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SOUVENIR BOOK



OUT OF THE SHADOWS
CONVERGENCE
JULY 2.3.4 2004

WELCOME TO CONVERGENCE 2004

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2005 REGISTRATION	

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

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CONVERGENCE 2004 SOUVENIR PROGRAM BOOK

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THIS SOUVENIR BOOK is a keepsake from the convention.

It has introductions for our guests, a listing of performers, and is a place for us to say "Thank You" to all the many people who help make CONvergence happen each year. It's a great place to collect autographs to keep as a memento of what we hope will be another great convention.

If you're looking for a schedule of events, telling you where and when all the cool stuff will be happening at the convention this year, you're in the wrong place. You want the Programming Guide, that smaller thicker publication you got at the same time you were given this one.

And now a few words about this year's convention theme:

film noir:

Pronunciation: -'nwär

Function: noun

Etymology: French, literally, black film; a type of crime film featuring cynical malevolent characters in a sleazy setting and an ominous atmosphere that is conveyed by shadowy photography and foreboding background music.

Film Noir is not about private eyes.

It's not about gangsters, shots of bourbon, femme fatales, classic cars, or any of that. Those are just trappings. Noir isn't about any of those things any more than science fiction is about space ships and laser beams.

Noir is about exploring the shadows.

Not just the shadows at the end of the street, or at the bottom of that long flight of stairs. It's exploring the shadowy parts of the human soul.

Why do good people turn

bad? What would it take for you to betray a friend? Are they really just coincidences, or are there secret conspiracies operating behind closed doors? If the bad guys are bad, why do we like them so much?

Let's face it. For all the warnings against "turning to the dark side," the dark side can be awfully fun to visit. This year's CONvergence theme is "Out of the Shadows," a celebration of Noir in science fiction.

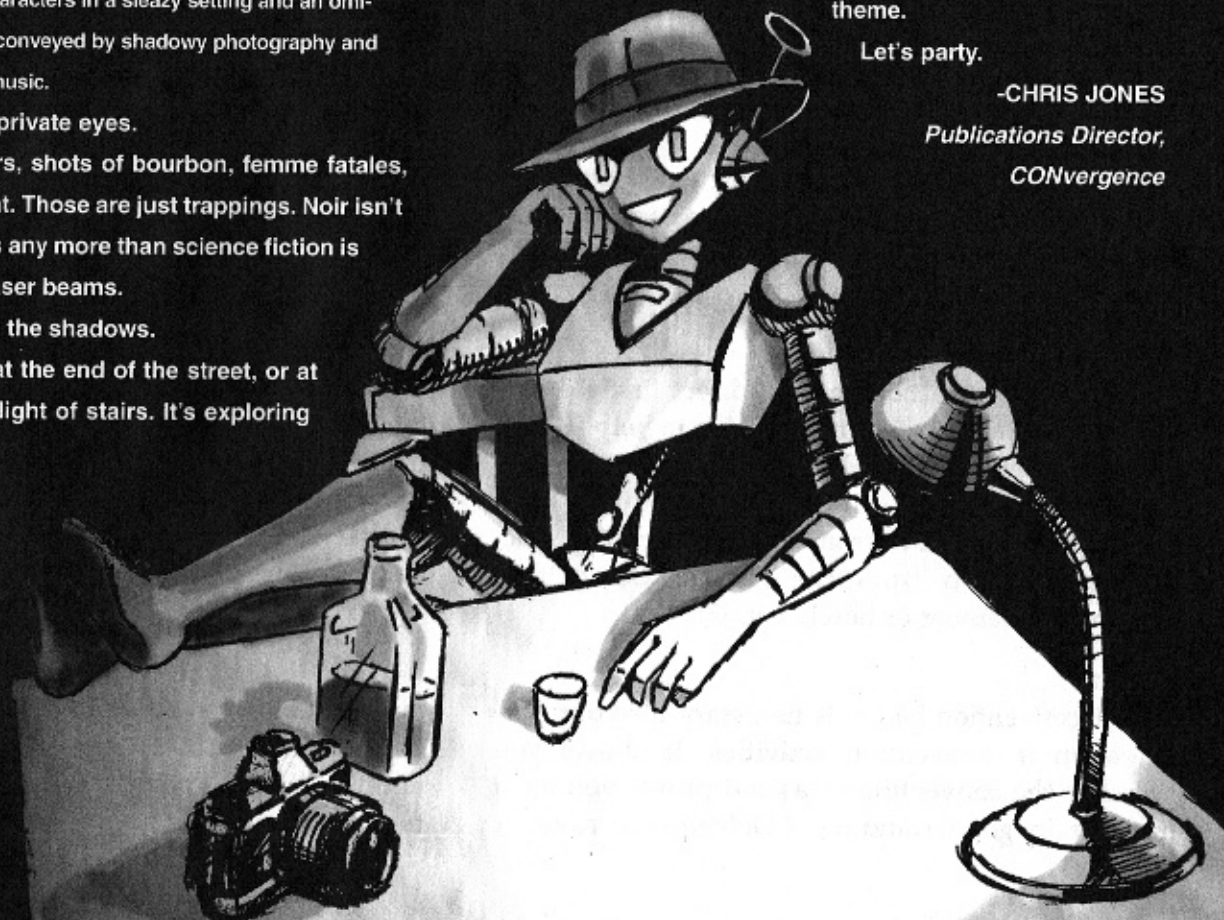
So while you'll see a fair share of fedoras, trench coats, and other nods to those great noir films of the 1940's and '50s, that's not really what our theme is about. This year is a celebration of those stories about heroes who aren't all good and villains who aren't all bad; the stories about choices we wish we could take back; and the stories about lessons learned too late. It's about a mood and an atmosphere. It's about holding up that dark mirror and finding the nerve to look square at the reflection inside.

But hey, it's only a convention theme.

Let's party.

-CHRIS JONES

Publications Director,
CONvergence



OPERATIONS & CONVENTION POLICIES

THE OPERATIONS DEPARTMENT

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).

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 from any hotel house phone, or ask for 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 a law outside the convention, it's a 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

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 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.

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.

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 new 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 2003, you have until the end of the 2004 convention to claim it. If you don't claim it during that time, it may appear in the 2005 Silent Auction. Ops will also try to contact you if there is any useful information on the item.

If you lost something at CVG2003 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 next year's 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.

