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EDM: HOOKS & SPOOKS

This is still a typewriter, and fans know that in the meantime.  
It rings, has a carriage return and you must first think and then type.

Sabine Seyfarth:

Have been to an interesting workshop with God. How to act as a GM, means as God. It was very interesting and ruled by an encouraging gamemaster. I now understand, that there is one main rule in a role play game: The GM is always right. It's easy to be a gamemaster if you have only some few qualities: patience, humor, fantasy, ability to improvise, consistency, responsibility, flexibility, big ears for good listening, good knowledge of human nature, empathy.....  
To make your own play you only need to know how to start and how it may be going to the end. You need some methods to lead the group and don't forget: You must have fun, so that the group has fun - that's it!

Michael Baumgartner:

My "star" at LonCon is Kim Stanley Robinson. His voice isn't loud, but I could understand him clearly. And he has a great knowledge. - It's a new experience to write in English.  
The open ceremony was great fun. The Harry Potter persiflage was quite sophisticated.

Jürgen Lautner:

My first worldcon - and I am happy with it. I first was afraid of the mass of attendees, but now I realised that there is enough space after you have managed to survive the Q for registration.  
I'm a little unhappy with technical support when panels need sound and a beamer. So Rita had trouble with her Space Patrol panel and Ralf and I with our Real Truth About GERMAN SF. It seems typical for sf cons that their support is lacking providing cables, plugs or persons able to start the beamer (I made this experience at Eastercons, at Swecon this year and sometimes at local German cons. But if you read sf novels or watch TV the heroes or protagonists can start and control an alien space ship within minutes.)  
Best experience at Loncon 3: Cidre is cold and better then I remember. The concert on friday was wonderful and all panels I had to leave because the exits were blocked could be attended again when the security left. It was a funny cats and mouse game - as we say in Germany. And now the next panel is waiting ...

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Martin Stricker:

Yesterday I was more in the signature area than in panels. For Robert Silverberg I had to wait 30 minutes, otherwise there wasn't much waiting. I went to those authors where there was no queue and just asked about the kind of fiction they write, that way I found some interesting reading stuff (and of course got it signed).

John Norman, author of the Gor series, was absolutely not what I had expected. Liberitarian, not conservative, though I'd not read that out of his books. It was a very interesting kaffeeklatsch about censorship. The Phonotheek of the SFCD will get some interesting additions, I was able to record some panels, a few of them even gave permission for internet publication of the audio recording (nowadays called podcast). Now I'm gonna head out for more of the same - see you around!

Dirk van den Boom:

My feet are burning. I can barely move. No one has any pity for me. The convention is nice. People are nice. My feet are not nice. Florian Breitsameter is not nice as well. My life is therefore quite miserable.

Silke Lühr:

Yesterday I listened to the great concert of the Worldcon Philharmonic Orchestra in the Auditorium. But it was really windy and cold inside. My voice isn't good today. In the afternoon I went with Matthew into the Literature panel "Doctors in Space!". I think, it was a good panel, too because I could understand the voices from the authors and the theme they're talking about. Doctors in space must be diplomats....

Gabriele Behrend:

Today I went to claymodelling with Vincent, a nice guy from Texas. We were a quite big group and discussed mostly about tv-series, while designing monsters, dragons and other stuff. Thank you for providing us with the material! Too sadly, that the clay was too soft for being carried around, but in the era of digital photography the products of this modelling class could be preserved.

Norbert Weiser:

Tonight was the great opening of a play which is loosely based on Tim Powers' book "The Anubis Gates". Sadly it wasn't exactly a triumph, although the company played with enthusiasm. It was a very long piece and nigh impossible to understand when the actors left the stage, which they used to do on a regular basis. Besides, "Brevity is the Soul of Wit" - and like in Shakespeare's time, this still holds true. A piece of 2.5 hours playtime is a bit hard to swallow if very dialogue heavy and with a faulty sound system. Although I have to say that the parts I was able to hear were nicely phrased. They maybe should have kicked the whole moon wizardry - if they had stayed strictly with the skinwalker plot, it would have been more comprehensible even for those who haven't read the book. As it is it was a real tough cookie: lots to chew on and equally unpleasant to sit through.

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KonFekt:

"See you, and love you later!"

Wilf James to BiFi