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This publication was designed by Christopher Jones for CONvergence Publications. All artwork is by Christopher Jones unless otherwise indicated. Thanks to Erica Lewerenz for her help in proofreading.

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

CONVERGENCE 2006

BOLDLY GO.

WE'RE THROWING A
PARTY
AND YOU'RE INVITED!

Once again, *CONvergence* is *Imminent*.

In a few months, Midwest fandom converges for a celebration of Science Fiction and Fantasy and its fans. This year's convention will be held July 7-9, 2006 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

The theme of CONvergence 2006 will be "Boldly Go," and is a celebration of space exploration in reality and science fiction. We will be having guests and programming about real world space sciences (more exciting news on that front soon!), as well as panels and programming on topics from Heinlein's *Space Cadet* to Whedon's *Firefly*.

2006 is also the 40th anniversary of *Star Trek*, so help us celebrate four decades of exploring the Final Frontier!



J . G . H E R T Z L E R

(JUST ADDED!) When auditioning for the role of **General Martok** for *Star Trek: Deep Space Nine*, John Garman Hertzler was told by the casting director to show more anger so he threw a chair at a wall. The display cost him a thumbnail, but won him the role.

J.G. is one of only four actors to play *seven* different characters on *Star Trek*. His first *Star Trek* appearance was as the Vulcan Captain of the USS Saratoga in the *Star Trek: Deep Space Nine* premiere episode. In addition to his role as General Martok, John's other *Star Trek* characters include Roy Rittenhouse and Laas in *Star Trek: Deep Space Nine*, a Hirogen hunter in *Star Trek: Voyager* and Kolos and a Klingon captain in *Enterprise*.

Previously J.G.'s career has included some forty episodes of *The New Zorro* for the Family Channel where he starred as Zorro's evil nemesis, Alcalde Ignacio Desoto. Other TV and film appearances include episodes of *Quantum Leap*, *Highlander*, *Lois and Clark*, *General Hospital* and *One Life to Live*. J.G.'s film credits include *And Justice For All* with Al Pacino, *Prophecy 2*, and *Treasure Island*.

On the stage, J.G.'s career has spanned the United States from Broadway to Los Angeles, appearing in over fifty Shakespearean productions at the Guthrie, ACT in San Francisco, The Folger Theatre and festivals from Maine to New Jersey to California.



R O B E R T O ' R E I L L Y

(JUST ADDED!) Robert O'Reilly's appearances on the last season of *Star Trek: Deep Space Nine* marked a decade of work on *Star Trek*. O'Reilly's first appearance on *Star Trek: The Next Generation* was in the episode "Manhunt" in which he portrayed the gangster "Scarface." He is much better known for his recurring role as the Klingon leader **Gowron**, first seen in the episode "Reunion."

Robert has appeared in over 100 films, made-for-TV movies, and television episodes, including the *The Mask* starring Jim Carrey, *NYPD Blue* and two seasons on *In the Heat of the Night* and *Dark Justice*. He has also appeared on *The Flash*, *Hill Street Blues*, *Max Headroom*, *The Equalizer*, *Sledgehammer*, *MacGyver*, and many more.

Robert has also enjoyed an accomplished career in theater, appearing in works of Shakespeare (*King Lear* and *Hamlet*) and Sam Shepard (*True West*). He is proud to have starred in the original productions of *The Martian Chronicles* and *Fahrenheit 451* (plays written by and based on the books by Ray Bradbury, who has since become a friend).

In 1981, Robert was nominated by the Los Angeles Drama Circle for Best Director of the Year for his own production of Marsha Norman's *Getting Out*, and has since won or been nominated for every other major directing award the Los Angeles area has to offer.



