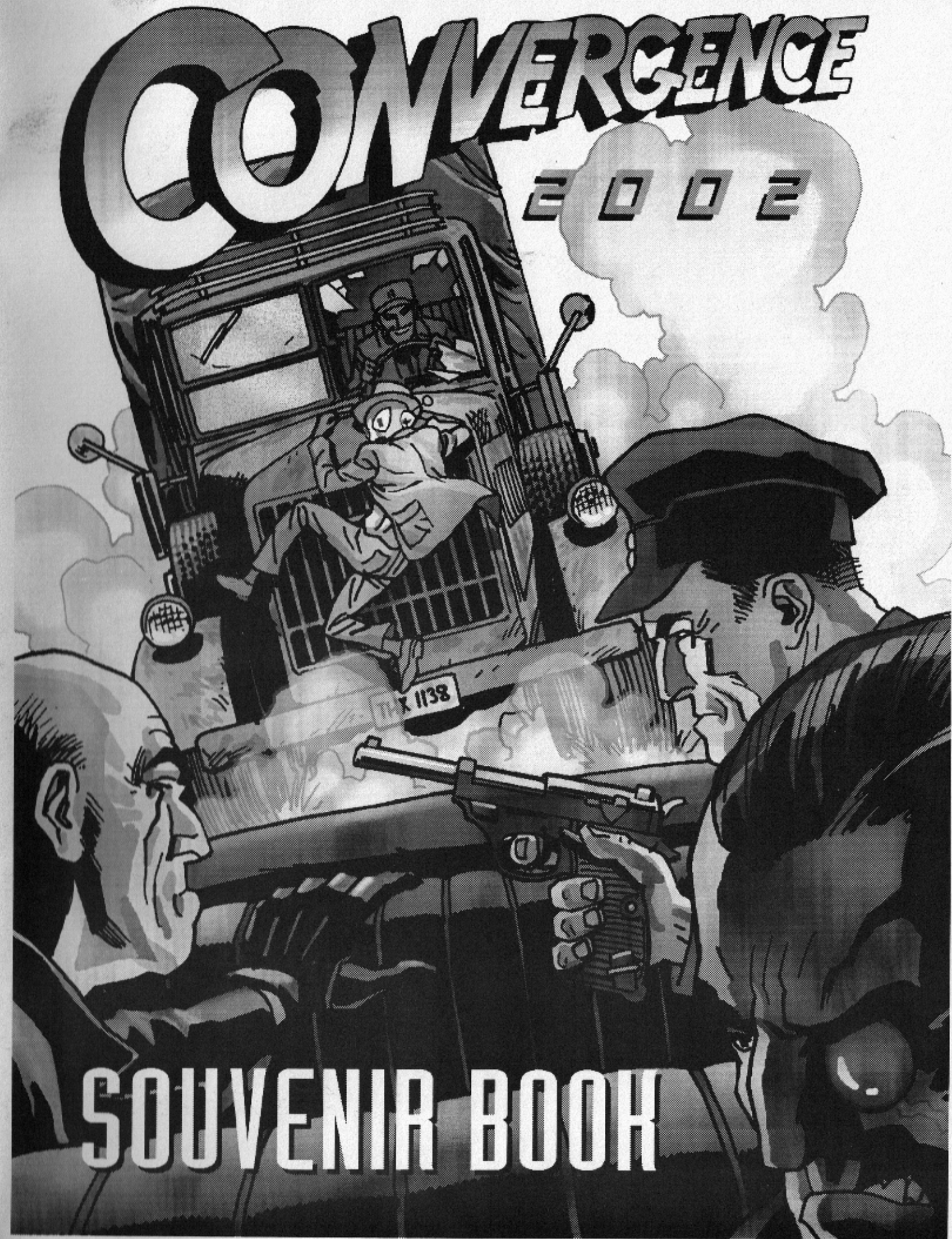


Where did your computer tell you to go today?



©2002 Geeksquad Inc.

612.343.GEEK



SOUVENIR BOOK

TABLE OF CONTENTS

WELCOME	2
SINCE LAST WE MET	3
POLICIES	4
FEATURES	5
GUESTS	11
PERFORMERS & SPECIAL FEATURES	18
MISFITS	19
ACKNOWLEDGEMENTS	21
CONVERGENCE 2003	25



A PRESENTATION OF THE MINNESOTA SOCIETY
FOR INTEREST IN SCIENCE FICTION & FANTASY
(MISFITS)

MISFITS BOARD OF DIRECTORS

Christopher Jones
Ferrin Klumpp
Windy Merrill
Jeremy Stomberg
Ishmael Williams
Tim Wick
Pat Wick

CONVERGENCE 2002 SOUVENIR PROGRAM BOOK

Editors: Chris Bowsby, Christopher Jones
Contributors: Christopher Jones, Ferrin Klumpp, Ishmael
Williams, Charles Piehl, Jules Raberding
Cover Art: Christopher Jones
Interior Artwork: Christopher Jones and Nene Thomas
Proofreaders: Barb Pemberton, Tom Hogan, Jeremy Stomberg,

The CONvergence 2002 Souvenir Program Book is Copyright © 2002 by the Minnesota Society for Interest in Science Fiction and Fantasy (MISFITS). All rights reserved. The CONvergence logo, MISFITS logo, and the likeness of Connie are the property of MISFITS. No portion of this publication may be reproduced or transmitted in any form without the express written permission of MISFITS.

We always welcome feedback and suggestions, and ask that any comments be directed to the channels listed above.

Contact Information
CONvergence / MISFITS
1437 Marshall Avenue, Suite 203
St. Paul, MN 55104
651-MISFITS (651-647-3487) - 24-hour voicemail
info@convergence-con.org
http://www.convergence-con.org
info@misfit.org
http://www.misfit.org

WELCOME

Or welcome back, as the case may be. We're thrilled to have another great convention in the offering this year, and are even more thrilled to be back at the Radisson Hotel South. Yes, for the first time in our convention's short history we are at the same hotel for two consecutive years! We plan to be at the Radisson South for the foreseeable future.

The theme for this year's CONvergence is the Indiana Jones spirit of adventure, with the tag line of "It's like nothing you've ever gone after before..." Expect to see lots of Indiana Jones references around the convention this year, but don't think that

Indy is all we're about. We're bursting at the seams this year with programming and events that reflect science fiction and fantasy in all media. We've got fabulous guests we want you to meet, and all kinds of surprises in store.

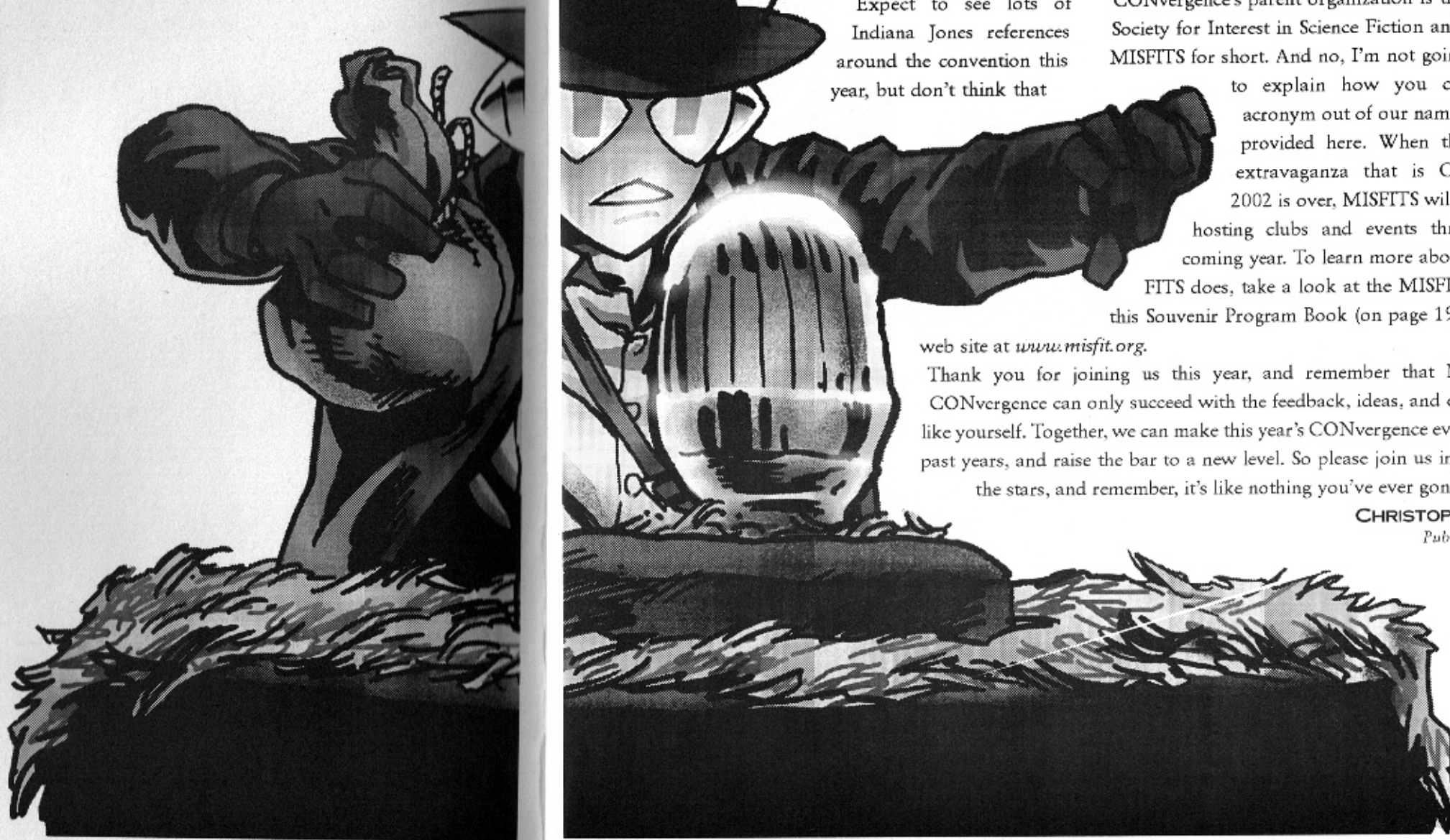
Check out the CONvergence 2002 Programming Guide for a detailed listing of what is happening when and where at the convention this year. You can also check out our kiosks near CONvergence Central outside the Grand Ballroom and near the first floor plaza rooms in the North Tower for the essential programming info.

