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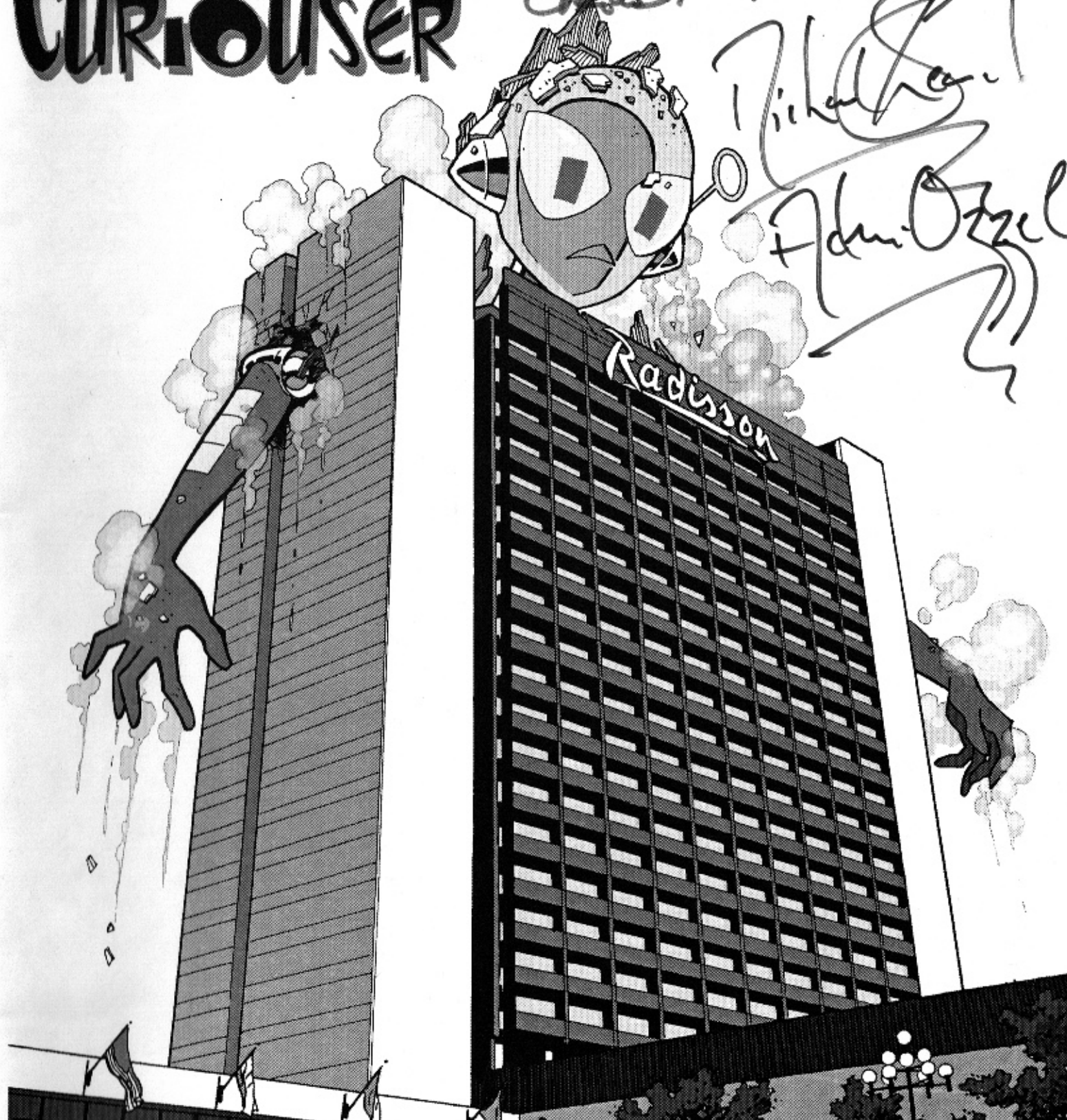
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CONVERGENCE 2001

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A presentation of the
Minnesota Society for Interest in Science Fiction and Fantasy
(MISFITS)

MISFITS Board of Directors

Christopher Jones
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CONvergence 2001 Program Book

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Welcome!

For those of you who were with us in 1999 or 2000, welcome back. For those of you new to CONvergence this year, we welcome you as well.

The theme for CONvergence 2001 is "Curiouser and Curiouser", which is of course a tip of the hat to Alice in Wonderland. You'll find a wealth of Alice quotes and images in this Souvenir Book and around the convention, and we feel that this theme truly describes this growing, changing convention. This is the third year of CONvergence, and with the third instance, coincidence becomes tradition. To many of us this convention seems too young to have traditions, but have no doubt, they've started already. Why, many of us have even been caught looking back at that crazy first year of ours (waaaay back in 1999) with a touch of (gasp) nostalgia. Looking forward, CONvergence has more to offer in 2001 than ever before. We've got great guests, great programming and parties, and more special events this year.

CONvergence's parent organization is the Minnesota Society for Interest in Science Fiction and Fantasy, otherwise known as MISFITS (an acronym you can make from our name if you REALLY try). Throughout the year, MISFITS continues to create opportunities for regional fandom to come together for fun and in a sense of community. Remember, CONvergence and MISFITS can only succeed with the help and support of fans like you. Obviously we need that help in the form of volunteers, but we also need your feedback, ideas, energy and participation to make both MISFITS and CONvergence what we all want them to be.

So again, welcome to CONvergence 2001. Together, we can make CONvergence the place where fandom really does come together.

Christopher Jones
Publications Director
CONvergence



...since last we met...

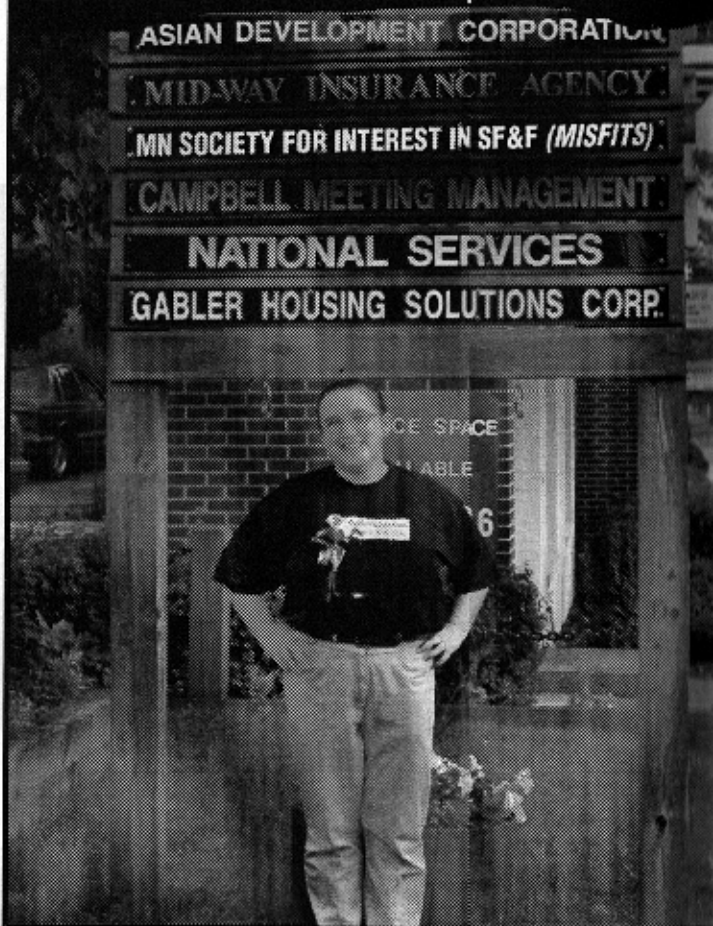
2001 finds CONvergence returning to the Radisson Hotel South, and we can't begin to tell you how happy we are about that. There's no place we'd rather be, and we plan to stay here for many, many years. A lot about CONvergence 2001 seems familiar as we return to our home stomping grounds, but there are changes, too. We're always trying to make CONvergence even better, so this year sees new additions like The Mark Time Awards & Connie's Space Lounge. Check them out & let us know what you think.

Most of what goes on during the year between conventions revolves around our parent organization, MISFITS, which continues to grow and evolve. MISFITS now has an office to call home, and a nifty new phone number (just call 651-MISFITS). We're excited to have a permanent home for the organization and a great new space for meetings and other functions where meeting in someone's living-room just won't cut it. MISFITS has added new programs and clubs in the last year such as the CyberGladiators computer gaming group, while established events like the Read The Book/See The Movie Club and the monthly Sci-Fi Movie Night just keep chugging along. For more information about what MISFITS does, see the MISFITS section on page 29.

We also threw room parties at other conventions during the year. It's an excuse to both visit the other conventions and... well... throw a really fun party. The year since CONvergence 2000 saw us at Icon (The Potato Party), Worldcon (Chernobyl in 2011), Diversicon (The Pillow Party), Demicon (The Mad Hatter's Tea Party) and Marscon (Chernobyl in 2011 again). We'll do more in the coming year, so be on the lookout! You'll next be hearing from us after the convention in our Post-Mortem Report, published in August. See you then, & have a great CONvergence!