B R I D G E T L A N D R Y

(JUST ADDED!) Bridget Landry holds degrees in chemistry (BA, UCSD, 1984) and planetary science (MS, Caltech, 1986) and works as an engineer at the Jet Propulsion Laboratory in Pasadena. She has worked on the Hubble Space Telescope and the joint US-French oceanographic Earth orbiter Topex, where she was a Sequencing Engineer. Ms. Landry's favorite position so far has been on the Mars Pathfinder project, where she did a variety of jobs, from adapting software packages to the Pathfinder command set, to preparing and verifying many of the imaging commands and



E R I C F L I N T

RETURNING GUEST OF HONOR (JUST ADDED!) Eric Flint was a Guest of Honor at CONvergence 2003 and we're thrilled to have him back with us in 2006. Eric Flint started "writing seriously" in 1992 at age 45. Eric's first published novel was *Mother of Demons* for Baen Books in 1993, and was shortly thereafter asked by Jim Baen to collaborate with David Drake on a series of alternate history/military SF novels based on the historical figure of Belisarius. Other collaborations have included *Rats, Bats, & Vats* and *Pyramid Scheme* with Dave Freer, and *Heirs of Alexandria* with Freer and Mercedes Lackey. Eric went solo again in 1999 with the novel *1632*, which spawned sequels to form the *Assiti Shards* series.

Eric's most recent book is *Boundary*, written with Ryk Spoor and available in hardcover or as an eBook from Baen Books. Eric's next book is *1634: The Ram Rebellion*, written in collaboration with Virginia DeMarce, and available in hardcover from Baen in May. For more on Eric Flint and a complete listing of his works (including forthcoming releases) visit www.ericflint.net.



D A V I D W E B E R

David Weber's novels range from epic fantasy (*Oath of Swords*, *The War God's Own*) to breathtaking space opera (*Path of the Fury*, *The Armageddon Inheritance*) to military science fiction with in-depth characterization (the celebrated and awesomely popular *Honor Harrington* series). *Ashes of Victory* made it to the New York Times Bestsellers List, and the latest installment in the series is *Shadow of Saganami* (2004).

David has collaborated with other authors including David Drake, S. M. Stirling, and CONvergence Guest of Honor Eric Flint, with whom he worked on the novels *Warmasters*, *1633*, and *Crown of Slaves*.

To learn more about David Weber's work, visit his page at the Baen Books website at http://www.baen.com/author_catalog.asp?author=DWeber.



G R E G W E I S M A N

CONvergence is pleased to welcome *Gargoyles* creator Greg Weisman to CONvergence 2006. Greg has been a story-teller all his life, working as an Associate Editor and Freelance Writer for DC Comics, where he wrote *Captain Atom* and other titles.

Greg worked at Walt Disney Television Animation from 1989 until 1996, rising through the ranks to become the Director of Series Development for the division. In 1991, Greg and his team created and developed *Gargoyles*, and Greg left his position as an executive to become the Supervising Producer and Supervising Story Editor of the first 66 episodes of that series.

After a stint at DreamWorks Television Animation, Greg became a full-time Freelance Writer, Story Editor, Producer and Voice Director. He has written scripts for *Men In Black*, *Disney's Hercules*, *Big Guy & Rusty the Boy Robot*, *Max Steel*, *Roughnecks: The Starship Troopers Chronicles*, *Buzz Lightyear of Star Command*, *The Mummy*, *Kim Possible*, and *The Batman*, among others.



M I L E S T E V E S

Miles Teves is a painter and a sculptor working as a conceptual designer for film, television, and computer games who began working in the Hollywood entertainment industry in 1984 and has been at it ever since.

Miles worked as a concept illustrator on *Legend*, *Explorers*, *Robocop*, *The Witches of Eastwick*, and *Total Recall*.

After some time spent pursuing work in the computer game field, Miles returned to conceptual design for film. Since then he has worked on a number of projects including a large number of popular genre films including *Interview with a Vampire*, *Men in Black*, *Blade*, *The Mummy*, *Galaxy Quest*, *Planet of the Apes*, *Spider-man*, *Bullet Proof Monk*, *Pirates of the Caribbean*, *Van Helsing*, *King Kong*, and the upcoming *Ghost Rider*. To learn more about Miles Teves and his work, visit his web site at <http://www.milesteves.com>.



K E N N E T H H I T E

Kenneth Hite has discovered roleplaying in the summer of 1979, and has been "GMing" almost continuously since that October. He has written extensively for Steve Jackson Games' *GURPS* system, including *GURPS Alternate Earths*, *GURPS Cabal*, *GURPS Horror*, and *GURPS WWII: Weird War II*.

