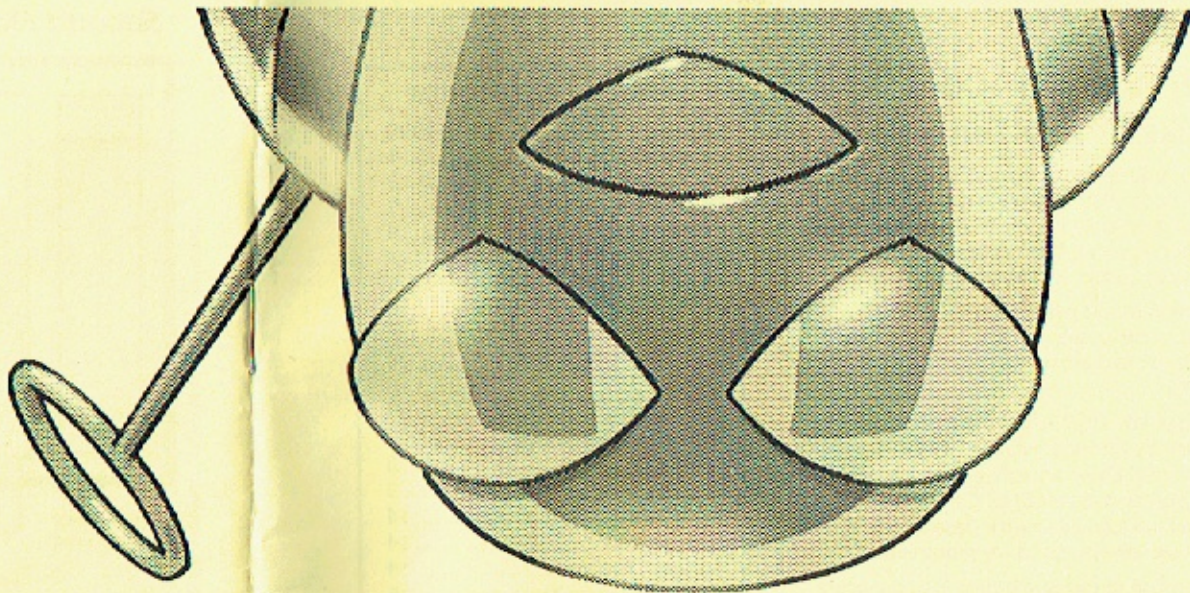
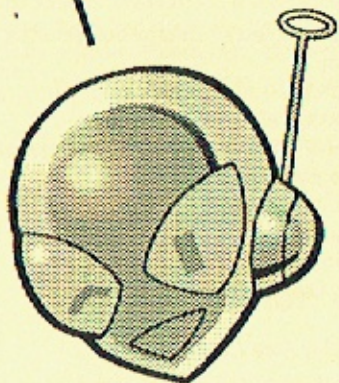


If you want to
LITERALLY fit
this guide
into your
pocket, just
fold on the
dotted line!



**DON'T
PANIC!**

The CONvergence 1999 Pocket Programming Guide

CONvergence 1999 Pocket Program Guide

CONvergence 1999 Pocket Program Guide
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CONvergence 1999 Pocket Program Guide was designed by Christopher Jones for CONvergence Publications. Cover artwork and all interior artwork (unless otherwise noted) by Christopher Jones. Phule's Club logo by Derrick Dasenbrock. Special thanks (as always) go to my proofreaders.

The purpose of this publication is to provide a convenient reference guide to where and when things are happening at the convention. Please refer to the CONvergence 1999 Program Book for a complete convention committee listing, guest biographies, information on our sponsors and more.

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Schedule Changes

CONvergence Programming and Publications are working together to make sure that the Programming information that appears in the pocket guide is as current and accurate as possible, but last minute changes and corrections are inevitable. Programming Update flyers will be published each morning of the convention and will be available by 9:00am from the Information Desk, Engineering, and the flyer table.

Wow! Can you believe all the stuff that is going on? This book is thick! We've got breakdowns of all the programming and parties, plus a schedule grid and a map of the event space at the back of the book.

CONNIE

-Our Beloved Mascot-

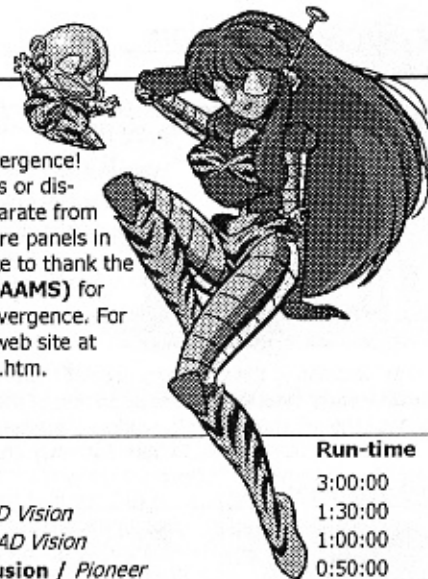
Let's get started!

Anime Room

WHERE: Plaza 3 (1st Floor)

WHEN: Friday, 6:00pm – Sunday, 12:35pm

Anime will be available 24 hours a day at CONvergence! Stop by the Anime Room to enjoy your favorites or discover some-thing new. The Anime Room is separate from the Anime Programming Track, which will feature panels in the Bloomington Room. CONvergence would like to thank the **Twin Cities Anime And Manga Society (TCAAMS)** for hosting and operating the Anime Room at CONvergence. For more information on TCAAMS, check out their web site at www.spacestar.com/users/medic/TCAMS/index.htm.



Friday, July 2

Time	Title / Label	Run-time
3:00 PM	Set up	3:00:00
6:00 PM	Gunsmith Cats: Bulletproof / AD Vision	1:30:00
7:30 PM	Ruin Explorers Episodes 1-2 / AD Vision	1:00:00
8:30 PM	El Hazard #1: Battlefield/Confusion / Pioneer	0:50:00
9:30 PM	Record of Lodoss Wars Vol. 1 / Central Park Media	1:20:00
11:00 PM	Gundam 0080 Vol. 1 / The Anime Village	1:30:00

Saturday, July 3

Time	Title / Label	Run-time
12:30 AM	Neon Genesis: Evangelion Vol 1 / AD Vision	1:00:00
1:30 AM	Ruin Explorers Episodes 3-4 / AD Vision	1:00:00
2:30 AM	Ghost in the Shell / Manga Entertainment	1:30:00
4:00 AM	To Be Announced	1:30:00
5:30 AM	Revolutionary Girl, Utena: Crest of the Rose / Software Sculp.	1:40:00
7:30 AM	The Slayers Vol. 1 / Software Sculptures	1:40:00
9:30 AM	Iria Vol 1-3 / Central Park Media	3:00:00
12:30 PM	Roujin Z / Central Park Media	1:27:00
2:00 PM	Gundam 0080 Vol. 2 / The Anime Village	1:30:00
3:30 PM	Neon Genesis: Evangelion Vol. 2 / AD Vision	1:00:00
4:30 PM	Escaflowne Episodes 1-4 / The Anime Village	2:00:00
6:30 PM	Fushigi Yuugi: Mysterious Play / Pioneer	1:25:00
8:00 PM	Otaku No Video / AnimEigo	1:40:00
10:00 PM	Neon Genesis: Evangelion—Death & Rebirth	1:30:00
11:30 PM	Neon Genesis: Evangelion—End of End	1:00:00

Sunday, July 4

Time	Title / Label	Run-time
12:30 AM	EVA Parody	0:30:00
1:00 AM	Darkside Blues / Central Park Media	1:23:00
2:30 AM	Robotech Episodes 1-3	1:30:00
4:00 AM	To Be Announced	2:00:00
6:00 AM	Ranma 1/2 OVA 6: Faster Kasumi, Kill! Kill! / Viz Comm.	1:00:00
7:00 AM	Pokémon: Episodes 1-3	1:30:00
8:30 AM	Irresponsible Tylor: Episodes 1-4 / The Right Stuf	1:40:00
10:30 AM	Wings of Honnemaize / Manga Entertainment	2:05:00
12:35 PM	End of Showing	

Art Show & Auction

WHERE: Atrium 6 (2nd Floor)

Thursday: 6:00pm–10:00pm Art Show set-up and walk-in; Artist check-in

Friday: 10:00am–7:00pm Walk-in Artist check-in
2:00pm–7:00pm Art Show and Print Shop open

Saturday: 10:00am–11:00am Walk-in Artist check-in
10:00am–6:00pm Art Show and Print Shop open
9:00pm–11:00pm **Voice Auction (Atrium 4)**

Sunday: 10:00am–3:00pm Art pick-up, Artist checkout; Print Shop open
3:00pm–6:00pm Mail-in artwork taken down and packed, Art Show taken down

The three sections of the CONvergence Art Show will be the **Main Section** (for most artwork), the **Adults-Only Section** (at the discretion of the artist or Art Show Head), and the **Print Shop**. Visit the art show for information on entering or purchasing artwork. The Voice Auction will be held at approximately 9:00pm Saturday after the end of the Masquerade performance.

Cinema Rex



WHERE: Plaza 4 (1st Floor)

WHEN: (See schedule that follows)

Welcome to Cinema Rex, CONvergence's official film room; a place to relax, be comfortable, eat popcorn, chat, and... oh yeah, watch great films. Rex has been thinking long and hard on how to best run a film room, and here is what he has come up with:

COMFORT: Who wants to sit through a movie in a hard chair? Well, you don't have to. Rex has brought in a truckload of comfy couches, chairs, and love seats for your beleaguered bottoms.

ATMOSPHERE: While he was at it, he scooped up arm-loads of lamps, coffee tables, and end tables so you'll have a place for your drinks, food, and feet during the films. In between films, you won't be blasted out of your seats by fluorescent lighting.

CONCESSIONS: Fresh made popcorn (yum, yum) and candy will adorn our concession stand. Of course you won't have to trudge all the way to the ConSuite to get a beverage; we'll have our own. And did I mention cookies? Best yet, it's all free!

DISCUSSION: Films aren't just for watching. So where possible, we have set aside time to give background information on films and encourage post-film chitchat, all in comfort akin to that of your own living room.

TECHNOLOGY: Our screen is bigger than yours. It's hard to take, I know, but it is one of the reasons to come to Cinema Rex. Most of the films projected onto this 8-foot screen will be on DVD or Laserdisc to ensure a sharp image. In addition, all widescreen films will be shown in letterbox format. Did we mention surround sound?

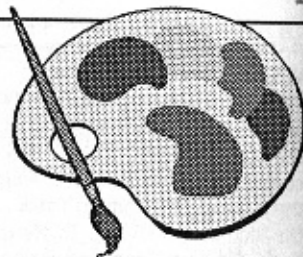
FILMS: In the end, a film room can only be as good as the films it shows. Several factors went into selecting the following lineup. We wanted to show a variety of movies: classics that everyone should have seen (but we know you all haven't), films that are painful to watch on a small screen, let alone pan-and-scanned, films that are fun to see with a crowd, and some of Rex's personal favorites.

Cinema Rex Schedule of Films

Friday, July 2

3:00pm **Metropolis:** NR-1926-75 min. dir. Fritz Lang.

None of you want to admit it, but there are many of you out there who haven't seen Metropolis. Here's your chance to see the film that started it all.



5:00pm **The Day the Earth Stood Still:** NR-1951-92 min. dir. Robert Wise. w/ Michael Rennie, Patricia Neal. This is the only 50's alien movie that doesn't have an anti-commie agenda. Come see this famous classic and learn the real reason why it's so important to know how to say Klaatu-Barada-Nikto, comrade.

7:00pm **Strange Days:** (widescreen) R-1995-145 min. dir. Kathryn Bigelow. written/prod. James Cameron. w/ Ralph Fiennes, Angela Bassett, Juliette Lewis, Tom Sizemore. One of the great SF films of the decade! Come see this cyber-punkish James Cameron-esque film that has been greatly overlooked by the fan community. After the movie, stay and watch scenes that were deleted from the original theatrical release.

10:00pm **Modern Vampires: (Exclusive Premiere!)** By special arrangement with director Richard Elfman, CONvergence and CINEMA REX are pleased to announce a special preview screening of the new film: *Modern Vampires* (aka "Revenant" in Europe). Starring Casper Van Dien, Natasha Gregson Wagner, Rod Steiger, Gabriel Casseus, Natasha Lyonne, Kim Catrall, Natasha Andreichenko, Craig Ferguson, Udo Kier, Robert Pastorelli and Peter Lucas. *Modern Vampires* will be released this summer, but you can see it here first at CONvergence!

12:00am **Excalibur:** (widescreen) R-1981-141 min. dir. John Boorman. w/ Nigel Terry, Nicol Williamson. The best version of the story of Arthur and Merlin on film. Siskel and Ebert called it the *Star Wars* of fantasy films. Really! Until you've watched it in widescreen format, what do you really know? And then, of course, it's too late. Too late!

2:45am **Altered States:** (widescreen) R-1980-102 min. dir. Ken Russell. w/ William Hurt, Blair Brown. Are you wandering around the con at 2 in the morning in a chemically induced stupor? Well, then you've got 45 minutes to find your way to Cinema Rex to see this film which asks and answers the question, "Sure they're fun and all, but what can a sensory deprivation tank do for ME?" Widescreen, of course.

