

THIS LOOKS LIKE A JOB FOR...

CONVERGENCE 2005



20
PAGES
OF
INFO!

PLUS
HELPFUL
FORMS!

THE COMPLETE STORY AND THE DARING
EXPLOITS OF THE ONE AND ONLY

CONVERGENCE

PROGRESS REPORT 2

THIS LOOKS LIKE A JOB FOR...

CONVERGENCE 2005

SNIKTI BAMB! TUMPI!



c/o MISHTS
The Minnesota Society
for Interest in Science
Fiction and Fantasy
1437 Marshall Ave, Suite 203
St. Paul, MN 55104

If the @ symbol appears on your mailing label, you are listed
in our database as pre-registered for CONvergence 2005.

<http://www.convergence-con.org>

THIS LOOKS LIKE A JOB FOR...

CONVERGENCE 2005 SNIKT! BAMF! THWIP!

Table of Contents

Welcome, Annual Theme	1
2005 Guests	2
Registration	4
Hotel Information	5
Departments:	
Art Show	5
Cinema Rex, COF2E2,	6
Connies Space Lounge, ConSuite, Dealers Room,	7
Dorian Gray Mem. Literary Lounge, Fan Community Outreach, Gaming	8
Harmonic CONvergence, Krushenko's	9
Mainstage, Mark Time, Masquerade	10
Operations, Parties	11
Programming	12
Silent Auction, Special Events	13
Theater Nippon, Volunteers, Web Site	14
Advertising, MISFITS	15
Hotel Room Form	16
Registration Form	17

Contact Info

CONvergence (Care of):
**The Minnesota Society for Interest in
 Science Fiction and Fantasy (MISFITS)**
 1437 Marshall Avenue, Suite 203
 St. Paul, MN 55104

24-hour voicemail:
 651-MISFITS (651-647-3487)

CONvergence e-mail / web site:
 info@convergence-con.org
 http://www.convergence-con.org

MISFITS e-mail / web site:
 info@misfit.org
 http://www.misfit.org

CONvergence 2005 Progress Report Two

CONvergence 2005 Progress Report Two is Copyright © 2005 by the Minnesota Society for Interest in Science Fiction and Fantasy (MISFITS). All rights reserved. The CONvergence logo, MISFITS logo, and the likeness of Connie are the property of MISFITS. No portion of this publication may be reproduced or transmitted in any form without the express written permission of MISFITS.

This publication was designed by Christopher Jones for CONvergence Publications. All artwork is by Christopher Jones unless otherwise indicated. Thanks to Alex Larson and Peter Verrant for their help in proofreading. We always welcome feedback and suggestions, and ask that any comments be directed to the channels listed above.

Welcome

"Faster than an airplane, more powerful than a locomotive, impervious to bullets.
 Up in the sky—look! It's a giant bird. It's a plane. It's SUPERMAN!"
 — *The Adventures of Superman*, by Allen Ducovny & Bob Maxwell, 1940

Once again, *CONvergence* is *Imminent*.

In a few months, Midwest fandom converges on Bloomington, Minnesota for a celebration of Science Fiction and Fantasy and its fans. This year's convention will be held July 1-3, 2005 at the Sheraton Bloomington hotel.

Most of you reading this have attended CONvergence before. If so, welcome back! You know what you have to look forward to! For those who are new to CONvergence, welcome! This publication should give you a good idea of what to expect. There's plenty of information here, and more is available on our web site (www.convergence-con.org). Please contact us if you have any questions about what there is to do or how you can get involved.

We look forward to seeing you at the convention!

Annual Theme

Each year, CONvergence adopts a theme that is featured in our programming and publications, and gives that year's convention a unique flavor. In 2005 that theme will be *Superheroes*.

Who doesn't love those larger-than-life do-gooders who are the scourge of evil, the defenders of the weak, and crusaders for justice?

Now we wouldn't want you to think that only Superman, Spider-man, and their spandex-clad pals from comics will be part of this theme. Not only are there superheroes from comics that *don't* fit that mold (*think Hellboy*), there are legions of tights-and-cape heroes from outside of comics, from *The Incredibles* to *The Greatest American Hero*. But there are many other characters that fit our definition of superhero.

The movies have given us snappy dressers like Buckaroo Banzai, Neo, and (good grief) *The Toxic Avenger*. There's Xena and Buffy from television, and old pulp heroes from *The Shadow* to Doc Savage. And don't forget superheroes from the world of animation: From *Space Ghost* to *He-Man* and *She-Ra*, to *Freakazoid* and *The Tick* (yes, we know he was a comic book character first), there are tons of beloved characters out there, and this year is about them.

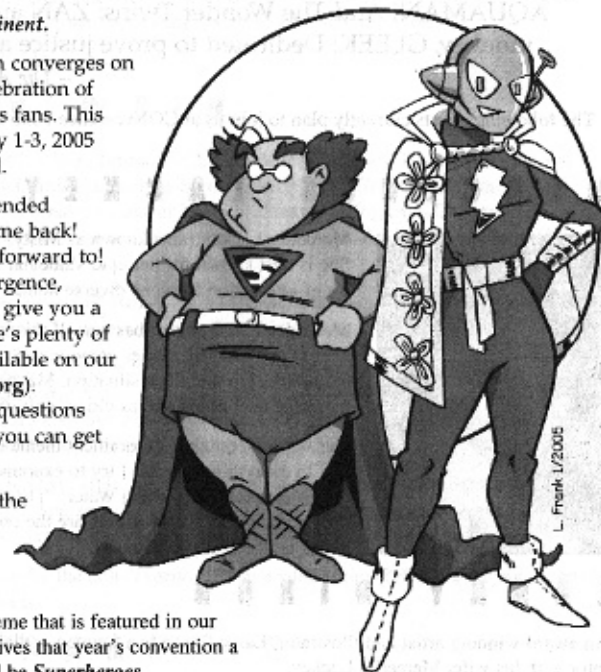
As with our past themes, don't expect to find this one in every single programming event, but there will be a noticeable undercurrent throughout the convention weekend.