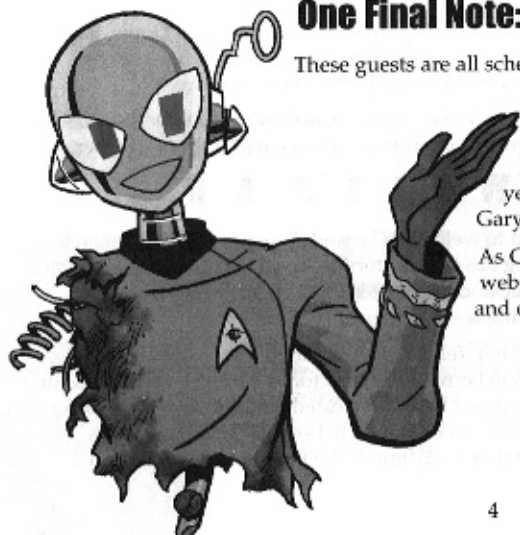
Kenneth has also enjoyed a long association with the *Star Trek* role playing license, contributing to the *Star Trek Roleplaying Game* for Last Unicorn Games, and *Star Trek Roleplaying* for Decipher, including the *Starfleet Operations Manual* and the *Player and Narrator Guides*.

Kenneth Hite also writes two mostly-regular columns, *Surpressed Transmission* for *Pyramid* magazine (<http://www.sjgames.com/pyramid>) and *Out of the Box*, a game industry news and review column currently at *Gaming Report* (<http://www.gamingreport.com>).

One Final Note:

These guests are all scheduled to appear, but circumstances can change. Case in point, we are sorry to announce that **Gary Russell** who had previously been announced as our 2006 Returning guest will be unable to attend this year due to schedule conflicts. We hope to have Gary with us again very soon.

As CONvergence approaches, keep an eye on our web site for the latest updates regarding guests and other aspects of the convention.



REGISTRATION

The Registration Department is under new leadership! Our new Registration Co-Heads, **Stephanie Lindorff** and **Andy Murphy**, will continue the things that have worked, tweak the problem spots, and implement brand new adventures as well!

Registration needs YOU!

Andy and Steph are looking for volunteers to fill out the 2006 Registration team. Not only is this a great way to earn that Volunteer T-shirt, our volunteers are guaranteed to see everyone at the convention! If you would like to join the team, please email us at registration@convergence-con.org.

How to Register

You can register for CONvergence in two different ways: Online or by mailing in a registration form and payment. If you'd like to register online, simply visit www.convention-reg.com and follow the instructions there. [Convention-reg.com](http://www.convention-reg.com) can now register you directly with CONvergence - no paper forms needed at all! Or if you prefer, we can send you out a blank "gift certificate" that represents the membership(s) you purchased. You can then redeem that gift certificate for yourself or a friend, via mail or at the door of the convention. What a deal!

If you'd like to register for CONvergence by mail, fill out a registration form and send it in with a check payment. You can download a registration form from <http://www.convergence-con.org/amenities/hotel/hotelreg.php>, or use the one at the back of this booklet. You can also visit <http://www.convergence-con.org/amenities/hotel/hotel.php> for more detailed hotel information.

Pre-Registration Deadlines

Note: Any registration postmarked/received after May 15 is considered "At the Door."

Adult Memberships:	\$40 - Until May 15 \$55 - At the Door
Kids Ages 6-12:	\$15 - Until May 15 \$20 - At the Door
Supporting Memberships:	Available until May 15 for \$20. These memberships can be upgraded to a full membership at the door for an additional \$20.
Children 5 and Under:	Free

At the Con

The first thing you'll want to do when you arrive at CONvergence is check in at the Registration Desk, which is in a **NEW LOCATION** this year! Registration is now located in the main lobby by the Concierge Desk on the ground floor (near the revolving doors).

Registration's Hours

Thursday July 7: Volunteer Only Registration 3:00pm-6:00pm

Registration will be open on Thursday for convention volunteers only. Early registration is just one more reason to volunteer!

Friday July 8: Registration 9:00am-11:00pm

You'll need a badge to get into convention space so avoid the crowd and stop by Registration early on Friday. We'll also have programming schedules, souvenir books and any last minute updates so you can start planning your convention.

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

Same deal - you'll need your badge so stop by and see us.

After Hours Registration

A Registration volunteer will be on the Operations Bridge (Verandas 1 & 2) when Registration is closed or the friendly, knowledgeable Ops staff will be able to contact someone from Registration to assist you. This person will help pre-registered participants pick up their badges. We do ask that you try to visit Registration during regular hours if possible.