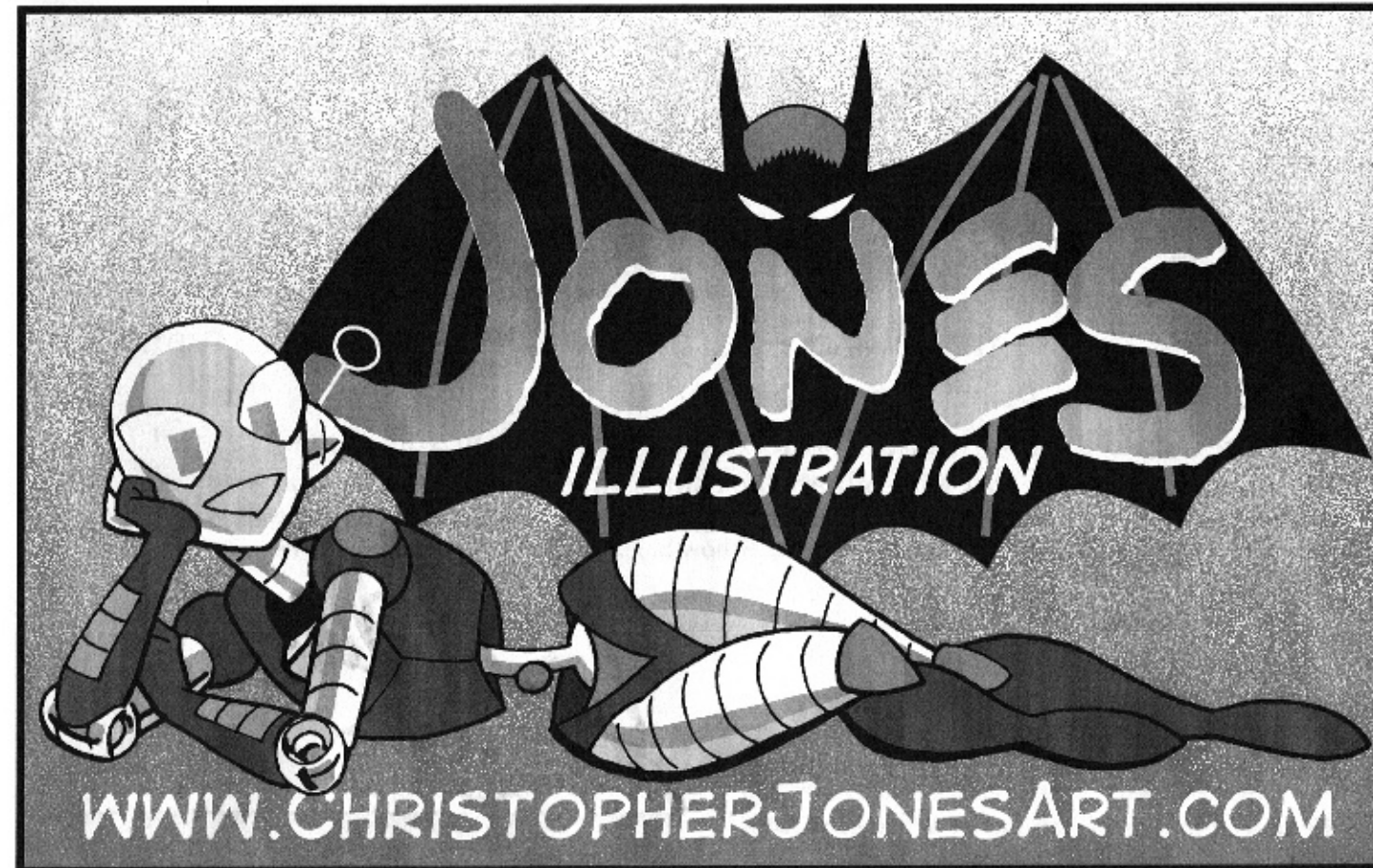
Adhesives and Posters

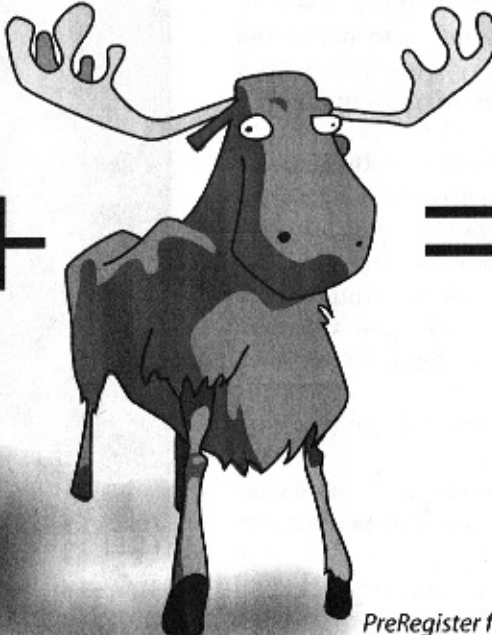

You may post non-adhesive signs with low-tack tape such as masking or gaffer's tape on surfaces such as tile and metal that won't be damaged by removal. The removal of any other type of adhesive is damaging and will be treated as vandalism by the hotel.



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 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:
 - **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, a laser pistol 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.
 - **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.



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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.

CRIST BALLAS

In the unseen bowels of Bad Manor at the Minnesota Renaissance Festival there is a room with dozens of latex noses nailed to the wall.

This fact, while interesting, would seem to have nothing to do with returning guest Crist Ballas. But what if I told you that Crist designed, created and wore every one of those latex noses while performing as Pastorius at the Minnesota Renaissance Festival? Every day Crist would wear a new nose. Every evening he would remove that nose and nail it to the wall.

During the time he was working at the Renaissance Festival, he was also doing make-up work for cult TV favorite "Mystery Science Theatre 3000." I've been told that most of the folks working on that program thought Crist was, well, more than a little silly for working at the Renaissance Festival. In order to make sure how silly they thought he was, they inserted a joke about Renaissance Festivals into almost every show.

So in addition to being make-up artist for the show, he was in effect a script consultant as well.

Now this second story may be apocryphal. I've never actually asked Crist if it was true. I want to believe it is true because it is a fun story.

Which brings me to my point (and I know you are all surprised I had one) - Crist tells good stories. Forget for a moment that he worked on a vastly popular cult TV show or that he created the fused coke can/hand that adorned Ellen Barkin in *Drop Dead Gorgeous*. Forget, just for a moment, that he was far closer to Ellen Barkin than you will ever be. I know it makes you mad. At least I know it makes me mad.

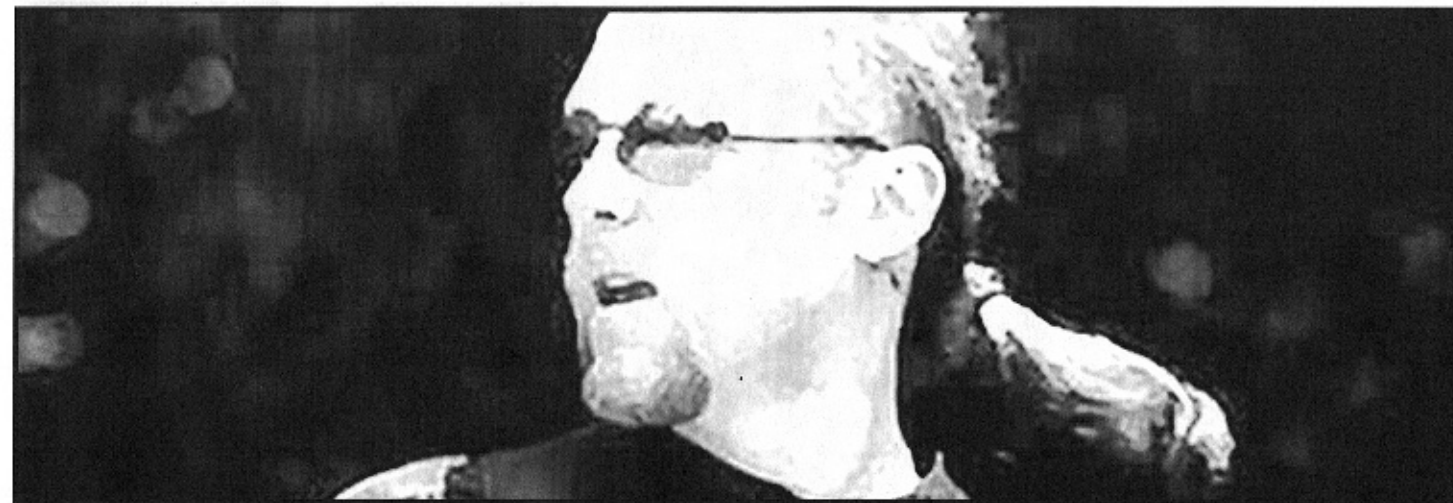
Forget all of that. Why did we ask Crist back? Because

Aut. Wick
- Introduction by Tim Wick



he tells good stories. Now you get a second chance to hear some of those stories.

Welcome back Crist.



CHRIS COLQUHOUN

I was talking to past Guest of Honor Regina Pancake about returning to CONvergence sometime and she told me that while her work was probably going to prevent her from making it back any time soon, she had this guy she worked with, Chris Colquhoun, who would be a great guest.

She gave me a rundown of his credits. He's been working in the industry since he was 19, including Nine and a half years at Stan Winston studios working on projects like *T2*, *Hook*, *Galaxy Quest*, *Robocop*, and *Jurassic Park II*. He just did some of the props for *Van Helsing*. He creates mechanical special effects, miniatures, animatronics, and costumes for stage, film and television.

"Hmm," I said, "Very impressive, but what makes him the right guy for CONvergence?" OK, I didn't really say that. I said something more like "Wow, that's really cool. He sounds perfect. Can he make the dates?", but the first sounds more professional.

What really sold me was that Chris has done a lot more than just effects work. He's kind of "Renaissance Geek." Not only does he have an amazing resume of television, stage and movie credits, but he has also helped put together and run large SF&F themed parties (I mean in the 400+ person range, check out www.borderzone.com for more details), he does web design and computer work, Morris Dance stuff, and lighting design, and he plays in a funk/rock/blues/jazz band.

When I spoke to him, I got the feeling of friendly enthusiasm that I know will mean that we will enjoy him as a guest and that he will enjoy the con. His band (Soul Dogs) has played at DragonCon and with David Carradine. I mean, how cool is that? It also turns out that he and I have some people in common: he is good friends with former

Minnesotans Emma Bull and Will Shetterly. I guess the world is getting smaller.

