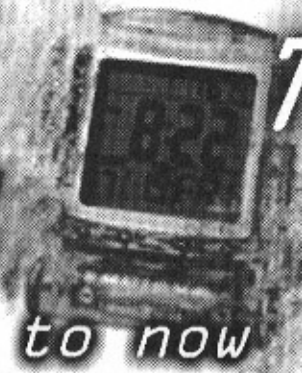


From then



to now

and into  
**TOMORROW**

**08:22**

Fri 7-19-12

>08:30 Apt

>11:30 Lunch

>14:15 Prgm

>19:30 Date

**Real Estate:**

*they're not making any more.*

**Now is the time to buy a home.**



SARAH RICHARD  
realtor  
612-781-9544

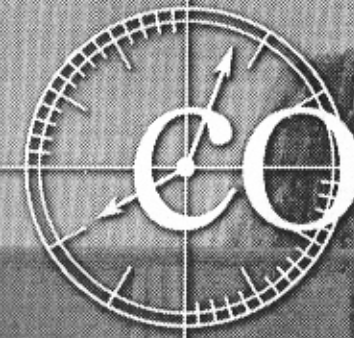
Call your

**Edina  
Realty**

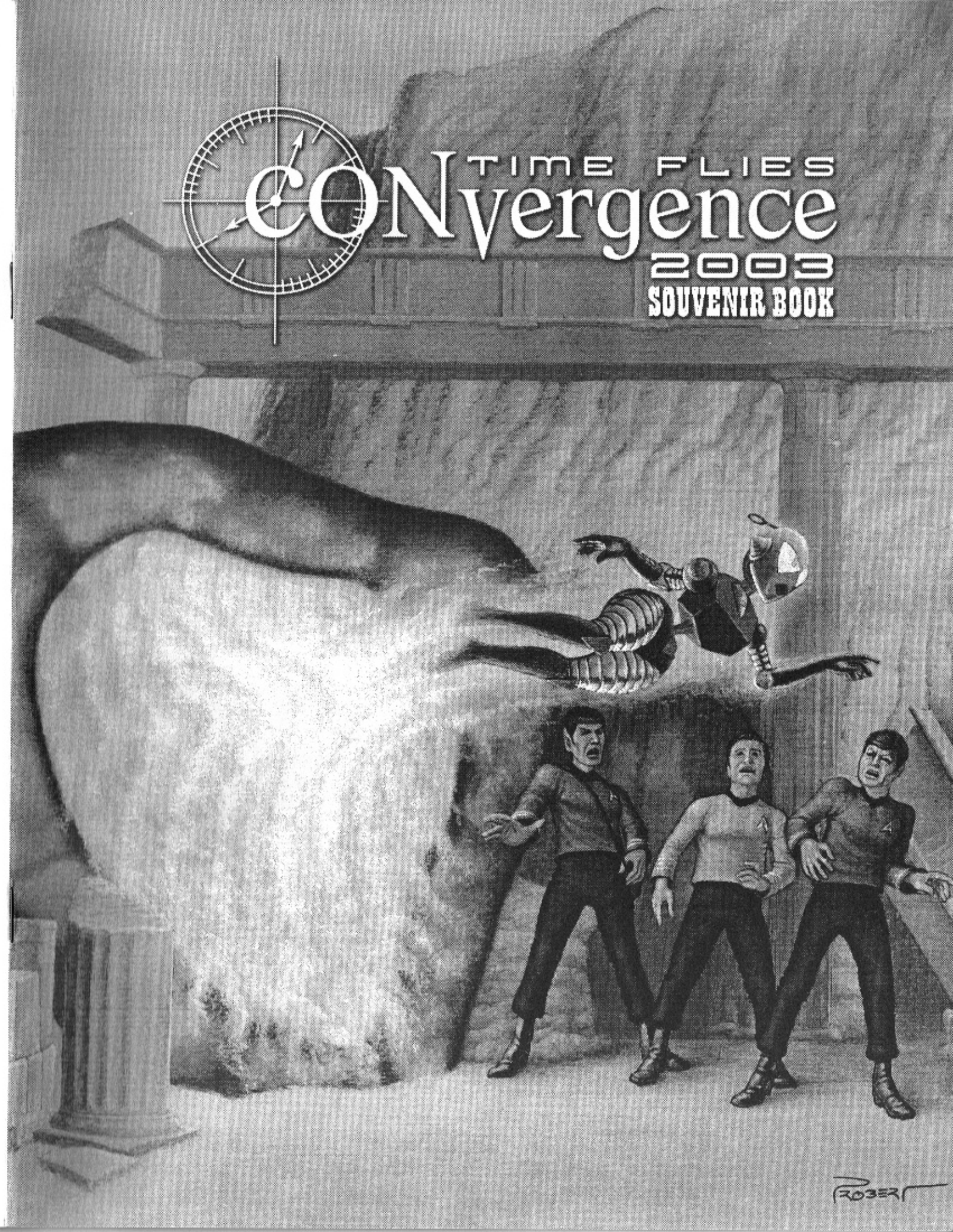
team



SARAH WOLSFELD  
loan officer  
651-639-6380



TIME FLIES  
**CONvergence**  
2003  
SOUVENIR BOOK



ROBERT

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

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

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# CONNIES

## WELCOME

**W**ELCOME to the fifth annual CONvergence the convention of the Minnesota Society for Interest in Science Fiction and Fantasy (MISFITS), which sponsors a wide variety of clubs and events throughout the year. To learn more about what MISFITS does, take a look at the MISFITS section of this Souvenir Program Book (on page 21) or visit our web site at [www.misfit.org](http://www.misfit.org).

Wait a minute. Fifth annual CONvergence? That can't be right. There's no way we've been doing this for five years already. Let's see... 1999, 2000, 2001... Holy cow! It has been five years! How did that happen? Wow, time flies.

OK, that was a cheesy way to segue into talking about our convention theme for 2003: "Time Flies." But it got the job done. That theme has multiple meanings, and we hope that CONvergence 2003 will be a celebration of all of them.

First and foremost, Time Flies is a reference to our fifth anniversary as a convention. OK, it's technically the fourth anniversary of the first convention. But we'd been working on it for a year before the July 1999 convention. Well actually, more than a year. So the fifth convention is as good a time as any to celebrate!

Second, it's a celebration of the science fiction sub-genre of time-travel stories. From The Time Machine to The Terminator, you'll see lots of time travel in our panels and programming, in our movie room, and even in this Souvenir Book.

Speaking of anniversaries and time travel, no television program is more strongly associated with time travel than the venerable Doctor Who, which celebrates its 40th anniversary this year. That's meaning number three.

Anniversaries abound this year, and Krushenko's is celebrating one as well. A twenty-year tradition of great panels and parties continues at CONvergence this year in Cabana 114.

And finally, there's one more meaning: Time Flies when you're having fun.

And that's what we try to do at CONvergence, have a great time. We've done it for four years and we're glad you can join us for year number five. There's more to do than ever at CONvergence this year. Check out the 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 information.

Have a great weekend, and we'll see you again in 2004!

Or 1938. Or 2015. Or 1984. Or 1966...

Christopher Jones

*Publications Director*



# A BRIEF HISTORY OF ~~TIME~~ CONVERGENCE

## ~~1998~~ CONvergence Is Imminent...

CONvergence Is Imminent party at Minicon 33

The first CONvergence-related event other than organizational meetings  
CONvergence Pre-Anniversary Picnic & Hootenanny With Wacky Hijinx  
This open picnic laid claim to CONvergence weekend when the first convention was still a year away.

## ~~1999~~ CONVERGENCE 1999

Welcome Home (Above All, It's Just a Party)

Radisson Hotel South - July 2-4 1999

Our magical first year. The convention was a bigger success than we'd hoped for, and promised bigger and better things to come!

Warm Body Count: 1,398

Total Registrations: 1,500

### Guests:

Forrest J. Ackerman - SF historian and collector

Pam Keese - author of *Vamps!* and other fiction

Harry Knowles - of *Aint-It-Cool-News*

Jay Knowles - of *Aint-It-Cool-News*

Gordon Purcell - comic book artist

Gary Russell - producer of the *Doctor Who* audio series

## ~~2000~~ CONVERGENCE 2000

No One Can Tell You What CONvergence Is, You Have To Experience It for Yourself

Radisson St. Paul - July 7-9, 2000

Warm Body Count: 1,533

Total Registrations: 1,601

Due to a scheduling conflict that predated our first convention, CONvergence made a one-year change to the Radisson St. Paul from the Radisson South. A torrential rain storm and leaky rooms couldn't dampen the spirit of our second successful convention.

### Guests:

Neil Gaiman - author of books, comics and film

Peg Kerr - award-winning author

Regina Pancake - hollywood prop creator

Ruth Thompson - fantasy Artist

Keith Topping - author of *Doctor Who* novels and more

Cast and Crew of *Go To Hell!*

## ~~2001~~ CONVERGENCE 2001

Carrouser & Carrouser

Radisson Hotel South - July 6-8 2001

The CONvention may have started with an *Alice In Wonderland*-inspired theme, our return to the Radisson South brought to mind a very different catch-phrase: There's No Place Like Home.

Warm Body Count: 1,615

Total Registrations: 1,739

### Guests:

Harry Knowles - movie critic and web entrepreneur

Jay Knowles - web entrepreneur

Peter Mayhew - Chewbacca in *Star Wars*

Michael Sheard - british SF movie and television actor

Eleanor Arnason - award-winning author

Crist Balas - movie makeup artist

C.H. Morgan - science fiction and fantasy artist

## ~~2002~~ CONVERGENCE 2002

It's Like Nothing You've Ever Gone After Before

Radisson Hotel South - July 5-7 2002

If adventure has a name, it must be CONvergence 2002. For the first time in the convention's short history, most things at the convention were in the same room as the year before!

Warm Body Count: 1,679

Total Registrations: 1,806

### Guests:

Diane Duane - popular author of books and television

Peter Morwood - science fiction and fantasy author

Mark Altman - "Treksper" and co-creator of *Free Enterprise*

Robert Meyer Burnett - Co-creator and director of *Free Enterprise*

Nene Thomas - popular award-winning fantasy artist

Daren Dochterman - designer & illustrator for over 35 feature films

Adam 'Mojo' Lebowitz - author and former lead animation

supervisor for Foundation Imaging

## ~~2003~~ CONVERGENCE 2003 Time Flies

Radisson Hotel South - July 4-6 2003

Warm Body Count: ???

Total Registrations: ???