CONvergence 2007 Pre-Registration

You can self-register for next year's convention during this year's con and at a special rate too! To pre-register, fill out the 2007 Registration Form, put it in a (provided) envelope with a check and drop it in the large colorful box. The box will be in Registration during our normal hours and on the Bridge when we're closed.

HOTEL INFORMATION

"Place one on your chest and one on your abdomen an hour before going to bed. Their secretions act as a natural sedative. Oh, uh, please be careful to sleep on your back. If you roll over, you might anger them."

- Dr. Phlox, *Enterprise* (2001)

Hotel Refurbishment

There are new doings at the Sheraton Bloomington. In an ongoing effort to spiff up the premises, the hotel is redecorating all of the poolside cabanas. New tile on the patios have been laid, and there are some structural and cosmetic changes happening inside the rooms. As always with such changes, the plan is to have the spaces available by the time our convention happens in July. It is looking like they are on track as the 2nd floor cabanas have been completed and the first floor is well under way.

Smoking Areas

The most significant change comes as a result of the demands of their business. Over the years, the Sheraton (formerly Radisson) has been watching the need for smoking rooms shrink, and the demand for non-smoking rooms grow. In response to this, they have restricted smoking rooms to only one floor of the hotel, and that is the 12th floor of the South tower. That makes the total number of smoking rooms in the hotel a whopping 20, and as of this writing many of those have already gone. If you require a smoking room, please contact the CONvergence Hotel Department as soon as possible.

Confirmations

Lastly, owing to some personal challenges and the birth of a child, hotel confirmations are a bit late this year. They should have started going out late February, but most should have been received by the time you are reading this as most have been sent electronically. As always, please direct inquiries regarding pending reservations to hotel@convergence-con.org.



CONVENTION POLICIES

Pet/Animal Policy

Pets are **not allowed** at CONvergence. This means NO dogs, cats, birds, ferrets, snakes, lizards, etc. While one pet is usually not a problem, we would soon have many pet related problems if we allowed them.

An **exception** is made for **Service Animals** such as Seeing Eye Dogs, Guide Dogs, and other Helper or Aid Animals, which are allowed. These are easily recognizable as Working Animals with appropriate harness. Some even have logos or signs as part of their apparel stating that they are Working Animals. For more information on Service Animals as defined by the ADA (American with Disabilities Act), please visit <http://www.usdoj.gov/crt/ada/animal.htm>.

Because of CONvergence's No Pets policy, we foresee that a Service Animal's owner would face constant reminders that animals are not allowed and requests to remove the animal from convention space and the hotel. We would like to help avoid any inconvenience and confusion by providing badges for the Service Animal to be worn by the animal or carried by the owner that would readily identify to our staff that the animal is a recognized exception to the policy.

Bring any certification paperwork for the animal to the Operations Bridge (Verandas 1-2, Second Floor) as soon as you arrive at the convention (Friday if possible). A badge will be issued for the Service Animal at **no charge**.

The goal of the convention and its staff is not to single out individuals that use service animals or to keep those individuals from participating in the convention. Our goal is actually quite the opposite. We want ALL of our members to have the best convention experience possible.

SPECIAL EVENTS

Jim Baen's Universe Tour

Jim Baen's Universe is a electronically published magazine from Jim Baen, the publisher of Baen Books, a specialist F&SF imprint. Baen has been a pioneer in innovative methods to use the Internet as a sales and marketing channel and this magazine is just the latest one. The Editor in Chief of the magazine is CONvergence Returning Guest of Honor, **Eric Flint**. To promote this new venture, Baen's Universe Club is going on tour, and CONvergence is one of the stops!

Universe Club Tour Dates:

- * **Nebula Awards Weekend** May 4 - 7, Tempe, AZ
 - **Eric Flint** and **David Weber** will be presenting the first ever **Andre Norton Award**.
 - **Sarah Hoyt** will be attending.
- * **Marcon** May 26-28, Columbus, OH
 - **Eric Flint** and **David Drake** will be attending.
- * **CONvergence** July 7-9, Bloomington, MN
 - **Eric Flint** and **David Weber** will be Guests of Honor.
- * **Conestoga** July 28-30, Tulsa, OK
 - **David Drake** GOH
 - **Rick Boatright** and **Paula Goodlett** will be there.
- * **WorldCon** August 23-27, Los Angeles, CA
 - **Eric Flint** and countless other authors.
- * **World Fantasy Con** November 2-5, Austin, Texas.
 - **Eric Flint** and **David Drake**. Note that membership to WFC is strictly limited.

