

CONVERGENCE 2002

"It's like nothing you've ever gone after before..."

Don't know where to find what you're looking for?

Visit the **Information Desk** in
CONvergence Central outside of the
Radisson South Grand Ballroom
on the second floor.

Or visit the **Operations Bridge** in
Verandas 1 and 2 just around the corner.
You can reach the Bridge by phone at **x7215**.



CONvergence 2002 Programming and Events Guide



COVER ART BY
CONVERGENCE 2002
GUEST OF HONOR
NENE THOMAS

The purpose of this-- Programming Guide is to tell you the where and when of things happening throughout the convention weekend. For more detailed information about departments and events at CONvergence, you can read about them in the CONvergence Souvenir Book.

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CONVERGENCE 2002 PROGRAMMING GUIDE

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SCHEDULE CHANGES

CONvergence Programming and Publications have worked together to make this Programming Guide as accurate as possible, but since last-minute changes occur, refer to the Programming Update boards located outside Atrium 5 and in CONvergence Central.

HOURS OF OPERATION AND LOCATIONS

ART SHOW

Plaza 5/6 (First Floor)

Thursday	Noon—7:00pm
	Set-Up / Artist Drop Off Only
Friday	10:00am-1:00pm
	Set Up / Artist Drop Off Only
	2:00pm-6:00pm AND 8:00pm-9:30pm
Saturday	9:00am—6:00pm
Sunday	10:00am—2:00pm

ART AUCTION

Plaza 2 (First Floor)

The auction begins at 9:30pm or 15 minutes after Masquerade ends, whichever comes first.

CINEMA REX MOVIE ROOM

Plaza 4 (First Floor)

Friday	2:00pm—5:30am
Saturday	10:00am—5:00am
Sunday	10:00am—6:00pm

See schedule on **Page 3**.

COF2E2 FREE COFFEE

Cabana 115 (First Floor)

Opens at 3:00pm Friday
 Closes at 5:00pm Sunday

COF2E2 MUSIC

Cabana 118 (First Floor)

6:00pm Friday—6:00am Saturday
3:00pm Saturday—6:00am Sunday
11:00am Sunday—3:00pm Sunday

Visit COF2E2 Music for performance schedule.

CONCESSIONS

CONvergence Central (Second Floor)

Friday	2:00pm—6:00pm
Saturday	10:00am—6:00pm
Sunday	10:00am—6:30am

CONNIE'S SPACE LOUNGE

Verandas 6 & 8 (Second Floor)

Friday	8:00pm—2:00am
Saturday	2:00pm—7:00pm AND 10:00pm—2:00am
Sunday	12:00pm—4:00pm

CONSUITE

Cabanas 214-219 (Second Floor)

Opens Friday 3:00pm
 Closes Sunday 5:00pm

DEALERS' ROOM

Grand Ballroom West & Front Center (Second Floor)

Friday	2:00pm—6:00pm
Saturday	10:00am—6:00pm
Sunday	11:00am—4:00pm

GAMING AREA

Twenty-Second Floor

Opens Friday 3:00pm
 Closes Sunday 5:30pm

See schedule on **Page 5**.

KRUSHENKO'S

Cabana 114 (First Floor)

Friday	9:00pm—2:00am
Saturday	Noon—7:00pm
Sunday	Noon—5:00pm

See schedule on **Page 9**.

MAINSTAGE

Grand Ballroom East (Second Floor)

See schedule on **Page 10**.

MASQUERADE

Grand Ballroom East (Second Floor)

Sign-up	
Friday	11:30am—6:00pm
Saturday	9:00am—11:00am

Rehearsals

Saturday	9:00am—5:00pm
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Masquerade Green Room

Opens at 6:00pm Saturday

Masquerade Performance

Saturday	7:00pm—9:00pm
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PARTIES

Individual parties will have their own schedules and hours of operation as determined by the party hosts. See the Parties Guide section on **Page 13** for further parties information.

OPERATIONS BRIDGE

Verandas 1 & 2 (Second Floor)

Verandas 1 & 2 are the place for after-hours registration or to otherwise make contact with the CONvergence staff. You can call the Bridge at **x7215**.

REGISTRATION

Verandas 3 & 4 (Second Floor)

Thursday	3:00pm—7:00pm
Friday	9:00am—10:00pm
Saturday	9:00am—2:00pm AND 4:00pm—6:00pm

After 6:00pm on Saturday, Registration staffers will be on call for anyone who was unable to pick up their badge during posted hours.

SCIENCE ROOM AND GADGETEERS' PETTING ZOO

Plaza 1 (First Floor)

Friday	3:00pm—7:00pm
Saturday	11:00am—7:00pm
Sunday	11:00am—4:00pm

See **Page 11** for a schedule of events.

SILENT AUCTION

Atrium 1 (Second Floor)

Friday	12:00pm—5:00pm
	8:00pm—10:00pm
Saturday	9:am—5:00pm
	8:00pm—11:00pm

Winners may pick up their items from Atrium 1 on Sunday between 10:00am and 5:00pm.

THEATRE NIPPON

Plaza 3 (First Floor)

Opens Friday 6:00pm / Closes Sunday Noon

See schedule on **Page 11**.

VOLUNTEERS DESK/INFO SERVICES

Convergence Central (First Floor)

Wanting to help out and don't know where your help is needed? Stop by the Volunteers Desk in CONvergence Central outside the Grand Ballroom. At the same location, Info Services is the best place to answer your what/when/where questions about the convention.

Friday	Noon—11:00pm
Saturday	10:00am—11:00pm
Sunday	11:00am—4:00pm

SPECIAL EVENTS

BLOOD DRIVE - FRIDAY: 1:00PM-7:00PM**SIGN-UP AT REGISTRATION IN VERANDAS 3 & 4**

CONvergence is hosting a blood drive with the assistance of the **Heinlein Society** and the **American Red Cross**. Each donor will receive an enameled designed by Robert Heinlein, and there will also be books for some randomly chosen donors.

TREASURE HUNT - FRIDAY AFTER OPENING CEREMONIES

The first clue and rules for the Treasure Hunt can be found at the R.O.G. Cabana (Room 124). There is a second Treasure Hunt for kids age 12 and under. Head to Youth Programming (Atrium 8) for rules and your first clue. You must find the clues and record the clue, clue code, and location in the proper order to win.

BATLETH TOURNAMENT - SATURDAY: 10:00AM-NOON**GARDEN COURT (SOUTH TOWER, FIRST FLOOR)**

The Imperial Klingon Forces will be holding the first annual IKF Batleth Tournament in the Garden Court area. Watch as warriors from the IKF do battle to determine who will claim the title of 2002 IKF Batleth Champion and all the glory and honor that goes with it in this traditional Klingon martial art. Due to training and safety requirements this year's tournament will be open to IKF members only. There will be a \$10 entry fee and donation sites may be available. All money raised will be donated to the American Diabetes Association. When Klingons are fighting for a cure, diabetes doesn't stand a chance. For more information contact the **IKV Ragnarok** at envy1874@aol.com.

STAGE COMBAT DEMONSTRATION - SATURDAY: 3:00PM**GARDEN COURT (SOUTH TOWER, FIRST FLOOR)**

The **New Dawn Duelist Society** will present an overview of European Martial Arts from the 1300s-1800s. Demonstrations will include long sword, sword & buckler, rapier & dagger, small sword, and grappling techniques. Please note that all individuals taking part in this demonstration are trained stage combatants. All fights have been carefully choreographed for the safety of those involved. For your own safety, you will need to remain in the viewing area and will not be allowed to handle the weaponry.

**CINEMA REX MOVIE ROOM****PLAZA 4 (NORTH TOWER, FIRST FLOOR)**

Once again we are back and tucked away in our cozy corner and looking forward to having a great convention. In keeping with this year's theme, Rex has selected many adventure-packed films and has planned several special events. You will be seeing a lot of our Guests of Honor, **Mark**

Altman and **Robert Meyer Burnett** (we just can't get rid of them) as they present their films, show rare goodies, and just hang out. For more information on what Cinema Rex is like, check out the souvenir guide, otherwise here is a brief rundown:

Cinema Rex is all about comfort, atmosphere, and great movies. To accomplish this, Rex turns our film room into one big cozy living room filled with all the free concessions you can shove in your face and then puts the movies on a big screen with a great sound system. In the end, a film room can only be as good as the films it shows. We can and will show a variety of movies: Classics that everyone should have seen (but we know some of you 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 films from past years' suggestion boxes.

Thanks to all who have filled out comment cards in the past. We greatly value your input and hope to receive more this year. Rex reads every card personally, and your advice and film suggestions are very helpful.

CINEMA REX MOVIE SCHEDULE

FRIDAY

- 2:00pm **Raiders of the Lost Ark: (widescreen)** PG-1981-115 min.
dir. Steven Spielberg. w/Harrison Ford, Karen Allen, Denholm Elliot, Full-Sized John Rhys Davies. Obligatory. Since it is against Rex's policy to ever show an Indy film in pan and scan, we proudly present the only widescreen version currently available - the letterboxed LaserDisc.
- 4:00pm **The Specials: (widescreen)** R-2000-82 min.
dir. Craig Mazin. Prod. Mark Altman. Assoc. Prod. Robert Meyer Burnett. w/Rob Lowe. Guest of Honor Mark Altman introduces this zany superhero studded drama. Often described as similar to *Mystery Men*, but with a better script, this film, co-produced by Altman, was meant to be shown at conventions. You won't want to miss this one. This might be your only chance to see Rob Lowe in Cinema Rex, ever!
- 6:00pm **Planeta Burg: NR-1962-82 min.**
dir. Pavel Klushantsev. While we were headed towards "The Forbidden Planet," the other side of the Iron Curtain was headed for Venus in this rare Soviet science fiction classic that follows a group of intrepid Cosmonauts, and of course their faithful robot companion, to the Planet of Storms (that's Venus, you decadent western capitalists!)
- 7:30pm **Stargate: (Director's Cut - widescreen)** PG13-1994-129 min.
dir. Roland Emmerich. w/Kurt Russell, James Spader, Jaye Davidson. Opening Ceremony blues? Sick of all those crappy jokes the board members tell? And those skits . . . borrrrrring. Leave all that bunk behind and head down to Cinema Rex for some REAL entertainment with the adventurous Kurt Russell as he travels to Egypt and beyond. Check out the extra nine minutes and other subtle differences in the director's cut. (NOTE FROM THE BOARD: Wait until they see their budget next year!)
- 10:00pm **Seconds: (widescreen)** R-1966-108 min.
dir. John Frankenheimer. w/Rock Hudson, Salome Jens. Overlooked by most of fandom, this rarely seen film is essentially a feature length, high budget, very dark, Twilight Zone episode. It is also an excellent opportunity for Deep Space Nine fans to play "Find the Founder."
- Midnight **Conan the Barbarian: (European Version - widescreen)** R-1982-130 min.
dir. John Millus. w/Arnold Schwarzenegger, Sandahl Bergman, James Earl Jones, Mako. We are very pleased to present the recently released European version of this splendid fantasy film. Often unappreciated in its televised, edited, pan-and-scan format, this film's brilliant score, flavorful supporting cast, and excellent directing make it one of the best fantasy films ever made. It is also an opportunity to see Arnold Schwarzenegger before he became a parody of himself. Please, if you haven't seen this movie in the last 10 years, you have to give it another shake!!!!
- 2:30am **The Lord of the Rings: The Fellowship of the Ring (widescreen):** PG13-2001-178 min.
dir. Peter Jackson. w/Elijah Wood, Ian McKellen, Christopher Lee, Half-Sized John Rhys-Davies. One Film to rule them all. One Film to find them, One Film to bring them all (to Cinema Rex), And in the darkness bind them. Special thanks to our Guest of Honor, **Robert Meyer Burnett**, who is working on the upcoming DVD release, for making this event possible.