Saturday, July 3

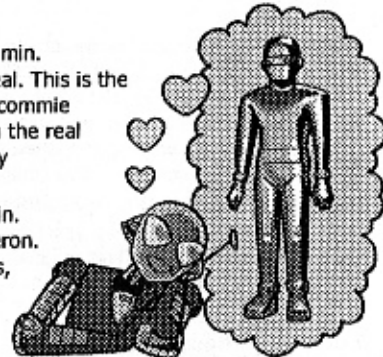
10:00am **The Hobbit:** NR-1978-76 min. dir. Arthur Rankin Jr. Will the trolls eat Bilbo as a late lunch? Who is Gollum? What has Bilbo got in his pocketsss... and how do you stop an ancient, 8-hit-points-per-hit-die dragon from destroying the good people of Middle Earth?

11:30am **The Black Hole:** (widescreen) PG-1979-97 min. dir. Gary Nelson. w/ Maximilian Schell, Anthony Perkins, Yvette Mimieux, Ernest Borgnine. An intrepid band of deep space explorers discover the long lost Dr. Hans Reinhart, and his famous ship, the Cygnus, hovering at the edge of a black hole. What dark secrets do the lonely scientist and his mysterious ship hold? And why did Ernest Borgnine become a space journalist? Extra yummy letterboxed version.

1:30pm **Logan's Run:** (widescreen) PG-1976-118 min. dir. Michael Anderson. w/ Michael York, Richard Jordan, Farrah Fawcett, Peter Ustinov. It's 2274. You live inside a domed city of hedonistic delights. The only problem is, if you don't "renew" when you're 30, the Sandmen will track you all the way across the widescreen version of this film and kill you.

4:00pm **The Dark Crystal:** (widescreen) PG-1983-94 min. dir. Jim Henson, Frank Oz. A rare presentation in its full, widescreen aspect ratio of 2.35:1. Try and find THAT in a video store or on DVD! Go ahead, we double dare you!

6:00pm **Metropolis**
(See Friday 3:00pm listing for description)



- 8:00pm **Brainstorm: (widescreen)** R-1982-106 min.
dir. Douglas Trumbull. w/ Christopher Walken, Natalie Wood, Louise Fletcher, Cliff Robertson. See Kai Winn... er... ah... I mean Louise Fletcher invent a device that records memories and turns them into a virtual reality that others can experience. But what will happen when this technology falls into the wrong hands? And what esoteric consequences could befall the users of this technology?
- 10:00pm **The Thing (From Another World):** NR-1951-86 min.
dir. Christian Nyby. prod. Howard Hawks. w/ Kenneth Tobey, Margaret Sheridan, James Arness. This original film version of *The Thing* shares similarities with Carpenter's version but has a very different flavor. We like them both and we have decided that you will, too.
- 12:00am **Baffled!** NR-1972-90 min.
Leonard Nimoy plays a psychic race car driver who lives in England, drives around in a convertible, wears a colorful scarf, and likes fast women. Hear Nimoy actually say, "Hey, you're a real good lookin' chick" in this made-for-TV masterpiece! If only he had a hammer (sigh).
- 2:00am **Strange Days**
(See Friday 7:00pm listing for description)

Sunday, July 4

- 11:00am **The Dark Crystal**
(See Saturday 4:00pm listing for description)
- 1:00pm **Them!** NR-1954-93 min.
dir. Gordon Douglas. w/ James Whitmore, Edmund Gwenn, James Arness. It's Sunday afternoon; time for a classic film matinee. Don't let all the giant ants fool you, this is actually a very good movie. In fact, it's the best giant ant movie ever made in the history of the universe.
- 3:00pm **The Day the Earth Stood Still**
(See Friday 5:00pm listing for description)

COF₂E₂



WHERE: Poolside Cabana (1st Floor)
WHEN: Friday, 7:00pm - Saturday, 11:00am
Saturday, 7:00pm - Sunday, 11:00am

COF₂E₂ is our free coffee shop, offering Espresso, regular coffee and chocolate steamers. In accordance with our agreement with the Radisson Hotel South, COF₂E₂ will be closed during daytime hours, during which time coffee will be available in the hotel coffee shop.

COF₂E₂ needs volunteers to help grind, steam, and brew the elixir of the gods at the Shrine of Caffeine. Help out at a place that pretty much everyone passes through at least once. Old friends will know where to find you, new friends may be just across a counter.

COF₂E₂ also has two musical venues. For a schedule of musical acts confirmed at press time, see the Music section on page 8 of this Programming Guide, or stop in to see a current listing.

ConSuite

WHERE: 2nd Floor Cabanas
WHEN: Friday, 3:00pm - Sunday, 4:00pm

Not just a place to grab free food and pop, ConSuite is also a place for people to have fun and hang out. Whether that means vegging in front of the TV or actually participating in conversation with your fellow con-goers is up to you.

Shannon Leslie and Charmaine Parnell will be doing their best to make ConSuite a great source of fun as well as a place to re-charge your batteries while at CONvergence.

Costume Display Area

WHERE: Atrium 7 (2nd Floor)
WHEN: Friday 2:00pm-6:00pm
Saturday 10:00am-6:00pm
Sunday 11:00am-4:00pm

CONvergence's Costume Display Area is a secure, badged room where we can safely display costumers' past creations. Costumers are encouraged to contact Kat Pepmiller for more information on how they can display their work in this area for this and future years.

Dealers' Room

WHERE: Grand Ballroom West
WHEN: Friday 2:00pm-6:00pm
Saturday 10:00am-6:00pm
Sunday 11:00am-4:00pm

Scheduled Dealers':

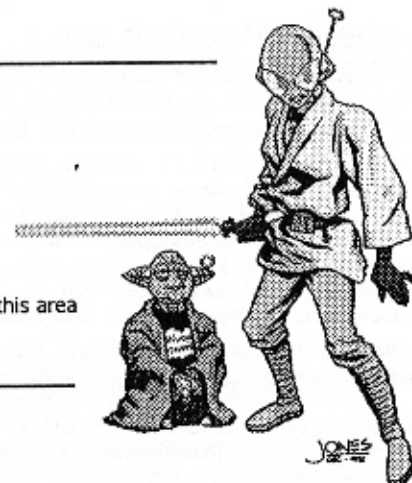
- **Anime Kingdom**
- **Ann's Woodland Expressions** (Herbs, oils, sachets, jewelry)
- **Arrow Comics Group** (Comic book publisher)
- **Artifacts by J. Henderson** (Historic reproductions, jewelry, artwork)
- **Bronze Age Enterprises** (Jewelry in silver and gold)
- **Captive Elements** (Jewelry, T-shirts)
- **Costumes for your Eyes**
- **Dreamhaven** (Books, comics)
- **Dreamscape Designs** (Sterling, gemstone jewelry)
- **Evenstar** (Books, stones, crystals, metaphysical)
- **Gothic Designs** (Stained glass, statuary)
- **Ingar Raymond**
- **Kyri'l's Cavern** (Stuffed critters—dragons, gryphons, etc.)
- **Maiden Mongolia**
- **Mere Dragons** (Art prints, swords, daggers, bumper stickers)
- **Mirkwood Coffee, Comics and Games** (Gaming merchandise)
- **Mo's Designs** (Crystals, meteorites, ancient artifacts, jewelry)
- **MoonShadow's Landing** (Jewelry, stones, crystals)
- **Odalisque** (Fantasy historical costumes, jewelry, toys)
- **Painted Unicorn** (T-shirts, sweatshirts, buttons, cards, cloaks)
- **Reaction Figures**
- **Something Different** (Used paperbacks, pewter, jewelry, SF collectibles)
- **StarFire Swords Ltd.** (Cutlery)
- **Starstone's Jewelry** (Jewelry, pouches, soap)
- **Teamsters**
- **The Realm of Imagination** (RPG products)
- **Treasures and Trinkets** (Pewter, ceramic figurines, spun glass)
- **Trust No One Comics, Cards and Collectibles**
- **Wayne McCloud**

Fan Faire

WHERE: Poolside (1st Floor)
WHEN: Saturday, Noon-2:00pm

The first ever **CONvergence Fan Faire** will be held Saturday afternoon by the poolside. Fan groups, clubs, and organizations from all over the Twin Cities and beyond will be there, looking for new members and friends.

All fan-related organizations are **invited to participate** in the CONvergence Fan Faire. Come find other left-handed cross-dressing Albanians who are into *Space: 1999!*



Gadgets' Petting Zoo / Science Display Area

WHERE: Veranda Ballroom 3-4 (2nd Floor)

WHEN: Friday 1pm-9pm, Saturday 1pm-7pm, Sunday 1pm-5pm

Yet another of CONvergence's many fine attractions is **The Gadgeteer's Petting Zoo**. Here you will be able to experience many interesting techno-toys. Gadget-master Richard Caylor has put together a collection of strange and unusual contraptions for your entertainment and amusement, many from his own collection. Stop by and see the cute little gadgets that may someday rise up and overthrow their human masters!

Science Display Area: The Minnesota Space Frontier

Society is bringing their vast array of display posters, models, toys and videos, including some from the Mars Society. The **Minnesota Astronomical Society** is bringing their telescopes to look at and, weather permitting Friday and Saturday night, to look through. The **University of Minnesota Geology Department** will have various meteorite samples on display. The **Minneapolis Planetarium** is sending some great display materials. **Jeff Claussen** will have many of his space models on display.



Gaming



In addition to a programming track filled with panels and discussions on various kinds of gaming, our 8-room **Gaming Suite** will occupy the entire 22nd floor of the Radisson South. Living City events will be announced the day of the convention; they were not available at press time. Look for flyers or stop by the Gaming Suite for updated schedule information.

Here are some of the games that will be run during the convention:

Attila the Gun: Please, you have got to help me! A friend was recently burglarized and it is imperative we get the items back!

Near-Death Experience: Why us? All we were doing was minding our own business. What? We have a conscience...

I Hate Weather (2 rounds): The city needs some investigation into a rash of severe magically-created weather.

Nightfall (3 rounds): What's on the list for this morning? Let's see, get dressed, eat, notice all the first born males were murdered last night... Oops...

Malatra—Once It's Broken: You must travel deep into the jungle to save a dying Saru Village. Are you up to the challenge?

Ravenloft—This is NOT a dream: And you thought that all this had ended 20 years ago. NOT! Here you go again...

Masque of the Red Death—Lovely London Weather: I would like to hire you to find my sister. She went to London and promptly disappeared.

Shadowrun—Extractions 'R' Us: Tyger called. There is an extraction on for tonight. Let's go.

LIVE ACTION ROLE-PLAYING Games (LARPs)

Renewal — Presented by Darrell Hardy

WHERE: HQ is in 1st Floor Cabana next to the Radisson's Fitness Center Starting Friday at 7:00pm, *Renewal* is free to play, and props and costumes will be provided. If you want to get involved, check in with the Gaming Suite on the 22nd floor.

Society in Shadow — Presented by Wyrld Images

WHERE: HQ is in "Coatroom" across from Grand Ballroom West (Dealers' Room) *Society in Shadow* is a live-action roleplaying game of mystery and intrigue. In this game, players take on the roles of supernatural beings in a modern world. This game features a new, innovative game system, and an all-original world background with its own unique twists and history. There will be a \$10 fee paid to Wyrld Images to play in this game. For more information on Wyrld Images, go to <http://www.wiie.com>, or simply stop by Society Headquarters at the convention and talk to one of the user-friendly Game Officials.

Collectible Card Tournaments

Mirkwood Coffee, Comics & Games is hosting these Collectible Card Tournaments, providing prizes, judges, and sanctioning. Booster packs will be awarded to tournament winners. For more information on Mirkwood, e-mail them at Mirkwoodcc@aol.com or go to <http://www.rpg.net/mirkwood>.

Star Wars™ — Decipher Swiss Format

WHERE: Veranda Ballrooms 5-8

WHEN: Friday, July 2, 8:00pm-Midnight

FREE with Registration for CONvergence

Babylon 5™ — Constructed

WHERE: Veranda Ballrooms 5-8

WHEN: Friday, July 2, 8:00pm-Midnight

FREE with Registration for CONvergence

Magic: The Gathering™ — Urza's Cycle Sealed

WHERE: Veranda Ballrooms 5-8

WHEN: Saturday, July 3, 10:00am-3:00pm

COST: \$16 — Players receive: 1 *Urza's Saga* Tournament Pack, 1 *Urza's Legacy* Booster 1 *Urza's Destiny* Booster

A new expansion, *Urza's Destiny*, became tournament legal on July 1, just in time for use at CONvergence! The charge for this tournament includes the cost of the Tournament Pack and two Booster Packs, and is less expensive than most Pro Tour qualifiers and other tournaments.