For more information visit <http://www.baensuniverse.com/>.

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.

USS Nakomis Blood Drive in aid of the American Red Cross

The USS Nakomis will be organizing the Blood Drive in aid of the American Red Cross Society on Saturday. All eligible members of the convention are encouraged to take about 20 minutes out of their day to donate a pint of blood. The local contact with USS Nakomis is Mary Pucel (greenmermaid19@msn.com). For those of you who can not for whatever reason give blood, please contact your local Red Cross Society after the convention, they are always on the lookout for help with their work serving the community.

ROG Food Drives and Contests

Cabana Room Party regulars ROG will be holding a Food Drive in their Cabana Party Room this year. The food drive will be held from Friday night until Sunday morning, and food items will be donated to the Waseca Neighborhood Center and Food Shelf.

On Saturday ROG will be offering a Model Rocket Design Contest. They will NOT be setting off the rockets so they ask that the participants DO NOT install the engine. Rockets with installed engines will be disqualified. One entry per person. All rules will be available at the ROG Cabana Party Room at CONvergence.

DEPARTMENTS

Art Show & Auction

"Just because I look like Herman Munster's stuntman doesn't mean to say I can't appreciate art."

– Kryten, *Red Dwarf* (1988)

Please join us this year to discover what new and interesting artwork is submitted to the art show. This artwork is for sale to the convention membership via an auction system, with enough bids sending a piece to the voice auction on Saturday night. In addition to returning artists that we look forward to seeing, we hope to bring in new artists as well. If there is an artist you think we should try to contact, please drop us an email at artshow@convergence-con.org.

If you are yourself an artist and would like to submit artwork, the forms for submission should be posted to the Artshow page of the CONvergence website around April 1st. If you would like the forms mailed to you, contact us by email or US Mail and we will send a set out to you.

We are always looking to improve the show, and we are planning on making some changes to better serve the artists and customers this year. If there is a particular improvement you think we should investigate, please drop us an email. If you would like to help improve the show yourself, the Artshow is run entirely by volunteers, and we are always looking for help running the show. If you are interested in helping out, please drop us an email at the address above.

Please watch the Artshow page of the website for more information as it becomes available. And if you have any questions, please contact us at artshow@convergence-con.org.

Cinema Rex

"Mark, Mark, what are you doing here? I thought you were supposed to go to that movie—that 'Star Track' movie."

– Mark's Mom, *Free Enterprise* (1998)

By now, most of you know the drill: Big screen, great sound, comfy chairs, lots of snacks... Cinema Rex is simply the place to watch great sci-fi films. Rex is hard at work selecting a list of films worthy of his glorious movie-viewing venue. Not only will he be showing some classic space-themed favorites, but Rex is also finding other gems to create a well rounded schedule.

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 place to explore at CONvergence 2006.

COF2E2 Free Coffee Shop

"Tea. Earle Gray. Hot."

– Jean Luc Picard, *Star Trek: The Next Generation* (1987)

Once again COF2E2 will be offering free drinks in an inviting coffee-lounge setting to all 2006 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

"If this is all a dream, what's gonna happen when we wake up?"

– Ben Crandall, *Explorers* (1985)

Space. The near-vacuum between the planets and the stars, the physical universe outside of the earth's atmosphere, the dimensions of height/width and depth within which all things exist and move. If there's one place to ponder the mysteries of the cosmos beyond our planet it is Connie's Space Lounge.

This year we plan to extend our musical entertainment in the evenings, giving you more fantastic acts like last year's stellar performance from *The Great Luke Ski*. Besides adding more entertainment, we are adding more space to our space-yness-literally. Need to escape the gravity of this lonesome rock? Come through the Space Lounge airlock and float around the cool expansive void of our pods. Space? We got the SPACE.

ConSuite

"Why is there a watermelon there?"

– New Jersey, *The Adventures of Buckaroo Banzai Across the Eighth Dimension* (1984)

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

"It's not unlike ancient dental equipment on Earth—
not that you'd know anything about that!"