One final note: You'll see the words "Snikt! Bamf! Thwip!" used with our CONvergence 2005 logo. These words are the three best-known sound effects associated with specific actions and characters. "Snikt" is the sound made when Wolverine extends his claws, "Bamf!" is the sound made when Nightcrawler teleports, and "Thwip" is the sound made by Spider-man's web-shooters.

So if you didn't know before, now you do. Knowledge is power.

And with great power, comes great responsibility...

Excelsior!



2005 Guests

"Gathered together from the cosmic reaches of the universe, here in this great Hall of Justice, are the most powerful forces of good ever assembled: SUPERMAN! BATMAN AND ROBIN! WONDER WOMAN! AQUAMAN! And The Wonder Twins: ZAN and JAYNA, with their space monkey, GLEEK! Dedicated to prove justice and peace for all mankind!"

— *The All-New Superfriends Hour, 1977*

The following guests currently plan to join us at CONvergence 2005 as guests of honor. Watch our website for the latest updates to this list.

MERCEDES LACKEY



Mercedes Lackey (also known as Misty) is a prolific author of fantasy novels. She is best known for her epic Valdemar series, which form a complex tapestry of interaction between diverse human and non-human cultures.

Mercedes Lackey describes herself this way: "I'm a storyteller; that's what I see as my job. My stories come out of my characters; how those characters would react to the given situation. Maybe that's why I get letters from readers as young as thirteen and as old as sixty-odd."

Her writing contains a prominent theme of tolerance throughout. "I suppose that in everything I write, I try to expound the creed I gave my character Diana Tregarde in *Burning Water*: "There's no such thing as "one, true way;" the only answers worth having are the ones you find for yourself; leave the world better than you found it."

LARRY DIXON

An award-winning artist and illustrator, Larry Dixon is a frequent collaborator with his wife, Mercedes Lackey.

Together, the two have produced the *Mage Wars* series (*Black Gryphon*, *White Gryphon*, and *Silver Gryphon*), the *Owl* Novels (*OwlFlight*, *OwlSight*, and *OwlKnight*) and *Born To Run*.

Along with Mercedes Lackey, Larry works in wildlife rehabilitation, especially with birds of prey.

CONvergence is happy to welcome both Mercedes Lackey and Larry Dixon to our 2005 convention.



MARV WOLFMAN

Marv Wolfman has created legions of characters for comics, many of which have found their way to television and the silver screen. Marv is the co-creator of *The New Teen Titans*, including its characters Starfire, Cyborg, Raven, and Slade, and he transformed Dick Grayson from Robin into Nightwing. He also created the ever-popular Blade during his lengthy run on Marvel's *Tomb of Dracula* series, a character recently seen in his third feature film starring Wesley Snipes. The Daredevil villain Bullseye was another creation of Marv's who found his way into that hero's first feature film adventure.

Marv was the architect of DC Comic's pivotal *Crisis on Infinite Earths*, which rewrote the continuity of the DC Universe. In the aftermath of that series, Marv re-invented Lex Luthor as a tycoon and a member of the power elite, whose criminal endeavors remain secretive and unproven.

Marv has also been Editor-in-Chief at Marvel Comics, senior editor at DC Comics, and founding editor of *Disney Adventures* magazine. He has written dozens of animated TV episodes, as well as developed and story-edited the animated series *The Transformers*, *The Adventures of Superman*, and *Monster Force*. Marv, along with partner Craig Miller, co-created, story-edited, and was co-Executive Producer of *Pocket Dragon Adventures*, a 52-episode animated series appearing on the Bohbot TV network.

Visit Marv's official site at www.marvwolfman.com.



LEN WEIN

Len Wein has been Editor-in-Chief of Marvel Comics, Disney Comics, and Top Cow Comics, as well as Senior Editor at DC Comics, and has written nearly every major character in the business, ranging from Superman, Batman, and Wonder Woman to Spider-man, The Fantastic Four, and The Incredible Hulk.

Len is the creator of *Swamp Thing* for DC Comics, which spawned three successful comic book series, as well as spin-offs on film and television.

In 1975 Len was given the task of revamping Marvel's ailing X-Men title, and wrote *Giant-Size X-Men #1*, which infused the group with several new characters of Len's creation, namely Nightcrawler, Colossus, Storm, and

Thunderbird, and a character he had created the previous year in an issue of *The Incredible Hulk*: Wolverine.

In the area of television, Len has scripted over sixty episodes of such varied live-action and animated series as *The Incredible Hulk*, *X-Men*, *Godzilla*, *Spider-man*, *Transformers: Beast Wars*, *Beast Machines*, and many others. Len has also received Emmy honors for his work on *Batman: The Animated Series*.

With partner Marv Wolfman, Len wrote for the cult-favorite CGI-animated series *Reboot*. They are currently at work together on several other projects.

DR. JIM KAKALIOS

U of M Physics professor James Kakalios uses concepts and characters from comic books to explore basic principles of physics, chemistry, and biology in a course called "Everything I Know About Science I Learned from Reading Comic Books," and is the author of an upcoming book along the same lines.

It's a fitting venture for Jim, whose lifelong love of comic books helped cultivate his passion for science. "As a kid, comic books helped fuel my curiosity," he recalls. In one story, his favorite hero, The Flash, lost his ability to avoid air resistance and friction. "It made me aware [that], aside from the silly notion of superpowers, there were all sorts of secondary issues associated with the ability to run superfast that I hadn't considered."