Mainstage

WHERE: Grand Ballroom East

Friday:	7:00pm	Opening Ceremonies
	8:30pm - 10:00pm	Passage (Music — see page 8)
	10:30pm - 12:00am	Lojo Russo & Funks Grove (Music — see page 8)
Saturday:	9:00am - 5:00pm	Masquerade Rehearsal and Orientation (see below)
	7:00pm - 9:30pm	Masquerade (see "Masquerade" below for description)
	10:30pm - 12:00am	All the Pretty Horses (Music — see page 8)
Sunday:	11:00am	Physics Force Next Generation — "Dangerous Science"
	1:00pm	Soylent Theater (see page 14 for description)
	4:00pm	Closing Ceremonies

The Masquerade



WHERE: Grand Ballroom East (Mainstage)

WHEN: Saturday, 7:00pm-9:30pm

Produced by Kat Pepmiller, the Masquerade will be held Saturday night at 7:00pm in the Great Hall. It promises to be a fantastic show and an opportunity for regional costumers to compete and display their abilities in costuming and presentation. For more information on participating in the Masquerade, simply visit Masquerade Registration at the convention. **Soylent Theater** will provide the Masquerade halftime show.

Masquerade Registration Hours:

Friday 11:00am — 6:30pm

Saturday 9:00am — 11:00am

No Masquerade Registrations will be accepted after 11:00am on Saturday.

Saturday Masquerade Schedule:

9:00am - 12:00pm Masquerade Rehearsal

12:00pm - 1:00pm Masquerade Orientation

1:00pm - 5:00pm Masquerade Rehearsal

6:00pm Green Room Opens

7:00pm - 9:30pm Masquerade Performance



Music



CONvergence will feature live music both as Mainstage acts and in our COF₂E₂ venue. For more information on COF₂E₂, see page 4.

Lojo Russo & Funks Grove

WHERE: Grand Ballroom East (Mainstage)
WHEN: Friday 10:30pm-Midnight

Featuring the well-loved, packing their bags for the trip to the top, purveyors of the Squinky-In-A-Lick-Me-Kind-Of-Way sound of Folknojazz... Ladies, Gentleman, and Visitors from other Galaxies... the Sexiest Band in America, the Milky Way and soon to be Canada... *Lojo Russo & Funks Grove!*

Passage

WHERE: Grand Ballroom East (Mainstage)
WHEN: Friday 8:30pm-10:00pm

Passage is a 6-member group that is more than a band, it is a musical "experience." With instrumentation that includes lush and layered guitar work sprinkled with the soothing tones of hammered dulcimer played by Joel Hanson, one will find lead singer Christian Erickson's voice gliding along the poetic lyrics of guitarist Aaron Keshner. Along with drummer Craig Grossman, bassist Tim Ritter, and vocalist Diana Vaicius, *Passage* takes you on a languid, not-in-a-hurry-to-do-anything-but-bathe-in-the-sounds journey that is sure to please many.

All the Pretty Horses

WHERE: Grand Ballroom East (Mainstage)
WHEN: Saturday 10:30pm-Midnight

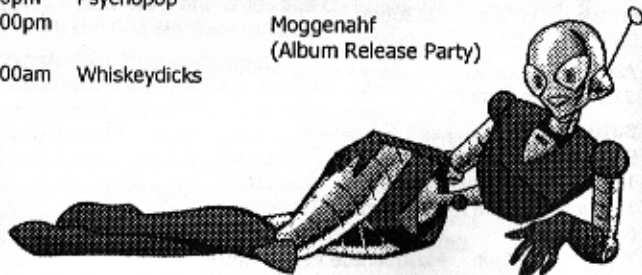
Their sound is eerie and dark, yet energetic and sensual. *All the Pretty Horses* is a Minneapolis-based all-Amazon power-melodic glam rock band with a dark side that delivers a hybrid of poetry, rhythm, strength and a glittering-glam visual performance. Throw in some lipstick, spiked boots, and black leather, add glitter and stir! With their unique lighting, costumes, dancers and raw sexual energy, you will be captivated by their performances.



COF₂E₂ Musical Venue - Schedule

The COF₂E₂ free coffee and espresso shop also has two musical venues. The following acts were confirmed at press time:

	Electric Stage	Acoustic Stage
Friday Night		
7:00pm-8:00pm	Freezerburn	
8:00pm-9:00pm		Windsinger
9:00pm-10:00pm	Psychopop	
12:00pm-1:00am		R'ev du Fon
Saturday Night		
7:00pm-8:00pm	Borderlands	
8:00pm-9:00pm		Windsinger
9:00pm-10:00pm	Psychopop	
10:00pm-11:00pm		Moggenahf (Album Release Party)
11:00pm-12:00am	Whiskeydicks	



Parties

This listing of parties reflects information provided to CONvergence in advance of the convention. There will be additional parties in other locations around the hotel.

FIRST FLOOR

Cabana 102 - MISFITS - Chocolate Room

Primary Contact: TJ Starbuck

Friday: 8:00pm-Midnight
Saturday: 8:00pm-Midnight

MISFITS (The Minnesota Society for Interest in Science Fiction and Fantasy) would like a chance for everyone to get to know us and what we do, so we are sponsoring the Chocolate Room. Come see what we do during the year and become a MISFITS member yourself. This room will be modeled after Willy Wonka's chocolate room and yes, almost everything in it will be eatable... ateable. You can eat it. Thanks to the USS Behr'ak for help staffing the room.

Cabana 103 - Space 1999

Primary Contact: Yuk Ki Lau

Friday: 9:00pm-1:00am
Saturday: 8:00pm-1:00am

The year, 1999. The place, the Moon—Specifically, Moonbase Alpha. Join us as we celebrate the solution to the atomic waste problem of the 20th century. And what a solution it is. It's enough to send you spinning out of Earth orbit!

Cabana 104 - Valdamar Embassy Ball

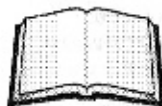
Primary Contact: Liz Burke-Scovill

Friday: 9:00pm-Midnight
Saturday: 8:00pm-Midnight

By Proclamation of the Queen's Own Meeting of the Ways; and Liz Burke-Scovill & Friends, you are hereby invited to an Embassy Ball in honor of Mercedes Lackey's Valdamar. It is a costumed ball in a beautifully appointed Regional castle hall. There will be a gryphon's aerie for tired little gryplets of visiting dignitaries. Attractions will include music from Mercedes Lackey's world and some live entertainment yet to be announced (think music and dance).

Prizes will be awarded each night for the best costume. You will be able to go home with a unique memento of your enchanted evening.

Note: We will be honoring Mercedes Lackey's request that there be NO ROLEPLAYING. Please do not attempt to violate this request, as we would like to have parties similar to this one in the future.



Room 105 - Krushenko's / Diversicon Literary Party

Sponsored by SF-Minnesota
Primary Contact: Eric Heideman

Hosted by SF Minnesota (sponsors of an August 6-8 SF convention, Diversicon), Krushenko's will feature a pleasant mix of scheduled and spontaneous discussions in the daytimes, and fantasy/SF-themed parties in the evenings. Come by for coffee, light refreshments, and mellow but stimulating conversation.

Krushenko's is accustomed to serving alien guests!

Friday:

9:00pm Krushenko's opens.
9:00pm-1:00am Vampire Party, hosted by Pam Keesey.
2:00am Krushenko's closes.

Saturday:

11:00am Krushenko's opens.
Noon-1:00pm "Diversi-panel." On the history, philosophy, and future plans of Diversicon, a multicultural, multimedia Twin Cities SF convention launched in 1993. Diversicon 7 will be held August 6-8, 1999.

1:00pm-2:00pm Discussion: "In Memoriam: Deforest Kelley, 1920-1999." Eric M. Heideman, Paul F. Richards, co-moderators.

Afternoon: Informal, spontaneous science fictional conversation.

7:30pm-8:30pm Discussion: "SF Writing Groups: The 1999 Scene." Eric M. Heideman, convener; sponsored by the Minnesota Imaginative Fiction Writers' Alliance. Representatives of several science fiction/fantasy writing groups talk about how the groups work, and people looking for an SF writing group network with groups currently recruiting members.

9:00pm-2:00am Party hosted by Diversicon, a multicultural, multimedia Twin Cities SF convention.

Sunday:

11:00am-Noon Panel: "Monster Culture." Eric M. Heideman, mod.; Pam Keeseey, Greg Ketter. How SHOCK THEATER, Aurora monster models, Bobby "Boris" Pickett's "The Monster Mash," THE MUNSTERS & THE ADDAMS FAMILY, and Forrest J Ackerman's FAMOUS MONSTERS OF FILMLAND taught a generation of kids to make monsters their friends.

Noon-1:00pm: Discussion: "The Works of Pam Keeseey." Eric M. Heideman, mod.; Pam Keeseey. Sponsored by Second Foundation, an SF book-discussion group.

2:00pm Krushenko's closes.

Cabana 106 — Temple of the Jell-O™ Twister

Primary Contact: Michelle Layland

Friday:

8:00pm Regular Twister and Stupid Human Tricks. Also, a wide variety of silly movies to watch. Snacks and some drinks provided, some jello snarfing. :) The Temple will be open till Midnight (High Priestess needs her beauty sleep).

Saturday:

5:00pm The Jell-O™-Bingo game begins. Michelle will be sponsoring a Bingo game where participants can win a variety of strange prizes... and Jell-O™, of course! (Modest donations to pay for Jell-O™ overhead and underfoot, are appreciated, but you do not have to donate to play.) Sign-up and waiver signing for the Main Event will start then.

7:00pm Jell-O™ Twister. Must be 18 or over to play: Wear grubs, swimsuits or let us wrap you in 100% real plastic togas! There will be referees, and Jell-O™ Twister will go on until we are done or Michelle gets tired, whichever comes first.

10:30pm Bare your soul in the gut-wrenching tradition of Jell-O™-Confession! Tell us something you've done with Jell-O™...good or bad, We will be the judge...

Cabana 107 — Cow Party

Primary Contact: Sunshine Katz

Friday: From 7:00pm until the cows come home.

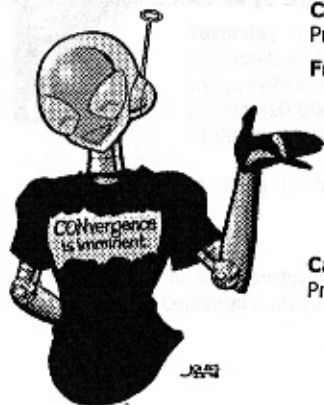
The cows are coming! The cows are coming! We always put on an udderly awesome time. Come in and graze at our delicious buffet, under strings of lit up cow lights. As always we will be serving up a lot of food as well as our infamous drink, sour milk. We expect a huge herd this time, so come early and often. We have the cookies. Got milk?

Cabana 107 — Babylon Park Party

Primary Contact: Phoenix

Saturday:

This is a party to help support seeing-eye dogs for the blind.



Cabana 108 — Talon's Portal Tavern

Primary Contact: Gino Marinaro

Friday 2:00pm- Sunday 7:00pm

A phantasy tavern run by Talon the Dragon. He graciously serves imported whyne and Mhaiden's Cherry (for those not imbibing), hot tea in the morning and afternoon, and Griffon's Stew around midnight. Occurring throughout the weekend are songs sung by proprietors and patrons alike, tales of adventure, and debates on various topics to rival any formal panel.

Cabana 109 — MISFITS Teen Room: Adulescentium Locus

Primary Contact: Mat Brener

Friday: Open 6:00pm-2:00am

6:00pm-7:30pm Intro to CONvergence

9:00pm-10:30pm The Forum for Teens

Saturday: Open Noon-2:00am

1:30pm-3:00pm Way Cool Physics Demo

9:00pm-10:30pm The Forum for Teens

Sunday: 12:00pm-1:30pm Writers Workshop

A party room for Jr. High and High School students as well as a programming room for teen-oriented activities and panels. We hope that this room will serve as a spot for teen fans to meet each other, hang out, and enjoy the convention. The room is sponsored by MISFITS and will be managed by Youth Programming. It is our hope that teen congoers will bring ideas and items to make this room a success.

Cabana 110 — Club Adventure: Speakeasy

Primary Contact: Kathleen Rustad

Friday: 7:00pm-11:00pm Swing Night

Saturday: 4:00pm-6:00pm Happy Hour

8:00pm-Midnight Open hours with Adventurer of the Millennium at 10:00pm

If Life Is What You Make It... Why Not Make It An Adventure? Come join us at the Club Adventure Speakeasy where the gin is dry and the guest list is... colorful. Get into the swing of things and participate in our Adventurer of the Millennium contest for some great prizes. We look forward to seeing you.