—Kalgan, *Space Mutiny* (1988)

Prepare to *Boldly Go* into the Dealers Room, and 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. We've already confirmed a few 2006 dealers, including SLR Ltd., X-centricities, M'or Designs, Loch Designs—Fyne Leather, and Honeck Sculpture, with many more to come. Check the convention website for a more current list as the convention approaches.

The Dorian Gray Memorial Literary Lounge

"There is no such thing as a moral or an immoral book.
Books are well written, or badly written. That is all."

—Oscar Wilde, from the preface to

Picture of Dorian Gray (1890)

Like the eternal portrait of its namesake, CONvergence's very own literary lounge has returned! Sequestered away from the mayhem and located in the respectable 22nd Floor lounge, our recurring literary experiment is back to give local authors, guests of honor, and others an intimate setting, off the beaten-track, for quiet readings, events, and discussions. We may try our hand at a few poetry slams (or fiction slams) as well as offering the opportunity to meet authors both local and from distant lands.

Also returning is the Literary Lounge Book Cart where you can come and drop off books or pick up a few that suit your fancy. You can even just treat it as a library, taking a book to peruse during your down time at the convention, then returning it by the end of the weekend. But, honestly, you don't need to return it; just consider adding your own gifts to the bin so others can see what you've found.

If you'd like to volunteer with the Literary Lounge, contact the Lounge's co-heads, David J. Rust and Jody Wurl at literarylounge@convergence-con.org. 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. Just 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 getting the slot you want!

Gaming

"I'm bored. I love to play games but there's no-one to play against.
The beings who call here have no minds, and so they become my toys.
But you will become my perpetual opponent. We shall play endless
games together, your brain against mine."

—The Celestial Toymaker, *Doctor Who* (1963)

Most of us have played an RPG, computer game, card game, or strategy game to the exclusion of all other interests at least once in their life. Here, at CONvergence, will be your chance to not only play a few games but help orchestrate a few, as well.

Gaming needs Volunteers

Every year, we need people to hang out on the 22nd floor and check badges as folk come in to join in the fun. In return for volunteering for even a single one-hour shift, you'll be invited to the post-convention Volunteers Party. Fifteen hours as a volunteer earns a Volunteer T-shirt! Hours that

you put into preparing for a game before the convention count towards your total number of volunteer hours!

Gaming needs Computers

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). We're looking for are machines with a minimum of a 500MHz processor, 256MB RAM, and a 3D graphics card. Please contact us at gaming@convergence-con.org.

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 schedule 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

RPGs and LARPs: 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 us (gaming@convergence-con.org) to donate anything for 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 explore that part of the hotel many of you may not have seen before...the 22nd Floor!

Harmonic CONvergence

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 2006 include Lorraine A'Malena, Spoken Word, Luke Ski and Riverfolk, with other acts still being added.

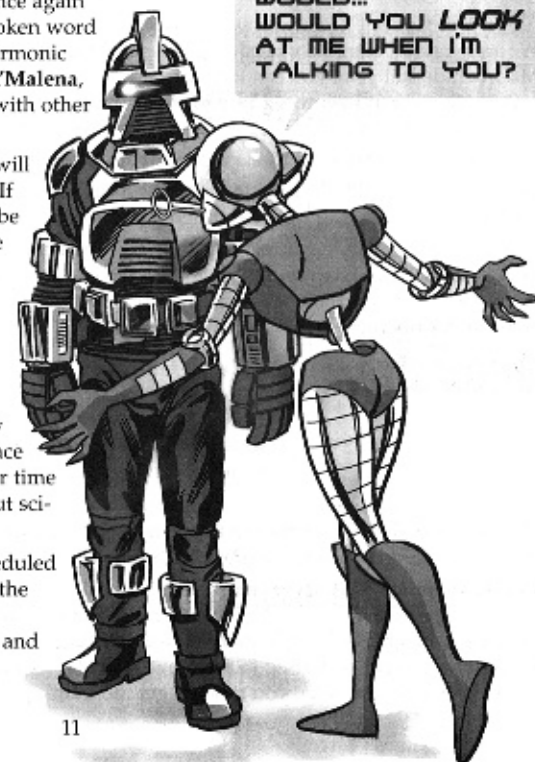
Further updates to the list of performers will be posted at www.convergence-con.org. If you or someone you know would like to be considered for a performance time, please contact us at

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 to 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

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 and Radio Show

"Ladies and gentlemen, I have a grave announcement to make. Incredible as it may seem, both the observations of science and the evidence of our eyes lead to the inescapable assumption that those strange beings who landed in the Jersey farmlands tonight are the vanguard of an invading army from the planet Mars."