CONvergence's parent organization is the Minnesota Society for Interest in Science Fiction and Fantasy, or MISFITS for short. And no, I'm not going to attempt to explain how you can get that acronym out of our name in the space provided here. When the three day extravaganza that is CONvergence 2002 is over, MISFITS will still be there hosting clubs and events throughout the coming year. To learn more about what MISFITS does, take a look at the MISFITS section of this Souvenir Program Book (on page 19) or visit our

web site at www.misfit.org.

Thank you for joining us this year, and remember that MISFITS and CONvergence can only succeed with the feedback, ideas, and energy of fans like yourself. Together, we can make this year's CONvergence even better than past years, and raise the bar to a new level. So please join us in shooting for the stars, and remember, it's like nothing you've ever gone after before.

CHRISTOPHER JONES
Publications Director
CONvergence



SINCE LAST WE MET...

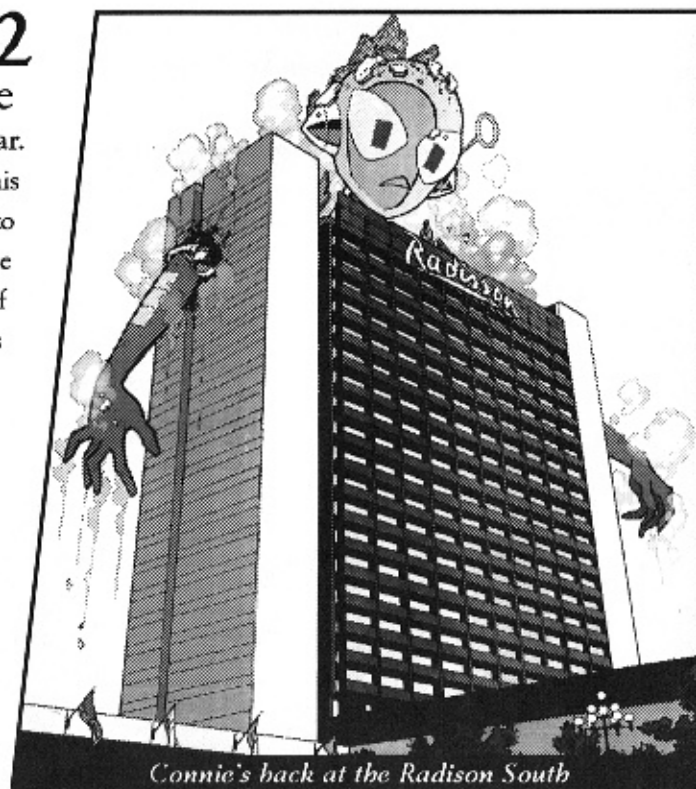
CONvergence 2002

is here at last, and at first glance it might seem relatively unchanged since last year. Since we are staying in the Radisson Hotel South this year (yay!), most of the convention layout is similar to how it was last year. We've reconfigured our use of the Grand Ballroom area a bit and swapped a couple of other things around, but it all looks pretty familiar. It's nice to stay in the same location and focus on fine tuning rather than reinventing the wheel.

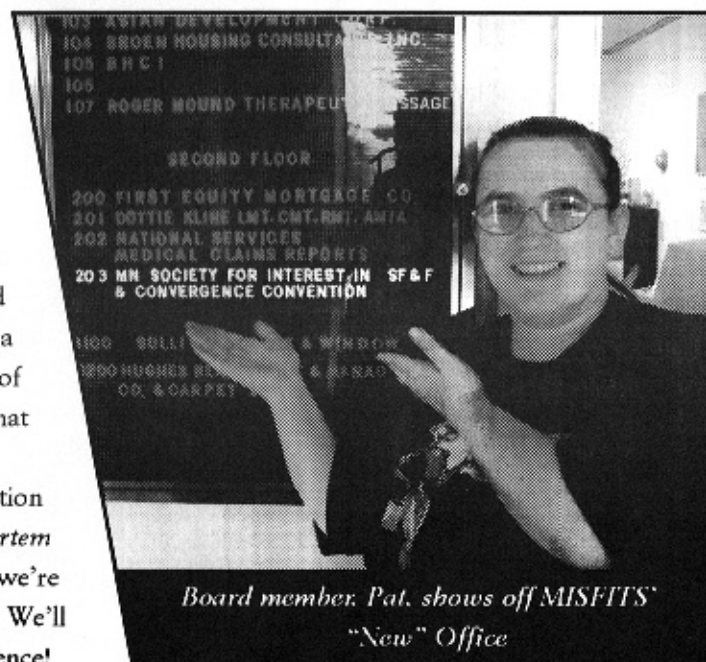
Even MISFITS seems to be easing into a routine. We've been in our "new" office for a year, now, which now provides us with much-needed storage space and a place for club meetings and other MISFITS business. There have certainly been a few changes; we've added a new club and our monthly Sci-Fi Movie Night has moved to its new home at the Oak Street Cinema. You can read about those developments and more in the MISFITS section on page 19.

We had a great time visiting other conventions with our room parties this year. We threw our popular (and slightly less than sincere) worldcon bid party "Chernobyl in 2011" at Capricon. It's the worldcon that glows on you. Marscon saw our Indiana Jones theme party, which included a buffet of international delicacies (sans monkey brains) and a bevy of wacky adventurers. The food theme escalated at Demicon with the Iron Chef room party, where a variety of dishes were made with the secret ingredient of the day: Rice! Hey, it was a party in a hotel room. What do you want, live squid?

The next time you'll hear from us after the convention is when we send out the CONvergence 2002 Post Mortem Report in August. For more information on what else we're up to, visit our web site at www.convergence-con.org. We'll see you then, and have a great weekend at CONvergence!



Connie's back at the Radisson South



Board member Pat shows off MISFITS "New" Office

CONVENTION POLICIES

FOR OUR 2002 CONVENTION

WE WANT EVERYONE AT THE CONVENTION TO HAVE A GOOD TIME. TOWARDS THAT END, THERE ARE A FEW POLICIES WE ASK EVERYONE TO FOLLOW:

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'll 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 otherwise unacceptable.

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

Smoking: Smoking is permitted only in 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.

Weapons Policy: We want everyone to have a safe and enjoyable time while at CONvergence, so please leave any weapons in your room. Otherwise, please adhere to the following policy, or risk being "uninvited" to the convention, without refund from the convention or the hotel.

1. Firearms are not allowed, nor are working projectile weapons.
2. Bladed weapons must be sheathed and peace-bonded and cannot be drawn under any circumstances.
3. Realistic looking firearms must be holstered and peace-bonded and cannot be drawn under any circumstances. If they cannot be peace-bonded, they are not allowed.
4. Non-realistic looking firearms must be holstered and peace-bonded if possible.
5. Non-realistic looking firearms that cannot be holstered cannot be pointed at any other member of the convention under any circumstances. These weapons must be marked.
6. Any costume that contains realistic looking firearms and gives the appearance of a member of law enforcement or the military will not be permitted as the potential is too great to create confusion for other members of the convention.

7. Costumes such as those listed in rule #6 or accompanied by weaponry that would not be permitted under the other rules may be worn when the wearer is participating in a convention function or programming item such as the Masquerade or other programming item. They may only be worn for the duration of the function.

8. The CONvergence Board of Directors reserves the right to amend these policies without prior notice and any ruling made by the Board of Directors is final.

9. Clarifications:

a. **Projectile weapons** - If it projects a solid, liquid, gas or energy, it is considered a working projectile weapon. Laser-light pistols emit a beam that can be damaging to the corneas. Under this policy, it is a working projectile weapon. Water pistols are allowed only if they are empty and must be holstered and peace-bonded or marked according to rule #3, #4 or #5.

b. **Peace-bonding** - A peace-bonded weapon is one tied to its sheath, holster or container with a functional, decorative binding. It prevents someone else from taking your weapon without permission and is a traditional and visible sign to everyone that you are a responsible person. We will have peace-bonding material on the Bridge for those who need it.

c. **Marking** - Non-realistic looking firearms that cannot be holstered under rule #5 will have peace-bonding material tied to the weapon as a visible sign that it's been checked out and approved by the Exec or one of the Heads of Operations. We will have marking material available on the Bridge for those who need it.

Use Good Judgement: Even if it complies with the rest of the rules, if it is unsafe or reduces the enjoyment of others, please don't do it.