Board member Pat Wick shows off the new MISFITS office nameplates.



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 of the convention in good standing. CONvergence reserves the right to revoke the membership of any member that breaks the house rules or acts in a manner that is unsafe or unacceptable.

City, County, State and Federal Laws: Please remember – if it's a law on the outside of the convention, it's still a law on the inside, too.

Smoking: Smoking is permitted only inside the Smoking ConSuite area and in private rooms that are designated as "Smoking". Smoking is not permitted in any other public areas of the hotel. See the ConSuite section for more details about the Smoking ConSuite.

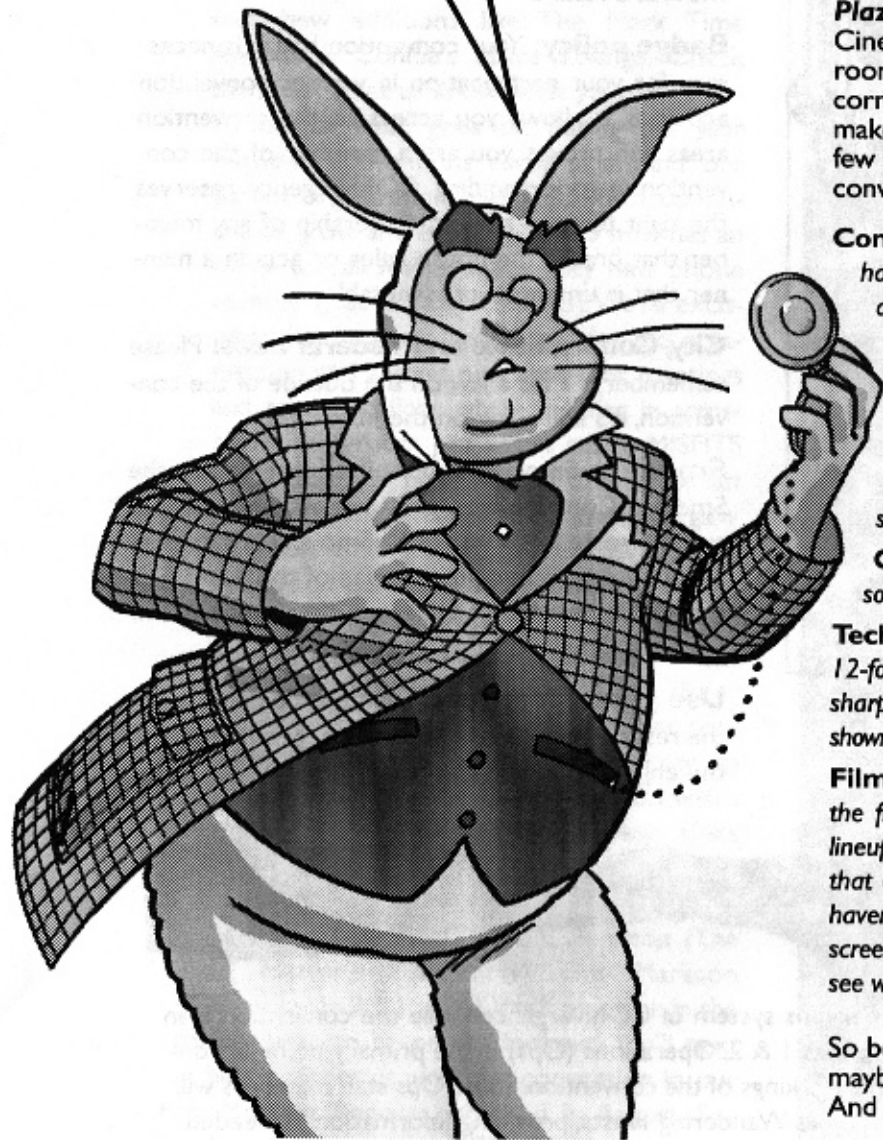
Use good judgment: Even if it complies with the rest of the rules, if it is unsafe or would reduce the enjoyment of others, please don't do it.

operations/bridge

Verandas 1-2 (2nd Floor)

The Operations department is the central nervous system of CONvergence while the convention is in progress. Operating out of The Bridge in Verandas 1 & 2, Operations (Ops) is the primary point of contact between the convention member and the workings of the convention. Some Ops staff members will be circulating throughout the convention acting as Wandering Hosts, providing information as needed and acting as roving ambassadors from the CONvergence Convention Committee to the members.

Enough with the business,
It's time for the
good stuff!



**Art Show & Auction
Plaza 5-6 (1st Floor)**

All Science Fiction and Fantasy artists are invited to enter artwork in the CONvergence Art Show. Information on submitting artwork to next years convention will be available on our web site at <http://www.convergence-con.org>. The Art Auction will be held Saturday Night following the conclusion of the Masquerade. For hours, see the Programming Guide

**Cinema Rex
Plaza 4 (1st Floor)**

Cinema Rex is CONvergence's official film room; a place to relax, be comfortable, eat popcorn, chat, and watch great films. What makes Cinema Rex so unique? Well there are a few things that set Cinema Rex apart from most convention film rooms:

Comfort: Who wants to sit through a movie in a hard chair? Well, you don't have to. We've brought in a truck load of comfy couches, chairs, and love seats for your beleaguered bottoms

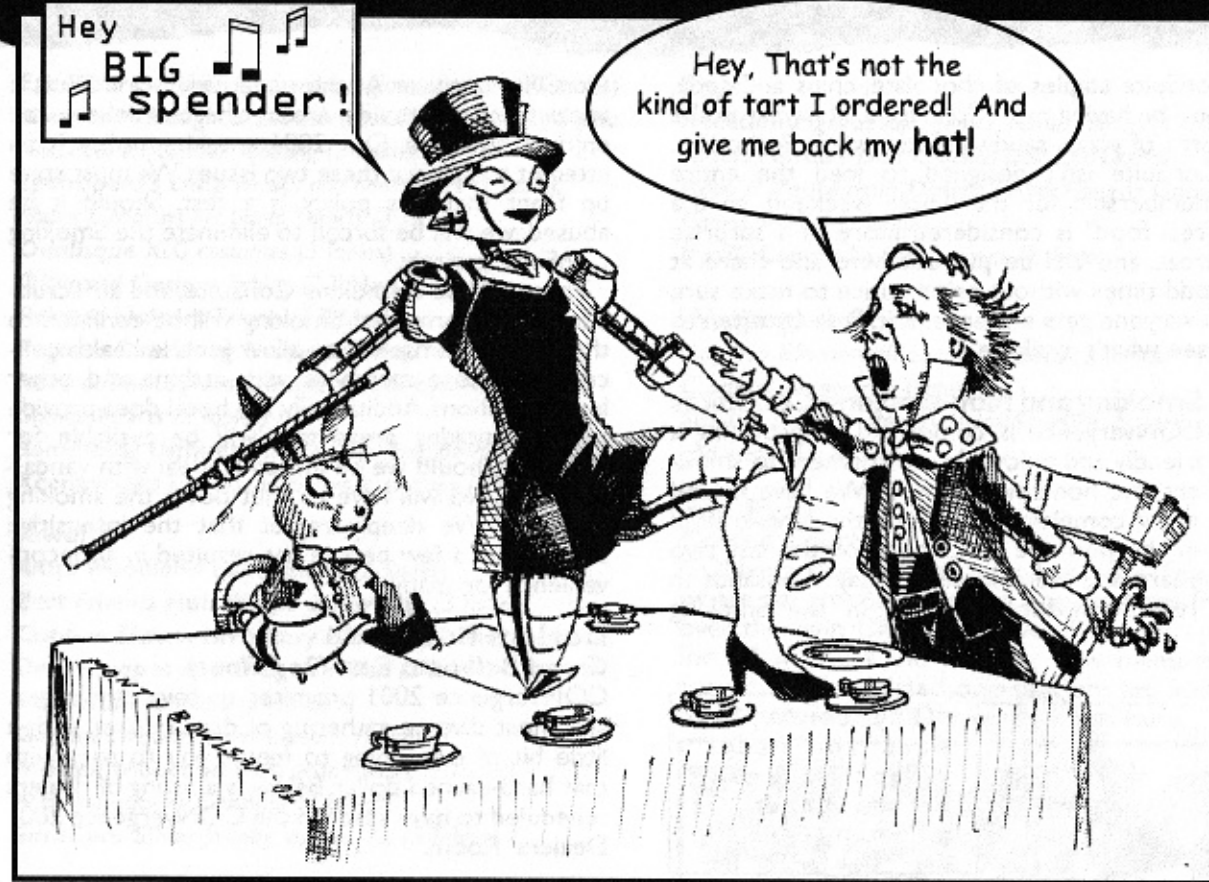
Atmosphere: We've also got lamps, coffee tables, and end tables so during the films you'll have a place for your drinks, food, and feet. In between films, you won't be blasted out of your seats by fluorescent lighting.