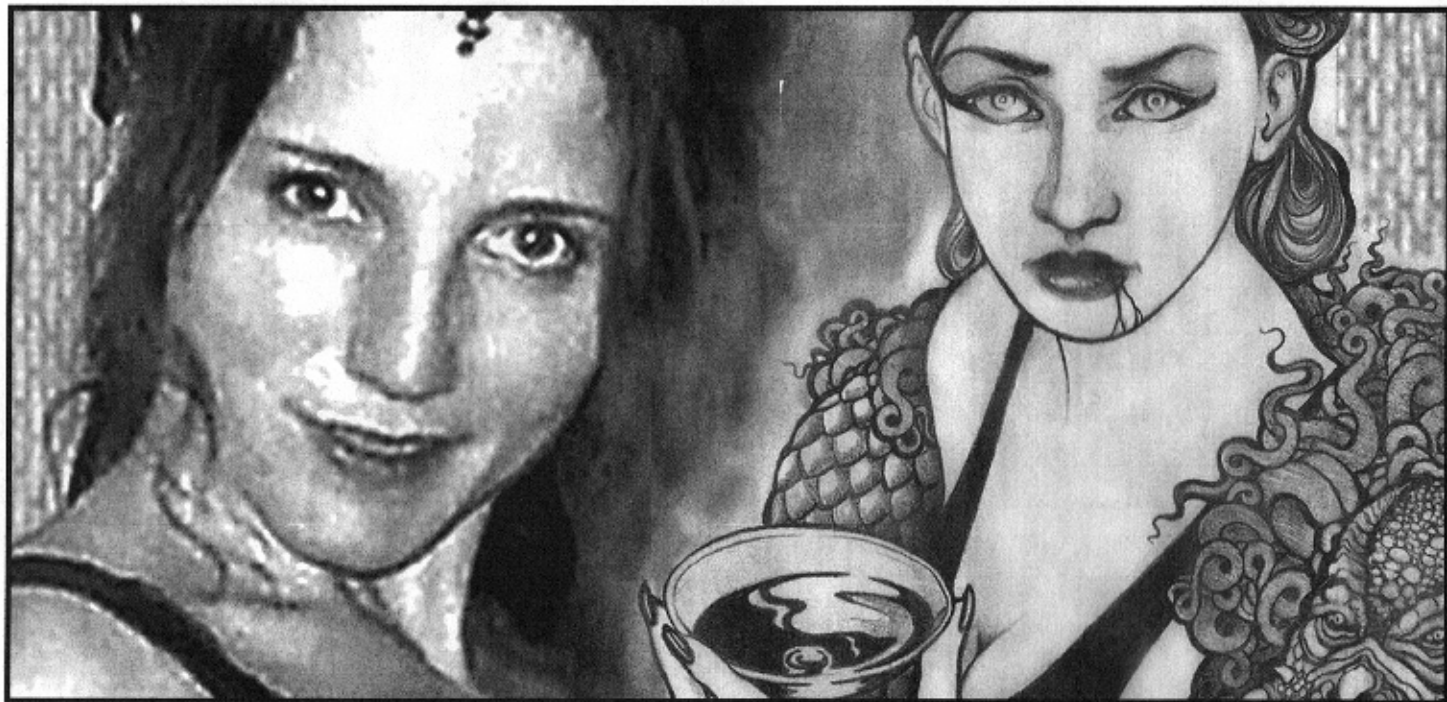
I thought it would be a good idea to end this introduction with some words from Regina about how she met Chris, I asked her to send me something that I could use in the souvenir book. Here is what she sent:

The first time I met Christian was around 1978, at the beach in Hermosa Beach when I was 15 years old. Through a mutual friend who brought him and a couple other guys. They were all out of their element. Sun and sand were most definitely alien to them. One could tell by their complete lack of sun. Chris had brought gizmos such as knives, tools and a trowel to the beach, to play in the sand.

Even at that point, he was prepared much better than a boy scout. The term "McGyver-ish" wouldn't apply for a decade or two later, but that was him. To this day, it's hard to find him without his equivalent of Batman's utility belt on him at all times. Except when he's forced to strip it all at the airport. Very frustrating.

He ended up building a sand castle that day at the beach. And you could tell even then what this guy was born to do. Build things. The mutual friend that had brought them, because she could drive, was shamelessly flirting with him. But he was not really picking that up. Everybody else was though. He made up for his cluelessness, shortly after that. It was the only time the word "innocent" would have ever applied to him, in all the time I've known him. The term, "Party Animal" would fill in ever since then.

RP
-Introduction by Perrin Klumpp and Regina Pancake



DENISE GARNER

I met Denise at ICON 2001. She and her husband, John, were painting purple tentacles on my arms and legs. Denise was merrily using a plastic bottle cap to add red suckers to the tendrils that wrapped around my limbs.

We were surrounded by a vivid assortment of people. Fellow artists Mike Cole, Karen Hollingsworth, and Erin McKee had also pitched in on the tentacle project. Several of the women in the room were wearing elegant head-dresses made by Denise. After I was finished being a canvas, the Garners pulled out their ever-present Karaoke machine and turned the hotel room into an instant party.

I had won the opportunity to be a canvas for these talented artists in the ICON art show. For the money I paid (which went to charity), I thought I was only getting the chance to wander around the convention with this bizarre collaborative art on my skin. Fortunately for me, it also resulted in a chance to meet Denise and her talented coterie of friends, something far more valuable and enduring my temporary body art. Rather than going back out into the convention to show off my new skin colors, I was much more content to just stay there, chat, and watch these vibrant people sing Karaoke. I think I finally left their room party sometime around 5 AM.

Since then, I have always been thrilled to run into Denise, whether it be at one of her parties or one of mine. She possesses a tremendous amount of energy, creativity, and laughter. You get the sense that she is, at the same time, both a force of nature and someone you could be

yourself with. She has a wicked sense of fun, and she seems to pour it into everyone around her.

Denise's convention hijinks are the stuff of fan legend. When she and John throw a room party, you can almost be certain that it is one of the liveliest spots at the convention. Her wild hair ornaments have adorned many a head, and her dresses and costumes have turned even more heads than that. And her Google Girls project is certainly... eye-catching, to say the least.

Then, there is her artwork.

I was actually first introduced to her artwork during that same ICON weekend, mere hours before she wound up painting my legs purple. I remember standing in the art show, thoroughly impressed with her paintings and the expertise with which she executes them. Reminiscent of the work of the pre-Raphaelites, her work evokes a sense of both the richness of oil paintings and the glowing translucency of watercolor. Her understanding of the human face is both solid and lively, resulting in graceful, serene portraits of great beauty.

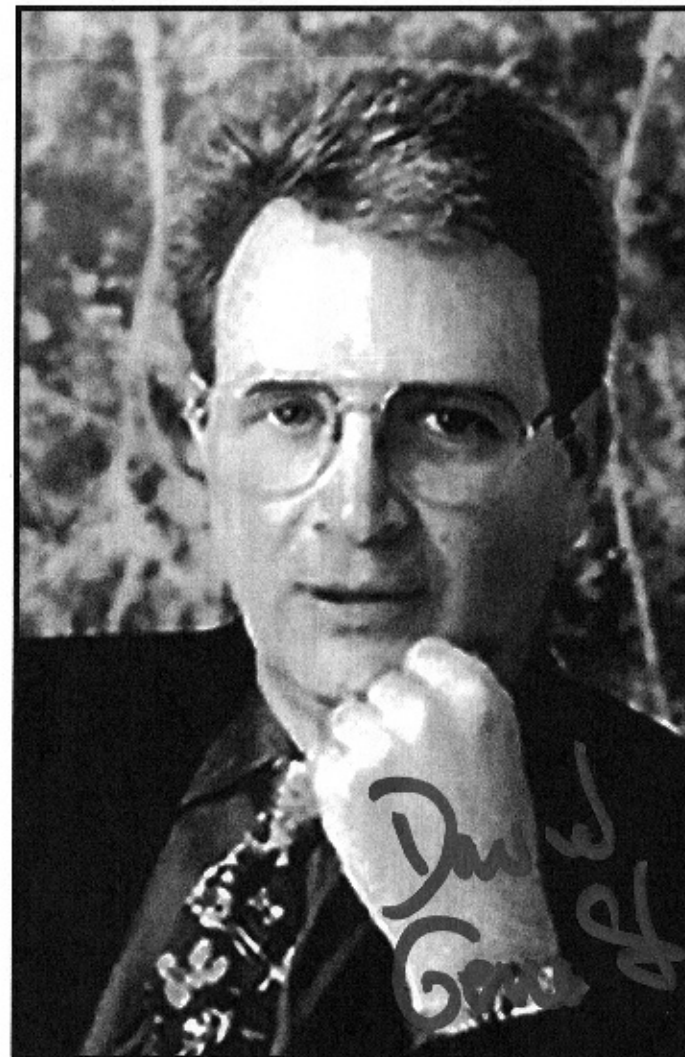
It's interesting to think that images of such calm come from this effervescent, energy-packed, and often delightfully silly woman. I always look forward to being at a convention where I will see Denise, because I know the place will be even livelier with her there. While her talents as an artist are nothing short of fantastic, they're secondary to her talent for having fun and being fun.

Denise Garner

-Introduction by Melissa Kaercher

DAVID GERROLD

- Introduction by Perrin Klumpp



sing along when you start with "Marshal, Will and Holly, on a routine expedition..." Sadly, David has NOT mentioned a way to get the theme song out of your head once you start singing it.

He also served as a story-editor/producer on the inaugural season of Star Trek: Next Generation and wrote the novelization of the first episode, "Encounter at Farpoint." B5 fans should also be aware that David scribed the thought — and argument — provoking script "Believers" in season one. Show creator J. Michael Straczynski called it "a very moving episode."

It is easy enough to look at his list of credits and accomplishments and be very impressed. Over the last 37 years, you'll find more than 40 books including *When H.A.R.L.I.E. was One* and *The Man Who Folded Himself*, and scripts for more than a dozen television shows, including *Star Trek Animated*, *Twilight Zone*, *Superboy*, *Sliders*, *Logan's Run*, and *Tales From The Darkside* as well as numerous regular magazine columns and more. His work has been nominated for three Hugos and six Nebulas, winning one of each.

However, David is not just a gifted writer. From 1982 to 1999, he taught screenwriting at Pepperdine University, thereby proving false the saying that those who can't do, teach. He does both. David has also been raising funds for the AIDS Project, Los Angeles. Since 1988, he has personally raised more than \$30,000. In 1992 he adopted an 8 year old son named Sean and wrote a semi-autobiographical story about it called *The Martian Child*. It won the Hugo, Nebula and Lucus Readership Poll for best novelette. I did say that he was a gifted writer.

But there is more to David than simply looking at his bibliography will not reveal.

You should have to look at the rest of his website. David has one of the more impressive websites that I've chanced to look at. An "Industrial Strength Website," as he calls it, it contains links to the more than half-dozen blogs that he maintains, interesting quotes and much more. I highly recommend that you take a look for yourself at <http://www.gerrold.com>. I'd tell you more, but why spoil the fun of reading it yourself?