- "The War of the Worlds" by H. C. Wells as performed by Orson Welles & the Mercury Theatre on the Air (1938)

CONvergence is proud to host the **Tenth Annual Mark Time Awards** for science fiction audio, and the **Ogle Awards** for fantasy audio. We've heard from new entrants around the world that we haven't heard from before, so we expect lots of imaginative sounds and stories 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 featuring Tim Wick, Windy Bowsby, and David Ossman of the Firesign Theatre.

Masquerade

Erin Kasper thoroughly enjoyed both her first experience as Masquerade Director and her very first CONvergence! She and her team are looking forward to creating another exciting Masquerade in 2006.

We are working extremely hard to prepare for the 2006 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

"Rude alert! Rude alert! An electrical fire has knocked out my voice recognition unicycle! Many Wurlitzers are missing from my database. Abandon ship! This is not a daffodil. Repeat, this is not a daffodil."

- Holly, *Red Dwarf* (1988)

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 after the Convention Committee meetings starting in April and will also be available online so if you cannot attend a ConCom training session, you can still get the training.

We know that not everyone can make a training session prior to the convention, so training will also be provided at the convention. Please note that training is still a requirement for working in Ops. 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

"It's life, Captain, but not life as we know it."

- Spock, *Star Trek: The Motion Picture* (1979)

Enjoy making your own fun? Hosting a room party gives you creative control over part of the convention. It's a great way to meet new people and to spend time with your friends! No special qualifications needed. Rooms in the party zones are going quickly, but there are still a few available. Email parties@convergence-con.org (ideally by April 15th) if you'd like to hold a party in one of them! Currently registered parties are all listed on the website. A good number of last year's are back, with half-a-dozen promising new parties on the horizon. If yours isn't listed but you sent in a form, contact Parties.

Programming

CONvergence 2006 will continue to have a mix of panels you've come to expect, featuring our Guests of Honor, this year's convention theme of real and fictional space exploration, 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. If you find something you'd like to be involved with, we'd like to hear from you. Even—or especially—if you've never done anything like this before, this is your chance to have your say. You can view a tentative list of programming items at <http://www.michaell.org/schedule.phtml>. Email us at programming@convergence-con.org if you have questions or would like to be involved.

We continue our tradition of scheduling one hour panels with thirty minute breaks between them, with programming organized into tracks based on their subject matter and media. Our tracks are:

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 multimedia enhancement. E-mail us if you would like more information.

SF Hotdish: This track is for anything that doesn't fit anywhere else; it's got a bit of everything.

Silent Auction

"In space no one can hear you scream."

- Tagline for *Alien* (1979)

CONvergence will again be holding a Silent Auction to benefit our parent organization MISFITS. Over \$2,000 was raised at the 2005 Silent Auction, and we hope to do even better this year!

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 looking for donations to go with the space exploration theme of "Boldly Go" for 2006 including anything from all NASA space Programs as well as any memorabilia from fictional sci-fi series, movies and books.

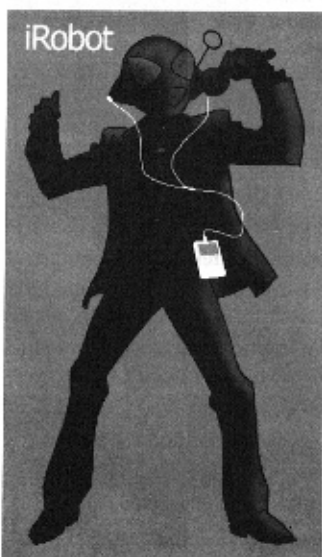
We are also looking for supplies for the auction itself such as gallon milk jugs, display blocks and plastic poster frame covers. If you have something you would like to donate or would like more information about the auction, e-mail Silent Auction organizer Judy Byers at: silentauction@convergence-con.org.

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.