Concessions: Enjoy fresh popcorn, candy and soda from our FREE concession stand.

Technology: Most of the films projected onto the 12-foot screen will be on DVD or Laserdisc to ensure a sharp image. In addition, all widescreen films will be shown in letterbox format. Did we mention surround sound?

Films: In the end, a film room can only be as good as the films it shows. Several factors go into selecting a lineup. We want to show a variety of movies: classics that everyone should see (but we know some of you 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.

So be sure to stop by, check out our playlist, and maybe take in a movie or two over the weekend. And tell 'em Rex sent you.



**COF₂E₂
Cabana Suites (115-118) (1st Floor)**

The COF₂E₂ free coffee shop will be back for CONvergence 2001 & will again be open 24 hours a day. Stop by to get your caffeine fix in the form of espresso, regular coffee, or chocolate steamers. F₂E₂ is the place to get your necessary caffeine, hear great music, and chat with the most interesting people. The coffee and other drinks are free, but we welcome donations from anyone who would like to help us cover the cost of this service. As with previous years, for a \$50 donation you'll have the opportunity to create and name your own drink, so put on your thinking cap & go down in history!

**COF₂E₂ Stage
Verandas 7-8 (2nd Floor)**

COF₂E₂ is also an intimate venue for music and other performing entertainers. There will be live performances by Lost Chocolate Lab, Lehto & Wright, Astral Grey (unplugged), Metaphor, and returning again this year: Zurround and Scarlet

Slipping. For a complete listing of "F₂E₂" live performances, refer to our Programming Guide.

**Connie's Space Lounge
Verandas 5-6 (2nd Floor)**

Something new at CONvergence 2001, our popular mascot Connie is opening her own nightclub. She's planning to run some casino-style games, have a smartbar, bodypainting and 'video' bodypainting for the truly high-tech. Connie's Space Lounge will be in Verandas 5 & 6, and she's decorating it in her favorite colors so you won't be able to miss it. Connie's Space Lounge is brought to you by many of the same folks who gave you the popular Club Neo Tokyo at CONvergence 1999 and 2000.

**ConSuite
Cabanas (213 - 221) (2nd Floor)**

We try to make ConSuite more than just a place to stop for snacks and soda, but also a great socializing and gathering space. In addition to the

features of convergence (continued)

ConSuite staples of chocolate, chips and soda, we'll be having more "real food" this year in the form of pizza, sandwich bars, soup & the like. ConSuite isn't designed to feed the entire membership for the whole weekend, so the "real food" is considered more of a surprise treat, and will be put out here and there at odd times without prior notice to make sure everyone gets a chance at it. Stop by often to see what's available.

Smoking and Non-smoking ConSuites

CONvergence is committed to providing a friendly and enjoyable environment to smokers and non-smokers alike. We have fielded many complaints regarding the smoke level in the poolside party area for the last two years and were forced to pay thousands in restitution for vandalism in the Smoking

ConSuite last year. At the same time, we think it is important to provide areas where smokers can enjoy a cigarette. Our 2001 smoking policy is an attempt to balance these two issues. We must state up front that this policy is a test. Should it be abused, we will be forced to eliminate the Smoking ConSuite entirely.

There will be a smoking ConSuite, and air scrubbers will be provided. Smoking will be confined to the rooms themselves to allow for the health concerns of those members with asthma and other lung conditions. Additionally, the hotel does provide several smoking areas that will be available for smokers. Should we be forced to deal with vandalism again, we will have to shut down the smoking ConSuite. We deeply regret that the insensitive behavior of a few people has resulted in an inconvenience for many.

Dealers Room

Grand Ballroom East (2nd Floor)

CONvergence 2001 promises to have our largest and most diverse gathering of dealers ever, with a little bit of everything to tempt you to part with that hard-earned dollar. Below is a listing of dealers scheduled to have space in the CONvergence 2001 Dealers' Room.

Art

- Black Star Studios** Digital photos (1 Table)
- Honeck Sculpture** Bronze sculpture (2 Tables)
- Mere Dragons** Art prints, T-shirts (3 Tables)
- Paper Dragon** Origami (1 Table)
- SaraCura Silver** Jewelry, statues, etc (3 Tables)
- Windwolf Studio** Art prints (2 Tables)

Books

- DreamHaven Books & Comics** SF books, comics, & merchandise (2 Tables)
- Gemini Glass Stained Glass**, wands, comic books (1 Table)
- Magus Books & Firewind Herbal Products** (1 Table)
- MirkWood Comics** and games (1 Table)
- Reaction Figures** Toys, games, comics, books (1 Table)
- Bookseller John Jamison** Used books (3 Tables)
- David Cargo** Used books (2 Tables)

Clothing, Costumes & Accessories

- Costumes for Your Eyes** Custom Contacts (2 Tables)
- The Creative Collective:** Club wear, Renaissance clothing, candles (1 Table)



- Excalibur Leather** Leather hats, gloves, pouches (2 Tables)
- Hangman's Daughter Leatherworks/Sensations by Sasha** Historical to futuristic clothing (3 Tables)
- Leopopard's Leap** Masks and headpieces (1 Table)
- Mere Dragons** Art prints, T-shirts (3 Tables)
- Odalisque** XLG costumes (3 Tables)
- Offworld Designs** T-shirts (2 Tables)
- Painted Unicorn** T-shirts (3 Tables)
- Pegasus Publishing** Bumper stickers, T-shirts (3 Tables)
- Rose & Pentagram Design/MacGregor Games** Games, T-shirts (2 Tables)
- Something Different** Beaded pouches, pewter (1 Table)
- Xcentricities** Corsets, leatherwork, clothing (2 Tables)

Jewelry

- Ann's Woodland Expressions** (2 Tables)
- Best Friends Hair Wraps & Jewelry** (3 Tables)
- Captive Elements/Fantasy Blades** (3 Tables)
- Dreamscapes and Dragon's Den** (2 Tables)
- Emeralds Fashions** (2 Tables)
- Gemini Dreams** Jewelry, pearls (2 Tables)
- Maiden Mongolia** Feast gear, jewelry (2 Tables)
- Moonshadow's Landing** (2 Tables)
- SaraCura Silver** Jewelry, statues, etc (3 Tables)

Miscellaneous

- Donna Barr** (1 Table)
- DreamHaven Books & Comics** SF books, comics, & merchandise (2 Tables)
- Kyril's Cavern Stuffed Dragons** (2 Tables)
- Magus Books & Firewind Herbal Products** Books & herbal products (1 Table)
- Mo'r Designs** Meteorites, Crystals (3 Tables)
- Northern Sun Merchandising** SF Merchandise (3 Tables)
- Elemental Dreams** Stained glass, etched glass (1 Table)
- Pegasus Publishing** Bumper stickers, T-shirts (3 Tables)
- Something Different** Beaded pouches, pewter (1 Table)
- Tarot By Annie** Tarot reading (1 Table)

Music/Audio

- Last Stop CD Shop** Used CDs (2 Tables)
- Mark Time SF Audio** (2 Tables)

Gaming

- Legends Games** (3 Tables)
- MirkWood Comics and Games** (1 Table)

Toys

- Reaction Figures** Toys, games, comics, books (1 Table)
- Riders Fantasy Doll Clothes** Dolls, Doll Clothes (3 Tables)
- Rose & Pentagram Design / MacGregor Games** Games, T-shirts (2 Tables)
- Kyril's Cavern Stuffed Dragons** (2 Tables)

Weapons & Armor

- Captive Elements/Fantasy Blades** (3 Tables)
- Cloak & Dagger** (3 Tables)
- Sandie Russell Productions/Starfire Swords** Swords and weaponry (2 Tables)

Fan Faire

Garden Court (1st Floor)


CONvergence will again be hosting a Fan Faire, where fan groups, clubs, and organizations from all over the Twin Cities and beyond can set up shop for a few hours and look for new members and friends. All fan-related organizations are invited to participate in the CONvergence Fan Faire.

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features of convergence (continued)

The Gadgeteer's Petting Zoo / Science Display Area

Atrium 7 (2nd Floor)

The Gadgeteer's Petting Zoo is CONvergence's own miniature museum, with exhibits all on loan from convention members. So, in order for the Zoo to be a success, your help is needed! Although the Zoo will contain as many hands-on exhibits as possible, not every Gadget will be left out for everyone to play with; some are in display cases, and others appear on tape or in photos. If you have a gadget that's too expensive or fragile for the peanut gallery, speak up anyway. We'll work out a plan that makes you comfortable.

The Robot Sumo Wrestling tournament is back! In this event, tiny three-pound robots try to shove each other out of the three-foot. The Gadgeteer's Petting Zoo will also be hosting the MISFITS Construction Challenge, where teams of participants will break out hot melt glue guns and build battery-operated cardboard machines that will battle it out on Sunday afternoon (see the Programming Guide for exact times). If you are interested in competing in this event, sign your team up early, because space is limited!