SATURDAY

- 10:00am **Snow White and the Seven Dwarfs:** G—1937—80 min.
prod. Walt Disney. See the movie that started it all. The first Disney feature film. No animated deer were harmed during the making of this film.
- 11:30am **Free Enterprise: (widescreen)** R—1998—116min.
dir. Robert Meyer Burnett. Prod. Mark Altman. Written by Mark Altman, Robert Meyer Burnett. w/William Shatner. Rex is very pleased to present Guests of Honor Mark Altman and Robert Meyer Burnett as they introduce this year's installment of Star Trek Actor Theatre made by, for and about, well, the sort of people who have living rooms full of action figures. This hilarious geek-fest is an absolute must-see for fans of Star Trek, Logan's Run, and William Shatner. By the way, William Shatner is in this film.
- 2:30pm **The Adventures of Robin Hood:** NR—1938—106 min.
dir. Michael Curtiz, William Keighley. w/Errol Flynn, Olivia de Havilland, Basil Rathbone, Claude Rains. Nominated for Best Picture in 1938, this beautiful Technicolor epic is quite possibly the greatest adventure film ever made. With this year's theme, Rex just couldn't resist bringing you this Costner-free classic that long ago inspired some of us to become fantasy gamers.
- 4:30pm **Raiders of the Lost Ark: (widescreen)** PG—1981—115 min.
dir. Steven Spielberg. w/Harrison Ford, Karen Allen, Denholm Elliot, Full-Sized John Rys-Davies. (See Friday 2:00pm listing for description)
- 7:00pm **Conan the Barbarian: (European Version - widescreen)** R—1982—130 min.
dir. John Milius. w/Arnold Schwarzenegger, Sandahl Bergman, James Earl Jones, Mako. (See Friday MIDNIGHT listing for description)
- 9:30pm **Creature from the Black Lagoon:** NR—1954—79 min.
dir. Jack Arnold. Adventure finds itself deep in the Amazon jungle in this classic monster movie that defined a genre and 'spawned' two sequels. A recent, unofficial Rex poll indicated many of you have never seen this historic film, so here's your chance to see it in style.
- 11:00pm **Trailer Park with Rob and Mark:** NR—2002—60 min.
Our guests are back (they can't resist Rex's charm) to share a bounty of trailers, clips, and excerpts they've acquired through their torrid, geeky lives, fraught with years of producing, directing, and editing films and special edition DVDs such as Tron and The Fellowship of the Ring. The only way to discover what tasty morsels they are bringing is to attend this event. Even Rex himself cannot fathom exactly what lies in store for us.
- Midnight **Pitch Black: (Director's Cut - widescreen)** NR—2000—112 min.
dir. David Twohy. w/Vin Diesel, Radha Mitchell. A family, fleeing from political oppression, travels to Earth unknowingly carrying a deadly disease that spells DOOM for the human race!!! If you've seen this film, then you know that none of that had anything to do with Pitch Black at all, but what can you say about Pitch Black without giving everything away? Take Rex's word for it, this overlooked movie is an exceptional sci-fi film, and is his sleeper pick for the year. This may be your last chance to see it on the big screen.
- 2:00am **Dawn of the Dead: (Director's Cut - widescreen)** NR—1979—142 min.
dir. George Romero. w/ David Emge, Ken Foree, Tom Savini
When there's no more room in Hell, the dead will walk the Earth, and the geeks will go to Cinema Rex. Come join a small army of your zombified buddies for the ultimate late night convention movie. We proudly present the hard to find full length George Romero cut, with 15 minutes of restored footage, in its (LaserDisc only!) original aspect ratio of 1.85:1.

SUNDAY

- 10:00am **The Lord of the Rings: The Fellowship of the Ring: (widescreen)** PG13—2001—178 min.
dir. Peter Jackson. w/Elijah Wood, Ian McKellen, Christopher Lee, Half-Sized John Rhys-Davies. (See Friday 2:30 AM listing for description)
- 1:30pm **Free Enterprise w/live commentary: (widescreen)** R—1998—116min.
dir. Robert Meyer Burnett. Prod. Mark Altman. Written by Mark Altman, Robert Meyer Burnett. w/William Shatner. Mark and Robert are back and this time, instead of letting us watch their film in peace and quiet, they will stick around and provide live commentary. Who better to spoof a film than its geeky creators? Come early for a good seat lest you find yourself watching this movie from just outside of a completely packed film room.
- 4:30pm **Planeta Burg:** NR--1962--82 min.
dir. Pavel Klushantsev. (See Friday 6:00pm listing for description)



CONNIE'S SPACE LOUNGE

VERANDAS 6 & 8 (SOUTH TOWER, SECOND FLOOR)

Connie's Space Lounge returns for its second year as the hottest spot for the coolest cats in the galaxy. Stop by for a space smoothie, get painted in glowing colors and have your photo taken.

Relax and listen to sci-fi radio and sound collage in our listening booths or enjoy live electronic music Friday and Saturday night. Bring your own soundmaker, raygun or synthesizer (or just yourself) and join the **sensor re:engine** for a session Saturday night.

Keep your eyestalks raised for more surprises throughout the weekend!



FAN FAIRE

CONVERGENCE CENTRAL (SECOND FLOOR)

CONvergence has decided to try something new for fan groups. Rather than a Fan Faire that will run for two hours on Saturday, we are providing a new space in CONvergence Central for fan groups.

Any fan group can sign up for a one-hour time block at the table. If you didn't contact us before the convention, don't worry! You can sign up at the volunteer table conveniently located right next to the new fan table.

We hope this new feature of our convention will put fan groups right in the middle of the action and help them recruit new members and generate interest in club activities.



GAMING

CONVERGENCE CENTRAL (SECOND FLOOR)
AND GAMING SUITES (22ND FLOOR)

CONvergence Gaming is proud to announce Split-Level Gaming; we're on both the 2nd Floor and the 22nd floor! This year, we've put Board and Strategy Games on the 2nd Floor right in **CONvergence Central**, outside

the Main Stage and Dealers' Room. We also have a Game Library with new and donated games for your enjoyment. Come on by, check one out and have a few hours of fun with some friends!

The rest of the **Gaming Suites**, including Collectible Card Games, LAN / Computer Gaming and RPGs are, again, on the 22nd floor with a wide variety of adventures to suit gamers of all

stripes! Come on up and have some interactive fun with other members of CONvergence! The main **LAN Gaming Room** (22nd Floor, Room 2205) will have a hub available for you to plug in your own machines and laptops! Furthermore, in **LAN Gaming Room #2** (22nd Floor, Room 2207), PC Palace will be providing 80 of the most popular games in the market, today. A new game will be featured every hour, so check back often to see what's cooking!

The Open Gaming Suites, in #2204 on the 22nd floor, will be open throughout the convention. The rest of the gaming areas have the following hours:

HOURS OF OPERATION:

Friday	6:00pm—2:00am	We may be open later than this on various
Saturday	Noon—2:00am	nights, but we're going to be open at least
Sunday	9:00am - 5:00pm	as long as the posted hours.

We may be open later than this on various nights, but we're going to be open at least as long as the posted hours.

NOTE: Due to expensive equipment and potentially violent imagery in some games, minors must have parental permission to play games in either LAN room.

SCHEDULED GAMING EVENTS

FRIDAY

6:00pm—10:00pm **Rappan Athuk, the Dungeon of Graves** 6 Players
Location: 22nd Floor—Room 2206
GM: Matt Williams System: d20 (D&D 3rd Ed.)

Players should bring a 3rd level character, with equipment totaling 3000 gp. Stats should be generated via the Point Buy option, with 30 points to spend on your character. Standard Races and Classes, as well as Psionic classes are allowed. This is a fairly dangerous dungeon crawl, so a spare character might not be a bad idea. I don't want to spend too much time with character building, so if you don't come with a character ready, I'll ask you to use one of the ready made ones rather than building one right there, as this will allow more time for the adventure.

10:00pm—2:00am **Wheel of Time** 10 Players
Location: 22nd Floor—Room 2206
GM: Josh Dubin System: Wheel of Time (d20)

Set in the Wheel of Time Universe (created by Robert Jordan). Characters will be provided for up to 10 players. Ages 17 and up preferred. If you have dice, please bring them.

10:00pm—2:00am **Magic the Gathering Tournament** 12 Players
Location: 22nd Floor—Room 2202
GM: Rob Polzin System: Magic the Gathering

The new "Judgment" set will be used in this tournament. Type 2 rules apply if no one has played using the new set, a 30-minute time frame will be used to understand the new applications. Each player will take a deck that will be placed in a drawing box and will be given a 5-minute time frame to get an idea for what type of game they want to play. There are 3 rounds. The quickest player to win in the semi-finals will get a bye to the finals while the other 2 players battle it out. The winner of the tournament will receive 5 of the decks while the 2nd place winner will get 1 deck.

10:00pm—2:00am **There And Back Again "But For What?"** 4—6 Players
Location: 22nd Floor—Room 2206
GM: Dan Gjerdahl System: AD&D 2nd Ed.

You and your associates were "requested" by the village sage to locate and acquire 5 items of magical importance to him. Although the methods of your 'employment' are far from volun-

tary, this has your curiosity piqued. This is just a walk in the woods, or so it appears. Seems the old man is up to something, as he has been acting odd these past few months. This an outdoors adventure for a party of 4—6 mid-level characters, with adventure, heroics, and a few laughs along the way.

Midnight—Whenever **Broodwar Armageddon**
Location: 22nd Floor—Room 2205 (LAN Gaming #1)
GM: Kevin McColl of Ereglon System: Windows/Mac/Linux

Simple. Everyone vs Kevin. Arakis F board (new custom), not the same board as last year. Task one: Eliminate Kevin from the board. Task two: Beat everyone else, if you lived. Prize will be well worth it! Sign up early Friday.

SATURDAY

Noon—2:00pm **Just For Kids** 2 or more players
Location: Gaming Suites, 22nd Floor - Room 2206
GM: DiAnne Dibble Game System: Home Brew System

Be yourself in a fantasy setting; this adventure is aimed at younger fans anywhere from age 6 through 16! No experience necessary; this game is guaranteed fun and a good introduction to role playing games.

Noon—4:00pm **VOID (demo)** 2 - 8 Players
Location: Gaming Area, 2nd Floor - CONvergence Central
GM: Richard Brantley, Julie Pratt Game System: VOID, by I-Kore

VOID is a science fiction miniatures skirmish wargame, and is an alternative to 40K. You can even get the rules of the game free from I-Kore's web site (www.i-kore.com). Take on the role of Vasa, as they repel an invasion on a distant colony planet. Or, you can side with the Junkers, conquering new territory for the glory of your homeworld. Several introductory games will be played with a variety of scenarios. Miniatures and terrain provided, and the rules will be taught. Novices welcome!

Noon—4:00pm **Indiana Jones and the Argonauts' Quest** 6—18 Players
Location: 22nd Floor—Room 2206
GMs: David J Rust, Robert Wierski, Matt Williams System: GURPS

Come and join in for a tag-team adventure in keeping with this year's theme: "If Adventure Has A Name..." Join Indy and a crew of adventurers as they track down the resting place of the fabled vessel, The Argo. This special event, created solely for CONvergence 2002, will allow players to swap in and out of play in an exciting, dynamic experience... Even if you aren't playing, come on by and live the adventure!

Noon—Whenever **Counter-Strike**
Location: 22nd Floor—Room 2205 (LAN Gaming #1)
GM: Kevin McColl of Ereglon System: Windows/Mac/Linux

Team play terrorists verses counter-terrorists. Award to be announced.

4:00pm—8:00pm **Star Wars d20 RPG (Revised)** 4—6 Players
Location: 22nd Floor—Room 2206
GM: Pedro Rodriguez System: d20 System

In this adventure, the story will fit the players and not the players will fit the story. The players will find themselves on the Outer Rim Territories many hundreds of years before the events of Episode I: The Phantom Menace and the story will unfold around the decisions of the players. The players may make any character with any class starting at Level 4, few species restrictions may apply. There are some minor modifications to the rules, such as the Defense value is a Dodge roll instead and a Parry modifier related to combat rolls, to name a couple. Otherwise the game is as standard. In any case... It's all in the name of Fun! Let the games begin and may the Force be with you.

8:00pm – Midnight **Captain Cosmos' League of Heroes** 4 – 8 Players
 Location: Gaming Suites, 22nd Floor - Room 2206
 GM: T. M. Pederson Game System: GURPS (Supers)

Set in yet another superhero universe. PCs will be 250 point supers in a world where super-humans are still rather rare. Join the world's first super team in its amazing adventures.

8:00pm—Midnight **Iron Dragon** 2—4 Players
 Location: Gaming Area, 2nd Floor - CONvergence Central
 GM: David J Rust System: Iron Dragon Rails by Mayfair Games

Experience the challenge of this popular strategy game, in which rival rail barons attempt to build the best track between supply and demand. Based on the famous "Eurorails", "North American Rails" and "Nippon Rails", this installment of Mayfair Games' Rails system takes the plunge and allows you to build your track through a fantasy world! Yep, we're paving Middle Earth with railways! Build into the Underground... through the Cat People's Southern Jungles... between magically linked cities. Come and join the fun!