"Take Superman," says Jim. "In his very first year, he could only leap, not fly. His skin was tough, he had great strength, all because Krypton had larger gravity than Earth." Using the hero's ability "to leap over tall buildings in a single bound" as a benchmark, the class calculated that Krypton's gravity would have to have been six to eight times that of Earth."

"That means Krypton had to be either six times larger or six times denser than Earth. Assuming that normal matter on Krypton obeys the laws of physics, the planet could not be six times denser than Earth. "So Krypton had to be six times larger," explains Kakalios. "But any planet that much larger than Earth would have to be a gas giant like Jupiter. Because Krypton had a solid crust supporting buildings and cities, the only other explanation for its increased gravity would be a super-dense—and unstable—material like a neutron star in its core. And that would explain why Krypton exploded."



Registration

"With great power comes great responsibility."
- Uncle Ben, "The Origin of Spider-Man", *Amazing Fantasy #15*

Well folks, here we are with another CONvergence upon us. We've worked hard during the "off season" to deliver a new and improved registration department for CONvergence 2005. We have totally revamped the database, which we believe will resolve the creeping data errors that have been a recent problem. We have a bigger staff in place for 2005 most of whom have worked in registration before so we should be able to speed all of you through the process. Even better, we will be doing the speed pass postcards again with a few tweaks to make the process zoom along, since the feedback we received was that most of you thought it was a great idea.

You can pre-register for CONvergence for only \$40 until May 15, 2005. After that, you'll have to register at the door for \$55, so pre-register now and save! See the registration form on the inside back cover of this Progress Report for more details, or go to www.convention-reg.com and follow the directions to purchase your Registration Gift Certificate (for yourself or a friend) through the web. Pay by credit card or electronic check through Paypal!

Questions? Comments? E-mail registration@convergence-con.org.

When You Arrive

The first thing you'll want to do when you arrive at CONvergence is check in at the Registration Desk, located in Verandas 3 & 4 on the second floor, around the corner from the escalators and overlooking the Garden Court.

Registration's Hours of Operation are below:

Thursday July 1 - Volunteer Only Registration 3:00pm-6:00pm.

Once again, we will have Registration open on Thursday for **convention volunteers only**. If you intend to volunteer but haven't signed up yet, there staffers from the volunteer department will be available to help you find the right chance for you, so you can register.

Friday July 2 - Registration 9:00am-11:00pm

When you check into the convention, stop by Verandas 3 & 4 to pick up your badge. You can't do the fun stuff without it. You will also be able to pick up your programming schedule, souvenir book and any last minute updates.

Saturday July 3 - Registration 9:00am-6:00pm

If you don't make it to the convention on Friday, we are open Saturday as well.

After Hours Registration

Pre-registered participants will be able to pick up their badges from the Operations Bridge (Verandas 1 & 2, next door to Registration) when Registration is closed Friday night and Saturday night, but we encourage you to try to visit Registration during the hours of operation.

CONvergence 2006 Pre-Registration

We do offer you the opportunity to register for next year's convention during this year's con and at a special rate too! This will be available in Registration during the posted registration hours, and additionally it will be staffed on Sunday from 11:00am - 1:00pm for two hours at the end of Closing Ceremonies.

You can contact registration at registration@convergence-con.org if you need any other information or have any suggestions.

Hotel Information

"Well, I like the place. Not much of a view, but it's got a nice Batcave sort of an air to it."

- Allen Francis Doyle, *Angel*

The Sheraton Bloomington staff continues to tell us how happy they are that CONvergence has made their hotel our home. They look forward each year to our visit with eager anticipation, and this year is no different. And they continue to find ways to increase their service. As many have discovered, this years confirmations from the hotel are being sent via e-mail when they can be. This saves a lot of time, labor and expense for all concerned.

If you haven't received yours yet, and you have submitted a request, we recommend a quick check of your e-mail's spam filter, as we recognized that Sheraton mail may have gotten caught by this safety feature. If still nothing there, contact hotel@convergence-con.org and we'll look into it for you. Remember, once you receive your confirmation, the hotel requests that the room be guaranteed with a credit card. No charges will be made to the card until you check out. If you don't have a credit card, they will gladly accept a check for the first night's stay.

We continue to be on pace with room requests, and this promises to be a year that rivals last. Our block at the hotel is 425, and we are more than halfway there, putting us slightly ahead of last year. There are still plenty of rooms available, and many have found that it's well worth staying in the hotel for the fun that is CONvergence. Be sure to fill out the form elsewhere in this booklet, or visit the website, copy and paste the form there and e-mail it to hotel@convergence-con.org. Be sure to fill in the form completely. The most commonly missed pieces of information are the check-in and check-out dates.



Art Show & Auction

"It's not tracing. I add depth and shading to give the image more definition. Only then does the drawing really take shape."

- Banky, *Chasing Amy*

Every year brings new and different art to the show with art submitted by artists from all over the country, so there is always something new and different to see. The art is displayed for sale to the convention membership via an auction system. If enough bids are placed on an item, it goes to the voice auction on Saturday night. If you are an artist who is interested in submitting artwork, please drop us an e-mail at artshow@convergence-con.org. We will be sending out a mailing on April 1st, with all the information you will need.

The show is entirely run by volunteers, so we are always looking for help running the show. If you're interested in helping out, please drop us an e-mail at the address above.

Speaking of volunteers, Betsy and DeNae have stepped down as heads of the Art Show, and we would like to thank them for all the hard work they've put into the show for the last few years.

This year, the show will be headed by **Charlie Horne** and a costumed vigilante whose identity has yet to be revealed.

This year, in keeping with the theme of the convention, we are looking to try to bring in more art from comic artists. We have a list of artists we're hoping to bring in, but if there's someone you would like us to try to track down, please drop us an e-mail and let us know.

