thing led to another and soon Gary was writing for DWM, over time contributing book and video reviews, associated interviews and more. Gary became editor of DWM in November 1991 and stayed with the magazine until July 1995.

In 1993, Gary had the opportunity to work with Kevin Davies on with the documentary *Thirty Years in the TARDIS* for BBC TV (available on video with additional footage as *More Than Thirty Years in the TARDIS*). Not only was Gary interviewed as an authority on the series (as then-editor of DWM), but Gary got in front of the camera in other ways, appearing as an Auton, a (few) Dalek(s) "I'm the wonky one on the left chasing Carole Ann Ford, a Roboman and, both



a Haemovore and the Destroyer." In the process, Gary got to work with many of the actors whose work had made him a fan of the series.

Novel approach

In September 1996, Gary took the plunge and went freelance to concentrate on writing full time. Since then, Gary has written several Doctor Who novels and has contributed short stories to the Short Trips anthologies. His published stories include adventures of nearly all the Doctors, as well as an adaptation of the 1996 Doctor Who TV movie seen in the USA on the Fox Network. Gary is even the current writer of The Radio Times' Doctor Who comic strip.

Gary is currently working on *Doctor Who: Regeneration* for Virgin Books; a collaboration with Phil Segal, producer of the 1996 TV movie. *Regeneration* is both an official look at the movie, plus a behind the scenes look at Doctor Who in the nineties. It pulls no punches as it examines why things have happened the way they did, and why some things didn't happen.

And now, the Big Finish

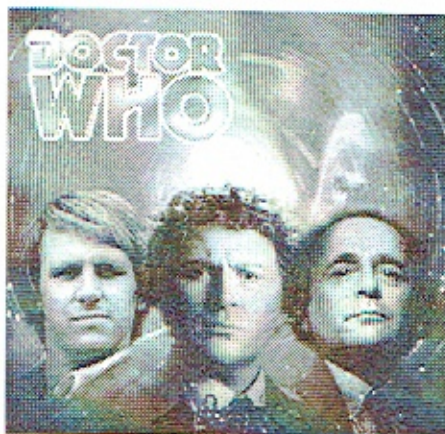
Together with partner Jason Haigh-Ellery, Gary launched Big Finish Productions, a producer of audio stories for cassette and CD. Until recently, Big Finish's biggest claim to fame was producing a series of audio dramas based on the New Adventures books featuring Bernice Summerfield, a character that originated in Virgin's Doctor Who book series.

All of this would add up to quite a remarkable career in the multi-media universe of Doctor Who, but it has proven to only be preparation for Gary Russell's latest role, and for the job I can only wish was mine.

Big Finish Productions has been granted the license to produce original audio adventures of Doctor Who. Stephen Cole, consulting editor of the BBC Doctor Who books, will act as Executive Producer for the audio series which will be considered part of the official Doctor Who canon by the BBC. The medium may have changed from television to audio, but everyone's favorite Time Lord is back in a regular series, and Gary Russell is the new producer of Doctor Who.

The first release in the new Doctor Who series will be *THE SIRENS OF TIME*, written and directed by Nicholas Briggs. Sylvester McCoy will reprise his role as the Seventh Doctor in episode 1 of the four-parter; Peter Davison returns as the Fifth Doctor in episode 2; Colin Baker returns as the Sixth Doctor in episode 3; and all three Doctors will appear together in the final chapter. Further stories are in various stages of planning and production, and negotiations

continue to have other Doctors and companions return to reprise their roles for audio adventures.



Gary hopes to retain the flavor of each Doctor's era while providing the variety of storylines that have been one of the series' hallmarks.

How does it feel being one of the new producers of Doctor Who? Gary has

described it as "Bizarre. Flattering. Daunting. Exciting. Oh, and the job I've always wanted!" I suppose that's about how I'd respond if it were me in Gary's place. Sigh.

Some guys have all the luck.

Christopher Jones is the Publications Director for CONvergence. He is a freelance illustrator, writer, and comic book artist. Currently he is doing breakdowns for the Day of Judgement limited series for DC Comics. Chris is also the creator of Connie, the CONvergence mascot.

CONvergence would like to thank the Minnesota Doctor Who Viewing Society (MNDWVS) for sponsoring Gary Russell as a guest and making it possible for us to play host to him at CONvergence 1999. For more information on the MNDWVS, contact them at <http://www.execpc.com/~michaell/mndwvs>

HARRY KNOWLES Guest of Honor

*By Windy Merrill,
Communications Director, CONvergence*

I love movies. Anyone who knows me can vouch for that. I love romantic comedies and action flicks, sci-fi, adventure, and historical costume pieces. Hell, I even love the bad movies. (Well, except for Godzilla.) So, picture what a shock, what a blessing, what a COOL thing it was to visit Aint-It-Cool-News for the first time! Here were tasty tidbits about upcoming features, interviews with directors, reviews that didn't spoil the movie (unless you wanted it to)! I may not have always agreed with the reviews, but I couldn't deny I LOVED THIS SITE!

And so, like a lot of modern Americans, I enjoyed and partook and completely took for granted. It never occurred to me to think about where this gift to geekdom had come from, until Guest possibilities for CONvergence began to be bandied about. Someone (Chris Jones) mentioned Harry Knowles. A resounding "Who's that?" was heard. But after the answer (lengthy), the more wistful "Do you think we could get him?" "He's probably all booked up." "Do you think he likes to do conventions?"

To cut this meandering short, we got him. Duh.

And it occurred to me to begin to wonder about the kind of person who

could and would create something that has had such a profound effect. Harry's site has gathered a momentum that rivals that big-ass boulder in the beginning of *Raiders of the Lost Ark*.

Now wait for it – the site is only 3 years old. That's right. Harry started it, and still runs it, out of a bedroom in his father's house. Harry would gather facts from other sites and carefully put them together to reveal an as-yet-unseen whole. Then he would credit this amazing investigative journalism to "spies" in the industry. Some joke – within a year his spies were real. Movie insiders were convinced that he already had someone inside, so why not share what they knew as well?

Harry, who makes his living with his dad selling collectibles and memorabilia, is now regularly contacted by upper-level Hollywood types. He was flown out to pre-screen *Starship Troopers* and given the red-carpet treatment. He hangs out with Robert Rodriguez and got a cameo in one of his movies. Quentin Tarantino thinks Harry is cool!

I'm pretty sure my envy is showing through right about now.

Here are the boring facts: Harry lives with his father and little sister in Austin, Texas. His parents sold movie collectibles and Harry's odd upbringing included visiting more than 50 film festivals by the time he was 7. When his mother died in a tragic fire a few years ago, Harry bought a computer and got hooked. Obsessed with movies, he was tracking all the other movie sites and putting pieces together, writing for "The Drudge Report" web site.

Three years ago, just when Harry was considering a web site of his very own, Harry was involved in a freak dolly accident. (No lie!) After a dolly loaded with 1,200 pounds of stock rolled over him, Harry was left not knowing whether he would walk again, trapped in bed for over a half a year, depressed.



That's when he began Aint-It-Cool-News.

From these humble beginnings, Harry is now the movie industry's biggest headache and its biggest advocate. Harry has been credited with destroying Batman and Robin's opening weekend ("No matter how bad you have heard this film is, nothing can prepare you for the sheer glorious travesty of the 200-megaton bomb of a film this is"). Conversely he has been credited with creating a favorable buzz for Titanic when everyone else was shaking heads over its price tag.

Harry's site has expanded to house the latest news on upcoming movies, reviews, video releases, forums, "Voices" (a forum for people to compose and comment about the world around us), and a new online museum with Father Geek as the curator.