Gaming

Open Gaming Suites (22nd Floor)

Our Open Gaming room continues to grow and evolve, and we hope that CONvergence 2001 will have our best offerings yet. We are always in need of more volunteer gamemasters, both for this year and next. If you would like to offer to run a game or otherwise help with CONvergence gaming, please stop by and let us know.

In addition to the open gaming and pre-planned gaming events, CONvergence will feature gaming-themed panels as part of our programming track.

Krushenko's

Cabana 108

Krushenko's (inspired by a bistro in Larry Niven's Ringworld) is a conversational space for people who like spend some of their time at science fiction conventions talking about science fiction and fantasy. Founded at Minicon in 1983, it has expanded in recent years to MarsCon, CONvergence, and Diversicon. At CONvergence we'll have

a mix of scheduled discussions and informal conversation in the afternoons, and SF-related parties in the evenings. Come on down for light snacks and heavy conversation! Remember, Krushenko's is accustomed to serving alien guests!

See the Programming Guide for the Krushenko's event schedule.

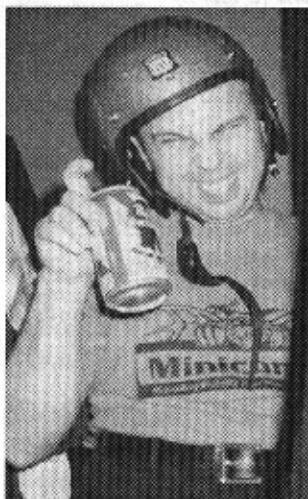
Mainstage

Grand Ballroom West (2nd Floor)

This year, in addition to being the home for Opening and Closing Ceremonies, Mainstage will also feature:

Mark Time Awards

New to CONvergence in 2001 is the Mark Time Awards, given each year by **The American Society For Science Fiction Audio (ASFSFA)** to honor the Best Science Fiction Audio Production on the Planet. The awards ceremony also includes the presentation of the Ogle Award for Best Fantasy Audio, recognizing audio productions featuring magical "high" fantasy, swords and sorcery,



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horror, modern urban fantasy, and other things that don't fall under the criteria of Science Fiction.

Sponsored by MISFITS, the 2001 Mark Time Awards ceremony will be held at CONvergence and will feature not only the presentation of the awards but a live radio-style audio production. Productions winning the Mark Time or Ogle awards will join the already elected programs in the Mark Time SF Audio Hall of Fame. For more information on entering the Mark Time Awards competition, past winners, or the awards in general, you can visit the Mark Time Awards web site at: <http://www.mtn.org/~jstearns/MarkTime.html>.

MISFITS welcomes the Mark Time Awards to the fold and looks forward to the awards ceremony becoming an annual highlight of CONvergence!

Live Music Performances

CONvergence features musical events in our Mainstage venue and also in our COF2E2 venue. Featured performers include: *The Nick Atoms* and *Monuments of Leisure* on the Main stage as well as *Scarlet Slipping*, *Moggnauff*, *Lehto & Wright*, *Metaphor*, *Sensor Re:Engine*, *Zurround*, *Dissociate*, *Danger Danger Hot Rod* and *Cxr: the Megalomaniac* at COF2E2. The Programming Guide has the full schedule.

Masquerade

The CONvergence 2001 Masquerade will be held Saturday night at 7:00pm and anyone can enter. The following are the Skill Divisions that we will be judging:

Young Fan: An individual 13 years or younger, and has not won three awards as a Young Fan.

Novice: An individual who is over 13 and has never entered a Masquerade or won a major prize at a previous CONvergence, regional convention, or Worldcon.

Journeyman: An individual who has won one or more major prizes at previous CONvergence Masquerades, regional conventions, or has won a major prize at a Worldcon.

Master/Professional: An individual who has won four times as a Journeyman. An individual who has professional qualification as a costumer. You have won a Best of Show at CONvergence or any other major convention.

Any participant may compete in a Skill Division higher than the one for which they qualify. For group entries the group's most skilled member determines the Skill Division. If you are unsure which Skill Division you should enter please ask

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[HTTP://WWW.MSOE.EDU/ST_BRBS/GAMING/CONCINNITY/](http://www.msos.edu/st_brbs/gaming/concinnity/)

one of the Masquerade crew.

Masquerade registration will be available in CONvergence Central on **Friday 11:00am - 7:00pm**, and **Saturday 9:00am - 11:00am**. No registrations will be accepted after 11:00am on Saturday.

Masquerade Ball / DJ Dance

Our DJ Dance / Masquerade Ball will be on Saturday night following the conclusion of the Masquerade. See our Guests and Performers section for more information on both live bands and our DJs.

Soylent Theater

IT'S MADE OF PEOPLE!!! ... and it's sketch comedy for us geeks. If you saw them last year, you know you won't want to miss their return appearance. See our Guests and Performers section for more on this talented group.

Parties

Poolside Cabanas (1st/2nd Floors)

CONvergence is becoming well known for its parties, and we thank everyone who has thrown a party at one of our past conventions. Many of the party favorites from

features of convergence (continued)

previous years will be returning to poolside. Check out our CONvergence 2001 Parties Guide for a complete listing.

Silent Auction

Atrium 1 (2nd Floor)

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 and an exact schedule will be posted in the room.

Theater Nippon Anime Room

Plaza 3 (1st Floor)

What's a convention without an Anime Room? Once again, the good folks at the *Twin Cities Anime And Manga Society (TCAAMS)* are hosting and Theater Nippon, providing CONvergence con-goers with another great assortment of Anime movies, TV episodes, and OAVs. For more information on TCAAMS, check out their web site at: <http://people.mn.mediaone.net/deedle/index.html>



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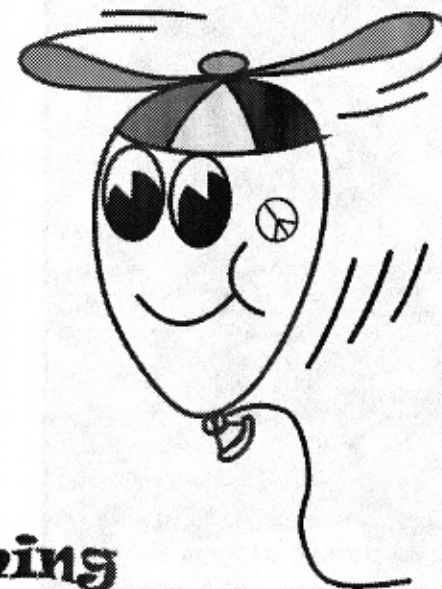
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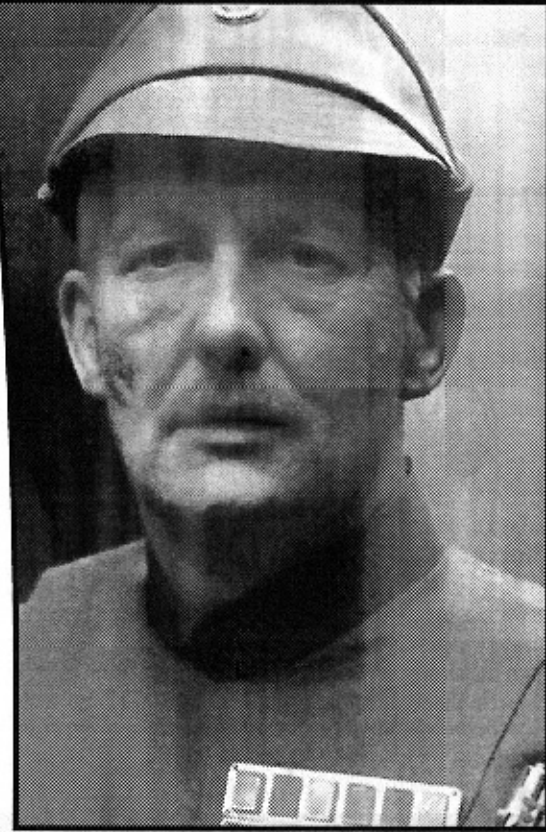
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guests of honor



michael sheard

Introduction by Tim Wick

Who the heck is Michael Sheard?

I can't deny this was my first question when he contacted us about being a guest at our convention. Research was clearly required. What follows is my thought process as I looked up what he had done:

He was Admiral Ozzel??? Dang! I could kill to have been choked by Darth Vader! Look at all these *Doctor Who* episodes he's been in! NO WAY! He was HITLER in *Indiana Jones and the Last Crusade*!!!!

For anyone who knows me, it must be pointed out that as soon as the name Indiana Jones

comes up (provided it is not in relation to the phrase *Temple of Doom*), I'm sold. I wanted the guy who signed Henry Jones' Diary, plain and simple.

As luck would have it, I got to contact Michael about coming to our convention. For the next several months, I've carried on a pleasant, though overly business-related exchange with him. Through it all he has been charming and accommodating to just about every request and suggestion we have made. We have had many cool guests at our convention, but Michael is the first to insist on judging the masquerade and helping with the art auction. He has been a dream to work with and I expect that he will have as much (or perhaps more) fun as those of you who get the chance to meet him.