8:00pm—Midnight **Janus' Path** 12—16 Players
 Location: 22nd Floor—Room 2206
 GM: Bob Widderski / Rob Dahlstrom System: D&D 3rd Edi.

High level, high adventure, fast action. Two teams working in parallel infiltrate, evade, and conquer. Your life is in your own hands, but also in the hands of the other team. Two separate tables, two separate DM's, continuous action. Encounter deadly monsters, deadlier traps, powerful spells, and challenging puzzles—then things start to get tough. Characters (of about 14th level) provided.

Midnight—Whenever **Warcraft 3**
 Location: 22nd Floor—Room 2205 (LAN Gaming #1)
 GM: Kevin McColl of Eregion System: Windows/Mac/Linux

Warcraft 3 survival of the fittest. Prize to be announced.

SUNDAY

10:00am—2:00pm **The Giant's Saddle** 4—5 Players
 Location: 22nd Floor—Room 2206
 GM: David Lowery System: D&D 3rd Edition

You've all heard the legends, except you've each heard a different one. Or, maybe they're different versions of the same legend. All you know for sure is there is a large rock tower and something about a giant. You decide to investigate, each for your own reasons. An adventure for low level characters involving role-playing, puzzle-solving, combat, and thinking.

Noon—4:00pm **Chainmail** 2—8 Players
 Location: Gaming Area, 2nd Floor - CONvergence Central
 GM: Richard Brantley, Julie Pratt System: Chainmail, by WotC

Chainmail is a small-scale fantasy miniatures war game made by Wizards of the Coast (www.wizards.com/chainmail). It is loosely based on the d20 system, and employs creatures, spells and skills from the 3rd edition of D&D. The God of War is dead - and many factions are locked in an mortal combat to determine who the new God of War will be. Several introductory games will be played. Models and terrain provided, and the rules will be taught. Novices welcome!



KRUSHENKO'S
 CABANA 114 (FIRST FLOOR)

Krushenko's—inspired by a bistro in Larry Niven's "Ringworld"—is a space for people who like spending some of their time at SF conventions talking about science fiction and fantasy. At CONvergence we'll have a mix of scheduled discussions, informal conversation, and SF-related parties. Come

on down for light snacks and heavy conversation! **"Krushenko's is Accustomed to Serving Alien Guests!"**

FRIDAY

9:00pm—2:00am **MonsterZine Party.**
Pam Keeseey, host. Learn about this free online magazine (www.MonsterZine.com) chronicling the history of classic horror films.

SATURDAY

Noon—1:00pm **Inner Workings: The Films of del Toro and Cronenberg**
Pam Keeseey, moderator; Eric M. Heideman. Both Guillermo del Toro and David Cronenberg have explored the inner workings of the human mind and the human (and sometimes not so human) body. Join us for a discussion of the films of these two directors and explore the images and issues that predominate in their most popular films.

1:30pm—2:30pm **MonsterZine.com: The Panel.**
Pam Keeseey, moderator.; David Christenson, Eric M. Heideman. Staff members talk about this cool online magazine.

3:00pm—4:00pm **SF Writing Groups: The 2002 Scene**
Eric M. Heideman, convenor; sponsored by the Minnesota Imaginative Fiction Writers' Alliance. In this annual meeting, representatives of SF writing groups discuss how the groups got started and how they function, and individuals who are looking for an SF writing group have the opportunity to network with SF writing groups that are currently recruiting.

4:30pm—5:30pm **Life Seekers**
 Paul F. Richards, moderator. A look at the scientific search for life on Mars, elsewhere in the solar system, and throughout the universe.

9:00pm—2:00am **A Party for Readers and Writers.**
 Hosted by *Tales of the Unanticipated*, a speculative fiction magazine, & Second Foundation, an SF book-discussion group.

SUNDAY

Noon—1:00pm **The Enjoyment of Fear: The Films of Sir Alfred Hitchcock**
David Christenson, moderator; Eric M. Heideman. An appreciation of Hitch (1899-1980) and his 50 years of movie magic, especially his uses of fear and suspense.

1:30pm—2:30pm **Horror Film Renaissance?**
 The years since the late '90s have seen an upsurge in both films in the classic/gothic horror tradition: "The Sixth Sense," "The Blair Witch Project," "Stir of Echoes," "The Others," and Guillermo del Toros' "The Devil's Backbone" — and quality "popcorn": del Toro's "Blade II." Recent years have also seen well-done reflections on horror history, including the last days of Bela Lugosi ("Ed Wood") and "Frankenstein" director James Whale ("Gods and Monsters"), and the making of the original "Nosferatu" ("Shadow of the Vampire"). Has the classic horror film found itself again?



MAINSTAGE EVENT SCHEDULE

GRAND BALLROOM WEST (SECOND FLOOR)

Mainstage is the home for many of the big events at the convention. Some events are popular enough to pack the house, so be sure to arrive early for good seating.

FRIDAY

6:15pm—6:45pm **Mark Time Radio Show / Opening Ceremonies Pre-Show**

The Mark Time Radio Show is moving to just prior to Opening Ceremonies to make it easier for convention members to attend and enjoy. The Mark Time Awards will be presented during Opening Ceremonies. Please come early to enjoy this terrific live performance by some of the best audio dramatists in the Twin Cities.

7:00pm—8:00pm **Opening Ceremonies**

This is the official welcome to the convention. At some conventions, opening ceremonies can be pretty dull. Ours won't be. Trust us. If you saw last year's opening ceremonies, you know you won't want to miss it.

10:00pm—1:00am **Main Stage Concert** — Featuring **Zurround** and **Psychopop**

See the *CONvergence 2002 Souvenir Book* for more information on these fabulous bands. Bands and DJ's interested in performing at CONvergence 2003 should contact LeXi at dyslexic@waste.org.

SATURDAY

12:00pm—1:00pm **Masquerade Orientation**

This is an orientation session for those PARTICIPATING in the Masquerade, and is held in the Mainstage area in Grand Ballroom West.

7:00pm—9:00pm **Masquerade** (featuring the **Soylent Theater** half-time show)

Aimee Kazinski will again be our emcee for the Masquerade, Saturday night at 7:00pm. Produced by Kat Peppmiller. Soylent Theater is a comedy troupe featuring Tim Uren, Kelvin Hatle, Joseph Scrimshaw, Joshua Scrimshaw, Zvie Razieli and Dr. Doug Shaw. Vision and hearing impaired patrons should wait at the front of the line for preferred seating at the Masquerade.

10:00pm—Late **Masquerade Ball and DJ Dance**

Our annual dance will begin 30 minutes after the Masquerade has finished. The first hour of the Masquerade is the Strobe-Free Sci-Fi music hour. This is an hour of more strongly SF-oriented music, and will not make use of strobe lighting in deference to those convention-goers who are sensitive to it. Costumes are welcome (but not required) as we dance into the night. Come shake your groove thing. DJs will include Rahna, The Aethertwins, DJ Noise, ☆5, and surprise guest DJ's.

SUNDAY

4:30pm—5:00pm **IKV RakeHell / Closing Ceremonies Pre-Show**

For the second year in a row, CONvergence is proud to feature a performance by the **IKV RakeHell** immediately prior to closing ceremonies. This year, they will perform their original show, "Buffy the Vampire Slayer: File it Under X". If last year's show was any indication, it should be well worth the watch. The RakeHell performance will take place at 4:30pm on Sunday with Closing Ceremonies following immediately afterwards. The con ain't over until the Klingons do their thing!

5:00pm—6:00pm **Closing Ceremonies**

All good things must come to an end, and this is it for CONvergence 2002. Come experience the grand finale of CONvergence 2002 and hear announcements about CONvergence 2003.



SCIENCE ROOM AND GADGETEERS' PETTING ZOO

PLAZA 1 (NORTH TOWER, FIRST FLOOR)

In addition to its regular hours of operation (see inside front cover of this guide), the Science Room will be host to a number of special events. Stop in to see what we've got to offer!

EVENT SCHEDULE

FRIDAY 5:30pm—6:30pm **International Space Station News**

SATURDAY 1:30pm—2:30pm **Discovering Alien Planets**
3:30pm—4:30pm **Mars Society Report**
5:30pm—6:30pm **Terrorism And How SF Can Help**

SUNDAY 11:00pm—12:00pm **Toys in Space**
1:00pm—2:00pm **Robot Sumo Wrestling**

THEATER NIPPON ANIME ROOM

PLAZA 3 (NORTH TOWER, FIRST FLOOR)

This year Theater Nippon will be screening both new cutting edge Anime (Metropolis, Jin-Roh, and Love Hina to name a few) and some very good classics you may have missed or have not had the opportunity to see (Macross, Robotech, KOR.) Speaking of opportunity... we've got a box of vendor goodies to give out, including a couple box sets! Stop by the room for details.

Technology: All material is unconverted/scaled and displayed on a High Definition video projector. Surround Sound is provided via a THX certified receiver. Most Anime is DVD based played on a progressive scan DVD player.

FRIDAY EVENING

5:00pm **City Hunter The Motion Picture** / Subtitled / City Hunter—expert detective and shameless ladies' man—keeps Tokyo from being blown sky high! / Action/Adv. TV13

6:30pm **El-Hazzard Wanders** / English Eps 1-3 / Jinnai sabotages Makoto's invention, opening a dimensional rift throwing them and several others from their high school into a land of wonder and fantasy / Comedy/Adv / TV13

8:00pm **Love Hina** / Subtitled Eps 1-4 / Attempting to fulfill a promise to his childhood sweetheart. Keitaro is determined to enter Tokyo University! Rejected twice, he decides to move to his grandmothers apartment complex to study only to find it's now a girls dorm. / Comedy/Romance / TV13

10:00pm **Vampire Hunter D: Bloodlust** / Widescreen English 5.1 / D, the infamous "dunpeal" (born of a vampire father and a human mother) outcast and renowned vampire hunter and a band of vampire bounty hunters compete to track down a kidnapped woman / Action/Horror / Rated R

LATE FRIDAY / SATURDAY MORNING

Midnight **BoogiePop Phantom** / Subtitled Eps 1-6 / Ultra creepy. A string of grisly murders that shook the city to its core five years ago start again. Boogiepop: meet her one dark night and you are taken. Strange things that appear to be going on just below the surface of the city. Darkness takes many forms, though. Evil and good intermingle. / Sci-Fi/Horror / TV15

3:00am **Jin Roh** / Subtitled Widescreen 5.1 / Set in an alternate history of Japan, the Capital Police (an elite Special Forces unit) tries to maintain peace during civil unrest. Battles secret society known as Jin-Roh — the Wolf Brigade. / Action/Adventure / TV13

- 5:00am **Mighty Space Miners** / Subtitled / When disaster strikes an asteroid mining colony, who can the trapped miners call for help?
- 6:00am **Love Hina** / Subtitled Eps 5-6 / Keitaro's attempts to get into Tokyo U continue. Comedy/Romance TV13
- 7:00am **Cardcaptors** / English Eps 1-5 / Curiosity is part of any 10-year-old's life, but Sakura just broke the seal on a magical book and released all of the mischievous spirits imprisoned on the cards inside! Kero, the Guardian of the Clow Cards is horrified to find all of the cards gone and tells Sakura she must become the Cardcaptor and retrieve the spirits before they work their mischief in the world. / Adventure TV13
- 9:30am **Robotech** / English Eps 1-5 / As seen on TV in the US back in the 80s. When a mysterious space battleship crashes onto Macross Island in the South Pacific. Realizing that there are hostile forces in the universe, Earth races to rebuild the ship as a defense against alien attack! As they struggle to master the science of Robotechnology, the Zentraedi armada is approaching the earth! / Adventure