Harry's reviews are the best because he never tries to divorce his surroundings from his experience of the movie. If he's had a crappy day, you'll know about it. He'll let you know if the theatre was full

of screaming fans, if the sound cut out halfway through the movie, if he was bummed because he couldn't find the t-shirt he really wanted to wear. Why? Because he knows that all of these factors will affect how he enjoys the movie, and therefore will affect all of us who want to hear his opinion. He's also not afraid of changing his mind (check his Godzilla reviews).

Harry doesn't pay his moles, and only recently has media attention paved the way for investment revenues from the site (banner advertisements). He still lives with his dad, "Father Geek", in their house crammed full of posters, toys, movies and film scripts. He often uses the bus in Austin since his car is not the most reliable.

But egads - what a life!

Harry reminds me of Luke Skywalker, or Joan of Arc, or Tucker (great movie starring Jeff Bridges). He's one of those people who just kept doing what they loved and made something extraordinary out of it.

I could talk about how he's the perfect guest for CONvergence: He's multi-media in every sense, a true fan who has visited the Ackermansion and gloried in its treasures, well-versed in sci-fi and fantasy and Anime. But more importantly, he's a fan boy made good. He's proof that what we all care so much about, enough to throw a 3-day convention about, is important and universal.

Ain't it cool?

Windy Merrill is a member of the MISFITS Board of Directors and one of CONvergence's founding fathers (or mothers). She has a laundry list of credits in stage and vocal performance including several years at the Minnesota Renaissance Festival and her newest venture, the music trio Swing Set. She is also an accomplished costumer, her entry "Goddesses" having won the Best in Show prize at the Minicon 33 Masquerade. She is recently bought a house with the help of a Klingon and is looking for more things to occupy her ample free time...

Featured Guests

Pamela Keesey Featured Guest Author / Editor

Pam Keesey is enjoying a growing reputation as an authority on women's roles and themes in modern fiction. Her first book - *Daughters of Darkness* (Cleis 1993) - and its follow-up - *Dark Angels* (Cleis 1995) - are collections of short stories focusing on lesbian themes in vampire fiction. 1996 saw a third book from Cleis entitled *Women Who Run with the Werewolves*, that focused on... well, you get the idea.



In 1998 Pam released *Vamps: An Illustrated History of the Femme Fatale*. This book traces the Vamp figure from silent film to modern movies such as *The Hunger* and even *Basic Instinct*.

CONvergence is pleased to welcome Pam and have her share her insights with fans at our 1999 convention. For more information on Pam Keesey and her works, check out her web site at <http://www1.minn.net/~pkeesey/>.

Gordon Purcell - Featured Guest Comics Artist on X-Files, Xena, Star Trek and others

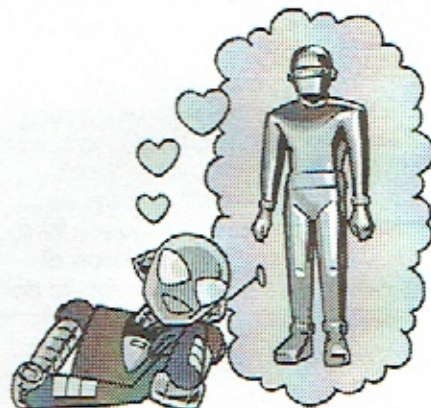
Comic book penciller Gordon Purcell has a long list of credits to his name, and has found particular success in the area of comics licensed from movies and TV. His work includes *Star Trek*, *X-Files*, *Xena*, *Lost in Space*, *Godzilla*, *Young Indiana Jones*, *Barb Wire*, *Terminator* and others, plus illustrations for Star Trek young peoples' novels from Pocket Books and Star Trek coloring books. Gordon has also pencilled traditional super hero fare for DC, Marvel and Image Comics.



CONvergence is very happy to welcome Gordon to our inaugural year, and we look forward to sharing Gordon's unique perspective not only on comics but on dealing with some of the hottest properties in Science Fiction and Fantasy today.

Father Geek - Featured Guest Ain't It Cool News

"Father Geek" is the on-line moniker for the father of Harry Knowles, CONvergence Guest of Honor and creator of the Ain't-It-Cool-News web site, one of the best resources on the web for news and rumors about the hottest projects coming out of Hollywood. Father Geek contributes to the site regularly with stories and reviews, and will be joining Harry at CONvergence, helping him field questions from eager fans.



ENGINEERING

Here we are setting out on a new voyage with old friends.

Engineering is here to help make your voyage a smooth and informative one. We are the nerve center of the convention, and help keep all departments in touch with each other and you the fan. Consider us your hosts and hostesses for the weekend. If you have a question, comment, compliment or problem, we want to hear it.

You can contact us by picking up the nearest house phone and dialing 7215, or come visit us on the Bridge in **Veranda 1**, located at the junction of the **Grand Ballroom Foyer**, overlooking the Garden Court. We will have a banner and many posted signs to guide you. You can also stop and ask any **Waldo** you find wandering the convention. Please feel free to stop in and soak up the atmosphere... just be wary of the occasional tachyon burst... and don't get run over by any stray probes!

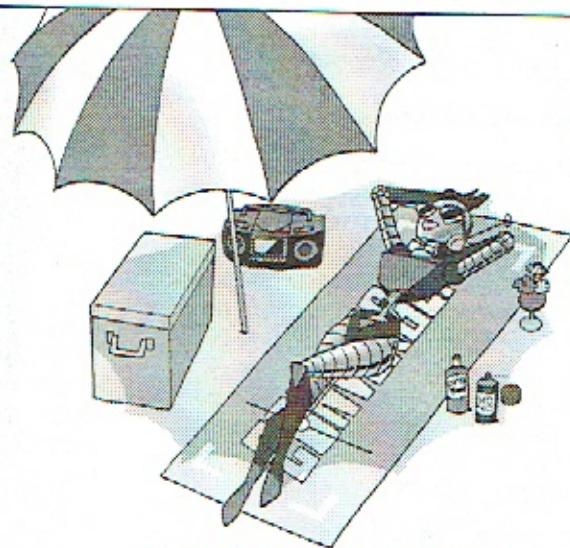
CONVENTION POLICIES

We have chosen these policies to help everyone at the convention have a good time. We want to thank you in advance for helping keep this a fun and SAFE convention for everyone.

- **Animal Policy:** No animals please. The exception is working animals such as helpers and guide dogs. Please do not bring your animals to the convention. If you do you will be asked to leave without a refund.
- **Badge Policy:** Your convention badge is necessary for your participation in various convention activities. It allows you access to the convention areas and proves you are a member in good standing. CONvergence reserves the right to revoke the membership of any member that breaks our house rules, or acts in a manner that is unsafe or unacceptable.
- **City, County, State and Federal Laws:** Please remember – if it is a law on the outside of the convention... it's a law on the inside, too.
- **Smoking:** If you smoke, please be considerate of others and use the public areas posted for smoking. Smoking is permitted indoors only in spaces clearly designated as smoking

Here are a few ways we can be of service...

- **Questions, comments unusual problems?** Come on in and talk to us. We may have the answer, and if we don't, we know who does.
- **Lost and Found.** Find things you've lost... lose things you've found (with the proper paperwork, of course).
- **After Hours Registration.** You can register after registration closes. See a Bridge officer. You must have a picture ID.
- **Report and Replace Lost Badges.** When Registration is closed, this is the place to replace lost badges.
- **Obtain Limited First Aid.** We do have qualified first aid just seconds away.



But please remember to keep this service to an emergency basis only. The people that serve you are also convention attendees and would like to see some of the convention as well. For emergency you can dial 7215 or 55 from any Radisson house phone.

areas. Designated smoking areas include the hotel bar and lounge, designated smoking rooms, parts of the ConSuite and other posted areas.