Thank you in advance for helping to keep this a fun and exciting convention for everyone.

CONVERGENCE FEATURES

ART SHOW AND AUCTION

PLAZA 5/6 (AUCTION PLAZA 2)

CONvergence invites all Science Fiction and Fantasy artists to enter artwork in the CONvergence 2002 Art Show. For more information on our art show and auction, visit our web site (see inside front cover for contact info) or e-mail us at artshow@convergence-con.org. Be sure to mention "art show" in the subject line. As always, we will be looking for volunteers to help us run the art show and auction. We'll need volunteers for badging, coat check, and more. Please contact us if you'd like to help.

We'd like to remind you in advance of some of our rules and policies. In the interests of protecting the artwork in our care, the following items will need to be checked at the door.

1. No purses, bags, backpacks, fanny-packs, or containers of any kind. Base rule: If a bag is larger than our smallest piece of inventory it must be checked.
2. No staffs, canes, swords, scabbards or anything else we deem to be a potential danger to the artwork.
3. No cameras, camcorders, scanners, or any kind of electronic media storage device of any size at all. Also no touching of any item in the art show and/or print shop inventory. As always for these rules, the decision of the Heads of Art Show is final.

Art Show Hours will be as follows:

FRIDAY

10:00am to 1:00pm - Artist Check-In
2:00pm to 6:00pm - Viewing and Bidding Only
8:00pm to 10:00pm - Viewing and Bidding

SATURDAY

9:00am to 6:00pm - Viewing, Bidding, Quick Sales
9:00pm or 15mins after Masquerade Show, whichever comes first - Auction

SUNDAY

10:00am to 2:00pm - Artist Check-Out and Purchaser Pick-Up

CINEMA REX MOVIE ROOM

PLAZA 4

Cinema Rex is our official film room: a place to relax, be comfortable, eat popcorn, chat, and watch great films. Once again we are back and tucked away in our cozy corner and looking forward to having a great convention. In keeping with this year's theme, Rex has selected many adventure-packed films and has planned several special events. You will be seeing a lot of our Guests of Honor, Mark Altman and Robert Meyer Burnett (we just can't get rid of them) as they present their films, show rare goodies, and just hang out. Here is a brief rundown of what makes Cinema Rex stand out from your average, run-of-the-mill convention film room:

Atmosphere and comfort: Rex makes our film room one big living room with couches, comfy chairs, coffee tables and lamps. It's a cozy place to hang out and relax.

Concessions: Fresh made popcorn (yum, yum) and candy will adorn our concession stand. Of course you won't have to trudge all the way to the ConSuite to get a beverage; we'll have our own. And did we mention cookies? Best yet, it's all free!

Technology: Rex provides a 10-foot screen, surround sound, and this year our best projection system yet. Where possible, he uses DVD and LaserDisc in wide-screen format.

Films: In the end, a film room can only be as good as the films it shows. Several factors went into selecting our lineup. We wanted to show a variety of movies: classics that everyone should have seen (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, films from past years' suggestion boxes, and some of Rex's personal favorites.

Feedback: Rex wants to squeeze your head... for information. Thanks to all who filled out comment cards in past years. We greatly value your input and hope to receive more this year. Rex reads every card personally, and your advice and film suggestions are very helpful.

See the Programming Guide for the Cinema Rex 2002 Playlist.

COF₂E₂ FREE COFFEE SHOP

CABANA 115

COF₂E₂ is up and running for CONvergence 2002, waiting in anticipation to yet again fill your 24-hour-a-day caffeination needs.

Stop by and see what's new with your favorite free java joint, and if coffee is not your thing try a steamer or hot tea, 'cause we have those too. COF₂E₂ waves all responsibility if warm milk makes you sleepy.

And did we mention that all this is yours for the price of convention admittance? Of course, who are we to refuse donations to the worthy cause of extending your convention enjoyment through chemically induced alertness? And, as with previous years, a fifty dollar donation gives you the privilege of creating your own CONvergence certified beverage concoction for the 2002 COF₂E₂.

We look forward to helping you ignore your blood-shot, sleep deprived, bleary eyes at the COF₂E₂ nearest you.

COF₂E₂ STAGE

CABANA 118

This year, the COF₂E₂ stage will be located right next to COF₂E₂ and will feature an all-acoustic blend of music and spoken word performances. In addition, we plan to use it for public presentations of audio drama including (we hope) winners of the Mark Time award. We are eagerly looking for musicians, filkers, comedians and other performers interested in using this space. If you or someone you know are interested in performing at CONvergence, contact us at info@convergence-con.org.

COF₂E₂ Stage Hours:

FRIDAY 6:00pm-2:00am
SATURDAY 1:00pm-7:00pm and 10:00pm-2:00am
(closed during Masquerade)
SUNDAY Noon-4:00pm

Hours are subject to change. The performance schedule will be posted near the F₂E₂ music room.

CONSUIITE

CABANAS 213-219

Are you a hungry adventurer? Come to ConSuite for snacking and drinks. Monkey brains optional.

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 ConSuite staples of chocolate, chips and soda, we also have surprise appearances throughout the weekend in the form of pizza, sandwich bars, soup and the like. Those items tend to result in a feeding frenzy, so we need to keep the schedule for those items under wraps to make sure everyone gets an equal chance at them. Stop by often to see what's available.

This year you'll also find a hieroglyphics board to leave those cryptic messages on.

ConSuite is one of our biggest users of volunteers, so please stop by ConSuite or the Volunteers Table if you'd like to help out!

COUNCIL OF DOOM THEATRE CO.

presents

Neil Gaiman's Signal to Noise

adapted and directed by William Stiteler

August 3 & 9 at 4:00 pm

August 7, 8, & 11 at 7:00 pm

at the Acadia Cabaret and Theater
1931 Nicollet Ave S in Minneapolis

Adults \$10, Students and Seniors \$8

Part of the Minnesota Fringe Festival
www.fringefestival.org

Tickets on sale at Uptown Tix
www.uptowntix.com or (612) 604-3366

<http://go.to/councilofdoom>

CONVERGENCE CENTRAL

CONvergence Central is located just outside of the Grand Ballroom on the second floor. It's a space for socializing as well as home to the Concessions/Merchandise Table, Gaming, the Volunteers/Information Desk, and Fan Faire.

FAN FAIRE

CONvergence has decided to try something new for fan groups. Rather than a Fan Faire that will run for two hours on Saturday, we are providing a new space in CONvergence Central for fan groups.

Any fan group can sign up for a one hour time block at the table. If you didn't contact us before the convention, don't worry! You can sign up at the volunteer table conveniently located right next to the new fan table.

We hope this new feature of our convention will put fan groups right in the middle of the action and help them recruit new members and generate interest in club activities.

**We
Understand
Business
Like A
Ferengi**

**Web Development
Focused On
Business Results**

MODUS:web inc.
consulting and creating

www.moduswc.com
email: info@moduswc.com
phone: 612.718.7414

Andrea Cassellon
Stephanie Lindorff

DEALERS ROOM

Each year we strive to bring you a better Dealers' Room, with a better and more varied selection than before. We're pretty happy with this year's offerings. Dealers scheduled to be at CONvergence 2002 are:

COMPANY NAME	DESCRIPTION
Anne's Woodland Expressions	Misc.
BBV	Video / Audio Fiction
Belinda Jamison Children's	Books
Black Star Studios	Photos
Cloak & Dagger	Weapons
Costumes for Eyes	Contacts
Creative Collective Group	Jewelry
Don King	Collectibles
Draken Masks	Masks
DreamHaven Books	Books
Dreamscapes	Jewelry
Emerald's Emporium	Jewelry
Etchables	Etched Stones / Glass
Excalibur Leather (Clovis Enterprises)	Leather Items
Fantasy Blades / Captive Elements	Weapons
Fantasy Fashions	Used Books / Misc.
Hangman's Daughter Leatherworks	Costumes / Leather
Honeck Sculpture	Sculpture
Horizon Music, Inc.	Music Disc.
John Jamison Bookseller	Books
Kyri's Cavern	Stuffed Creatures
Leopardis Leap	Masks
Linda's designs	Jewelry
Lioness	Jewelry
Maiden Mongolia	Jewelry / Misc.
Mistic Needs	Jewelry / Medicine, Bags / Magic Cards
Mo'r Designs	Stones / Crystals
Northern Sun Merchandising	T-Shirts
Odalisque	Large Size Costumes
Painted Unicorn	T-Shirts / Buttons
Rider's Fantasy Doll Clothes	Doll Clothier
SaraCura Silver	Jewelry
Sarah Neil	Origami
The Shetland Piper	Fantasy
Sleeping Dragon Studios	Dragon Sculpture
SLR	Weapons
Something Different	Jewelry / Misc.
StarDust Creations	Misc.
StarFire Swords LTD	Swords
Tarot by Annie	Reading Tarot
Uncle Hugo's	Books
WindWolf Studios	Art Work Prints/ T-Shirt.
Xcentricities	Corsets / Clothing

FEATURES

7

GAMING

CONVERGENCE CENTRAL (SECOND FLOOR) & GAMING SUITES (22ND FLOOR)

CONvergence Gaming is proud to announce Split-Level Gaming; we're on both the 2nd Floor and the 22nd floor! This year, we've put Board and Strategy Games on the 2nd Floor right in CONvergence Central, outside the Main Stage and Dealer's Room. We also have a Game Library with new and donated games for your enjoyment. Come on by, check one out and have a few hours of fun with some friends!