I was wondering how to close this little introduction and decided to use a little known fact about David and one of his quotes. The little known fact is that he's a descendant of Vlad the Impaler. The quote is "Life is hard. Then you die. Then they throw dirt in your face. Then the worms eat you. Be grateful it happens in that order."

I'm not sure if they don't somehow relate to each other.

Many people know David Gerrold for his wonderful Star Trek script, "The Trouble with Tribbles," and why not? It's been voted the most popular original series episode and inspired a sequel of sorts with the DS9 show, "Trials and Tribble-ations" (sharp eyed viewers can spot red-shirted David playing with an original tribble in the background of one scene. To top it off, when he sold it in 1967, he became the youngest member of the Writers Guild of America.

I first enjoyed his work, though I didn't realize it for quite a few years, when I plopped down in front of the TV to watch Sid and Marty Croft's *Land of the Lost*. David not only created the show, but was also the story-editor/producer for the first season and wrote 5 shows, two with Larry Niven. Now "Tribbles" was very cool, but *Land of the Lost*? Now that's geek cred! While the effects may not have been from ILM, that show really had an impact on my generation. It's funny the number of people who will

LARRY NIVEN

- Introduction by
Eric M. Heideman

Laurence Van Cott Niven, better known as Larry, was born April 30, 1938 in Los Angeles, California. In an interview with Andrew Loges and me (*Tales of the Unanticipated* #4), Niven said, "I'd been reading science fiction since I was like ten. I'd discovered Heinlein during the Golden Age: 12." He flunked out of Cal Tech "because I discovered a used bookstore that was jammed, crammed with used science fiction magazines." He got a bachelor's degree in math, with apscychology minor, from Washburn University, Topeka, Kansas, and started studying for a math master's at UCLA, only to realize that he really wanted to write SF.

Niven's great grandfather had discovered oil at the La Brea Tarpits, allowing Larry to draw on a trust fund while writing full time. After a year of steady writing and submission he made his first story sale. "I got paid 25 bucks and my family got off my back; they figured I would never sell anything because I didn't have the talent." After he started appearing in SF magazines in 1964, then published his first novel, *World of Ptaavs*, in 1966, lots of SF readers agreed that he had plenty of talent.

Arriving during the height of the British-led "New Wave" of experimental speculative fiction, Niven carved his own niche by sticking to traditional story-telling, and ideas anchored in scientific principles. His work was marked by clear writing, sharply defined characters, and wild — but internally consistent — ideas. He offered vivid worlds peopled by wonderful aliens.

Take his classic novel, *Ringworld* (1970). Together, Louis Wu, a vigorous 200-year-old human professional tourist; his lover Teela Brown; Speaker to Animals, a comparative-

ly polite member of a leonine warrior species, the Kzinti; and Nessus, a comparatively brave member of a risk-averse species, the Puppeteers, travel to an artificial structure built from all the matter in its solar system. Ringworld encircles its sun, and contains the surface area of thousands of Earths. Our Oz-like quartet travels from civilization to civilization, realizing that they're only sampling Ringworld's wonders.

Niven's fantasies are as adventurous and well worked out as his science fiction. In one series, manna, the substance powering magic, is an energy resource that, like other resources, can run out. In his stories about Svetz the time traveler, travel into the "past" actually takes him to parallel pasts where such magic creatures as unicorns are real. Speaking of parallel universes, "All the Myriad Ways" (1968), a gem of science fiction/horror, asks what it might do to your mind if you knew that every time a person makes a decision a new universe splits off.

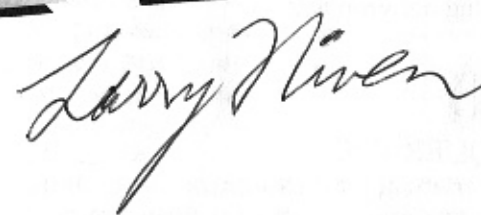
Asked what might be characteristic of a "Niven school" of writers, he said, "We'd be playful types, who tend to stick to the rules in order to show the ridiculous aspects of a set of rules. Within the laws of physics we would find ridiculous things like black holes. Within the laws of magic you could find other ridiculous assumptions."

Niven also brings internal logic to bear on his detective stories starring Gil "the Arm" Hamilton, with his extra, invisible psychic arm, and his crime stories involving teleportation booths (how do you catch a killer who can get to the other side of the Earth in minutes?). In his essay "The Last Word on SF Detectives" Niven points out that the trick to playing fair with the reader in an SF-detective story is not to suddenly spring an element of superscience that hasn't been mentioned early on: "If I haven't mentioned an invisible man, there isn't one." Niven's speculative essays are often delightful, especially "Man of Steel,

Woman
of Kleenex."
("He's faster than a
speeding bullet. He's
more powerful than a loco-
motive. He's able to leap tall
buildings at a single bound. Why
can't he get a girl?")

Besides his solo work, Niven has collaborated with several writers. In the tongue-in-cheek *The Flying Sorcerors* (1971) with David Gerrold, most of the characters are homages to various SF writers. Niven's many collaborations with physicist Jerry Pournelle include *The Mote in God's Eye* (1974), with its cool aliens, and the satirical *Inferno* (1976), featuring a deceased SF writer's tour of Dante's Hell. In *Fallen Angels* (1991), written with Pournelle and Michael Flynn, SF fans take a detour from a World Science Fiction Convention in the Twin Cities to help save civilization. Steven Barnes speaks admiringly about Niven's careful mentoring; of their several collaborations, *Saturn's Race* (2001) is especially fine.

A recent fiction/nonfiction collection that hints at the workings of Niven's extraordinary mind is *Scatterbrain* (2003). Dig in!



VINCENT TRUITNER

- Introduction by Dave Rust

Vincent Truitner has been, perhaps, the best friend I could hope for in the many years since we met. We share many of the same passions and beliefs, while remaining distinctly individualistic. Be it politics, religion, philosophy, imagination, or art, he has never failed to have something of interest on his mind. Mind you, he was quite a bit shyer about sharing his thoughts back then, and I remember the days, fondly, where he would put in his two cents. The early years blur, now, although what stands out the most was that Vin always seemed to express himself through his art.

Notebooks, drawing pads, and everything in between could be a canvas for his incredible imagination. Like many of the folk who hung out at after-school gaming, he loved the fantastic. To this day I think the artistic creations that stir him most to inspiration are the memories of the first three Star Wars films and the work of faerie fantasist Brian Froud.

His original works, back in high school, were of a truly remarkable range. I even found myself copying from his ideas, now and then, in order to slip a new critter into a game or two. As he developed and left the University of Minnesota for the East Coast, we kept in touch through infrequent letters and the occasional visit during the holidays. I remember that it was during one of those visits that I first saw some of his animated work in a short reel, he'd brought with him. It was a story of the Native American spirit, *Coyote*, a very short film I would kill to own...

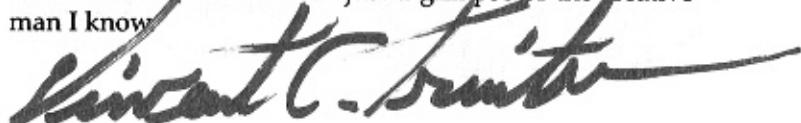
Of course, when he graduated, he didn't really come back to Minnesota. No, he started out at Pixar and — through correspondence, again — told me about the early development work on *Toy Story 2*.

Throughout my friendship with Vin, I've marveled at his life and the freedom with which he lives it. He's spent a *Midsummer's Night* on the Emerald Isle, gotten to work on the greatest example of American imagination since *Snow White*, met other creative people to share his visions with, and above all, grown as both an artist and a human being.

To say that I am proud to call Vin Truitner my friend is an understatement.

It is my hope that here, on this weekend, you'll be able to have the chance to catch just a glimpse of the creative man I know.

12



MAINSTAGE EVENTS / PERFORMERS

FRIDAY

6:15pm - MARK TIME RADIO SHOW
Featuring *Dialogue with Martian Trombone* by Brian Price and Jerry Stearns. Performed live, with David Ossman, Don Cosgrove, Jerry Stearns, Tim Wick, Windy Bowlsby, and more.

7:00pm - OPENING CEREMONIES
Featuring the CONvergence 2004 Guests of Honor and others.

10:00pm - CONCERT:
THE GREAT LUKE SKI & HIGH BLUE STAR

THE GREAT LUKE SKI
The great Luke Ski, otherwise known as Luke Sienkowski, writes, records and performs comedy music on a variety of pop culture subjects ranging from *The Lord of the Rings* and *Star Wars* to *Spider-Man* and Keanu Reeves. Luke has enjoyed repeated success on the *Dr Demento* show, by taking top honors with the #1 most requested songs of both 2003 (*Stealing Like a Hobbit*) and 2002 (*Peter Parker*), making him the first artist in 20 years to have the #1 song for two years in a row.

Luke Ski's hilarious use of props and costumes while performing his parodies have made him a fan favorite at many science fiction and gaming conventions. In addition to comedy music, Luke Ski is also an artist, specializing in caricatures and cartooning. He draws caricatures at Ed Debevic's restaurant in Chicago, as well as many private functions.