- **Weapons Policy:** We want to have a safe and enjoyable convention, so please leave your weapons in your room. If you need to carry a weapon, please follow these policies or risk being asked to leave the convention without a refund.
- **No projectile weapons:** If it projects a solid, liquid, gas, or energy with enough force to annoy, it's a projectile weapon.
- **All weapons** must be carried in a sheath, sling, or other container of some kind at all times.
- **Peace-bonding** is required on all weapons. If you don't do it, we will. A "peace-bonded" weapon is one tied into its sheath or container with a functional but decorative binding. It prevents someone else from taking your weapon without your permission and it is a visible sign that you are a responsible person.
- **We define weapons** to include real weapons (they do what they look like), facsimile weapons (they look

real), anything actually used as a weapon (don't even think about it) and anything an otherwise ignorant being would surmise is a weapon.

- **Targeting anyone** with a laser-sighting device is annoying and can be considered assault.
- **Use good judgment:** Even if it complies with the rest of the rules, if it is unsafe or would reduce the enjoyment of others, please don't do it.



Events and Programming

The following list of events and programming...

Schedule Changes

CONvergence Programming and Publications are working together to make sure that the Programming information that appears in the pocket guide is as current and accurate as possible, but last minute changes and corrections are inevitable. Programming Update flyers will be published each morning of the convention and will be available by 9:00 am from the Information Desk, Programming Ops, the Engineering Area and on the Freebie Tables.

Anime Room

WHERE: Plaza 3 (1st Floor)

WHEN: Opens 6:00 pm Friday

Closes: 12:35 pm Sunday.

Anime will be available 24 hours a day at CONvergence! Stop by the Anime Room to enjoy your favorites or discover something new. The Anime Room is separate from the Anime Programming Track, which will feature panels in the Bloomington Room. CONvergence would like to thank the Twin Cities Anime And Manga Society (TCAAMS) for hosting and operating the Anime Room at CONvergence. For more information on TCAAMS, check out their web site at

<http://www.spacestar.com/users/medic/TCAMS/index.htm>

For the schedule of programs being shown in the Anime Room, refer to the CONvergence Pocket Programming Guide.

Art Show & Auction

WHERE: Atrium 6 (2nd Floor)

The CONvergence Art Show provides a showcase for the work of Science Fiction and Fantasy artists both regional and national. The three sections of the CONvergence Art Show will be the Main Section (for most artwork), the Adults-Only Section (at the discretion of the artist or Art Show Head), and the Print Shop. Visit the art show for information on entering or purchasing artwork. The art show will open for viewing at 2:00 pm Friday. For a complete listing of the art show schedule and information about check-in, refer to the Pocket Program Guide or stop in at Atrium 6.

The Art Auction will begin at approximately 9:00 pm Saturday, after the end of the Masquerade presentation.

Cinema Rex

WHERE: Plaza 4 (1st Floor)

Cinema Rex is CONvergence's official film room; a place to relax, be comfortable, eat popcorn, chat, and (oh yeah) watch great films. Who wants to sit through a movie sitting in a hard chair? Well, you don't have to. Rex has brought in a truckload of comfy couches, chairs, and love seats for your beleaguered bottoms. Fresh-made popcorn (yum yum), candy and beverages will be available at our Cinema Rex concessions stand. Best yet, it's all free!

Most of the films projected onto our 10-foot screen will be from DVD or Laserdisc to ensure a sharp image. In addition, all widescreen films will be shown in letterbox format. Did we mention surround sound?

In the end, a film room can only be as good as the films it shows. Several factors went into selecting the following lineup. We wanted to show a variety of movies: classics that everyone should have seen (but we know you all haven't), films that are painful to watch on a small screen let alone pan and scanned, films that are fun to see with a crowd, and some of Rex's personal favorites. See the Pocket Programming guide for the Cinema Rex playlist and schedule.

COF₂E₂

WHERE: Poolside Cabana (1st Floor)

WHEN: 7:00 pm Friday -
11:00 am Saturday
7:00 pm Saturday -
11:00 am Sunday

COF₂E₂ is our free coffee shop, offering Espresso, regular coffee and chocolate steamers. In accordance with our agreement with the Radisson Hotel South, COF₂E₂ will be closed during daytime hours, during which time coffee will be available in the hotel coffee shop.

COF₂E₂ also has two musical venues. Refer to the Pocket Program Guide or stop by for more information on who's playing and when.

ConSuite

Not just a place to grab free food and pop, ConSuite is also a place for people to have fun and hang out. Whether that means vegging in front of the TV or actually participating in conversation with your fellow con-goers is up to you.

Shannon Leslie and Charmaine Pamell will be doing their best to make ConSuite a great source of fun as well as a place to re-charge your batteries while at CONvergence.

Costume Display Area

WHERE: Atrium 7 (2nd Floor)

WHEN: Friday 2:00 pm - 6:00 pm
Saturday 10:00 am - 6:00 pm
Sunday 11:00 am - 4:00 pm

CONvergence's Costume Display Area is a secure, badged room where we can safely display Costumers' past creations. Costumers are encouraged to contact Kat Pepmiller for more information on how they can display their work in this area for this and future years.

Dealers' Room

WHERE: Grand Ballroom West

WHEN: Friday 2:00 pm - 6:00 pm
Saturday 10:00 am - 6:00 pm
Sunday 11:00 am - 4:00 pm

Scheduled Dealers:

Herbs, oils, sachets & jewelry

- Anime Kingdom
- Ann's Woodland Expressions

Comic book publisher

- Arrow Comics Group

Historic reproductions, jewelry & artwork

- Artifacts by J. Henderson

Jewelry in silver and gold

- Bronze Age Enterprises

Sterling & gemstone jewelry

- Captive Elements (Jewelry and T-shirts)
- Costumes for your Eyes
- Dreamhaven (Books, comics)
- Dreamscape Designs

Books, stones, crystals, metaphysical

- Everstar

Stained glass and statuary

- Gothic Designs

Stuffed critters - dragons, gryphons, etc.

- Ingar Raymond
- Kyril's Cavern

Gaming merchandise

- Maiden Mongolia
- Mere Dragons (Art prints, swords, daggers, bumper stickers)
- Mirkwood Coffee, Comics and Games

Jewelry, stones and crystals

- Mo's Designs (Crystals, meteorites, ancient artifacts, jewelry)
- MoonShadow's Landing

Cutlery

- Odalisque (Fantasy historical costumes, jewelry and toys)
- Painted Unicorn (T-shirts, sweatshirts, buttons, cards and cloaks)
- Reaction Figures
- Something Different (Used paperbacks, pewter, jewelry, SF collectibles)
- StarFire Swords Ltd.

Jewelry, pouches and soap

- Starstone's Jewelry

RPG products

- Teamsters
- The Realm of Imagination

Pewter, ceramic figurines, spun glass

- Treasures and Trinkets
- Trust No One Comic, Cards and Collectibles
- Wayne McCloud

Fan Faire

WHERE: Poolside (1st Floor)

WHEN: Noon - 2:00 pm Saturday

The first ever CONvergence Fan Faire will be held Saturday afternoon by the poolside. Fan groups, clubs, and organizations from all over the Twin Cities and beyond will be there, looking for new members and friends.

All fan-related organizations are invited to participate in the CONvergence Fan Faire. Come find other left-handed cross-dressing Albanians who are into Space: 1999!

Gadgeteer's Petting Zoo

WHERE: Veranda Ballroom 3 - 4
(2nd Floor)

WHEN: Friday 1:00 pm - 9:00 pm
Saturday 1:00 pm - 7:00 pm
Sunday 1:00 pm - 5:00 pm

Yet another of CONvergence's many fine attractions is The Gadgeteer's Petting Zoo. Here you will be able to experience many interesting techno-toys. Gadget-master Richard Caylor has put together a collection of strange and unusual contraptions for your entertainment and amusement, many from his own collection. Stop by and see the cute little gadgets that may someday rise up and overthrow their human masters!