SATURDAY AFTERNOON / EVENING

- Noon **I'm Gonna Be An Angel!** / Subtitled / Cute, loveable Noelle is your average girl...at least she appears to be. When high school student Yuusuke literally falls on top of her, she's soaring high on wings of love! Now, Noelle is "married" to him only she forgot to tell the groom! / Comedy / TV12
- 2:00pm **Kimagure Orange Road TV** / Subtitled Eps 1-5 / Kyosuke's just your average high-school kid—except his whole family have psychic powers. He has a problem that most teenagers would pay to have: two girls are in love with him. Hikaru knows she loves him, and makes sure everyone knows it. But Madoka thinks that she loves him, but doesn't want anyone to know even Kyosuke! Com/Romance / TV13
- 4:30pm **Macross** / Subtitled Eps 1-5 / The original uncut series that was adapted for use in the "Robotech" saga. When a mysterious space battleship crashes onto Macross Island in the South Pacific. Realizing that there are hostile forces in the universe, Earth races to rebuild the ship as a defense against alien attack! As they struggle to master the science of Robotechnology, the Zentraedi armada is approaching.
- 7:00pm **Metropolis** / Subtitled Widescreen, 5.1 / Osamu Tezuka's visually stunning masterpiece. Metropolis is a grand city-state populated by humans and robots, the cohabitants of a strictly segmented society. Detective Shunsaku Ban and his sidekick Ken-ichi are searching for a rebel scientist. / PG-13
- 9:00pm **Kimagure Orange Road OVA** / Subtitled Eps 1-3 / Kyosuke is still indecisive as ever. Three separate stories from being turned into a fish to facing competition for the Madoka heart. / Comedy/Romance / TV15
- 10:30pm **Anime Madness**

LATE SATURDAY / SUNDAY MORNING

- 12:30am **Bubblegum Crisis** / Subtitled Eps 1-3 / MegaTokyo is rising from the ashes of a devastating earthquake. The Knight Sabers, a band of high tech mercenaries, fight battle against the evil GENOM Corp and it's androids, the Boomers. / TV13
- 2:00am **Replay** / Miss something? Fan choice replay program.
- 4:00am **Curse of the Undead Yoma** / To avenge the woman and friends he loved, one lone warrior must seek out and slay his former comrade in arms. But how do you kill someone who's already joined the army of the undead? / TV15
- 6:00am **Dog of Flanders** / English / Set in 19th Century Belgium, this classic tale, based on the Flemish novel by Oul'da, celebrates the affectionate bond between an innocent boy and his faithful dog / TVG

- 7:30am **Robotech Southern Cross** / English / Fifteen years of peace are shattered when a new invasion force—the Robotech Masters—wage war against the Earth's struggling survivors. The victor's prize is control of the mysterious Protoculture Matrix - the secret powerhouse of Robotechnology. / TVG
- 10:30am **Record of Lodoss War TV** / Subtitled / Five years past, a band of adventurers defeated the conquering armies of Marmo, and saved the accused island, Lodoss. They have been honored as heroes, their deeds are legends. But the darkness never perished. Action/Adv / TV13
- SUNDAY AFTERNOON**
- 12:30pm **Silent Mobius TV** / Subtitled / Tokyo 2023. Earth is being invaded by demons from another dimension. The women of the Attacked Mystification Police Department stand ready to combat this threat. / Action/Adventure / TV13
- 2:00pm **Spriggan** / Widescreen Subtitled 5.1 / An ancient artifact known as Noah's Ark has been uncovered. Buried and forgotten since before the birth of history, it holds the potential to elevate its holder to the status of a god... or to wipe mankind from the face of the Earth in a second! / TV17



PARTIES & CABANAS

The following listing is of the parties and convention functions that occupy the two floors of cabanas surrounding the poolside area. There may be additional parties in other locations around the hotel. The information presented here reflects what was provided to CONvergence at press time and is subject to change.

Cabana 102: **Crackers Don't Matter...We Have Chips!**

Open Friday: 6.00pm – 1.00am

Welcome to the uncharted territories, where space and time knows no bounds. Join us in the celebration of the life, death and resurrection of Moya's crew! New episodes, Farscape music videos and more! *Group Name: The Delvian Seek*

Cabana 102: **Xenaversity's Hall of War**

Open Saturday: 7:00pm – ?

Stix and Stones may break my bones, but the chakram will surely kill me! Before Xena was a hero, she was a bad, bad a\$\$\$. Celebrate the dark before the light as we delve into the past of Xena and her mentor Ares. Blood spilling and sacrifices may ensue. *Group Name: Xenaversity of Minnesota Fan Club, Host: Mr. Jamester, Angie, Christina, Jason, Teresa*

Cabana 103: **Starfleet Command**

Open: 7:00pm Friday – 7:00am Sunday

An FSFA Away Team is again sponsoring Starfleet Command. If you want to view historical tapes, speak with officers, or try a hand at simulated starship combat, stop on by! Reps from the GZR Gaming League will be on hand as well as a raffle! *Group Name: Federation Strike Fleet Alpha, Host: Admiral Alistair Rapier*

Cabana 104: **Trans Galactic Interdimensional Gourmand Society**

Open Friday: Various times

Open Saturday: 9:00pm – ?

Have Hot Sex with Ming or his consort, watch some really bad video, consume food you have real questions about and/or enjoy some provocative intercourse. Stay tuned for other surprise developments! *Host: Ming the Merciless, Emperor of the Universe and his beloved Court (aka George and Sarah Richard)*

- Cabana 105: The Cutting Room**
 Open Friday: 9:00pm – 1:00am
 Open Saturday: After the Masquerade – 1:00am
 You've seen the Director's cut, now see the Assistant Director's cut. You'll laugh, you'll cry, you'll kiss your brain good bye. (An Ed Wood/Alan Smithee Production).
Group Name: IKV Rake'Hell, Host: SIS'Kill and Kill'bert
- Cabana 106: The Cthulhu Coffee Café**
 Open Friday: 6:00pm – Midnight
 Open Saturday: 8:30am – Noon, 4:30pm – 5:00 pm, 9:00pm – 1:00am
 Please stop by in the evenings for a taste of the darkest dark roast or on Saturday morning for breakfast nibbles and horror films! Join us at 4:30 pm Saturday for a special reading of H. P. Lovecraft's *Dagon*, as interpreted by Lovecraft researcher Guy Bock. *Group Name: Cthulhu Coffee, Hosts: Mellssa Kaercher, et al.*
- Cabana 107: Fek'Lhr's Den**
 Open Friday: 9.00pm – ?
 Open Saturday: 9.00pm – ?
 Join the IKF and the staff from DefKON in Fek'Lhr's Den (a Klingon Tavern) as they tell tales of Glory and Honor from past, present and Future. Get informational materials on DefKON and the IKF. Join us for the BLOODWINE. Non-alcoholic blood-wine will also be available.
Group Name: Imperial Klingon Forces (IKF) and DefKON, Host: Sam Seigel, Doug Corbett, Mike Watkins, Theresa Gerrich, Sarah Wardwell
- Cabanas 109-110: Ethel Party Konamix**
 Open Friday: Noon – 4:00pm
 Open Saturday: Noon – 4:00pm
 PS2s and Game Cubes and Atari 2600s, Oh My! More videogames than you can shake a joystick at! Stop by for details on our Dance Dance Revolution tournament!
Host: Laurie Richardson
- Cabana 114: Krushenko's**
 Open Friday: 9:00pm – 2:00am
 Open Saturday: Noon – 2:00am
 Open Sunday: Noon – 1:00am
 See the Krushenko's Schedule for a detailed listing. *Group Name: SF Minnesota, Hosts: Pam Keeseey, Eric M. Heidemann, Tales of the Unanticipated*
- Cabana 115: COF2E2 Free Coffee**
 Opens Friday at 3:00pm / Closes Sunday at 5:00pm
- Cabana 118: COF2E2 Music**
 Stop by for a schedule.
- Cabana 123: The Grave Digger's Tavern**
 Open Friday: TBA
 Open Saturday: TBA
 It's a tavern, what else needs to be said? *Group Name: The Grave Digger's Union, Host: Loki, Larry or any Grave Digger that is present when someone is needed.*
- Cabana 124: A Party of R.O.G.S**
 Open Friday: Until the wee hours of the morning.
 Open Saturday: Ditto.
 We will be having our usual fun including the bar and a raffle that includes Davanni's Pizza coupons for large pizzas. We also have pool cues and other fun prizes. You can also start the treasure hunt at our door; where you can win CONvergence merchandise. *Group Name: ROG, Host: Admiral Quixaltol*

- Cabana 125: The Complete and Utter History of British Television**
 Open Friday: 9:00pm – Midnight
 Open Saturday: 9:00pm – 1:00am
 Open Sunday: TBA
 The name says it all. *Group Name: Whoniveristy, Host: Joleen Geise*
- Cabana 126: D-Notice**
 Open Friday: 8:00pm – 2:00am
 Open Saturday: 8:00pm – 2:00am
 A party themed off of the RPG "SLA Industries."
Group Name: Twin Ports RPG & Sci-Fi, Host: Jay and Jocelyn Costeel
- Cabana 127: House of Toast**
 Open Friday: 8:00pm – Midnight
 Open Saturday: 8:00pm – Midnight
 Years of painstaking observation of human customs have yielded numerous theories on the most coveted and pleasure inducing of terran comestibles. While that point exactly is in dispute, it is unilaterally agreed that nearly everything goes well on toast. *Hosts: Joe, Erica, Katherine, Dan, Nicky, Ben, Elaine, Dave*
- Cabana 128: Talon's Portal**
 Open Friday: Afternoon – 2:00am
 Open Saturday: 9:00am – 2:00am
 Open Sunday: 10:00am – Closing Ceremonies
 Due to the capricious whim of the Great Dragon, Talon, the Portal will not be open it's customary 24 hours per day. We will still offer a place for conversation, Imported Whine, Dragon's Breath and of course, Stew at Midnight.
Group Name: Talon's Portal, Host: The Great Dragon Talon
- Cabana 129: Party with the Mad Cows**
 Open Friday: 8:00pm – ?
 Open Saturday: 8:00pm – ?
 The Mad Cow Party is hosted by 3 Madison Cons: WisCon, Odyssey and FilmCon. Food, good imported and microbrew beer and other fun things to drink, and lots of cows. Come party until the cows come home. *Group Name: WisCon/Odyssey Con/Film Con, Hosts: Jennifer White, Jerome Van Epps, Eric Larson*
- Cabana 130: The Gothic Graveyard**
 Open Friday: 7:00pm – 2:00am
 Open Saturday: 5:00pm – 2:00am
 A combination of Medieval and Cemetery Gothic. Special drinks (including Faux Absinthe) and treats. Exotic, haunting music. Dark. *Group Name: Graveyard Ghouls, Host: abSINthe and her graveyard ghouls.*
- Cabana 131: Baen's Bar**
 Open Friday: 9:00pm – ?
 Open Saturday: 7:00pm – ?
 A party for fans of Ben Books, their authors, Baen's Bar and The Baen Free Library at www.baen.com. *Group Name: Baen Publishing, Host: Mike Williamson*
- Cabana 203: It's Not an Adventure (It's Just a Job)**
 Open Friday: Unknown
 Open Saturday: 9:00pm – 2:00am
 Fan fair participants are invited to set up military recruiting tables manned by uniformed personnel, featuring props and artifacts. Training films (i.e. TV pilots and movies) will be available for VCR viewing. Dream Stitcher will present a buffet spread featuring exotic intergalactic foods. *Group Name: Dream Stitcher Costume*

Cabana 204: World Defense Force HQ

We are representing all of those poor brave soldiers that have died defending our planet from huge reptiles, large bugs and furry animals: Aliens, King Kong, Godzilla, Red Shirts, etc. *Host: Dawn Hurd*

Cabana 205: Luau On Mars

Open Friday: 8:00pm – 2:00am
Open Saturday: 9:00pm – ?

A Luau on Mars. *Group Name: MarsCon, Host: Malasondra Doepner*

Cabana 207: Minneapolis in '73

Open Friday: 6:00pm – 2:00am
Open Saturday: 4:00pm – 2:00am

Old fashioned room party fun, with guest appearances by the Minnesota Munchle Movement, bid parties for the '73 Worldcon (new this year! Now bidding for the 1873 Worldcon!) and quite possibly a music party or two.

Group Name: MNstF, Host: Sharon Kahn

Cabana 208: Capricon/Windycon

Capricon and Windycon would like to invite you to come to Chicago Fandom. Lot's of good food and drink for all. Stop in and see why Chicago is on of the fastest growing areas in fandom in the Midwest.

Group Name: Chicago Fandom, Host: Bob Palmer

Cabana 209: SuperCon

Friday: 8:00pm–3:00am
Saturday: 8:00pm–3:00am

We're all about decadence. Calm, relaxing decadence. Oh, and playing games and talking, too, but in a decadent fashion. *Host: Don Swentik*

Cabana 210: Star Wars Safe House

Friday: 3:00pm–2:00am
Saturday: Noon–2:00am

Star Wars: Love it, hate it. What's a Kwang? Movies, Music and more. Special events posted outside cabana.