Cabana 123 — Club Neo-Tokyo

Primary Contact: Scott Hansen

Thursday: 10:30-Midnight Jeff Wayne's Musical *War of the Worlds*

Friday: 3:00pm-7:00pm Movies

7:00pm-9:00pm DJ

9:00pm-10:00pm Sci-Fi in electrical music

10:00pm-2:00am Dance (techno/industrial)

2:00am-8:00am *Hitchhiker's Guide to the Galaxy* complete radio series

Saturday: 12:00pm-4:00pm Movies

5:00pm-6:00pm Panel on *Sensor Re:Engine* and intro to instruments

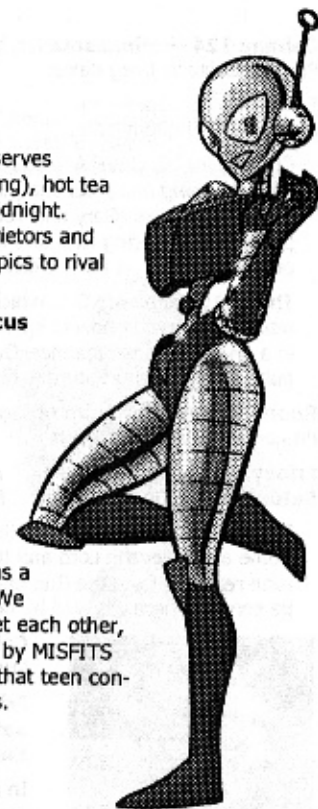
6:00pm-10:00pm *Sensor Re:Engine*

10:00pm-2:00am Trance Music

2:00am-Sunrise Ambient music

Sunday: 8:00am-12:00pm *Star Wars* Radio Series

A futuristic multimedia nightclub. Music will include Techno, Industrial, Goth and campy retro, as well as a hands-on live demonstration of experimental electronic music with visual environments.



Cabana 124 — Minnesota Dr. Who Viewing Society: Men Behaving Badly

Primary Contact: Greg Bakun

Friday: 8:00pm-Late

Saturday: 9:00pm-Late

CHEERS MATE, HAVE A LAGER!!! The Minnesota Doctor Who Viewing Society is hosting the *Men Behaving Badly* Cabana party at CONvergence. Men Behaving Badly is a British comedy about two blokes (Gary and Tony) who like women, dancing, and lager. We can at least promise the dancing with an incredible variety of 80's and British rock, all under the theme of a British pub. As for the other two items... well, ya never know.

This party will be B.Y.O.L. which is Bring Your Own Lager or alcohol. We will also be teaching everyone how to speak the lingo from the series, including how to properly swear in a drunken British manner. Our main goal is to see how many people we can fit into our pub (hotel cabana) Saturday night to dance and drink in the Lager Zone!

Room 125 — The Realm of Imagination

Primary Contact: Ross Sinclair

Friday: 8:00pm-2:00am *Babylon 5* party with Dream Stitcher

Saturday: 8:00pm-4:00am Featuring "The Booley Band" at 8pm and 9pm

The Realm of Imagination invites you to join us in a celebration of fantasy role-playing. Come and meet the Lord and the Lady of the Realm and become a citizen! We will have rune readings from the Runemaster and computerized rune readings. Pop and munchies will be served. There will also be hourly giveaways of T-shirts and modules. See you there!



Cabana 126 — Forry Ackerman Festival

Primary Contact: Brad Kittleson

Friday: 11:00am-6:00pm

Saturday: 11:00am-6:00pm

Sunday: Noon-6:00pm

In addition to a variety of entertainments, we will be serving food: hot dogs and hopefully tacos one day (we're planning a "bad Mexican film day" on Sunday).

Evenings are programmed by request. Come in and browse through our collection of Forry Ackerman's *magazine Famous Monsters of Filmland* from the 60's and 70's and peruse our collection of classic bad film posters.

Cabana 127 — Tarnis: Freighter's End Bar

Primary Contact: Kelly Pope

Friday: 8:00pm-1:00am

Saturday: 2:00pm-5:00pm and 8:00pm-1:00am

Tarnis will be running the Freighter's End Bar, which is based on the Star Trek universe, with all the unusual drinks that go with it.

Cabana 128 — Teamsters: Death, Duct Tape & Destruction

Primary Contacts: Bryan Eckstrom & Matt Brogmus

Friday: 7:00pm-Midnight

Saturday: 7:00pm-Midnight

Teamsters will attempt to do three small parties per night that each last 59 minutes and 59 seconds, and then close down to switch to the next party. Lets see if they can pull it off!

Cabanas 129 & 130 — Trans-Galactic Inter-Dimensional Gourmand Society /

RakeHell Primary Contacts: George Richard / Sarah Richard

Since RakeHell and TGIDGS have adjoining cabanas they're planning to have two large parties each overlapping into the adjoining cabana on opposite nights.

The Trans-Galactic Inter-Dimensional Gourmand Society

Friday: 8:00pm-Late

The Trans-Galactic Inter-Dimensional Gourmand Societies 6th Annual Pentemonoural And ½ Solar Orbit Return Point Party and Tienie Roast (kinda like a weinie roast only not as big). The original Gourmand competition (No Jell-O™), real foods eaten somewhere by someone. Possible appearance by Ming with Hot Sex for some and all!

IVK RakeHell's Restraunt at the End of the Empire

Saturday: 9:00pm-Late

Saturday, starting after the Masquerade: The Restaurant at the End of the Empire (we never met a war we didn't like) Party! Come be abused by our Staff! Eat, Drink, Be Merry! Play 4D Twister, 1D Checkers or some other deviant derivation of an innocent childhood game!

You are also invited to attend a **Traditional Klingon Wedding** in the Garden Court at 11:00pm Saturday.

Cabana 131 — R.O.G.: Bar

Primary Contact: Mike Teff

Fri-Sun: Open 24 hours

R.O.G. Official Response:

The Relentless Outerworld Garrison, R.O.G., would like to exercise its right under the 5th Amendment of the Constitution of the United States of America not to answer any questions about our party on the grounds that we will incriminate ourselves later.

R.O.G. Unofficial Response:

Socializing and drinking Friday night; Loud Fun Party Saturday night. Togas required. Anything else would spoil the surprise. We plan on surpassing last year's party at Minicon.

SECOND FLOOR

Room 232 — Wisconsin Med Techs

Room 229 — Nokomis Holodeck Party/MarsCon

Primary Contact: Blair Keith

Friday: 8:00pm-Midnight

Saturday: 1:00pm-5:00pm, 9:00pm-Midnight

Sunday: 1:00pm-5:00pm

The U.S.S. Nokomis, the largest Star Trek fan club in the state, is hosting a Holodeck Party in their Hospitality Room. But there's a glitch in the holodeck program. Realizing that this convention is called CONvergence, the computer has made our room the Nexus. Come and see what familiar cross-references have been made to your favorite *Star Trek* characters.

And while you're there, say hello to the good folk of MarsCon. They will delight you with tales of the first MarsCon and tell you what you can expect for the next one.

Room 228 — The Kool-Aid Kult Punch Party

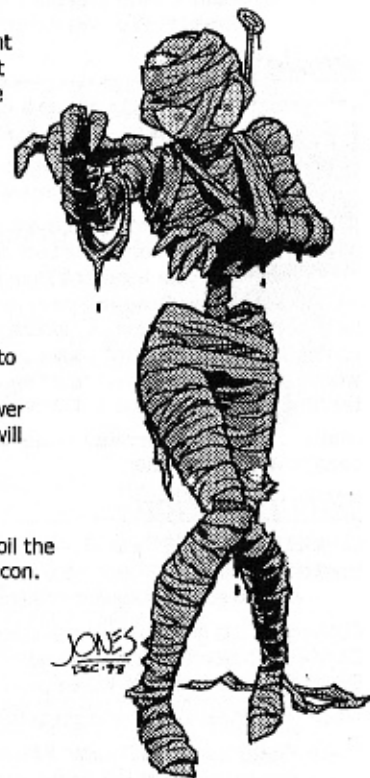
Primary Contacts: Jim Miller and Jon Bungert

We will be showing several classic SF movies on Friday and Saturday night accompanied with, of course, many samplings of a large variety of Kool-Aid beverages. Bust through paper walls yelling "OH YEAH!" with a little skit accompanying it to announce movies.

Room 226 — Celestial Affiliation of Time Lords (CAOTL)

Primary Contact: Tim Abell

Friday night will be a *Hitchhiker's Guide to the Galaxy* party with Gargleblasters served. On Saturday night there will be a non-alcoholic Time Lords party.



Room 225 — Xenaversity

Primary Contact: Dayna Wolter

Friday: 7:00pm–1:00am Meet Xenaversity aka "Celebrating the Round-Killing-Thing" with Trivia Contest

Saturday: 7:00pm–1:00am "It's Greek To Everyone But Us" Toga Party (Trivia Tournament continues)

Sunday: No room party but we would like to have the champions of the Trivia Contests go head to head with our experts in the Garden Court open area. "Stump the Experts—Win Cool Prizes" at approximately 11:00am.

Phule's Club



WHERE: Atrium 8 (2nd Floor)

WHEN: Friday 8:30pm–1:00am and Saturday 9:30pm–2:00am

Come one, come all, to the Greatest Gaming Establishment and Smart Bar in the Known Galaxy—Phule's Club awaits your patronage.

Phule's Club is a fast paced, fun filled game emporium and high-tech smart bar set in that best of all ancient Egyptian times, the **Cyber Era**. You can try your hand at building a pyramid in **Pharaoh's Challenge** or pit your skill and wit against our **Dragon Poker** dealers. A fan of *Battlestar Galactica*? We will be running a table of **Pyramid**, Starbuck's favorite game. And for those of you who are tougher than bantha steak and think that Lady Luck is a close personal friend, we have **Sabbac**. From the worlds of *Star Wars*, Sabbac relies on a steady nerve, luck and a bit of the Force. Can you win the title, fame and fortune of **CONvergence Sabbac Grand Champion**?

Money is no problem because **Phule's Club** will provide the chips. Winning? Well, that's a Snarg of a different color.

Silent Auction

WHERE: Atrium 7 (2nd Floor)

WHEN: Friday: 2:00pm–6:00pm
Saturday: 10:00am–6:00pm

CONvergence is holding a silent auction to benefit our parent organization, The Minnesota Society for Interest in Science Fiction and Fantasy (MISFITS). Bids will be accepted Friday and Saturday and the winners will be posted Sunday. Rules will be posted in the room.

Among the prizes available at press time were:

- A *Mystery Science Theater 3000* poster signed by the cast
- A two night stay at the Radisson South
- A set of every CONvergence button from our first year
- A frame from the *Star Trek: The Next Generation* episode "Relics"
- A Chevy Blazer Travel Pack

More items are being added and we expect at least 20 great prizes to be available. Stop in, check it out and help support the great work MISFITS is doing!

If you want to know more about MISFITS, visit our table in the lobby or our room party.

Soylent Theater

WHERE: Grand Ballroom East (Mainstage)

WHEN: Preview: Masquerade Halftime Show (Saturday Night)
Full Show: Sunday 1:00pm

Masters of sci-fi/fantasy comedy antics, Soylent Theater is people! Specifically, it's Tim Uren and Kelvin Hatle, creators of the Geek Show, teaming up with the Scrimshaw Brothers and Adrienne English. They're in the Masquerade half-time show, they're on the Main Stage on Sunday, they're in the Minnesota Fringe Festival, they're in your head!

Programming Overview

CONvergence Programming will operate on a schedule of 60-minute programs with 30-minute breaks in-between. The break is to allow time for panels to break up, for people to walk from one programming room to another, or even to visit ConSuite or take a bathroom break!

PROGRAMMING TRACKS / ROOM LOCATIONS

Programming for individual tracks are assigned to specific rooms at the convention. Room locations for each track are given at the beginning of each track's section below, and in the schedule grid that follows. We hope this makes it easier for you to find what you're looking for at CONvergence.

PROGRAMMING CHANGES

CONvergence Programming and Publications are working together to make sure that the Programming information that appears in the pocket guide is as current and accurate as possible, but last minute changes and corrections are inevitable. Programming Update flyers will be published each morning of the convention and will be available by 9:00am from the Information Desk, Engineering, and the flyer table.

Programming Listing (by Programming Track)

Anime Programming — Bloomington Room (2nd Floor)

Programming related to Japanese Animation for TV, Film or Video and the culture that surrounds it. Anime programming is separate but may tie-in with being shown by the Twin Cities Anime And Manga Society (TCAAMS) in the official CONvergence Anime Room (in Plaza 3 – 1st Floor).