Science Display Area

The MN Space Frontier Society is bringing their vast array of display posters, models, toys and videos including some from the Mars Society. The MN Astronomical Society is bringing their telescopes (weather permitting) Friday and Saturday nights to look through. The University of MN Geology Department will have on display various meteorite samples. The Minneapolis Planetarium is sending some great display materials. Jeff Claussen will have many of his space models on display.

Gaming

In addition to a programming track filled with panels and discussions on various kinds of gaming, our 8-room Gaming Suite will occupy the entire 2nd floor of the Radisson South. In addition to many role-playing events (including official Living City events), scheduled gaming events include two Live Action Role-Playing Games (LARPs): *Renewal* - Presented by Darrell Hardy, and *Society in Shadow* - Presented by Wyrld Images.

CONvergence also will feature three Collectible Card Tournaments: *Star Wars Decipher Swiss Format*.

WHEN: Friday, July 2, 8:00 pm
Midnight, FREE with Registration for CONvergence

Babylon 5 - Constructed, and "Magic: The Gathering - Urza's Cycle Sealed". Mirkwood Coffee Comics & Games is hosting these Collectible Card Tournaments, providing prizes, judges and sanctioning. Booster packs will be awarded to tournament winners.

For more information on Mirkwood, e-mail them at:

Mirkwoodcc@aol.com

or go to:

<http://www.rpg.net/mirkwood>

The Masquerade

WHERE: Grand Ballroom East
(Mainstage)

WHEN: 7:00 pm Saturday Night

Produced by Kat Pepmiller, the Masquerade will be held Saturday night at 7:00 pm in the Great Hall. It promises to be a fantastic show and a great opportunity for regional costumers to compete and display their abilities in costuming and presentation.

For more information on participating in the Masquerade, simply visit Masquerade Registration at the convention.

Masquerade Registration Hours:

WHEN: Friday: 11:00 am - 7:00 pm
Saturday: 9:00 am - 11:00 am

No Masquerade Registrations will be accepted after 11:00 am on Saturday.

Music

CONvergence will feature live music both as Mainstage acts and in our COF2E2 venue.

Lojo Russo and Funks Grove

WHERE: Grand Ballroom East
(Mainstage)

WHEN: Friday, 10:30 pm - 12:00 am

Featuring the well-loved, packing their bags for the trip to the top, purveyors of the Squinky-In-A-Lick-Me-Kind-Of-Way sound of Folknojazz... Ladies, Gentleman, and Visitors from other Galaxies... the Sexiest Band in America, the Milky Way and soon to be Canada... Lojo Russo & Funks Grove!

Passage

WHERE: Grand Ballroom East
(Mainstage)

WHEN: Friday, 8:30 pm - 10:00 pm

Passage is a 6-member group that is more than a band, it is a musical experience. With instrumentation that includes lush and layered guitar work sprinkled with the soothing tones of hammered dulcimer (played by Joel Hanson), one

will find lead singer Christian Erickson's voice gliding along the poetic lyrics of guitarist Aaron Keshner. Along with drummer Craig Grossman, bassist Tim Ritter, and vocalist Diana Vaicius, Passage takes you on a languid, not-in-a-hurry-to-do-anything-but-bathe-in-the-sounds journey that is sure to please many.

All the Pretty Horses

WHERE: Grand Ballroom East
(Mainstage)

WHEN: Saturday
10:30 pm - 12:00 am

Their sound is eerie and dark, yet energetic and sensual. All the Pretty Horses are a Minneapolis-based all-Amazon power-melodic glam rock band with a dark side who deliver a hybrid of poetry, rhythm, strength and a glittering-glam visual performance. Throw in some lipstick, spiked boots & black leather - add glitter and stir! With their unique lighting, costumes, dancers and raw sexual energy, you will be captivated by their performances.

COF2E2 Musical Venue - Schedule

The COF2E2 free coffee and espresso shop also has two musical venues. The following acts were confirmed at press time:

Freezerburn
Windsinger
Psychopop
R'evé du Fon
Borderlands
Moggenahf
Whiskeydicks

Refer to the Pocket Program Guide or stop by COF2E2 for a schedule of playtimes.

Parties

CONvergence is pleased to have many exciting parties scheduled. They can be found around the poolside area on the first and second floors. For a more detailed listing of scheduled parties, refer to the CONvergence Pocket Programming Guide.

Phule's Club

WHERE: Atrium 8 (2nd Floor)

WHEN: Friday 8:30 pm - 1:00 am
Saturday 9:30 pm - 2:00 am

Come one, come all, to the Greatest Gaming Establishment and Smart Bar in the Known Galaxy - Phule's Club awaits your patronage.

Phule's Club is a fast paced, fun filled game emporium and high-tech smart bar set in that best of all Ancient Egyptian times, the Cyber Era. You can try your hand at building a pyramid in Pharaoh's Challenge or pit your skill and wit against our Dragon Poker dealers. A fan of Battlestar Galactica? We will be running a table of Pyramid, Starbuck's favorite game. And for those of you who are tougher than bantha steak and think that Lady Luck is a close personal friend, we have Sabbac. From the worlds of Star Wars, Sabbac relies of a steady nerve, luck and a bit of the Force. Can you win the title, fame and fortune of CONvergence Sabbac Grand Champion?

Money is no problem because Phule's Club will provide the chips. Winning? Well, that's a Snarg of a different color.

Silent Auction

WHERE: Atrium 7 (2nd Floor)

WHEN: Friday 2:00 pm - 6:00 pm
Saturday 10:00 am - 6:00 pm

CONvergence is holding a silent auction to benefit our parent organization, The Minnesota Society for Interest in Science Fiction and Fantasy (MISFITS). Bids will be accepted Friday and Saturday and the winners will be posted Sunday. Rules will be posted in the room.

Soylent Theater

WHERE: Grand Ballroom East
(Mainstage)

WHEN: Preview - Masquerade

Halftime Show - Saturday Night

Full Show - Sunday, 1:00 pm

Masters of sci-fi/fantasy comedy antics, Soylent Theater is people! Specifically it's Tim Uren and Kelvin Hatle, creators of the Geek Show, teaming up with the Scrimshaw Brothers and Adrienne English. They're in the Masquerade half-time, they're in the Main Stage on Sunday, they're in the Minnesota Fringe Festival, they're in your head!

Publications Shameless Plug

The vast majority of this year's artwork was provided by Publications Director Christopher Jones. The intent was to have as consistent and cohesive a look as possible while attempting to establish our identity in CONvergence's first year.

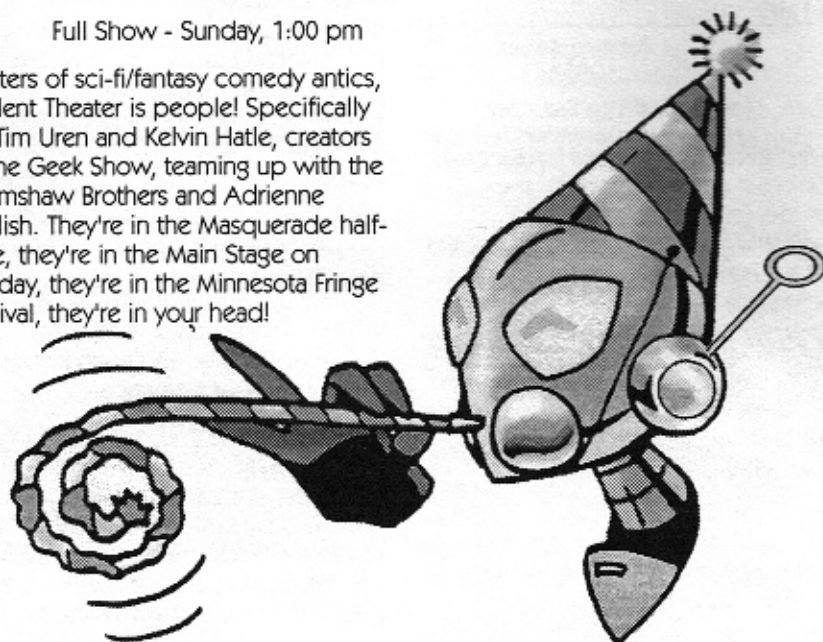
Following CONvergence 1999, we hope to showcase the artwork of more regional artists in publications for CONvergence and other aspects of MISFITS. Publications for MISFITS in the upcoming year will include a MISFITS Newsletter, Publications for MISFITS' writing groups and contests, and various flyers and other materials throughout the year.