**ONLY TIME WILL TELL...**

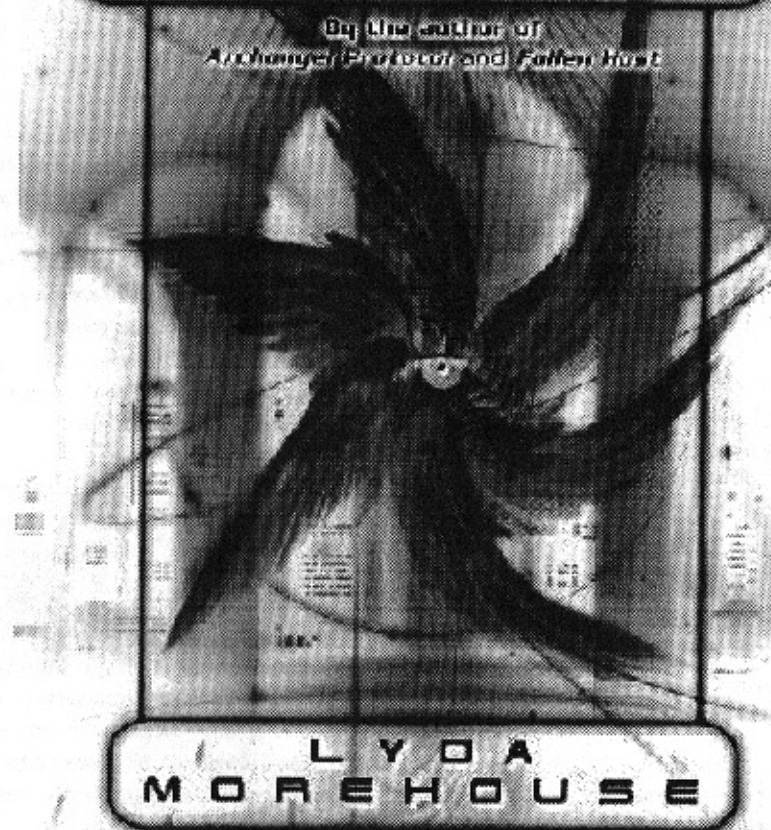
popular mix of science fiction & time travel  
John Knowles: genre cartoonist extraordinaire

## "Not Your Parents' Apocalypse!"

*Armageddon is at hand.*

**MESSIAH  
NODE**

By the author of  
*Archangel Protocol* and *Fallen Host*



"A very talented and creative writer... a very believable world." —Booklist

"Readers will cheer."

—Booklist

It's a rousing romp, full of violence and chaos, mistaken identities, explosions real and virtual, some unexpected transformations, and moments of dark humor, but it's the wildly varied cast of characters that stands out in this timely warning for those who think they know the schedule for Armageddon."

—Locus

"This isn't your parents' Apocalypse! Lyda Morehouse's *Messiah Node* is a tale of the End Times from a decidedly twisted imagination; one part Gibsonian cyberpunk, one part meditation on Destiny vs. Free Will, and told with the free-wheeling prose of a pot boiler detective novel."

—onetotalk.com

## Messiah Node

By Lyda Morehouse

Available wherever fine books are sold!

<http://www.lydamorehouse.com>

## OPERATIONS DEPARTMENT

The Operations Department (Ops) provides communications and manages services for the convention, the convention committee and our attendees. The Bridge is the Operations Department's function space, and is the headquarters for the convention while the convention is in progress. The Bridge is located in Verandas 1 & 2 and is open 24 hours a day for the duration of the convention. You can reach us by dialing x7215 from any room or in-house telephone (or just stopping by).

## CONVENTION POLICIES

The following CONvergence policies are designed to ensure that you have a safe and fun convention. If you have questions about any of these policies, please stop by The Bridge.

### Emergencies and First Aid

Although we do not provide direct first-aid services, we are always willing and able to help should an emergency arise. Call us at x7215. For serious medical emergencies, call the hotel front desk from the room you are in or any hotel house phone, or ask for aid in obtaining help from the nearest Convention Committee member or hotel staff.

### Badges

Your convention badge is necessary for your participation in convention activities. It allows you access to the convention areas and proves you are a member in good standing. CONvergence reserves the right to revoke the membership of any member who breaks our house rules, or acts in a manner that is unsafe or unacceptable.

### City, County, State and Federal Laws

Please remember - If it's against the law outside the convention, it's against the law inside it. (Sorry...if we could teleport the whole shebang to another dimension where anything goes, we'd do it. Unfortunately, we're still a few years away from the perfection of such a device, so you'll just have to be patient and put up with the vagaries of this Solar System.)

### Lost Children/Lost Parents

**To Our Guests:** If you find a lost child, contact the Bridge at x7215. Please do not attempt to move the child or bring him/her to the Bridge as it may cause misunderstandings. We'll be happy to send people to help locate the parents. Sit with the child and talk calmly to him/her until help arrives.

**Parents:** Please, please, please know your children's badge names. If you misplace your offspring, call the Bridge at x7215 or come to us in Verandas 1&2 and let us know. We're pretty good at finding them. Our young fans have an extraordinary network and they love to be of help! If you have a picture, it would be very helpful. Also, talk to your children as soon after check-in as possible. Make sure they know the phone numbers for the Bridge and the front desk of the hotel, and how to identify, locate and use a hotel house phone. Your children will be less prone to panic if they know how to find safe, reliable help should you get separated in a crowd.

CONvergence is *not* a licensed & bonded childcare provider. If a minor is left unattended, we *will* contact the authorities.

### Lost Badges

If you lose your badge, go to the Registration Department in Verandas 3&4 for help in replacing it. If they're closed, come to the Bridge in Verandas 1&2 and we will page someone for you. Please bring picture identification.

### Lost and Found

If you find something, bring it to the Bridge in Verandas 1&2. If you've lost something, find out if your personal lost-article deity is looking favorably upon you by coming to the Bridge. We'll look in our box o' stuff for whatever you're missing. You might be surprised how often we come up with the goodies!

### Unclaimed Lost and Found Items

Found items from previous years which have not been returned by the end of the next convention become the property of CONvergence and will be divided into three categories and disposed of as follows:

1. Donate to CONvergence Silent Auction - Items which are deemed "nifty" by the discerning eye of the Ops staff will be donated to the Silent Auction.
2. Donate to charity - Items which are usable but not "nifty" will be turned over to MISFITS for their annual fund-raising garage sale or given to some other charity.
3. Dispose - Items of a private nature (checkbooks, exposed film, etc.) will be destroyed to protect the privacy of the former owner.

So, to clarify, if you lost something at CONvergence 2002, you have until the end of the 2003 convention to claim it. If you don't claim it during that time, it may appear in the 2004 Silent Auction. Ops will also try to contact you if there is any useful information on the item.

If you lost something at CONvergence 2002 and want to be proactive, please contact Ops Co-Head Stephanie Lindorff at 612-827-4440 or stop by the Bridge and we'll make sure it doesn't end up in the Silent Auction.

### Smoking

No smoking will be permitted in the Garden Court area. You may smoke in the designated areas of the hotel in accordance with the Minnesota Clean Indoor Air Act. These include sections of the hotel restaurants, lounges and bars and some rooms. There will also be other areas available throughout the main areas of the convention. Please be considerate of other members and look for the signs. Ask a Convention Committee member if you're unsure.

### Pets and Other Furry, Feathered and Scaled Persons

Pets and other animals are not allowed in the hotel during the convention unless they are a designated working animal such as a helper or guide dog.

### Pool Area

CONvergence does not provide lifeguards for the extended hours available in the pool area. Please keep a close eye on your children and read the signs posted in the area.

### Litter

Please pick up after yourself. There are trash and recycling containers around the hotel and it makes a big difference if we try to keep things clean.

### Adhesives and Posters

You may post non-adhesive signs with low-tack tape such as masking or gaffer's tape on surfaces such as tile and metal that won't be damaged by removal. The removal of any other type of adhesive is damaging and will be treated as vandalism by the hotel.

### Weapons Policy

We want everyone to have a safe and enjoyable time while at CONvergence, so please leave your weapons in your quarters. 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 (see #9 below for clarification).
2. Bladed weapons must be sheathed and peace-bonded (see #9 below for clarification) 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 (see #9 below for clarification).
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 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:

**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.

**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.



## FANTASY FLIGHT GAMES Comes to CONvergence

Publishers of the Lord of the Rings games and George R. R. Martin's A Game of Thrones Collectible Card Game.



Visit our booth in the garden court where we will be demonstrating and playing games all weekend. Look for all our products at The Source's booth in the dealer's room or their store in Roseville.

For more information about who we are and our games checkout our website at [www.fantasyflightgames.com](http://www.fantasyflightgames.com)



Everyday uses for...



**WATCH FARSCAPE  
ON THE SCIFI CHANNEL  
Sunday - Thursday  
Midnight E/P 11/c**

# FROM THE UNCHARTED TERRITORIES Farscape Technology

Your friends at Uncharted Territories aim to please. Well actually we really aim to acquire all the consumer trade in the known galaxies, but what the hell. I mean we're not really into currency, just what we can get with it.

Power corrupts, and absolute power corrupts absolutely, what the yotz else is it good for? Ah... to be corrupted absolutely... the mind wanders...

**BUT ENOUGH ABOUT ME, BACK TO BUSINESS FOR TIME IS MONEY,  
BUSINESS IS MONEY, MONEY IS MONEY, WAIT A MICROT WHAT WAS TIME AGAIN?**

Do you want the Cubs to win the World Series? Maybe another championship for those Red Sox? A hopeless Saints, or Bengals fan?

Well, pine no more for those championships! Your friends at Uncharted Territories have the new improved tech for you! Thanks to our intrepid spy in the Peace Keeper Special Research Branch now have the ability to implant Wormhole Technology right into your cranial cavity! Change the future, yotz, change your past! Join the fun!

And it's so easy, nearly painless! Our esteemed diagnosis will just ram this excessively large spike directly into your brain! It will be over in a microt, faster than you can say AAARCGGGG!!!

And all our surgical procedures are performed at our infamous Ice Planet Medical Facility, just call Grunchik to schedule your appointment. Call our toll free intergalactic number now! 1-800-NEURAL-LOSS

**ALL OUR SURGICAL PROCEDURES ARE NOT GUARANTEED,  
AS WE ARE STILL PRACTICING MEDICINE UNTIL WE GET IT RIGHT!**

Warning: Jamming a heavy spike into neural tissue may cause some slight side effects, such as headaches, nausea, dizziness, minor instabilities both mental and physical, crazed delusions, homicidal tendencies, and quite possibly permanent death. Additionally, there are no official reports of anyone in the Uncharted Space Quadrant actually surviving wormhole travel. Uncharted Territories is not liable for any incidents to purchaser, or the rest of known space for any changes that may occur due to ripples in the time space continuum caused by time travel.

# SAVE FARSCAPE!

Help make a new season of Farscape a reality!

Join us on line at [www.savefarscape.com](http://www.savefarscape.com)

Farscape is also available on DVD and Video - Buy it or Rent it today!