What is truly exciting to me is to finally have the chance to meet and talk with Michael about something other than the business of being a Guest of Honor at CONvergence. I want to hear about what it was like to work with Spielberg and Lucas. I'd love to know how he and Peter Mahew became such good friends. I want to know if he knows how cool it is that he got choked by Darth Vader. Mostly, I'd just like to have a drink with him in the bar and get to know him.

With everything Michael is doing, you have no one but yourself to blame if you don't get a chance to meet him. He'll be everywhere and no doubt he'll be trying to talk to everyone. I'm excited that he's taking this trip over the pond to visit us this year. Enjoy meeting him - he will most certainly enjoy meeting you.

Tim Wick is a board member for the Minnesota Society for Interest in Science Fiction and Fantasy (MISFITS) and the Programming Divisional Director for CONvergence. He also is the organizer of MISFITS' Read the Book / See the Movie club, and many other MISFITS events such as Karaoke Night and many of our convention room parties. In his copious spare time, Tim tries to keep his wife Pat happy and helps raise their son Alex.



peter mayhew

Introduction by Christopher Jones

"Laugh it up, fuzzball."

"Get in the hole! I don't care what you smell!"

"Let the Wookiee win."

It's surprising how many of everyone's favorite quotes and moments from *Star Wars* revolve around Chewbacca. In fact, Chewie is one of the most beloved characters in the entire original Trilogy, despite being hidden behind a furry mask and having no dialog other than an assortment of growls and howls.

Why does the character of Chewbacca work so well despite these limitations? Countless other Science Fiction films have presented us with characters who had more tools to rely upon but who didn't forge the same place in our hearts. Some of it was the writing. Some of it was the directing. But a lot of it — 7'2" of it to be exact — was Peter Mayhew.

Back in 1976, Peter Mayhew was working as a hospital attendant at the King's College Hospital in London when film producer Charles Schneer cast him in *Sinbad and the Eye of the Tiger*, the latest Ray Harryhausen special effects epic. It was this experience that led to his being cast as the lovable 200-year-old Wookiee in *Star Wars*, and his life would never be the same.

Peter Mayhew played Chewbacca in all three of the original *Star Wars* films, plus the dreaded 1978 *Star Wars Holiday Special*, and even in an appearance on the original *Muppet Show*. He has also made countless public appearances (in and out of costume), including years of work helping Children's Homes and Hospitals.

We're just thrilled to have Peter at CONvergence, and I can't wait to ask him not just about his experiences making the *Star Wars* movies, but all the things that have come since. What was it like being on the *Muppet Show*? What adventures has he had on the convention circuit? What about the concerns for his safety when filming Endor scenes on location deep in "bigfoot country"? Heck, I may even ask about his passion for golf, and whether his golf partners subscribe to that old adage, "Let the Wookiee win."

Christopher Jones is Director of Publications for CONvergence and MISFITS, and is a professional illustrator. His work has appeared in the *Missing Pieces Doctor Who* anthology, on the cover of the mystery novel *King of Harlem* by Steven Philip Jones, and in several DC Comics titles, including the upcoming *Justice League Adventures* series.



HARRY Knowles

Introduction by Windy Merrill

I don't know Harry.

Not really. I mean, I know the kinds of movies he likes (all of them, except *Batman & Robin*). And I know what he wants for Christmas. And I know his Dad. And I've spent the night with him. Twice. But I don't know him. How can anyone really know Harry Knowles? Ahhhh...geek zen.

Harry has nonetheless had a great impact on my life since his first appearance in it back in 1998. We were looking for guests for this little convention thing we wanted to do, and Harry seemed interesting. A man, who with just his fan-run web site, had shaken Hollywood and gotten a lot of people's attention. I checked out the web site, and got hooked.

"Aint It Cool News" is part of my daily routine now. Anyone who is a movie fan can find something of interest. Even an anthropologist would find something of interest since AICN now has regular reports from Europe, Asia and Latin America as well. Rumors on upcoming movies, reviews of sneak previews and test

screenings, script reviews, and interviews, chat pages - the site covers every imaginable aspect of the movie business, it seems. And of course, there's the Coax News with regular reports from Hercules T. Strong! I couldn't live without my Buffy and Angel fix.

Since starting AICN way back when (5 years ago?), Harry has become somewhat of a celebrity. His presence is certainly felt in the internet movie news community. But he's also been a guest reviewer on *Roger Ebert at the Movies*. He's been interviewed. He's been quoted. Has he changed? Nah.

The man just genuinely loves movies. Everything about them. What they say about us as a society. The power they wield. The escape they offer, and the messages they convey. (Let's be honest: The good looking women in scanty outfits, too.) The best and worst of who we are is reflected in our art. And Harry loves all of it, the good the bad and the ugly.



Windy Merrill loves movies. And books. She's flirted with comics and anime. And she's had a few traumatic breakups with television, although she keeps going back. She's a costumer, traveler and performer. She likes pina colodas and getting caught in the rain. And movie marathons. She also likes to run conventions and non-profit science fiction/fantasy clubs.

JAY Knowles

father geek

Introduction by Windy Merrill

Father Geek is the man. He's that connection you go to when you want the goods. And trust me, he's got them.

When I was at this last year's Butt-Numb-a-Thon (a movie marathon fundraiser that Harry throws each year on his birthday), I had a quintessential Father Geek moment. I sat there at dinner chatting with Father Geek and battling my oncoming cold. Jay looked down the table to where the rest of my Minnesota posse was chatting with some guy I didn't know. Jay quietly chuckled and leaned over to say quietly to me: "You know who that guy is your friends are talking to? Tom DeSanto. The producer of *The X-Men*. And your friends have no idea." He chuckled again and moved on, regaling me with sto-

ries from his decades of adventures.

I first met Jay when he joined his son as a Guest at our first convention. I quickly found out that Jay was where you went when you really had to know. Fighting through the crowd to Harry can get tiresome (although it's always fun!). Jay stands on the sidelines and quietly entertains those who know enough to seek him out. He's met all the same people Harry has, and a few he hasn't. He was on the road as a collectible dealer for years. He loves movies just as much, and he's had a few decades more to enjoy them.

I've been down to Austin twice now, and this will make Jay's second trip here to Minnesota. It's becoming a tradition - at least, I hope so! Jay is warm and welcoming when on his own turf, and an urban adventurer everywhere else. Father Geek is a treasure of information, of trivia, of stories, of hospitality. He's the man. He's got the goods.

Windy Merrill is cute and relatively small.



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Minneapolis-based authors we have published include: *GATES OF HELL* by Susan Sizemore and *BLIND VISION* by Marguerite Krause.

C.H. Morgan

Introduction by Kris Honse

CH Morgan actually began her career as a fantasy artist here in Minnesota, even though she lived then, as now, in New Jersey. I whined at her to paint me a unicorn picture for the Minicon 30 art show.

"Please, Mom? Please? Just paint a horse and stick a horn on it, ok?" That was Dawn Greeting, about forty fantasy paintings and a few years ago.

Prior to her foray into fantasy art, CH Morgan (a.k.a. Carol H. Landley) was pretty much strictly a painter of mundane subjects—mostly realistic landscapes, still life pictures, and portraits. Before I arrived on the scene, she received her formal studio art training at Stetson University in Florida. Then she had me and my two brothers – we grew up thinking that all Moms paint pictures.

We lived in backwoods Florida a while, then headed to Micronesia in '77. While overseas, Carol taught Community Education art classes, and painted seascapes and local flora and fauna to sell at Center Art Galleries in Honolulu. When we got back to the states in '82, she got an airbrush and when on a floral kick; did a couple of gallery shows in NJ, got her masters in Art Therapy and a teaching license. My dad split in '90, so she paints under the name Morgan (an old family name) rather than using Landley. She currently teaches art in a special school in NJ. The fantasy art thing has been Mom's beloved hobby rather than an actual career for her—she thinks of herself as a fan that paints. She loves to go to cons to meet Real Pro Artists (Denies being a pro, yet she sells prints of her stuff and has a couple cards for Legend of the

Burning Sands [trademarked to Five Rings Publishing.]

Most of her subjects are relations and friends, or sometimes they're just made up entirely. She likes to paint folks pretty much as they are (ok, maybe with elf ears. Or wings.) rather than with super-human proportions or muscles. She likes to blur the line between reality and fantasy, so the viewer can picture himself or herself in the scene.

Her health hasn't been great the past few years, and soon she probably will have to quit teaching. Hopefully, she will be able to continue to paint fantasy art for years to come. I, at least, look forward to each new painting she shows me!



Kris Honse is CH Morgan's daughter, and webmaster of her web site: <http://www.Magelight.com>. Kris is also known in Masquerade circles as the elven fashion designer Sylvan Dior.

Eleanor Arnason

Introduction by Lyda Morehouse

At first, like a lot of people, I was afraid of Eleanor Arnason. There's something deeply Icelandic about Eleanor's approach to life. And, for someone like me who was born under the bright, friendly California sky, her Nordic bearing seemed a bit off-putting and even cold. But, it was more than that, I think, that first stuck fear in my heart. Our culture-like it or not—often imparts the message that smart women are scary.