Artwork is contributed on a volunteer basis, and there is no payment unless the artwork is to be used on some piece of merchandise intended for sale. In such a case a fee or percentage of money made would be negotiated in advance with the artist.

In addition to artwork, MISFITS publications is seeking responsible, motivated individuals with Writing, Editing, Desktop Publishing and Layout skills for the following year. We even want to hear from you if you have copying resources that you can share with us.

In short, "We want you!" Let us know if you have talents or resources that you can share with us. Contact Publications at:

CONvergence
PO Box 13208, Dinkytown Station,
Minneapolis, Minnesota 55414
(612) 996-9224 (24-hour hotline)
<http://www.CONvergence-con.org>
converge99@aol.com



CONvergence 1999 Convention Committee

Administration Division

Derrick Dasenbrock Director

Financial Division

Pat Wick Director
Bethany Davidson Support
Sheree Rumbaks Support
Bruce Yoder Support

Marketing Division

Jeremy Stomberg Director
Donna Cunningham Art Show
Michael Fanslow Concessions
Renee Balazs Dealer's Room
Perrin Klumpp Fundraising

Facilities Division

Ishmael Williams Director
Leslie Powell Support
Laura Lochen Eng. Co-Head
Loren Botner Eng. Co-Head
Nadim Khalidi Eng. Co-Head
Wayne Grimmer Eng. Sub-Head
Samantha Kopp Support Staff
Rhonda Danielson Hotel
Ishmael Williams Hotel Dept. Head
Michael Alexander Hotel Sub-Head
Linda Paul Hotel Sub-Head
Jules Raberding Hotel Support

Ted Meisner Hotel Support Staff
Jolene Geise Hotel Support Staff
Charles Piehl Hotel Support Staff
Bryan Eckstrom Teamsters

Communications Division

Windy Merrill Director
Kelly Pope Support
Mark Rumbaks Support
Kelvin Hatle Fan Liaison
Cindy Barwin Information
Tim Uren Media Liaison
Ryan Alexander Registration
Rob Withoff Video
Charles Piehl Volunteers

Publications Division

Christopher Jones Director
Bonnie Glander Support
George Richard Advertising
Yuk Ki Lau Publishing Support
Elliott Proofing
Cynthia Lee Proofing
Paul Comeau Web Page
John Dassow Web Page

Events Division

Tim Wick Director
Diana Steben Support
Ron Patire Anime Room
Michael Huyck Art Programming

T.J. Starbuck Children's Programming
John Grams Cinema Rex
Eric Knight Cinema Rex
Zvie Razieli Cinema Rex
Judy Byers COF2E2 Sub-Head
Jody Wurl COF2E2, Lit.
Nick Post Comics Programming
Shannon Leslie Consuite
Gypsy Consuite Sub-Head
Richard Caylor Gadget Master
Marc Soderburg Gaming
Kevin McColl Gaming Programming
Sherry Roth Green Room Manager
Matthew Gress Hard Science
Erik Pakieser Hard Science Sub-Head
Bill Lochen Mainstage
Peter Verrant Mainstage Tech
Kat Peppmiller Masquerade
Corvus Elrod Masquerade MC
Tim Uren Movies Prog.
Dayna Wolter Music, TV Programming
T.J. Starbuck Parties
Michelle Clark Parties Sub-Head
Linda Petersen Parties Sub-Head
Perrin Klumpp Phule's Club
Stephanie Lindorff Programming
Anna Bliss Programming
Mat Brener Teen Room

CONvergence would like to thank a few people...

We have to start by thanking our founder Leslie Powell for starting all this. If it wasn't for her, we wouldn't be here.

Thank you to all the members of the Convention Committee, all the pre-convention volunteers, and everyone who gave us their good will for helping to make the convention happen.

Thank you to everyone who bought a button or T-shirt, to everyone who bought a ticket to the Variety Show, a Karaoke Night, or a MISFITS Movie Night and thank you to all our Sponsors for helping us meet our budget.

Thank you to everyone who pre-registered (for a supporting OR full membership) who knew you wouldn't be able to attend, but just wanted to support what we were doing.

Thank you to our Guests: Fory Ackerman, Gary Russell, Harry Knowles, Pamela Keesey, Gordon Purcell, and Jay "Father Geek" Knowles.

Thank you to the members who came and became a part of CONvergence. This isn't just our convention, it's yours, too.

Thank you to Kat Peppmiller and everyone who has helped with the ongoing Target Center fundraising events.

Thank you to the officers of MISFITS for turning it into a reality faster than the Board believed possible; and thank you for all the MISFITS staff who help run the many MISFITS clubs and events.

Thank you to the conventions where we held room parties (see the list that follows); and thank you to Con of the North who let us have a promotional table at their convention.

Thank you to Nathan Block and the Maplewood Plaza Theater for his partnership in the monthly MISFITS Movie Nights, and thank you to Perrin Klumpp for making them happen.

Thank you to Marlys Dorfer, reservations manager at the Radisson Hotel South; Jolene Hawkins, sales and catering at the Radisson Hotel South; the rest of the Radisson Hotel South staff and the staffs of the Wyndham Gardens and the Sofitel.

Thank you to the LOCAL FAN GROUPS for their support:

The Celestial Affiliation of Time Lords, Club Adventure, Con of the North, IKV Rak'Hell, The Minnesota Dr. Who Viewing Society, MN Fan Alliance, The MN Space Frontier Society, MN-Stf, ROG, Tarnis, SWAMP, The Teamsters, The Twin Cities Anime And Manga Society, USS Behr'Ak, USS Nokomis, and MISFITS.

Thank you to the following ORGANIZATIONS:

Hamline University, Mirkwood, Strom Travel, Taco Bell, Wyrld Images.

Thank you to everyone who helped with the following EVENTS:

- CPAPAHWWH – The CONvergence Pre-Anniversary Picnic and Hootenanny With Wacky Hijinx
- FALL AND SPRING GARAGE SALES
- KARAOKE NIGHTS I & II
- MAGIC THE GATHERING TOURNAMENT

- MISFITS TEAM TRIVIA CHALLENGE
- VARIETY SHOW

Thank you to everyone who helped with the following ROOM PARTIES:

- MINICON 33 ROOM PARTY – CONvergence is Imminent
- DEMICON 9 – For the love of God, have a Potato
- ICON – CONvergence is ImmiMINT
- SUPERCON – “But you told us we couldn’t HAVE a room party...”
- MARSCON ROOM PARTY – Red Shirt Party

- MINICON 34 ROOM PARTY – Mos Eisley CONteena and Fiesta Show Lounge

- DEMICON 10 – MixiCON Fiesta

Thank you to the following individuals:

Ryan Alexander, Kari Askeland, Cindy Barwin, Judy Beyers, Marty Beyers, Richard Caylor, Paul Comeau, Alex Corbin, Derrick Dasenbrock, John Dassow, Bethany Davidson, Elliott, Jason Enberg, Adrienne English-Scrimshaw, Joseph Fry, Matt Gress, Darrell Hardy, Kelvin Hatle, Eric Hauser, Cedric Johnson, Christopher Jones, Mike Kent, Chris Kent, Greg Ketter, Perrin Klumpp, Erik Knight, Garry Kopp, Eve Kramer, Eve Kramer, Yuk Ki Lau, Cynthia Lee, Stephanie Lindorff, Herb Lindorff, Omega Man, Wayne McCloud,

Windy Merrill, Dave Mitchell, Kathy Peppmiller, Charles Piehl, Dave Potter, Dave Potter, Leslie Powell, Jules Raberding, George Richard, Sarah Richard, Robb Rolloff, Les Roth, Mark Rumbaks, Sherry Rumbaks, Joseph Scrimshaw, Joshua Scrimshaw, Kris Spies, T.J. Starbuck, Jeremy Stomberg, Carol Stoneburner, Mary Switras, Peter Verrant, Bill Wallace, Vivian Wallen, Cathy Wick, Don Wick, Tim Wick, Pat Wick, David Wilford, Ishmael Williams, Rob Withoff, Dayna Wolter, Bruce Yoder, Julie Yoder.