Group Name: Project Kwang, Hostess: Heather Johnson

Cabana 213: MISFITS: The Chernobyl in 2003 Party

Friday: 7:00pm–Midnight or later
Saturday: 7:00pm–Midnight or later

Food, fun, games and conversation in a glow-in-the-dark atmosphere, training for our Chernobyl in 2003 worldcon bid. Sponsored by the CONvergence parent organization: The Minnesota Society for Interest in Science Fiction and Fantasy (MISIFTS).

Hosts: Mr. and Mrs. Roadkill

Cabanas 214-219: ConSuite

Opens Friday at 3:00pm – Closes Sunday at 5:00pm

Are you a hungry adventurer? Come to ConSuite for snacking and drinks. We'll have scattered across the weekend soup, sandwiches, and breakfast. You also find a hieroglyphics board to leave cryptic messages on. Monkey brains optional.

Cabana 223: Christmas in July

Open Friday: 9:00pm – 1:00am

If you think Christmas comes but once a year, where were you last July? We did it before and we can do it again!

Group Name: Northern Free Company (NFC), Host: Beth Dibble

Cabana 223: Mardi Gras and All That Jazz

Open Saturday: 9:00pm until we get bored

Mardi Gras and all that Jazz. NOTE, due to possible periods of extreme epidermal exposure all guests must be 18 or over. IDs checked at the door.

Group Name: S.C.U.M. in cooperation with NFC, Host: Joe Galley

Cabana 224: Cinema Apocalypse

Open Friday: 8:00pm – 4:00am
Open Saturday: Noon – 4:00am

Showing a variety of independent films.

Group Name: Cinema Apocalypse, Host: Todd Wardrope

Cabana 227: Wretched Hive of Scum and Villainy

Open Saturday: 8:00pm – 1:00am

You'll never see such a wretched hive of scum and villainy. Sith, Jedi, Rebels, Imperials, smugglers and bounty hunters are welcome to join the Minnesota Force, but you'll have to leave your droids at the door. We don't serve their kind here!

Group Name: Minnesota Force, Host: Erica Haas

Cabana 228: The Ultimate Xena Clip Show

Open Friday: 10:00pm – 1:00am

Come join us as we celebrate the six seasons of Xena with the ultimate in music video tributes. Making it's Twin Cities debut is the epic Xena Season retrospectives by Matt Savelkoul, as seen at the National Creation Xena convention in Pasadena California. The 7 retrospectives cover each of the six seasons plus a special video devoted to the Series Finale. We will also be paying tribute to the late Kevin Smith (Ares) who passed away earlier this year. *Group Name: Minnesota Xena Viewing Society (MNXVS), Host: Brian Jonas, Amiee Fielder, Matt Savelkoul*

Cabana 228: The Wonderful World of Anime

Open Saturday: 10:00pm – 1:00am

Come have a blast watching Japanese Animation on "Anime", come see little known and well known series, as well as a few music videos thrown in. Courtesy of Purple Chakram Studios. The theme is a traditional Japanese festival with the paper lanterns and the RAMEN! Come and enjoy!

Group Name: Anime Amiee, Host: Amiee Fiedler, Brian Jonas

Cabana 229: Con of the North Party

Open Friday: 5:00pm – Midnight
Open Saturday: 10:00am – Midnight

Con of the North is the Twin Cities biggest gaming convention, meeting each year at the St. Paul Red Lion Inn (Feb 21-23, 2003) to play role-playing, strategy and computer games. We'll provide information about the Con and enable people to register, sign up to run games, and/or become volunteers. There will be board and card games at the party. Since we come to CONvergence to relax, we'll also have vintage Flash Gordon to watch and perhaps some other fine videos. *Group Name: Con of the North, Host: Rebecca Teed, Albert Choy, John Schwartzbauer*

Cabana 230: A Taste of New Orleans

Open Friday: 6.00pm – 11.00pm
Open Saturday: 6.00pm – 11.00pm

New Orleans style food, music and really bad movies.

Group Name: NOWFF New Orleans Worst Film Festival, Host: Alfred Richard

Cabana 231: Twin Cities Polyamory Discussion

Hours: TBA at Convention. Polyamory, science fiction and the overlap.

Group name: Twin Cities Polyamory Group

GUEST APPEARANCES

We want to make sure that you have every possible chance to meet and enjoy our wonderful guests while they are here at CONvergence. Below is a listing of the panels and other appearances scheduled for each of our guests. For a more detailed description of these panels, refer to the listing of panels sorted by time on the following pages or on the Programming Grid available in flyer form or posted at our Programming Kiosks.

GUESTS OF HONOR

MARK ALTMAN

Fri	3:00pm—4:00pm	Plaza 2	Movies	Pros and Cons of DVD
Fri	4:00pm—5:30pm	Plaza 4	Movies	<i>The Specials</i> (intro in Cinema Rex)
Sat	11:30am—1:30pm	Plaza 4	Movies	<i>Free Enterprise</i> (intro in Cinema Rex)
Sat	1:30pm—2:30pm	Bloom.	TV	<i>Enterprise + Nemesis: Is Trek Dead?</i>
Sat	3:00pm—4:00pm	Plaza 2	Movies	Video Games Into Film
Sat	4:30pm—5:30pm	Atrium 6	Movies	Can <i>Star Wars</i> Be Saved?
Sat	11:00pm—12:00am	Plaza 4	Movies	Trailer Park (in Cinema Rex)
Sun	1:30pm—2:30pm	Plaza 4	Movies	<i>Free Enterprise</i> Commentary (in Cinema Rex)

ROBERT MEYER BURNETT

Fri	3:00pm—4:00pm	Plaza 2	Movies	Pros and Cons of DVD
Fri	6:00pm—7:00pm	Plaza 2	Movies	Inside the Fellowship
Sat	10:30am—11:30am	Plaza 4	Movies	<i>Free Enterprise</i> (intro in Cinema Rex)
Sat	1:30pm—2:30pm	Bloom.	TV	<i>Enterprise + Nemesis: Is Star Trek Dead?</i>
Sat	4:30pm—5:30pm	Atrium 6	Movies	Can <i>Star Wars</i> Be Saved?
Sat	11:00pm—12:00am	Plaza 4	Movies	Trailer Park (in Cinema Rex)
Sun	1:30pm—2:30pm	Plaza 4	Movies	<i>Free Enterprise</i> Commentary (in Cinema Rex)

DIANE DUANE

Fri	3:00pm—4:00pm	Edina	Lit.	An Hour with Diane Duane & Peter Morwood
Sat	10:30am—11:30am	Edina	Lit.	Animals as Characters
Sun	1:30pm—2:30pm	Edina	Lit.	Working with a Licensed Property

PETER MORWOOD

Fri	3:00pm—4:00pm	Edina	Lit.	An Hour with Diane Duane & Peter Morwood
Sun	1:30pm—2:30pm	Edina	Lit.	Working with a Licensed Property

NENE THOMAS

Fri	3:00pm—4:00pm	Atrium 3	Arts	What Won't You Paint?
Sat	4:30pm—5:30pm	Atrium 3	Arts	How Do You Make Money With This?
Sun	12:00pm—1:00pm	Atrium 3	Arts	An Hour with Nene

FEATURED GUESTS

DARREN DOCHTERMAN

Fri	3:00pm—4:00pm	Plaza 2	Movies	Pros and Cons of DVD
Sat	10:30am—11:30am	Plaza 4	Movies	<i>Free Enterprise</i> (intro in Cinema Rex)
Sat	12:00pm—1:00pm	Plaza 2	Movies	<i>Star Trek: The Motion Picture</i> Director's Edition (Making of)

MOJO

Fri	3:00pm—4:00pm	Plaza 2	Movies	Pros and Cons of DVD
Fri	4:00pm—5:30pm	Plaza 4	Movies	<i>The Specials</i> (intro in Cinema Rex)
Sat	12:00pm—1:00pm	Plaza 2	Movies	<i>Star Trek: The Motion Picture</i> Director's Edition (Making of)
Sun	12:00pm—1:00pm	Plaza 2	TV	Mojo's Special Effects Extravaganza

PANELS DESCRIPTIONS SORTED BY TIME

CONvergence programming operates on a schedule of 60-minute programming slots with 30-minute breaks in between. The break is intended to allow time for our members to finish a panel, chat a bit, visit ConSuite or the restroom, and still make it to the next programming item they want to see.

Programming items are divided into seven tracks, with an individual room dedicated to each track. Room locations are given below, and the programming track icons will be prominently displayed outside the rooms. We hope this makes it easier for you to find the panels and programming you are looking for at CONvergence. The CONvergence 2002 Programming Tracks are: Art and Comics, Gaming, Literature, Movies, Science and Technology, Television, SF Hot Dish (a catch-all category), and Youth Programming.



Daily schedules will be posted outside of each programming room, and at Programming Schedule Kiosks around the convention.

FRIDAY

12:00pm—1:00pm

Coins Of The Realm:

How Do You Reward Volunteers?

What makes volunteering valuable at a convention? How can you encourage it?
Joyce Scrivner

Atrium 4/SF Hotdish

Drawing with Christopher Jones

Join Connie's "Daddy" at the drawing table. He tells great stories while drawing.
Christopher Jones

Atrium 8/Youth

1:30pm—2:30pm

How to Get More Bang For Your Buck at the Art Show

What is the best way to get the best value for your money at the art show?
Jennifer Menken, Joyce Scrivner

Atrium 3/Arts

We Love Our TiVo

Do you watch television differently when you get new digital recorders? Are there shows that you've discovered after you got one? Do you find that you watch more TV with a TiVo around? *Laurel Krahn, Michael Lee, Tom Hogan*

Atrium 7/Science

Farscape: Not Pigs In Space

Discuss the latest events from this Sci-Fi Channel series. How is the new season going?
Eryn Hildebrand, Amy Johnson, Stephanie Lindorff, Jen Manna, Matt Savelkoul

Bloom/TV

Internet Resources for Aspiring Writers

Hitchhiking on the Information Superhighway—focusing on internet sites for writers. Bring your favorite sites, and find out what other people like.
Melinda Kimberly, Lyda Morehouse, Dan Reising

Edina/Literature

3:00pm—4:00pm

Kill That Gazebo!

DM: "You see a small gazebo in the clearing ahead" Barbarian: "I attack it!" (Rolls dice) "I do 12 pts of damage. Is it still moving?" Roundtable discussion of your favorite RPG stories—make fun of your fellow game players!
Jim Danielson, Brian Hurt, David Kingsley

Atrium 2/Gaming

FRIDAY 3:00pm—4:00pm Continued

What Won't You Paint? **Atrium 3/Arts**
Is there any sort of situation you wouldn't do?
Nene Thomas

How To Be A Panelist **Atrium 4/SF Hotdish**
Want to get involved with a convention in a fun way? Come learn how little it takes to be a panelist — all you need is an opinion.
Margaret Eastman, Marguerite Krause, Erik Pakieser, Matt Waterhouse

Star Trek: The Legacy **Atrium 6/Movies**
What has Star Trek's impact on science fiction television been, and on the genre in general? *Magenta Griffith, David Lowery, Sean Novack*

Coloring Connie **Atrium 8/Youth**
2002 Connie Coloring Book. Come and color pictures of our mascot drawn by CONvergence artist Christopher Jones.