Eleanor Arnason is one smart cookie. A graduate of Swarthmore College, Eleanor is the daughter of the former director of the Walker Art Museum—a man who literally wrote the book on Modern Art. She's lived in a variety of places including "Idea House II" here in Minneapolis, and the mean streets of Detroit.

For myself, I fell in love with Eleanor one morning at work, when, over a cup of bird-friendly java, she told me in all seriousness that she was descended from an Icelandic werewolf. Looking at her pure white hair and intense ice gray-blue eyes, I believed her without even hearing the evidence. If you're brave enough, you'll have to ask her for details about her heritage yourself, because I can't do the tale justice. Besides, part of the magic is in hearing the way Eleanor tells it. Her speaking voice is much the same as the stark, sincere, subversive, softly humorous tone that imbues the stories that have made her famous: the Tiptree Award winning novel *Women of the Iron People*; Nebula Best Novelette nominee (1997), "The Dog's Story;" World Fantasy Best Short Fiction nominee, "The Grammarian's Five Daughters" (1999); and Hugo and Nebula Best Novelette nominee (2000) "Stellar Harvest."

Yes, despite some initial fears, I now have a red-hot intellectual crush on Eleanor. How could I fall for a woman who gets just as excited reading about

paleontology and talking about cephalopods as watching Brigit Lin in the "Peking Opera Blues"? Or, someone who invented an opera about accounting for "The Venetian Method" in "Tales of the Unanticipated #19"? Yes, I'll admit it. Anyone who knows all the words to "Red Flies the Banner, ho!" and wears earrings made of tiny wrenches and other "means of production" has my heart, it's true.

Eleanor, like many Icelandic-Americans, isn't always an easy woman to get to know. But nothing in life that's worth anything is easy.

Lyda Morehouse is the author of "Archangel Protocol" (Penguin Putnam/Roc). She lives in St. Paul with her partner of fifteen years and four cats. For more information about Lyda visit <http://www.lydamorehouse.com>.



Crist Balas

introduction by Gordon Smuder

You would think that a man who sports the talents of someone like Crist Balas would be an isufferable egomaniac. I am happy to report that this is absolutely **not** the case. Crist and I worked simultaneously at the Minnesota Renaissance festival for many years...mostly oblivious to each other. I still remember the first true contact I had with him...he was having difficulty mixing a particular paint to match skin-tone and seemed a bit frustrated. I was passing by and mentioned that skin color actually has alot of yellow in it. I didn't see the final result, but I like to think my off-hand advice was helpful. In fact, in more private moments I often tell myself that it was that very bit of advice which paved the way for Crist to build his Special Effects Make-up Empire.

Now who's the insufferable egomaniac?

But truthfully, Crist and I have been friends for quite a few years. His work never ceases to amaze and entertain me. Everything from the exact-scale replica sculpture of Arnold (Mister Freeze) Schwarzeneger's head (because Arnie didn't like the way life-casts made him look) to the incredibly grotesque "melted beer can hand" appliance for Ellen (Penny Priddy) Barkin in *Drop Dead Gorgeous* to his spectacular collection of skull and skeleton sculptures and art pieces.

Like all people in love with their craft, Crist loves to talk about his and I'm really glad he's decided to be a guest at this year's CONvergence so he can share that with people who are truly interested. Crist is a horrifically warped yet surprisingly down-to-earth guy all rolled into one. Add to that his soft-spoken, easy

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going demeanor and you've got one helluva guy. A guy I respect. Enough so that I think you deserve a chance to respect him too.

Gordon Smuder has been a professional prop builder in the Twin Cities for over ten years and a fan of most science fiction for at least twice that long. He also runs a small business called The Puppet Forge, writing for, designing, building and performing puppets for video.

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guest performers

Mainstage concert

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Monuments of Leisure

Last year's last minute surprise, the Twin Cities' premiere space-rockers quickly became addicted to the convention scene. They've received a promotion to Main Stage for this year's show, so you'll get an even bigger earful of their soggy sound!

Masquerade Half-Time Show

Masquerade runs Saturday 7PM-9PM

soylent theater

A hilarious improv sketch comedy troupe featuring Tim Uren, Kelvin Hatle, Joseph Scrimshaw, Joshua Scrimshaw, Zvie Razieli and Dr. Doug Shaw.

Masquerade Ball/DJ Dance

Saturday 11pm-4am

featured D.J.s

Including **DJNoise**, **DJFeare** and **DJCraig**. Costumes are welcome (but not required) as we dance into the night. Come shake your groove thing.

COF₂E₂

Friday 6PM-2PM

Saturday 1PM-7PM and 10PM-2PM (closed during Masquerade)

Sunday Noon-4PM

Hours are subject to change and the exact band schedule will be posted near the F₂E₂ music room during the convention.

scarlet slipping

This year you'll be enjoying her lush, dramatic, powerful music in the more intimate setting of COF₂E₂. Since last year's impromptu appearance on our Main Stage, she's cranked out even more of her beautiful songs and is polishing them to a brilliant shine for CON 2001.

moggnauff

What would a CON be without them? These perennial folky favorites wouldn't miss it for the world!

Lehto & wright

Since the recent release of their first CD "Ye Mariners All" this Celtic/American duo have established a strong presence in just about every folk festival and Irish pub in the area. They're looking forward to CONvergence almost as much as you should be looking forward to seeing them take over COF₂E₂.

metaphor

Combining the most elemental and the most experimental, Metaphor is a truly unique and mesmerizing experience. In a 100% live show, they take instruments from around the world, intertwine them with guitars, bass, and drums, and then stir

the whole thing in the melting pot of technology. To paraphrase the old sales pitch, "You've got to hear it to believe it!"

sensor re:engine

Spontaneous audience-participatory experimental mindstream music. Housed in the Neo Tokyo party room for the first two years of CONvergence, Sensor Re:Engine managed to play its role in expanding the aural and visual boundaries of those who participated. Our future lies in space. Musical games, visuals, instruments galore (anything is an instrument if you tap it just right), and otherworldly soundscapes make up the atmosphere for a Sensor Re:Engine session. Be a part of the experiment. Come on, evolve.

zurround

Zurround is an electronic music ensemble, performing in various forms for the last several years at such varied venues as First Avenue, art openings, a genius devial, and sci-fi conventions. Zurround's music is techno based, but has always incorporated live and improvisational elements, and ranges from moody soundscapes to highly danceable.

dissociate

Dissociate is the minimalist noise experiment of jonathan ford aka dj harlequin (as heard on radio k's "the descent"). the sound is heavily influenced by the power noise scene primarily located in germany, but also includes elements of more accessible dance music. jonathan has also performed as guitarist and programmer for defunct dark pop band Dies Irae !US as well as sound designer/composer for local theatrical performance. As sound designer for the Praxis Group's production of "die hamletmaschine," jonathan has performed as an opening act for german industrial pioneers Einstuerzende Neubauten as well as at the rave "Return to the Underground."

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Cxr: the megalomaniac

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MISFITS : minnesota society for interest in science fiction & fantasy

OK so you think that one weekend of Science Fiction madness and mayhem isn't enough? **The Minnesota Society for Interest in Science Fiction and Fantasy (MISFITS)** is the parent organization for CONvergence, and sponsors activities and events the year.

Do you like movies? Our monthly **Sci-Fi Movie Night**, held in partnership with Nathan Block at the Plaza Maplewood Theater (1847 East Larpentour Ave) shows classic or cult films from *Forbidden Planet* to *Buckaroo Banzai*. Our July 20-21 film will be *Galaxy Quest!* It is held Friday and Saturday nights third weekend of the month at 11:30, and is more than just seeing an old movie on the big screen. Tickets are only \$4. All ticket proceeds go to benefit MISFITS and its programs. For more information, call the Plaza Maplewood Theater at (651)770-7969.

For those who want to get beyond just seeing movies there's our **Read The Book/See the Movie Club**. It's like a book club, but we also watch films based on the books being read and then discuss the films.