Please visit www.lukeski.com for clips of his music, his tour dates, and his online art portfolio.

HIGH BLUE STAR
High Blue Star is an innovative industrial/trip hop band out of Minneapolis, Mn, USA. With influences ranging from Skinny Puppy, to Dead Can Dance, from Massive Attack, to Brian Eno, High Blue Star weaves a seamless juxtaposi-

tion of industrial and ethereal. Brooding and esoteric, they've created a musical paradox that is both subversive and enchanting.

Laurie Reade (vocals) and Brian Green (everything else) have shared the stage with Pigface, and played shows all over America with bands like Nocturne, Apocalypse Theatre, Railer, Diablo Syndrome, Emulsion, and Sunshine Blind. Please visit www.highbluestar.com for more information.

DJ STRYFE
Dj Stryfe will return again this year to warm up the room and keep you moving between acts.

SATURDAY

7:00pm - MASQUERADE
Featuring a wide variety of local costumers and performers. All are invited to sign-up to present their costumes. Sign-up begins at 9:00am in CONvergence Central.

MASQUERADE HALFTIME SHOW:
SOYLENT THEATER
Once again, entertainment during the judging of the Masquerade entries will be provided by Soyilent Theater: A Comedy Troupe Made of People. Specifically, those people are: Kelvin Hatle, Dan Hetzel, Jen Scott, Joseph Scrimshaw, Joshua Scrimshaw, and Tim Uren.

11:00pm - DJ DANCE & MASQUERADE BALL
STAR 5
Star5 is a reclusive staple of the midwest hard trance scene. Making the occasional guest appearances at clubs around town, she always pleases audiences and keeps them begging for more.

RAHNA
Rahna brings to the tables a style and sensibility not yet found much around town. Playing psychedelic trance from Europe and the Middle East, she'll let you know that there are still a lot of things that can be done with dance technology that you'd never have expected.

NOISE
Noise has been a resident of the famous First Avenue nightclub for the past three years, as well as a CONvergence regular. Mixing styles with passion in the music, he'll expose you to the new but keep twists of what you know so that your brain can keep pace.

SUNDAY

5:00pm - CLOSING CEREMONIES
Featuring the CONvergence 2004 Guests of Honor and others.

CONVERGENCE DEALERS' ROOM

Once again, the CONvergence Dealers' Room is brimming with goodies tempting you to part with your hard-earned dollars. The following can be found in the CONvergence 2004 Dealers Room

- 20th Century Books**
- Ann's Woodland Expressions**
- Booksellers Wife** -----Children's Books
- Bridget's Field Farm**
- Captive Elements** -----Figurines
- Crimson Chain Leatherworks**
- Dragon's Den Jewelry** -----Jewelry
- Draken Masks** -----Masks
- DreamHaven Book** -----Books
- Emerald's Emporium** -----Jewelry
- Fantasy Blades** -----Weapons
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- Honeck Sculpture** -----Bronze Sculpture
- Horizon Music, Inc.** -----Music
- Infinite Diversity**
- James Garr**
- John Jamison Bookseller - Books**
- Kyril's Cavern** -----Soft-Sculpture Creatures
- Leo Watrin**
- L.S.V.S.L - Lev Bronshteyn**
- Magelight Productions**
- MO'R Designs** -----Stones & Crystals
- Mudcat Studio** -----Pottery
- Northern Sun Merchandising**
- Odalisque**
- Odyssey Anime**
- Offworld Designs**
- Polypics**
- Reaction Figures** -----Collectors Toys
- Rick's Place for SF** -----Books
- Rider's Dolls**
- SaraCura** -----Jewelry
- Sleeping Fox Jewelry and Stones**
- SLR Ltd** -----Weapons
- Source Comics and Games**
- Tarot By Annie**
- VideoAccess**
- Wig Out**
- Xcentricities Corsets**

HARMONIC CONVERGENCE

The following are scheduled to perform in HARMONIC CONVERGENCE in 2004.

- 3 Pints Gone** -----celtic/folk
- Adam Stemple** -----celtic/rock/folk guitar
- The Dally Planets** -----jazz combo
- Damian Sheridan** -----spoken word/comedy
- Eric Coleman** -----comedy/folk
- Gary Schulte** -----jazz violinist
- Karl Shaff** -----jazz vocalist
- The Great Luke Ski** -----comedy/parody/filk
- Machinery Hill** -----ska/klezmer/rock/celtic
- Mark Time Radio** -a selection of Mark Time Award winners
- Q** -----improvisational comedy troupe
- Reve du Faun** -----celtic/folk/rock
- Riverfolk** -----celtic/folk
- Ten Seconds of Harmony** -----Renaissance Man Show

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Visit our tables in the dealers room!



MARK TIME AND OGLE AWARDS

The Mark Time and Ogle Awards are given each year for the best science fiction and horror audio productions. The awards are presented during CONvergence's Opening Ceremonies.

2004 MARK TIME AWARDS FOR SCIENCE FICTION AUDIO

GOLD AWARD - *The Convergence*,

by Jeffrey Adams, International Falls, MN.
30 minutes. <www.storiesonmp3.com>

SILVER AWARD - *A Man Walks Into A Bar*

by Prometheus Radio Theater
Produced by Steven H. Wilson, Elkridge, MD.
50 minutes. <mywebpages.comcast.net/swilson15/>

HONORABLE MENTION - *The ShadowMan*

by Dry Smoke and Whispers.
Marc Rose & Jerel McQuen, Beaverton, OR.
75 minutes. <www.drysmoke.com/>

LIFETIME ACHIEVEMENT IN SF AUDIO - Dirk Maggs

<<http://www.dirkmaggs.dswilliams.co.uk/>>

See the past winners, and the Mark Time Science Fiction Audio Hall of Fame at:

<http://www.greatnorthernaudio.com/MarkTime/MarkTime.html>

2004 OGLE AWARDS FOR FANTASY AND HORROR AUDIO

GOLD AWARD - *The Field*

Play It By Ear Productions.
Lance Roger Axt, Producer,
Pacific Grove, CA.
30 minutes.

SILVER AWARD - *Howl of the Mac Cú Tire*

by Roger Gregg,
Crazy Dog Audio Theatre
Dublin, Ireland.
37 minutes. <www.crazydogaudiotheatre.com>

HONORABLE MENTION - *A Murder of Crows*

Sam Mowry, Martin Gallagher, Robert Kowal,
Willamette Radio Workshop, Portland, OR.
30 minutes. <www.radiowork.com/>