More information will be posted to the website as we get closer to the convention. If you have any questions, please contact artshow@convergence-con.org.

Cinema Rex



"Don't like the movie?
I've got slides."

- The Joker, *Batman Beyond:
Return of the Joker*

Cinema Rex is coming off another big year in 2004 and this year we plan to show more great movies in the trademark style that has made Rex famous.

As in previous years, our films will be shown on a 10-foot screen with booming Dolby Digital® sound and in widescreen format on DVD or Laserdisc whenever possible. We'll also have the usual (free) snacks and fresh popcorn at the concession stand for your munching pleasure while you view great movies from the comfy chairs and couches.

Rex is hard at work selecting a list of films worthy of his glorious movie-viewing venue.

Not only will he be showing some of the classic super hero favorites, but Rex is also looking forward to challenging established boundaries of what is typically considered super hero film material.

It's too soon to announce for this year, but Rex can assure you that he's working on special events to make Cinema Rex the preferred heroic place to spend time at CONvergence 2005.

COF2E2 Free Coffee Shop

"Armless bandit... Empty your bladder of that bitter black urine men call coffee! It has its price and its price has been paid! Java devil, you are now my bitch."

- The Tick, *The Tick (2001)*

Once again COF2E2 will be offering free drinks in an inviting coffee-lounge setting to all 2005 CONvergence registered attendees. Whether you're rushing in to pick up a drink between panels

or lounging all night playing games, COF2E2 is ready 24 hours a day to provide you with your favorite fix in a relaxing environment. We have espresso drinks in regular or decaf, coffee, tea, and milk steamers, and as with last year we will be offering soy milk as an option for your drinks.

E-mail us at cof2e2@convergence-con.org to volunteer for the upcoming convention. See you at the convention!

Connie's Space Lounge

Batcave. Avenger's Mansion. Fortress of Solitude. The basements beneath Graymalkin Lane. Even Veidt's Antarctic greenhouse. All the great ones have their hideouts and bases of operation. Connie's Lounge is the place for CONvergence heroes and villains to relax after a hard-won battle or plan their next scheme for world domination.

Connie's celebrates our fifth year with more awesome treats, from glowing modular hexastage to shiny bar, from stellar music to a fully immersive multimedia environment. Connie's promises a sensory (or is that sensor re:?) feast for every man, woman and mutant who comes through the door. Cool smoothies and cool performances will ensure you have a great time relaxing.

So stop by to recharge your power ring before flying back into the CONvergence fray - we are totally going to do it up like it was crazy!

ConSuite

ConSuite's mission is to provide drinks and snacks, not meals. Thus, as always, we will be serving a variety of soups, sodas and munchies to whet your palate and (temporarily) satiate your appetites, 24 hours a day. Special treats can be found at odd times, so stop by or hang about!

ConSuite is continuing its partnership with CONvergence Gaming! For this year's convention, we have reserved room 214 in ConSuite for a variety of table-top games.

Lastly, we need your help! ConSuite is the most volunteer-needy department in CONvergence. If you have a helping hand or four to lend, please send us an e-mail at consuite@convergence-con.org. We have all sorts of tasks, for all sorts of people (young or old, spry or otherwise).

You can also stop by either the Volunteers Table or ConSuite's Battle Bridge (Cabana Room 222) while at the convention if you'd like to help us out!

Dealers Room

"Stan Lee never left. I'm afraid his mind is no longer in mint condition."
- Comic Book Guy, *The Simpsons*

While you might not find that life-sized plush Batman figure or those Star Wars Jell-o molds that you always wanted in the Dealers Room, you will be amazed by what you can find this year. You'll see new dealers as well as familiar faces alike in our large Dealers Room. There's no telling what all you may find to buy among these various merchants.

A few of the Dealers we have confirmed for 2005 are listed below. Check the convention website for a more current list as the convention approaches.

Coat of Many Colors	Tarot by Annie
Kryil's Cavern	For Collectors Only
Odyssey Anime and Collectibles	The Jarls of Lochlann
Draken Masks	Loch Design - Fyne Leather
SLR Ltd.	Dreamhaven Books
Cartoon Passion	

The Dorian Gray Memorial Literary Lounge

"British schools have a core curriculum. It serves to provide a well-rounded education. Sometimes I think you North Americans read nothing but comic books and those ridiculous science fiction novels."

- Lt. Reed, *Enterprise*

This year CONvergence is proud to present a formal literary lounge up on the 22nd floor. This space is intended to give local authors, guests of honor, and others an intimate setting, off-the-beaten-track for quiet readings, workshops, and discussions. We may try our hand at a few poetry slams (or fiction slams) as well as the opportunity to meet with authors who are willing to share their stories and ideas in a refined atmosphere.

We will also be unveiling the public access Literary Lounge Book Bin where you can come and drop off books for exchange and pick up a few that suit your fancy. Bring all the books you like and take home a few while you're there! Heck, you can even just treat it as a library, take a book for those moments during the weekend when you want to just immerse yourself in some new speculative fiction, and then return it by the end of the weekend!

Or don't return it; just consider adding to the bin so others can see what you've found...!

This will be our first year with the Lounge, so we're interested in your suggestions. Please feel free to volunteer in helping out by contacting the Lounge's head, David J Rust at phantos@visi.com.

We'll see you there!

Fan Community Outreach

Once again, CONvergence will be offering a fan table in CONvergence Central for local fan groups and conventions to interact with our membership. We have two tables available all day Saturday and Sunday for any fan group who would like space.

All you need to do is contact the events department (events@convergence-con.org) and let us know the times you would like. Times are available on a first come-first served basis so the sooner you let us know what time you would like, the better chance you have of actually getting it!