Theater Nippon Anime Room

Theater Nippon returns with a great mix of cutting edge and classic anime on our big screen. There 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! Let us know at theaternippon@convergence-con.org.



Volunteers

Volunteers, the final convention frontier. Your mission: to explore new departments, to feed hungry life forms and caffeinate the weary. To boldly go where no split infinitive has gone before!

The forced *Star Trek* humor stops there. We promise.

You don't need years of training like an astronaut. You won't require a space suit. You won't encounter any chest-bursting aliens. All the thrill and adventure with no unfortunate side effects like suffocation or alien-embryo-impregnation!

Volunteer! Help fill those chip bowls in ConSuite, supply the late night buzz in CoF2E2, sit the "Firefly" panel...there's always someplace that can use a helping hand. And the best part is that it fits into your schedule - one hour or one hundred! If you've never volunteered, you're missing part of the full convention experience - like joining the crew of the Discovery without HAL going crazy! (Okay, bad example.)

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

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, 2006 for your ad to be included in the 2006 Souvenir Book.

MISFITS

CONvergence is fundraiser for the Minnesota Society for Interest in Science Fiction and Fantasy (MISFITS), a non-profit organization that supports a many other events and clubs throughout rest of 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 1, the Eighth Annual MISFITS TEAM TRIVIA CHALLENGE will be held. It's a game show-style trivia contest, and 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 Writing Contest

MISFITS is sponsoring our Seventh Annual Writing Contest. There are several divisions in which you can enter:

- Open Division (The Scott Innes 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, 2006)
- Youth Division 2: Open to writers 11-13 years of age (as of May 14, 2006)
- Youth Division 3: Open to writers 14-16 years of age (as of May 14, 2006)

Entries must be submitted between **March 1, 2006** and **May 1, 2006**. All stories must be post-marked no later than May 1, 2006 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.

CONVERGENCE 2006

BOLDLY GO.

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 Form.
- Please note that we will only accept TWO 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>

HOTEL ROOM Request Form

Room Requirements:

- | | |
|---------------------------------------|--------------------------------------|
| Check One: | Check One: |
| <input type="checkbox"/> 1 King Bed | <input type="checkbox"/> Smoking |
| <input type="checkbox"/> 2 Double Bed | <input type="checkbox"/> Non-Smoking |
| <input type="checkbox"/> Don't Care | <input type="checkbox"/> Don't Care |

Check any room requirements that apply:

- Rollaway Crib
 Low Floor Wheelchair Access

Number of People in Room: _____

Other Responsible Party: _____

Check-in Date: _____

Check-out Date: _____

CONVERGENCE "WEEKEND" 2006

WED JULY 05	THR JULY 06	FRI JULY 07	SAT JULY 08	SUN JULY 09	MON JULY 10
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Once received, your form will be processed and you will be assigned a room in the Sheraton Bloomington as they are available.

Room Rates:

- Standard Room (\$99 per night)
 Cabana Room (\$123 per night) *

* Cabana Rooms are only available to individuals hosting room parties. If you wish to host a CONvergence room party, check the Cabana box, and complete and attach the CONvergence Parties Form.

PRE-REGISTRATION FORM

CONVERGENCE 2006

BOLDLY GO.

July 7-9

Sheraton Bloomington South
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.

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 games are also not required.

↑ E-mail address

↑ Badge Name (if different from Full Name)

Registration Rates

Adult Membership until Dec 31, 2005	\$30
Adult Membership until May 15, 2006	\$40
Adult Membership At the Door	\$55
Supporting Membership until May 15, 2006 (\$20 now plus \$20 at the door)	\$20 + \$20
Kids Age 6-12 until May 15, 2006	\$15
Kids Age 6-12 At the Door	\$20
Kids 5 & under	Free

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"/> Registration |
| <input type="checkbox"/> Badgers/Gophers | <input type="checkbox"/> Gaming | <input type="checkbox"/> Programming Panelist |
| <input type="checkbox"/> CoFZE2 Free Coffee | <input type="checkbox"/> Gravediggers | <input type="checkbox"/> Programming Staff |
| <input type="checkbox"/> ConSuite | <input type="checkbox"/> Operations | <input type="checkbox"/> Volunteers |

I would like to volunteer whenever 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, Suite 203
St. Paul, MN 55104

Make checks or money orders payable to CONvergence.

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.

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