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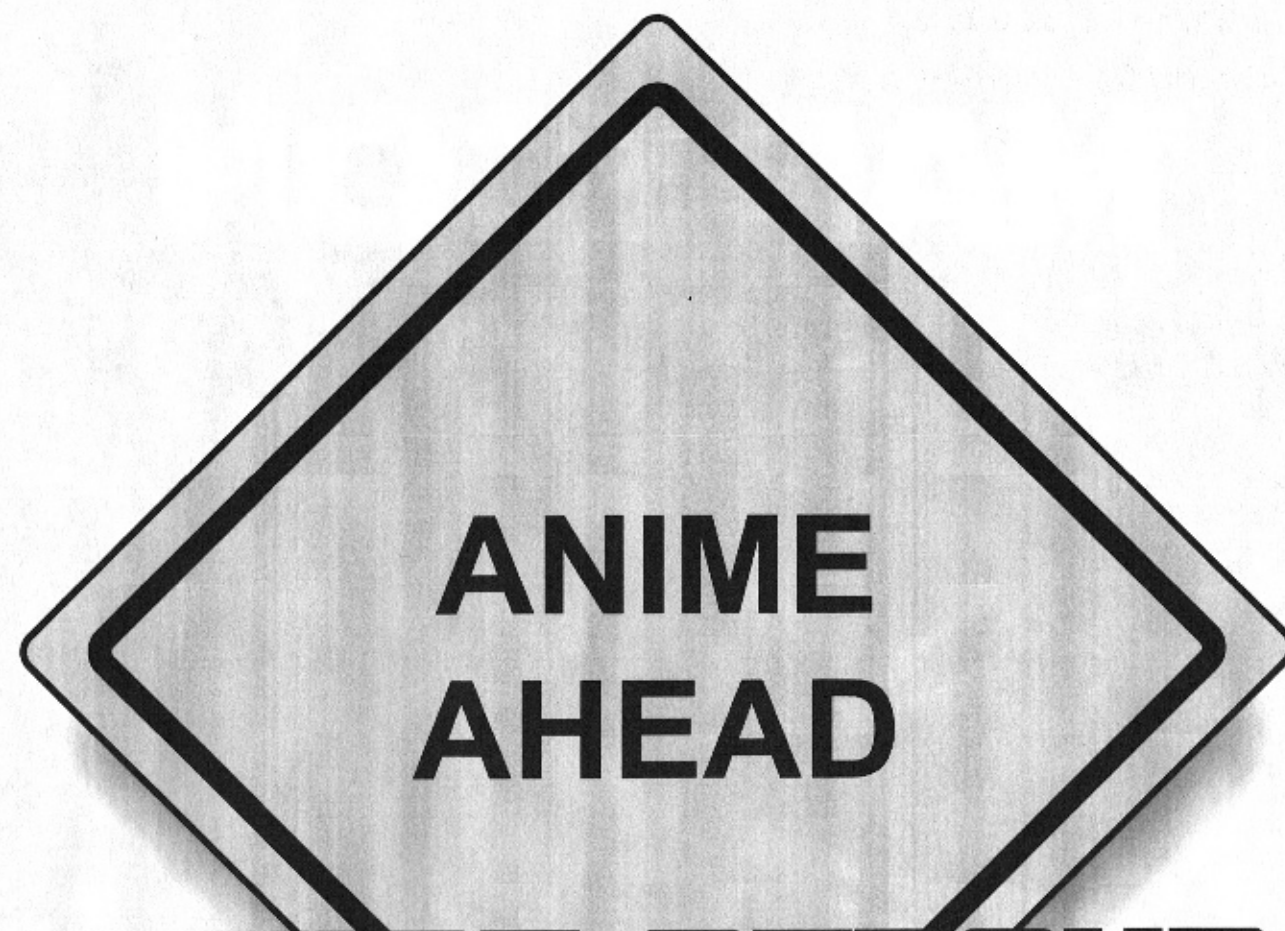
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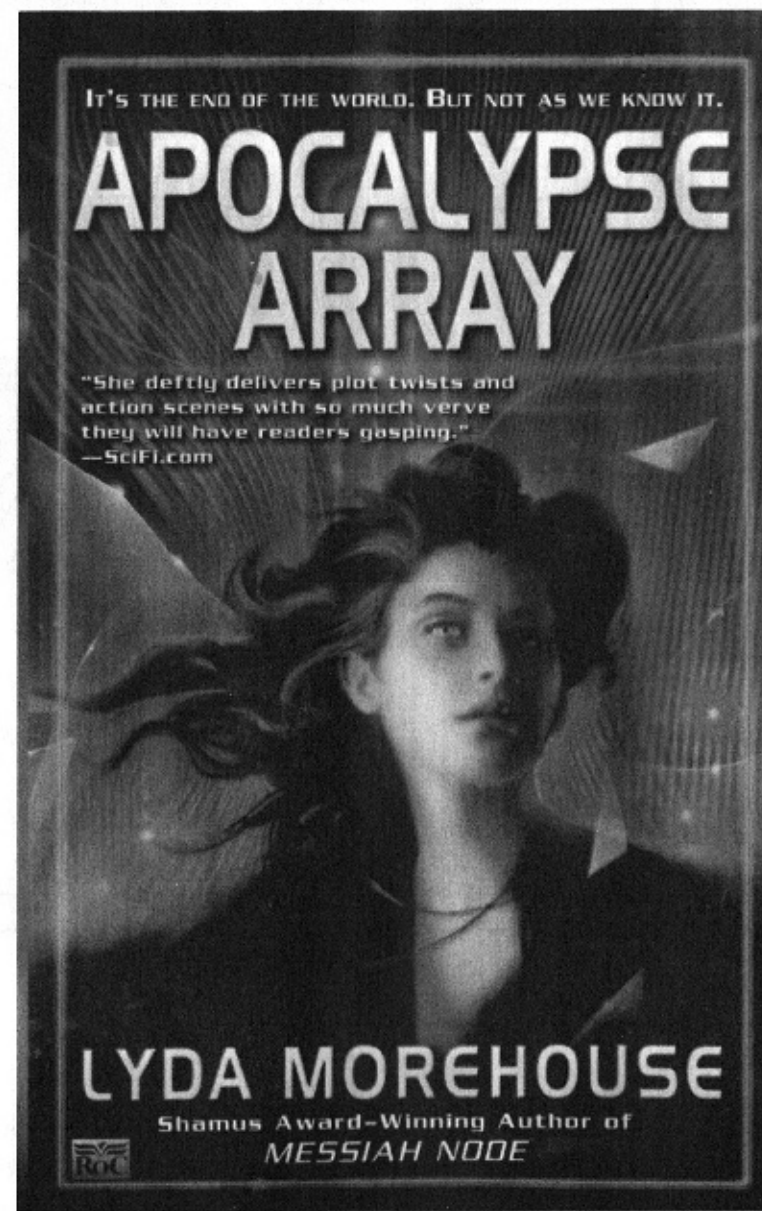
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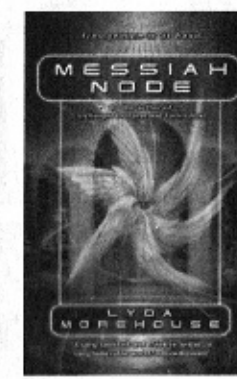
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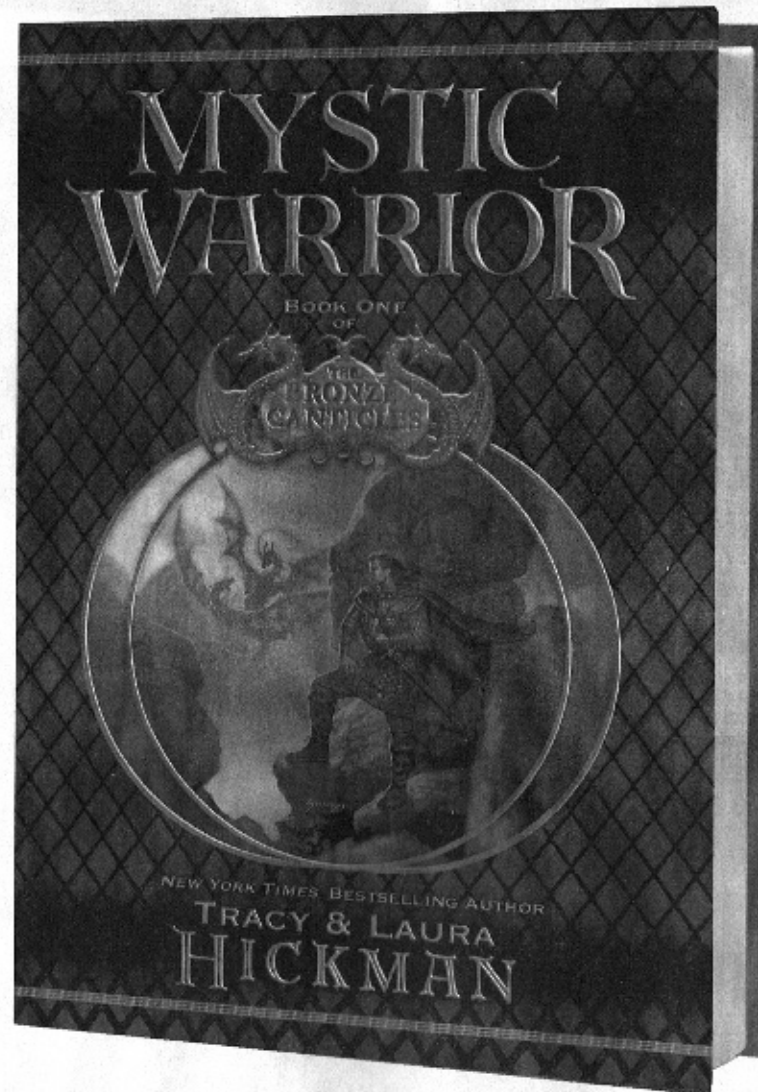
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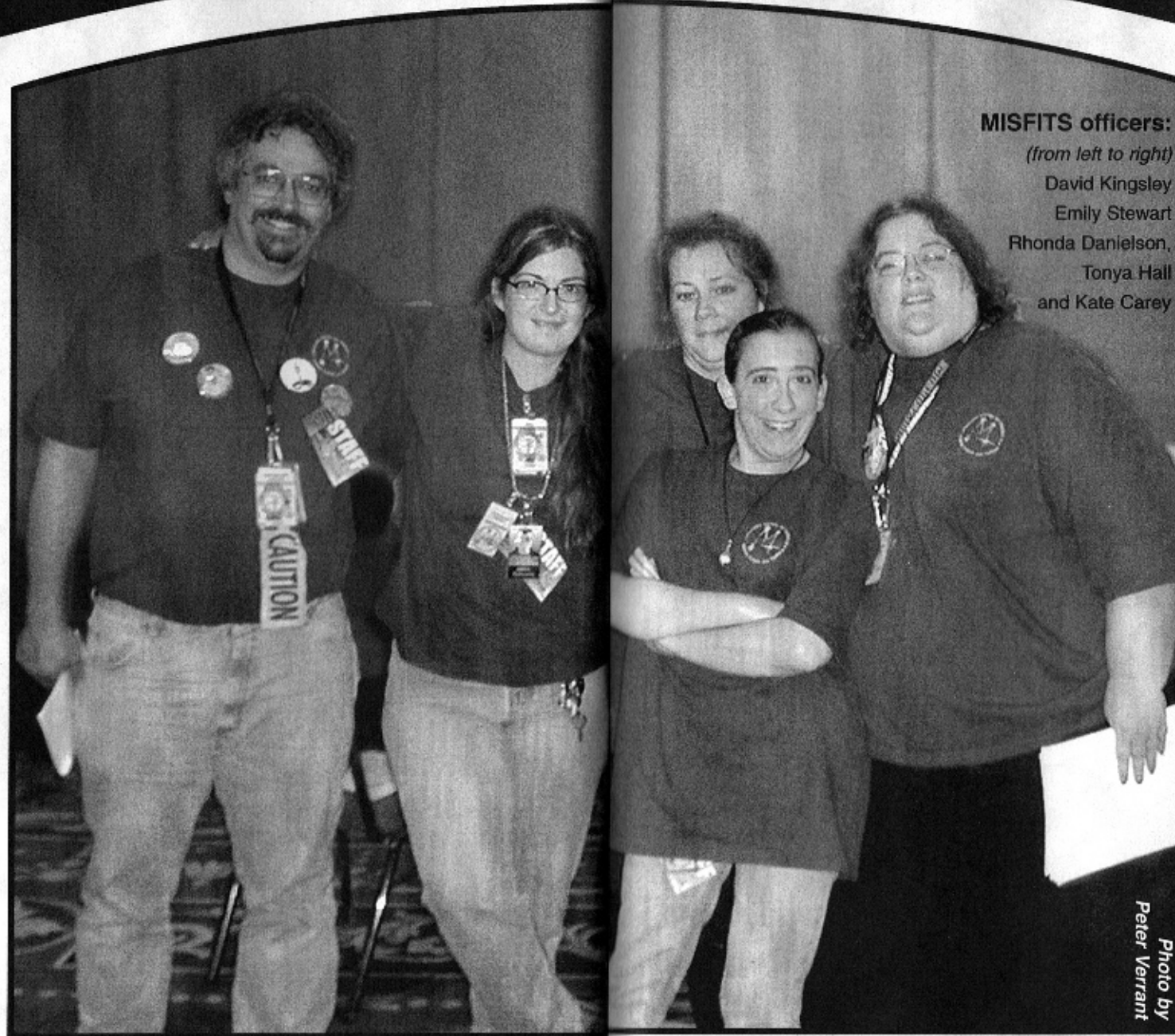