Gaming

"Gathered together from the cosmic reaches of the Universe... Here, atop the Great Hall of the Sheraton, Bloomington... Are the most Powerful Forces of Gamers ever assembled!"

The theme of CONvergence 2005 is "Superheroes." How will we ever accommodate such a thing in Gaming? Certain doom seems assured! Why couldn't it have been "fantasy quests," "espionage," or "space opera?" Who can save us now?!!

Only you! Yes, *you!*

Ditch the glasses, don a cape, and build a cricket cage for your favorite radioactive insect and come on down... You can help us make CONvergence Gaming 2005 something special, by volunteering! We need two types of volunteers: badgers and referees.

Every year, we need people to hang out on the 22nd floor and check badges as folk come in to join our games and have some fun. All it requires is a couple hours of your time and we'll gratefully accept your offer. In return, just volunteering for a single, one-hour shift, you will get invited to the post-con Volunteers-Only party; just fifteen hours and you'll get a free Volunteer T-shirt!

But that's not the only way to earn Volunteer hours. You can also become a referee!

We're on the honor system, here; hours that you put into preparing for a game before the convention count towards your total number of volunteer hours! Mind you, these have to be hours spent on making something solely for the convention, but you're creative; you can do it!

In addition, we need loaner computers! For example, if you have a computer that can play Quake 3, we would love to be able to use it for our LAN gaming room. (Mac, Linux, or Windows computers are just fine). The minimum specs we're looking for are machines with a 500MHz processor, 256MB RAM, and a 3D graphics card. Please contact Ben Kochie with any volunteer suggestions at ben@nerp.net.

If you want to run an RPG, computer game, card game, board or strategy game, or even a LARP, just contact one of Gaming's sub-heads! Let them know when you'd like to run it, how many hours it'll take (we tend to do things in 1-1/2 hour blocks; most RPGs, therefore, tend to be 4-1/2 hours long), and how many players you'd like to accommodate. Get us the information early and we'll even get it in print before the convention!

Contacts:

Board and Strategy Games:
Don Hackett dkh@hackett.nu

Computer Games:
Ben Kochie ben@nerp.net

RPGs andLARPs:
Lisa Pepin lilith@merns.com

Card Games:
Robert Polzin rpolz28@hotmail.com

For Badging on 22nd floor:
David J Rust gaming@convergence-con.org



Also, the Game Library will return, so be sure to contact Gaming Head, David J Rust (gaming@convergence-con.org) to donate anything you'd like to the convention! Each year we get dozens of new submissions, so help us keep this CONvergence tradition alive by donating your used games to a community who is truly grateful!

We look forward to seeing you at the convention and remember: this is your chance to be a hero: volunteer today!

Harmonic CONvergence Stage

"I know music. Music has notes. This is noise...
Bay City Rollers. Now, that's music."
- Rupert Giles, *Buffy the Vampire Slayer*

CONvergence's acoustic venue is back, once again featuring a mix of music, comedy and spoken word performances. Scheduled to appear in Harmonic CONvergence in 2005 include Eric Coleman, Adam Stemple, Reve du Faun, 3 Pints Gone, and Riverfolk, with other acts still being added. Further updates to the list of performers will be posted at www.convergence-con.org. If you or someone you know would like to be considered for a performance time, please contact us at harmonicconvergence@convergence-con.org.

Krushenko's

Krushenko's (inspired by a bistro in Larry Niven's *Ringworld*) is a conversational space for people who like spend some of their time at science fiction conventions talking about science fiction and fantasy. At CONvergence we'll have a mix of scheduled discussions and informal conversation in the afternoons, and SF-related parties in the evenings. Come on down for light snacks and heavy conversation!

MainStage

"Criminals are a superstitious, cowardly lot, so my disguise must be able to strike terror into their hearts! I must be a creature of the night, black, terrible... a... a... a BAT!"

– Batman, *Batman* #1

Our Main Stage will once again feature all the great programming you have come to expect. Opening and Closing Ceremonies, Masquerade, the DJ dance and live bands are all part of the fun. We are still working on booking bands for the main stage but we think we have some really exciting groups lined up for this year. Keep your eyes on our web site to learn more about the Main Stage schedule.

Mark Time Awards & Radio Show

CONvergence is proud again to host the **Ninth Annual Mark Time Awards** for science fiction audio, and the **Ogle Awards** for fantasy audio. We've had entrants from around the world in the past few years, and expect an exciting field again this year. We will present the awards during the Opening Ceremonies. You can find out more about the awards, entry information or past winners at the Mark Time web site: <http://www.greatnorthernaudio.com/MarkTime/MarkTime.html>.

Just before the Opening ceremonies we will present the **Mark Time Radio Show**, an original comic program entitled, "*The Making of the Saving of the World*", in line with the Superheroes theme of CONvergence. It's a radio documentary about the making of a film documentary. Both of them fictional, of course. And entirely silly. Featuring Tim Wick and Windy Bowsby, too.

Masquerade

"Remember this, kids, it is very important. Even if your mommy makes you a super hero costume, do not attempt to do any of these things, especially flying. Because you cannot do it. You do not have super powers. Because there is only one Super Grover. And that is me."

– Grover, *The Adventures of Super Grover*

Erin Kasper is our new head of CONvergence Masquerade this year, having worked as the Entertainment Director for the Minnesota Renaissance Festival and has directed competitions at juggling conventions for twelve years. She promises to bring a fresh new perspective that will help us build on the great CONvergence masquerades of the past.



We are working extremely hard to prepare for the 2005 Masquerade. If you participated in the Masquerade last year, you can look forward to a mailing from us in the next few weeks with information about how to sign up for this year's show. If you have not participated in a few years or are looking to enter for the first time, you have a couple options:

- 1) Send us your mailing address at info@convergence-con.org and we will send you a packet
- 2) Go to the Masquerade section on the web site. You will find a printable registration form, rules for the competition and updated judging and award criteria!