The rest of the Gaming Suites, including Collectible Card Games, LAN / Computer Gaming and RPGs are, again, on the 22nd floor with a wide variety of adventures to suit gamers of all stripes! Come on up and have some interactive fun with other members of CONvergence!

Furthermore, in LAN Gaming Room #2 (22nd Floor, Room 2207), PC Palace will be providing 80 of the most popular games in the market, today. A new game will be featured every hour, so check back often to see what's cooking! The main LAN Gaming Room (22nd Floor, Room 2205) will have a hub available for you to plug in your own machines and laptops!

For more information on CONvergence Gaming and a schedule of games, see the Programming Guide.

KRUSHENKO'S

CABANA 114 (FIRST FLOOR)

Krushenko's—inspired by a bistro in Larry Niven's *Ringworld*—is a conversational space for people who like spending 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!

Please note that since the Krushenko's events are not a part of the main body of programming, beginning and end times vary from the standard programming schedule.

See the Programming Guide for a Krushenko's schedule.

MAINSTAGE

GRAND BALLROOM WEST (SECOND FLOOR)

MainStage is home to many of the big ticket events over the course of CONvergence weekend. The convention officially begins and ends there with Opening and Closing Ceremonies. There's the Mark Time Radio Show that acts as the pre-show for the Opening Ceremony this year. Friday night is a live music concert, featuring Psychopop and Zurround. Saturday night is the fabulous Masquerade, complete with the popular halftime show by Soylent Theater. Afterwards is the Masquerade Ball & DJ Dance that will last long into the wee hours of Sunday morning.

MAGIC
MARMOT
&
MARTINI


Sound,
Vision, &
Digitalia

Audio, video
and multimedia
production and
photography

big.kahuna@magic-marmot.com
http://www.magic-marmot.com



www.greatnorthernaudio.com



Recorded LIVE at
CONvergence 2001

the
VELVET
TEEN
SUBMISSION

by Brian Price and Jerry Stearns
great northern audio theater

Featuring David Ossman of the Firesign Theatre
and other Mark Time Award Winners.
Also including "Drummer's Dome."
Artwork by Christopher Jones and Hen Fletcher.
On compact disc from Great Northern Audio.

FEATURES

8

MARK TIME & OGLE AWARDS

The Mark Time and Ogle Awards are given each year for the best science fiction and horror audio productions from the previous year. This year's awards will be presented during CONvergence's Opening Ceremony.

WINNERS FOR 2001:

Mark Time - Science Fiction Audio

Gold Award - Tie

• *Kindred*

Story by Octavia Butler. Produced by Brian Smith for Seeing Ear Theater/ Sci-Fi Channel

• *Who's Afraid of Rotwang Krell?*

Written and Produced by Roger Gregg for RTE, Irish National Radio

Silver Award

• *This Pointless Thing Called Life*

Produced by Alan Marshall & Silvia Lozeva, Access Radio, New Zealand

Ogle - Fantasy/Horror Audio

Gold Award

• *Snow Glass Apples*

Written by Neil Gaiman. Produced by Brian Smith for Seeing Ear Theater/ Sci-Fi Channel

Silver Award

• *The Dante Experience*

Written by Scott Southard. Produced by Joel Pierson, Mind's Ear Audio Productions.

Judges for this year's Mark Time/Ogle Awards were:

Jerry Stearns, CONvergence

Brian Price, Great Northern Audio Theatre

Thomas Fuller, Head writer, Atlanta Radio Theater Company

Kris Markman, National Audio Theatre Festivals

Phil Proctor, Firesign Theatre

Mark Time and Ogle Award Winners are mostly available from the LodesTone Catalog, at www.lodestone-media.com, (1-800-411-MIND) or from the ZBS Foundation, at www.zbs.org (1-800-662-3345)

Find out more about the Mark Time Awards, and see the Mark Time Audio Hall of Fame at <http://www.greatnorthernaudio.com/MarkTime/MarkTime.html>.

SCIENCE ROOM & GADGETEERS PETTING ZOO

PLAZA 1 (FIRST FLOOR)

The Science Room is back with more special events this year.

See the Programming Guide for a schedule.

SILENT AUCTION

ATRIUM 1 (SECOND FLOOR)

The Silent Auction is back with more generously donated treasures for you to bid on. Stop in to bid, or just to look.

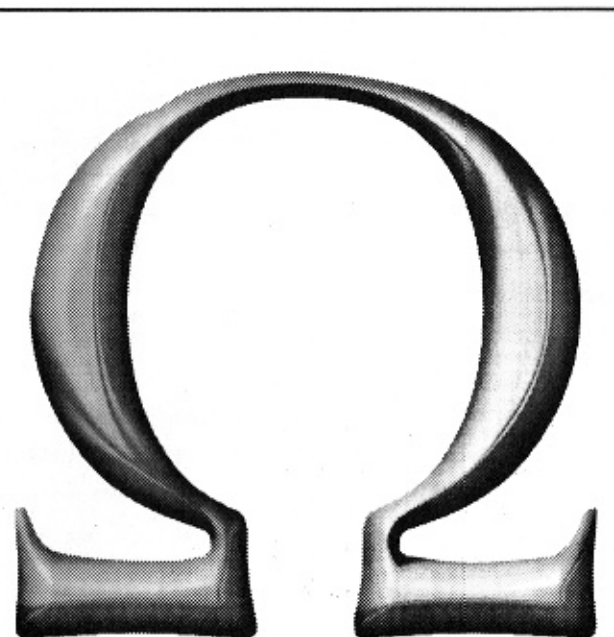
THEATER NIPPON ANIME ROOM

PLAZA 3 (FIRST FLOOR)

This year Theater Nippon will be screening both new cutting edge Anime (*Metropolis*, *Jin-Roh*, and *Love Hina* to name a few) and some very good classics you may have missed or have not had the opportunity to see (*Macross*, *Robotech*, *KOR*.) Speaking of opportunity... we've got a box of vendor goodies to give out, including a couple box sets! Stop by the room for details.

Technology: All material is unconverted/scaled and displayed on a High Definition video projector. Surround Sound is provided via a THX certified receiver. Most Anime is DVD based played on a progressive scan DVD player.

See the Programming Guide for a complete playlist.



Think Decadent

Omegacon vs. 1.0

www.omegacon.net

"No one here is exactly what he appears"
—G'Kar

MarsCon 2003

Science Fiction/Fantasy Convention for All Ages!

Feb 28 - March 2

Airport Hilton Hotel
Bloomington, Minnesota

Julie Caitlin Brown
Na'Toth of Babylon 5!

Lev Mailer
Actor, director, coach & teacher!

Plus More TBA!

Rates:

\$30 until 10/31/02

\$40 until 1/31/03

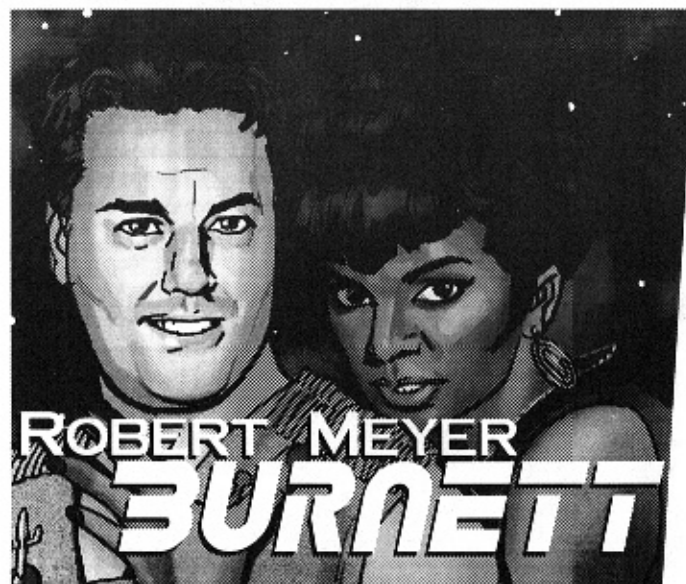
\$50 at the door

MarsCon
P.O. Box 21213
Eagan, MN 55121
2003info@marscon.org
www.marscon.org



©2002 FanSF, Inc.
Fans Educational
Network for
Science Fiction

GUESTS



INTRODUCTION BY PERRIN KLUMPP

When I found out that I would be doing the intro/bio for Robert Burnett I was thrilled! I could tell everyone about how nice and talented a guy he is, but then I realized I had a problem:

I hate the guy.

Let me explain why. I was on the phone with him arranging some details of his time with us at the con when he interrupted me to say that he was sorry he had to cut our talk short, but he had to get packed because he was flying to England to interview Christopher Lee for the Lord Of The Rings DVD he was working on. It was at that moment that I realized I hated him. Oh sure, it's entirely based on an insane amount of raw, green jealousy, but so what? HE GOT TO INTERVIEW CHRISTOPHER LEE AND DIDN'T TAKE ME!

I would have fit in his luggage.

Really.

Seriously though, Robert is a great guy and I'm very excited about having him as a guest at CONvergence. I think that the following credits list gives you an idea of the breadth and magnitude of

his talent, but it doesn't convey how really nice this guy is. You will be well rewarded if you get a chance to chat with him during the con.

Just don't try and tell him that Picard could take Kirk.

Just...don't.