MISFITS

MINNESOTA SOCIETY FOR INTEREST IN SCIENCE FICTION AND FANTASY

IN ADDITION TO BEING A BIG PARTY, A COMMUNITY - BUILDING EVENT, AND AN ANNUAL CELEBRATION OF SCIENCE FICTION AND FANTASY, CONVERGENCE IS 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 2003-2004 MISFITS officers were Emily Stewart (President), Rhonda Danielson (Vice President), David Kingsley (Secretary), Kate Carey (Treasurer), and Tonya Nall (Officer at Large).



MISFITS officers:
(from left to right)
David Kingsley
Emily Stewart
Rhonda Danielson,
Tonya Hall
and Kate Carey

Photo by
Peter Verrant

RECENT EVENTS:

TEAM TRIVIA CHALLENGE

Our Sixth Annual Team Trivia Challenge was held April 17, 2004. 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.



A trivia challenger, Lance, racks his brain for answers

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 2004 Team Trivia Contest champions were Team Dolemite, consisting of Mark Bailey, Mike Pillsbury, Mike Harmon, and Zack Behreudt. Other competing teams included Cinema Rex, USS Behr'Ak, RakeHell Scum, Women's Auxiliary Geek Squad, Soylent Theater, Those Meddling Squids, Grid Grunts, Doctor Smeddley's Amazing Travelling Dog Show Band, Marcho Business Donkey Wrestler, and the Geek Elite. Our thanks go out to everyone who came out to compete, and everyone who helped make this event happen.

MISFITS ANNUAL PICNIC

Our annual picnic was held June 5 at Cherokee Park in St. Paul. A meeting was held at which our 2004-2005 officers were announced, and announcements were made 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 was used for a good deal of marshmallow roasting and s'more-making.

UPCOMING EVENTS:

NEW MISFITS CLUB! - Tech MISFITS

Almost every avenue of Sci-Fi and Fantasy deals with mysterious communications and omnipresent oracles, be it HAL 2000 or a self-aware sword. Similarly, in the stories of our own lives, computers provide us with a sense of the other-worldly. (Plus, they're fun!) The club was formed to meet about one of our obsessions, learn more about computers, and share what we know with others.

To learn more, contact Kevin McColl at techmisfits@misfit.org. You can also leave a message for the Tech MISFITS Club at the MISFITS Office at 651-647-3487.

AUTHORS IN THE SCHOOLS - ONGOING

Moms, Dads, Aunties and Uncles!! Want to get a pat on the back for being the person who sends a free, educational program to a child's school?

MISFITS sponsors both Elementary and High school visits in the Metropolitan area by professional authors, robotics club experts, Space Frontier/NASA club experts & herpetology (reptiles/etc.) club experts. Known as MISFITS "In the Schools" program, this program has been successfully running in local schools for the past 4 years. Interested persons can arrange to have it at a kid's school at no cost to the school. MISFITS will arrange and pay for the visit.

Stop at the MISFITS party room during the CONvergence Convention - Room 213, next to ConSuite - to find out more about "In the Schools" and how you can have it at a school designated by you. We have a limited number of school visits to arrange and spots fill up quickly! After the convention, contact www.info@misfit.org or 651-MISFITS.

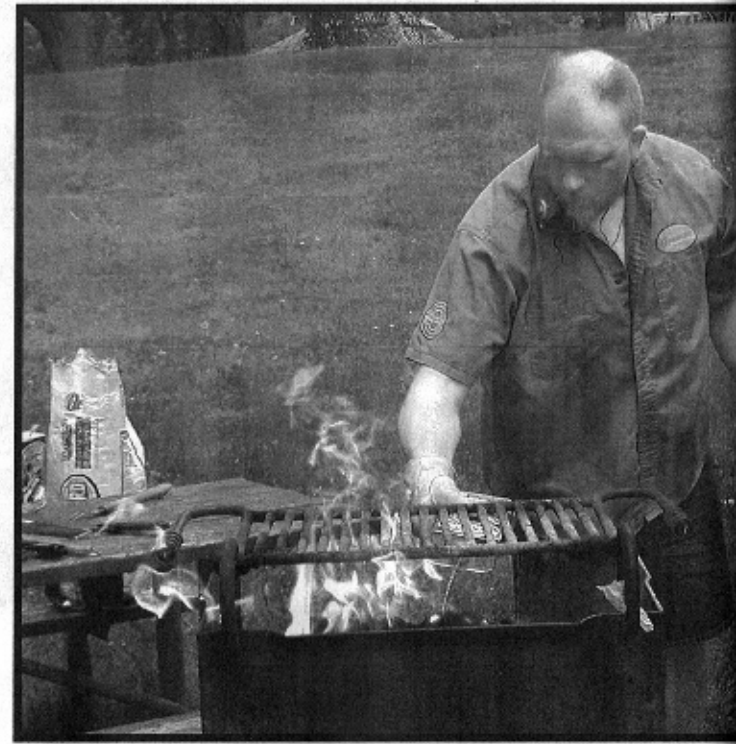


Photo by Peter Verrant

Above: Bob "Roadkill" Aiken fires up the grill@ the annual MISFITS Picnic

Right: Professor Misfittle, mascot of MISFITS, and his creation, Connie, the mascot of CONvergence

Below: Matt, Amada, and Romeo show off their prizes at the MISFITS Trivia Challenge



MISFITS ANNUAL SF/FANTASY WRITING CONTEST - ONGOING

MISFITS sponsors an annual Writing Contest. If you'd like to participate in next year's Writing Contest, contact us for more information. Entries will be accepted from March 1 to May 1 (keep an eye on our web site to verify those dates).

Here are details on this year's Writing Contest.

DIVISIONS

•Youth Division 1:

Open to writers 10 years or younger (as of May 1, 2004)

•Youth Division 2:

Open to writers 11-13 years (as of May 1, 2004)

•Youth Division 3:

Open to writers 14-16 years (as of May 1, 2004)

•Open Division:

Open to writers 17 years and older (as of May 1, 2004)

And a brand new category this year:

•Poetry Division:

This division is open to entries from writers of any age

Subject matter of the poem must be science, science fiction, fantasy or science fantasy related. All other submission criteria remains the same as for the short story (name, number of copies, etc...).

PRIZES:

1. The winner of each Youth Division receives a \$50.00 gift certificate with a second certificate being awarded to the winners' school.
2. The winner of the Poetry Division receives a \$50.00 cash prize (in the form of a check from MISFITS).
3. The winner of the Open Division receives a \$100.00 cash prize (in the form of a check from MISFITS).
4. The winners in each division are honored and authors receive their award during the CONvergence 2004 Opening ceremonies on July 2, 2004.
5. The winning entry in each division is published and distributed at the CONvergence 2004 convention. The winning entries are also published on the MISFITS website.

MISFITS reserves the right to republish contest-winning stories in a volume of contest-winning stories at a future time at CONvergence.

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

SPECIAL THANKS

CONVERGENCE & THE MINNESOTA SOCIETY FOR INTEREST IN SCIENCE FICTION AND FANTASY (MISFITS) would like to thank everyone who helped make CONvergence 2004 happen. That includes our CONvention Committee, the MISFITS Officers and Staff, our volunteers, and everyone who threw a room party, sat a panel, and entered the Masquerade, or otherwise participated in the weekend's events.

We would like to think our wonderful guests: Christian Colquhoun, Denise Garner, David Gerrold, Larry Niven, Vincent Truitner, and Returning Guest Crist Ballas.

Thank you to Regina Pancake for her help with bringing Christian Colquhoun to CONvergence.