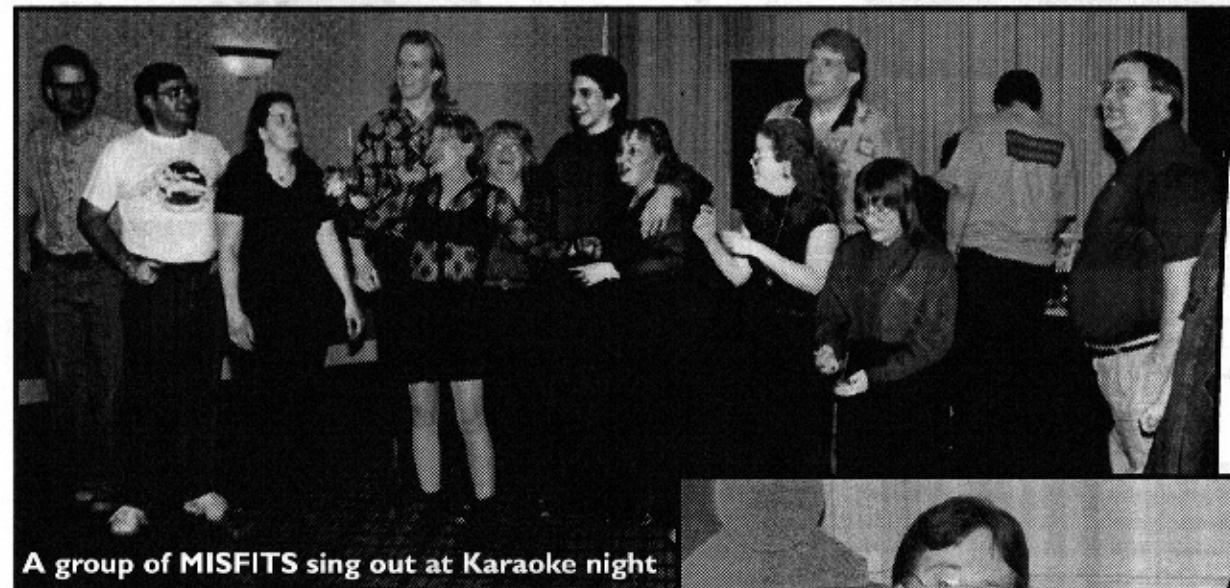
merits as an adaptation. Covering both genre and non-genre titles and both recent and classic films, it's a chance to read some great books, see some great movies, and discuss how they influence each other.

MISFITS offers many other chances to gather socially, in a wide variety of settings. Our **Karaoke Night** is a social event to hang out and sing if you want to, or just chat. We have occasional meetings, and often work with other local fan groups to present anything from a Klingon play to battling robots. We have picnics, quick gatherings for movies, a writer's group, the LAN gaming group **CyberGladiators**, and if you've got an idea that you'd like to do as a MISFIT, we'd like to hear it.

But THAT'S NOT ALL! Each spring we hold the **MISFITS Team Trivia Challenge**, where teams of four compete in a game show style format to find the most trivial team of SF fans in the area. Get three other people together and you have a team, or just come to be entertained in the audience.

Want to show off your writing skills? Each year MISFITS sponsors a **Writing Contest** with two divisions: Open (writers of any age) and Youth (writers who are 16 years of age and younger as of May 1st of the contest year). Entries must be

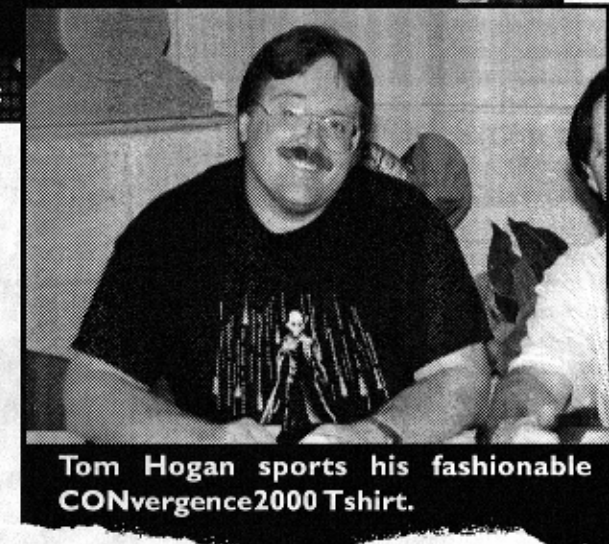
The mental taxation of the Trivia Challenge



A group of MISFITS sing out at Karaoke night

unpublished, short works of science fiction, fantasy, horror or supernatural fiction of 5,000 words or less. There is no entry fee to enter this contest. Entries are due May 1st of each year, and that year's winners will be announced at CONvergence in July. Winners in each division will receive prizes and have their stories published and distributed at CONvergence. For more information on entering the writing contest, visit the MISFITS web site or contact us directly.

And we're not just about having fun; MISFITS gives back to our community as well, both to fans and to the community at large. This year we brought authors into local schools, and gave new book donations to school libraries. Many of our events like **Karaoke Night** are also food drives. Our **Project Happy Holidays** has made donations both to fan families in need and to the Child Life Center at Fairview University Medical Center. And in the end, this is as fun as everything else we do as we build and strengthen friendships, and make the fun we have at CONvergence into something that lasts the whole year. For more informa-



Tom Hogan sports his fashionable CONvergence2000 Tshirt.

tion about everything MISFITS does, check out our web site at <http://www.misfit.org>, email us at info@misfits.org, or visit our room parties at CONvergence or other regional SF conventions. Sign up for our mailing list to have a copy of our monthly Nexus Point newsletter mailed to you. It has the latest on MISFITS news and upcoming events.

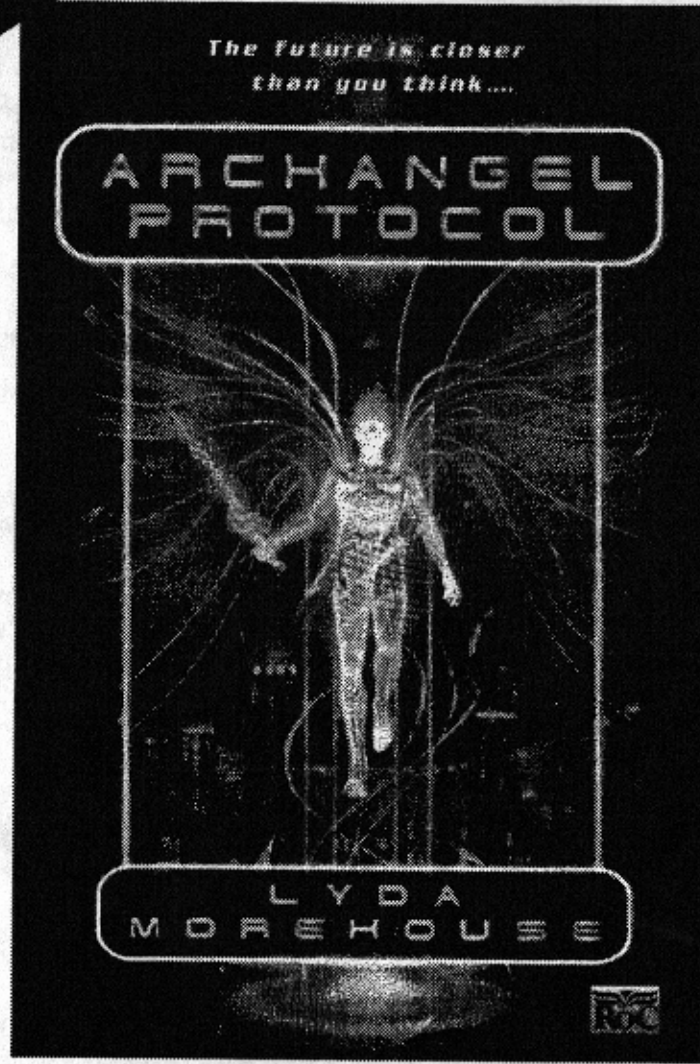
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we have a few thank yous...

CONvergence and the **Minnesota Society for Interest in Science Fiction and Fantasy (MISFITS)** would like to sincerely thank everyone who helped make CONvergence 2001 happen. This includes our fantastic **Convention Committee** who put in months of work throughout the year.

Thank you to all the *volunteers*, from the dozens who help throughout the year to everyone who even spent an hour badging at the convention.

Thank you to our fantastic guests: **Harry Knowles, Peter Mayhew, Michael Sheard, Eleanor Arnason, Crist Balas, Jay "Father Geek" Knowles, and C.H. Morgan.**

Our thanks go to everyone who *donated* materials to the convention, or as prizes for our many raffles and drawings throughout the year.

Thank you to **Dean Kopesky** for his help with the Programming Database; to **Janice Anderson** for her help with Concessions; to **Eregion** for supplying computers for computer gaming at the convention; to **Rick Whitnoble** for help with parties including the MISFITS room at CONvergence; to **Joe Scrimshaw, Lauren Lenzen, and Jennifer Grant** for their help with Publications; to **Tracy and Jay Henderson Garland** for the fantastic COF2E2 mugs; to **Peter Verrant** for his help in videotaping; to **Odditees** for their great work on CONvergence T-Shirts; and to **Tom Juntunen** for his help with badges.

A **BIG** thank you to the staff of the **Radisson Hotel South** for making our return to their hotel so enjoyable. There's no place like home!

Thank you to **Jon Hurt** and **Presentation Services.**

Thank you to all of the *regional fan groups* for their help and support, and thank you to everyone who threw a party at CONvergence this year!