# TIME & RELATIVE DIMENSIONS IN SPACE 40 Years of Doctor Who

Michael Lee

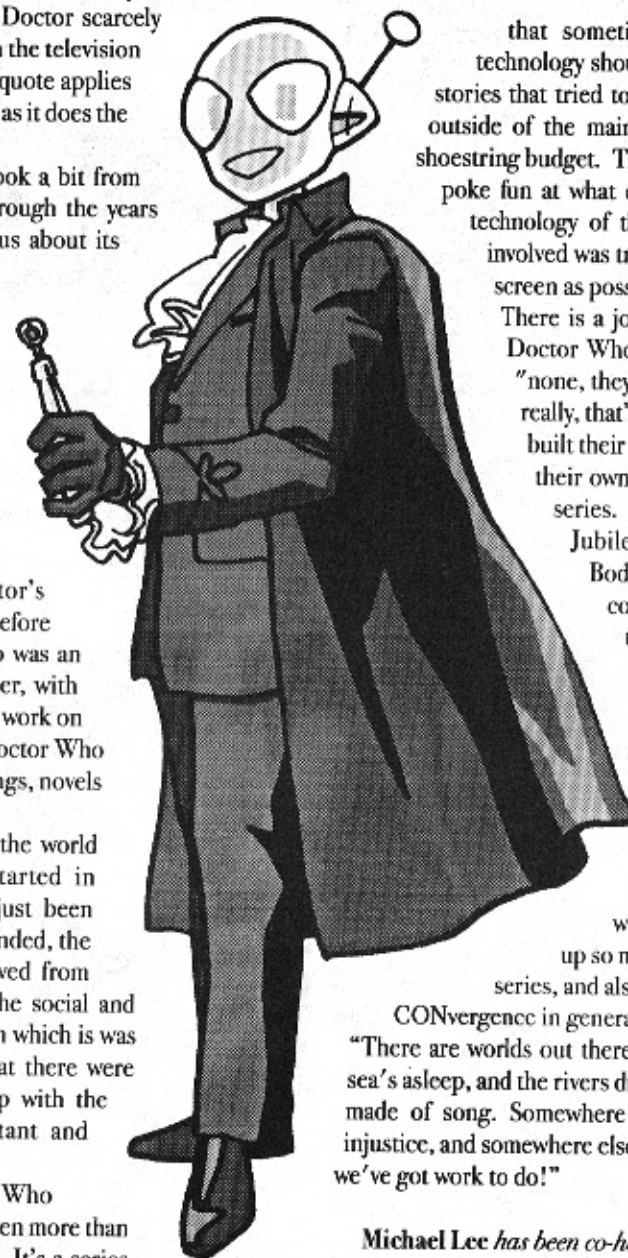
In the story Logopolis, the Doctor's arch-enemy the Master says that a "cosmos without the Doctor scarcely bears thinking about." And even though the television series ended over a dozen years ago, this quote applies to the series in all its incarnations as much as it does the central character.

Doctor Who started as a series that took a bit from H.G. Wells, a bit from C.S. Lewis. Through the years Doctor Who was frequently quite obvious about its influences, from Sherlock Holmes, Frankenstein, Isaac Asimov, a variety of different mythological and religious beliefs systems and more. Someone following Doctor Who would be exposed to a lot of different things.

And bits of Doctor Who show up in more recent works - long before Neo was doing battle in the Matrix, the Doctor was fighting in his own virtual reality Matrix. The Cybermen were telling the Doctor's friends that they would become like them before the Borg were assimilating. Doctor Who was an important stop on Douglas Adams's career, with elements of his novels later taking from his work on the series. You can see the influence of Doctor Who show up in a multitude of comic books, songs, novels and films.

As a television series, it developed as the world around it changed; when the series started in November 1963, John F. Kennedy had just been assassinated. When the television series ended, the Berlin Wall was falling. The series evolved from black and white to color, reflecting on the social and technological changes of the time period in which it was made. The series lasted long enough that there were several times where the future caught up with the show, and the present became the distant and nostalgic past.

Throughout the decades, Doctor Who changes its shape as a television program even more than the actor who plays the role of the Doctor. It's a series



that sometimes was more ambitious than the technology should have let them get away with - 1960s stories that tried to not have a single humanoid character outside of the main cast, or an army of dinosaurs on a shoestring budget. There's a temptation to over-celebrate or poke fun at what could be captured with the vision and technology of the time, but it showed that everyone involved was trying to get as much imagination on the screen as possible.

There is a joke that I once heard about how many Doctor Who fans it takes to change a light bulb - "none, they just wait for it to come back on". But really, that's not true at all - Doctor Who fans have built their own portable generator, and have made their own light that is as bright as the television series. You get wonderful audio dramas like Jubilee, or marvelous novels like Alien Bodies, a magazine and comic strip that has continued to survive longer without a television series than it did with one.

Doctor Who fans have made sure that the Doctor Who DVD releases are some of the best television DVD releases that are out there, carefully restoring old episodes for a modern digital presentation.

The last episode of the Doctor Who BBC Television series, Survival, ends with a quote from the Doctor that sums up so much of the potential and wonder of the series, and also so much of what we celebrate here at

CONvergence in general:

"There are worlds out there where the sky is burning, where the sea's asleep, and the rivers dream, people made of smoke and cities made of song. Somewhere there's danger, somewhere there's injustice, and somewhere else the tea is getting cold. Come on Ace, we've got work to do!"

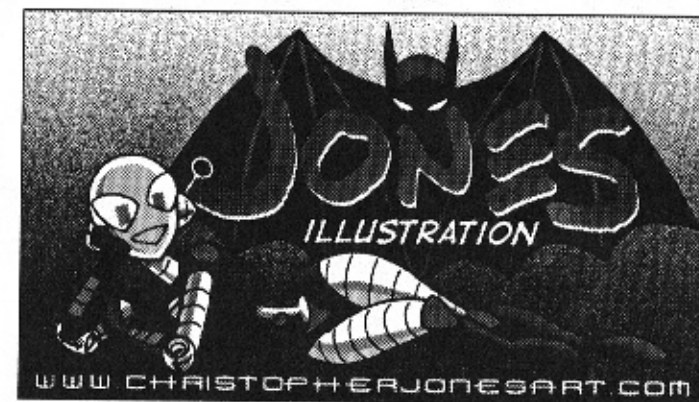
Michael Lee has been co-head of Programming for CONvergence 2002 and 2003.




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e-mail: [oddities@bitstream.net](mailto:oddities@bitstream.net)



IN MEMORY OF  
**C.H. MORGAN**  
 (aka CAROL PHILIPZ FARDLEY)



FANTASY ARTIST AND  
 2001 CONVERGENCE  
 GUEST OF HONOR  
 NOV. 21, 1947 - DEC. 5, 2002  
 YOU WILL BE MISSED.

# GUESTS OF HONOR

CONvergence Guests of Honor are chosen very carefully. Sure, we want our guests to attend panels and share knowledge in their areas of expertise with us. In addition to that, we also want them to have fun! We are always looking for guests that will embrace the entire convention experience and really mingle and party with our convention members. We've had great luck in past years and we hope this year will continue that tradition. Join us in welcoming this year's guests and let them know how happy we are to have them with us.

OMEGACON

I AM A  
 CONVENTION!



AND  
 HOW!

OmegaCon is a relaxicon held at the Lodge at Crooked Lake in Siren, Wisconsin, 70 miles outside of the Twin Cities. November 7th, 8th and 9th, 2003. The pre-registration rate is \$35.

[www.omegaccon.org](http://www.omegaccon.org)

# ERIC Flint

Introduction by Heidi Waterhouse

Eric says he likes writing characters more than plot, so the sequential biography is out and I get to tell you what I know about what I know of his character.

I found him through the Baen website. I'd shown up looking for hot-off-the-presses Bujold and stumbled across this area called The Baen Free Library. Yay, free ebooks, an eternal passion of mine! The introductory essay was written by this guy named Eric Flint. In it he talked about the theory of the free library and how giving away access to books could gain authors a larger audience. Later essays talked about reviving classic SF authors by making them free as well.

Hey, kid, first hit's free. Click! The essay was layed out clearly and coherently and it made sense to me. I buy books that I've read in libraries. And yes, I would rather preview a book and then pay for it. And here was a realio-trulio author who was willing to put his income on the line for the sake of his principles. Or his wild theories, I'm not sure which it was to begin with.

And he wrote some pretty darn good stories, too. I read the free book, *Mother of Demons*. I went on to read less-free books. And each time I found a new one, I'd devour it happily and demand the next one. I got good at scouring the bookshelves for his co-writers, just in case there was something I was missing. And practically every month on Baen Webscriptions, there would be something new that he had authored, co-authored, or edited. Books with flavors of philosophy, or history, or both together, like the Belisarius series he is co-writing

with David Drake. Co-authors as widely varied as David Weber and Mercedes Lackey. It only took one hit to get me hooked.

When I found out I got my much-desired Eric Flint liason position, I started doing research that consisted of more than reading the Library and the backs of his books, and I found out some surprising things. He's a big ol' socialist. In fact, he walked away from a good headstart on a doctoral degree to become a longshoreman, because that made the most sense to his political sensibilities. So when you read *Mother of Demons* and see tribal warfare, that's the history degree talking. And when you read about the UMWA in 1632, that's the history degree and the years as a union agitator.

It seems impossible that he has time to write books: he's busy participating in his Baen's Bar forums and he has collaborators scattered across the country. I don't even have time to read the Bar, but he stays on top of it and it's perhaps the best way to see how his mind works on the fly. And now that he's here for the convention, you'll get a chance to ask at least a few of your burning questions in person.

Heidi Waterhouse is now fixing her reading in around full-time work and more than full-time new baby. Fortunately, babies don't care what you read out loud to them.



# JOHN KOVALIC

Introduction by Jeremy Stomberg

John Kovalic scares me.

Not because he's the exception to the norm in genre cartoonists - he's both a great gag writer and an excellent artist - and not because he's the go-to guy for game publishers who want wonderful cartoon art for their releases.

He scares me because he knows what I'm thinking.

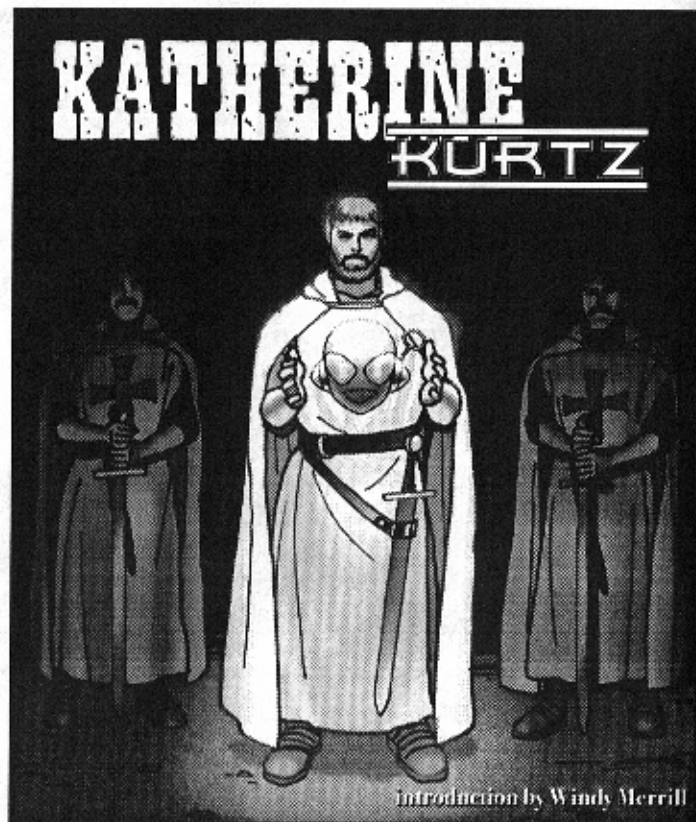
Be it the strip with the main characters from Dork Tower crowded around the television, suffering through Entertainment Tonight to see the Phantom Menace trailer at the verrrry end; the one where Carson is going nuts because he forgot to order a Playstation 2 and there aren't any left in the stores; or the adventures of my favorite character, the long suffering Bill Blyden, owner of the local game shop.