An Hour with Diane Duane & Peter Morwood **Edina/Literature**
Spend an hour with our guests of honor.
Diane Duane, Peter Morwood

Pros and Cons of DVD **Plaza 2/Movies**
What is the process behind making a DVD? What features are good, which ones aren't? Can a good DVD presentation improve the original? Can there be too many special features? *Mark Altman, Robert Meyer Burnett, Daren Dochterman, Mojo*

4:00pm—5:30pm

The Specials (with Introduction by Mark Altman) **Plaza 4/Movies**
Cinema Rex will be showing this movie, introduced by its creators.
Mark Altman, Mojo

4:30pm—5:30pm

The Demise Of The Comics Code? **Atrium 3/Comics**
Marvel Comics recently switched from using the old comics code to a more movie-style rating system. Has it been completely abandoned? Why was it there to begin with?
Jeremy Bement

So You Want To Throw A Room Party? **Atrium 4/SF Hotdish**
When a high body count means you're not dead—how do you put together a good party? *Melissa Kaercher, Sean Novack, Laurie Richardson, Michael Williamson*

Harry Potter Movie **Atrium 6/Movies**
Did the first Harry Potter movie live up to expectations? How is it compared to the book? What do you think the future movies will be like?
Mary Bertelson, Theora Hildebrand, Elizabeth Lowery, Jules Raberding, Eowyn Ward

Leaving the Cradle **Atrium 7/Science**
When are we going to return to the Moon? Or go to Mars? What is the future of manned space exploration?
Rich Brown, David Buth, Ben Huset, Paul Knight, Hank Lederer

Make A Zine (Orientation) **Atrium 8/Youth**
Help put together a CONvergence fanzine. Meet here to learn all about it and decide what to write about. *Lexi MacDonald, Matt Waterhouse*

Worst Episode Ever **Bloom/TV**
Let's see, there is the one where Paris turned into an amphibian. And how about when McCloud beheaded the avenging angel or Spock lost his brain. Select a series and feel free to rant. *David Kingsley, Bill Young*

FRIDAY 4:30pm—5:30pm Continued

What About e-books? **Edina/Literature**
How's the transition from paper to screen going? What are the advantages to electronic distribution? *Marguerite Krause, Anthony Ravenscroft, Kathy Sullivan, Heidi Waterhouse*

Designing Planetfall: **Plaza 2/Movies**
No Money Solutions to Digital Sci-Fi Problems
Carschool Film-O-Rama and crew discuss the work that went into creating a science fiction world on chump change, and how to do the same for your own low-budget or fan-made pictures. *Michael Heagle, Gordon Smuder, Jeremy Stomberg*

6:00pm—7:00pm

Everquesting For Online Games **Atrium 2/Gaming**
What is the future in online gaming? *Tom Bruno, Kevin McColl, Geoff Tuffli*

Microprogramming for Dummies **Atrium 4/SF Hotdish**
What is microprogramming? What sorts of clever little things can you do to make the convention unique? *Ryan Alexander*

Weird Science **Atrium 7/Science**
What makes "pseudo-science" so appealing? What are some examples, and why is it nonsense? *Jay Curry, Hank Lederer, Jody Nye, Dan Reising*

TV Series on DVD **Bloom/TV**
What are some good television series on DVD? What would you like to see released in the future? What series made an absolutely awful translation to DVD?
Adam Kooyer, David Margosian, Matt Savelkoul, Jason Tucker

Science Fiction Awards **Edina/Literature**
Which awards are important? Why are they important? Should you pay attention to them? How can you participate? *Eleanor Arnason, Lyda Morehouse, Joyce Scrivner*

Inside the Fellowship **Plaza 2/Movies**
Discuss the *Fellowship of the Ring* as a movie.
Robert Meyer Burnett, Sean Novack, Susan Sizemore

6:15pm—6:45pm

Mark Time Radio Show **MainStage**
Live Radio Show! *Jerry Stearns*

7:00pm—8:00pm

Opening Ceremony **MainStage**
Welcome to the show! Starts at 7:00pm. *Christopher Jones, Perrin Klumpp, Windy Merrill, Jeremy Stomberg, Pat Wick, Tim Wick, Ishmael Williams*

7:30pm—8:30pm

New Games We Love **Atrium 2/Gaming**
What's your favorite Munchkin story? Kneepads of Allure anyone? What are your favorite games out there? *Kevin McColl*

What Graphics Novels Should Be In The Library? **Atrium 3/Comics**
What are the graphic novels that everyone, not just comic fans, should have on hand?
Jeremy Bement, David Kingsley, Joyce Scrivner

Paying Attention To Mainstream Mores? **Atrium 4/SF Hotdish**
Do science fiction and fantasy books have a morality that is different from the rest of society? If so, how is it different?
Naomi Kritzer, Colleen Palmer, Todd Suomela, Michael Williamson

Living in a SF World **Atrium 7/Science**
Reality appears to be coming closer to both the promises and dangers presented in science fiction works over the years. *Leigh Kimmel, Thaadd Powell, Dan Reising*

FRIDAY 7:30pm—8:30pm Continued

Xena: Where Do We Go From Here?

Bloom/TV

The show's been off the airwaves for over a year now and the main character lost her head... literally. How would you like to see the series return, if at all? What are the stars and producers up to now? Come discuss your thoughts on the finale and future of Xena. *Erika Jensen, Amada Marquez, Matt Savelkoul*

Can Anyone Write A Standalone Fantasy Anymore?

Edina/Literature

Or do there have to be five trillion sequels?

Jim Danielson, Jody Nye, Kathy Sullivan, Geoff Tuffli, Lars Walker

9:00pm—10:00pm

Web Comics

Atrium 3/Comics

What are your favorite online comics? Many follow the style of newspaper comics, but can they better support longer storylines?

Ryan Alexander, Tom Bruno, Jen Manna, Marcus Morgan

Six Degrees of Separation

Atrium 4/SF Hotdish

Challenge each other with this game of connecting one thing to another. Not just through Kevin Bacon, of course. *Kat Pepmiller, Joyce Scrivner*

Dreamcasting

Atrium 6/Movies

Lord of the Rings has been done. Wolverine has been done. How would you cast new movies based on your favorite works? What would you like to see done?

Ed Eastman, David Kingsley

Beyond Buffy—Other Vampire Stories

Edina/Literature

In television, movies and the written word -- where are the vampires?

Kristi Bruno, Colleen Palmer, Susan Sizemore, Rick Whitnoble

Anime Music Videos

Plaza 2/TV

We'll be showcasing videos showing variations in style and different techniques in special effects and the mixing of songs. *Amiee Fielder*

10:30pm—11:30pm

UFO's—The Ultimate Secrecy Conspiracy

Atrium 4/SF Hotdish

A discussion of UFO conspiracy theories.

Joel Henry

Filking

Bloom/SF Hotdish

Sing along...

SATURDAY

9:00am—10:00am

Are Online Communities Destroying the Fan Club?

Atrium 4/SF Hotdish

How are fans getting together?

Leigh Kimmel, Joyce Scrivner

Raiders of the Lost Ark

Atrium 6/Movies

Is it a great film, or is it over rated? And what about that *Temple of Doom*?

Michael Heagle, Mike Helde, Karen Bogen, Tim Wick

Getting Your Foot in the Door

Edina/Literature

The basics of writing query letters and synopses. How do you sum up a 95,000 word manuscript in one paragraph so you can pitch it to the right person? Uses a specific example of a novel and runs through the process of focusing in on key players and events. *Therese Francis, Melinda Kimberly, Anthony Ravenscroft, Kathy Sullivan, Michael Williamson*

SATURDAY Continued

10:30am—11:30am

100 Figures Of Lead On The Wall

Atrium 2/Gaming

Discuss your favorite SF/Fantasy miniature games such as Warhammer and Chainmail, painting techniques such as wet blending and non-metal metal techniques, and perhaps even a bit of a show-and-tell at the end. *Peter Lee, Dan Reising*

Guilty Secrets

Atrium 4/SF Hotdish

What have you never read, or never seen that you think you should?

Ed Eastman, Lyda Morehouse, Heidi Waterhouse

How Christmas Stole The Grinch

Atrium 6/Movies

Forget the plot, get me the happy meals. An exploration of how marketing and merchandising control the movies. *Peter Gregg, Eric Larson, David Margosian, Tim Wick*

Egyptology in Science Fiction and Fantasy

Atrium 7/Science

From the Staff of Ra, to Stargate, to the *Pyramids of Mars* -- what makes the mythology so appealing? *Eleanor Arnason, David Lowery, Jennifer Menken, Windy Merrill, Susan Sizemore, Karen Bogen*

T-Shirt Decorating

Atrium 8/Youth

We still have some first year volunteer shirts that we will be using paints to personalize and redecorate.

Dude, Where's My Whitestar?

Bloom/TV

Why did interest in *Babylon 5* evaporate? Is there any future for new *Babylon 5* after the Sci-Fi Channel movie, or is it gone forever?

Magenta Griffith, Neil Belsky, Rick Whitnoble

Animals as Characters

Edina/Literature

How are books with animals as central characters interesting?

Rhonda Danielson, Diane Duane, Jody Nye

Making an Audio

Plaza 2/ A/V Room

Have a discussion with the challenges of producing audios on a budget.

Bill Baggs, Jerry Stearns, Rob Withoff

Free Enterprise

Plaza 4/Movies

Starting at 11:00AM in Cinema Rex. Introduced by Robert & Mark, the producers.

Mark Altman, Robert Meyer Burnett, Daren Dochterman

12:00pm—1:00pm

Out of the Dungeon

Atrium 2/Gaming

If you're tiring of dungeon crawls, 10ft poles and ever larger corpses, then why not switch to a story telling mystery solving game? One reason might be your players, holding their +10 Swords Of Everything-Must-Die and insisting on wholesale slaughter.

Come along and discuss ways to ease your group into a more thoughtful game before you give up on Roleplaying.

Jim Danielson, David Lowery, Marcus Morgan, Laura Thurston

What Makes A Good Villain?

Atrium 4/SF Hotdish

The bad guys are always more fun -- discuss your favorites.

Amada Marquez, Matt Savelkoul, Chris Stroth, Lars Walker, Neil Belsky

Matching What is in the Mind's Eye

Atrium 6/Movies

Visualizing popular books like Harry Potter or Lord of the Rings. Is it possible to be true to the book and to the audience at the same time?

Marguerite Krause, Susan Sizemore, Matt Waterhouse

Scientific Researchers

Atrium 7/Science

More on what they really do.

William Crolley, Winifred Halsey, Lynn Hartweck, Erin Lorenz, Michael Walsh

SATURDAY 12:00pm—1:00pm Continued

Cartoons We Want Back **Bloom/TV**
What we wish we were watching instead of Scooby Doo and the Flintstones on the Cartoon Network. *Ryan Alexander, Margaret Eastman, Alfred Richard, Gordon Smuder*

Lovecraft Was Right! **Edina/Literature**
H.P. Lovecraft included just enough reality in his stories to make you doubt (just for a moment) they were fiction. Come find out which parts he didn't make up! This year we examine one of his most science-fictiony tales: "The Dreams in the Witch-House". Learn what quantum mechanics and the Salem witch-trials have in common!
Guy Bock, Jeff Hildebrand, Melissa Kaercher, Dan Reising

Star Trek: The Motion Picture Director's Edition **Plaza 2/Movies**
Get a look at what went into the production of the new version of the first Star Trek film on DVD. *Mojo, Daren Dochterman*

1:30pm—2:30pm

Computer Game Nostalgia **Atrium 2/Gaming**
Who can forget those famous flying bird warriors of Joust. What sorts of classic computer games make you install the Atari Emulator?
Ryan Alexander, Dustin Backlund, Kevin McColl, Matt Waterhouse

Cover that Book! **Atrium 3/Arts**
Why don't they relate to content of the novel? Why does it seem that they never relate, or when they do, they give away the content of the book?
Steve Johnson, Naomi Kritzer, Lyda Morehouse, Susan Sizemore

Living History and Historical Reenactment **Atrium 4/SF Hotdish**
Clan Tartan & SCA-type groups.
Marty Byers, Rae Lundquist, Diana Steben, Geoff Tuffil, Jaimie Zaugg

**Oscar and Science Fiction:
Why Aren't Genre Films Good Enough?** **Atrium 6/Movies**
Were *Ghandi*, *Chariots of Fire*, *Annie Hall*, *A Beautiful Mind* and *Gladiator* really better films than *E.T.*, *Raiders of the Lost Ark*, *Star Wars*, *Lord of the Rings: The Fellowship of the Ring* and *Crouching Tiger, Hidden Dragon*? Why can't genre films get a break? Wasn't *The Matrix* one of the five best films of 1999? What will it take to have these films get more than a dramatic presentation Hugo award?
Leigh Kimmel, Tim Wick, Amanda Gordon, Jody Wurl

Attack of the Clones [not the movie] **Atrium 7/Science**
What is the technological background for cloning? How does it work, and how far along are we? Should we schedule a trip to Isla Nublar yet?
David Buth, Matthew Dahlquist, Winifred Halsey

Slime **Atrium 8/Youth**
Make some slime using corn starch.