Thank you to all of our sponsors, and thank you to all the Cheapskate Weasels... you KNOW who you are.

And lastly, our thanks... and apologies... to anyone we forgot!

GLOSSARY

The following glossary of terms contains some terms that are new and unique to CONvergence and others that are probably very familiar to many of you. We include all of them here because every con is a first con for someone...

Anime – A term referring to Japanese animation (sometimes called Japanimation) covering a large number of different genres and interests.

Board of Directors – The Board of MISFITS; a group of seven people who oversee the production of the convention. This year's board members are Jeremy Stomberg, Pat Wick, Windy Merrill, Derrick Dasenbrock, Christopher Jones, Tim Wick and Ishmael Williams.

Bridge – HQ for Engineering and the “nerve center” of the con. All complaints, emergencies and requests for assistance are routed through the bridge. The bridge is located in Verandas 1 & 2 in the South Tower.

Cinema Rex – CONvergence’s movie room. Located in Plaza 4 of the North Tower.

COF₂E₂ – CONvergence’s free Espresso bar. Located at the East end of the Pool in the South Tower.

Convention Committee / ConCom – Any department head, sub-head or board member of CONvergence.

Connie – Our beloved robot mascot. Ain’t she cute?

ConSuite – A 24-hour hospitality room where you can find food, drink and company. Located on the second floor at the East end of the pool in the South Tower.

Dealers’ Room – A room where you can find all manner of merchandise that

will allow you to remember the incredible weekend you just had. Located in the West Ballroom in the South Tower.

Engineering – The nerve center of the convention, they help keep all departments in touch with each other and you, the fan. Consider them your hosts and hostesses for the weekend. If you have a question, comment, compliment or problem, contact Engineering by picking up the nearest house phone and dialing 7215, or come visit them on the Bridge in Verandas 1 & 2.

Fan Faire – A place where fan groups and convention organizers can meet with the public. Takes place from Noon - 2:00 pm Saturday poolside.

Featured Guest – A Featured Guest has made contributions to some facet of Science Fiction and Fantasy, and are people we hope you’ll want to meet. Featured guests will typically be available for several panels or signings at the convention.

Gadgets’ Petting Zoo – A room filled with all sorts of stuff you should have in your home. All the little technological gadgets we could find are available for you to look at and sometimes even to play with. The Petting Zoo is located in Verandas 3 & 4 in the South Tower.

Guest of Honor / GOH – CONvergence will typically have about three Guests of Honor (GOH’s) per year. A GOH is not only someone from the realm of Science Fiction and Fantasy we think you’d like to meet, but have distinguished themselves as being among the best and brightest that SF and Fantasy have to offer (sort of like being on the Honor Roll).

Information Services – The place with all the answers. Located in the center ballroom of the South tower, Information Services is where to go if you need to know when the art auction is, what COF₂E₂’s hours are, how many tables we have in the dealers room – well you get the idea.

LARP – Short for “Live Action Role Playing Game,” this is a role-playing adventure that is acted out in some fashion throughout a setting like the convention hotel, rather than merely verbalized around a table.

The Masquerade – A costume contest held on the Main Stage on Saturday night.

Member – The name for all paying attendees who by their participation become “members” of that year’s convention.

MISFITS – Acronym for The Minnesota Society for Interest in Science Fiction and Fantasy, the parent non-profit organization that runs CONvergence.

Phule’s Club – Our completely legal at con gambling casino and smart bar! You can play Dragon Poker, Pyramids or compete in our Sabbac tournament for the Millennium Falcon. Located in Atrium 8 in the North Tower.

Pocket Guide – One of two publications given to all members when they check into the convention, the Pocket Programming Guide (or “Pocket Guide”) gives you the schedule information you need to help you decide how to spend your time at the convention.

Pre-Registration – Any registration received before our cut-off date. Following that date, all registrations are “at the door”.

Professional Panelist – A professional in a particular field who is being nice enough to sit on some panels and share their expertise.

Program Book – One of two publications given to all members when they check into the convention, the Program book is the primary souvenir and archival record of the guests and features of that year's convention.

Programming – Panels, discussions and readings that take place throughout the hotel.

Progress Report – A publication sent out twice a year to tell you how our convention is shaping up.

Room Parties – Parties thrown by various organizations, clubs and individuals out of their hotel room.

Supporting Membership – A low rate membership available to people who are unsure if they can attend the convention or just can't afford to pay the entire registration fee up front.

Waldo – Roving representatives of the Engineering department.

Advertisements

ODDITYZ inc.
Custom Screen Printing
& Embroidery

2504 - 39th Ave. N.E.
St. Anthony, MN 55421

(612) 781-0550
Fax: (612) 781-0727


TWIN CITY COMICS
4848 CENTRAL AVE. NE, COLUMBIA HEIGHTS
(612) 572-8768 FAX (612) 781-0727
NEW MODERN STORE "COOL STUFF"
COMICS, MAGIC, STAR WARS, CARDS, TOYS, ETC

Dan's Creature Creations
Let me make you into the critter of your dreams.



Character art for your Postcards
Contact hermmojosh@hotmail.com



mirkwood
coffee comics and games

1224 E 66th Street
Richfield, MN 55423
(612) 861-6718

www.rpg.net/mirkwood
Mirkwoodcc@aol.com

U.S.S. BEHR'AK NCC-1797

Captain Steve Erickson
(612) 784-6235
serickson@ncs.com

First Officer Ralph Krantz
(651) 659-9572

"There are always possibilities for those
who dare"



Cheep Seats!

\$1.00 admissions

WHEN YOU BRING THIS AD
TO THE MPLS PLANETARIUM!

Expires Dec. 31, 1999

Coupon valid for up to four (4) \$1.00 admissions to any public star show. Not valid with group shows or any other offer. For more information call (612) 630-6150.

300 Nicollet Mall



Gaming Cards
Trading Cards
Hot Wheels

Rawcliff Pewter
Action Figures
Supplies

NORTH CENTRAL
CARDS & COLLECTIBLES

Specializing in gaming cards & Sci-Fi collectibles

612-574-1776

Fax: 574-1537
E-mail - NCC@skypoint.com

Holly Center Mall
6536 University Ave. NE
Fridley, MN 55432

COME ON . EVOLVE



ROOM 123



MUSIC



SCI-FI FILMS,
ANIME & RADIO



VISUALS



SENSOR RE-ENGINE

NEOTOKYO



USS Nokomis
NCC-1858

A Twin Cities Star Trek® Fan Club

Welcome aboard

The *U.S.S. Nokomis NCC-1858* is the largest *Star Trek* fan club in the Twin Cities, metropolitan area. We have members from all over the Country.

We are all good friends that have a common interest in the *Star Trek* shows and it's implied philosophy. We all dream of a future filled with ideas created by *Star Trek* and take and apply them to the world we live in.

We work together voluntarily on common goals to help our community, and children. We have lots of fun, meetings, and socialize with other science fiction fans as well.

Please visit our Sci-Fi Hospitality Room at Convergence, and enjoy the Convention.