But mostly the last one.

I worked at a comic and game store for 7-1/2 years, and nearly everything that happened to me has happened to Bill: The customer who orders hundreds of dollars of stuff just to disappear; the ones who want to work there because you just sit around and play games all day; and the commiserating with the comic shop owner about getting into the business just "to get cool toys at half price." It hits close to home, but can make me laugh about things that would otherwise make me scream.

I look forward to every new issue of Dork Tower to see what he's come up with from my life this time. I'm just waiting for my royalty check.

*Jeremy Stomberg has spent the last several years working at geek bookstores and movie theaters and is now in search of a new place to get employee discounts on cool stuff.*



I first encountered Katherine Kurtz when a friend lent me the *Deryni Rising* trilogy. (He used the book as the basis for his own system of "magick". He was a whack - no offense to the pagans, as his whackness being unrelated to paganism. He had great taste in books, though.)

I devoured that first trilogy and managed to "forget" to return the books to him - they're still in my possession, in fact.

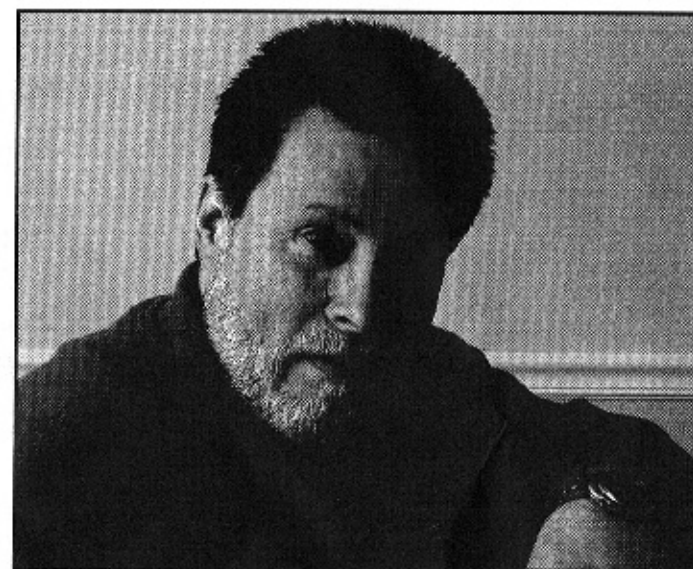
That was the late 80's. I would occasionally look around for more books by Katherine Kurtz, but I was in my college years and then my post-college depression years and it wasn't until I moved in with a new roommate in the mid 90's that Katherine Kurtz came back into my life. (Roommates can be a trial, but they are usually always good for a few new authors to read.)

On her bookshelf were three more trilogies by Katherine Kurtz, in the same Deryni world: *The Legends of Camber of Culli*, the *Heirs of Saint Camber* and the *Histories of King Kelson*. In these books, I rediscovered the enchantment of the first trilogy, only a bit darker and even more satisfying. These books created a world full of real people, people that I cared about, people that I hated. When Kelson's cousin... well, I won't ruin it for you - but I hated him for it.

When I moved out, I resolved to own these books for my own, only to find they were out of print. Denied!

They continue to be out of print and hard to find. But my hunger will finally be appeased. Not by a new Deryni novel (although one came out last year and another is due this winter). Not by finding the books in a used book sale (although I do keep my eyes peeled and my fingers crossed and I will tackle to acquire). No, I will get to meet the woman herself. And any woman capable of creating a world I want to visit, people I would dearly love to meet - this is a woman full of magick, indeed.

*Windy Merrill is a short woman who collects books, DVDs, and is engaged to be married to the most wonderful man in the world.*



# ANDREW PROBERT

Introduction by Christopher Jones

Andrew Probert has had one of my dream jobs.

I have several. I even have one of them for real. I do comic book art. That's something I've wanted to do since I was a kid and I feel very lucky that I can get paid for doing something that I love.

Another of my loves is movies. If I couldn't work in comics, I'd love to help make movies. A lot of people know film actors and a few less know directors. But I'm also a fan of screenwriters, cinematographers, special effects artists and production designers.

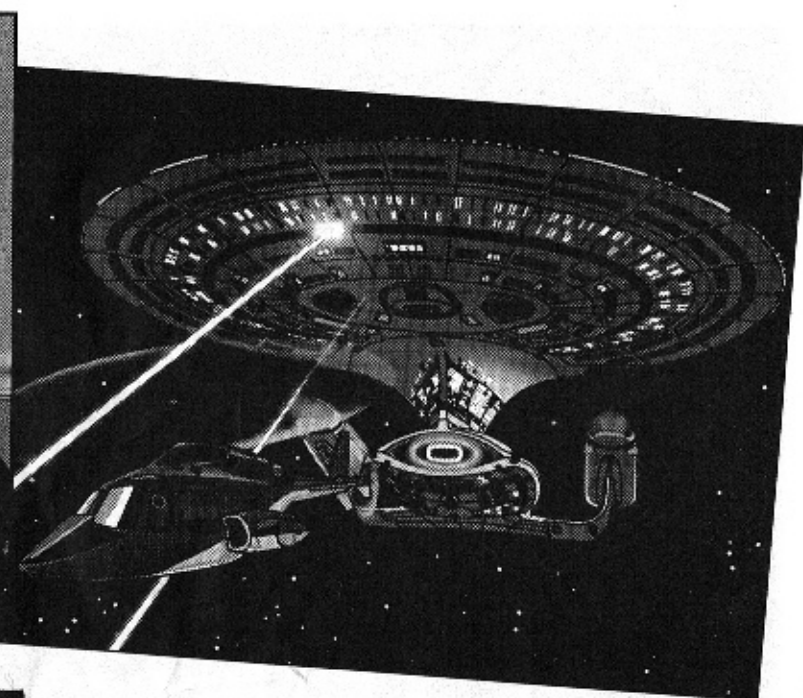
And I'm a big old Star Trek geek.

I still remember when I first became aware of Andrew Probert. Starlog Magazine #32, the March 1980 issue. The article was called "The Lost Designs of Star Trek" and was an interview about his work on Star Trek: The Motion Picture, including several designs that didn't make it into the finished film. The article included a concept painting of Andrew's of the Klingon bridge that to this day I would still want as a poster on my wall and photo of him and the model shop crew gathered around the filming model of the USS Enterprise NCC-1701.

Now here was a dream job. This guy was designing Star Trek. He was re-imagining the TV show we knew and loved and recreating it as something that would hold up for a modern audience in 70mm. How cool was that?

Specifically, Andrew had developed the Enterprise design from what had been already been done for the aborted Star Trek: Phase II television series into what you see in the finished film. He also did extensive work on upgrading the Klingon Battlecruiser from its original TV series incarnation, and created several new designs, such as the Vulcan Shuttle, the Space Dock and Starfleet Work Bees. Much of the design work done by Andrew Probert for this film defined the cinematic look of Starfleet and it's echoes would be felt throughout the succeeding films. Say what you want about Star Trek: The Motion Picture and its flaws, but the ships are damn pretty.

Flash forward to 1987. Star Trek was being re-imagined once again. This time it was the Starfleet of the 24th Century, with a new ship and



crew. Again, Andrew Probert has a hand in it. He created the look of the Galaxy Class Enterprise, its bridge, and other sets. He designed all the starships from the first season of Next Generation, including the impressive Romulan Warbird. He even conceived the look of the Ferengi, when they were still intended to be the fierce new villains of Next Generation. He designed props, off-world settings and even the show's logo. Once again, his work would echo through Star Trek for years to come.

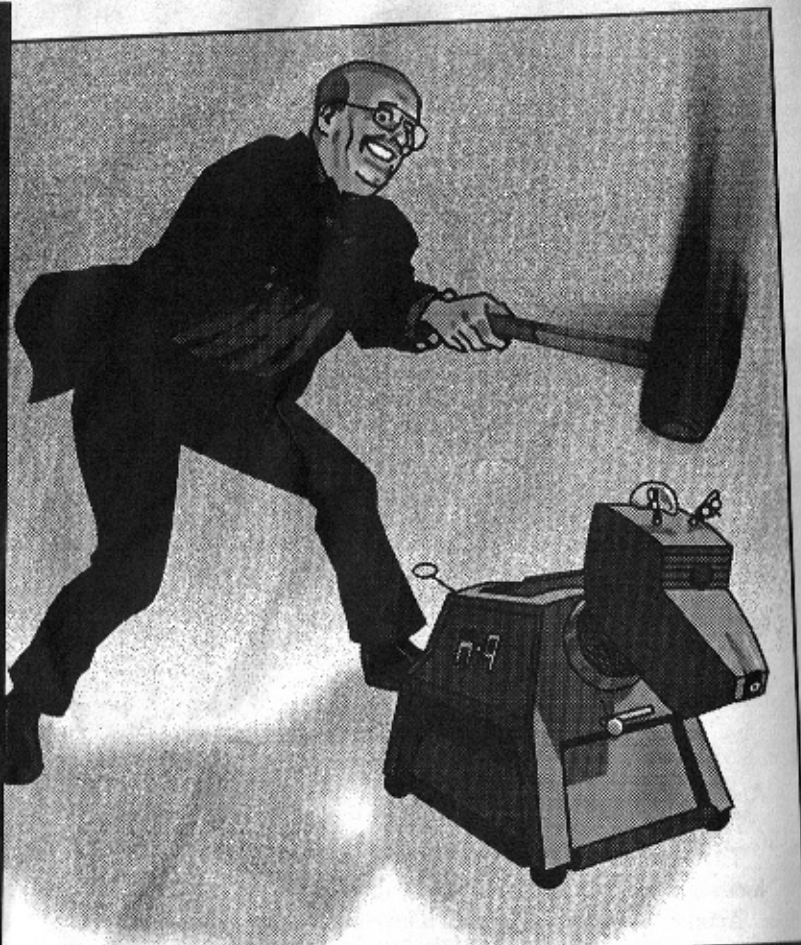
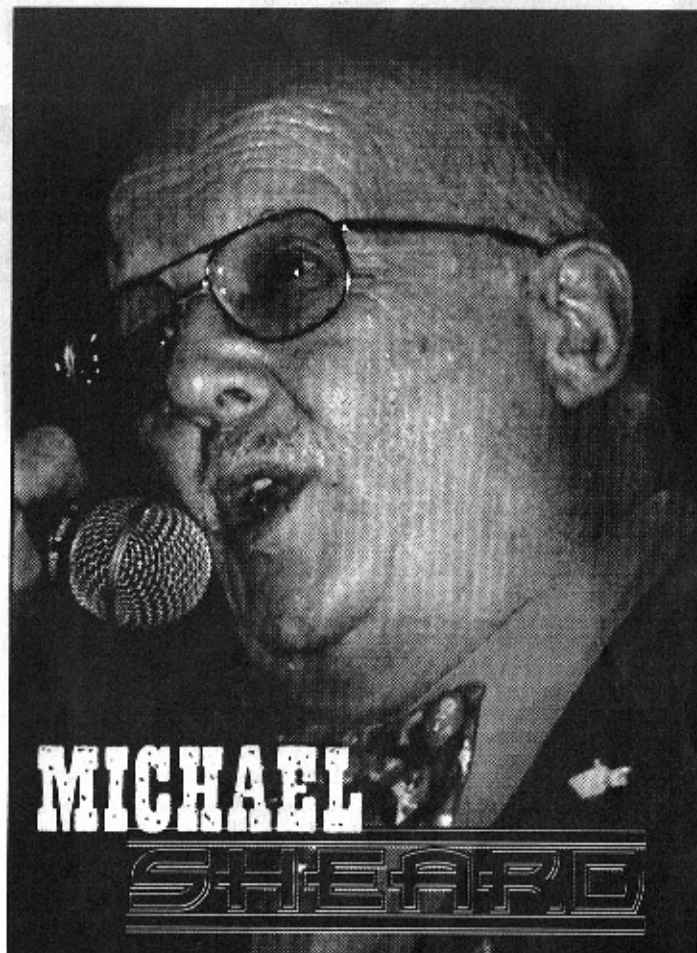
In between those Star Trek assignments, Andrew Probert had been busy. He'd been designing Cylons for Battlestar Galactica, book covers and storyboards for Back to the Future and even designed a little black helicopter called Airwolf. See what you can do with degrees in Industrial Design?