Friday

Anime 101 (session 1)

7:30pm–8:30pm

Everything a beginner needs to know about Anime in less than 61 minutes. You will learn what Anime is. You will get recommendations for titles from every thinkable genre (Anime is a medium, not a genre. See, you learned something already). We will give you skills to find any piece of Anime-related info you need. We will explain blue hair, big eyes, sweat drops, nosebleeds, basic vocabulary like "kawaii" and "hentai", and other things you should know. *Panelists: Mike Kent, Jason Enberg, TJ Hara, Mike Ludwig*

On This Fan Sub You Can Almost Read the Subtitles

9:00pm–10:00pm

Once there was a time when Anime fans would crowd in to a small hotel room to watch fuzzy, grainy movies that made static look good. (Actually that the crowding part hasn't changed but the visual clarity is much better). Learn what these things called Fan Subs are, and why they came to exist. Will they exist in the future? What are the ethics of fans subs and fan distribution? *Panelists: Michael Kent, Jason Enberg*

Saturday

Anime 101 (session 2)

12:00pm–1:00pm

Everything a beginner needs to know about Anime in less than 61 minutes. You will learn what Anime is. You will get recommendations for titles from every thinkable genre (Anime is a medium, not a genre. See, you learned something already). We will give you skills to find any piece of Anime-related info you need. We will explain blue hair, big eyes, sweat drops, nosebleeds, basic vocabulary like "kawaii" and "hentai", and other things you should know. *Panelists: Mike Kent, Jason Enberg, TJ Hara, Mike Ludwig*

From Akira to Zillion - A Guide to Sci-Fi and Fantasy in Anime

3:00pm–4:00pm

Genetic Experiments. Evil sorcerers. Mad scientists. Elves. Spaceships. Dragons. Machines gone bad. Through the incredible medium of Anime, the dreams of generations are brought to life. Learn about the similarities and differences between American and Japanese Sci-Fi and Fantasy. Get recommendations on the titles you have to see if you are a fan of the genre. *Panelists: Michael Kent, Jason Enberg, Ron Patire*

Play the game, See the Movie - Video Games & Anime 4:30pm-5:30pm
Learn about the strong ties between Anime and the video game market in Japan. Get recommendations of some great games and discover differences between the American version of the game and Japanese version. *Panelists: Michael Kent, Jason Enberg, TJ Hara*

Subtitled Anime vs. Dubbed Anime 7:30pm-8:30pm
Rick Hunter or Hikaru Ichijo? You Decide... Ever gone to the video store to buy or rent some anime and were unsure if you should pick up the subtitled or dubbed version? Why do subtitled anime videos cost \$5-\$10 more than dubbed and are they worth it? Do they still butcher the soundtrack and plot of dubbed Anime tapes? Are dub actors any good? *Panelists: Michael Kent, Jason Enberg, Mike Ludwig, TJ Hara, Ron Patire*

Art/Artists - Plaza 1 (1st Floor)



This track is for programming related to the creation or appreciation of SF/Fantasy artwork.

Friday

Masquerade/Costuming 4:30pm-5:30pm
Learn from the pros what it takes to make award-winning costumes. *Panelists: Kitty Gamarra, Pierre Pettinger, Sandy Pettinger, Gordon Smuder*

Will the Web Change How We Look at Art? 6:00pm-7:00pm
The web is changing everything - will it change how we view our art?

Computer Art 101 7:30pm-8:30pm
Using the computer to produce art. *Panelist: Beth Hanson*

Saturday

Deconstructing Pre-Raphaelite Metaphors 12:00pm-1:00pm
It's not just a bunch of pretty redheads. It's also a wealth of allegory and symbolism. *Panelist: Denise Boie*

Tour of the Art Show 1:30pm-2:30pm
Join us for a guided tour, and discussion, of the works in the art show.

Artists in the Zoo 3:00pm-5:00pm
Watch artists in their natural environment...well, sort of. Local artists work while you watch. *Panelists: Denise Boie, John Garner*

Cartoonists Jam 4:30pm-6:30pm
Cartoonists draw and create together to complete one huge piece of cool art. *Host: Derrick Dasenbrock*

Sunday

Daddy, Where Do Comics Come From? 12:00pm-1:00pm
Two Gordons talk about creating comic books. *Panelists: Gordon Smuder*

Comics - Plaza 2 (1st Floor)



This track is for programming related to comics, from mainstream superhero fare to "alternative" or "independent" publishers.

Friday

The Insane World of Comics 4:30pm-5:30pm
A guest panel featuring Gordon Purcell as he provides a descriptive overview of the insane world of comic books. This freewheeling panel allows you to ask a genuine insider any question you might have about the industry or your crazed participation in it.

Giving Birth to a Star Trek Comic Book (Session 1) 6:00pm-7:00pm
Hosted by long-time *Star Trek* artist Gordon Purcell, this presentation includes a brief slide show and a question and answer period. Learn some of the fascinating details of making one of the largest SF properties in the world come to life as a comic book.

Saturday

How I Stopped Worrying About the Bomb 10:30am-11:30am
An open-ended panel featuring a frank discussion with Gordon Purcell about his interesting personal journey into the world of professional comic book artistry. Including discussion of the issues that comics book artists deal with every day.

Xena, X-Files & Star Trek: The Comics 1:30pm-2:30pm
Gordon Purcell recounts his experiences working with some of Hollywood's largest SF properties. This interactive panel offers you the opportunity to ask about your favorites.

Spandex vs. The Suit (or Superhero vs. Non-Superhero Comics) 3:00pm-4:00pm
Get an insider's view when Gordon Purcell, an artist who has worked on both superhero & non-superhero comics discusses the differences and the dilemmas that separate these two different yet related genres.

Sunday

Giving Birth to a Star Trek Comic Book (Session 2) 1:30pm-2:30pm
For those of you who missed it Friday, an encore presentation of this fascinating panel hosted by long-time *Star Trek* artist Gordon Purcell.



Gaming - Atrium 3 (2nd Floor)
This track features programming related to role-playing, computer and board gaming. Gaming Events (actual playing of games) are scheduled separately.

Friday

What is Gaming? 6:00pm-7:00pm
We will discuss the history and background of role-playing. A step by step origin story with both myth and truth revealed (as best we can). What in sci-fi and fantasy contributed to the gaming ideas. Also discussed, how each style works and is similar to one another or different. *Panelists: David Lowery, Norm, John Lynch, Jim Danielson*

The GM That Shagged Me 7:30pm-8:30pm
Ode to the many deaths of our favorite characters! Can you recall the most miserable, humiliating, and funny way your character has died with all the embarrassing details? Or as a GM did you have a favorite trick you played on your character or a rather amusing trap/monster, and did the players somehow survive them? Poetry and prose is encouraged. Award to the most creative and entertaining (a fancy sheet of paper). *Panelists: John Schwartzbauer, David Lowry, William Verberg, Anthony Botz*

Network Gaming 10:30pm-1:30am
Topics include stand alone, LAN, and Internet gaming. One part discussion, one part show and tell. The future of gaming in computers will be talked about and a small demonstration of how to game on the net or LAN will be covered. *Panelists: Jester (Martin of CPC), Shani, Alan Moreira, Geoffrey Benson, Albert Choy*

Saturday

Art in Gaming 12:00pm-1:00pm
Even though one should not judge a book by its cover, we do, we all do. Art has a major role in any aspect of gaming. It has importance to selling, thinking, and creative processes. Does high quality help? Or can simple sketches help? *Panelists: Kevin McCall, Tracy, Norm*

Gaming Associations 1:30pm-2:30pm
Looking for others who game? Want to meet others or have a group looking? This is your time to gather what information you may have and greet others. A simple get-to-know the local gaming clubs and what they offer. *Panelists: Norm, William Verberg*

Roll vs. Role 4:30pm-5:30pm
The art of character making and continuing to make a character. This will include how to generate a character that fits the world you are in. Does your character fit with a role and a drive of ambition or is it just a weapon at the hands of a player? *Panelists: David Lowry, Scott McD, John Lynch, Bill Dorphler, Jim Danielson, Mark Cummins*

What is Magic?

7:30pm-8:30pm

What is magic? I mean, really, what is it? Is magic an unexplainable system of energies, supernatural phenomenon, or a sign of a really high tech society? How do various game systems use it and explain it? Any supernatural or ultra-high tech power that can be called magic will be discussed, especially how it is applied to gaming.

Panelists: John Lynch, David Lowry, Kevin McColl, Norm

This Old Map

9:00pm-10:00pm

So we got you all interested in doing a world from top to bottom covering everything! Or you have one you want to organize or revamp. If you just want to learn the fast and dirty, we cover that. You want to go nuts, we cover that and throw in how to do campaigns as well! Panelists: Kevin McColl, John Lynch, John Columbus

World Creations

10:30pm-1:30am

The emphasis is setting an environment in which to place a campaign and creating a detailed and creative world for gaming! It is our hope to bring to light enough elements to add food to thought when creating any world and to help you make a believable setting that others are willing to accept or translate your world enough so that others may understand it. Panelists: John Lynch, David Lowry, Kevin McColl

Hard Science - Atrium 4 (2nd Floor)

This track deals with known scientific laws and how they relate to the worlds of fiction. There is also a sub-section of this track called Military Science.

Friday

The Future of Military Technology

4:30pm-5:30pm

Will we ever get past gunpowder? Will the tricorder ever exist? This panel will discuss current developments in military technology, and how new technology and inventions may change the future of warfare. Topics will include: Weapons systems of the future, power armor, unmanned combat vehicles, robot soldiers.

Panelists: Erik Pakieser, Marty Beyers, Lyda Morehouse

Get off the Rock!

6:00pm-7:00pm

How can we efficiently get to space and what is the best way to live and work when we get there? Panelists: Ben Huset, Michael Kellen, E. Calvin Alexander, Hank Lederer, Matt Gress

Hits and Misses

7:30pm-8:30pm

The smash hit from Minicon 33 and MarsCon '99 returns! There are a lot of things that are right and wrong with the depiction of the military in SF. We examine what they've gotten right, and what they haven't. Panelists: Erik Pakieser, Mary Beyers, Lyda Morehouse, and Andy Mills

Science is Bad!

9:00pm-10:00pm

Popular Culture's constant demonization of Science and Scientists as evil, or at least misguided and irresponsible. Panelists: Richard Caylor, Michael Kellen, Hank Lederer, Chris Pasquerette, Wendy Hudson

Limits: Science vs. Story in Movies and TV

10:30pm-11:30pm

Which failing are we more willing to forgive? Panelists: Aimee Kuzenski, Michael Kellen, Tony Ravenscroft, Jay Curry

Saturday

A Robot in Every Home

10:30am-11:30am

Sponsored by the Twin Cities Robotic Club - What is needed for home robots to become a standard consumer electronic product, and what will their impact on society be?

Panelists: Robert Odegard, Bryan Anderson, Richard Caylor

Prop Collecting and Building

12:00pm-1:00pm

Just what the heck is a *Ghostbusters* "unlicensed nuclear accelerator" made of anyway? Why does the one at Planet Hollywood look like crap? We'll discuss the science and techniques of sci-fi prop making and collecting. Panelists: Erik Pakieser, Marty Beyers

The Singularity

1:30pm-2:30pm

Rapid convergence in several powerful technologies is making SF-style extrapolation more difficult. How does fiction stay relevant or become timeless while still embracing the coming world? Panelists: Hank Lederer, Matthew Gress, Michael Kellen, Chris Pasquerette

Future Weapons Of The Individual Soldier

3:00pm-4:00pm

No matter how far technology advances, ground can only be held by soldiers and their rifles. In this panel, we will discuss the individual weapons currently in use, and see what may be used on the battlefield of the future. This panel includes static displays and a slide show of future weapon designs. Panelists: Erik Pakieser, Andy Mills, and Marty Beyers

Sunday

What Soldiers Do

12:00pm-1:00pm

Specifically designed for writers, this panel will explain the basics of military life, including shared experience, uniforms, chain of command, training, and the harsh realities of combat. Speaker: Erik Pakieser

Future Of Biological Science And Xenobiology

1:30pm-2:30pm

How might molecular genetic technology affect the life sciences, including our own evolution? How will our studies prepare us to deal with, or even recognize extraterrestrial life when we encounter it? Panelists: Jennifer Menken, Wendy Hudson, Deb Wolf, Hank Lederer, and Matthew Gress

Literature - Edina Room (2nd Floor)

This track is for programming related to SF/Fantasy in the written word, from novels to fanzines. Note: for more literary-themed programming, check out the Krushenko's schedule on page 9 in the Parties Section.

Friday

Does This Lipstick Go With This Lightsaber?

3:00pm-4:00pm

Pam Keeseey & Friends of Cynthia talk about feminism and women in Science Fiction and Fantasy. Panelists: Pamela Keeseey, Stephanie Lindorff, Anna Bliss, Jody Wurl

Doctor Who In Print

4:30pm-5:30pm

Doctor Who in the 1990s has primarily been in written form. How is a series different in print than when it is on TV? What are the strengths and weaknesses of moving a series to a different format? How is writing for the current *Doctor Who* different from writing for one of the past ones? This panel will also focus on the *Doctor Who* books of guest Gary Russell. Panelists: Gary Russell, Michael Lee, Shaun Lyon

Taken In Vein (Vampires)

6:00pm-7:00pm

A discussion of Vampires from their beginning in folklore to their renaissance in modern entertainment. Panelists: Pamela Keeseey

From Scientifiction to Sci-Fi

7:30pm-8:30pm

A history of the genre, from Asimov to Wells, with Burroughs, Bradbury, Heinlein, et. al. in between. Note - Forry will be coming from Opening Ceremonies so panel may start a little late. Panelists: Forrest J Ackerman

Reading #1 "Letter To An Angel: The Lon Chaney Story"

9:00pm-10:00pm

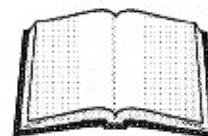
Forry Ackerman presents the first of two 1/2-hour readings from his tribute to Lon Chaney.