Robert Meyer Burnett earned his first screen credit as the art department assistant on New Line Cinema's 1990 release *Leatherface: The Texas Chainsaw Massacre III*, before becoming an assistant makeup-effects coordinator for productions such as *Cast a Deadly Spell*, *Sleepwalkers*, *Super Mario Brothers*, and *Army of Darkness*.

Burnett marked his feature writing/directing debut with Regent Entertainment's multiple-award winning 1999 theatrical release *Free Enterprise*, which took Best Film and Best New Writer honors from the 1998 AFI Film Festival. He then went on to associate-produce Mindfire Entertainment's *The Specials*, a Fall 2000 release also from Regent Entertainment.

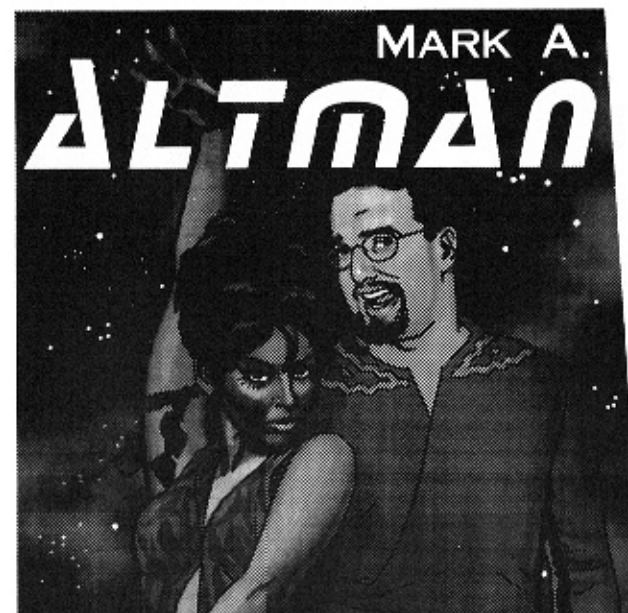
For the past 18 months, Burnett has been producing documentary materials for special edition DVDs for MGM, Disney, Columbia-Tristar and Fox. His most recent work includes *The Usual Suspects*, *Snow White*, and the feature-length *Making of Tron* documentary on the 20th Anniversary DVD of that first computer-animated feature. He's also hard at work on the *X-Men 1.5* DVD, *X2* and the four-disc *Lord of the Rings: The Fellowship of the Ring* DVD for New Line Cinema, to be released in November of 2002.

Most recently, Burnett finished the screen adaptation of Mark Lindquist's novel, *Never Mind Nirvana*, which he hopes will be his sophomore feature directing effort. Peter Buck from REM will score the film. Finally, he's also the co-producer of MGM's 2003 release *Cody Banks*, starring *Malcolm in the Middle*'s Frankie Muniz, which began filming in May 2002.

For a more detailed listing of Robert Burnett's credits, visit the CONvergence web site at www.convergence-con.org.

Perrin Klumpp is a member of the MISFITS Board of Directors and is the world's foremost schmoozer of potential guests. If you see him coming towards you with a business card... ah, never-mind. You won't see him coming.

GUESTS



INTRODUCTION BY CHRISTOPHER JONES

I'd heard for a long time that I really "needed" to see *Free Enterprise*. I'd been told that it was a real "geek movie" and I'd love it. Turns out they were right, and *Free Enterprise* now has a happy place in my DVD collection and I now regularly force other "virgins" to sit down and watch it to share the joy.

But I didn't realize then that I was already a fan of the two creators of that film. I first became a fan of Mark Altman after a series of reviews and articles on *Star Trek: The Next Generation* that appeared in *Cinefantastique Magazine*. You see, I consider myself a *Star Trek* fan, but kind of a picky one. I think *Wrath of Khan* is one of the best movies ever. I think TOS (I don't have to explain what I mean by that for THIS crowd, do I?) is a groundbreaking series. I became a huge fan of *Next Generation* after what was a shaky first two seasons.

But that's just it. Those first two seasons were pretty shaky. A lot of those episodes were downright awful. Some episodes of the original series are as brilliant today as they were in the '60s, but some of them have dated pretty badly. Others weren't that great in the first place. For every *Wrath of Khan* and *Voyage Home* there's been a *Final Frontier* and (more recently) *Insurrection* we had to endure.

Now all that's a matter of opinion. I'm sure for every

example I can cite of "bad *Trek*", there's someone out there who would leap to its defense. That's what caught my eye about a series of articles and reviews on *Star Trek: The Next Generation* that began appearing regularly in *Cinefantastique*.

In this era of Access Hollywood and *Star Trek Communicator*, most entertainment news has the unbiased objectivity of a press release and the critical eye of an enthusiastic parent at a 1st grade play. Mark Altman's coverage of *Next Generation* (and eventually other *Trek* series as well) combined fascinating behind-the-scenes detail and making-of information with a discerning review of individual episodes, offering a well-reasoned analysis of why each episode succeeded or failed.

Altman's writing quickly became something I kept an eye out for. He was that rarest of creatures: A critic whose opinion I actually respected and often agreed with. Now he's gone on to be something even rarer: A critic who doesn't just criticize a medium, but actually contributes to it.

Free Enterprise is a hugely enjoyable film. If you haven't seen it, you'll have your chance this weekend. And keep an eye out for Mark's name on other projects, or even for more of his articles and reviews, which he still writes. I know I will.

Writer and producer of *Free Enterprise*, Mark Altman has written numerous comic books for DC and Malibu Comics and is the author of several non-fiction books including *Twin Peaks: Behind the Scenes*, the *Captains' Logs* series, and the best-selling *Trek Navigator*. He is also former editor-in-chief of *Sci-Fi Universe* and has contributed to such newspapers and magazines as *The Boston Globe*, *L'Cinefage*, *Film Threat*, *The Manchester Guardian*, *The Boston Edge*, *Cult TV*, *Cinefantastique*, *Computer Player*, *Cinescape* and many others.

Christopher Jones is on the MISFITS Board of Directors and is the Director of Publications for CONvergence. When not drawing the CONvergence mascot Connie (which he does a LOT), he is an artist for DC Comics and does other freelance illustration.

GUESTS



INTRODUCTION BY ISHMAEL WILLIAMS

My first introduction to Diane came in the form of one of her Star Trek novels, *Spock's World*. Always intrigued by the Vulcans, and a "Star Trek" fan, I embraced this work eagerly, and felt very satisfied when done. I came away from that novel with a sense of the characters, and a good feeling about the author's ability to portray them.

A couple of years later, I had the treat of reading *Doctor's Orders*. I was so enthralled with this one, that I entreated several of my Trek fan friends to read it. We all thought it a hoot, and marveled at Diane's ability to bring the characters that we'd come to know and love so well to life. I figure it's always hard to take someone else's idea of what a character should be, use that as a foundation, and build on it. Diane's touch in *Doctor's Orders* is deft, and her aim is accurate. I yearned to meet her, but never figured it would happen. It was at a regional Science Fiction convention in the late 90's (and isn't that strange to say?) where my wish came true.

I was crossing the lobby of the hotel that housed the convention, when a dear friend stopped me to chat. She kept looking over my shoulder, and I thought nothing of it. Conventions are, after all a time for friends to reconnect. Another woman approached, and my friend interrupted our train of thought and said, "May I present Diane Duane?" Now, my dear friend knew of this fond desire of

mine, and took great glee in my astounded reaction.

Diane was very charming and gracious, and helped this fan-boy get over his stuttering embarrassment with wit and patience. I was struck by her mane of dark hair, her ready smile, and her piercing eyes.

Despite my inability to form a coherent sentence, we became fast friends, and made promises to seek out one another's company before the end of the convention. Later, we did get to spend some time together, and she answered my questions on the creation of *Doctor's Orders* with great detail and animation. I could see that she clearly had enjoyed writing that one, and she was enjoying my absolute enjoyment of her work.

My fondest memory of Diane, and perhaps the best example of her style, happened at that same convention. It was the not-so-wee hours of the morning, when birds were beginning to think about chirping. On my way to bed, I stopped by the consuite, and found Diane still awake, holding court and entertaining everyone.

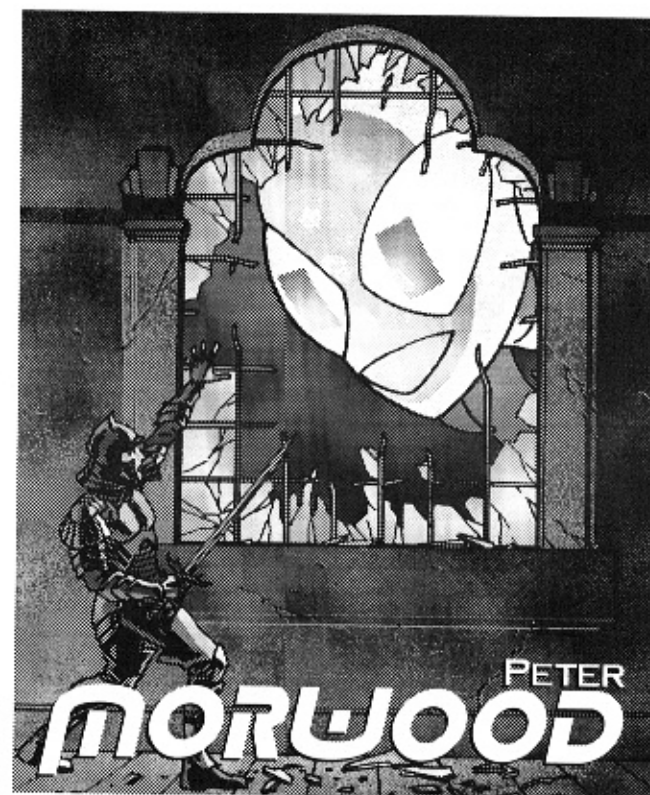
To me, Diane is a celebrity - a wonder person from a far off land (she lives with husband Peter Morwood in Ireland) who does things I admire from afar. She writes, she hobnobs with other rich and famous personalities and she has a name well known by a great many people. She has a charm about her that melts hearts, and a realness about her that connects with people on all levels. I also find her to be extremely generous - she entertained my life-partner for several days once when my partner was in Ireland, giving of her home, time and hospitality with nary a second thought.