As a working artist myself, I know that it isn't all fun and games. You're always up against deadlines and having to compromise your vision in collaboration with other creators or due to budget limitations. But you're still creating magic. You're creating worlds on blank paper. And Probert's worlds ended up on the screen. It's magic. And like I said, it really can be a dream job.

Andrew has been a designer, painter, and storyboard artist for almost three decades. He's done work not just for television and film, but for computer gaming and theme parks. I think he's going to be a fascinating guest and I'm looking forward to meeting him. I'm enough of a realist about the life of a freelance illustrator to know that he could tell stories that would make those dream jobs of his seem a little less glamorous. I might be a little disillusioned.

But I'm hoping I get to hear what it's like to create magic.

*Christopher Jones is a freelance illustrator and comic book artist. His work can currently be seen in Justice League Adventures from DC Comics and Gerry Anderson's UFO from Misc!Mayhem comics.*



*Introduction by Tim Wick*

For those of you who missed Michael Sheard two years ago - you are in for a treat.

If you were here, I don't know how you could have missed him. He seemed to be everywhere talking to everyone. True, the occasional panel cramped his style but for the most part, he was our ideal guest. He spent the weekend with us, becoming every bit as much an attendee of our convention as a guest.

When we decided to create a returning guest slot, there was very little question of who should be the first person to hold that exalted position. For those who met Michael, we knew they would be overjoyed to have him back. For those who did not, it was a new chance to meet a man who is one of the most treasured parts of our history as a convention.

I had the pleasure of initiating contact with Michael when we were talking to him about being a guest of honor for CONvergence 2001. From the moment I began conversation with him, I knew we had picked someone worthwhile. Yes, he had worked on *Indiana Jones and the Last Crusade*, *The Empire Strikes Back* and countless episodes of *Dr. Who*. What struck me, however, was how genuinely accommodating and personable he was. I was certain that the cheerful attitude he showed in e-mail communication was the same one we would get in person.

And so it was.

While Michael is the first guest to fill our returning guest slot, I think it is important to point out that this is not his first such distinction with our convention. In 2001, he was the first Guest of Honor to earn a volunteer T-shirt. Among other things, Michael

badged and worked a shift in Registration. I am told that he found time to sleep over the convention weekend but no-one seems to know when.

Michael was also the first person to suggest that our convention be five days long. I imagine there are people out there who have joined in on the chant without ever realizing its origin. Despite our affection for Michael, this is one suggestion we have chosen not to take.

We have had many great guests at our convention and we love them all dearly. But Michael is our first of equals. He is everything we have every hoped for in a guest and we hope those of you who missed your chance two years ago will not make the same mistake. If your first CONvergence was 2002 or this year, you are in for a treat. You haven't attended CONvergence 2003 until you have spent a little time with Michael.

Believe me, it won't be too hard.

*Tim Wick has little room for anything else in his life outside of his ongoing struggle to keep CONvergence from running Five Days.*

Learn to hunt a Forest Dragon.

Visit the Nightfaire.

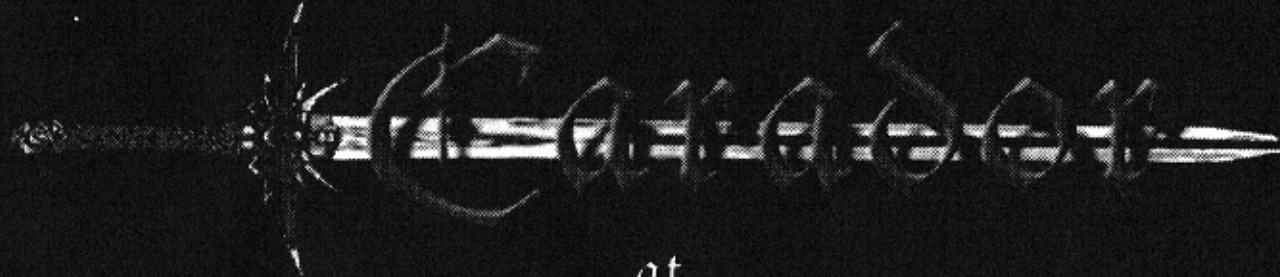
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We'll be keeping someone very busy in the coming years-- We'd like to hear from you!



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Recorded LIVE at  
CONvergence 2001

the

submission

by Brian Price and Jerry Stearns

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.

## PERFORMERS

### MAINSTAGE: *Ballroom East*

#### BANDS:

##### Savage Aural Hotbed

Mainstage is excited and proud to host the local neo-futurist industrial percussionist troupe Savage Aural Hotbed. Described as something of a blend of automatic machinery, traditional Japanese taiko drumming and pure art, Savage Aural Hotbed pounds out catchy rhythms on such unconventional instruments as bungee springs and power saws. Not to be missed. CONvergence is pleased to welcome this exciting band to our convention. For more information on the band and their unique music, visit [www.savageinfo.com](http://www.savageinfo.com).

##### Little Tin Box

Opening for Savage Aural Hotbed on Friday night will be Little Tin Box, a local electronic "darkwave romantic" duo, Charles Sandler & Kelly Galvin, this year playing with special guests and surprise visual delights.

#### DJs

DJ Stryfe will be performing Friday night on Mainstage between bands.

Scheduled to perform at the Saturday Night DJ Dance are:  
Rahna, Starfive, Dyslexic, Noise, and The Aether Twins

### MASQUERADE HALFTIME SHOW

#### Soylent Theater

Once again, entertainment during the judging of the Masquerade entries will be provided by Soylent Theater: A Comedy Troupe Made of People. Specifically, those people are: Tim Uren, Joe & Joshua Scrimshaw, Kelvin Hatle, Jen Scott, Adrienne English

### CLOSING CEREMONIES PRE-SHOW

Written and performed by members of the IKV RakeHell.

### MARK TIME RADIO SHOW

Brian Price, Jerry Stearns, David Ossman, Michael Sheard and others.

### HARMONIC CONvergence

*Cabana 118*

Scheduled to perform in Harmonic CONvergence are:  
The Dregs, The Great Luke Ski, Scott Keever, Mean Age, Q, Reve du Faun, and Young-Plante

### MOGGNAUF, the FOLK UNDERGROUND

#### BLACK & GREEN CONCERT

*Edina Room*

Lojo Russo, Lorraine Garland, Trevor Hartman, Paul Score, and Dylan Hatch

## DEALERS ROOM: *Ballroom West & Center Front*

Once again, the CONvergence Dealers Room is brimming with goodies tempting you to part with your hard-earned dollars. Here is a listing of dealers to be found at CONvergence 2003:

Anne's Woodland Expressions	Misc.	Leopard's Leap	Masks
Booksellers' Wife	Children's Books	Loch D	Leather & Jewelry
Bridget's Field Farm	Misc.	Maiden Mongolia	Period Accessories
Captive Elements/Fantasy Blades	Fantasy Weaponry	MysticNeeds	Jewelry / Medicine Bags / Magic Cards
Clovis Enterprises	Leather	Odalisque	Large Size Costumes
Col. Dave/Re-Action Figures	Collector's Toys	OffWorld Designs	T-Shirts
Costumes for Eyes	Contacts	Painted Unicorn	T-Shirts / Buttons
Draken Masks	Masks	Poggle's Toybox	Star Wars Toys
DreamHaven Books	Books	Rider's Fantasy Doll Clothes	Doll Clothier
Dreamscapes	Jewelry	SaraCura Silver	Jewelry
Emerald's Emporium	Jewelry	The Shetland Piper	Period Accessories
EvenStar Bookstore	Books and more	Sleeping Dragon Studios	Dragon Sculpture
For Collector's Only	Movie Collectibles	Sleeping Fox	Jewelry
Grave Digger's Union	Anime	Something Different	Artwork
The Hangman's Daughter Leatherworks	Costumes / Leather	Source Comics and Games	Books and Games
Honeck Sculpture	Bronze Sculpture	Tarot by Annie	Reading Tarot
Horizon Music, Inc.	Music	WindWolf Studios	Art Work Prints/ T-Shirts
Impish Creations	Figurines	Xcentricities	Corsets / Clothing
John Jamison, Bookseller	Books	Zare Baubles	Jewelry
Kyril's Cavern	Stuffed Creatures		

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*Visit our tables in the dealers room*

## 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.

### MARK TIME Awards

For best science fiction audio production of the year 2002:

#### GOLD:

*Anne Manx and the Trouble on Chromius*

The Radio Repertory Company of America

Angelo Panetta, Producer.

*A fast-moving a hour action adventure with Anne Manx, played by Claudia Christian, as a future detective. www.rcca.com*

#### SILVER:

*Not From Space*

The Borgus Collective

Jeffrey Bays, Producer.

*A very subtle invasion from Mars that takes years, wrapped in a production that sounds like modern commercial radio. www.borgus.com*

#### HONORABLE MENTION:

*Nebulous Rex*

Shirley & Spinoza, Internet Radio

*Things go wrong on the spaceliner, but is it just accidents?*

*www.compound-eye.org/rer/*

*Red Shift*

Seem Real Theater

Thomas O'Neill, Producer.