Our management staff is in place but we will still be looking for backstage help and costumer assistants at the convention. As always, we would love to know ahead of time if you are interested in volunteering for Masquerade.

We are looking forward to a great show. Keep checking the web site for updates!

Operations

"No matter how many times you save the world, it always manages to get back in jeopardy again. Sometimes I just want it to stay saved! You know, for a little bit? I feel like the maid; 'I just cleaned up this mess! Can we keep it clean for... for ten minutes!'"

– Mr. Incredible, *The Incredibles*

Operations is shaking off the snow and is gearing up for a new year. As with each year some things will remain the same and some things will change.

One of the things that never changes is the need for volunteers both before and during the convention. One of the things that is changing is that Operations will be holding training sessions for the various positions in Operations. These training sessions will be held before or after the ConCom meetings starting in April.

Training has come and gone over the years, what is completely new this year is that completing a training session will be a requirement for working in Operations. Since we know that not everyone can make a training session prior to the convention training will also be provided at the convention.

The training dates and the position descriptions for Operations will be posted on the convention website. Please check it out. If you are interested in facilitating the workings of the convention and really enjoy communicating with people then contact us through the CONvergence website and/or through the Volunteers department. We would enjoy working with you.

Parties

Many great parties, old and new alike, will keep CONvergence '05 in action until the wee hours. Check the website for an updated list. If you turned in a room party form and have not heard from the Parties Department, please contact us ASAP.

We have had a huge surge of requests for Party Cabanas this year, so if you are considering running a party and have been procrastinating, e-mail parties@convergence-con.org today; the cabanas are nearly full.

Programming

"Well, folks, there you have it. A day in the life of a superhero and his sidekick. It's a very long day, the tights are uncomfortable; I think we covered that before. Map light, convenient and essential. A lot of working of villain motifs. Crime has a Bossa Nova beat. Leap before you look. Remember denouement. Other French words: inconvenient, nonessential... oh... I could go on and on... But time's a-wasting and evil's out there making hand-crafted mischief for the swap meet of villainy. And you can't strike a good deal with evil. No matter how much you haggle. We don't need to look for a bargain; goodness is cheap because it's free, and free is as cheap as it gets."

— The Tick, *The Tick*

CONvergence 2005 will continue to have a mix of panels you've come to expect, featuring our guests of honor, our convention theme and other items that represent the broad spectrum of spectacular subjects within science fiction, fantasy and the reality behind it all.

CONvergence programming is what our members make of it, so we encourage you to participate and get involved. Our tentative list of programming panels will be on line on the CONvergence website. If you find something you'd like to be involved with, we'd like to hear from you. Send us mail at programming@convergence-con.org. Even—or especially—if you've never done anything like this before, this is your chance to have your say.

We continue our tradition of scheduling panels into tracks based on their subject matter:

Art: From line art to music, costuming, sculptures and more, this track discusses the techniques and the muse behind different art forms influenced by science fiction and fantasy.

Comics: Whether it is printed or online, superhero or humor, graphic storytelling is one of the oldest creative forms. This track will cover the past, present and future of comics with comic creators and fans.

Science & Technology: This track discusses both the real science behind science fiction, and the science and technology that impacts our daily lives.

Movies: Not just the top ten sci-fi blockbusters, science fiction and fantasy films can also come from independent and amateur filmmakers. We will discuss production and behind the scenes techniques as well as reviews and debates about current and classic films.

Projects: This track will feature projects and hands-on activities for kids of all ages.

Television: Talk about current shows, former shows and the future of the medium.

Literature: Discuss novels and short stories from the classics to the latest works, as well as discussions for developing authors.

Gaming: More than just role-playing, this is your chance to discuss your favorite games: Miniature, computer, table-top, role-playing, and more.

A/V Room: Returning this year is our room for programming items that require some multi-media enhancement. E-mail us if you would like more information.

SF Hotdish: This track is for anything that doesn't fit any-



where else; it's got a bit of everything.

You can contact the Programming Department at programming@convergence-con.org, and visit <http://www.michaell.org/schedule.phtml> for a tentative list of programming items.

Silent Auction

— Black Bolt, *The Inhumans*

CONvergence will again be holding a Silent Auction to benefit our parent organization MISFITS. Thanks to the generosity of the CONvergence Membership in both donations and bidding, the 2004 Silent Auction generated over \$1,927 to help fund the many Educational programs and Public Events that MISFITS sponsors throughout the year. Thank you to all that participated.

Already collected for 2005: Minority Report Pins donated by 2004 Guest Christian Colquhoun, a signed copy of Sean Astins book "There and Back Again", a prosthetic nose used in MST3K donated by 2004 Guest Crist Ballas, the Toast Girl's Duct Tape dress from party room "House of Toast" and much more! We are posting photos of these and other items donated to the upcoming Silent Auction on the CONvergence web site. There you will be able to preview things that will be available for your bidding at the 2005 convention.

We are always on the lookout for more cool stuff like signed collectibles, fan and science fiction memorabilia to add to our auction. We are also looking for supplies for the auction itself such as gallon milk jugs, display blocks and plastic poster frame covers. If you have something you would like to donate or would like more information about the auction, e-mail Silent Auction organizer Judy Byers at: silentauction@convergence-con.org.

Bids on items in the Silent Auction will be accepted Friday and Saturday at the convention. Winners will be posted and items can be picked up in Atrium 1 on Sunday.