Since those humble beginnings, despite her incredibly busy schedule, we've stayed in touch, and I am pleased and honored to have her amongst us again.

Diane Duane is the author of almost thirty novels, numerous short stories, novelizations, scripts for television and various comics and computer games. Diane's "Star Trek" novels include: *The Romulan Way*, *The Wounded Sky*, *Spock's World* and *Dark Mirror*. She is the author of a number of series, including *Young Wizards*, *Star Drive*, and *Feline Wizards*.

Ishmael Williams is a member of the MISFITS Board of Directors and is the Director of Facilities for CONvergence. He has a love for the *Wizard of Oz* and single malt scotch.

GUESTS



INTRODUCTION BY CHARLES PIEHL

Often the best way to tell a story is with a flashback. When last we saw our Guest...

Let your mind go back to the days when Minicon's consuite had a commanding view of the South Metro, high atop the Radisson south. A consuite volunteer walks through, checking to see that all is in order.

Chip bowls full...trash emptied...Guest of Honor tending bar...popcorn popping...plenty of chocolate at hand...

What the hell is a Guest doing working? (Minneapolis seems to have a way with that happening, don't we?) Panicking, our intrepid volunteer rushes behind the bar to allow our Guest go back to enjoying himself. Peter is serving drinks, entertaining people with jokes, telling stories. He explains that helping out is no problem, why would it be?

Our volunteer attempts to keep up with the jokes, and the drinks, and the stories. Peter escalates into faster repartee, more storytelling and even faster banter. Before long, it is not the Guest who is getting help, but the volunteer who is badly over his head, being used as a straight man by someone

GUESTS

Come attend a Live Reading of
H. P. Lovecraft's *The Dreams in the Witch-House*
read from the original issue of *Weird Tales* by Guy Brock
at the Cinema Coffee Room, Party, Saturday Evening
(see the Party Hostess for exact schedule)

I conjure thee, thou n-dimensional being,
by the Daemon-Sultan of
the universe, to
appear under a
comely human
form, without
noise and
without terror,
to give ear to
a tale I will
tell thee.
Hereunto I
conjure thee by
the virtue of these
Holy and Sacred Names
Poe*Bierce*Machen*Dunsany
Adonai*Elohim*
Tetragrammaton!
Come quickly and peaceably, Come!

Also, don't miss the *Lovecraft Was Right!* panel in the Editing Room, Saturday, at Noon **Warning:** Panel discussion may not be sponsor-free

who is allegedly there to relax.

Peter spent the bulk of the evening holding forth at the bar. We offered him chances to go, but he said he was having too much fun to leave. He treated the bar as a stand-up club, and kept the place rolling for hours. And now he's back. Take the time, sit down and enjoy the stories. This man has seen and done things even our crowd will enjoy hearing about.

A native of Ireland, Peter Morwood established himself as a popular fantasy author with his *Book of Years* series. He is also the author of the *Tales from Old Russia* series and has co-written the *Space Cops* series with his wife Diane Duane. For more information on Peter Morwood or Diane Duane's work, visit <http://www.ibmpcug.co.uk/~owlsl>.

Charles Piehl is a convention committee veteran of CONvergence and other regional conventions including Supercon, Minicon, and Anime Iowa. He has probably performed more weddings than anyone else attending CONvergence this year.



INTRODUCTION BY JULES RABERDING

Nene Thomas is one of my favorite fantasy/scifi artists. Some of her earlier work was used for Magic: The Gathering. This being just one of many collectable card games where you will find her paintings used.

She has won many awards including 4 pieces taking Best Art at Demicon in 1999.

Her art is valued and collected by people from all walks of life. She works in watercolor. This is a complex medium for the depth and intensity of color and form she is able to create.

Nene's work has appeared as cover art as well as interior art for publications such as *Cryptech*, *Paper Mayhem*, *The Leading Edge*, and *Scrye Magazine*.

Nene lives in Oklahoma with her husband Steve Plagman. He is the talent behind the framing and intricate matting of Nene's work. She also shares her living space with cats.

Being the dragon fan that I am, I am extremely impressed by Nene's depictions of these creatures. She is able to capture a feral and regal quality in them. Also her female figures are interesting and different from one another. Her backgrounds help tell the story. I'm sure we will discover that she is as multifaceted as her work.

Nene Thomas is a popular artist with a strong following in the fantasy market. Her work has appeared in Magic: The Gathering and other card games including *Shadowfist*, *Legend of the Five Rings*, *Galactic Empires*, *Tempest of the Gods*, *Wyrmwars*, *Gridiron*, *Vampire: The Eternal Struggle*, *Xenophiles*, and *Battlelords of the 23rd Century*. To learn more about Nene and see samples of her work, visit www.nenethomas.com.

Jules Raberding is the guest liaison for Nene this year, and has been a regular at CONvergence since the beginning.

DAVANNI'S®
PIZZA & HOT HOAGIES

DELIVERY FROM EDINA LOCATION:
(952) 920-9090

FEATURED GUESTS



MOJO

Adam "Mojo" Lebowitz has recently gone independent after more than a decade as lead animation supervisor with Foundation Imaging, where he provided visual effects work for *Babylon 5* and *Star Trek: Voyager*. He contributed to the new effects work to the recent Director's Cut of *Star Trek: The Motion Picture*.

Mojo is the author of *Star Trek: Starship Spotter* and created the images for the *Star Trek Ships of the Line* calendar. Mojo was also a producer of the long-awaited *Buckaroo Banzai* DVD, and directed the 1999 *Buckaroo Banzai* CGI trailer, produced to promote a new *Buckaroo* TV series.



DAREN DOCHTERMAN

Daren R. Dochterman is a designer and illustrator who has done concept art and storyboards for over 35 feature films including *The Abyss*, *Sleepless in Seattle*, *Deep Blue Sea*, *Addams Family Values*, and *How the Grinch Stole Christmas*.

For six years he was co-host of the nationally heard radio show *Talk Trek*. Last year he served as Visual Effects Supervisor on the Director's Edition of *Star Trek - The Motion Picture*. He also has a cameo role in the film *Free Enterprise* and can also be seen (but not heard) in the film *Trekkies*. His monthly humorous movie poster artwork "Not Coming Soon" is seen in *Cinescape* magazine.

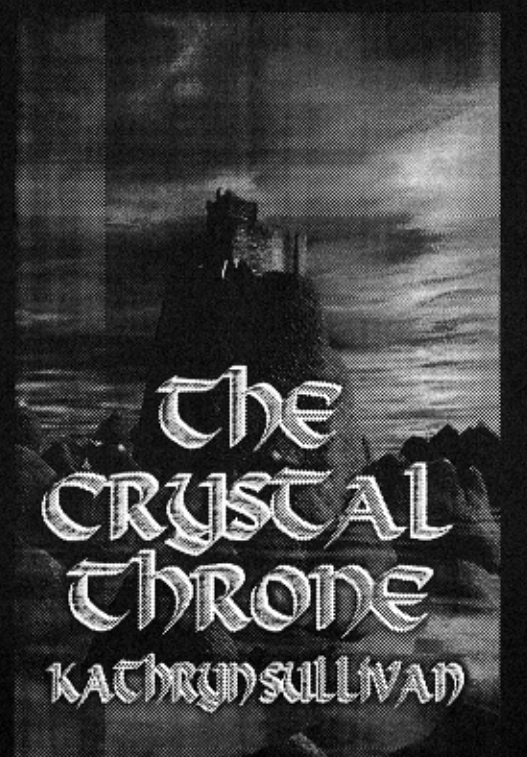
How would you cope with being pulled into a land where magic exists and you're the people's only hope?

Kathryn Sullivan's
EPPIE Fantasy Award
WINNER

THE
CRYSTAL THRONE

RE:WOLF
<http://re.wolf.com>
ISBN: 1-7807-047-X (hardcover)
ISBN: 1-7807-044-3 (paper)

The Crystal Throne, a young adult fantasy by Kathryn Sullivan



IMPERIAL EDICT NO. 344

use my consort
FOR ALL YOUR REAL ESTATE NEEDS



sarah richard

EDINA REALTY
(612)781-9544

SRICHARD@EDINAREALTY.COM

Edina Realty Home Services

PERFORMANCES & SPECIAL FEATURES

ZURROUND

Zurround is pleased to return to CONvergence after performing at COF₂E₂ and Connie's Space Lounge the last two years. This year, Zurround brings its unique style of ethereal, danceable, live electronic music to MainStage. Zurround is an electronic music ensemble comprised of Zharachne, Caly, and Nick, 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 the highly danceable. For more information on Zurround, visit their web site at <http://www.dogma.org/zurround/>.