Thank you to the following for performing: **Astral Grey, DJ Craig, CXR, Danger Danger Hot Rod, Ear Candy, Lehto and Wright, Lost Chocolate Lab, Metaphor, Moggnaugh, Monuments of Leisure, Nick Atoms, Niptron Systems, Psychopop, Scarlet Slipping, Sensor Re:Engine, Soylent Theater and Zurround.**

Thank you to the MISFITS officers of the past year: **Erin Lorenz, Tom Hogan, Bruce Yoder, and Anton Peterson.** Thank you to the entire **MISFITS staff** for their help and cooperation.

Thank you to the conventions where we held the following room parties, and to the volunteers who made them happen:

- **Icon** (*The Potato Party*)
- **Worldcon** (*Chernobyl in 2011*)
- **Diversicon** (*The Pillow Party*)
- **Demicon** (*The Mad Hatter's Tea Party*)
- **Marscon** (*Chernobyl in 2011 again*)

Thank you to all the attendees who became **members of CONvergence 2001**, because this isn't just our convention, it's your convention, too.

And finally, our **sincere thanks** – and apologies – to *anyone we forgot!* If you know someone who should be on this list, please let us know! There's still time to give credit where credit is due on our web site and in our *Post-Mortem Report* published in August.



Minnesota Science Fiction Society, Inc presents

MINICON 37

March 29 - 31, 2002
Minneapolis, Minnesota
at the Hilton Minneapolis

Writer Guests of Honor:

Emma Bull & Will Shetterly

Fan Guest of Honor:

Arthur Hlavaty

Artist Guest of Honor:

Rick Berry

Registration is \$30 until October 31, 2001,
\$45 until February 14, 2002.

<http://www.mnstf.org/minicon37/>

Email: request@minicon.mnstf.org

Minicon 37
P.O. Box 8297
Lake Street Station
Minneapolis, MN 55408

Minicon is sponsored by the **Minnesota Science Fiction Society, Inc** (a.k.a. Minn-stf). For more information about Minn-stf, call the Minn-stf Hotline (612-824-5559) or visit <http://www.mnstf.org/>.



CONVERGENCE

where science fiction
and reality meet

**PRE-REGISTRATION FORM:
CONVERGENCE 2002, JULY 5, 6, 7**

A convention for fans of Science Fiction and Fantasy in all media.
At the Radisson Hotel South in Bloomington, MN

Complete this form and send it (with check or money order, US funds only) to:
CONvergence, 1437 Marshall Ave, Suite 203, St. Paul, MN 55104

**Registration Rates for
CONvergence 2002**

Until December 25, 2001	\$25
January 1 until May 15, 2002	\$35
Supporting Membership until May 15, 2002 (\$15 now plus \$20 at the door)	\$15 / \$20
Kids Age 6-12 (Pre-reg ends May 15, 2002)	\$15
At the Door July 5, 6, 7 2002	\$50
Kids 5 & under	Free

Make checks or money orders
payable to **CONvergence**.

Required – These fields **MUST** be filled out for us to process your registration.

↑ Full Name

↑ Street Address

↑ City, State, ZIP Code, Country (if not USA)

↑ Phone (Home and/or Work) – at least one is required

NOT Required – An e-mail address is **NOT** required but will speed up the process of confirming your registration and providing you with information about the convention. Badge names are also not required.

↑ E-mail address

↑ Badge Name (If different from Full Name)

**Check
One:**

- Adult Badge
(21 & over)
- Non-Adult
Badge
(under 21)

You **must** specify Adult or Non-Adult status.

People wishing adult badges will be asked to show a picture ID showing that they are at least 21 years old at the time they pick up their badge.

That means that if you're not 21 now but will be by the time the convention is held, you can still request an adult badge.

I would be interested in information on: (check all that apply)

- Dealers' Room Tables
 Masquerade Entry
 Art Show / Auction
 Advertising
 Room Parties
 Working with MISFITS

I would be interested in volunteering in the following areas: (check all that apply)

- Registration Badgers/Gophers Concessions
 Publications Art Show Staff Gaming
 Operations Programming Staff Volunteers
 ConSuite Programming Panelist
 COF₂E₂ Connie's Space Lounge
 Put me wherever I am needed

I would be interested in volunteering... (check all that apply)

- During the year
 During the convention

You may like to know that I am a professional in the field of:

Do you have any other ideas, skills or resources that you would like to lend the use of to CONvergence? If so, please explain on the back of this form.

Thank you again for
your support. We look
forward to seeing you
at CONvergence!



CONVERGENCE
2002

US Mail: 1437 Marshall Ave, Suite 203
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Phone: 651-647-3487 / 651-MISFITS
(24-hour voicemail)
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It's like nothing you've ever gone after before...

If adventure has a name, it must be ...

CONVERGENCE
2002

Radisson Hotel South
July 5, 6, 7 2002

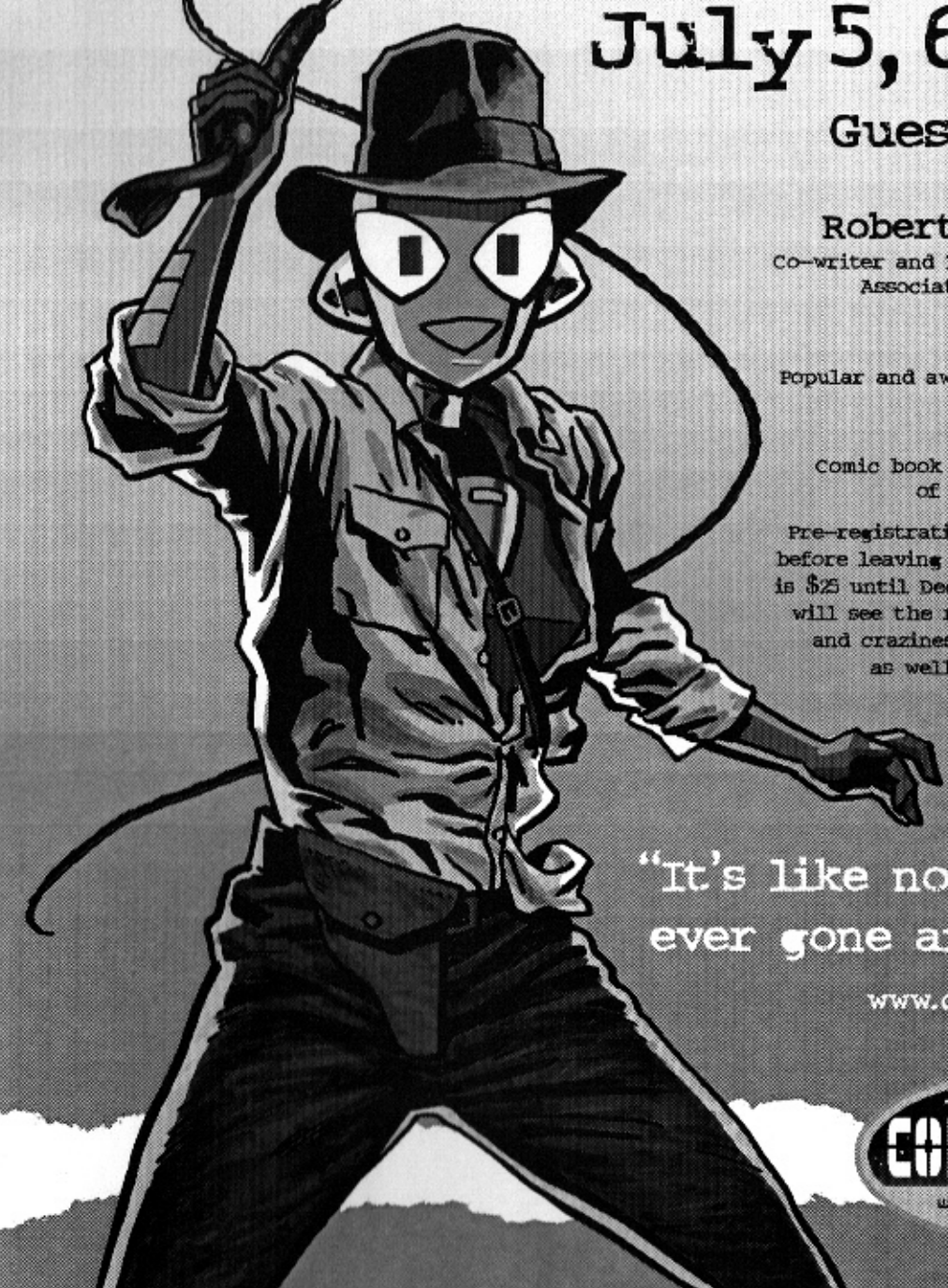
Guests of Honor
scheduled to appear:

Robert Meyer Burnett
Co-writer and Director of *Free Enterprise*
Associate Producer of *The Specials*

Nene Thomas
Popular and award-winning fantasy artist

Phil Hester
Comic book writer/artist and penciller
of *Green Arrow* for DC Comics

Pre-registration is only \$20 if you do it
before leaving CONvergence 2001, and then
is \$25 until December 31. CONvergence 2002
will see the return of all the usual fun
and craziness, with some new surprises
as well, so be sure not to miss it!



"It's like nothing you've
ever gone after before!"

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