Enterprise + Nemesis: Is Star Trek Dead? **Bloom/TV**
They dropped the "Star Trek" name. They added a theme song with lyrics. But is it still just *Star Trek* as usual? Would you let a dog run around unprotected on strange new worlds? And what about the new *Star Trek* movie?
Mark Altman, Robert Meyer Burnett, Jules Raberding, George Richard

Hooking Them Early **Edina/Literature**
Keeping up with youth fiction -- what's good if you are in the 9-12 age range?
Kathy Sullivan, Heidi Waterhouse

3:00pm—4:00pm

What Has WOTC Wrought? D20 Gaming **Atrium 2/Gaming**
A discussion of the consequences of the D20 game system that WOTC is using for the new edition of AD&D. *Josh Dubin, Ed Eastman, David Lowery*

SATURDAY 3:00pm—4:00pm Continued

Fictitious Forms: Females in Sci-Fi **Atrium 3/Comics**
Discuss the creation of female form in fictitious materials. This will focus on comic books, cartoons, and movies. Female characters seem to be cookie-cutter copies, and even the movie characters—which should have some basis in reality since they need to use actresses—are part of a very simple formula regarding form and function. Women's bodies are their sole identity, within which they are assigned only a limited number of possible characteristics.
Heidi Fellner, Sidney Matrix, Tracy Molm, Kara Ulrich, Erin Warhol

Raiders of the Lost Intellectual Property Rights **Atrium 4/SF Hotdish**
What sorts of surprising things happen with intellectual property laws? How does it impact what you can see and read? *Matthew Dahlquist, Brian Hurt, Todd Suomela*

Sis'kill and Kill'bert at the Megaplex **Atrium 6/Movies**
Join the Empire's renowned critics as they review the best and the worst films of the Klingon Empire. Thumbs up? Thumbs down? Or thumbs off? *Crew of IKV Rakehell*

Beyond Sliced Bread **Atrium 7/Science**
Everything you use has been invented by somebody. Rank your top five, and be prepared to duke it out. *William Crolley, Magenta Griffith*

Make a Zine (Production) **Atrium 8/Youth**
Actually put it together. *Matt Waterhouse*

Doctor Who: Dimensions in Space **Bloom/TV**
Channel 2 started airing *Doctor Who* in 1982. 20 years later, is there still a place for *Doctor Who* on television? How do the audios, books, and video releases keep the series alive? *Greg Bakun, Paul Ebbs, Robert Franks, Peter Gregg, Jason Tucker*

Writing When You Have A Life? **Edina/Literature**
What are the challenges of having a baby in the house, or a real day job, or or busier schedules and trying to be a writer?
Jim Danielson, Naomi Kritzer, Jody Nye, Anthony Ravenscroft, Michael Williamson

Video Games Into Film **Plaza 2/Movies**
What are the particular challenges of making a movie based on a video game? Get the inside scoop on *House of the Dead* from one of our guests of honor!
Mark Altman

4:30pm—5:30pm

What's New In PC/Console Gaming **Atrium 2/Gaming**
Xbox, Gamecube, PS/2, and don't forget that old fashioned PC. What's fun?
Dustin Backlund, Kevin McColl

How Do You Make Money With This? **Atrium 3/Arts**
How can artists make a living to remove starving from the title?
Gail Hildebrand, Dan Reising, Nene Thomas

Hypnosis in the 21st Century **Atrium 4/SF Hotdish**
What is hypnosis? How does hypnosis work? Come with questions, comments, experiences and your interest to this discussion and experiential panel. *Paul Knight*

Can Star Wars Be Saved? **Atrium 6/Movies**
Has George redeemed himself, or should we send the clones after him? The obligatory *Attack of the Clones* panel.
Mark Altman, Robert Meyer Burnett, Eric Larson, Jeremy Stomberg

Sonic Fiction: The Co-Evolution of Electronic Sonic Media and Sci-Fi **Atrium 7/Science**
What is the role of electronic sound, music, and special effects in Sci-Fi? This discussion features guest panelists from the Sonic Circuits annual event series. Our guests will discuss the history of electronic sound devices, the evolution of electronic music, and local electronic sonic performance communities. *Emily Pulins*

SATURDAY 4:30pm—5:30pm Continued

Computer Guts?

Take a trip though the circuits and processors of computerland.
Michael Malver, Anton Petersen

Atrium 8/Youth

To Frell or to Fight II

A study of the characters and relationships in Farscape. Join the Delvian Seek for a no holds barred discussion of just what makes these guys and gals in the Uncharted Territories tick. *Dave Hall, Anjila Kozel, Kristi Peterson, Carla Simonson, Jon Sloan*

Bloom/TV

What Would Make A Good SF Library?

What are the essential titles you think the science fiction section of a library should have? *Eleanor Arnason, Perrin Klumpp, Joyce Scrivner, Jody Wurl*

Edina/Literature

Inside the Mark Time Awards

Introducing this year's nominees and winners. *Jerry Stearns*

Plaza 2/ A/V Room

6:00pm—7:00pm

Does it Take Satin Tights to Fight For Your Rights?

The archetypal female superhero has endured despite being a mishmash of Amazonian and American iconography. What do reinterpretations of Wonder Woman over the years say about the role society and the comics industry want her to fulfill?
Alex Larson, Lauren Lenzen, Amada Marquez, Heidi Zarse

Atrium 3/Comics

Collectibles At Lightspeed:**Collectible Toys, Props, and More In SF&F**

Toys...In...Space: Toys are a great commodity, with legions of fans who not only play with them, but collect and horde them. There is also an entire industry of 'bootleg' toys: Knock-offs of the real thing. Come here to learn what to avoid, and what not to.
Chris Doyle, Erik Pakieser, Jeremy Stomberg

Atrium 4/SF Hotdish

Just Because We Can, Does that Mean We Should

We can clone Fluffy, we can engineer our food, we can grow a herd of Wilburs for human organ transplantation— but should we?
David Buth, Winifred Halsey, Paul Knight, Jody Nye

Atrium 7/Science

Makeup With The Gravediggers Union

Do some make up before the Masquerade!

Atrium 8/Youth

Buffy Back From The Dead

Discuss the recent season of Buffy the Vampire Slayer and Angel.
Michael Lee, Stephanie Lindorff, George Richard, Jody Wurl

Bloom/TV

Heinlein Panel

The past year has been a very good year for Robert A. Heinlein. Three retro-Hugos, Heinlein Chair in Aerospace Engineering, and more. *Tawn Johnson*

Edina/Literature

7:00pm—9:00pm

Masquerade

See all the costumes. Starts at 7:00pm.

MainStage

7:30pm—8:30pm

Cheapass Games: Which Ones Still Cost Too Much?

What are your favorite games from this game publishing company? Which ones aren't cheap enough? *Ryan Alexander*

Atrium 2/Gaming

Famine to Feast?

There is perhaps more science fiction and fantasy on television than ever before. Are there more good things to watch, or is it mostly garbage? *Jim Danielson, Neil Belsky*

Bloom/TV

SATURDAY 7:30pm—8:30pm Continued

The Golden Age for the Golden Age of SF

With the birth of awards like the "retro hugos", and publishers reissuing old books and stories not seen in print for years, the last year has been a banner year for the Golden Age authors. Discuss some of the things that've happened in the last year.
Tawn Johnson, Todd Suomela

Edina/Literature

9:00pm—10:00pm

Life Online?

How does your life change when you have most of it online: From electronic friendships to having much of your life visible online. Is it worth it, and would you do it again?
Ryan Alexander, Chris Doyle, Jen Doyle, Thaadd Powell, Matt Savelkoul, Heidi Waterhouse

Atrium 7/Science

Trash Talk the Book

These Books Suck. What books have you wanted to throw across the room? Bring your list of "favorites" to rant about. *Margaret Eastman, Naomi Kritzer*

Edina/Literature

10:30pm—11:30pm

Hypnotism Show

Hypnotist Paul Knight, Master of the Mind performs his hilarious stage hypnosis show for CONvergence. Members of the audience will be hypnotized and taken on a wonderful, humorous, journey of the mind. *Paul Knight*

Atrium 4/SF Hotdish

Drum Jam

I don't want to work. *Jeff Muehleck*

Bloom/SF Hotdish

11:00pm—Midnight

Trailer Park

See some trailers for upcoming movies in Cinema Rex, as introduced by our guests of honor. *Mark Altman, Robert Meyer Burnett*

Plaza 4/Movies

12:00am—1:00am

Chocolate Ritual

Lots and lots of chocolate... *Michelle Clark*

Atrium 6/SF Hotdish

The Beth Eastman Memorial Punnel

It's like a car accident -- you can't help but watch.
Ed Eastman, Margaret Eastman, Michael Williamson

Edina/SF Hotdish

SUNDAY

9:00am—10:00am

The End of the Beginning?

How do you grab the readers' attention at the start of the story and how do you leave 'em applauding and wanting more at the end?
Melinda Kimberly, Kathy Sullivan, Lars Walker

Edina/Literature

10:30am—11:30am

Comics to Films

Is anybody's spidey-sense tingling? How would you rate the current batch of comic-based films? Is this a particularly good time to make these films? Is it good for comics?
Jeremy Bement, Christopher Jones, David Kingsley, Michael Lee

Atrium 3/Comics

The Art Of The Voice

Voice acting—in animation and radio, the only link with the actor is their voice. How is this different from physical acting? *David Margosian, Karen Bogen, Gordon Smuder*

Atrium 4/ A/V Room

The Matrix's New Clothes

Lots of people have said that *The Matrix* is one of the most inventive science-fiction movies of the last several years. Can they all be wrong? *Nate Melcher*

Atrium 6/Movies

SUNDAY 10:30am—11:30am Continued

Print on Demand

How does this technology affect the publishing industry and what is available? Is it the future? *Jay Curry, Anthony Ravenscroft, Kathy Sullivan, Geoff Tuffli*

Atrium 7/Science

TV Archeology

Fans are keeping old television series alive. By unearthing ancient episodes, recording and swapping tapes, and taking advantage of the Internet, series fans are preserving the history of their favorite shows.

Greg Bakun, Robert Franks, John Molyneux

Bloom/TV

12:00pm—1:00pm

Post-Masquerade Preen

Discuss your favorite bits of the masquerade, and your costumes.

Kat Peppmiller

Atrium 2/Gaming

An Hour with Nene

Spend an hour with our guest of honor and discuss her work.

Nene Thomas

Atrium 3/Arts

We're a Couple of MISFITS

What can SF fans do when they put the book down or leave the theater? What sorts of activities does MISFITS, the sponsoring organization for CONvergence do?

David Kingsley, Erin Lorenz, Emily Stewart, Tim Wick

Atrium 4/SF Hotdish

The Modern Animated Film

2002 was the first year that the Oscars included a feature length category for animated motion pictures. Have computer graphics made for a new golden age of animated film beyond Disney, or are we seeing the end of cel animation?

David Margosian, Jason Tucker

Atrium 6/Movies

Why Aren't We Dead Yet?

With all of the scary things out there that should have killed us, how do we survive?

Suitcase Nukes, Asteroids from Space, and Killer Diseases oh my!

David Buth, Brian Hurt, Paul Knight, Erik Pakieser, Todd Suomela

Atrium 7/Science

Salt Dough Sculpture

Come play with salt dough and food coloring to mold the image of your dreams.

Heidi Waterhouse

Atrium 8/Youth

Everything I Ever Needed to Know About Media**Theory I Learned By Watching Doctor Who**

So you missed the *Doctor Who* class offered at the U of M this summer. Now's your chance to see what you missed out on. What does *Doctor Who* bring to the world of media theory? How do new theories of television production and reception fit into our understanding of *Doctor Who* as television product? Can I really learn everything I need to know about media theory watching *Doctor Who*? The answer, of course, is yes.

Peter Gregg

Bloom/TV

Religion in SF/F: Taboo or Tradition?

Wandering Stars: An Anthology of Jewish Fantasy and Science Fiction was published in 1974. Yet there's this sense that science fiction and fantasy writers are "beyond" writing about real-life religions. What's the value in writing about religion in the future?

Detriments? Who is doing it and why?

Josh Dubin, Naomi Kritzer, Lyda Morehouse, Colleen Palmer, Charles Piehl

Edina/Literature

Mojo's Special Effects Extravaganza

Get more behind the scenes on special effects.

Mojo

Plaza 2/TV

SUNDAY Continued

1:30pm—2:30pm

Post-Mortem

The usual wrap-up of the convention, with a chance for everyone to offer feedback.

Christopher Jones, Perrin Klumpp, Windy Merrill, Jeremy Stomberg, Pat Wick, Tim Wick, Ishmael Williams

Atrium 4/SF Hotdish

The Rebirth of Fantasy Films

Will there be a rebirth of fantasy films post-Harry Potter and Lord of the Rings? Has technology advanced to the point where fantasy can be done on the big screen realistically, and what sorts of fantasy films would you like to see?