PSYCHOPOP

From their song Circus 2000: "The newest pop-polka-punk-funk-blues-jazz-rock-metal-easy-listening-swing-waltz-goth-experimental-cutting edge-retro music experiment to explore the twisted comic and surreal existence of man in the dawn of a dark new millennium!" For more information on Psychopop and their music, go to <http://psychopop.org>.

DJs

The Saturday night Masquerade Ball and DJ Dance will feature the talents of *Rabija*, *The Aethertwins*, *Noise*, *Ø5*, and *surprise guest DJs*.

Bands and DJs interested in performing at CONvergence 2003 should contact LeXi at dyslexic@waste.org.

SOYLENT THEATER

It's comedy... made of people. We couldn't be more thrilled to have Soylent Theater back again this year for another hysterical *Masquerade Halftime Show*. Soylent Theater is a fluffy blend of Tim Uren, Kelvin Hatle, Doug Shaw, Zvie Razieli, Joseph Scrimshaw, Joshua Scrimshaw, and Adrienne English.

MARK TIME HOUR OPENING CEREMONY PRE-SHOW

CONvergence was honored to have the Mark Time Radio Hour join our convention last year. We feel that their show helps promote and encourage audio drama - a medium all too often forgotten by many science fiction fans.

We hope that placing the show prior to opening ceremonies will make it easier for convention members to attend and enjoy. The Mark Time awards will be presented during Opening Ceremony.

Please come early to enjoy this terrific live performance by some of the best audio dramatists in the Twin Cities. You will be glad you did.

IKV RAKEHELL PRE-CLOSING CEREMONY SHOW

For the second year in a row, CONvergence is proud to feature a performance by the IKV RakeHell immediately prior to Closing Ceremony.

This year, they will perform their original show, *Buffy the Vampire Slayer: File it Under X*. If last year's show was any indication, it should be well worth the watch.

The RakeHell performance will take place at 4:30 on Sunday with Closing Ceremony following immediately afterwards. The con ain't over until the Klingons do their thing!



Garment Screen Printing & Embroidery
2504 35th Avenue Northeast
St. Anthony, MIN 55421
phone: 612-781-0550 fax: 612-781-0121
e-mail: udditees@bitsstream.net

PERFORMANCES

MISFITS

MINNESOTA SOCIETY FOR INTEREST IN SCIENCE FICTION & FANTASY

CONVERGENCE IS AN EVENT PUT on by The Minnesota Society for Interest in Science Fiction and Fantasy (MISFITS), a non-profit organization dedicated to serving as a forum and foundation of celebrating diversity that works to promote the appreciation of, and interest in, Science Fiction and Fantasy. We do this through increasing literacy, community service, and creating events where our community can come together.

In addition to the CONvergence extravaganza, MISFITS sponsors many other clubs and events throughout the year.

MISFITS SCI-FI MOVIE NIGHT

Our monthly showcase of science fiction and fantasy favorites continues in its new home at the **Oak Street Cinema**, 309 Oak Street in S.E. Minneapolis (on Oak Street at Washington in Stadium Village on the University of Minnesota campus). There's **FREE PARKING** after 8:00pm (as long as you exit before 8:00am) at the Oak Street Ramp right next door to the theater!

Our features this year have included *The Dark Crystal*, *Twelve Monkeys*, *The Princess Bride*, *Ghostbusters*, and *Raiders of the Lost Ark*. Join us on July 19 and 20 for our next feature! Tickets are only \$5 and showtime is at **midnight** both Friday and Saturday night on the third weekend of each month.

TEAM TRIVIA CHALLENGE

What's this Team Trivia Challenge thing you say? Well, it's game-show-style trivia competition for teams, and a fun-filled event for both competitors and spectators alike. For spectators, it's free! You can root for your favorite teams and test your own trivia knowledge. We have a raffle and have MISFITS merchandise and CONvergence T-shirts for sale! And for those over 21,



there's a cash bar.

Teams of up to four members each test their science fiction and fantasy knowledge on a variety of topics ranging from movies to comics to television to science and more.

The 2002 MISFITS Team Trivia Challenge was held April 13, and the **Soylent Theater** team (Kelvin Hatle, Joshua Scrimshaw, Zvie Razielli and Tony Karna) struggled to victory, beating their opponents in the finals round by a mere 10 points. If you would like to compete in next year's Trivia Challenge, we'd love to hear from you.

MISFITS SF/FANTASY WRITING CONTEST

Our writing contest features two divisions: An Open/All Ages division, and a Youth division for writers age 16 or younger. Entries must be previously unpublished works of science fiction, fantasy, horror or supernatural fiction of 5,000 words or less.

There is **no entry fee** for either the Open or Youth Divisions, and the winners in each division will receive a cash prize (\$100 for the Youth Division, \$300 for the Open Division). The winners in each



division will be honored and authors will receive their awards during **CONvergence Opening Ceremony**. The winning entries in both the Youth and Open Divisions will be published and distributed at the convention. The winning entries will also be published on the MISFITS Web Site. Visit the MISFITS web site if you are interested in entering next year's contest.

Starting this year, the top award in the MISFITS Writing Contest has been named **The Scott**

Imes Award. MISFITS is proud to honor Imes, a major force in the Twin Cities' science fiction reading and writing community who worked for over two decades at Uncle Hugo's Science Fiction Bookstore. He passed away December 12, 2001.

The first Scott Imes Award will be presented by Scott's life partner, Margie Lessinger, at Opening Ceremony of this year's CONvergence.

AND MUCH MORE!

In addition to all the things we do to have fun, MISFITS tries to give back to the community in other ways, such as bringing authors into local schools and making donations of SF and fantasy books to local school libraries. Many of our events such as Karaoke Nights are also donation drives for local food shelves.

And then there's a program we like to call **Project Happy Holidays**. Each year, MISFITS selects families from our local fan community that are going through difficult times and try to make their holiday season a little brighter. Recipients of the MISFITS Happy Holidays program are chosen by a special committee from nominations submitted to the organization in the fall of each year. We'll be looking for candidates for Happy Holidays 2002 in the coming months. For more information of Project Happy Holidays, past recipients, and what you can do to help, visit our web site at <http://www.misfit.org>.

For more information about everything MISFITS does, check out our web site, email us at info@misfit.org, or visit the MISFITS room party at CONvergence. Come join the fun year-round!



CONCOM MEMBERS

COMMUNICATIONS

Registration Head Kate Carey
 Registration Subhead Jen Manna
 Registration Subhead Aerine Caerwyn
 Videography Head Kara Metzger
 Volunteers Head Eve Kramer
 Volunteers Subhead Ginger Bock
 Volunteers Subhead Rusty Curry
 Volunteers Subhead DuAnn Thompson

COMMUNITY RELATIONS & GUESTS

Guest Coordinator Anton Pedersen
 Guest Coordinator Melissa Wuori
 Guest Liaison Kyle Lerfeld
 Guest Liaison Barb Pemberton
 Guest Liaison Charles Piehl
 Guest Liaison Jules Raberding
 Silent Auction Head Judy Byers
 Silent Auction Subhead Marty Byers

EVENTS

Cinema Rex Co-heads John Grams, Zvie Razieli,
 Eric Knight, and Cheri Haire
 CoF2E2 Co-head Amanda Gordon
 CoF2E2 Co-head Lauren Lenzen
 CoF2E2 Subhead Lisa Horton
 CoF2E2 Music Head DiAnne Dibble
 CoF2E2 Music Subhead Shaun Dibble
 CoF2E2 Music Subhead Chas Somdahl
 Connie's Space Lounge Co-heads Frederick Beecher, Cali Mastry
 Cary McMorrow, and Aaron Prust
 Consuite Co-heads Thadd Powell, Krissy Daniels
 Dave Raabe, Kelly Neisen
 Gadgets/Science Room Head David Buth
 Gaming Head Dave Rust
 Gaming Subhead Rob Polzin
 Gaming Subhead Doug Yoder
 Gaming Subhead Lisa Pepin
 Gaming Subhead Kevin McColl
 Mainstage Co-heads Matthew Dalquist, LeXi Erwin-MacDonald
 Skat Hansen, and Anthony Karna
 Mainstage Subhead Michael MacDonald
 Mainstage Subhead Don Rice
 Mark Time Awards Jerry Stearns
 Masquerade Head Kat Pepmiller
 Masquerade Subhead Robin Moschkau
 Masquerade Subhead Michelle Clark
 Programming Co-head Michael Lee
 Programming Co-head Matthew Waterhouse
 Programming Subhead Ed Eastman
 Programming Subhead Margaret Eastman
 Programming Subhead Jeff Hildebrand
 Programming Subhead Ann Roubik

Programming Subhead Diana Steben
 Programming Subhead Ryan Alexander
 Theatre Nippon Head Tom Harty
 Theatre Nippon Subhead Charlie Horne
 Theatre Nippon Subhead Jason Enberg

FACILITIES

Gravediggers Union Head Loki Eckstrom
 Gravediggers Union Subhead Larry Andrie
 Hotel Co-head Michael Alexander
 Hotel Co-head Linda Paul
 Hotel Resume Jen Alexander
 Hotel Resume Amy Conard
 Hotel Support Rhonda Danielson
 Hotel 2 Pat Ward
 Dockmistress Emily Stewart
 Operations Co-heads Loren Botner, Kay Drache,
 Chris Jacobson, Nadim Khalidi
 Doug Kirks, Mitch Moschkau, and Cat Ocel
 Parties Co-head DiAnne Dibble
 Parties Co-head Linda Petersen
 Parties Subhead Deb Wolf