*Has the Dalai Lama been reincarnated on Mars? A polisci-fi religio-comic rumination. www.doctechical.com*

### OGLE Awards

For best fantasy or horror audio production of the year 2002:

#### GOLD: (Tie)

*Fears for Ears*

Positive Living Productions

Aida Memisevic, Producer

*Five superbly produced horror short stories, made in Canada. www.fearsforears.com*

*Dragon Song*

Texas Radio Theater Company

Richard Frohlich, Producer.

*A modern urban fantasy story, performed live. www.texasradiotheatre.com*

#### SILVER:

*Up On the Rooftops*

Imagination X

Jeffrey Adams, Producer.

*A very short take on those noises on the roof at Christmas. www.ixaudio.com*

#### HONORABLE MENTION:

*Background*

Imagination X

Jeffrey Adams Producer.

*A short graphic ghost story with a true horror ending. www.ixaudio.com*

See the past winners at [www.greatnorthernradio.com/MarkTime/MarkTime.html](http://www.greatnorthernradio.com/MarkTime/MarkTime.html)

# Get yourself to MarsCon 2004, stat!

# Let's Play Doctor!

## MarsCon 2004

### March 5 - 7, 2004

Airport Hilton

Bloomington, Minnesota



Author Guest of Honor:

## John M. Ford

Ford is a Philip K. Dick Award-winning author and the Twin Cities' own "Dr. Mike." His most recent book is *The Last Hot Time*.

Music Guest of Honor:

## The Great Luke Ski

This up and coming song parodist is the 'Uber Geek,' a jack-of-all-trades in the realm of nerds, dorks, dweebs, trekkies, or to sum it all up in one word... he's a FANBOY!

Fan Guest of Honor:

## David E Romm

Producer of *Shockwave*, the locally-produced radio show on KFAI 90.3FM Minneapolis and 106.7FM St. Paul.

\$32 until October 31

\$42 until January 31

\$55 at the door

[2004info@marscon.org](mailto:2004info@marscon.org)

[www.marscon.org](http://www.marscon.org)

Actor Guest of Honor:

## Richard Biggs

Dr. Steven Franklin from *Babylon 5*, and also appearing in the new Sci Fi Channel series *Tremors*.

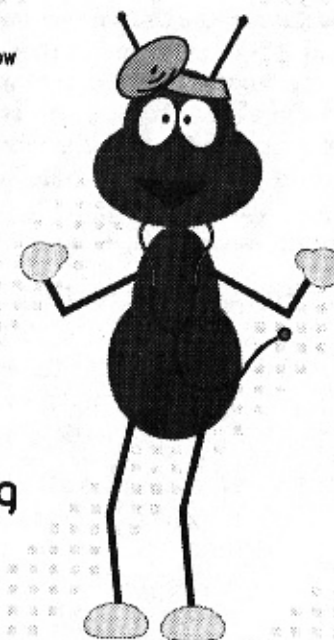


De-mented Guest of Honor:

## Dr. Demento

Host of *The Dr. Demento Show*, radio's weekly two-hour festival of "mad music and crazy comedy" heard on stations coast to coast.

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# KANSAS CITY IN 2006

A BID FOR THE 64TH  
WORLD SCIENCE FICTION CONVENTION  
LABOR DAY WEEKEND  
AUGUST 31-SEPTEMBER 4, 2006

## SOME REASONS TO COME TO KANSAS CITY IN 2006

- **Tradition.** 2006 will mark the 30th anniversary of Kansas City's last Worldcon, MidAmeriCon. Fandom followed the Republican National Convention and the Shriners and outpartied them both. While that kind of challenge can't be guaranteed, we think the time has come to do it again.
- **Great New Facilities!** Overland Park's new state-of-the-art convention center includes:
  - 237,000 square feet of function space in the Convention Center
- **The attached Sheraton hotel has:**
  - 25,000 square feet of function space • **Corkage and Fororage waived**
  - **Convention Hotel Room Rates from \$65.99 to \$99.00 • All hotel and convention center parking will be free**
- **People.** Our Bid Committee includes fans from the midwest and throughout the country with experience working local and regional cons, as well as WorldCons. Our local group hosted the Nebula Weekend in 1997 and 2002. ConQuesT (now in its fourth decade) is renowned as one of the finest (and most fun) cons in the midwest. Members of our committee are also part of the group hosting the 2003 World Horror Convention in Kansas City.
- **Convenience.** Kansas City is a major transportation hub with easy travel connections and a modern, spacious airport. The convention center is located directly adjacent to a major interstate and is easily accessible from any direction.
- **Attractions.** There are many activities awaiting your discovery, including the Kansas City Zoo, the Harry S Truman Library and Museum, the Nelson-Atkins Museum, the Kemper Museum of Contemporary Art, the City Farmer's Market and the Steamboat *Arabia* Museum, Union Station/Science City, the Liberty Memorial, Westport nightclub district, the Toy and Miniature Museum, Worlds of Fun/Oceans of Fun amusement parks, several riverboat casinos, the world-renowned Country Club Plaza shopping district and much more, all within thirty minutes of the convention center.

The Bid Committee believes we can make Labor Day weekend 2006 one of the most memorable in WorldCon history. We invite you to join us in the effort by presupporting our bid at one of the four levels explicated below. Support levels can be upgraded any time prior to the vote at this year's Worldcon in Toronto. Look for parties sponsored by "The Redheads from Hell" (it's not just a hair color, it's an attitude) at conventions across the North American continent until Labor Day to sign up. You can also use PayPal to presupport at our website. We thank you for your support, encourage you to vote (for more information, see the Torcon3 website: [www.torcon3.on.ca](http://www.torcon3.on.ca)) and look forward to seeing you in 2006.

*Service Mark notice: "World Science Fiction Society," "WSFS," "World Science Fiction Convention," "NASFiC," "Hugo" and "WorldCon" are registered service marks of the World Science Fiction Society, an unincorporated literary society.*

### The benefits listed will be received if you vote in Toronto in 2003 and we win.

**Presupport: \$20 US**  
\$30 Can, £13, €18, ¥2348  
supporting membership  
1/2 credit for conversion

**Yardbird: \$50 US**  
\$74 Can, £32, €46, ¥5870  
attending membership  
listing in program book

**Preoppose: \$25 US**  
\$37 Can, £16, €23, ¥2935  
supporting membership  
1/2 credit for conversion

**Count Basie: \$100 US**  
\$148 Can, £64, €92, ¥11,750  
attending membership  
listing in program book; a bid t-shirt & more

For Up to Date Information on All Aspects of the Bid, see our Website: [www.midamericon.org](http://www.midamericon.org)

Questions? Comments? Just want to chat? Our email address is: [MidAmeriCon@kc.rr.com](mailto:MidAmeriCon@kc.rr.com)

Make checks (in U.S. funds) payable to Kansas City in 2006 and mail to:  
Kansas City 2006, P.O. Box 414175, Kansas City, MO 64141-4175

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FallCon

MCBA  
The Minnesota Comic Book Association

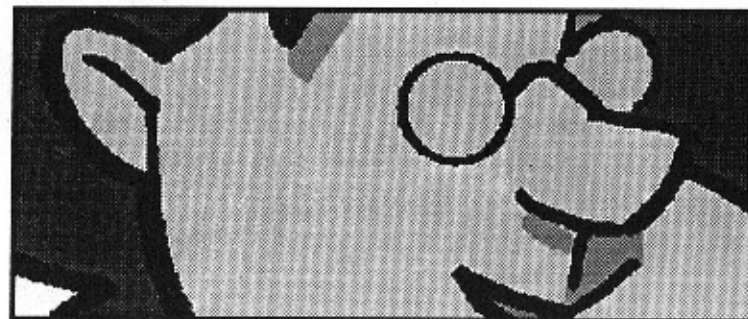
MCBA FallCon  
Comic Book Convention  
October 4th & 5th, 2003

Minnesota State Fairgrounds  
Education Building  
1372 Cosgrove Ave  
Saint Paul, Minnesota

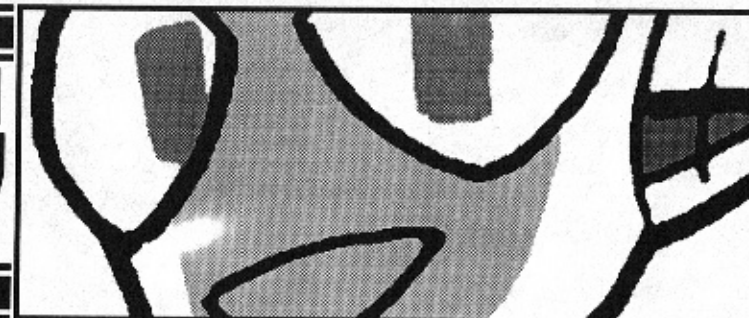
10AM to 5PM both days!  
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# MISFITS



**The MISFITS officers (& mascots)**  
 from left to right:  
*Connie,  
 Emily Stewart,  
 David Kingsley,  
 Prof. Maxwell Misfittle,  
 Rhonda Danielson,  
 Kate Carey.*

**C**ONVERGENCE is more than just a big party, more than just a community-building event and more than an annual celebration of Science Fiction and Fantasy. It's also a fundraiser for the The Minnesota Society for Interest in Science Fiction and Fantasy (MISFITS), a non-profit organization. MISFITS organizes events and programs to bring fans together, promote literacy and provide community service. In addition to the CONvergence extravaganza, MISFITS sponsors many other clubs and events throughout the year:

The MISFITS Officers are selected by the MISFITS Board of Directors in June of each year and oversee the many clubs, programs, and events other than CONvergence that MISFITS runs throughout the year. The 2002-2003 MISFITS officers were Emily Stewart (President), Rhonda Danielson (Vice President), David

Kingsley (Secretary), Kate Carey (Treasurer), and Jen Manna (Officer at Large). We are all grateful for their efforts throughout the year. Jen Manna chose not to continue as officer at large for the coming year, and Tonya Nall has been selected to take over this position alongside the other four returning officers.

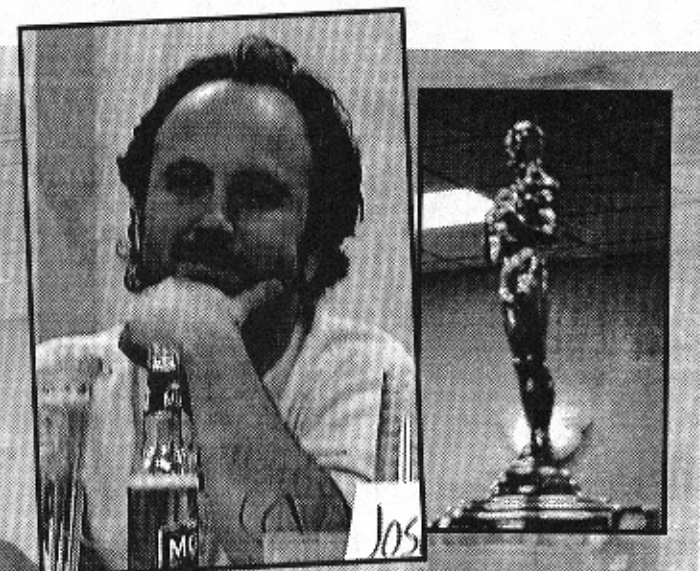
## RECENT EVENTS:

### TEAM TRIVIA CHALLENGE

Our Fifth Annual Team Trivia Challenge was held April 13, 2003. For those who have never attended, the Trivia Challenge is a 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'll 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. If you would like to compete in next year's Trivia Challenge, we'd love to hear from you.