Saturday

Lights, Camera, Novelization

10:30am-11:30am

How do you convert a TV or movie script into a novelization? What makes a good one? With a focus on the novelization of the 1996 *Doctor Who* TV Movie with author Gary Russell, this is a place to discuss what you like—and don't—about this under-rated art form. Panelists: Gary Russell, Tim Wick, Jody Wurl



Pulpy Goodness Or Fortified Literature? 1:30pm-2:30pm

A discussion on the differences between "pulp" fiction and real "literature", and how one can evolve (or devolve) into the other. *Panelists: Pamela Keeseey, Lyda Morehouse, Bethany Davidson*

Publish Or Perish 3:00pm-4:00pm

People who work in the publishing industry discuss the process a book goes through to get published, from inky beginning to victorious end. *Panelists: Pamela Keeseey, Joaquin Gamarra, Kitty Laust-Gamarra, Eric Heideman*

Alternate History/Alternate Worlds 4:30pm-5:30pm

From *Jubilee* to *The World War Series*: What never was but maybe should/could be rewriting history for fun and amusement. Discussion of alternate history in literature and media. *Panelists: George Richard, Rhonda Danielson*

Queer Imagery In SF/Fantasy 7:30pm-8:30pm

You don't have to be from outer space to be an alien... *Panelists: Pamela Keeseey*

Sunday

Reading #2 "Letter To An Angel: The Lon Chaney Story" Noon-1:00pm

Forry Ackerman presents a second 1/2-hour reading from his tribute to Lon Chaney.

Movies - Plaza 5 (1st Floor)



This track is for programming related to Science Fiction or Fantasy on film.

Friday

If It Ain't Broke . . . 3:00pm-4:00pm

Coming to grips with Hollywood's compulsion to remake movies. *Panelists: Harry Knowles, Nadim Khalim, Windy Merrill*

Full Moon Madness 6:00pm-7:00pm

A celebration of the direct-to-video kings! Puppets and Trancers and Demonic Toys, oh my!

Six Degrees Of Lance Henrickson 7:30pm-8:30pm

A little bit of Lance goes a long way. Come play the game. *Panelists: Erik Knight*

Bring Me The Head Of Akiva Goldsman 9:00pm-10:00pm

Hate the Lost in Space movie? Detest Batman and Robin? It's time to start assessing blame to Akiva Goldsman. *Panelists: Christopher Jones, Jeremy Stomberg, Windy Merrill*

Who Gamemastered This Movie?!! 10:30pm-11:30pm

How many times did Ash fail sanity rolls in *Evil Dead*? What's the Black Mask's Dexterity score? Why were there two campaign groups in *The Mummy*?

Saturday

Intimate Chat with Forrest Ackerman (Forry's Lucky 13) 9:00am-Noon

Don't miss this opportunity to meet a true living legend. Come hear the stories of the original fan. This has a space limitation—names will be drawn at Opening Ceremonies!

Forrest Ackerman Slide Show 10:30pm-11:30am

Panelists: Forrest J Ackerman

I Remember Karlon Torgosi 1:30pm-2:30pm

Forrest Ackerman reminisces about monster movie greats. A must-see.

Held in the unCONventional room - Bloomington Room (2nd Floor)

The 10 Best Fantasy Films Of All Time 1:30pm-2:30pm

Before you can decide on the 10 best, you must answer the question: How do you define a fantasy film? *Panelists: Harry Knowles, Christopher Jones, Windy Merrill*

STAR WARS - EPISODE I: Jar Jar Must Die/Live! (Circle One) 3:00pm-4:00pm

Join these *Star Wars* experts (read: geeks) as they discuss (read: geek out over) *The Phantom Menace*. What was perfect? What was terrible? What cool "insider" things did you notice? Based on *Episode I*, why do we think Anakin turns to the Dark Side?

Panelists: Harry Knowles, Jeremy Stomberg

Why Did Johnny Mnemonic Suck And The Matrix Rock? 6pm-7:00pm

Two stylish sci-fi action movies starring Keanu with staggeringly different results. It's a mind-bending truth that makes one doubt reality.

Panelists: Harry Knowles, Stephanie Lindorff, Bethany Davidson, Nadim Khalidi

Television - Plaza 6 (1st Floor)



This track is for programming related to Science Fiction and Fantasy on TV.

Friday

The Roddenberry Legacy 4:30pm-5:30pm

Discussion on the future of Roddenberry's visionary empire. Is it fading or just gearing up for another spurt of creativity? *Panelists: Harry Knowles*

Oh, Duncan, Wherefore Art Thou Duncan? 6:00pm-7:00pm

(aka Why Does *Raven* Suck So Bad?) Discuss the latest buzz on the show(s) and hope for the future of this universe on television. *Panelists: Dayna Jean Wolter*

The Lexx: Tales Of A Parallel Universe (Part 1 Of 2) 7:30pm-8:30pm

Viewing of the popular European SF Show.

The Lexx: Tales Of A Parallel Universe (Part 2 Of 2) 9:00pm-10:00pm

Viewing of the popular European SF Show continues.

Star Trek Is A Bunch Of Nazis 10:30pm-11:30pm

Did Mr. Roddenberry really create the peaceable universe we've been lead to believe it is? *Panelists: Lyda Morehouse, Nadim Khalidi*

Saturday

The Gabby Dilemma 9:00am-10:00am

On Her "Way" aka Hari Krishna Girl or Disciple of Eli? Let us decide, since Gabriel obviously can not. Discussion of Gabby's frantic search for the Religion Du Jour and how lame it has made her character development, or lack thereof. How can Xena stand it?

Panelists: Lizzy

Spirituality For The Masses 10:30am-11:30am

TV's influence/reflection of our Quest for The Divine. Discussion on the effect that spiritual topics explored by SF/Fantasy shows have on us and our culture: How witchcraft practitioners feel about portrayal in main stream. Why Doomsday shows struggle in ratings, but loved by many. Religious exploration leading to censorship of show's content.

Promises to be an intense hour of discussion! *Panelists: Dayna Jean Wolter, Stephanie Lindorff, Paul, Kat Pepmiller, Windsinger members*

The Conspiracy Flow Chart Noon-1:00pm

A hands-on demo where we collectively try to track (on paper around the room) this wacky theory(s) and where it has brought us. Does Chris Carter even know where it is all leading? Bring your best Pictionary brain waves. *Panelists: Windy Merrill*

Doctor Who In Black & White 1:30pm-2:30pm

Between 1963 and 1969, *Doctor Who* was produced in black and white. Over one hundred episodes from this era have been wiped out, perhaps lost forever. But with the recent recovery of one of these lost episodes, this era is one of the best places to discover "new" *Doctor Who* - even if it is more than thirty years old...

Panelists: Gary Russell, Greg Bakun, Robert Franks

Xena Music Videos Presented By Realm Rider Productions 3:00pm-4:00pm

Viewing of Music videos created by Matt and Aimee Jo of Xenaversity.

Panelists: Xenaversity

How TV Shows Are Made 4:30pm-5:30pm

How the 1996 *Doctor Who* TV Movie for FOX television came about, and what the challenges were in bringing together a multi-national production together for the revival of this TV legend. How did it impact what made it (and didn't make it) to the screen?

Panelists: Gary Russell, Greg Bakun, Shaun Lyon

Celebrity Tag Team Deathmatch:**Xena & Buffy Vs. June Cleaver & Harriet Oz** 6:00pm-7:00pm

Discussion of how the women's movement is now in the forefront of popularity on television. Why now and where is it leading? Why such a gap between Wonder Woman and Xena? Why do women's roles in TV have more power than women's roles in film? *Panelists: Dayna Jean Wolter, Kelly Karinen-Nicloff, James Gottfield, Paul*

Season Six?! Shouldn't We Just Be Done Now? 7:30pm-8:30pm

Patience is wearing thin, content is beyond suspended disbelief. Just how long are we willing to follow Chris Carter on this road to the Truth? The discussion is out there.

Stage/Screen Combat Demo Mini Lesson 9:00pm-10:00pm

Mini Lesson - "audience participation" and discussion of the art form by Don Preston.

Space: Above and Beyond: Mission Status 9:00pm-10:00pm

A briefing on The Show That Would Not Die by the 6th Radio Battalion, 59th Ready Reserve Squadron (the official S:AAB fan group). *Panelists: Kevin Traynor*
Held in the unCONventional room - Bloomington Room (2nd Floor)

Come On! They're Just Two Women Out Looking For A Little Adventure:**Subtexters vs Non-Subtexters** Midnight-1:00am

A "friendly" debate over the context of Xena and Gabriel's friendship/intimacy. How much do the producers and actors play with the idea versus actually believing it is there? Is it strictly marketing or a bold statement to the unenlightened about acceptance? *Panelists: Dayna Jean Wolter, Jono, Almee Jo, Lizzy, Robin*

Sunday**Sliders: Is It All Just Slip & Slide?** 12:00pm-1:00pm

Where are they going? Are they ever coming back? *Panelists: The crew of the IKV Rakehell*
Held in the unCONventional room - Bloomington Room (2nd Floor)

Accuracy In Mythology: The So-What's Vs. The Purists 12:00pm-1:00pm

Discussion on the hodge-podge of mythology so far witnessed on *Xena* and *Hercules* and why this is great or stupid. *Panelists: Matthew Savelkoul, Lizzy, Rhonda Danielson, Stephanie Lindorff*

Doctor Who Audio Plays 1:30pm-2:30pm

This is an exciting new project, Guest of Honor Gary Russell is co-producing a new series of Doctor Who audio adventures starring original cast members from the television series, following up on the audio plays featuring Bernice Summerfield of the New Adventures. What are the unique challenges of the format, especially for an established character? Get a chance to hear the latest on this new Doctor Who. *Panelists: Gary Russell*

unCONventional - Bloomington Room (2nd Floor)

This track is for anything that doesn't fit anywhere else. Programming about fandom, fan culture and conventions is welcome here.

Friday**IKV Rakehell - BattleShip Vengeance** 6:00pm-7:00pm

"Cold Vengeance": World Premiere of this fan video, hosted by George Richard and the producers of the video.

Saturday**Klingon Widows and Orphans Telethon** 10:30am-11:30am

IKV RakeHell presents: Klingon Widows and Orphans Telethon-If this is a holiday weekend, there's gotta be a telethon. Give! Give! Give Till It Hurts! Then Hurt Some more! *Panelists: George Richard, crew of the IV Rakehell*

Myth Of Harp 6:00pm-7:00pm

Ancient myths and legends as well as fantasy works, with harp interludes.
Panelists: Susan Dirks Henry

How To Relax Your Klingon 10:30pm-11:30pm

Basic massage and body manipulation to relax even the toughest customer.

*Panelists: Scott Schumacher***Sunday****CONvergence 1999 At-Con Post Mortem** 10:30am-11:30am

Let us know what worked, and what didn't, for you at the convention.

*Panelists: CONvergence Board of Directors***Board Of Directors Liars' Panel** 1:30pm-3:00pm

Ask the Board of MISFITS anything you like—about life, about the con, or whatever—just don't expect a straight answer. *Panelists: MISFITS/CONvergence Board of Directors*

**Youth Programming - Atrium 2 (2nd Floor)**

Panels and activities for children and teenagers.

Friday**Create a CONvergence Banner** 3:00pm-4:00pm

Create a CONvergence banner out of fabric to hang in your hotel room or your room at home. A great souvenir of the convention.

Create a Castle/Space Station from Clay 4:30pm-5:30pm**Saturday****Artist Workshop For Kids** 9:00am-10:00pm

Kevin McColl will look at any art you bring and give helpful suggestions. He will also be showing some of the basics to help you understand what makes great art. For ages 8-12.

Lego Science 10:30am-11:30am

Chris Mortika will be showing how to use Legos in science. Focus will be on problem solving skills. For ages 8-12.

Coloring Connies/Furries 12:00pm-1:00pm

Come in and have fun coloring the CONvergence mascot, Connie, as well as some of her Furry friends. For ages 4-7.

Reading Time 1:30pm-2:30pm

This is a special time set aside for the younger children to listen to some wonderful Science Fiction and Fantasy books.

Kid's Gaming 1:30pm-6:00pm

Michael Kauper will be hosting a three hour D&D session created especially for kids. For ages 8-12. 10 children max.

Make a Pipe Cleaner & Fabric Dragon 3:00pm-4:00pm

Come in and create your own dragon. For ages 4-7.

Construction Paper Dragons 4:30pm-5:30pm

Anton Petersen will show you how to create a beautifully colored paper dragon. For ages 4-7.

Sunday**Child of Slime** 12:00pm-1:00pm

Kris Hauns will help everyone to create their own slime. Both age groups.

Making Paper Bag Masks and Costumes 1:30pm-2:30pm

Kitty Gammara will show you how to make either a mask or a full costume out of just paper bags. Both age groups.

Guests of Honor / Featured Guests Panels

See the listings of panels by Programming Track for more a more detailed description of the individual programming items listed below.