Special Events

Klingon Bat'Leth Tournament

This year the Imperial Klingon Forces will be hosting its fourth annual Bat'Leth tournament Fighting for a Cure. In the past three years we've raised hundreds of dollars for the American Diabetes Association and are looking to double that with this year's tournament. The tournament is open to anyone who is a member of a Klingon fan organization and passes our certification. Festivities kick off Friday night with a fighting demonstration and authorizations for those who need them. The cost of the tournament is \$10 in advance and \$15 at the tournament with ALL proceeds going to benefit the American Diabetes Association. For more information Contact Capt. Krom zantai-Ketal (envy1874@aol.com). Because when Klingons are fighting for a cure, diabetes doesn't stand a chance.

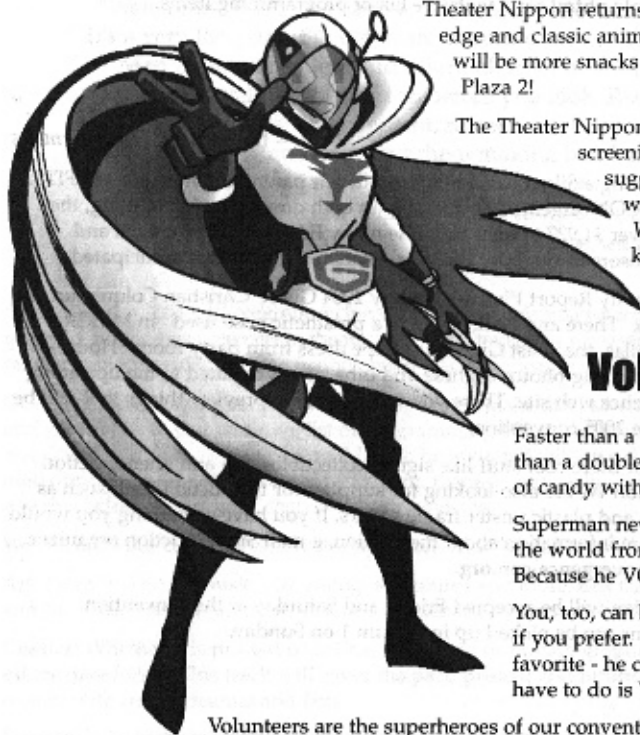
Wildcards Superpower Lottery

This year, con-goers will have the chance to win a superpower! Based on the *Wild Cards* superhero series, the lottery simulates exposure to a mutagenic virus. 99% of contestants will draw a lethal "Black Queen" or a mutant "Joker." The remaining survivors will win an "Ace" t-shirt that proudly proclaims their new superpower.

Volunteers will be needed to help run the lottery, which will be located in the MISFITS party cabana. Duties will include handing out samples of the "virus," running the lottery drawing, and handing out prizes. Artists experienced in drawing superheroes are also needed to design artwork for the prizes. Younger artists are especially encouraged to apply. Volunteers should contact the Lottery event head at guythar@comcast.net.

Do you have an event you'd like to coordinate with CONvergence? Send an e-mail to info@convergence-con.org, and put "Special Event" in the subject line.

Theater Nippon Anime Room



Theater Nippon returns with a great mix of cutting edge and classic anime on our big screen. There's will be more snacks and goodies, so join us in Plaza 2!

The Theater Nippon team is still working on the screening list for this year. Have a suggestion? Something you think we should screen? Let us know! We can't show it if we don't know you want it! theaternippon@convergence-con.org.

Volunteers

Faster than a speeding badger! Stronger than a double latte! Able to lift heavy trays of candy with a single hand!

Superman never made any money saving the world from Solomon Grundy. Why? Because he VOLUNTEERED to do it!

You, too, can be Superman! (Or Aquaman, if you prefer. Aquaman was always my favorite - he could talk to dolphins!) All you have to do is Volunteer!

Volunteers are the superheroes of our convention - keeping the chip bowls filled in Consuite, getting you that late night buzz in CoF2E2, sitting the Egyptology in Sci-Fi panel, getting your registration badge... they are truly action-packed and fully-posable!

The best part is that Volunteering fits into your schedule. You don't need to be the Flash to fit it all in. Volunteer for one hour or the whole weekend if you want. And it gets you that collectible button and a party thrown in your honor.

There's always someplace that can use a helping hand. E-mail volunteers@convergence-con.org today! Or stop by the Volunteers Table at the convention!

Web Site

With the convention only a few short months away, your best source for up to the minute news on the convention, and a directory of how to contact our various departments is our web site: www.convergence-con.org.

You can preview CONvergence programming and customize your own personal list of panels not to miss.

As always, the web team is interested in your input. If you have any ideas for things you'd like to see on our website, please e-mail webmaster@convergence-con.org.

Advertising

Advertising in our Souvenir Program Book is affordable for anyone from businesses to fan groups. In addition to PRO rates we also have FAN rates that are available to fan groups and individuals who are not advertising for profit-making purposes.

Ad Size	Width	Height	Pro Rate	Fan Rate
Full Page	7.5"	10"	\$200	\$100
Half Page	7.5"	4.75"	\$120	\$60
Quarter Page	3.5"	4.75"	\$70	\$35
"Business Card"	3.5"	2"	\$40	\$20
Inside Back Cover	7.5"	10"	\$250	\$250 (first come, first served)

For further information or to reserve ad space, contact advertising@convergence-con.org. Your artwork and payment must be received by May 15, 2005 to for your ad to be included in the 2005 Souvenir Book.

MISFITS

CONvergence is a production of the Minnesota Society for Interest in Science Fiction and Fantasy (MISFITS), a non-profit organization that supports a number of clubs and events throughout the year. To learn more about MISFITS and get involved, you can visit our web site at www.misfit.org, or stop by our room party at CONvergence. MISFITS events prior to CONvergence include:

MISFITS Team Trivia Challenge

On Saturday, April 16, The Minnesota Society for Science Fiction and Fantasy will host the Seventh Annual MISFITS TEAM TRIVIA CHALLENGE, a game show-style trivia contest. It's a fun-filled event for both competitors and spectators alike. It's free to attend, and there will even be trivia questions and prizes just for audience members. For more info, go to <http://misfit.org/trivia/index.htm>.