The Soylent Theatre team (Kelvin Hatle, Tony Karna, Joshua Scrimshaw, Tim Uren) won the 2003 Trivia Challenge, securing for themselves bragging rights as well as an assortment of prizes ranging from the ridiculous to the sublime. Other teams competing in the 2003 Trivia Challenge were: Grid Grunts, Drinky Crow, Ming's Minions, Fannish Inquisition, Cinema Rex, USS Behr'ak and Mudd's Studs. Our thanks go out to everyone who participated.

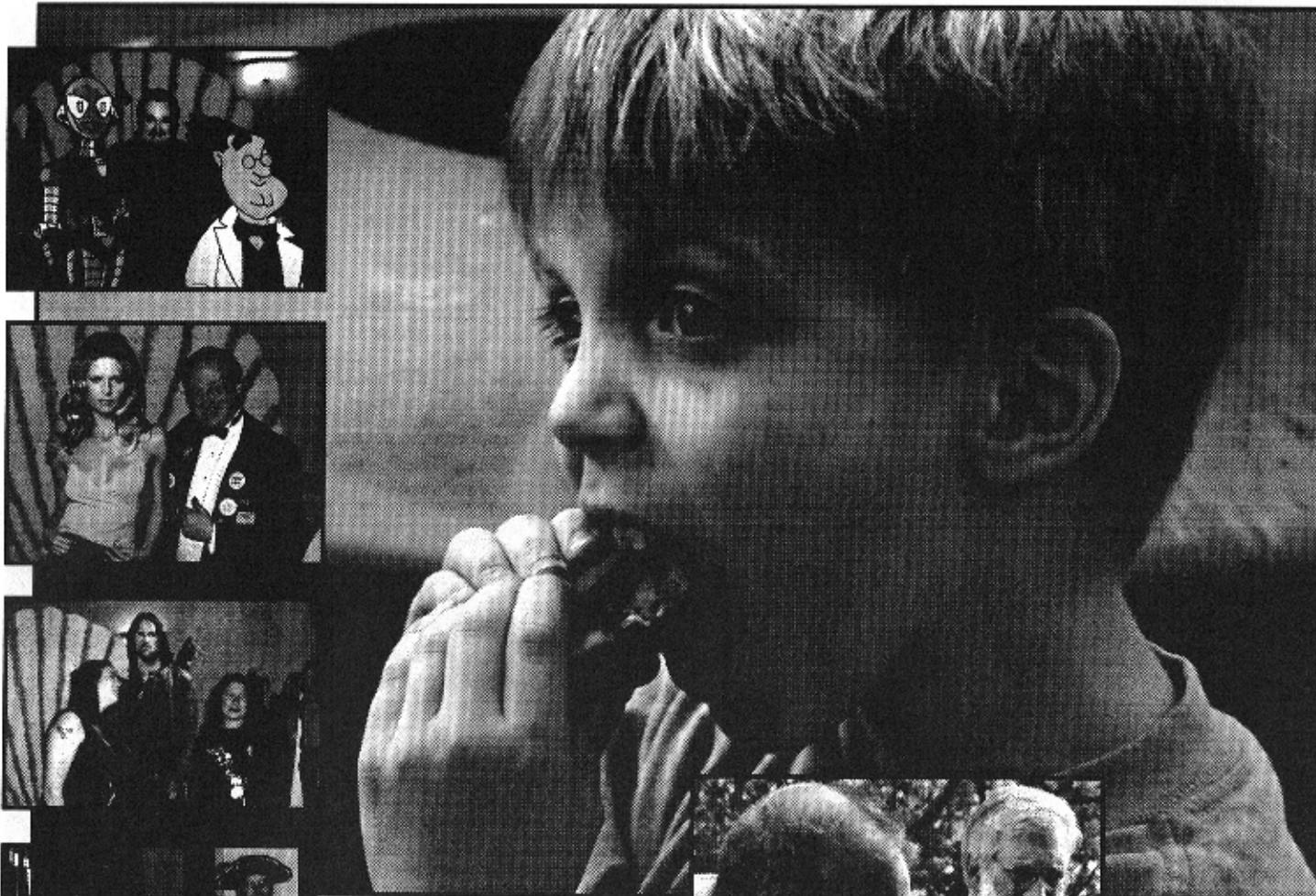


Above Left: Tim Uren contemplates a difficult question.  
 Above Right: The coveted Trivia Trophy

### "SLEEP!"

Tim Wick orders Trivia Challenge competitors to take a breather

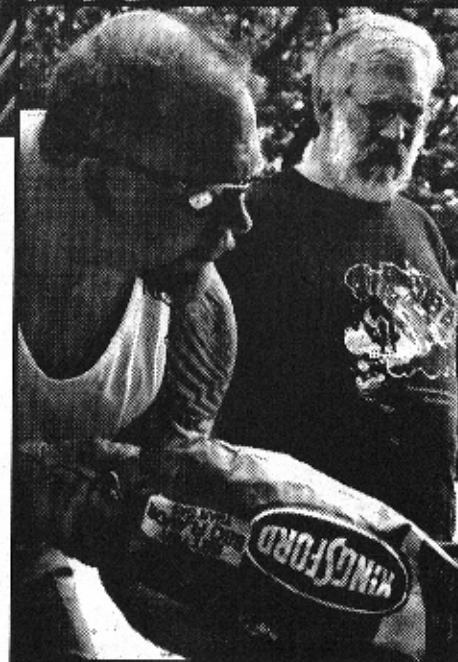




**All gussied up:** (left column)  
Party-goers got dressed to the nines  
and spent the evening with their  
favorite celebrity dates at the Geek Prom



**Picnic pleasures:**  
(above & left)  
Bruce Yoder and Bob  
"Roadkill" Aiken need to  
prepare the fire before this  
young MISFIT-ian can  
enjoy his s'more.



## GEEK PROM

On April 25th, 2003, MISFITS celebrated our first Geek Prom. The theme was "Enchantment Under The Sea" from *Back To The Future* and a grand time was had by all.

At 7:00pm, the bar opened outside the room and drinks and socializing began. Because it was a "MISFITS Prom", creativity was expressed in much of the clothing choices: Clark Kent, Napoleon and Josephine, a Stormtrooper, geeky ties and pretty dresses.

At 8:00pm, the doors were opened and the music began. The DJs kept the crowd excited and amused until well past midnight. The decorations included a giant shell with cardboard stand-ups of Kirk, Spock, Aragorn, Buffy, Bunnies, Boba Fett, Han Solo in Carbonite, Connie, Professor Misfittle and many others.

The Prom king and queen were picked by random drawing and a boxed set of *Back To The Future* was awarded in yet another random drawing

## MISFITS ANNUAL PICNIC

Our annual picnic was held Sunday, June 1, 2003 at Newell Park in St. Paul. A meeting was held at which our 2003-2004 officers were announced (see above), and news was announced about upcoming events and plans for the MISFITS party at CONvergence. The picnic was a pot-luck affair, with meat and hamburger fixings provided by MISFITS. There was a large bonfire (which Jeremy Stomberg threatened to jump on his scooter) which was used for a good deal of marshmallow roasting and s'more-making.



Jeremy Stomberg threatens to jump the bonfire at the annual MISFITS Picnic

## UPCOMING EVENTS:

### AUTHORS IN SCHOOLS

#### ONGOING

One of the many programs that MISFITS sponsors is the "In The Schools" program. In The Schools sponsors professional authors, robotics experts, astronomy experts and herpetologists to give presentations at public schools. To recommend a specific school, please go to the MISFITS party room to find out more about In The Schools. We have a limited number of speaking engagements to arrange and spots fill up quickly! After the convention, contact [www.info@misfit.org](mailto:www.info@misfit.org) or 651-MISFITS.

### MISFITS ANNUAL SF/FANTASY WRITING CONTEST

#### ONGOING

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

### HAPPY HOLIDAYS NOMINATIONS

#### NOW THROUGH NOVEMBER

Each year, MISFITS sponsors a needy fan family or charitable organization in December. For more information, to make a donation, volunteer your time or to nominate a family or organization please write to [happyholidays@misfit.org](mailto:happyholidays@misfit.org).

### MISFITS SCI-FI MOVIE NIGHT: GHOSTBUSTERS

#### JULY 18 & 19

#### Brookdale 8 Theater

Friday July 18th and Saturday 19th - 11:00pm both nights

Tickets: \$5

MISFITS' Sci-Fi Movie Night returns at our new location in July with the fan-favorite film *Ghostbusters*. The Brookdale 8 Theater is located at 5810 Shingle Creek Pkwy, Brooklyn Center. Call (763)566-6721 if you need directions.

MISFITS will hold a costume contest with cool and valuable prizes. Don't have ghostbusting gear? Just deck yourself out in your best 80's threads! Be on the lookout for special "movie theme food" available at the concessions stand.

### MISFITS OPEN MEETING & ICE CREAM SOCIAL

#### AUGUST 9

The Open Meeting at 2:00pm on August 9th will be an ice cream social. Watch the MISFITS web site or get on our mailing list for the location and other details.

### KARAOKE NIGHT

#### NOVEMBER 22

Radisson South 7800 Normandale Blvd

Bloomington, MN 7:00pm

Karaoke on November 22nd will be VERY, VERY, VERY far off Broadway. Really, really far. No, further than that. Think about traveling in time and space as far as you can imagine, then about a quarter mile or so past that.

Wear your favorite musical theater costume for the contest and sing your favorite showtunes! Dress as your favorite chanteuse, crooner or madrigalist and potentially win something!

Thespianic green room muchies, show tune music and non-show tune music will be available for your off-key singing and listening pleasure.