Forrest J Ackerman – Guest of Honor

Hugo Award Winner, Sci-Fi Editor/Collector/Historian/Legend



- **From Scientifiction to Sci-Fi**
Literature Track / Edina Room Friday, 7:30–8:30pm
- **Reading #1**
Literature Track / Edina Room Friday, 9:00–10:00pm
- **Forry's Lucky 13 (see below)**
Movie Track / Plaza 5 Saturday, 9:00–10:00am
- **Slide Show**
Movie Track / Plaza 5 Saturday, 10:30–11:30am
- **I Remember Karlon Torgosi**
Bloomington Room Saturday, 1:30–2:30pm
- **Reading #2**
Literature Track / Edina Room Sunday, 12:00–1:00pm

Forry's Lucky 13: An Intimate Chat with Forrest Ackerman

Here is a unique opportunity to have an intimate chat with one of the greatest legends in Science Fiction! Only 13 people, selected at random, will be able to participate in this event. Here is how it works:

Sign up at the information table before 7:00pm Friday or during opening ceremonies at a designated location. The drawing for the **13 lucky winners** will be near the end of opening ceremonies. We will post the winners' names for those of you that do not make it to opening ceremonies. We will have someone checking names at the door of the "Lucky 13" gathering Saturday at 9:00am.

All winners will receive a commemorative card signed by Forrest Ackerman. We are really excited about this event, and we hope a lot of you are too. Please feel free to ask about it at the info services desk or talk to any member of the Programming Staff or Board of Directors.

Gary Russell – Guest of Honor

Doctor Who author/editor, producer of Big Finish Productions' Dr. Who audio series



- **Doctor Who in Print**
Literature Track / Edina Room Friday, 4:30–5:30pm
- **Lights, Camera, Novelization**
Literature Track / Edina Room Saturday, 10:30–11:30am
- **Doctor Who in Black & White**
TV Track / Plaza 6 Saturday, 1:30–2:30pm
- **How TV Shows are Made**
TV Track / Plaza 6 Saturday, 4:30–5:30pm
- **Doctor Who Audio Plays**
TV Track / Plaza 6 Sunday, 1:30–2:30pm

Harry Knowles – Guest of Honor

Creator of Ain't-It-Cool-News



- **If It Ain't Broke . . .**
Movie Track / Plaza 5 Friday, 3:00–4:00pm
- **The Roddenberry Legacy**
TV Track / Plaza 6 Friday, 4:30–5:30pm
- **The 10 Best Fantasy Films of All Time**
Movie Track / Plaza 5 Saturday, 1:30–2:30pm
- **Phantom Menace, the Rants and Raves**
Movie Track / Plaza 5 Saturday, 3:00–4:00pm
- **Why did Johnny Mnemonic suck and The Matrix rock?**
Movie Track / Plaza 5 Saturday, 6:00–7:00pm

Jay "Father Geek" Knowles – Featured Guest

Ain't It Cool News Contributor

Father Geek will be appearing with Harry Knowles on most panels.

Pamela Keesey Featured Guest

Author / Editor



- **Does this lipstick go with this Lightsaber?**
Literature Track / Edina Room Friday, 3:00–4:00pm
 - **Taken in Vein (Vampires)**
Literature Track / Edina Room Friday, 6:00–7:00pm
 - **Pulpy Goodness or Fortified Literature?**
Literature Track / Edina Room Saturday, 1:30–2:30pm
 - **Publish or Perish**
Literature Track / Edina Room Saturday, 3:00–4:00pm
 - **Queer Imagery in SF/Fantasy**
Literature Track / Edina Room Saturday, 7:30–8:30pm
- Pam will also be making scheduled appearances at Krushenko's (Cabana 105 – for more info, see page 9).*
- **Monster Culture**
Krushenko's Sunday, 11:00am–Noon,
 - **The Works of Pam Keesey**
Krushenko's Sunday, Noon–1:00pm

Gordon Purcell – Featured Guest

Comics Artist on X-Files, Xena, Star Trek and others



- **The Insane World of Comics**
Comics Track / Plaza 2 Friday, 4:30pm–5:30pm
- **Giving Birth to a Star Trek Comic Book (Session 1)**
Comics Track / Plaza 2 Friday, 6:00pm–7:00pm
- **How I Stopped Worrying About the Bomb**
Comics Track / Plaza 2 Saturday, 10:30am–11:30am
- **Xena, X-Files & Star Trek: The Comics**
Comics Track / Plaza 2 Saturday, 1:30pm–2:30pm
- **Spandex vs. The Suit
(or Superhero vs. Non-Superhero Comics)**
Comics Track / Plaza 2 Saturday, 3:00pm–4:00pm
- **Giving Birth to a Star Trek Comic Book (Session 2)**
Comics Track / Plaza 2 Sunday, 1:30pm–2:30pm

The Programming Schedule Grid

The following pages show the programming schedule in grid format. Shaded areas indicate times when there are no scheduled events for that area.

Programming track events are listed at the top of each page, while other schedules such as Mainstage, Music, and Cinema Rex are listed at the bottom of each page.

The names of panels featuring Guests of Honor or Featured Guests are highlighted in bold and feature the guests' initials:

FJA = Forrest J Ackerman PK = Pamela Keesey
GR = Gary Russell GP = Gordon Purcell
HK = Harry Knowles

For more detailed information on any of the panels and programs listed, refer to that area's section of this pocket guide. Remember, all information listed was current as of press time for this publication but MAY HAVE CHANGED. Refer to information posted at the individual event locations for the most current schedule of events.

Friday: 3:00pm – 8:30pm	Track 1 3:00pm – 4:00pm	Track 2 4:30pm – 5:30pm	Track 3 6:00pm – 7:00pm	Track 4 7:30pm – 8:30pm
Art/Artists Plaza 1		Masquerade / Costuming	Will The Web Change...Art?	Computer Art 101
Comics Plaza 2		Insane World Of Comics	<i>Star Trek</i> Comics	
Gaming Atrium 3			What Is Gaming?	The GM That Shagged Me.
Hard Science Atrium 4		The Future Of Military Tech.	Get Off The Rock!	Hits And Misses
Literature Edina Room	Does This Lipstick.../PK	Doctor Who in Print / GR	Taken in Vein / PK	From Scientifiction to Sci-Fi / FJA
Movie Plaza 5	If it Ain't Broke... / HK		Full Moon Madness	Six Degrees of L. Henrickson
Television Plaza 6		Roddenberry Legacy / HK	<i>Highlander vs. Raven</i>	<i>Lexx: Tales of a Parallel Univ.</i>
Youth Prog. Atrium 2	Create a Banner	Create a Castle from Clay		
UnCONventional/ Anime Prog. Bloomington Room			<i>Battleship Ven- gance</i> (video)- <i>unCON</i>	Anime 101 (Session 1) <i>Anime</i>
Anime Room Plaza 3	CLOSED for set-up		<i>Gunsmith Cats: Bulletproof</i>	<i>Ruin Explorers Episodes 1-2</i>
Art Show / Auction Atrium 6 / Atrium 4	Open 2:00pm – 7:00pm <i>Artist check-in 10:00am – 7:00pm</i>			
Cinema Rex Plaza 4	3:00pm <i>Metropolis</i>	5:00pm <i>The Day the Earth Stood Still</i>	7:00pm <i>Strange Days</i>	
COF₂E₂ Poolside Cabana			7pm Free- zerburn	8pm Wind singer
Costume Display Atrium 7	Open 2:00pm – 6:00pm			
Dealers' Room Grand Ballroom West	Open 2:00pm – 6:00pm			
Gadgeteer's Zoo Veranda Ballroom 3-4	Open 1:00pm – 9:00pm			
Main Stage Grand Ballroom East			7pm Opening Ceremonies	8:30 Music
Phule's Club Atrium 8				
Silent Auction Atrium 7	Open 2:00pm – 6:00pm			

CONvergence Function Space Hours:

Anime RoomThe Anime Room runs 24 hours a day from 6pm Friday to 12:35pm Sunday. For a complete listing of Anime Room programs, refer to the Anime Room section on page 1.

Cinema Rex.....For a complete listing and detailed descriptions of the *Cinema Rex* movies, refer to the *Cinema Rex* section on page 2.

Friday: 9:00pm – 1:00am	Track 5 9:00pm – 10:00pm	Track 6 10:30pm – 11:30pm	Track 7 12:00am – 1:00am	
Art/Artists Plaza 1				
Comics Plaza 2				
Gaming Atrium 3		Network Gaming		
Hard Science Atrium 4	Science is Bad!	Science vs. Story		
Literature Edina Room	Reading #1/ FJA			
Movie Plaza 5	Bring Me The Head Of Akiva Goldsmann	Who Game- Mastered This Movie?		
Television Plaza 6	<i>Lexx: Tales Of A Parallel Univ.</i>	<i>Star Trek Is A Bunch Of Nazis</i>		
Youth Prog. Atrium 2				
UnCONventional/ Anime Prog. Bloomington Room	On this Fan Sub... <i>Anime</i>	UFO's and Alien Abduction <i>unCON</i>		
Anime Room Plaza 3	9:30pm <i>Record of Lodoss Wars Vol.1</i>	11:00pm <i>Gundam 0080 Vol. 1</i>	12:30am <i>Neon Genesis...</i>	2:30am <i>Ghost in the Shell</i>
Art Show / Auction Atrium 6 / Atrium 4				
Cinema Rex Plaza 4	<i>Strange Days</i>	10:00pm <i>Modern Vampires</i>	12:00am <i>Excalibur</i>	2:45am <i>Altered States</i>
COF₂E₂ Poolside Cabana	9:00pm Psychopop	Open	10:00pm R'ev'e du Fon	Open
Costume Display Atrium 7				
Dealers' Room Grand Ballroom West				
Gadgeteer's Zoo Veranda Ballroom 3-4				
Main Stage Grand Ballroom East	8:30pm Passage	10:30pm Lojo Russo & Funks Grove		
Phule's Club Atrium 8	Open 8:30pm – 1:00am			
Silent Auction Atrium 7				

Saturday: 9:00am – 2:30pm	Track 8 9:00am – 10:00am	Track 9 10:30am – 11:30am	Track 10 12:00pm – 1:00pm	Track 11 1:30pm – 2:30pm
Art/Artists Plaza 1			Deconstructing Pre-Raphaelite Metaphors	Tour of the Art Show
Comics Plaza 2		How I Stopped Worrying...		<i>Xena, X-Files & Star Trek</i> comics
Gaming Atrium 3			Art in Gaming	Gaming Associations
Hard Science Atrium 4			Prop Collecting and Building	The Singularity
Literature Edina Room		Lights, Camera, Novelization / GR		Pulpy Goodness or Fortified Lit. / PK
Movie Plaza 5	Forry's Lucky 13 / FJA	Slide Show/ FJA		Fantasy Films / HK
Television Plaza 6	The Gabby Dilemma	Spirituality for the Masses	Conspiracy Flow Chart	Dr. Who in B&W / GR
Youth Prog. Atrium 2	Artist Work- shop for Kids	Lego Science	Coloring Connies...	Reading Time / Kids Gaming
UnCONventional/ Anime Prog. Bloomington Room		Klingon Wid- ows & Orphans <i>unCON</i>	Anime 101 (Session 2) <i>Anime</i>	I Remember Karlontorgosi / FJA – <i>Movie</i>
Anime Room Plaza 3	9:30am <i>Iria: Volumes 1-3</i>		12:30pm <i>Roujin Z</i>	2pm Next
Art Show / Auction Atrium 6 / Atrium 4	Open 10:00am – 6:00pm Artist check-in 11:00am – 11:00am			
Cinema Rex Plaza 4	10am <i>The Hobbit</i>	11:30am <i>The Black Hole</i>	1:30pm <i>Logan's Run</i>	
COF₂E₂ Poolside Cabana	Open until 11:00am			
Costume Display Atrium 7	Open 10:00am – 6:00pm			
Dealers' Room Grand Ballroom West	Open 10:00am – 6:00pm			
Gadgeteer's Zoo Veranda Ballroom 3-4				Open 1:00pm – 7:00pm
Main Stage Grand Ballroom East	(9am-12pm) Masquerade Rehearsal	Masquerade Orientation	1pm-5pm Masq. Rehearsal	
Phule's Club Atrium 8				
Silent Auction Atrium 7	Open 10:00am – 6:00pm			

CONvergence Function Space Hours:

Anime Room The Anime Room runs 24 hours a day from 6pm Friday to 12:35pm Sunday. For a complete listing of Anime Room programs, refer to the Anime Room section on page 1.

Cinema Rex..... For a complete listing and detailed descriptions of the *Cinema Rex* movies, refer to the *Cinema Rex* section on page 2.