Eleanor Arnason, Naomi Kritzer, Neil Belsky

Atrium 6/Movies

Smallville—Superboy meets Buffy

How is this depiction of the adventures of Superman as a boy different from other versions? How is it like other current television series?

David Kingsley, Lyda Morehouse, Matt Savelkoul

Bloom/TV

Working with a Licensed Property

What are the unique challenges when working with a licensed property? Or is it just the same as writing any other sort of fiction?

Diane Duane, Peter Morwood, Paul Ebbs, Jody Nye

Edina/Literature

1:30pm—2:30pm

Free Enterprise Commentary

With live commentary from Mark & Robert.

Mark Altman, Robert Meyer Burnett

Plaza 4/Movies

3:00pm—4:00pm

Smorgasboard

Catch up on any projects you've missed. Maybe paint the back of your T-shirts.

Atrium 8/Youth

West Wing as an SF Show

The West Wing: Why do so many SF fans like it?

Kate Carey, Laurel Krahn, Kat Peppmiller, Susan Sizemore, TJ Starbuck

Bloom/TV

5:00pm—6:00pm

Closing Ceremony

Farewell, see you next year! *Christopher Jones, Perrin Klumpp, Windy Merrill, Jeremy Stomberg, Pat Wick, Tim Wick, Ishmael Williams*

MainStage

If you would like to see listings of panels grouped by programming track, refer to the *Programming Grid*, posted on *Programming Kiosks* around the hotel. You can also refer to the *daily Panel Schedule* posted outside of each of the *Programming Rooms*. Those rooms are:

Art & Comics — Atrium 3

Gaming Programming — Atrium 2

Literature — Edina Room

Movies — Atrium 6

Programming A/V — Plaza 2

Science & Technology — Atrium 7

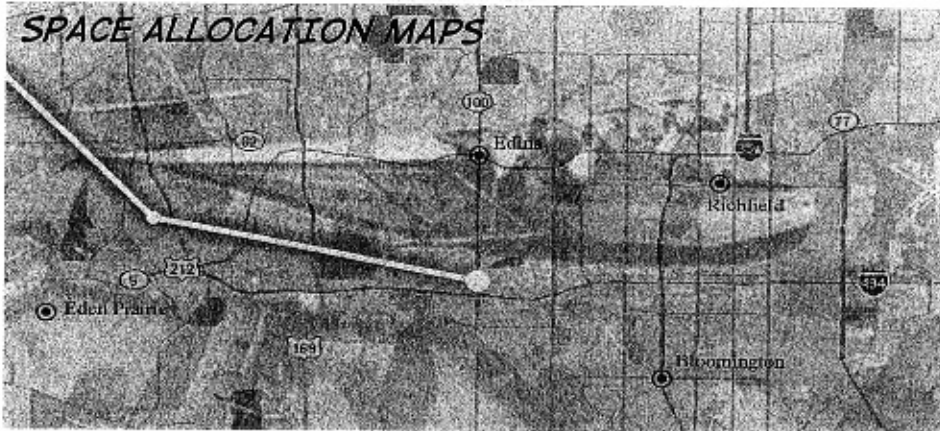
SF Hot Dish — Atrium 4

Television — Bloomington Room

Youth — Atrium 8

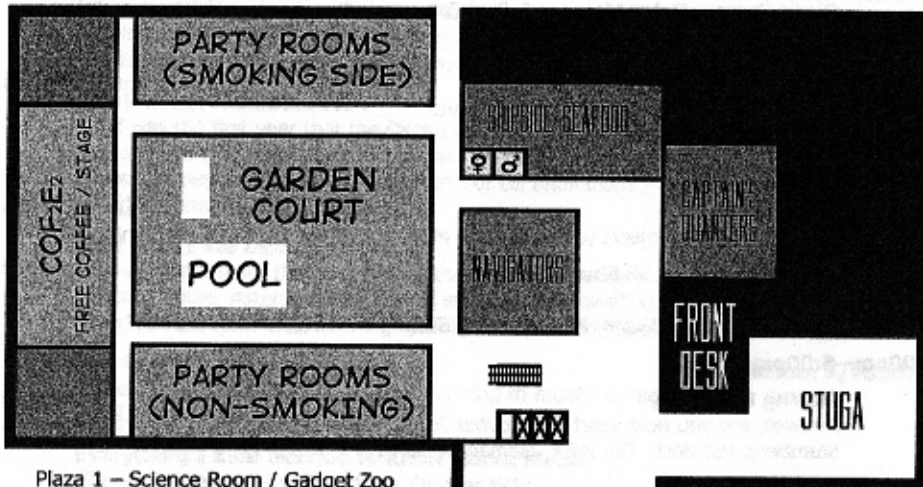
Need to know more about where those rooms are located? Thanks for asking. That's a great segue to the final section of this guide: **The Space Allocation Maps**.

SPACE ALLOCATION MAPS

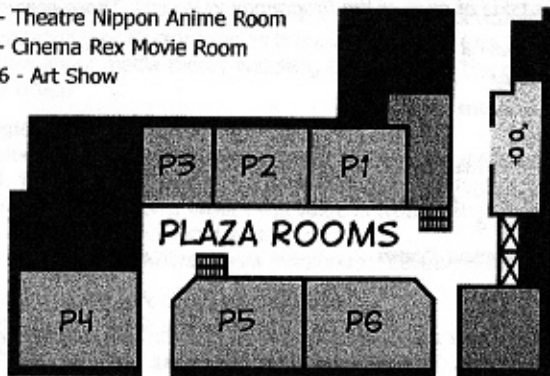


These maps are provided to help you find your way around CONvergence at the Radisson South. There are similar maps posted around the hotel and at the Programming Kiosks.

FIRST FLOOR



- Plaza 1 - Science Room / Gadget Zoo
- Plaza 2 - Programming Special Events/ Art Show Auction
- Plaza 3 - Theatre Nippon Anime Room
- Plaza 4 - Cinema Rex Movie Room
- Plaza 5/6 - Art Show



SECOND FLOOR

CONvergence Central:

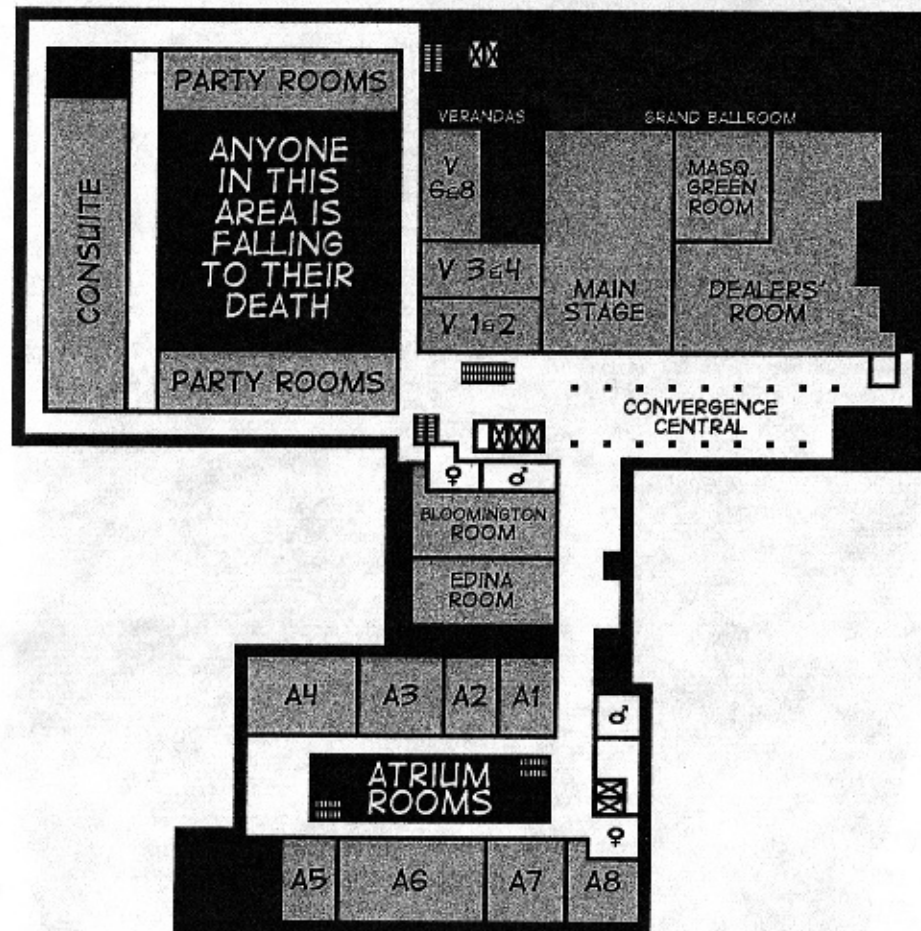
- Merchandise Table, Gaming, Volunteers Desk, Information Desk, Fan Faire
- Verandas 1 & 2 - Operations
- Verandas 3 & 4 - Registration
- Verandas 6 & 8 - Connie's Space Lounge
- Bloomington Room - TV Programming
- Edina Room - Literature Programming
- Atrium 1 - Silent Auction
- Atrium 2 - Gaming Programming
- Atrium 3 - Art Programming
- Atrium 4 - Hot Dish Programming
- Atrium 5 - Programming Green Room
- Atrium 6 - Movie Programming
- Atrium 7 - Science & Technology Prog.
- Atrium 8 - Youth Programming



TWENTY-SECOND FLOOR

(Not pictured)

CONvergence Gaming Suites



We hope this Programming and Events Guide has made it as easy as possible for you to find all the fun things to do at CONvergence 2002. Be on the lookout for additional signage and maps posted around the convention space, as well as the Programming Kiosks located near CONvergence Central outside of the Grand Ballroom and elsewhere around the hotel.

If you have any feedback for the Publications Division on this guide or any other publication of the convention, you can leave a message with the Info Desk or send an email after the convention to publications@convergence-con.org.

Have a great weekend.



*It's Sunday evening after
Closing Ceremonies.*

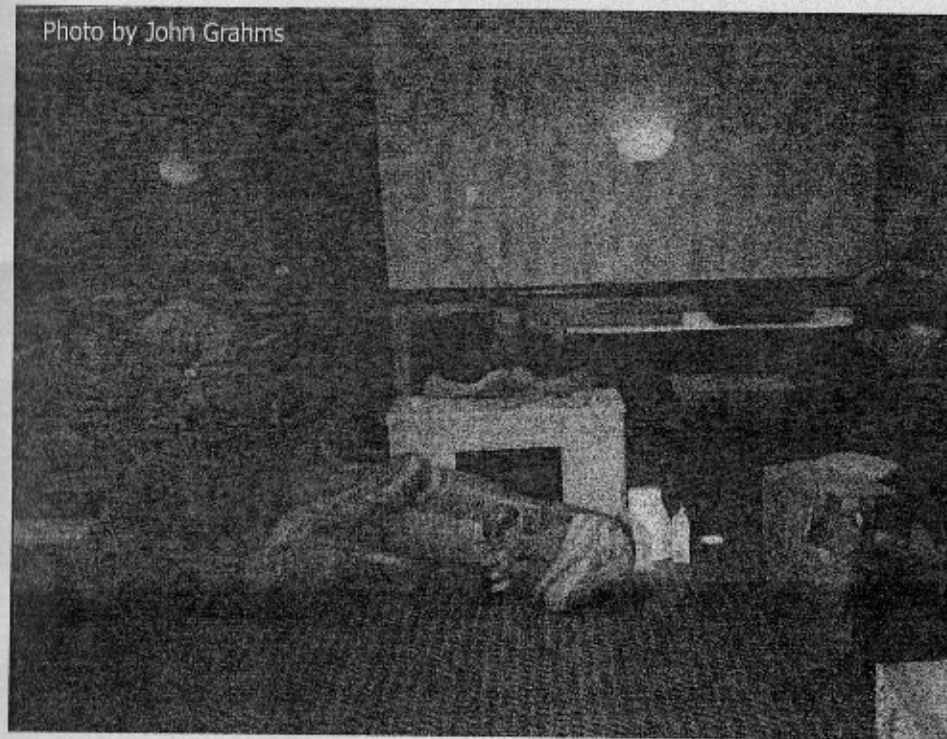
The convention is officially over.

You're tired.

It's time to go home and catch up on your sleep.

That's the reasonable thing to do.

Photo by John Grahms



*Or, you could make yourself completely unfit for work on Monday morning by hanging around for the **Dead Dog Party**. Kick back. Use the pool. See what's playing in Cinema Rex. Squeeze the last few drops of fun out of CONvergence 2002.*