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

# CONVENTION COMMITTEE

Windy Merrill	Director	Communications
Sonya Honaker	Photographer	Communications
Danielle Preston	Photographer	Communications
Peter Verrant	Photographer	Communications
Kate Carcy	Registration	Communications
Briton Hefty	Registration Sub-head	Communications
Paula Merns	Registration Sub-head	Communications
Rubin Safaya	Video Team Lead	Communications
Chris Bowsby	Video Team	Communications
Joe Brueske	Video Team	Communications
Ken Metzger	Video Team	Communications
Wade Stewart	Video Team	Communications
Meghan White	Video Team	Communications
Eve Kramer	Volunteers Head	Communications
Wendy "Ginger" Bock	Volunteers Sub-Head	Communications
Jay "Rusty" Curry	Volunteers Sub-Head	Communications
DuAnn Thompson	Volunteers Sub-Head	Communications
Stephanie Lindorff	Web Redesign Leader	Communications
Laurie Richardson	Webmaster	Communications
Perrin Klumpp	Director	Community Relations
Anton Petersen	Guest Coordinator	Community Relations
Melissa Wuori	Guest Coordinator	Community Relations
Barb Pemberton	Guest Liaison	Community Relations
Lex Larson	Guest Liaison	Community Relations
Heidi Waterhouse	Guest Liaison	Community Relations
Jody Wurl	Guest Liaison	Community Relations
Judy Byers	Silent Auction	Community Relations
Marty Byers	Silent Auction Sub-head	Community Relations
Tim Wick	Director	Events
John Grams	Cinema Rex	Events
Cheris Haire	Cinema Rex	Events
Eric Knight	Cinema Rex	Events
Michael MacDonald	Cinema Rex	Events
Amanda Gordon	CoF2E2 Head	Events
Lauren Lenzen	CoF2E2 Head	Events
Andy Masters	CoF2E2 Sub-head	Events
Tonya Nall	CoF2E2 Sub-head	Events
Jesse Richardson	CoF2E2 Sub-head	Events
Cali Mastny	Connie's Space Lounge	Events
Caly McMorrow	Connie's Space Lounge	Events
Aaron Prust	Connie's Space Lounge	Events
Frederick Beecher	Connie's Space Lounge Subhead	Events
Jon Olsen	Connie's Space Lounge Subhead	Events
Scott Raleigh	Connie's Space Lounge Subhead	Events
Laura Borchert	Consuite Co-head	Events
Kelly Nicson	Consuite Co-head	Events
Thaadd Powell	Consuite Co-head	Events
Dan Gould	Consuite Sub-head	Events
Marc Gutman	Consuite Sub-head	Events
E.V. Moebius	Consuite Sub-head	Events
Mike Olson-Borchert	Consuite Sub-head	Events
Eliz Olson-Borchert	Consuite Sub-head	Events
Deborah	Consuite Sub-head	Events
Clash	Consuite Sub-head	Events
David Buth	Science Room	Events
Dave Rust	Gaming Room Head	Events
Rob Polzin	Gaming Room Sub-head (board)	Events
Kevin McColl	Gaming Room Sub-head (lan)	Events
Lisa Pepin	Gaming Room Sub-head (rpg)	Events
Sean Larson	Harmonic CONvergence	Events

LeXi Erwin-MacDonald	Main Stage	Events
Skaht Hansen	Main Stage	Events
Anthony Karna	Main Stage	Events
Jerry Stearns	Mark Time Awards	Events
Kat Peppmiller	Masquerade	Events
Michael Lee	Programming Co-head	Events
Matt Waterhouse	Programming Co-head	Events
Ed Eastman	Programming Sub-head	Events
Margaret Eastman	Programming Sub-head	Events
Jeff Hildebrand	Programming Sub-head	Events
Dylan Palmer	Programming Sub-head	Events
Ann Roubik	Programming Sub-head	Events
Matt Savelkoul	Programming Sub-head	Events
Diana Steben	Programming Sub-head	Events
Bill Young	Programming Sub-head	Events
Bob "Roadkill" Aiken	Special Events Coordinator	Events
Tom Harty	Theatre Nippon Head	Events
Amice Fielder	Theatre Nippon Sub-head	Events
Charlie Horne	Theatre Nippon Sub-head	Events
Andy Miller	Theatre Nippon Sub-head	Events
Ishmael Williams	Director	Facilities
Michael Alexander	Hotel Co-Head	Facilities
Linda Paul	Hotel Co-Head/Resume	Facilities
Emily Stewart	Dockmistress/Hotel 2	Facilities
Katy Duffy	Hotel 2	Facilities
Laura Thomas	Hotel 2	Facilities
Pat Ward	Hotel 2	Facilities
Jules Raberding	Hotel Support	Facilities
Loki Eckstrom	Gravediggers Union Head	Facilities
Larry Andre	Gravedigger Two	Facilities
Eowyn Ward	Facilities Flunkie	Facilities
Doug Kirks	Operations Co-head	Facilities
Stephanie Lindorff	Operations Co-head	Facilities
Nadim Khalidi	Operations Sub-head	Facilities
Mitch Moschkau	Operations Sub-head	Facilities
Cat Oecl	Operations Sub-head	Facilities
Melissa Kaercher	Parties Guide	Facilities
Ishmael Williams	Parties Head	Facilities
Renee Anamcelli	Parties Sub-head	Facilities
Jen Manna	Parties Sub-head	Facilities
Renee Anamcelli	Resume	Facilities
Amy Conard	Resume	Facilities
Linda Paul	Resume	Facilities
Rhonda Danielson	Room Allocation/Support	Facilities
Pat Wick	Director	Financial
Jenni Klumpp	At-con Support	Financial
Bruce Yoder	Support	Financial
Jeremy Stomberg	Director	Marketing
DeNac Leverentz	Art Show Co-head	Marketing
Betsy Lundsten	Art Show Co-head	Marketing
Tony Spears	Art Show Sub-head	Marketing
Charles Piehl	Art Show Sub-head: Auction	Marketing
Michael Fanslow	Concessions Head	Marketing
Michael Stroh	Concessions Sub-head	Marketing
John Thompson	Concessions Sub-head	Marketing
Berniece Hauser	Dealers Room Head	Marketing
Eric Hauser	Dealers Room Sub-head	Marketing
Christopher Jones	Director	Publications
Alexandra Larson	Content Coordinator	Publications
Chris Bowsby	Souvenir Book	Publications

Convention Committee



# SPRINGTIME

in MPLS MEANS

# MINICON

Easter Weekend: Minicon 39  
will be April 9 - 11, 2004

Our Guests of Honor will be: Walter Jon Williams, Sharyn November,  
and Deb Geisler

<http://www.mnstf.org/minicon/minicon39/register.html>

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

# CON 2004 PRE-REGISTRATION FORM

## CONVERGENCE 2004

### OUT OF THE SHADOWS

CONVERGENCE 2004  
JULY 2, 3, 4  
RADISSON HOTEL SOUTH  
BLOOMINGTON, MN

A convention for fans of  
Science Fiction and Fantasy

#### REGISTRATION RATES FOR CONVERGENCE 2004

Adult Membership until December 31, 2003	\$30
Adult Membership until May 15, 2004	\$40
Adult Membership At the Door	\$55
Supporting Membership until May 15, 2004 (\$20 now plus \$20 at the door)	\$20/ \$20
Kids Age 6-12 until May 15, 2004	\$15
Kids Age 6-12 At the Door	\$20
Kids 5 & under	Free

Complete this form and  
send it (with check or money  
order, US funds only) to:

CONvergence  
1437 Marshall Ave, Ste. 203  
St. Paul, MN 55104

Make checks or money orders  
payable to CONvergence.

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

**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 \_\_\_\_\_

↑ E-mail address \_\_\_\_\_

↑ Badge Name (If different from 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"/> Operations	<input type="checkbox"/> Art Show Staff	<input type="checkbox"/> ConSuite	<input type="checkbox"/> During the year
<input type="checkbox"/> COF <sub>2</sub> E <sub>2</sub> Coffee	<input type="checkbox"/> Programming Staff	<input type="checkbox"/> Volunteers	<input type="checkbox"/> During the con
<input type="checkbox"/> Gaming	<input type="checkbox"/> Programming Panelist		You may like to know that I'm a professional in the field of:
<input type="checkbox"/> Art Show	<input type="checkbox"/> Connie's Space Lounge		
<input type="checkbox"/> I would like to volunteer wherever I am needed			
<input type="checkbox"/> I would like information about entering the Art Show			

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.

Thank you for your interest in and support of CONvergence. 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 presents:

# CONVERGENCE 2004

## OUT OF THE SHADOWS

JULY 2, 3, 4 2004  
RADISSON HOTEL SOUTH  
Bloomington, Minnesota

JOIN US AND OUR SPECIAL GUESTS:  
(scheduled to appear):

LARRY NIVEN  
Author of *Ringworld*

DAVID GERROLD  
Novelist and *Star Trek* Author

VIN TRUITNER  
Digital Effects Artist/Animator

DENISE GARNER  
Fantasy Artist

ADULT MEMBERSHIP \$30  
(UNTIL DECEMBER 31, 2003)

WWW.CONVERGENCE-CON.ORG



JONES  
2003

# THANK YOU

CONvergence and the Minnesota Society for Interest in Science Fiction and Fantasy (MISFITS) would like to thank everyone who helped make CONvergence 2003 happen. That includes our CONvention Committee, the MISFITS Officers and Staff, our volunteers, and everyone who threw a room party, sat a panel, entered the Masquerade, performed on stage, or otherwise participated in the weekend's events.

We would like to thank our wonderful guests: Eric Flint, Katherine Kurtz, John Kovalic, Andrew Probert, & Michael Sheard.

Thank you to the staff of the Radisson Hotel South for all their help and assistance, and for making this hotel feel like home.

Thank you to Joanie, Mike, & everyone else at Oddities as well as Lorrie at Valley Casting for their help with concessions merchandise. Thank you to

Steve Jackson Games, WizKids Games, Eregion, The Loading Zone, and Louis Frank for their help with gaming. Thank you to Tea Source and The Bean Factory for the help they provided to COF2E2. Thank you to Kevin Austin, Abby Lundstten, Paula Merns, Andy Murphy, Jenny Nilssen, Nathan Stohlmann, and Laura Thomas for their help with Art Show. And thank you to Rob Withoff, Roadkill, Barb Pemberton, Peter Verrant and Emily Stewart for their help with the Mainstage Façade.

Thank you to all the attendees who became members of CONvergence 2003. 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 both on our web site and in the Post Mortem Report published in August.

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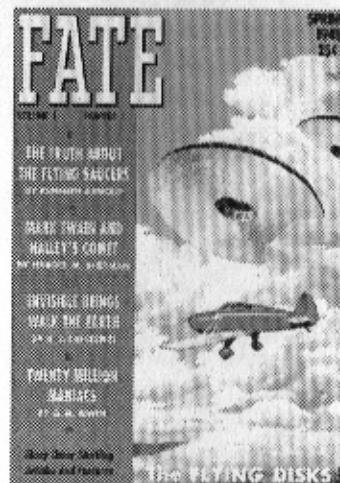
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for people who  
seriously love movies

Acknowledgements

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True Reports of the Strange and Unknown

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In the Spring of 1948, the world was gripped in throes of Flying Saucer Fever. From newspaper articles to comic books, people were inundated by lurid tales of visitations and invasions of Earth by "Saucer Men." Unsubstantiated rumors and third- and fourth-hand stories were fed to the gullible public. Then, onto the scene came **FATE** magazine.



FATE Number 1

Founded by Ray Palmer (editor of *Amazing Stories*), Curtis Fuller (another accomplished editor), **FATE's** purpose was "...to explore and to report honestly, the strangest facts of this strange world—the ones that don't fit into the general beliefs of the way things are." And report they did. Demand for the strange and unusual dramatically increased **FATE** readership and caused it to go from a quarterly, to a bi-monthly, to a monthly magazine by 1955.

Over 100,000 loyal readers clamored for more, and **FATE** delivered. In addition to UFOs and mysteries historical and current, there were reports of the latest discoveries in science, researches into lost civilizations, and scientific investigations of the paranormal.

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FATE Number 637

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