Saturday: 3:00pm – 8:30pm	Track 12 3:00pm – 4:00pm	Track 13 4:30pm – 5:30pm	Track 14 6:00pm – 7:00pm	Track 15 7:30pm – 8:30pm
Art/Artists Plaza 1	Artists In The Zoo	Cartoonists Jam		
Comics Plaza 2	Superhero Vs. Non-Superhero			
Gaming Atrium 3		Roll vs. Role		What <i>is</i> Magic?
Hard Science Atrium 4	Future Weapons...			
Literature Edina Room	Publish or Perish / PK	Alternate History / Alt. Worlds		Queer Imagery in SF/F / PK
Movie Plaza 5	Star Wars: Episode I / HK		J. Mnemonic vs. The Matrix / HK	
Television Plaza 6	<i>Xena</i> Music Videos	How TV Shows are Made / GR	<i>Xena/Buffy</i> Vs. <i>June Cleaver</i> ...	Season Six?! Shouldn't We Just Be Done...?
Youth Prog. Atrium 2	Make a Pipe Cleaner Dragon	Construction Paper Dragons		
unCONventional/ Anime Prog. Bloomington Room	From <i>Akira</i> to <i>Zillion</i> <i>Anime</i>	Play the Game / See the Movie <i>Anime</i>	Myth of Harp <i>unCON</i>	Subtitled vs. Dubbed <i>Anime</i>
Anime Room Plaza 3	3:30pm <i>Neon Genesis v.2</i>	4:30pm <i>Escaflowne Episodes 1-4</i>	6:30pm <i>Fushigi Yuugi: Myst. Play</i>	8pm <i>Otaku No Video</i>
Art Show / Auction Atrium 6 / Atrium 4	Open 10:00am – 6:00pm			
Cinema Rex Plaza 4	Logan's Run	4:00pm Dark Crystal	6:00pm Metropolis	8pm Next
COF₂E₂ Poolside Cabana				7pm Bor- derlands
Costume Display Atrium 7	Open 10:00am – 6:00pm			
Dealers' Room Grand Ballroom West	Open 10:00am – 6:00pm			
Gadgeteer's Zoo Veranda Ballroom 3-4	Open 1:00pm – 7:00pm			
Main Stage Grand Ballroom East	1:00pm-5:00pm Masq. Rehearsal		Seating for Masq.	7:00pm Masquerade
Phule's Club Atrium 8				
Silent Auction Atrium 7	Open 10:00am – 6:00pm			

Saturday: 9:00pm – 1:00am	Track 16 9:00pm – 10:00pm	Track 17 10:30pm – 11:30pm	Track 18 12:00am – 1:00am	
Art/Artists <i>Plaza 1</i>				
Comics <i>Plaza 2</i>				
Gaming <i>Atrium 3</i>	This Old Map	World Creation		
Hard Science <i>Atrium 4</i>				
Literature <i>Edina Room</i>				
Movie <i>Plaza 5</i>				
Television <i>Plaza 6</i>	Stage/Screen Combat Demo Mini Lesson	<i>Space: Above and Beyond:</i> Mission Status	<i>Xena:</i> Subtexters vs. Non-subtexters	
Youth Prog. <i>Atrium 2</i>				
unCONventional/ Anime Prog. <i>Bloomington Room</i>		How to Relax Your Klingon <i>unCON</i>		
Anime Room <i>Plaza 3</i>	8pm <i>Otaku No Video</i>	10pm <i>Neon Gen: Death & Rebirth</i>	11:30pm <i>Neon Gen: End of End</i>	12:30 <i>EVA Parody</i>
Art Show / Auction <i>Atrium 6 / Atrium 4</i>	Voice Auction 9:00pm – 11:00pm			1am <i>Darkside Blues</i>
Cinema Rex <i>Plaza 4</i>	8pm <i>Brainstorm</i>	10pm <i>The Thing</i>	12am <i>Baffled</i>	2am <i>Strange Days</i>
COF₂E₂ <i>Poolside Cabana</i>	9pm Psychopop	10pm Mog- genahf	11pm Whiskey -dicks	Open
Costume Display <i>Atrium 7</i>				
Dealers' Room <i>Grand Ballroom West</i>				
Gadgeteer's Zoo <i>Veranda Ballroom 3-4</i>				
Main Stage <i>Grand Ballroom East</i>	7pm Masquerade	All the Pretty Horses		
Phule's Club <i>Atrium 8</i>		Open 9:30pm – 2:00am		
Silent Auction <i>Atrium 7</i>				

CONvergence Function Space Hours:

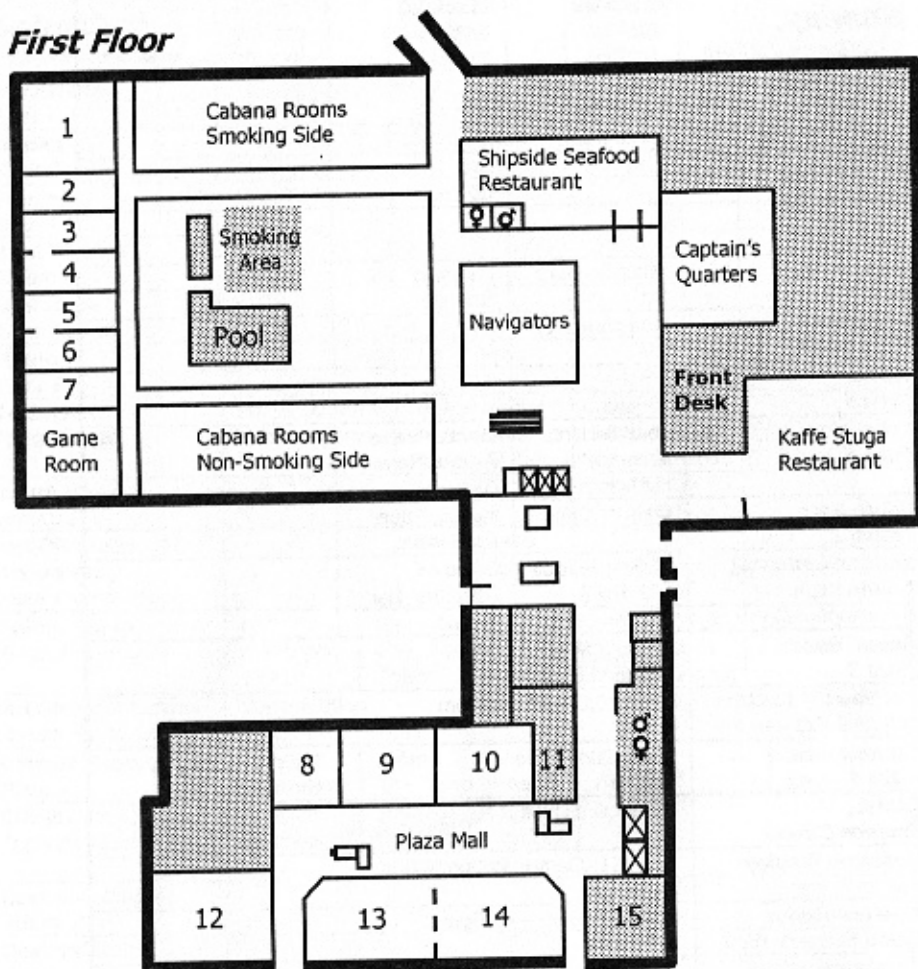
Anime RoomThe Anime Room runs 24 hours a day from 6pm Friday to 12:35pm Sunday. For a complete listing of Anime Room programs, refer to the Anime Room section on page 1.

Cinema Rex.....For a complete listing and detailed descriptions of the *Cinema Rex* movies, refer to the *Cinema Rex* section on page 2.

Sunday: 12:00pm – 2:30pm	Track 19 12:00pm – 1:00pm	Track 20 1:30pm – 2:30pm	
Art/Artists <i>Plaza 1</i>	Daddy, where do comics come from?		
Comics <i>Plaza 2</i>		<i>Star Trek Comics</i>	
Gaming <i>Atrium 3</i>			
Hard Science <i>Atrium 4</i>	What Soldiers Do	Future of Bio. Science...	
Literature <i>Edina Room</i>	Reading #2/ FJA		
Movie <i>Plaza 5</i>			
Television <i>Plaza 6</i>	Xena & Herc: Accuracy in Mythology	Doctor Who Audio Plays / GR	
Youth Prog. <i>Atrium 2</i>	Child of Slime	Making Paper Bag Masks...	
unCONventional/ Anime Prog. <i>Bloomington Room</i>	Sliders: Is it all just Slip & Slide?	Board of Directors' Liar's Panel	
Anime Room <i>Plaza 3</i>	12:35 – End of Showing		
Art Show / Auction <i>Atrium 6 / Atrium 4</i>	Open 10:00am – 3:00pm		
Cinema Rex <i>Plaza 4</i>	11am <i>Dark Crystal</i>	1pm <i>Them!</i>	3:00pm – <i>The Day the Earth Stood Still</i>
COF₂E₂ <i>Poolside Cabana</i>	Closed at 11:00am		
Costume Display <i>Atrium 7</i>	Open 11:00am – 4:00pm		
Dealers' Room <i>Grand Ballroom West</i>	Open 11:00am – 4:00pm		
Gadgeteer's Zoo <i>Veranda Ballroom 3-4</i>	Open 1:00pm – 5:00pm		
Main Stage <i>Grand Ballroom East</i>	11am Dangerous Science	1pm Soylent Theater	4pm Closing Ceremonies
Phule's Club <i>Atrium 8</i>			
Silent Auction <i>Atrium 7</i>			

Maps of CONvergence Event Space

First Floor



Flyers and Signage:

Because CONvergence is sharing the Radisson South with other groups, there are limitations to where we are permitted to post signs and flyers. By all means, please post your flyers and signs, but do so within the guidelines listed below, or we will have to remove them. Please help us maintain a good relationship with the Radisson Hotel South.

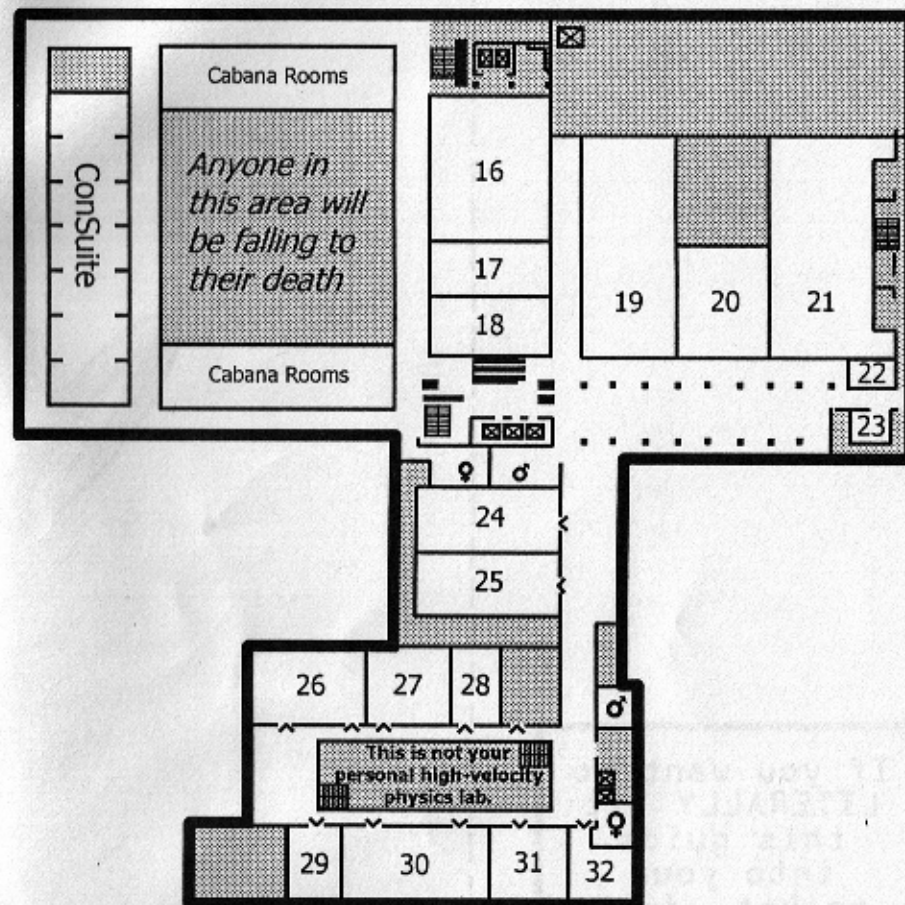
Where we CAN place signs:

- Grand Ballroom foyer **NOT including the elevator / escalator lobby**
- Bloomington / Edina foyer
- Back corridors of and 2nd Floor cabanas
- Atrium walls (2nd Floor, North Tower)
- In programming rooms
- 4th Floor South Tower
- 22nd Floor

Where we CANNOT:

- Elevators
- 1st Floor, anywhere – including Plaza level
- Any floor of the hotel other 2nd, 4th and 22nd Floors as listed above.

Second Floor



Key to First Floor Map

- 1 Fitness Center
- 2 *Renewal* LARP HQ
- 3 Ain't It Cool News
- 4 Harry Knowles / Father Geek
- 5 "Unplugged" Music
- 6 COF₂E₂
- 7 "Plugged" Music
- 8 Anime Room
- 9 Comics Programming
- 10 Art/Artists Programming
- 11 Gift Shop
- 12 Cinema Rex Movie Room
- 13 Movie Programming
- 14 Television Programming
- 15 Java Plaza

Key to Second Floor Map

- 16 Masquerade Green Room / Collectible Card Tournament Space
- 17 Gadgeteers' Petting Zoo / Science Display Area
- 18 Engineering
- 19 Mainstage
- 20 Registration / Volunteers / Information Services
- 21 Dealers' Room
- 22 Programming Ops
- 23 *Society in Shadow* LARP HQ
- 24 unCONventional / Anime Prog. *Bloomington Room*
- 25 Literature Programming *Edina Room*
- 26 Hard Science Programming
- 27 Gaming Programming
- 28 Youth Programming
- 29 Programming Green Room
- 30 Art Show
- 31 Costume Display Area / Silent Auction
- 32 Phule's Club