MISFITS Geek Prom

We will again be holding a "Geek Prom" on Saturday, April 23 at our favorite hotel, the Bloomington Sheraton. If you missed out on Prom in High School, or just want to relive it a little... differently... this is the event for you! Formal dress is welcome but not required. The doors open for a Social Hour at 7:00pm, and the Prom officially gets underway at 8:00pm. We'll have more details on the web site soon.

MISFITS Writing Contest

MISFITS is sponsoring our Sixth Annual (and expanded) Writing Contest. There are several divisions in which you can enter:

- Open Division (The Scott Imes Award): Open to entries from writers of any age.
- Poetry Division: Open to entries from writers of any age
- Youth Division 1: Open to writers 10 years of age or younger (as of May 14, 2005)
- Youth Division 2: Open to writers 11-13 years of age (as of May 14, 2005)
- Youth Division 3: Open to writers 14-16 years of age (as of May 14, 2005)

Entries must be submitted between March 1, 2005 and May 1, 2005. All stories must be post-marked no later than May 1, 2005 for consideration. For more information on the MISFITS writing contest, visit <http://misfit.org/writingcontest.htm>.

See You Soon!

Remember, May 15 is coming fast, so be sure to get your pre-registration in if you want to save on the at-the-door rate. Watch our web site(s) for breaking news. Want to be sure you get the latest updates? Be added to our e-mail announcement list! Just send your e-mail address to info@misfit.org or info@convergence-con.org and say you want to be added to the announcement list.

please print clearly • one room request per form • please feel free to make photocopy duplicates of this form

THIS LOOKS LIKE A JOB FOR...

CONVERGENCE 2005

SNIKT! BAMF! THWIP!

Please fill out the following contact info:

↑ Full Name _____
 ↑ Street Address _____
 ↑ City, State, ZIP Code, Country (if not USA) _____
 ↑ Home Phone Number _____ ↑ Work Phone Number _____
 ↑ E-mail address _____

Important Hotel Information (Please Read):

- CONvergence assigns all rooms, cabanas, and other hospitality areas.
- If you want to host a room party (regardless of location), you must also fill out the Room Party Request information in the lower right-hand corner of this form.
- Please note that we will only accept **7WD** CONvergence room request forms from any one person. A separate form must be submitted for each room requested.
- CONvergence will return unprocessed any form considered illegible or incomplete.
- Please inquire about exact check-in/check-out times when confirming your reservation.
- If you would like your room to be near a particular group or person, indicate name here: _____

- We will accommodate as many people as possible, but not all requests can be fulfilled. CONvergence and the convention hotel reserve the right to make last minute changes.
- Check-out time is 12 noon unless otherwise specified.
- All information provided will remain proprietary of CONvergence and will not be shared.

For more general information on CONvergence, visit our web site or contact us through the channels listed below. Direct all inquiries to the address below or send E-mail directly to hotel@convergence-con.org.

This form is for reservation purposes only. SEND NO MONEY with this form. Payment for your room is arranged between you and the hotel.

CONvergence c/o MISFITS
 1437 Marshall Avenue, Suite 203, St. Paul, MN 55104
 651-MISFITS (651-647-3487) – 24-hour voicemail
<http://www.convergence-con.org>

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

HOTEL ROOM & ROOM PARTY request form

Room Requirements:					
Check One: <input type="checkbox"/> 1 King Bed <input type="checkbox"/> 2 Double Beds <input type="checkbox"/> Don't Care	Check One: <input type="checkbox"/> Smoking <input type="checkbox"/> Non-Smoking <input type="checkbox"/> Don't Care				
Check any room requirements that apply: <input type="checkbox"/> Rollaway <input type="checkbox"/> Crib <input type="checkbox"/> Low Floor <input type="checkbox"/> Wheelchair Access					
Number of People in Room: _____ Other Responsible Party: _____					
Check-in Date: _____ Check-out Date: _____					
CONVERGENCE WEEKEND 2005					
WED JUNE 29	THUR JUNE 30	FRI JULY 01	SAT JULY 02	SUN JULY 03	MON JULY 04
Once received, your form will be processed and you will be assigned a room in the Sheraton Bloomington as they are available.					
Room Rates:					
<input type="checkbox"/> Standard Room (\$99 per night) <input type="checkbox"/> Cabana Room (\$123 per night)*					
*Cabana Rooms are only available to individual's hosting room parties. See the Parties section below.					
Room Party Request:					
Do you plan to hold a room party? <input type="checkbox"/> Yes <input type="checkbox"/> No					
If yes, please complete the section below.					
Please check one: <input type="checkbox"/> 1 st Floor Cabana <input type="checkbox"/> 2 nd Floor Cabana <input type="checkbox"/> Standard Room					
Do you want a: <input type="checkbox"/> Smoking Room? <input type="checkbox"/> Non-Smoking Room?					
Will you be serving alcohol? <input type="checkbox"/> Yes <input type="checkbox"/> No					
Hours of Operation (please indicate AM/PM): Friday: _____ to _____ Saturday: _____ to _____ Sunday: _____ to _____					
Please attach a brief description of your party and its theme that makes clear its connection to Science Fiction and Fantasy.					

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

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)

- Art Show Connie's Space Lounge Operations
 Badgers/Gophers Programming Panelist Volunteers
 COF₂E₂ Coffee Programming Staff
 Merchandise Table Registration
 ConSuite Gaming
 I would like to volunteer wherever I am needed
 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:

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

Make checks or money orders payable to CONvergence.

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