FINANCE

Finance Head Pat Wick
 At-con support Bruce Yoder
 At-con support Jenni Klumpp

MARKETING

Art Show Co-head Michael Byrne
 Art Show Co-head Amy McInroy
 Art Show Subhead Jeri Byrne
 Art Auctioneer Erik McInroy
 Concessions Head John Thompson
 Concessions Subhead Janice Anderson
 Concessions Subhead Michael Stroh
 Dealer's Room Head Bernice Hauser
 Dealer's Room Subhead Eric Hauser

PUBLICATIONS

Publications Head Christopher Jones
 Souvenir Book Christopher Bowlsby
 Web Team Coordinator Stephanie Lindorff
 Web Team Tom Hogan, Adam Kooyer, Michael Sanford
 Content Coordinator Alexandra Larson
 Distribution Coordinator Dove Leuwerenz

ACKNOWLEDGEMENTS

DreamHaven Books & Comics

LynLake

912 W. Lake St., Mpls.
612-823-6161

- New, used, and rare SF, fantasy, and horror
- New and back-issue comics (lots of DC Vertigo, manga, and independents)
- TV and film books and magazines
- Erotic art, comics and fiction
- Free parking behind our store

Dinkytown

1309 4th St. SE, Mpls.
612-379-8924

- New SF, fantasy, and horror
- New and back-issue comics (lots of DC Vertigo, manga, and independents)
- TV and film books and magazines
- Role-playing games & CCGs
- One hour free parking at the Dinkytown Parking Facility

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

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

Visit our tables in the dealers room!

SPECIAL THANKS TO:

CONVERGENCE and the Minnesota Society for Interest in Science Fiction and Fantasy (MISFITS) would like to thank everyone who helped make CONvergence 2002 happen. That includes our Convention Committee, the MISFITS Officers and Staff, our volunteers, and everyone who threw a room party, sat a panel, and helped make CONvergence 2002 a success.

We would also like to thank our wonderful guests: Diane Duane, Peter Morwood, Mark Altman, Robert Burnett, Nene Thomas, Mojo, and Darren Dochterman.

Thank you to the staff of the Radisson Hotel South for making it feel so good to return home each year.

Thank you to Michelle Clark, Robin Maschkaw, Mitch Maschkaw, Erin Hildebrant, Rob Withoff, Greg Dadannon, Amy Kazinsky, Richard Caylor, Karen Bogen, Shasa Wolf, John Grams, and Rex Bryant for

their help with the Masquerade. Thank you to Beth Scudder for her assistance to Programming.

Thank you to DJ's Rahna, (STAR) 5, Aether Twins, and DJ Noise for their help with the DJ Dance. Thank you to Michael MacDonald and Presentation Services, to The Green Mill of St. Paul, to Niptron Systems. Thank you to Fantasy Flight Games, Steve Jackson Games, and Phoenix Games for their help with, well... gaming! And thank you to Rob Withoff and Barb Pemberton for the construction of the Mainstage entrance facade.

And thank you to all the attendees who became members of CONvergence 2002.

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 both on our web site and in the Post Mortem Report published in August.

Check us out at our pool side cabana, just look for the neon sign and banner.

RELENTLESS OUTERWORLD GARRISON - we take our pirating seriously


ROG Rattle Saturday Midnight Must be present to win

Admiral's March Friday Midnight

CONvergence Treasure Hunt starts here. Pick up your first clue at the ROG Cabana

ROG Promotions (and demotions) Saturday 5:00 PM

© 2002 ROG Science Fiction Theater. ROG and Relentless Outerworld Garrison are trademarks of ROG Science Fiction Theater. All Rights Reserved.



Merry Meet 2002

Celebrating the 20th Anniversary of Northern Dawn Local Council.
September 5-8, 2002

Merry Meet is a great Pagan festival - and this year, it's right here in the Twin Cities area.

Merry Meet offers:

- Rituals
- Workshops
- Merchants
- A chance to meet and greet Pagans from all over the United States

Day passes are available, as well as some on-site camping and cabins. Register soon - no on-site registration will be allowed.

Visit www.cog.org for registration information, or e-mail merrymeet@cog.org with questions. Or, page Gary at 612-299-5541, or call Bill at 612-721-5870.



ACKNOWLEDGEMENTS

MINNESOTA SCIENCE FICTION SOCIETY PRESENTS

MINNESOTA SCIENCE FICTION SOCIETY

minicon 33

\$30 Party Rate 18 April 2003

It's Coming...

Easter weekend, 18-20 April 2003, to a Minneapolis Hotel near you!

Writer Guests of Honor:
Robert J. Sawyer and Carolyn Clink

Musician Guest of Honor:
Steve Macdonald

Fan Guest of Honour:
Sue Mason

www.minicon.org



please print clearly • one pre-registration per form • please feel free to make photocopy duplicates of this form

**PRE-REGISTRATION FORM:
CONVERGENCE 2003, JULY 4, 5, 6**

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

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

**REGISTRATION RATES FOR
CONVERGENCE 2003**

Adult Membership until December 31, 2002	\$30
Adult Membership until May 15, 2003	\$40
Adult Membership At the Door	\$55
Supporting Membership until May 15, 2003 (\$20 now plus \$20 at the door)	\$20/ \$20
Kids Age 6-12 until May 15, 2002	\$15
Kids Age 6-12 At the Door	\$20
Kids 5 & under	Free

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

↑ 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. Badger names are also not required

↑ E-mail address _____

↑ Badge Name (if different than Full Name) _____

I am interested in volunteering in the following areas. (check all that apply)			I would be interested in volunteering... (check all that apply)		
<input type="checkbox"/> Registration	<input type="checkbox"/> Badgers/Gophers	<input type="checkbox"/> Concessions	<input type="checkbox"/> During the year	<input type="checkbox"/> During the con	You may like to know that I'm a professional in the field of _____
<input type="checkbox"/> Publications	<input type="checkbox"/> Art Show Staff	<input type="checkbox"/> ConSuite	<input type="checkbox"/> During the year	<input type="checkbox"/> During the con	
<input type="checkbox"/> Operations	<input type="checkbox"/> Programming Staff	<input type="checkbox"/> Volunteers	<input type="checkbox"/> During the year	<input type="checkbox"/> During the con	
<input type="checkbox"/> COF ₂ E ₂ Coffee	<input type="checkbox"/> Programming Panelist		<input type="checkbox"/> During the year	<input type="checkbox"/> During the con	
<input type="checkbox"/> Gaming	<input type="checkbox"/> Connie's Space Lounge		<input type="checkbox"/> During the year	<input type="checkbox"/> During the con	
<input type="checkbox"/> Put me wherever I am needed (our favorite kind)					

Check the box that will apply on the dates of the convention

- Adult Badge (18 & over)
- 13 - 17 Years Old
- 6 - 12 Years Old
- 5 and Under

You **must** specify one of the age levels at left.

People wishing adult badges will be asked to show a picture ID showing that they are at least 18 years old at the time they pick up their badge. That means that if you're not 18 now but will be by the time the convention is held, you can still request an adult badge.

SEEKING YOU.

Thank you for your interest in and support of **CONvergence**, brought to you by the Minnesota Society for Interest in Science Fiction and Fantasy (MISFITS).

If you provide us with an e-mail address, your registration confirmation will be sent to you via e-mail as soon as it is entered into our database. If we do not have your e-mail address, confirmation will be sent upon our next scheduled US Mailing cycle. Any confirmation given is pending the clearing of payment. Please note that we keep our information private and will not share your personal information with anyone. If you have questions or need to contact us for any reason, please use the contact information below.

US Mail: 1437 Marshall Ave, Suite 203
St. Paul, MN 55104
Phone: 651-647-3487 / 651-MISFITS
(24-hour voicemail)
E-Mail: info@convergence-con.org
Web: www.convergence-con.org



THE MINNESOTA SOCIETY FOR INTEREST IN SCIENCE FICTION AND FANTASY MISFITS! PRESENTS:

CONvergence 2003

TIME FLIES

JULY 4, 5, 6
Radisson Hotel South
Bloomington, Minnesota

Pre-register at CONVERGENCE 2002 for only **\$20**

ADULT MEMBERSHIPS*
UNTIL DEC. 31, 2002 · \$30
UNTIL MAY 15, 2003 · \$40
AT THE DOOR · \$55

DON'T MISS:
CINEMA REX MOVIES
THEATER NIPPON ANIME
CONNIE'S SPACE LOUNGE
THE MASQUERADE
LIVE BANDS
OUR LAVISH CONSUITE
DJ DANCE
ART SHOW
ART AUCTION
COFFEE MUSIC
COFFEE/FREE COFFEE
SCIENCE ROOM /
GADGETEER'S PETTING ZOO
2 FLOORS OF ROOM PARTIES

GUESTS SCHEDULED TO APPEAR INCLUDE:
PHIL HESTER
PENCILLER OF KEVIN SMITH'S GREEN ARROW
ANDREW PROBERT
PRODUCTION DESIGNER FOR STAR TREK
SIMON JONES
THE FACE AND VOICE OF ARTHUR DENT

www.convergence-con.org