**UNCLE SVENS
COMIC SHOPPE**

BEETMAN & BEETRICE SAY:



UNCLE SVENS COMIC SHOPPE

1838 ST. CLAIR

ST. PAUL MN 55105

(651) 699-3409

HOURS

TPB'S

MON.-FRI. 3-6

COMICS

SATURDAY 10-4

SUPPLIES

CLOSED

GAME CARDS

SUNDAY

GENEROUS DISCOUNTS

FULL SUBSCRIBER SERVICE

ESTAB. 1982

Adventure!
Roleplaying!
Danger!

Mystery!
Honor!
Fabulous Prizes!

of **Realm** 
Imagination

Become a Citizen! realmoi.com

ROLEPLAYING TOURNAMENT

Two Days of the best roleplaying at the con!

Friday Night 4pm-8pm

Saturday 10am-3:30pm

So, you think you have honor? You think you have courage? Step into the Realm™, become a citizen, and put your skills to the test...

Experience Role-playing at its finest!

Local gaming company Realm of Imagination is sponsoring a tournament at Convergence this year! Be one of 30 participants in this three GM epic adventure of teamwork, honor, and betrayal.

FIVE DVD MOVIES TO BE AWARDED!

All it takes is everything you've got. Fantastic role-players will find themselves walking away with DVD's, ROI™ modules, and more!

got anime?

Please come to our next free showing
at the Southdate Hennepin County Library,
Saturday August 21st, from 11:30am to 5:00pm

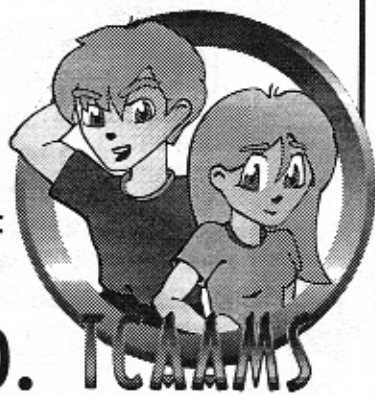
Twin Cities Anime And Manga Society

Featuring:

Child's Toy
Black Jack
The Dagger of Kamui
Lupin, the TV Series

Contact us by mail:

P.O. Box 131553,
Roseville, MN 5511



we do. TCAMS

<http://www.spacestar.net/users/medic/TCAMS/>

**Davanni's Hot Hoagies
make imitators
look silly.**



Other sandwiches may masquerade
as Hot Hoagies, but one taste and
you'll see through their disguise.

DAVANNI'S
PIZZA & HOT HOAGIES
"Everyone Leaves Happy"



**All creatures will
make merry.....
under pain
of death !!
Enjoy the Con,
by order of Ming**

MING
LORD OF MONGO,
KING OF MARS,
BELOVED DESPOT OF TERRA.

T.G./H.D.S. PARTY
FRIDAY 8 - ??
CABANA 128

TAKING OVER THE WORLD..... ONE HOUSE AT A TIME
AKA GEORGE RICHARD, REALTOR,
CALL (612)781-3868

Edina Realty Home Services

Realm 
of Imagination™
 Become a Citizen! realmof.com

PARTY at
 Our first Annual
 Citizens Gala!

Cabana Party!

Friday Night 8pm-2am
 With Dream Stitches!

Saturday Night 8pm-4am
 Featuring "The Booley Band"
 at 8pm and 9pm

What's Happening at our Party?

Meet the Lords and Ladies of the Realm
 Peruse some of our modules at your leisure
 Experience the Music of the Realm
 Become a "Friend of the Realm"

Enter our Hourly Raffles for Free Stuff!

Get a Computerized Rune Reading from the Runemaster

Oh Yeah -- and Party Party Party !!

WORLDS WORTH EXPLORING.

The WAR of the WORLDS
 THE MEMPHIS FRONT

The Land of


Miss
 CHEVIOUS
 THE ARMAGEDDON
 PROJECT

SPANK
 The Monkey.

Dr. GOYLE

COMICS WORTH READING.
 EXPLORE OUR WORLDS.

STOP BY OUR TABLE-
 TELL US YOU SAW THIS AD-
 GET A FREE COMIC.

P.O. BOX 7014
 FLINT, MI

WWW.ARROWCOMICS.COM



Source Comics and Games

1601 West Larpentour
 Ave

Falcon Heights, MN

55113



Www.sourcecandg.com

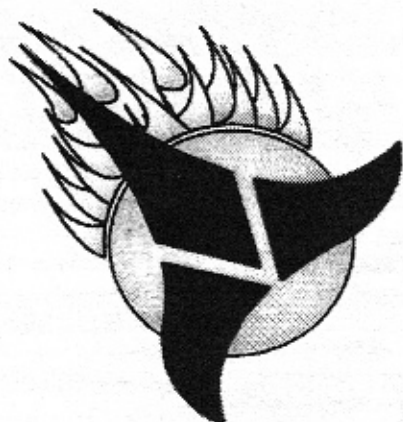
Bobsourc@aol.com

651-645-0385

Thanks for going to the show! My staff and myself are at the Origins Game Fair and Dragon Con. We will try and be here next year. Bring this ad in for a 10 percent discount on your next purchase at the Source Comics and Games!

Take Care: bob

WE'RE LOOKING FOR A FEW RICH AUDIENCE MEMBERS.



The Widows & Orphans

Telethon

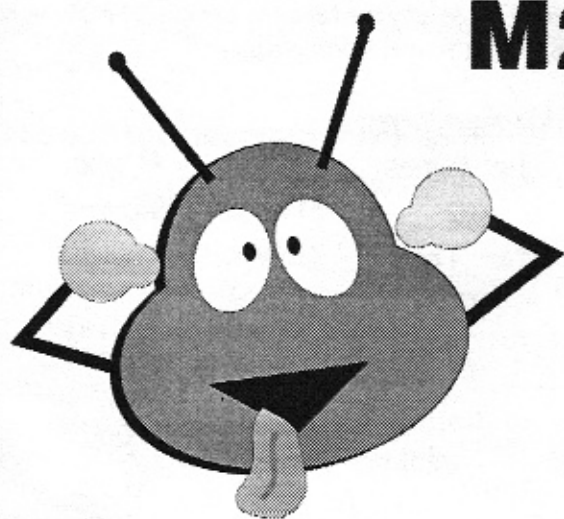
Presented by

The IKV Raketell

THE QUADRANTS PREMIERE
BODY GROUP AND DRAMA DISPOSAL UNIT
INVITES YOU TO ATTEND
SATURDAY 10:30 AM
OR STOP BY OUR ROOM PARTY, GABANA 130
SATURDAY POST MASQUERADE - ??
WE HAVE WAYS OF MAKING YOU ENJOY YOURSELF

DON'T PANIC

M2K is coming!

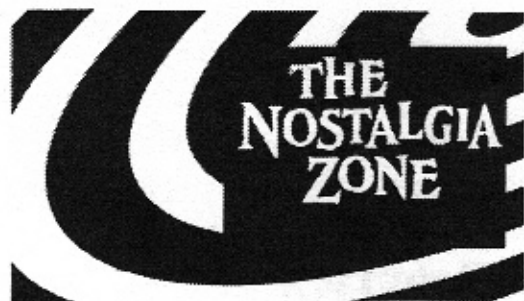


MarsCon 2000
May 12-14, 2000
Radisson South, Bloomington

www.marscon.com

P.O. Box 600458
St. Paul, MN 55106
marscon2k@hotmail.com

Chris Budel, prop., presents



OVER 80,000 COMIC BOOK ADVENTURES

Even you will believe a man can fly

See the Big Red Cheese!

Solve crime with the Dark Knight detective

Watch as the world's greatest brain becomes a hideous green monster

Touch the world's richest duck!

Choose between Betty or Veronica

Admire the billionaire kid!

Enter the dreaded vault of horror, crypt of terror and experience the haunt of fear!