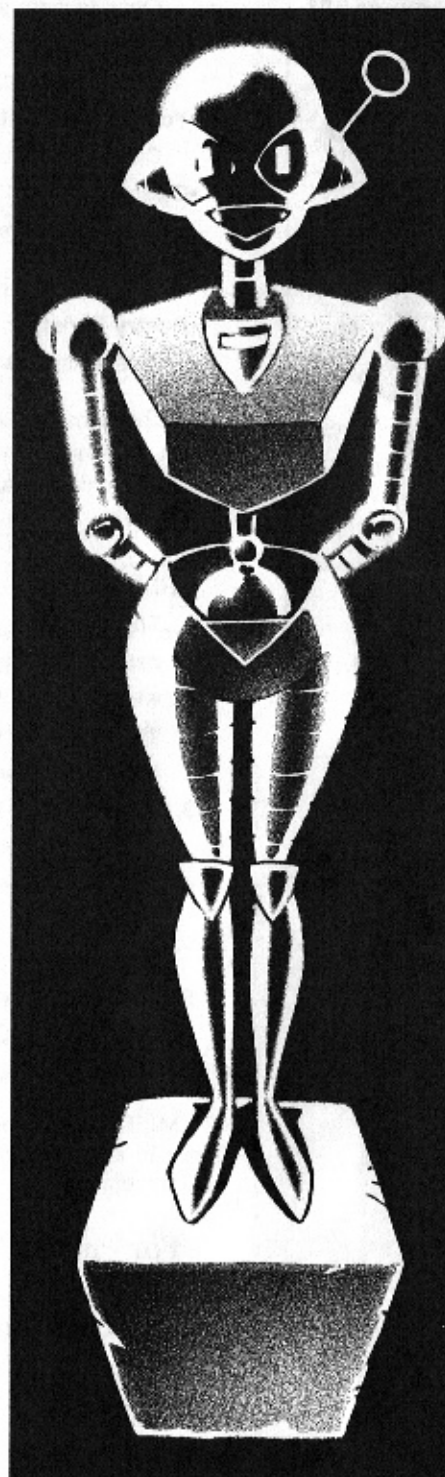
Thank you to the staff of the Sheraton Bloomington for all their help and assistance, and for making this hotel feel like home. Special thanks go to Jolene Hawkins, for her deep and abiding loyalty to working with our convention.

Thank you to Roger Nygard, Green Mill of St. Paul, Fantasy Flight Games, Neil Gaiman, and Robert Meyer Burnett for their contributions to Cinema Rex this year.

Thank you to The Source Comics and Games, Cheap Ass Games, Chosium, PC Palace, and Louis Frank for their contributions to CONvergence Gaming.

Thank you to Niptron Systems, Presentation Services, and all the performers for their contributions to both MainStage and Harmonic CONvergence.

Thank you to The Smitten Kitten and Planned Parenthood MN/SD for their donations.



Thank you to everyone at Odditees and for their help with concessions merchandise.

Thank you to Roadkill for the Mainstage Façade.

Thank you to Eowyn Ward, Samantha Thompson, Alex Ezaki and Diane Stewart for the child care they have provided over the past year during Convention Committee and MISFITS planning meetings.

Thank you to Dale Beals, Tony Karna, Amanda Gordon, Jody Wurl, Jodie Gustafson, Erin Lorenz, Tom Hogan, Janice Anderson, Jamie S., The Source, Uncle Hugo's, and DreamHaven for their contributions to the MISFITS Scavenger Hunt and Safari Party.

Thank you to Erin Lorenz for her work with the MISFITS In the Schools programs.

Thank you to Dean Gahlon for his help with the palm scheduling application.

Thank you to all the attendees who became members of CONvergence 2004. 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 in August.

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 Bill YoungProgramming Sub-head
 David ButhScience Room Head
 Elliott JamesSpecial Events Coordinator
 Tom HartlyTheatre Nippon Head
 Lindsey CarlsonTheatre Nippon Sub-head
 Andy MillerTheatre Nippon Sub-head
 Adam VernierTheatre Nippon Sub-head

FACILITIES

Ishmael WilliamsDirector
 Erik McInroyDock
 Jim DanielsonDock Assistant
 Eowyn WardFacilities Flunkie
 Loki EckstromGravediggers Union Head
 Kerry ScottGravediggers Admin
 Larry AndrieGravedigger Two
 Michael AlexanderHotel Co-Head
 Linda PaulHotel Co-Head/Resume
 Katy DuffyHotel 2
 Thomas KeeleyHotel 2
 Laura ThomasHotel 2
 Pat WardHotel 2
 Jules RaberdingHotel Support
 Nadim KhalidiOperations Co-head
 Doug KirksOperations Co-head
 Stephanie LindorffOperations Co-head
 John GuntherOperations Sub-head
 Adam LeeOperations Sub-head
 Mitch MoschkauOperations Sub-head
 Amanda GordonParties Head
 Melissa KaercherParties Guide
 Amy ConardResume
 Linda PaulResume
 Jen MannaResume
 Rhonda DanielsonRoom Allocation/Support

FINANCE

Pat WickDirector
 Jenni KlumppSupport
 Bruce YoderSupport

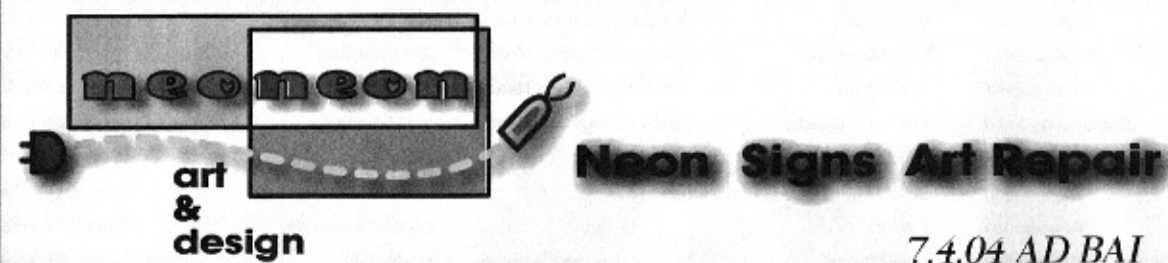
MARKETING

Jeremy StombergDirector
 DeNae LeverentzArt Show Co-head
 Betsy LundstenArt Show Co-head
 Teresa KnippArt Show Sub-head
 Laura ThomasArt Show Sub-head
 Charles PiehlArt Show Sub-head
 Tony SpearsArt Show Sub-head
 Jenny NilssenArt Show Sub-head
 Charlie HorneDealer's Room Co-head
 Mary McKinleyDealer's Room Co-head
 Michael FanslowMerchandise Head
 Janice AndersonMerchandise Sub-head
 John ThompsonMerchandise Sub-head

PUBLICATIONS

Chris JonesDirector
 Alexandra LarsonContent Coordinator
 Chris BowlsbySouvenir Book

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Minicon 40

March 25-27, 2005 (Easter Weekend)

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Fan GoH **Jim Young**
Artist GoH **Fastner & Larsen**

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(Formerly the Radisson South)

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Registration Rate**
Only \$30.00
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Minicon 40
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I'd like to invite you to attend Minnesota's oldest science fiction convention. I'm in the early planning stages at this time, but I hope to bring back a number of things from Minicons past, as well as introduce some new items. There will be programming panels, talks and lively discussions, music, video programming, and, of course, parties. If you have ideas and suggestions, please contact me as soon as possible. I will include as many good ideas as feasible, and welcome all suggestions. I hope to see you on Easter weekend of 2005.

Greg Ketter, Chairman (greg@dreamhavenbooks.com)

THIS LOOKS LIKE A JOB FOR...

CONVERGENCE 2005

SNIKT! BAMF! THWIP!

PRE-REGISTRATION FORM

CONVERGENCE 2005
JULY 1, 2, 3
 SHERATON BLOOMINGTON
 BLOOMINGTON, MN
 A CONVENTION FOR FANS OF
 SCIENCE FICTION AND FANTASY

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 above.

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.

Registration Rates

Adult Membership until Dec. 31, 2004	\$30
Adult Membership until May 15, 2005	\$40
Adult Membership At the Door	\$55
Supporting Membership until May 15, 2005 (\$20 now plus \$20 at the door)	\$20/ \$20
Kids Age 6-12 until May 15, 2005	\$15
Kids Age 6-12 At the Door	\$20
Kids 5 & under	Free

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 at right.

Information provided is proprietary to **CONvergence/MISFITS**.

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

↑ Full Name

↑ Street Address

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

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

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

↑ E-mail address

↑ Badge Name (If different from Full Name)

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

- | | | |
|---|--|-------------------------------------|
| <input type="checkbox"/> Art Show | <input type="checkbox"/> Connie's Space Lounge | <input type="checkbox"/> Operations |
| <input type="checkbox"/> Badgers/Gophers | <input type="checkbox"/> Programming Panelist | <input type="checkbox"/> Volunteers |
| <input type="checkbox"/> COF ₂ E ₂ Coffee | <input type="checkbox"/> Programming Staff | |
| <input type="checkbox"/> Merchandise Table | <input type="checkbox"/> Registration | |
| <input type="checkbox"/> ConSuite | <input type="checkbox"/> Gaming | |
| <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 may like to know that I'm a professional in the field of:

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

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THIS LOOKS LIKE A JOB FOR... #7

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