View possible action figures!

SEE CARTOON STARS ETCHED IN GLASS!

Fight with warriors from a Galaxy Far, Far Away...!

Relive wars

Experience looney tunes and silly symphonies

See super men & wonder women

Read the Classics!

Explore the Wild Wild West!

But most of all HAVE FUN!

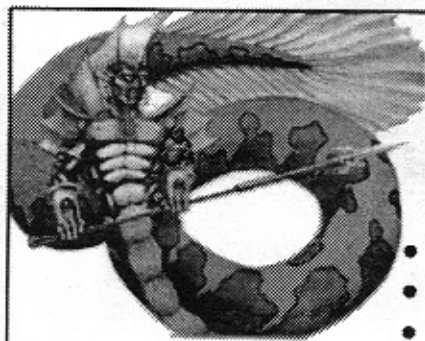
WE BUY • SELL • TRADE

3149 1/2 Hennepin Ave. S.
Minneapolis, Minnesota 55408

612/822-2806

SEND FOR FREE CATALOG

Joel Thingvall, gen. mgr.



MAGIC

The Gathering

Magic: The Gathering® trading card game.

- Save 20% on Comics!
- Gaming Table Area
- Weekly Tournaments
- Monthly Leagues
- **JOIN** in the fun **NOW!**

Outpost 2000 & Beyond

2995 Brookdale Drive, Brooklyn Park

Hours: Mon-Tues Closed, Wed-Fri 11:30-9, Sat 10-9, Sun 11:30-6

Or Call us at 612-585-1049 for an appointment!

Your local Comic, Magazine, Card & Collectibles Store!



WIZARDS OF THE COAST and Magic: The Gathering are registered trademarks of Wizards of the Coast, Inc. ©1999 Wizards of the Coast, Inc.



Take the role of your favorite hero and battle against malevolent Marvel SUPER-VILLAINS™.

We Feature:

Star Wars	Marvel	Magic
DC	Pokemon	Wizard
Star Trek	Image	& More!!

*** COUPON ----- COUPON ***

Bring in this coupon for a **FREE** comic or CCG Booster Pack when you buy any 2 comics or booster packs!

Exp. 1-31-2000 Limit 1 coupon per customer.

Marvel Super-Villains, the Marvel Comics logo, Spider-Man, and the characters and the distinctive appearance, names and likenesses of Spider-Man, Iron Man, and the Hulk are trademarks of Marvel Characters, Inc. and/or used with permission. ©1999 Marvel Characters, Inc. All rights reserved. TM & © 1999 DC, Inc. unless otherwise noted. All other names are trademarks of their respective owners.



Hope to see you at:

Minicon 35

April 21-23, 2000 • Hilton Minneapolis and Towers • Minneapolis, Minnesota

Maureen F. McHugh, Writer Guest of Honor

Maureen F. McHugh burst into the consciousness of the SF world in 1992 with her debut novel *China Mountain Zhang*, a stunningly well-realized coming-of-age tale set in a future dominated by a resurgent China. It won the Tiptree Award, the Locus Award, and the Lambda Literary Award, and was a finalist for the Hugo and the Nebula. Since then she has published two further novels, *Half the Day is Night* and *Mission Child*, and a variety of short pieces. She won the Hugo Award in 1996 for her story "The Lincoln Train." We're delighted to bring this engaging, friendly, and outstandingly talented writer to Minicon 35.

Lenny Bailes, Fan Guest of Honor

Lenny Bailes first entered fandom as a teenager in 1960. Within just a few years, he had become active in both New York and Los Angeles fandoms, co-edited such notable fanzines as *Shangri L'Affaires* and *Quip*, and had his brain changed by the advent of psychedelic music and new memes. Following a period of relative gaffiation, Lenny re-emerged in the 1980s as a reinvigorated fan, editor of the intermittent but excellent *Whistlestar*, a gentle but trenchant online commentator, and an organizer of small, high-quality SF conventions. In another but adjacent life, he is a computer journalist and inexhaustibly helpful tech advisor to the masses, and author of several books, most recently *Maximizing Windows 98*. We're amazed to be the first convention ever to ask this major longtime fan to grace us as Fan Guest of Honor.

John Berkey, Artist Guest of Honor

John Berkey has been creating some of science fiction's greatest cover art for the past 35 years. His impressionistic style is trademark Berkey and his depiction of hardware is second to none. While not as well known to fans as many newer artists in the field, Vincent Di Fate credits Berkey as "one of the most innovative and influential of science fiction artists." This is the first time John Berkey has been a guest at an SF convention. We're looking forward to honoring him and exhibiting his works at Minicon 35.

The \$30 membership rate is good through October 31, 1999; rates *will* increase after then.

Child (age 12 & under) and supporting memberships are available for \$15 each.



Minicon is a fan-run, volunteer convention brought to you by the Minnesota Science Fiction Society.

Minicon 35
P.O. Box 8297, Lake Street Station
Minneapolis, MN 55408
Website: <http://www.mnstf.org/minicon/>
Email: <request@minicon35.mnstf.org>

Congratulations, CONvergence! Wishing you much fun and success.

Go where you've never gone before....explore healthy body acceptance without feeling alienated. Join us for year 'round clothing-optional activities in a relaxed nonsexual environment. Try "canuding," bowling in the buff, swims & hottubs, volleyball, theme/holiday parties. Sounds like a sci-fi fantasy? Families, couples & singles can discover this reality. Make it so. Engage warp speed. Make contact with

MINNESOTA NATURISTS

P.O. Box 580811

Minneapolis, MN 55458-0811

612-333-1060 e-mail: MNnature@aol.com



MISFITS

Minnesota society for Interest in
Science Fiction and fantaSy

PO Box 52088, Loop Station
Minneapolis, MN 55402-5088
E-Mail: misfits@winternet.com
Web: <http://www.misfits.org>

of **Realm** **Imagination**™

Fine Fantasy Roleplaying Products
In Vibrant Color!
www.realmof.com

Visit our Dealer's Table and

Buy a ROI Color T-shirt
Become a Citizen of the Realm

Peruse some of our roleplaying
modules such as:

Patriots of Pym - Devout Warrior Monk Commandos
The Esenté - Dynamic Cat People of the Realm
The Soulcrest Warriors - Ultimate Fighting Machines
Merchant's Trade Council - Do they have a deal for you!
The Fellowship of the Circle - Drecon / Humanoid Dragon lords
Oracle - Seers of the Realm
The Shadow Hinderd - The Ultimate Immortal Undead Cult
The Hazy Covenant - A Religion Based on Celtic Rites

the Realm of Imagination, Inc.™ will
be everywhere at CONvergence!

Citizenship is Imminent!

Become a "Citizen of the Realm"
at the CON and get these benefits

A Citizenship Certificate suitable for
framing

A coupon good for a Free ROI T-Shirt
with your next mail in order

Potential to have your character
listed as the "Citizen of the month"
on our website

Receive a "Friend of the Realm"
button and raffle coupon

Best of All - - Free Limited Page
updates, on ROI Products you own,
through the year 2000.

DreamHaven Books & Comics

www.visi.com/~dreamhvn/ email: dreamhvn@visi.com

LynLake

912 W. Lake St.
612-823-6161

New, used, and rare
SF, fantasy, and horror
New and back-issue comics
TV & film books & magazines
Queer & kink books & magazines
Free parking behind our store



Dinkytown

1309 4th Street SE
612-379-8924

New SF, fantasy, and horror
New and back-issue comics
TV & film books & magazines
Role-playing games & CCG's
One hour free parking at the
Dinkytown Parking Facility

Free monthly book catalog: 612-823-6070

Visit our tables in the dealers room!



COSTUMES FOR YOUR EYES

6175 Cahill Ave. E. #101
Inver Grove Heights, MN 55076
Toll Free 800-284-2623
651-455-9795